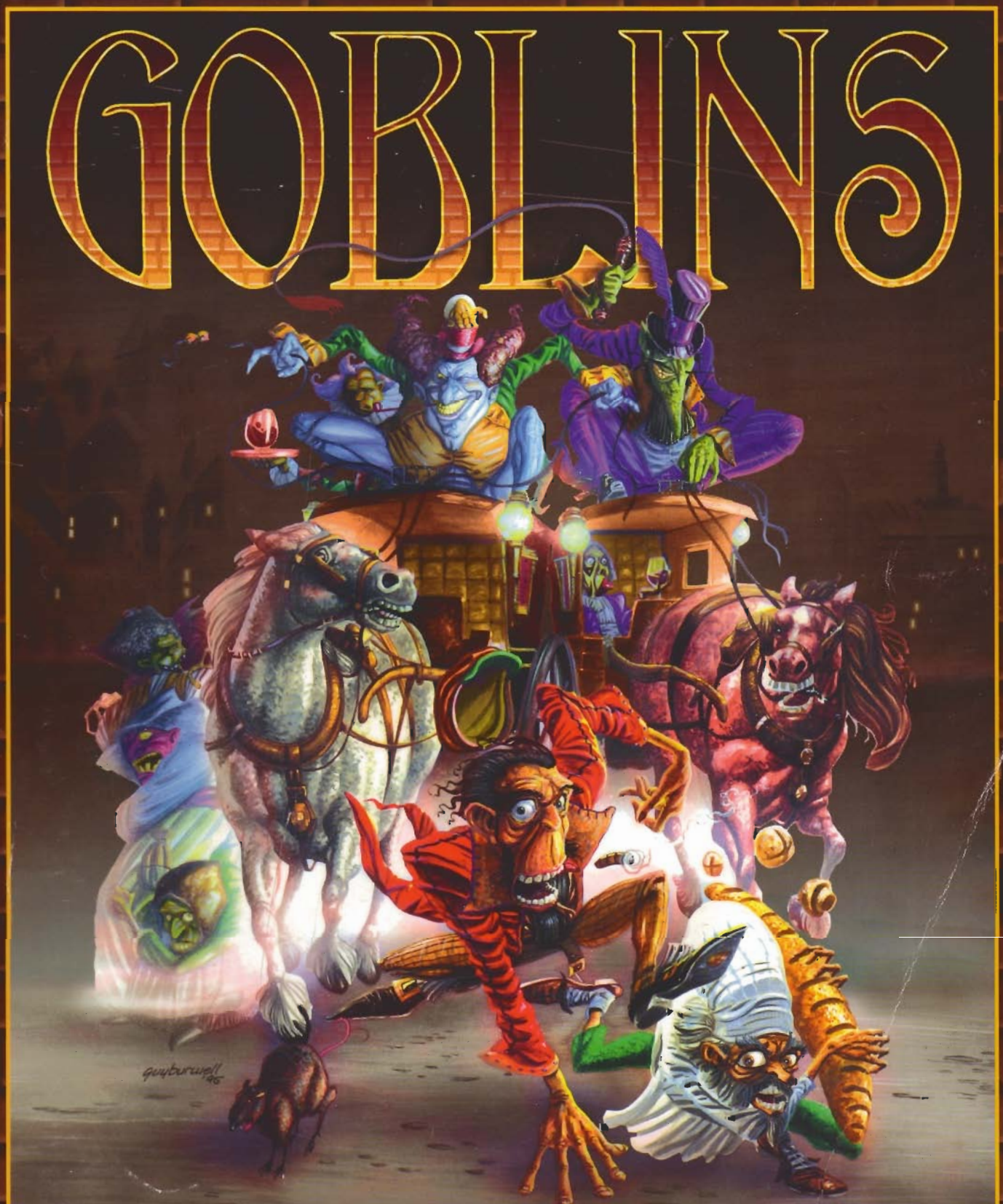
GURPS®

GOBLINS



By Malcolm Dale and Klaide Thomas

STEVE JACKSON GAMES

GURPS®

GOBLINS™

By Malcolm Dale and Klaide Thomas

Edited by Steve Jackson, Sean Punch and Susan Pinsonneault
Illustrated by Guy Burwell
Cover design by Jeff Koke, based on an original painting by Guy Burwell
London map by Michael Gussow; Theatre map by Dan Smith

GURPS System Design by Steve Jackson
Scott Haring, Managing Editor
Sean Punch, *GURPS* Line Editor
Production, Layout and Typography by Jeff Koke

Proofreading by Spike Y Jones
Print Buying by Monica Stephens
Art Direction by Bruce Popky and Lillian Butler
Claudia Smith, Sales Manager

DEDICATION: "... taking off my hat, quite as if I stood before a great lady, I gave her to understand that I had not acted otherwise than any man of spirit would have done in like circumstances." – *Memoirs of a Buccaneer*, L A T Le Golif, trans. Malcolm Barnes, 1707/1954.

To Kae Dale and Rachael Callender.

"*Par la mort bleu!* You pack of rascals! I shall have to come down and run a few of you through the belly and put an end to your drunken bawling!" Saying which, I fired two shots from my pistols which made them scatter in great haste into the shadows and put a full stop to their din. – *The Memoirs of a Buccaneer*, L A T Le Golif, trans. Malcolm Barnes, 1707/1954.

THANKS: To Kelsie McArthur, for editing the original edition of ***Goblins***; Dave Pye, Scott Hardy, Justin Thomas and Jeff Hilt, for revealing goblin nature with uncommon precision; Tom Dale, for grim labours; the American playtesters, particularly Gin Nelson for finding an earwig where we would never have thought to look. *The American playtesters:* Drew Bittner, Chris Burke, Bill Collins, Lynette Cowper, Mike Dalton, Edward Elder, Jonas Karlsson, Virginia Nelson, John Perrault, Larry Smith, David J. Snyder, David Q. Spitzley, David Stroup, Adam Thornton, Andrew Wardell, Allen Wilkins, Bolie Williams IV

GURPS and the all-seeing pyramid are registered trademarks of Steve Jackson Games Incorporated. *Pyramid*, Illuminati, and the names of all products published by Steve Jackson Games Incorporated are registered trademarks or trademarks of Steve Jackson Games Incorporated, or used under license. ***GURPS Goblins*** is copyright © 1996 by Steve Jackson Games Incorporated. All rights reserved. Printed in Canada.

ISBN 1-55634-317-5

1 2 3 4 5 6 7 8 9 10

STEVE JACKSON GAMES

CONTENTS

INTRODUCTION....4
About **GURPS**....4
About the Goblins....5
About the Authors....5

1. GOBLINS!....6
The Facts of Life....7
Aristocratic Lineages....7
Physique....8
The Tallest Goblin....8
The Shortest Goblin....8
The Heaviest Goblin....8
Attitude....9
The Goblin with the Loveliest Legs....9
Birds of a Feather – The Grand Opera House Orchestra....9
Map of London (ca. 1830)....10

2. THE WORLD....11
The Late Georgian Setting....12
Life and Times....12
London....13
High Society of the West End, Summarised....14
The West End....15
At the Theatre....15
In the Slums....17
The East End....18
Prostitution....18
Power and Government....19
Political Parties....19
Shipping....19
Climate....20
Influencing Parliament....20
Technology....21
Power....21
Weather....21
Technological Wonders....21
The Dangers of Modern Transport....22
Transport....23
Weapons....23
Fares....23
Medicine....24
Availability....24
Shopping....24
Buildings....25
Magnificence....25
Occupancy....26
Duties of Servants....27

3. PUNISHMENT AND THE LAW....28
Crimes....29
Ways to Cause Death....29
Burglar's Aids and Winning at Cards....29
Murder....30
Identifying Thieves, Liars and Murderers....30
Public Opinion....31
The Metropolitan Constabulary....31
Examples of Justice....31
Trial....32
The Crown Calendar for the Lincolnshire Lent Assizes, 1818....32
Punishment....33
Corporal Punishments....34
Newgate Prison....34
Capital Punishment....35
Death Without Mercy....36
The Proper Catastrophe of Jonathan Wild....36

4. STATUS....37
Social Status....38
How the Classes Relate to One Another....38
Classes....39
The Gutter....39
The Working Class....39
The Leisured Gentlefolk....39
The Titled Aristocracy....39
The King....39
Servants....39
Goblin Jingoism....40
Employment....40
Perils for the Commercial Traveler....40
Footmen....41
How to Spend Money....42
Borrowing to Maintain Social Status....42
Money....43
Food....44
Clothing....44
Shelter....44
Pleasures....44
Drinking in the Gutter....44
Fashions....45
Fashion in the Gutter....45
At the Dance....45
Manners....46
How the Other Half Lives....47
Fashion in the Working Class....48
Outfitting an Officer....48
Duelling....49
London Clubs....50
Fashion among the Leisured Gentlefolk....51
Un Journee en Bloomsbury....51
Drinking in the Upper Classes....52
Obtaining a Title....53
The Titled Aristocracy....54
Guiding Marriage and Romance....54
Summary of Terms of Address for the Titled Aristocracy....55
Spending Money....56
Foreigners....56
Drink & Vice....57
Drink....57
Giblet Pie....57
Proper Table Etiquette....58
Opiates and Other Narcotics....59
Ill-Gotten Gains....59
Gambling (and Cheating)....60
Horse Racing....60
Investment....61
Prices....62

5. CHARACTERS....63
Character Generation....64
Designing Your Goblin in Eight Easy Steps....64
Courage....64
The Goblin Racial Template....65
Preschool....65
Goblin Luck (or "The Attentions of God")....65
Mistreatments....66
Improving and Worsening Luck....66
Taking Control of Your Goblin's Life....67
Initial Cash, Status and Reputation....68
The Effects of Oppression....68
School....69
Deciding on the Right School....69
Apprenticeship....70

Fashionable Apprenticeships.....70
Unfashionable Apprenticeships.....74
Sundry Other Apprenticeships.....75
Determining Shape and Size.....77
Shape and Size Advantages and Disadvantages.....77
Advantages, Disadvantages and Skills.....78
Advantages.....78
New Advantages.....78
Disadvantages.....79
New Disadvantages.....79
Skills.....81
New Skills.....81
Quirks.....82
Gender.....82
Names.....82
Starting Out on Life's Big Adventure.....82
Employment.....83

6. SUPERSTITION AND THE DEVIL.....84

Superstition.....85
The Church.....85
A Street Preacher.....85
The Philosophy of the Anglican Church.....86
The Carrot and the Stick.....86
Avoiding Sin.....86
Angels.....86
Original Sin.....87
God.....87
Patron Saints.....87
The Angels.....88
The Saints and the Virgin Mary.....88
Miracles.....88
The Devil.....89
Bringing Forth the Devil (and Successfully Negotiating With Him).....89
Religion in Play.....89
God in Play.....90
Angels in Play.....90
The Devil in Play.....91
A Deal With the Devil.....91
Magic.....92
A List of Spells Known Only in Ancient Egyptian.....92
Influencing Witches, Ghosts and the Supernatural.....93
Psionics.....93

7. FIGHTING AND DRINKING.....94

I'll Whack Him.....95
The Pain and the Fear.....95
Fighting Boot and Nail.....95
Weapons.....96
Weapons at Different Social Levels.....96
Painful Themes and Terrifying Variations.....96
Guns and Shooting.....97
Weapon Menace.....97
Weapon Tables.....98
Drinking and Intoxication.....100
Alcohol Rating.....100
Tolerance.....100
Binges.....100
Intoxication Table.....101
Drinking While Distraught.....101
Special Modifiers for Intoxication.....101
Other Modifiers.....102
Shyness, Cowardice and Courage.....103
Determining Mood.....103
Sobering Shock.....103
Sobering Up.....104
Hangovers.....104
Hyperaesthesia.....104

8. DISEASE.....105

Ways to Avoid Illness.....106
Causing Disease.....106
Madame Restell's Life-Destroying Crochet Hook.....107
Principles of Medicine.....108
Patent Medicines.....108
Things to Do with a Corpse.....109
Parr's Life Pills.....109
Cures.....110
Curing Disease.....110
Glossary of Ailments.....111

9. DIRECTING THE GAME.....113

The Importance of NPCs.....114
Crossovers.....114
Mapping Physical Terrain.....115
Animals.....115
The General Theme of a ***Goblins*** Campaign.....118
In the Beginning 118
Casual Employment 118
Joining Society 118
*Using the **GURPS** Reaction Table: An Optional Rule*.....118
Winging It.....119
Social Webs – Creating a Society.....120
Anticipating Luck.....120
A Social Web.....121
Name-Based Characters.....122

10. ADVENTURES.....124

Introduction.....125
THE GUTTER.....125
Ashestree Court.....125
Life in the Gutter.....125
A Word-Picture of the Street.....125
Zeke McGrappen.....125
A Low Lodging House.....126
The Inhabitants.....126
Chaste Lovelace.....126
Provocation Lum.....126
Adventure in the Gutter.....127
The Horse Swapping.....127
Salvation Plunge.....127
Titus Rippen.....127
Rumple the Butler.....127
Provocation and His Cab.....128
THE WORKING CLASS.....128
The Salisbury Theatre.....129
Plunge Hall.....129
Doctor Rudd.....130
Adventure in the Theatre.....131
Rat-Catching.....131
Esther Bunks.....131
Ungodly Lusts Johnson.....131
Sodom Peach.....132
Ahab Godwilling.....132
The Stage.....133
Backstage.....133
The Abridged Macbeth, With Just the Witches and the Fighting.....134
THE LEISURED GENTLEFOLK.....135
Dinner and the Club.....135
The Dinner.....135
Lady Drusilla Forbes.....135
Bishop William Sodom.....135
Moses Cruise.....136
Prodigal Bean.....136
Matthew Hands.....137
THE ARISTOCRACY.....137
A Lord's Night Out.....138
Ms Lucretia Lilywhite.....138
Ms Lucretia's Letters.....138
Ms Lucretia's Lemon Blancmange.....138
Adventure in the Aristocracy.....139
Lord Salvation's Nuptials.....139
Mr R. Golightly.....139
The Devil's Sooty Brother.....139
The Plot to Blow Up the King.....140

GLOSSARY.....141

BIBLIOGRAPHY.....143

INDEX.....144

INTRODUCTION

About GURPS

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

Pyramid. Our bimonthly magazine includes new rules and articles for *GURPS*, as well as information on our other lines: ***Car Wars, Toon, Ogre Miniatures*** and more. It also covers top releases from other companies – ***Traveller, Call of Cthulhu, Shadowrun,*** and many more.

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

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

Q&A. We do our best to answer any game question accompanied by an SASE.

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

Illuminati Online. For those who have home computers, Illuminati Online supports SJ Games with discussion areas for many games, including *GURPS*. Here's where we do a lot of our playtesting! It's up 24 hours per day at 512-448-8950, at up to 28.8K baud (28.8 users should dial directly to 512-448-8988) – or telnet to io.com. Give us a call! Visit us on the World Wide Web at http://www.io.com/sjgames/. We also have conferences on Compuserve, GEnie, and America Online.

Page References

Rules and statistics in this book are specifically for the ***GURPS Basic Set***, Third Edition, Revised. Any page reference that begins with a B refers to the ***GURPS Basic Set*** – e.g., p. B102 means p. 102 of the ***GURPS Basic Set***, Third Edition, Revised.

He was a snub-nosed, flat-browed, common-faced boy enough; and as dirty a juvenile as one would wish to see; but he had about him all the airs and manners of a man. He was short for his age; with rather bow-legs, and little, sharp, ugly eyes. His hat was stuck on the top of his head so lightly, that it threatened to fall off at every moment – and would have done so, very often, if the wearer had not had a knack of every now and then giving his head a sudden twitch, which brought it back to its old place again. He wore a man's coat, which reached nearly to his heels. He had turned the cuffs back, half-way up his arm, to get his hands out of the sleeves, apparently with the ultimate view of thrusting them into the pockets of his corduroy trousers; for there he kept them. He was, altogether, as roistering and swaggering a young gentleman as ever stood four feet six, or something less, in his bluchers.

"Hollo, my covey! what's the row?" said this strange young gentleman to Oliver.

– Charles Dickens, *Oliver Twist*

This supplement more or less relates to the sad lives and hard times of persons living in late Georgian London – that is, the city is more or less London, the individuals concerned are more or less persons, and King George is more or less late. The year is 1830.

A roleplaying game usually sends characters on an exploration, in which they seek elusive treasure through uncharted jungles, ruins and dungeons, overcoming obstacles and whacking monsters with magic or astounding technology.

Such things are sadly rare in this game. ***Goblins*** is set in a city, where every square inch has been trod by one and a half million pairs of feet, and all obstacles are marked on a handy street map. The ruins and dungeons are far from uncharted – the only creature who never explores them is the landlord who rents them out. The magic is dubious. The technology isn't astounding.

There are, however, plenty of monsters, in every conceivable shape and size. They live in the characters' houses; eat their food; buy groceries at the same market. Many of them are relatives. The characters of ***GURPS Goblins*** roam well-worn, familiar streets in a sea of unwashed, diseased rogues and villains. The characters *are* unwashed, diseased rogues and villains. They seek the same elusive treasures that all do – gin, glory, and bags of money.

GURPS Goblins was designed with the following philosophies in mind:

Death should be difficult to come by, and murder is discouraged, unless an individual works at it pretty seriously. Our dubious heroes may fling themselves boldly into the most perilous of endeavours, secure in the knowledge that at worst they will be horribly and permanently maimed.

Characters improve and advance themselves with social interaction, and by gaining social level. The aim of every goblin should be to gain security and power with improved social level, faster than he degenerates physically through disease, age, and the aforementioned maiming.

Characters should be answerable for their actions. If a character bashes a monster, it will be as angry, frightened and lusty for vengeance as the character would be. After all, monsters have feelings, too. Because they all live in the same city (and are discouraged from solving disputes by bumping each other off), old crimes are not easily forgotten, and return with a vengeance just when they are least welcome. Courage governs the actions of characters, more than physical endurance. It is intended that goblins should end a violent dispute by running away or begging piteously, rather than by being beaten to a small pulp. Being beaten to a small pulp is, after all, the worst that can happen.

Except for catching French Pox. Or tetters.

About the Goblins

The race of goblins encompasses a huge variety of creatures of different appearance, menace and ability. If encountered in a fantasy setting, many of them might be taken for gnomes, hobgoblins, trolls, ogres, giants and so on. Nevertheless, they make up a single fecund, belligerent species. There is no question of different races, let alone cross-breeding. They are all just goblins, and come in whatever shape, size and colour they please.

About the Authors

The private sensualist may be known by his pallid, bloodless countenance, and hollow, sunken and half-ghastly eyes, the lids of which will frequently be tinged with red; while if his indulgence has been carried very far, he will have black and blue semi-circles under his eyes, and also look as if worn out, almost dead for want of sleep, yet unable to get it &c.

He will also have a half-wild, half vacant stare or half-lascivious, half-foolish smile . . . little things will agitate and fluster him. Nor will he walk erect or dignified, as if conscious of his manhood, and lofty in his aspirations, but will walk and move with a diminutive, crying, sycophantic, inferior, mean, self-debased manner, as if depreciated and degraded in his own eyes; thus telling you perpetually by his shamed looks and sheepish manner that he has been doing something low, mean, contemptible and vulgar.

– O.S. Fowler, *Warning And Advice to the Married and Single*, 1877.

Malcolm Dale is a fine, upstanding fellow, clean-limbed, well-traveled and sophisticated, with a degree in Zoology and a qualification as a Patent Attorney. He is a graphic artist. His clear, blue eyes carry a lilting smile, and his merry laugh gladdens the hearts of those around him, who love him dearly.

Klaude Thomas is a sterling gentleman, tall, dark and manly, with a background of years of dedicated study and game-designing experience. He is a game designer. His dark, limpid eyes glow with serenity and wisdom, and the mellow tones of his sonorous voice bring calm and clarity to the minds of those around him, who love him dearly.

CHAPTER ONE

GOBLINS!

Goblins are a short-lived humanoid life form, of extraordinary physical variability, equalling the dog in variety of size and shape. Unlike the dog, the goblin is a product of asexual reproduction, and does not inherit characteristics (or anything else) from its parents. Each individual goblin is born identical in every detail to every goblin that ever was, since Adam and Eve. Only later do they warp into the astonishing range of shapes and sizes which characterise the species.

At birth they have an unformed, foetal appearance, exactly 12 inches long and weighing exactly 3 lbs., with a coffee-and-cream complexion and no distinguishing features – not even sex. Goblins have no gender until they reach the age of 14, at which time they choose, based on individual whim or the hope of gain, whether to be male or female. Because baby Goblins are all the same they are not given names, but instead are all known as Prole.

From the moment of birth, however, individual Proles start adapting to their environments: growing tall if food is found in high places; becoming tiny if safety is found in small nooks and crannies. Those brought up in dark places develop keen night vision, while those raised near the sea become sleek-bodied and proficient swimmers. By the age of six, the Proles have been stretched and warped into every conceivable shape and size by their unique histories and environments, and although they share local traits with others raised under the same circumstances, it is difficult to find two who are exactly alike. The next generation retains none of the characteristics gained by their parents, but starts again as new, unformed Proles.

The Facts of Life

All Proles are born with neither more nor less resemblance to their parents than to anyone else. Contrary to popular belief, they are not produced by a little piece of Mummy joining to a little piece of Daddy to make a little Prole. Proles are created purely from a little piece of Mummy, sparked by stimulation of certain glands and creative processes. The stimulation usually comes from Daddy, by means which need not be discussed. Suffice it to say, it is not possible for female goblins to contract pregnancy from a dirty toilet seat, or by cleaning their teeth in someone else's bath water. It *is* possible for a female goblin to contract pregnancy by reading a particularly spicy novel.

If these matters are given thought, the following may be better understood:

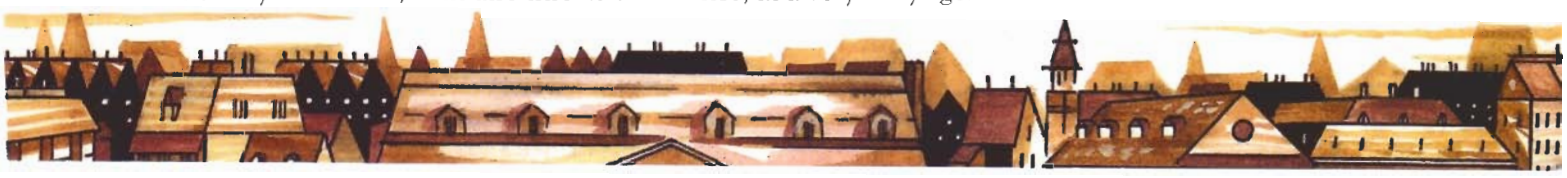
- Contraception is not practised among goblins, because no physical transmission is involved in conceiving an offspring. The only way to ensure that a female goblin does not contract pregnancy from an amorous liaison is to ensure that the whole event is entirely uninteresting – which rather defeats the purpose.
- Abortion is practised among goblins. The arrival of a Prole is not anticipated with any particular pleasure – they would much prefer that someone else bore the burden of bringing the next generation into the world. Many goblins (particularly females) view pregnancy as similar to a tumour – a malignant growth which one would be much better off without, but which is so dangerous to remove that it might be better just to ignore it until it goes away.
- Parents have little delight in contemplation of their offspring. Because no unique characteristic of the parent is duplicated in the offspring, the parents of a Prole have no greater attachment to their own Prole than to anyone else's. They share nothing with their own offspring that they do not share with the entire species, and have no "family line" to maintain. A goblin's own Proles are only a particular nuisance, because they hang around his own house and pantry. They are traditionally driven out, with dire threats of violence, at a very early age.

Aristocratic Lineages

Some profoundly wealthy aristocrats do maintain families. These goblins have recognised that by maintaining control over their own Proles (despite the considerable expense) they gain two advantages.

Firstly, they are able to mould the Proles in their own image, by subjecting them to the same history which they themselves endured. By this means they can (in theory) recreate a younger image of themselves, and in a way create a living memorial, passed on from generation to generation long after they have died. This appeals to goblin vanity. Unfortunately, recreating one's own history for one's offspring is not so easy as it might appear. The offspring make the most strenuous efforts to avoid being subjected to the same treatment suffered by their elders, and have the advantage that they can look it up in a history or diary (which must be accurately kept and often referred to if the history is to be repeated), before it happens.

Secondly, goblins who mould their own Proles are able to produce clear successors to their own accumulated wealth, avoiding disputes which (particularly in the case of the Royal Family) can escalate into wars. This advantage might not appeal to the individual parent in question, who may quite like wars to be fought in commemoration of his passing, but it is of great importance to the retainers of that individual, who want to keep their positions in peace and comfort.



The Tallest Goblin

The tallest goblin in London is Mr Zion Rheese-Jones, of no fixed abode, generally to be found in the area of Covent Garden Market. He is 12 feet 4 inches tall in his socks, and weighs 530 lbs. In his childhood he lived over a laundry, and was frequently hung on the washing line by the hair, to scare away birds. His mother is believed to have been frightened into labour by a stampeding giraffe at the Zoological Gardens, but this tale has not been confirmed by any actual witnesses to the event. Mr Rheese-Jones makes his living by threatening other goblins in the street.

The Shortest Goblin

The shortest mature adult goblin in London is believed to be Mr Ahab Godwilling, a rat-catcher from Whitefriars, who is just 14 inches tall and weighs 8 lbs. He is not renowned for cleverness, but has a good spirit, and earns a very comfortable living by chasing rats in their own burrows, saving himself the expense of keeping ferrets. He is assisted by a strapping young terrier named Blessed Saint Jonah, who not only catches the rats flushed out by Mr Godwilling, but also prevents passersby from stepping on his master when he resurfaces. Mr Godwilling may unfortunately no longer be the shortest goblin in London. He was recently employed to catch rats in a theatre in Whitefriars, followed one into the walls, and has not been seen since.

The Heaviest Goblin

Mr Zane laGoombe, the heaviest goblin on record in London, weighs 882 lbs. He is literally taller when lying on his back than when standing on his feet. He is the proprietor of a large, renowned club in Pall Mall, as well as several successful liquor retail establishments, and spends his time eating, drinking, and rolling about laughing at the misfortunes of others in an odious manner.

◙ Proles have little regard for their venerable parents. Many young goblins feel that their parents have done nothing for them, and that they owe their parents nothing in return. They are quite correct in this belief.

◙ Moral turpitude and rampant infidelity abound. Goblins have little respect for the sanctity of marriage, or for each other as individuals. Licentious indulgence is no more than a bestial exercise performed for the gross physical gratification of one or both participants. Marriage is a social and business partnership having nothing to do with the production of offspring, let alone love. It increases social standing and security by creating a permanent partnership between two individuals, each dependent on the other for continued success. What they do in their spare time, and who they choose to do it to, is their own business.

◙ Diseases transmitted by licentious indulgence flourish. Nothing further need be said.

◙ The cohesive bonds of love, honour in the family name, inheritance and even lust are of little consequence to the average goblin. Poets and novelists write about these subjects at length, but they do not apply very long in real life. At the end of the day, goblins care for no one but themselves . . . and even that is a half-hearted affection. Goblins are moved thoroughly by a good piece of music, however, because it lets them imagine for a moment what it might be like to be loved.

Physique

Goblins do not have a normal physique. The "average" goblin might have a human form – perhaps slightly thin, and a little short – but no goblins are average. All goblins have two arms, two legs, two eyes, ears and nostrils (except those who have lost one or more of these features in an accident), one nose, one mouth, and a fairly good crop of hair. They are also, once adult, adequately supplied with those features which constitute and characterise the gender. They have five digits on each hand and each foot, and up to 32 teeth in their heads. Very few have hooves, tusks, fur of any valuable quality, or retractable claws. No goblin has wings or gills, or a tail. Beyond these basic similarities, goblins do not follow any coherent pattern.

Goblins tend to be thin rather than fat, simply because they don't have enough to eat in their early years, and are shrivelled for life by malnourishment. Some goblins do become quite immense, however.

Many goblins have extraordinarily long arms or legs. It is not unusual to see a goblin with arms longer than his torso and legs put together, and these folk will quite commonly walk upright on their hands, with their legs swinging between. They often wear fingerless gloves with thick leather plates on the palms, as "shoes," and some who have particularly dextrous toes may use their feet for writing, playing the piano, knitting and performing other manual tasks.

Goblins have pronounced features, as a result of their upbringing. Those raised in darkness have large, luminous eyes; those pinned up by the ears from an early age have those organs greatly distended and pointed at the top. Large noses are uncommon, found only among those raised in spice warehouses or tanneries, who have been brought up among strong odours and have used smell as their strongest sense. The metropolitan police force are experimenting with the use of "sniffers" raised in this manner, but are thought to be having difficulty in finding any who are sufficiently honest for the job.

Long fingers, hands, feet and toes are very common, and some goblins with a long history of being locked in a breadbin look more like some ungainly species of spider than humanoid creatures.

Legs and arms are of even lengths, unless the individual in question has been gnawed unevenly by pigs or subjected to physiological experimentation.

The skin colour of goblins is varied, even over the surface of an individual goblin. Those who have been boiled at an early age are a rosy pink colour, blushing to fiery red in the actual parts immersed, while those raised in complete darkness are as white as the belly of a fish. Those born in a hot summer or spending much of their time outdoors can be very black, and those raised in a tropical climate are inevitably very dark. Diet influences colouring, with fruit, spices and meats giving a yellow, orange or red tinge to the skin respectively. Finally the health of the individual adds its touches, with jaundice, smallpox, scarlet fever, leprosy, consumption and apoplexy all contributing to the palette, and freckles, liver spots and the flags of alcoholism finishing the picture. There is no discrimination on the basis of skin colour in goblin society.

Attitude

The goblin attitude to life is not a pleasing one. Higher sentiments such as love, respect, patriotism, and community spirit are overwhelmed by the forces of greed, fear and revenge. Vanity and lust play a role, but collapse quickly under pressure.

Although goblins do not care for charity, the webs of society bind them together. A goblin may be obliged to put himself to considerable risk on behalf of a "friend," simply to prevent his own fortunes from collapsing along with his associate's. This binding effect is carried to its extreme in the bonds of marriage, where two goblins tie their fortunes together by setting up joint bank accounts (accessible only with the signature of both parties), buying property together, and acquiring a title on the basis of their combined strengths. These partnerships can last a lifetime, and in some cases the long familiarity, habits and shared sufferings can blossom into an irrational attachment, resembling affection.

Greed is the first great motivator behind the actions of goblins. The main point to a goblin's life is to achieve something within their own lifetimes, which they themselves can enjoy contemplating. The happiness of future generations means less than nothing to goblins, and they have no interest in (for example) producing lasting works of art or literature which might impress those future generations, unless it results in tangible rewards which they can enjoy in the present.

Fear is the second great motivator of goblin behaviour. A life without achievements might be bad, but no one wants it cut prematurely short. The possibilities of cripplings, maimings and destitution also stir powerful emotions in the goblin heart.

Revenge is the third great motivator – a desire to exact fear, loss and suffering upon those who cause travail and deprivation in one's own life. This is particularly true when a goblin has lost everything, and has no hope of regaining it. At such times a goblin has nothing to sustain greed or fear, and is consumed entirely by the desire for revenge.

Vanity is a strong emotion in goblins, and sometimes it can overcome greed, fear and revenge. A classic example is the public execution at Tyburn, to which quite a few condemned goblins go eagerly, relishing the opportunity to be the centre of attention of a crowd of thousands, wearing a well-tailored suit of clothes and showing devil-may-care courage in the face of Death.

Superficially, lust is a strong emotion, particularly in more mature goblins. In fact it is usually just fear of Age and Death, or some form of greed, fear, revenge and vanity, masquerading as lust. Occasionally even young goblins may be driven to do foolish things out of lust, but usually they show a rapid change of heart if other motivators pull in a contrary direction. Green Sickness (see *Diseases*, p. 111) will sometimes smite a goblin, and fill him with irrational passions, resembling love. It is best cured with a strong dose of Dalby's Carminative (1s 9p per bottle) or Frampton's Pill of Health (1s 1p per box of 20).

The Goblin with the Loveliest Legs

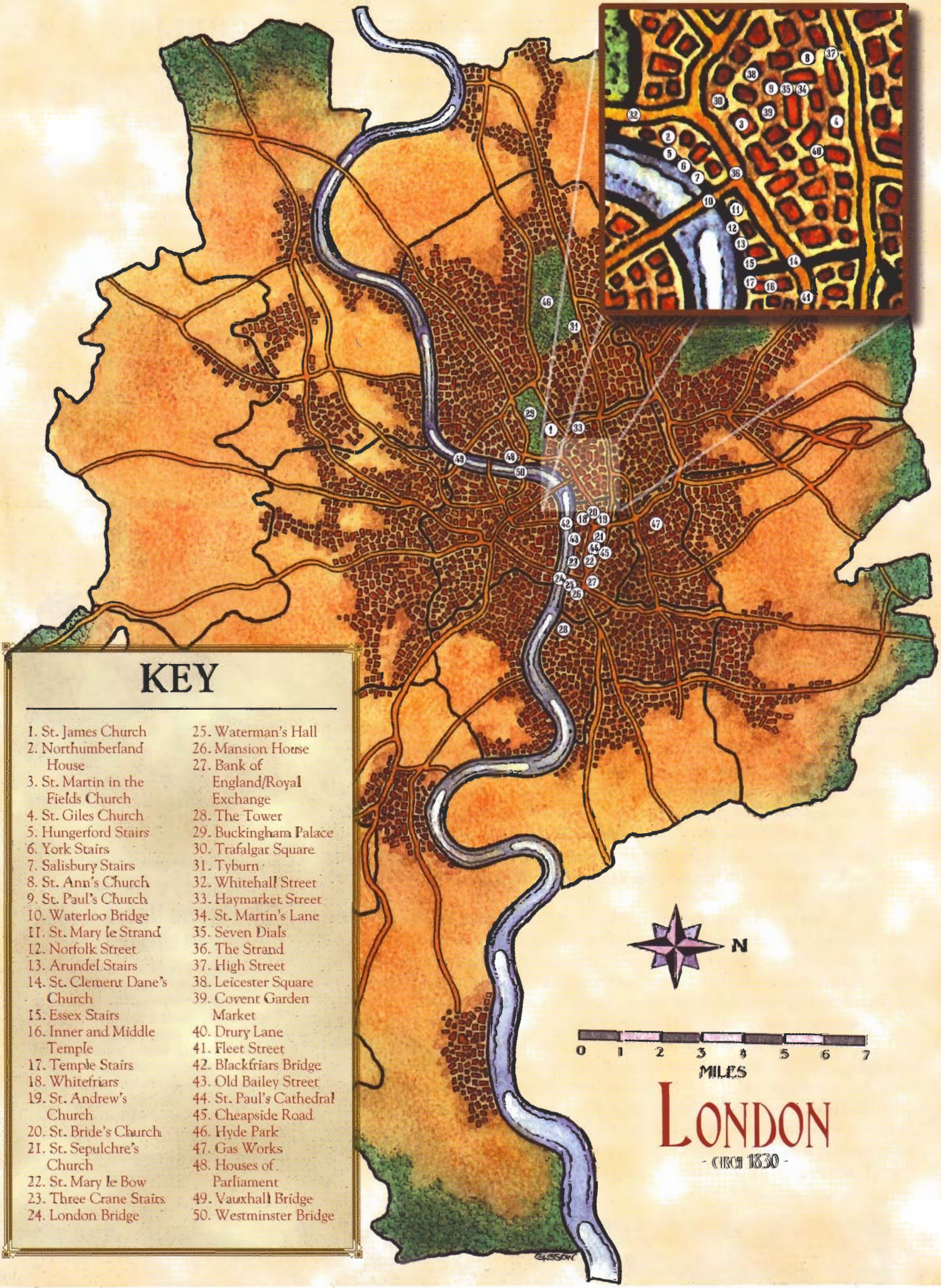
At present, the unusually long leg is the most fashionable body feature in London society. Really, the current fashion is just an extension of that perennial favourite, the monstrous buttock, which has been in high regard for much of the preceding 100 years.

Given the attraction of the leg, it may seem odd that fashionable female attire includes a skirt reaching to the floor. This might be explained (and often is) by the old adage that to conceal is to allure, but then how can one explain male fashionable attire, which includes trousers so tight as to resemble a second skin, often coloured white or beige to heighten the similarity? The most highly regarded legs in London belong to Mr Exodus Meloane, who is 6'8" tall, and of whom the lower 4'6" is made up entirely of leg, of the most elegant shape and proportions.

Birds of a Feather – The Grand Opera House Orchestra

The orchestra at the Grand Opera House in Haymarket is composed entirely of foreign musicians of the long-fingered, spidery type. Their musical talent is undisputed, but the sight of all those flailing digits in the pit, waving and strumming in time to the score, presents an extraordinary and rather mesmerising effect, which may be distracting to newcomers.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life.*


KEY
1. St. James Church
2. Northumberland House
3. St. Martin in the Fields Church
4. St. Giles Church
5. Hungerford Stairs
6. York Stairs
7. Salisbury Stairs
8. St. Ann's Church
9. St. Paul's Church
10. Waterloo Bridge
11. St. Mary le Strand
12. Norfolk Street
13. Arundel Stairs
14. St. Clement Dane's Church
15. Essex Stairs
16. Inner and Middle Temple
17. Temple Stairs
18. Whitefriars
19. St. Andrew's Church
20. St. Bride's Church
21. St. Sepulchre's Church
22. St. Mary le Bow
23. Three Crane Stairs
24. London Bridge
25. Waterman's Hall
26. Mansion House
27. Bank of England/Royal Exchange
28. The Tower
29. Buckingham Palace
30. Trafalgar Square
31. Tyburn
32. Whitehall Street
33. Haymarket Street
34. St. Martin's Lane
35. Seven Dials
36. The Strand
37. High Street
38. Leicester Square
39. Covent Garden Market
40. Drury Lane
41. Fleet Street
42. Blackfriars Bridge
43. Old Bailey Street
44. St. Paul's Cathedral
45. Cheapside Road
46. Hyde Park
47. Gas Works
48. Houses of Parliament
49. Vauxhall Bridge
50. Westminster Bridge
N
0 1 2 3 4 5 6 7
MILES
LONDON
- circa 1830 -

CHAPTER TWO

THE WORLD

Life and Times

1810 Lyon Levy, a Jew, throws himself from the top of London Monument, Jan. 18.

Bequests of £1,200 and £400 by Mr. Burnet of Aberdeen, announced as prizes for essays on the Being of God, Jan. 31.

S.F. Burdett denies the power of the House of Commons to imprison the people of England.

Sacrilege and robbery at St. Paul's, London, Dec. 24.

Schmidt's phantasmagoric chronometer patented.

1811 Commencement of the regency of the Prince of Wales, Feb 5.

"Luddite" riots and incendiarism by unemployed workmen in Leeds, Manchester and other manufacturing places.

War with U.S. of America.

Fearful colliery explosion at Newcastle-upon-Tyne; 93 lives lost, May 26.

Riots in Manchester, &c.; Eight men hanged, June 8. Discontent increases.

1813 Fourteen "Luddites" executed at York Jan. 10.

Hounslow powder mills blown up.

Sir Humphrey Davy's safety lamp.

1814 Mr Grattan's Catholic Relief Bill fails.

London streets first lighted with gaslights.

First Savings Bank in Edinburgh.

1815 Popular demonstrations against the Corn tax; the soldiery fire and many lives are lost in February and March.

War again with Napoleon, March.

Surrender of Napoleon, July 15.

Great Distress; numbers emigrate to America from England.

Baker, pedestrian, walks 1,000 miles in 20 days at Rochester.

1820 King George III dies at Windsor, Jan. 29, aged 81.

Bill for abolishing naturalisation of aliens.

1821 Sentence of two years' imprisonment on Jane Carlile, for libel.

Mr. Hunt fined £200 for selling dries Rye.

Disturbances in Ireland, executions, &c.

Apparatus for walking on water invented by Mr. Kent of Glasgow.

Riot in the Isle of Man in consequence of the high price of corn.

Capt. Beechey's expedition to explore the northern coast of Africa.

Continued on next page . . .

The Late Georgian Setting

The reign of King George IV, from 1820 to the present day, is characterised by a lull in events so far as Britain is concerned.

Napoleon has been crushed (1815), never to rise again, and is little more than a tourist attraction on his island prison of St Helena. Russia is occupied with insurrection, and will not warrant a charge of the Light Brigade until it moves further afield (1854). The nations of Europe are consumed by revolutions, and are all too busy to cause trouble.

In the United States nothing remarkable happens at all. In India, China and Ireland there are small conflicts with the native population, who fail to appreciate the greatness of the British nation, but no more or less than at any other time.

The King is the finest of gentlemen. He has been King for ten years, and was Regent for many years before that, while his father was mad. He is widowed, his charming wife having gone mad and died, ten years ago, just after he was crowned. He has not taken another wife, preferring the company of a number of charming young ladies.

He has not maintained children. His debts are quite moderate, compared to his income.

There is peace and harmony in Britain. It is a quiet and civilised time. The first surge of the Industrial Revolution has just finished and the second surge has not yet begun. In the first surge the lower-class folk who were rendered surplus by mechanisation had taken a short-sighted attitude, demonstrating discontent over their lack of jobs, money and food, and failing to appreciate the long-term benefits for the nation as a whole. They have now passed away, and the present generation of lower-class folk is amply satisfied with the lack of jobs, money and food.

Industrialists are making greater quantities and qualities of goods, but fortunately have not yet assumed that gruesome air of equality with the landowning gentry, which is so detrimental to the manners and morals of the nation. The Royal Family and the ancient titles are still clearly the best folk in Britain, morally, financially and fashionably, untainted by the grim, sooty clutch of industrial money.

The air is still clear over parts of the City. The clank, belch and clatter of the railway has not yet cut into the vicinity of London, and work around the home is performed by cheery servants rather than dull, infuriating contraptions and devices. The pace of life is leisurely. It is the best of times, with all the dreams of technology made real and none of the grim realities.

Fighting is performed by the military, in other countries, with guns of various sizes and, in the cavalry, with gleaming swords and lances. The uniforms are very pretty. Swords are not worn or carried by ordinary folk in the streets – indeed it is both illegal and highly unfashionable to do so. Gentlemen carry walking sticks. Ladies carry parasols. Guns are also prohibited in the street, although used by sporting folk against small birds and animals in the countryside, or in duels. It is a friendly, safe, happy time.

The law is admirably served by the newly organised Metropolitan Police Force, and justice is served by a dignified body of judges – all good, sensible, respectable gentlefolk, even the very old ones, who might be a little hard of hearing but whose minds are still sharp as a tack. Rather than being hidebound in regulations, the law is freely adapted to suit the circumstances of each case.

Judgments are made, and the sentences varied, to suit the character of the crime and social standing of the individuals involved.

Punishments are clear, simple and speedily executed. It is a just, moral time, and the law of the land is given the respect it deserves.

Clothing is sensible but extremely stylish. Gentlemen wear comfortable, fetchingly tight trousers and simple, colourful coats of an elegant cut. The gold buckles, lace, frills, wigs and knee-breeches are gone, except on footmen, barbers and judges.

Women's clothing is in a sensible interlude between the cumbersome hooped skirts, tall powdered wigs, beauty spots and perilous cleavages of the last hundred years and the cumbersome hooped skirts, dreary colours, crippling corsets and high collars of the next hundred years. They wear mildly bolstered, colourful flowing skirts and mildly perilous, mildly crippling bodices. Apart from the ridiculous hairstyles, it is a sensible but elegant time.

Eminently civilised.

Fun? Certainly it is a time of fun. Not the vile, grinding debauches and depravity of the previous century, with filthy drunken rakes and harlots in powdered wigs and rouged cheeks clutching each other in dung-heaps and running sewerage in the open street. No! Nor yet the stuffy, strangled, corseted grey starched-collar and stiff-upper-lip fun of Victorian ladies and gentlemen. It is a time for bold, healthy, hearty fun. Pure, open, honest fun. Elegant and cultured fun. Civilised fun.

All in all, these are the very best of times.

London

The best way to view London is by boating down the Thames, which winds past the vital organs of the city like a spine, its loins in the fertile English soils, its mouth open to the sea and the world. The fertile English soils can be viewed from Westminster Bridge at the West End of London; the sea is further off, but shipping from around the globe can be viewed at the East End. The interesting part of the city lies in the middle, between Trafalgar Square in the west and London Bridge in the east.

The society of London follows a general gradient from rich fashionable areas at the West End, to poor unfashionable areas at the East End. However, a peculiar feature of London is its variety; there is hardly an area in the city which does not have both wealthy, fashionable homes and squalid, ruinous slums, often backing onto each other.

The following description is keyed to the City Map on p. 10.

Life and Times (Continued)

1822 Subscriptions commenced for Irish relief.
Duel between the dukes Bedford and Buckingham.
Irish Catholic relief bill lost in the Lords.
An iron steamer sails from London to Paris.
The "Tread-mill," invented by Mr W. Cubitt, comes into use.

1823 Lord Portsmouth of unsound mind since 1807 — the unanimous opinion of his jury.
Several county and city petitions this year for parliamentary reform.

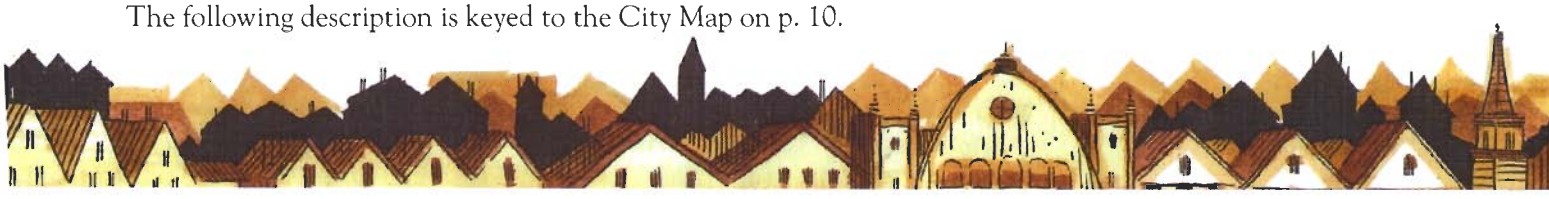
1824 Piracy and the slave trade declared equally criminal.
Riots in Manchester, the masters having increased the number of hours' labour from 11 to 12 each day.
Peel's renewal of the "alien" act of 1816 — an unpopular measure.
Arrival of the King and Queen of the Sandwich Islands, May 20. [They died of measles in July.]
Mr Harris, aeronaut, killed.
Irreligious publications; 8 shopmen of Mr R. Carlile convicted and punished.

1825 Anti-corn law agitation.
Superstition in Suffolk; "ducking" of Isaac Stebbings (a reputed wizard), aged 67.
Wombell's barbarous lion-fights at Warwick; 3 guineas a seat demanded.
"Bubble Companies" in England and Ireland.
Commercial panic in London, Dec. 8.
Wright's patent crane invented.

1826 Thames tunnel begun.
Lotteries suppressed by act of parliament.
The Liverpool and Manchester Railway commenced.

1827 Grant of £9,000 a-year additional to the income of the duke of Clarence.
Paralysis of Lord Liverpool.
Accident at the Thames tunnel.
Cruelty to animals act extended.
Trial for blasphemy; conviction of the Rev Robert Taylor.
First telegraphic communication from Holyhead to Liverpool — 128 miles in 5 minutes, Nov. 5.
Slate billiard tables first introduced.

Continued on next page . . .



Life and Times (Continued)

1828 Second irruption at the Thames tunnel; six workmen drowned.

Fall of the New Brunswick theatre, London; 10 persons killed.

Baptised Jews made eligible to the freedom of the city of London.

Mr Long Wellesley Pole deprived by Lord Eldon, in the court of chancery, of the guardianship of his children. ["the right of the state to interpose to rescue children from influences believed to be detrimental to their moral and intellectual character, was thus formally recognised and proclaimed" — Jacob's "reports"]

Sliding scale duties on corn.

Distress and consequent riots in Ireland.

The accordion first introduced into England.

1829 Agitation in Liverpool and other towns against the East India monopoly.

Execution of Burke, the notorious murderer, at Edinburgh. (He sold his victims [whose bodies presented no marks of violence] for dissection.)

Dangerous association suppression act passed, March 5.

General distress throughout England; hence Riots in the manufacturing districts.

The metropolitan police corps first established, Sep. 29.

Surgeon Jerrard's "Revolvable Bed."

1830 George IV dies at Windsor, June 26.

Opening of Manchester and Liverpool railway.

Incendiary fires throughout England.

Population of Great Britain about 23,000,000.

Mr George Pocoke's patented globes for geographical and astronomical purposes.

Earl Stanhope's calculating machinery.

Sist, a lunatic, contemplates the assassination of the Duke of Wellington, Dec. 8.

The crucifix and other religious emblems, said to be popish, begin to be introduced into many Anglican churches.

High Society of the West End, Summarised

The city west of St. James' Church (1) is too rich and fabulous for the eyes of young goblins of small means. The King lives there, and the Aristocracy disport themselves among every kind of luxury at all hours of the day or night. Leisured Gentlefolk are able to visit and mingle with Aristocracy and even Royalty at the foot of St James' in numerous clubs around Pall Mall – the Reform, Brooke's, Almacks, the Thatched House Tavern, White's Chocolate House – to name but a few. Young goblins of small means are advised to keep out of these areas also and confine themselves to London east of Trafalgar Square. Lower class folk are able to visit only one spot in the west – Tyburn, at the northern corner of Hyde Park, where hangings are performed. On such occasions anyone of any class is able to visit without feeling out of place.

Trafalgar Square

Trafalgar Square forms a junction between five major streets – Whitehall (leading through the Government buildings and halls to Westminster), Pall Mall (leading off at a tangent to the clubs and fashionables), Haymarket (leading up away from the River, past theatres and the grand Opera), St Martin's Lane (leading north to the slums of Seven Dials and dens of iniquity at St Giles) and The Strand (following along the River). It is entirely blocked with traffic at every reasonable hour of the day and the noise of wheels on the cobbles is tumultuous.

The little domes with crosses on top surmount Northumberland House (2), which looks over Trafalgar Square. The most interesting feature of Northumberland House is a big statue of a lion over the gateway, which is said to be made of solid gold. A column is planned to go in the middle of Trafalgar Square, with more lions around the bottom, but probably not made of gold. At present there is just a statue of King Charles I on a horse.

An Interlude of Slums – Seven Dials and St Giles

St Martin in the Fields Church (3) (on St Martin's Lane) has the only public whipping post still in use in London. Slums and rookeries of evil form a labyrinthine smear from the shadow of the church northwards, through Seven Dials all the way to St Giles' (4) on the horizon. Three corners from the bustle of Trafalgar Square, one can be lost in a maze of alleys no wider than the spread of one's outstretched arms, into which the sun has never shone. A young goblin of small means would be stripped to the skin before he had time to call his own name, if he went in there. The taint on St Giles stems from the custom of condemned prisoners stopping at "The Bow" in High Street, just next to St Giles' Church, for a last cup of sack on their way to Tyburn. So many noisome, unsavoury individuals visit to raise a glass in farewell that the whole area has fallen into disrepute. The social focus of the area is Leicester Square, where the Alhambra and Empire music halls bring in a better class of goblin. The square itself, with a cover of trees and greenery, was once a favoured spot for duelling and is now a favoured spot for scurrilous activities and dumping rubbish.

Shops, Hotels and Theatres, on The Strand

The Strand is a broad and lively street which runs parallel to the riverbank, away from Trafalgar Square, between the river and St Martin's Lane. It is lined with most interesting shops, taverns, dining rooms and theatres.

Hungerford Stairs (5) lead up from the water to Hungerford Market, which is as pleasant and colourful a market as one could wish for, selling all manner of foodstuffs, trinkets and clothing. Across The Strand at this point is the Golden Cross Hotel and Mails Centre, from which coaches depart to all areas of the nation – in summer 25 coaches leave for Brighton every day, taking Leisured Gentlefolk on their holidays.

York Stairs (6) lead onto the Adelphi Terrace, on which is the charming Palace of the Duke of Buckingham. There is a pipe one might climb to get in a window, up that little channel on the left, next to the shot tower.

Further along The Strand, next to Salisbury Stairs (7), is the Hotel Cecil – with a funny little bay window for dropping unpleasant guests directly into the Thames. Across the road are the Adelphi and Vaudeville Theatres, where you can see a fine melodrama or pantomime for 3p.

☛ *The Foreign District of Soho*

St Ann's Church (8) is more distant than it appears, and marks the district of Soho, on the opposite side of that smear of evil slums referred to earlier. Soho was once fashionable but is now occupied almost entirely by foreigners, mostly French, some German, dispossessed by revolutions or the like in their own lands. Some of their dining rooms are quite acceptable, and their street musicians – particularly the Italian singers of opera – lend a certain charm. Many Leisured Gentlefolk spend an evening in this district to pick up the flavours of abroad, and perhaps learn to speak a few words or whistle a foreign air, so they can pretend that they have been overseas. It is the best place to shop for wine, because unlike the winesellers on The Strand, the folk in Soho actually know what it tastes like. They drink it all the time, the way decent folk drink beer or gin.

☛ *Leisured Gentlefolk, Bloomsbury and Covent Garden*

St Paul's Church (9) – often pointed out to foreign visitors instead of St Paul's Cathedral – marks the Covent Garden Market on this side of St Martin's Lane, where Leisured Gentlefolk congregate. The church is pleasant, described by its maker Inigo Jones as "the handsomest barn in England," but the Gentlefolk congregate in the innumerable taverns, coffee-houses and supper rooms around about – King's Coffee House and the Garrick Club, among many others. All these are lively establishments, famed for the quality of their food, company and conversation, with the raucous banter of the Market providing a colourful and cheery backdrop. The market square has fruit, vegetables and flowers from all quarters of the globe, and any flower or fruit can be had at any season, for a price . . . Behind Covent Garden and Drury Lane is the district of Bloomsbury, where the Leisured Gentlefolk have their homes in wide, clean streets and pretty little squares.

Bloomsbury is the best place for burglary, by all accounts, because it's just a short hop to St. Giles, and the Peelers wouldn't follow far in there. Of course, one would lose all one's ill-gotten gains, and clothes and all, but it's better than being hanged.

☛ *Theatres*

Near Covent Garden is the magnificent Covent Garden Theatre on Bow Street (famous also for the Metropolitan Police Court) and a little further over, the Drury Lane Theatre, both of which are frequented by Aristocracy and Leisured Gentlefolk, and occasionally by Royalty.

The West End

There was a great deal of merriment raised among the spectators by the frequent appearance of couples of tall footmen stepping along the middle of the street, which was dreadfully muddy, on their toes, their legs being clad in light pink silk stockings and they themselves being obliged to keep smiling blandly all the time although suffering extreme agonies of the mind. The number of military men was also remarkable and in such varieties of uniform that you would hardly suppose there were so many different regiments, some walking all the way up St James' Street to get to their carriages with their hats in their hands while others stood at the door waiting till theirs came to them, but what was by far the best part of it was the carriages full of handsome ladies which kept pouring by every minute.

– Christopher Wheeler, ed., *Richard Doyle's Journal*, 1840, 1980.

At the Theatre

Love and murder suit us best, sir; but within these few years I think there's a great deal more liking for deep tragedies among us. They set men a-thinking; but then we all consider them too long. Of Hamlet we can make neither end nor side; and nine out of ten of us – ay, far more than that – would like it to be confined to the ghost scenes, and the funeral, and the killing off at the last. Macbeth would be better liked, if it was only the witches and the fighting.

On a good attractive night, the rush of costers to the threepenny gallery of the Coburg (better known as the 'Vic') is peculiar and most awful.

The long zig-zag staircase that leads to the pay-box is crowded to suffocation at least an hour before the theatre is opened; but on the occasion of a piece with a good murder in it, the crowd will frequently collect as early as three o'clock in the afternoon.

. . . To the centre of the road, and all round the door, the mob is in a ferment of excitement, and no sooner is the money-taker at his post than the most frightful rush takes place, everyone heaving with his shoulder at the back of the person immediately in front of him. The girls shriek, men shout, and a nervous fear is felt lest the massive staircase should fall with the weight of the throng, as it lately did with most terrible results . . .

Continued on next page . . .

At the Theatre (Continued)

The gallery at the 'Vic' is one of the largest in London. It will hold from 1,500 to 2,000 people, and runs back to so great a distance, that the end of it is lost in shadow, excepting where the little gas-jets, against the wall, light up the two or three faces around them. When the gallery is well packed, it is usual to see piles of boys on each other's shoulders at the back, while on the partition boards, dividing off the slips, lads will pitch themselves, despite the spikes.

By-and-by a youngster who has come in late, jumps up over the shoulders at the door, and doubling himself into a ball, rolls down over the heads in front, leaving a trail of commotion, for each one as he passes aims a blow at the fellow. Presently a fight is sure to begin, and then everyone rises from his seat, whistling and shouting . . . the audience waving their hands till the moving mass seems like microscopic eels in paste. But the commotion ceases suddenly on the rising of the curtain, and then cries of 'Silence!' 'Ord-a-a-r!,' make more noise than ever.

"The 'Vic' gallery is not to be moved by touching sentiment. They prefer vigorous exercise to any emotional speech. ... the lady begging for her father's life was told to 'speak up old gal': though when the heroine of the 'dummestic dreamer' (as they call it) told the general of all the Cossack forces 'not to be a fool,' the roar of approbation grew greater than ever, – and when the lady turned up her swan's down cuffs, and seizing four Russian soldiers shook them successively by the collar, then the enthusiasm knew no bounds, and cries of 'Bray-vo Vincent! Go it my tulip!' resounded from every throat.

"But the grand hit of the evening is always when a song is sung to which the entire gallery can join in the chorus . . . An 'angcore' on such occasions is always demanded, and despite a few murmurs of 'change it to "Duck-legged Dick,"' invariably insisted on.

– Henry Mayhew, *London Labour and the London Poor*, 1851 / 1862.

Savoy House marks the point at which Waterloo Bridge will be built (10). Waterloo Bridge was to be completed in 1817, but unfortunately the money set aside for the construction vanished with the chairman of the Works Committee of 1814. Across The Strand just here is the Lyceum Theatre on the steep hill up to Bow Street; it and the Gaiety Theatre and Restaurant on the next block are both frequented by Leisured Gentlefolk and the Working Classes, and occasionally by the Aristocracy.

Farther up in the middle of The Strand is St. Mary le Strand (11) and, just north, another cluster of theatres – the Globe, the Opera Comique and the Olympic, frequented by the Working Class and low Gutter folk, and no one of any standing. They put on a fine show, though.

More Slums

Also around St Mary le Strand (11) are a cluster of taverns – the White Hart, Spotted Dog, King's Head, the Spread Eagle – and a seething, vigorous slum. The citizens of this area contrast remarkably with the charming inhabitants of Kings College across the street: the landlord of the Spread Eagle notes that his customers change completely over any six-month period on account of the hangings, drownings and sudden deaths among their number.

Looking down Norfolk Street (12) one can see a six-story building on The Strand with a little flagpole on it, the premises of Wm. Henry Attwell, Butcher – the Spread Eagle backs onto this building from Holywell Alley behind it. The drownings mentioned by the Spread Eagle's landlord are not accomplished at the end of Norfolk Street, although convenient, because the building next but one to Attwell the Butcher's is the office of the *Illustrated Police News*, positioned altogether too well for obtaining a quick etching.

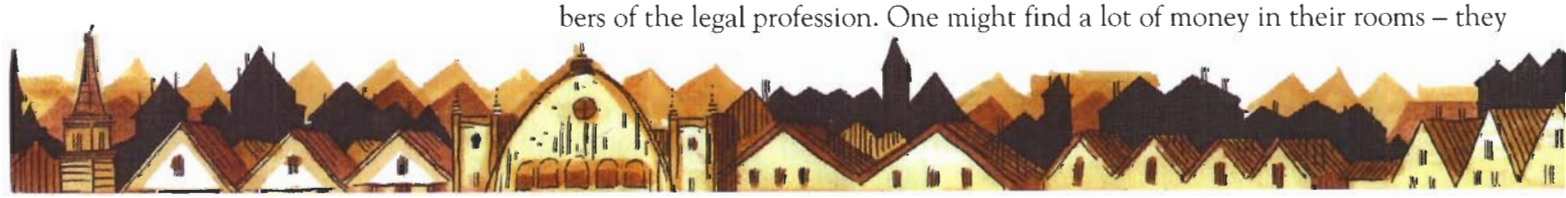
Instead it is customary to use Arundel Stairs (13) and the scrubby bunch of trees adjoining them.

Behind and above Arundel Stairs is St Clement Danes Church (14), another little island in the middle of the road at the end of The Strand. Behind that are more squalid dens and dives – at least 30 miserable little courts linked with dark, twisting alleys, so narrow that often one must turn sideways to pass through (unless one has a substantial belly projecting forward, in which case one is advised to choose a different route). Most renowned is Butcher's Row, in which The Gunpowder Plot was hatched in 1600. This whole area is scheduled for demolition and will form the site, ironically, of the Royal Courts of Justice.

Temple Bar and Fleet Street

Essex Stairs (15) lead up Essex Street to Temple Bar, a glorious gateway marking the border (in times past) between London City to the east and the City of Westminster to the west. It was constructed in 1670 and ornamented a hundred years ago with the heads of rebels, which could be viewed with a telescope for a penny. In these civilised times of course no such thing happens, and the main amusement it provides is "climbing the Bar," a test of skill comprising a climb over from the rooftops on one side of the street to those on the other, without plunging 60 feet or so into the middle of the busiest road in the world. A pillory also stands nearby.

The road in question becomes Fleet Street from this point onward, where newspapers are published. The grand collection of buildings in front are Inner and Middle Temple (16), home to the Knights Templar, until they degenerated and were thrown out. The temple buildings are now used as tenements by members of the legal profession. One might find a lot of money in their rooms – they



make a tidy sum, in the legal profession – but one would need to sort through such a pile of papers and old rubbish to find it, that it would take hours. The best way is to set light to the whole lot and then rake the coins out of the ashes. Still, it's dull work.

More interesting is a little timbered building on the corner of Middle Temple Lane (follow up from Temple Stairs [17]), occupied by John Carter, Barber. It has the resounding name of "The Palace of Henry VIII and Cardinal Wolsey," although historians have expressed doubts that Henry VIII and Cardinal Wolsey ever lived together in a little building on Fleet Street. In addition to Mr Carter's barbershop, the building contains Nando's Coffee House upstairs and Mrs Salmon's waxworks. Much vital business is transacted in Nando's, and Mrs Salmon's waxworks includes a figure of Old Mother Shipton the witch, which kicks visitors as they leave. John also does a very nice haircut.

☛ *Whitefriars and the Working Class*

We now reach the factories and industrial squalor of Whitefriars (18), known also as Alsatia, illustrated here without its usual pall of reeking black smoke which entirely obscures the distant tower of St Andrew's (19) on any ordinary day. Just up from Whitefriars Dock is the new gasworks, in which gas is made from coal and brought to Pall Mall through long pipes. They don't have the gasworks in Pall Mall, because they are worried that it might explode and hurt somebody. The whole area of Whitefriars and St Brides (20) is a tangle of lanes and courts, occupied by factories, warehouses and solid Working Class folk.

☛ *Prisons and Ludgate Hill*

At this point, Fleet Street becomes Ludgate Hill. At the corner stands Fleet Prison, on the banks of the Fleet Ditch, where debtors are imprisoned until they pay off their debts. Some amusement can be had from listening to them beg out the windows, and making them do rude things for a penny. The district here is industrial, composed largely of warehouses, wharves, foundries and printing works. In the midst is the Old Bailey, a street running up to St Sepulchres (21) on Newgate Street. The Central Criminal Court is halfway along, and Newgate Gaol is a short walk farther up – less historic than Fleet, but better for the incarceration of desperate villains. It stands just across Newgate Street from St Sepulchre's (21).

☛ *St Paul's Cathedral*

St Paul's is the most prominent feature of the London skyline, designed in 1675 and built by Sir Christopher Wren (along with 60 other churches at the same time, no two alike). It is so hemmed in by houses that it cannot all be seen at once from any vantage point, but rather always seems to be rising out from the mass of the city. It is worth seeing the long row of commemorative statues inside – recent military and naval heroes, statesmen and men of letters – many of them stark naked. Also of particular interest is the Whispering Gallery in the dome (260 steps up from the library), which has a peculiar echo which distinctly transmits a whisper uttered on one side of the dome to anyone standing on the other side. To reach the very top of the dome one must climb a total of 616 steps. The view – while magnificent – scarcely repays the fatigue of the ascent.

In the Slums

In Bainbridge Street, one side of which was nearly occupied by the immense brewery of Meux and Co., were found some of the most intricate and dangerous places in this low locality. The most notorious of these was Jones Court, inhabited by coiners, utterers of base coin, and thieves. In former years a bull terrier was kept here, which gave an alarm on the appearance of a stranger, when the coining was suspended until the course was clear. This dog was at last taken away by Duke and Clement, two police officers, and destroyed by an order from a magistrate.

The houses in Jones Court were connected by roof yard and cellar with those in Bainbridge and Buckeridge Streets, and with each other in such a manner that the apprehension of an inmate or refugee in one of them was almost a task of impossibility to a stranger, and difficult to those well acquainted with the interior of the dwellings. In one of the cellars was a large cess-pool, covered in such a way that a stranger would likely step into it. In the same cellar was a hole about 2' square, leading to the next cellar, and thence by a similar hole into the cellar of a house in Scott's Court, Buckeridge Street. These afforded a ready means of escape to a thief, but effectually stopped the pursuers, who would be put to the risk of creeping on his hands and knees through a hole two feet square in a dark cellar in St Giles's Rookery, entirely in the power of dangerous characters. Other houses were connected in a similar manner. In some instances there was a communication from one back window to another by means of large spike nails, one row to hold by, and another for the feet to rest on, which were not known to be used at the time we refer to.

– Henry Mayhew, *London Labour and the London Poor*, 1851 / 1862.

Prostitution

Dr. Ryan, on Prostitution in London:

There are, in various parts of the monster city, splendid saloons where as many as two hundred richly dressed prostitutes assemble. These places are visited by fashionable and wealthy young men who select women there. The saloons adjoin taverns which become the source of immense wealth. These are not exclusively confined to the West End of the city or to the area of London beyond the Temple Bar. They are known elsewhere under the name of long rooms; they are found particularly on the banks of the Thames where there are a great many sailors. Some of the long rooms can accommodate five hundred people.

The prostitutes are lined up in these houses like cattle at Smithfield Market until visitors, sailors, or others, come and choose their women. After making their selection, they enter another spacious apartment in the establishment where, after copious libations and dancing, the woman leads the man to her room; there he continues to imbibe poisoned drink until he falls into a stupor; and then he is fleeced, robbed and beaten by the bullies.

– Dennis Palmer and Giselle Pincetl, translators, *Flora Tristan's London Journal, 1840*, 1980.

Commerce

Around St Paul's is a great deal of commerce – all in all, little of interest. The commerce (while vital to the economy) is dreary, with the imports and exports rarely seen outside their boxes, and the boxes rarely seen outside their warehouses and carts.

East and North of St Paul's is an area known as Cheapside, marked by the church of St Mary le Bow (22), with its dragon-shaped weather vane, directly east of St Paul's on the corner of Cheapside (Road) and Bow Lane. It has been a trade and market centre for a thousand years, as denoted by the street names – Milk Street, Bread Street, Wood Street, The Poultry, etc. It is now a Working Class district – any Prole born within hearing of "the great bell of Bow" is by definition a cockney.

North from St Mary le Bow (22) is the Guildhall, or council hall of the city; in the surrounding area are halls and buildings of various guilds. Three can be seen on the river – Vintners' Guildhall on Three Crane Stairs (23), Fishmongers' Hall nestled in the armpit of London Bridge (24) and Waterman's Hall (25).

The Lord Mayor of London lives in the Mansion House (26), at the junction of seven roads. At this junction (the centre of commerce and trade of London) stand the Bank of England and the Royal Exchange (27). It is, of course, entirely blocked by traffic at every reasonable hour. At the Mansion House there are fine parties, at which the Lord Mayor hands out free drinks and small fruit pies with cream on them, even to rough folk standing outside on the street.

The Bank of England is no less than three acres in size, one story in height and with no exterior windows – all light coming through interior courts and lightwells, for security reasons. There are no adjoining buildings – the Bank occupies a whole block on its own.

The Bank has over 900 employees, and contains millions of pounds sterling in gold and silver – believed to lie about in the vaults in great piles, on which the King occasionally rolls about, laughing. In addition to a military guard stationed within the walls, a detachment of clerks sit up nightly for further security. Visitors to the Bank are only admitted with an introduction from a director.

London Bridge

Due for renovation more than 70 years ago, most of the houses on the bridge are rotten and derelict. The money raised for the renovation was embezzled by the founding chairman of the Works Committee of 1757, known only as Old Swift, and nothing has been done since. The unsightly old Bridge is fair warning of the area beyond.

The East End

Beyond London Bridge (24) lies the dreary East End, a Working Class and Gutter district without beauty, where vile folk and Proles live, toil, fade and die without a glimpse of the highs and lows of London Life, represented in such admirable contrast west of London Bridge. Only the Tower stands out of the morass.

The Tower (28) is worth a visit, to ogle the Crown Jewels. They are valued in total at close to a million pounds, but no one has succeeded in making off with them since the late 1600s, when a determined team led by an Irishman named Blood overpowered the keepers and escaped with the crown and orb.

They were captured before getting far, and the jewels restored to their rightful place. Blood threatened his captors with such dire imprecations that he was eventually released, with a pension of £500 a year. The jewels have since been shifted to a more secure part of the Tower, but in 1817 a sentry at the old "Jewel Tower" saw a ghost there and died of fright.

Undoubtedly it was the ghost of Blood, returning for another attempt and irritated to find the jewels gone.

The districts beyond – Whitechapel, Shadwell, Stepney, Spitalfields, Limehouse and Jacobs Island – each have their life and colour, but precious little. There are some fine and boisterous theatres, notably the Pavillion and Earl of Effingham in Whitechapel Road. The New Brunswick in Well Close Square was also very fine until it collapsed in 1828, killing ten.

In our course down the river we have more or less followed the life of a goblin in reverse. Every goblin dreams of ending up where we began, strolling among the lights and finery of Pall Mall, though many are diverted slightly north on their way, to end at Tyburn instead. It is in the dismal East End districts where we finish, and where most young goblins begin. It is not clear how Proles come to congregate here – many are carried downstream on the river, but more just seem to drift here of their own accord, and take up residence in the featureless streets and slums of the East End. As they grow and their fortunes improve, at age 14 or 15, they drift west into the commercial and industrial areas of Cheapside and Whitefriars, around St Paul's, and then west again as youths to Covent Garden, Fleet Street or The Strand, depending upon their fortunes and inclinations. From here some slide back east, some go to Newgate and Tyburn and some continue west into the realms of the upper classes. Thus does life's rich tapestry unfold.

Shipping

From the huge warehouses along the sides, with their chasm-like windows and the enormous cranes which are so great a feature of this part of the city, the rattling of the chains and the creaking of the cords, by which enormous packages are constantly ascending and descending, mingle with uproar from the roadway beneath. Here the hugest waggons, drawn by Titanic dray-horses, and attended by waggoners in smock-frocks, are always lading or discharging their enormous burthens of boxes, barrels, crates, timber, iron or cork. Wine, fish, and cheese are the chief articles of street traffic . . . Now and then an old brick church breaks the line of warehouses, with the round-headed windows of Charles II's time and the stiff garlands of Gibbons, and ever and anon, through a narrow slit in the houses, we have a glimpse of the glistening river and its shipping.

– Mr Hare, *Darlington's London.*

Power and Government

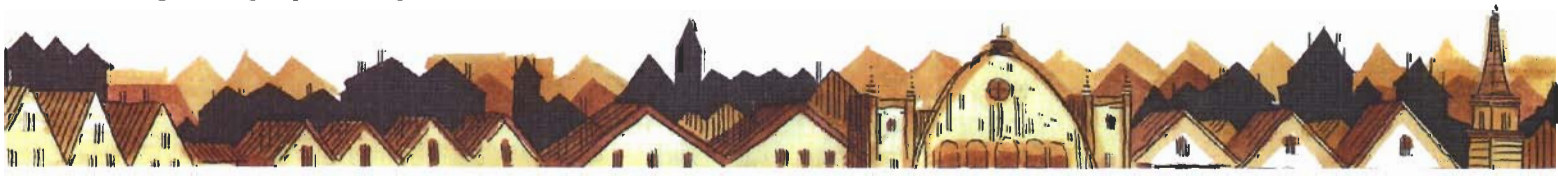
Government of the land is in the hands of three powers, all resident in London at least part of the year. These are the House of Commons, the House of Lords, and His Majesty King George IV. His Majesty is head of the British Empire but takes a purely formal role in government, unless something particularly takes his fancy.

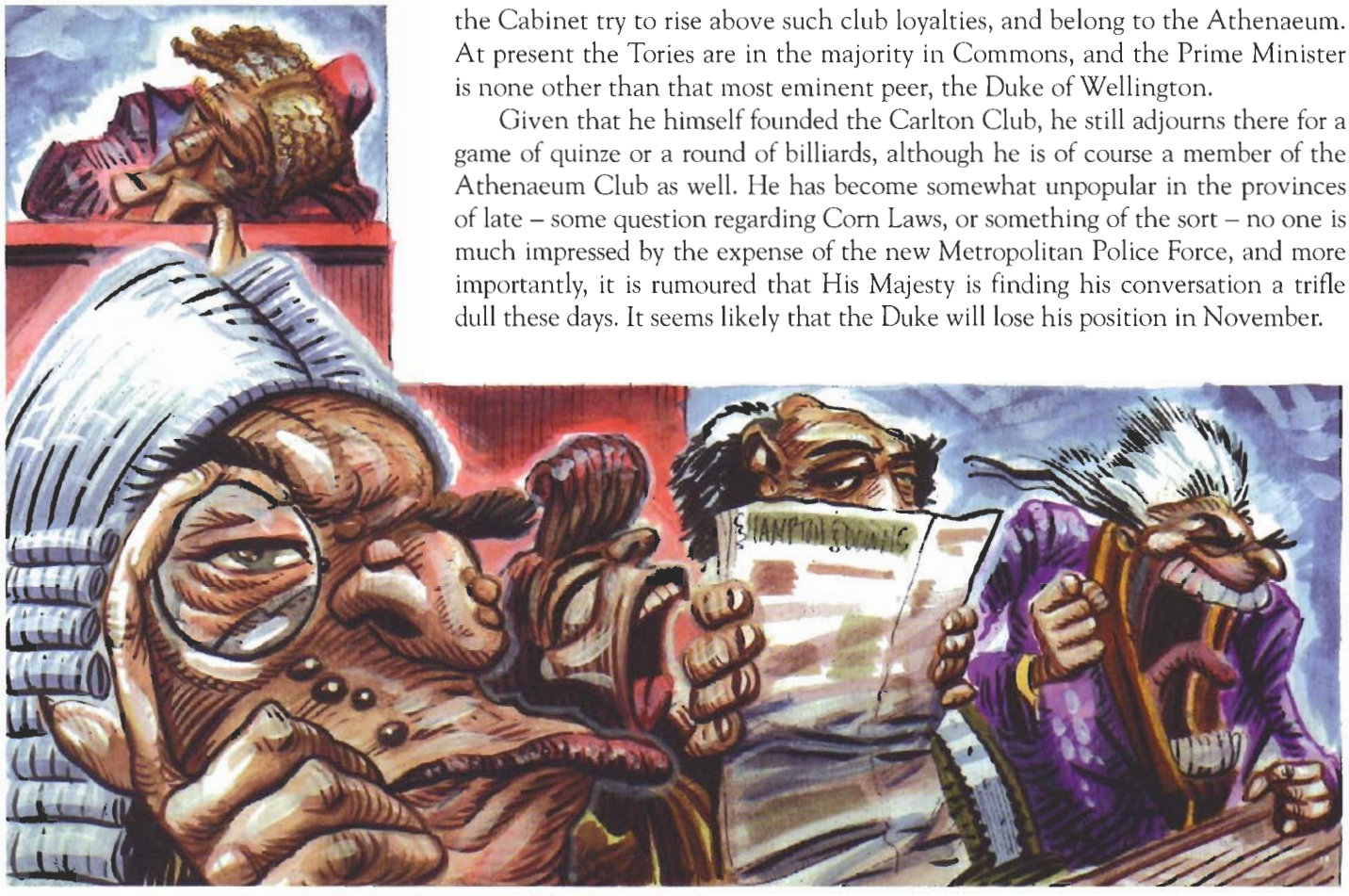
The House of Lords is composed of all members of the Titled Aristocracy except Baronets, and numbers 1,100 members. The House of Commons is composed of 658 members plus the speaker, each representing a district of Great Britain and democratically elected by all goblins owning or renting property to a value at least £10 per year.

The day-to-day government of the Empire is carried out by the Prime Minister and the Cabinet. The P.M. is appointed personally by His Majesty on the recommendation of senior politicians. The Cabinet is nominated from the ranks of both Houses by the political party which holds the majority of seats in Commons.

Political Parties

All goblins in the House of Commons are divided between the Whigs (Liberals), who belong to the Reform Club, and the Tories (Conservatives) who belong to the Carlton Club. The House of Lords is similarly divided, although a larger percentage attend the Carlton than the Reform. Members of





the Cabinet try to rise above such club loyalties, and belong to the Athenaeum. At present the Tories are in the majority in Commons, and the Prime Minister is none other than that most eminent peer, the Duke of Wellington.

Given that he himself founded the Carlton Club, he still adjourns there for a game of quinze or a round of billiards, although he is of course a member of the Athenaeum Club as well. He has become somewhat unpopular in the provinces of late – some question regarding Corn Laws, or something of the sort – no one is much impressed by the expense of the new Metropolitan Police Force, and more importantly, it is rumoured that His Majesty is finding his conversation a trifle dull these days. It seems likely that the Duke will lose his position in November.

Influencing Parliament

The general business of Parliament relates to esoteric things – corn, slavery, foreign relations – and is of little interest to the average goblin on the street. If a goblin should happen to have an interest in some such business, it will be found most expedient to work on the House of Lords. The House of Commons tries to do what they think the Lords will like – they are wasting their time otherwise – so if a few Lords can be won over they will soon swing the lower house. Although there are 1,100 peers in the House, few turn up to sessions, and many of those simply follow along with anyone who seems to know what he is doing. Winning over a single prominent Lord or Lady can sometimes win the whole Parliament. The best place to do this is of course the Carlton Club, or the Athenaeum Club if one can get in. Attempting to sway His Majesty's opinion on a matter of government is a perfectly fruitless exercise, as he rarely has one, and is firmly fixed in the few exceptions.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life.*

Climate

The climate of London, like its inhabitants, is varied. In summer the temperature is sweltering; in autumn there are great storms and gales; in spring the weather is idyllic, and in winter the Thames may be frozen over from bank to bank to a depth of five feet, usually during January, although in many years not firmly enough to walk on. Once every three years, the ice is strong enough to drive a hansom cab across from one bank to the other; and once in five years it is strong enough to support a coach and six, although often not the whole way across. The fogs of London are famous for their weight, duration and peculiar brown colour. At their worst it is impossible to see farther than six feet, even in the middle of the day. The fogs are centered around November, and can last for weeks at a time – the worst on record lasted from November to March, without a break. The colour is due to smoke and other impurities, but it is rarely so strong as to be acrid to the taste, and by and large it is considered harmless to breathe these vapours.

Weather should be selected to suit the occasion and for dramatic effect, within the general bounds of the season. If at a loss to decide, roll 3 dice.

3-10: Usual Weather
11-15: Occasional Weather
16-18: Unusual Weather

Climate Table

Weather	*Usual Temp.*	*Usual Weather*	*Occasional Weather*	*Unusual Weather*
January	Bitterly Cold 36º	Rain, Sleet	Snow, Fog	Fine
February	Cold 38º	Oppressive Cloud	Snow, Sleet, Fog	Rain
March	Chilly 44º	Fine	Rain, Fog	Snow
April	Crisp 50º	Rain	Fine	Fog
May	Delightful 54º	Gloriously Sunny	Genial Showers	Rain
June	Very Warm 59º	Fine	Genial Showers	Rain
July	Stinking Hot 61º	Rain	Fine, Showers	Cloudy
August	Sweltering 61º	Fine	Oppressive Cloud	Showers
September	Muggy 58º	Fine	Gales, Rain	Fog
October	Cool 49º	Oppressive Cloud	Storms, Rain	Fog
November	Chilly 43º	Fog, Cloud	Rain, Thunderstorms	Fine
December	Cold 40º	Rain	Snow, Fog	Fine

Average daily temperatures are given in degrees Fahrenheit.

Variation, both from one day to the next and within a 24-hour period, can be by as much as 25 degrees in either direction. The day's average temperature is reached at 6 o'clock in the morning and again at 6 o'clock in the evening. Noon is usually the hottest hour and midnight the coldest.

The average rainfall on a rainy day is about 2/3 of an inch.

Technology

The general level of technology in the reign of King George IV is early steam-age: Tech Level 5. However, transportation, medicine and warfare have yet to catch up with the technology of industry, remaining at Tech Level 4.

Power

London is in the heart of the Industrial Revolution. Over the preceding century, industrialists appeared, flourished and made machinery to perform every conceivable task, from spinning and weaving, to typing and cutting grass. They have yet to try to make the machines efficient, reliable or safe.

To the average goblin on the street with nothing to do, the remarkable advances in technology frequently go unnoticed. The machines clank, belch and maim behind high factory walls; the only outward signs of their operation are strange noises, smoke in the sky, the occasional horrifically injured victim of an industrial accident, and large numbers of average goblins on the street with nothing to do.

The power of steam is as yet harnessed only in the gross industries – smelting, milling, manufacturing of pins and nails etc. It is not found in the home or on the open street.

Weather

Reliable registering thermometers were introduced as recently as c. 1820. The longest continuous observations have been maintained at the Radcliffe University, Oxford, though discontinuous records have enabled the Chinese to assert that 903 was a very bad winter.

– Guiness Book of Records

Dealing with Weather

Carrying a bay leaf protects from thunder.

During a lightning storm, doors and windows should be left wide open so that if the lightning comes in, it can let itself out easily.

A cat washing over its ears signifies either coming rain or a visiting stranger.

Technological Wonders

The greatest invention of current times is the kaleidoscope, devised by Dr Brewster of Edinburgh in 1814. "In the memory of man no invention, and no work, whether addressed to the imagination or the understanding, ever produced such an effect. A universal mania for the instrument seized all classes, and every person not only felt, but expressed the feeling that a new pleasure had been added to his existence."

– Isaiah McBurney & Samuel Neil, eds., Griffin's Cyclopaedia of Universal History, 1857.

The Dangers of Modern Transport

It is widely considered that travel at speed in a mechanical contraption is "flying in the face of the Almighty" and doomed to disaster. Accordingly, such things are best kept out of the metropolis. The steamships currently plying the Thames, crossing the Channel to France and likely even making the journey to India, are impious enough in their defiance of winds and tides, contrary to the decrees of Providence, and can only end badly. It is considered by many to be very bad luck to travel on one, even though explosions are rare and most vessels complete their journeys without the slightest mishap.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life*.

Electrical power is also the subject of experimentation, and looks promising, although nothing of practical value to the public or industry has yet been produced. Numerous companies have formed, inviting speculative investment in this field, but investors are wary given the number of companies that have vanished without a trace shortly after acquiring funds. The ingenuity which has gone into fraudulent "electrical" apparatus is remarkable, with companies using minute steam pipes, secret oil vessels, and even employing professional magicians and ventriloquists, to give the impression of motor power.

Lighting is achieved with candles, oil and, recently, with coal gas.

Bituminous oils – petroleum and naphtha – are also used in other countries, where they are abundant.

Candles may be of wax, tallow or spermaceti, of which wax ones are the best, and tallow the cheapest. A number of cheap "composition" candles have been produced recently which improve the quality of tallow by various chemical or mechanical means, to more closely resemble wax at about half the price. Unfortunately some manufacturers use arsenic in their compositions, which produces a nice hard, white candle, but which is highly poisonous when used over an extended period. In particular, Truckle's Superior White Pearlers should be avoided. Many composition candles of course do not contain this substance, and are probably quite safe.

Oil lamps had long been unsuitable for use indoors, because of their smoke and disagreeable smell. However, the Argand lamp, invented in 1780, is able to consume its smoke entirely, removing this objection, and oil lamps have become a successful rival to the best wax candles. A wide variety of oil lamps are now available for burning different qualities of oil, and providing different qualities of light at different costs. Carriage lamps are of the common kind, Argand lamps being too easily put out by a sudden gust of wind for this purpose. The cost of light from oil lamps is about half that of the equivalent from tallow candles.

Flame is acquired by a variety of means. A flint and steel is still one of the best and most common, and when kept in good order with a sharp flint, dry tinder and brimstone matches, a single stroke will usually suffice to ignite a flame. Most boxes are not kept in good order, and nothing is more commonly heard than the repeated hammering of a worn flint over damp tinder, punctuated with the occasional expletive, as the careless smoker pays the price of his slothfulness. The better clubs keep an open candle burning at the doorway of each room, to avoid this irritation. Most tinder is linen reduced to charcoal, which catches easily, and is sufficient to ignite a sulphur-coated match. German tinder is better, made from a species of fungus beaten flat and boiled in saltpetre, which is hot enough to ignite a pipe directly.

Fireboxes are very popular in Paris, and to a lesser extent in London. These comprise matches with heads of chlorate of potash and a tiny phial containing strong sulphuric acid in an asbestos pad. When the matches are dipped in the acid they spontaneously ignite. Although they are very convenient, the process of manufacture is somewhat hazardous, and the explosion of just a few ounces can prove fatal.

Lucifers, or Congreve matches, are made with a phosphoric composition and ignited by striking across a rough surface. They are very convenient and quite safe, although they should be kept in a metal tin to avoid accidental ignition in the pocket. They are currently quite expensive, but can be purchased from Mr Jones in The Strand for 1 shilling a box, each box holding 100 matches.

Prometheans are formed from a little roll of paper with the end dipped in chlorate of potash, and a tiny glass bead containing sulphuric acid embedded in it. To ignite them one simply lays the head on a table and taps it smartly with a coin, key or other hard implement. This shatters the bead and releases the acid on the chlorate, which ignites. They are frowned upon by those who own expensive tables, but are very popular for the number of stylish ways in which they can be made to ignite. A current favourite in the lower Working Class is to hold one between the teeth and draw it out suddenly with an impressive burst of flame and faint odour of scorched nasal hair. A disadvantage of these matches is a tendency to spontaneously ignite.

Coal gas has lately been used to provide lighting in Pall Mall and in the Lyceum Theatre. It is produced by heating coal in an enclosure and drawing off and purifying the carburetted hydrogen gas which is given off. For safety, the production of this gas is carried out at a works in Whitefriars, and the gas conveyed to Pall Mall in pipes. The gas is not only poisonous in a confined space but also explosive, as accidents at the works have shown. It has been found that an atmosphere containing 1/15 of its volume of carbonic oxide, the most injurious ingredient of coal gas, would kill a rabbit in 23 minutes. Regarding danger of explosion, a combination of 7 parts air to 1 of gas gives the most terrific bang – 2,000 cubic feet (a room 20' × 10' × 10') being equal to about 50 lbs of gunpowder. However, the light given off is superior to oil both in brightness and quality, so the city intends to replace the oil lamps on other major roads with gas lamps in due course. This will allow streets to be fully illuminated, where oil lamps only cast pools of light at intervals.

Many lesser roads and streets still have no kind of lighting at all, apart from that spilling from the windows and doorways along the way, but it is planned to shift oil lamps into these streets as they are replaced with gas, thus improving the illumination of the city overall.

Transport

Transport around the city is by means of a variety of carriages, by boat on the Thames, or on foot.

A steam-powered railway carriage is due to be completed very soon, running between Liverpool and Manchester at a projected rate of 36 miles per hour, but nothing of the sort is known yet in the vicinity of London.

Aeronauts make continued experiments with balloons and parachutes, but as the number of accidental deaths is almost equal to the number of aeronauts, it is considered that this field has a limited future. Goblin Luck (see p. 65) plays a significant and capricious role in curbing experiments regarding speed and flight.

Weapons

On land, smooth-bore, single-shot, black-powder weapons with bayonets are borne by infantry, supported by horse-drawn artillery pieces and cavalry armed with sabres or lances. Military stratagems are sensibly structured around massed infantry tactics – volley fire and charge.

At sea, battles of sail and cannon prevail. Steam-powered and armoured warships are under trial.

Sporting and personal weapons are magnificently finished. Leisurely rates of ignition make hunting with them a skillful pursuit, and desperate, running battles with pistols are completely impossible, because the shot inevitably falls out the end of the barrel before it can be fired.

Fares

Carriages plying for passengers within the metropolis, whether two or four wheelers, charge one shilling for the first mile or part thereof – for example, from St. Paul's to Covent Garden Market – and sixpence for each additional half mile. The omnibus has just started on several main roads of the city, drawn by three horses and carrying 22 passengers, at 6p any distance.

Watermen offer a similar service, at a penny per person per half-mile. In the middle of the day when traffic on the roads is at its worst, they are often found to be the quickest means for getting from one end of the city to the other, if the colourful and reproachful language they use to those on other boats can be ignored.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life.*

Shopping

To purchase an item, the customer regales a staff member with a long, rambling description of the type of item he seeks, its intended function, and the price he might like to pay for it. When the staff member has had enough he clambers among the stacks of boxes to find the items he feels most likely to sell, and then spreads them out on the counter for the customer to view. If these items are in some way deficient, the staff member then packs them up, puts them away, and clambers off in another direction to find something more suitable.

Less than 50 years earlier it had been standard practice for the two goblins concerned to then haggle interminably over the price, but in 1750 a Mr Palmer struck on the idea of fixed prices, thereby cutting the time involved in purchasing his wares by half. This practice has since become almost universal.

When shoplifting some small item carelessly left within reach, or attempting a bold leap over the counter, it is customary to ask the shopkeeper for an item stacked in a top, dark corner, so that he or she is required to be up a ladder with a candle in hand when the deed is done. For this purpose, keen eyesight and good reading skills are invaluable tools, by which means the labels on the boxes can be quickly scanned and an appropriate item requested. Self-service is otherwise unknown, and goods are never placed in a position where a customer might fondle them unattended.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life.*

Medicine

The principles of goblin anatomy and pathology are partially understood, but ideas about disease and infection are not (see Chapter 8, *Disease*). The concept of public health is regarded with the deepest suspicion, as a form of meddling in individuals' affairs by the government.

Availability

The following is a sample of the technology available in London, with an indication of whether it is Rare (R), Unusual (U), Common (C), Standard (S), or unknown as yet in London (*).

Power

Gas heating	R	Industry, Steam	C
Gas house lighting	U	Industry, Treadmill	U
Gas street lamps	U	Industry, Water	C
Industry, Gas	U	Steam heating	C
Industry, Manual	S		

Transport

Balloons	U	Ships, Paddle steamer	U
Fire Engines	U	Ships, Schooner rig	C
Hansom Cabs	C	Ships, Screw steamer	R
Horse trams	*	Ships, Square rig	C
Mail Coaches	C	Steam road vehicles	R
Omnibuses	U	Velocipedes	R
Railway	*		

Scientific Instruments

Anemometers	C	Microscope	C
Barometers	C	Mirrors	S
Clocks	S	Pocket Watches	C
Electric Telegraph	*	Spectacles	S
Heliometers	C	Telescopes	S
Magnets	S	Thermometers	S
Mariners' compass	C		

Tools etc.

Air pumps	C	Locks, Bramahs	U
Bellows	S	Locks, Padlock	S
Cast iron	S	Mules	C
Guillotine	R	Pianoforte	C
Kaleidoscope	S	Printing press	S
Lamps, Argand	S	Spinning wheel	S
Lamps, Gas	U	Spirit level	S
Lamps, Safety	R	Umbrellas	S
Leyden jars (batteries)	U	Violins	S
Life boat	S	Voltaic pile	R
Locks, Chubb	R		

Buildings

Residential Premises

The standard goblin city residence is the "two-rooms-to-a-floor" terraced house. Each floor comprises a landing or hallway, a stairwell, a front room and one or two back rooms. If there are two back rooms, then the smaller back room is stuck on at the end of the hallway or landing, with a larger back room opening off the hallway on one side.

The landlord is required by law to provide the landing, hallway and stairwell without charging rent for them, so they are without exception narrow, dark, poorly maintained and airless.

It is rare for a goblin residential building to have central rooms between the front and back ones, because it would be difficult to get light into them (most buildings are attached to their neighbours on both sides, so it is not often possible to have side windows).

In larger buildings the stairwell may be central, with a skylight at the top dispensing a putrid trickle of brown light down a central light well to the bottom. In smaller buildings the stairwell may adjoin to, and have windows in, the back wall, or may rely on light from the front door and the rooms leading off it. A stairwell may simply be unlit.

Wide buildings may have two front rooms and two back rooms on each floor, with a hallway, landings and staircase in the middle of the building; thin buildings have all the rooms on one side and all the accesses on the other. The smallest slum buildings may be barely 10 feet × 10 feet in extent, although they may be as many as five (low) stories in height – each floor being a single room.

Buildings are often stuck together at the back as well as at the sides. If so, upper stories may be shorter than the ground floor, so that skylights can provide light to the back room or rooms of the ground floor and windows can look out over them from the backs of the upper stories.

The furnishing and use of the various rooms depends entirely on the whims, desires and status of the occupants. Nonetheless, common rooms such as kitchens and parlours, drawing and smoking rooms, are usually situated on the ground floor for easy access by guests, while bedrooms, dressing rooms and private studies or boudoirs are on the upper floors. A private drawing room may also be found on an upper floor. Servants' rooms and amenities such as storerooms or laundries are customarily on a basement level. Dressing rooms are always adjacent to bedrooms, with a communicating door between.

Magnificence

In the great library (225' long by 150') the only man Mrs Chuff saw was Tiggs. He was lying on a crimson-velvet sofa, reading a French novel of Paul de Kock. It was a very little book. He is a very little man. In that enormous hall he looked like a mere speck. As the ladies passed breathless and trembling in the vastness of the magnificent solitude, he threw a knowing killing glance at the fair strangers, as much as to say, "Ain't I a fine fellow?" They thought so too, I am sure.

– William Makepeace Thackeray, *Book of Snobs*, 1887.

Occupancy

At Status -2, two goblins would share one 10 feet × 10 feet bed-sitting room; at Status 0, one might have a narrow bedroom and smaller dressing room attached, a larger library or study for work and for entertaining guests in, and a half share in a small parlour/kitchen for dining in. At Status 2, he might have a large bedroom with attached dressing room, a small library for private use, half a good-sized billiard room with an associated lounge area and fireside, and a part share in a dining room with associated kitchen. Furthermore, his Status -1 butler would have a sizeable bedroom and a workroom. If the house were occupied by two or three other goblins of equal rank, as might be expected, those others might provide additional common rooms, such as guest rooms, a drawing room or the like, and might employ a number of Status -2 servants who, together with the butler, would serve all the principal tenants equally.

Occupants

The cohesive family unit of Mater, Pater and the Wee Ones is rare in goblin society. Accordingly, buildings are occupied by a number of friends, fellow workers or even complete strangers living individually or in groups, more or less independent of the other occupants. Proles roam about indiscriminately, like vermin. For security, goblins tend to live with other goblins they know or at least can find if the cutlery goes missing, but this is not always the case. They will commonly have their own rooms or areas, and may or may not share amenities such as a kitchen, formal dining room, or servants.

Rooms range between 10 and 30 feet to a side; the area occupied by each individual goblin is approximately one and one-half square feet for each shilling of monthly rent.

The rate at which new rooms are acquired depends on their size – some goblins are happier with a single huge bedroom, while others prefer to perform every daily activity in a different room. The order of room acquisition is normally as follows:

Gentlemen: bedroom; parlour; dressing room; study; library; formal dining room; billiard room; smoking room; office.

Ladies: bedroom; parlour; dressing room; drawing room; morning room; formal dining room; boudoir; bathroom; breakfast room; conservatory.

Amenities such as kitchens, laundries, bathrooms, lavatories and servants are purely optional (except that a lady should have a bathroom before she has a breakfast room) and are added if and when a goblin feels like performing the functions in question, or having them performed, in the home rather than at a restaurant, cafe, laundry, bathhouse or dark corner as the case may be.

Business Premises

Shops and houses of business vary in construction to suit the particular nature of business conducted, but typically comprise a front "service" room, into which the door opens directly rather than by way of a hall, and back rooms in which goods and staff are stored or worked. Unlike domestic residences, business houses often have central rooms; both these and the back rooms are commonly windowless, to reduce the thoroughfare of burglars and save on heating expenses. Candles (for light) are notably less expensive than coal (for heat), per square foot serviced.

London shops are notoriously cramped, stuffy and ill-lit. The front room in which customers are served features a wide counter dividing the room into two parts. The area in front of the counter where customers stand is usually no wider than a corridor, so that no more than one customer may pass another being served at the counter. Behind the counter stand one or more unhelpful-looking staff members, and behind them are great stacks of boxes piled to the ceiling. Sometimes a shop will have a potted aspidistra or rubber plant in one corner, in the mistaken belief that this makes the place look more inviting. Chemist shops have huge jars full of bright coloured water or gobstoppers, and sometimes even a Bubbling Concoction, which in fact do make the place look more inviting.

Window displays are virtually unknown, because of the scarcity of plate glass and a general unease felt by shopkeepers about letting the people outside see what is inside.

Furniture

The state of furniture in England is absolutely deplorable.

There are two fashions current at this time – the "Louis Quatorze," charac-

terised by its spindly limbs, fat cushions and abundance of carved gilt scroll work and foliage; and the "Elizabethan," or Flemish, characterised by a squat, stocky look and extreme discomfort in use. The most popular feature in both styles is the little carved lion's-head, which crops up inappropriately in all parts of any modern piece of furniture.

The only advantage of either style is that it is difficult for burglars and tenants to remove; this is precisely why these styles are popular. The Louis Quatorze is liable to break into fragments even when moved from one part of the room to another, let alone being dropped out a window; the Elizabethan is so heavy and cumbersome that even a parlour chair may require the efforts of two thieves to remove. The standard tests used by teams of burglars when putting new members to trial are a Louis Quatorze full-length pivoting "cheval glass" dressing mirror with candle stands on the sides (extra merit awarded if the candles are kept in place throughout), or a four-poster bedstead, complete with mattress, in the Elizabethan style – preferably of oak. A favourite lark of burglar teams played on green newcomers is to send them after the Earl of Burlington's billiard table – a monster in the Elizabethan style, with a slate surface and a body of cast iron, found on the second floor of his Grosvenor Street residence. None have ever succeeded in moving it, at all.

Goblin populations exhibit good taste in any two of food, clothing and shelter, and generally shelter is the odd one out. It is common for goblins to move from one apartment to another without taking more than a handcart-load of possessions with them, most of those being clothes. They simply use whatever furniture the previous tenant at the new apartment has, in turn, left behind.

The furnishings of the upper classes are obviously more expensive – rather too obviously, in fact. Items are valued principally for their size, and secondarily for the number of curly bits and quantity of gilt applied around the edges. The status held with such an item is not in the possession but in the purchase; if it were to fall apart within the week the owner would not much care, so long as all and sundry had seen that he had spent buckets of money in purchasing it (and were accordingly envious).

☛ *Servants*

Lower servants, such as maids, footmen or coachmen, are known by their first names; upper servants such as Butlers and Cooks are known by their surnames. The name of the previous holder of the position may be used instead, if it seems too fatiguing for the employer to learn a new one. A servant of lower than Status -2, if one wished to employ such a thing, would be known simply as "boy" or "girl" according to the style in which it was costumed.

It should be noted that servants are elevated by their employment, and need not be treated with quite the contempt their actual Status seems to deserve. Footmen in particular consider themselves elevated to such an extent that they hardly deign to be civil to anyone of a rank lower than their employer.

Duties of Servants

Butler – management of the wine and ale cellars; directing meals; superintending over footmen, the under butler and steward's boy; opening and closing doors; waiting.

French Cook – preparation of stews, soups, ragouts and other dishes of complicated description not understood by ordinary cooks; making up the bill of fare in accordance with the nature of the company and the season.

Footman – assisting and waiting at the table; attending the carriage; answering bells; obeying any order given him by his master or mistress.

Under Butler – responsibility of the plate and the cutlery, both with regard to cleaning and security.

Housekeeper – hiring, discharging, managing and directing all female servants, except lady's maids who are subordinate directly to their mistresses; care of furniture and linen; making pickles.

Lady's-maid – personal accommodation of her mistress, attendance on the "toilet" and charge of the wardrobe of her lady; dress making and millinery; application of cosmetics and rouge; hairdressing; awakening the lady at the proper hour.

Cook – directing the business of the kitchen-maid and scullion; making breads and pastries, meat dishes, fish, soup and poultry; cleaning and wiping undressed meats, cutting away flyblow; directing cleaning and scouring of the kitchen and all implements.

Kitchen-maid – sweeping and cleaning as directed by the cook; scraping fish; plucking, drawing and trussing poultry; trimming and dressing meat and cutlets; preparation of vegetable dishes, gravies and sauces.

Upper housemaid – sweeping, dusting and cleaning the house, making beds, repairing stockings.

Under housemaid – cleaning grates, fenders and fire irons, assisting upper housemaid.

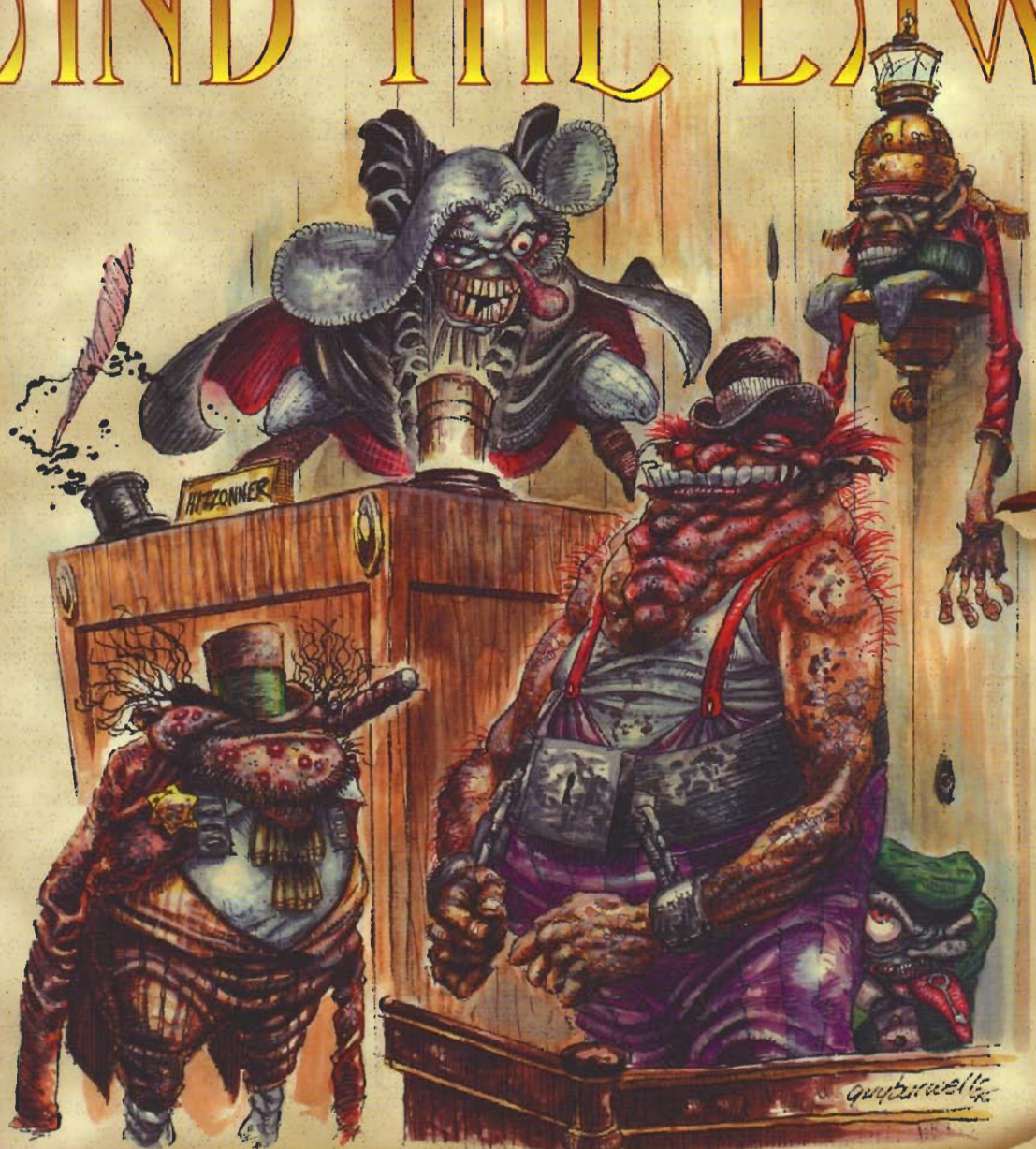
Laundry maid – laundry.

The Inferior Household – inferior servants, footboys and the like, are simply required to do as they are told by their superiors, with all speed and efficiency.

– Thomas Webster, *Encyclopaedia of Domestic Economy*, 1844.

CHAPTER THREE

PUNISHMENT AND THE LAW



The Law basically comprises a list of things which the upper classes do not want the lower classes to do, because they (the upper classes) would find it irritating, unpleasant, or inconvenient. These things are set out on paper so that the lower classes can readily find out what they are not supposed to be doing and thereby avoid doing it. Naturally, the list is not exclusive or comprehensive, being more in the form of a helpful guideline; if King George were to find some new activity of the lower classes to be offensive, he would institute various punishments until it stopped. One might complain that the activity was not written up in The Law, and consequently one was unaware of its offensiveness. If King George were in a good mood, he might command that the activity be written into The Law for future reference; if he were in a bad mood, he might find one's complaints irritating, unpleasant and inconvenient, and inflict various punishments until they stopped.

Crimes

The only crimes which the police actively try to detect are forgery – because it has a harmful effect on credit – robbery with violence, murder, arson and other crimes which endanger public safety; as for the perpetrators of swindles and fraud, they are arrested only when caught red-handed.

– Flora Tristan's London Journal, p. 176.

Ways to Cause Death

When a bird flies into a room and out again, by an open window, this causes the death of some inmate.

A wedding after sunset entails on the bride a joyless life, the loss of children, or an early grave.

White flowers given alone as a gift cause death.

It is sinful to point at the stars or try to count them. Many have been struck dead for so doing.

Robins tap thrice at the window of those about to die.

The singular cry or scream of the white owl is ominous of death.

The first of a bridal pair to go to sleep on the wedding-night will be the first to die.

Shattering glass while talking about a sick friend guarantees his death.

It is unlucky for a bridal party to be making their vows during the striking of the church clock. It portends the death of the bride or bridegroom before the expiration of the year.

If one is seized by any illness while in church, it is a death illness.

Cats suck the breath from sleepers, suffocating them.

If a candle refuses to go out on blowing, it portends the blower's death.

A trio of butterflies portends death.

To draw a long succession of black cards prophecies death.

Peacock feathers in the house bring illness, misfortune and death.

Making out a will brings on death.

Burglar's Aids and Winning at Cards

Any locks near a woman in labour will come undone.

A piece of coal in the pockets protects burglars from capture.

Fern seed fallen of its own accord into a bowl can make its caster invisible.

Jackets, woven of water snake skins (eels), are bullet-proof, save for silver.

When you are playing at cards on a wooden table, do not play against the grain of the wood.

An escaped prisoner who crosses running water three times will not be recaptured.

Before making an effort, spit into the hand to make the blows more heavy.

Killing the first adder that you see predicts you will triumph over your enemies.

A bit of hangman's rope is a charm for success at cards. It costs eight pounds – they're very difficult to get now.

Continued on next page . . .

Burglar's Aids (Continued)

A possessor of a moleskin purse will be lucky with money.

Yarrow helps one escape the wiles of one's enemies.

An hare's foot carried in the pocket guards against all attacks from that quarter.

To always have money in your pocket, put into it small spiders called money spinners.

Always pass an old shoe so as to have it on your right hand; and don't move it, lest you should help some unknown person on in the world, which would only be done to the detriment of yourself, for just as much as you advanced them, to that extent would you be the loser.

If the palm of your hand itches, rubbing it against wood assures a gift.

When the moon is one day old, go to the King and ask what you will, he will give it.

Identifying Thieves, Liars and Murderers

When something has been stolen, take the fore-door key and tie this key to the house's Bible, placing it on the eighteenth verse of the fifteenth psalm. When the thief is seen they will then be recognised.

A loaf weighted with quicksilver, if floated upon the water, will swim towards and stand over the corpse it is sent for.

In counting the buttons of a waistcoat the destiny of the wearer can be determined by the last button rested upon by saying: "A tinker, a tailor, a soldier, a sailor, a rich man, a poor man, a priest, or a parson, a ploughman, or a thief."

If a person in rising from the table overturns his chair, it is a sign he has been speaking untruths.

The blood of the victim of murder will not dry out or wash away.

To discover a thief by the sieve and shears: Stick the point of the shears in the wood of the sieve, and let two persons support it, balanced upright with their two fingers; then read a certain chapter in the Bible, and afterwards ask St Peter and St Paul, if A or B is the thief, naming all the persons you suspect. On naming the real thief, the sieve will turn suddenly round about.

A liar's tongue blisters.

The last thing seen by a murdered goblin remains reflected in his eyes.

Murderers are punished and tormented by supernatural powers.

Murder

Murder is to be avoided whenever possible, for a number of reasons.

Firstly, it is illegal. If one is caught by the Bill, one is invariably strung up by the neck until dead, along with friends and neighbours who happen to be in the wrong place at the wrong time.

Secondly, it is widely believed that the last thing a murder victim sees is indelibly recorded as a reflection in his dead eyes. If murder must be done, therefore, it is wise to do it from behind in a dark room, to avoid subsequent detection and capture by the Bill, with consequences as noted above.

Thirdly, murderers are almost always haunted by the ghosts of their late victims, and come to untimely and sticky ends. Many instances of this have been recorded, some of them involving respected persons of high standing in the community. Murderers commonly report nightly life-and-death struggles with their late victims in recurring nightmares, often with the victim holding some tactical advantage, such as a pair of loaded pistols. While the murderer does not suffer physical injury from these dreams, his morale and constitution are often utterly depleted by morning.

The unsleeping dead do not, of course, walk this earth, but there is strong evidence that they run roughshod through the land of dreams. Murderers often suffer from Insomnia and dangerous Somnambulism. It was reported in one case that a rogue actually picked the lock of his own bedroom door, walked out into the street, played whist at a pub in Charles Street, lost £7 10s, walked to a nearby bridge and threw himself into the Thames, all in a state of the deepest sleep. Astoundingly, the rogue in question had never played whist in his life, whereas his late victim had played often (though badly) at the very same Charles Street pub. This story has been verified as true by friends and neighbours of the rogue, who followed him the whole way, and watched the entire episode with the utmost interest.

The GM must determine the efficacy of all such supernatural revenge upon the living. The GM's conclusions, however, should be kept from the players. Assuming that a murderer does suffer ghostly repercussions, they can be represented as a disease causing troubled sleep and rest (see *Insomnia*, p. 112), causing daily loss of HT and Fatigue, or preventing their recovery. A barber might be able to cure this disease. Alternatively, appropriate penance might rid the sinner of the guilt, as negotiated at church.

The Devil takes a special interest in murderers, using their desperate need for secrecy for his own pleasure and profit. The liberties he can take with such sinners need not be gone into and are too hideous to contemplate here. Suffice to say, the GM must be harsh, relentless and cruel.

One final disincentive to murder is the love of the London public for a good hanging. Neighbours, passers-by and sundry room-mates are unhesitating when it comes to shopping a murderer to the Bill, and may even, in sufficient numbers, give chase to the murderer themselves (see *Public Opinion*, p. 31).

Murder is defined as killing another goblin without his consent.

Duelling is regarded as mutual consent. His Majesty is entitled to provide consent on anyone else's behalf.

London magistrates never bother with nonsense concerning self-defence or necessary violence. Surprisingly, social status is a disadvantage when it comes to defending oneself against an accusation of murder. The number of goblins who benefit from one's hanging is proportional to one's status, and a magistrate's status is enhanced in proportion to the status of any murderer he convicts.

Public Opinion

The public lends the constabulary an active hand in catching criminals – some out of a desire to see the fear on the wrong-doer's face, others in pursuit of profit, but most for the simple pleasure of seeing the victim hang.

Pursuit of the criminal is keenly encouraged by those who profit from a good hanging – street sellers of refreshments (who ply their trade among the crowds at Tyburn), pickpockets (for the same reason), running patterers (who might offer a cup of brandy for an exclusive Last Confession), barbers (who use the bodies of executed criminals for anatomical experiments), professional widows, wig makers, and even cracksmen (who will ask the address of the pursued, so that they can nip in and burgle the place while he is off being hanged).

This doesn't mean that an enormous mob will hare off after every pickpocket, but it does mean that blatant criminal acts in the crowded streets and buildings of London will draw unwelcome attention.

The Metropolitan Constabulary

The Metropolitan Police force is still in its infancy, having only just been consolidated and organised by Sir Robert Peel from Henry Fielding's original "Bow Street Runners." Naturally, it is still rather unpredictable. The first generation of purpose-trained "Peelers" is a long way from completion; in the meantime the Force is composed of Detective Officers retained from the "Runners," and "Metropolitan Constables" taken from the ranks of the King's Dragoon Guards. These Constables are all identical, nurtured, shaped and trained to identical specifications from Proles, but they are more suited to the parade-ground than the actual function they perform. They prefer to work in large, orderly groups rather than pairs; they are exceedingly knowledgeable on the subject of horses, but vague on the finer points of The Law; they have long, shapely legs better suited to riding than to pursuing criminals over the rooftops. Though very stylish, they are not particularly efficient at whacking other goblins, and they are fanatically devoted to His Majesty. Their skills and characteristics can be determined by using the word "Metropolitan" in the NPC generation system (see p. 122). As noted, Detective Officers have been selected from the general public rather than trained from birth, and do not conform to set specifications. Sir Robert is obviously experimenting in this area.

Metropolitan Constables are maintained at Status 0, and have any ambition beyond that rank removed at a very early age. Detective Officers are maintained at Status 1.

Examples of Justice

The first thing that struck me in the after-dinner trials was the extreme rapidity with which the proceedings were conducted. As judges and counsel were exhilarated, the business was proportionately accelerated. But of all the men I had the pleasure of meeting on these occasions, the one who gave me the best idea of rapidity in an after-dinner case was Mirehouse.

Let me illustrate it by a trial which I heard. Jones was the name of the prisoner. His offence was that of picking pockets, entailing of course, a punishment corresponding in severity with the barbarity of the times. It was not a plea of "Guilty," when perhaps a little more inquiry might have been necessary; it was a case in which the prisoner solemnly declared he was "Not Guilty," and therefore had a right to be tried.

The accused having "held up his hand," and the jury having solemnly sworn to hearken to the evidence, and "to well and truly try, and true deliverance make," etc., the witness for the prosecution climbs into the box, which was like a pulpit, and before he has time to look round and see where the voice comes from, he is examined as follows by the prosecuting counsel:-

"I think you were walking up Ludgate Hill on Thursday, 25th, about half-past two in the afternoon, and suddenly felt a tug at your pocket and missed your handkerchief, which the constable now produces. Is that it?"

"Yes, sir."

"I suppose you have nothing to ask him?" says the judge. "Next witness."

Constable stands up.

"Were you following the prosecutor on the occasion when he was robbed on Ludgate Hill? and did you see the prisoner put his hand into the prosecutor's pocket and take this handkerchief out of it?"

"Yes, sir."

Judge to prisoner: "Nothing to say, I suppose?" Then to the jury: "Gentlemen, I suppose you have no doubt? I have none."

Jury: "Guilty, my lord," as though to oblige his lordship.

Judge to prisoner: "Jones, we have met before – we shall not meet again for some time – seven years' transportation. Next case."

Time: two minutes, fifty-three seconds.

– The Reminiscences of Sir Henry Hawkins, ed. Richard Harris, K.C., 1904.

The Crown Calendar for the Lincolnshire Lent Assizes, 1818

Holden at the Castle of Lincoln on Saturday the 7th of March 1818, before the Right Honourable Sir Vicary Gibbs and the Honourable Sir William Garrow.

1. William Bewley, aged 49, late of Kingston upon Hull, pensioner from the 5th Regt. of foot, committed July 29, 1817, charged on suspicion of having feloniously broken into the dwelling house of James Crowder at Barton, no person being therein, and stealing 1 bottle green coat, 1 velveteen jacket, 3 waistcoats, &c. Guilty – Death.

5. George Crow, aged 15, late of Frith Ville, com. Sept. 23, 1817, charged on suspicion of having entered the dwelling house of S. Holmes of Frith Ville, about 7 o'clock in the morning, breaking open a desk, and stealing three £1 notes, 3s. 6d. in silver and a purse. Guilty – Death.

6. Thomas Young, aged 17, late of Firsby, labourer, com. Sept. 23, 1817, charged with having, about 11 o'clock at night, entered the dwelling house of John Ashlin of Firsby, with intent to commit a robbery. Guilty – Death.

9. John Marriot, aged 19, late of Osgodby, labourer, com. Oct 18, 1817, charged with maliciously and feloniously setting fire to an oat stack, the property of Thomas Marshall of Osgodby. Guilty – Death.

12. John Moody, aged 28, late of Stallingborough, labourer, com. Dec. 24, 1817, charged with having committed the odious and detestable crime and felony called sodomy. Indicted for misdemeanour. Two years imprisonment.

13. William Johnson, aged 28, late of Bardney, labourer, com. Dec. 29, 1817, charged with having burgulariously entered the dwelling house of Wm Smith, of Bardney, and wilfully and maliciously beating and wounding, with intent to murder and rob Wm. Kirmond, a lodger therein. Seven Years Transportation.

19. William Walker, aged 20, labourer, 20. Elizabeth Eno, aged 19, spinster, both late of Boston, com. Jan. 28, 1818, charged with burglariously entering the dwelling house of Wm Trentham, and stealing a sum of money in gold and silver, several country bank notes and a red morocco pocket-book. Guilty – Death.

22. John Hoyes, aged 48, late of Heckington, com. Feb. 24, 1818, charged with feloniously stealing 2 pigs to the value of £3, the property of John Fairchild of Wellingore. Acquitted.

Continued on next page . . .

Trial

The parties involved in a trial are:

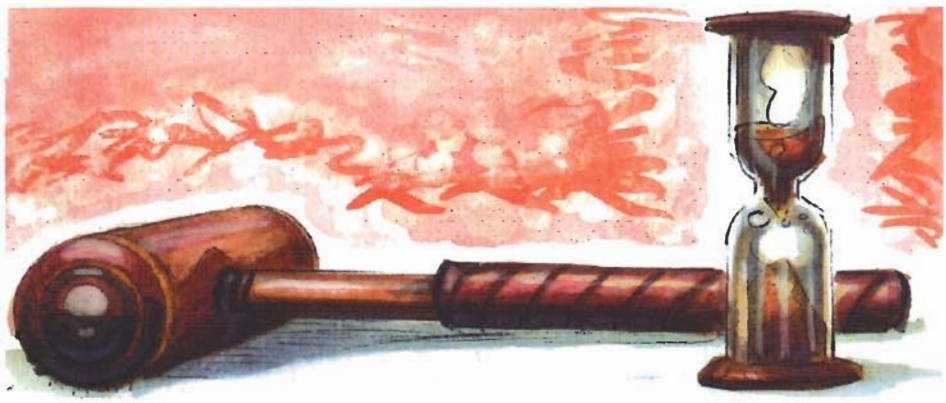
The *Accused*, who presents his own side of the story. The Accused usually represents himself – the recent, foreign fashion of employing a barrister is only popular in the upper classes, where it is considered rather flash to employ a servant for this purpose, as if protecting one's own life and liberty was too trifling a bore to be worth wasting one's own time on.

The *Prosecuting Attorney*, who presents the case against the Accused on behalf of the King (whose laws have been transgressed). Prosecuting attorneys are employed by the Court, for a guinea per case, no matter how long. There is much renown to be had from stringing up someone famous, and solicitors contend keenly for such honours. A successful prosecution in a famous case guarantees lucrative work on the other side, whether in Court as a barrister, or behind the scenes, preparing cases as a solicitor.

The *Witnesses*, usually called by the Prosecuting Attorney. However, the Prosecuting Attorney may also just tell the Judge what his witnesses would say if they happened to be present.

The *Jury*, who decide which story is true. The Jury comprises 12 ordinary citizens of good standing in the community – that is, citizens on the electoral roll (everyone owning or renting property in the area to a value of at least 10 pounds a year). In practice, positions on the Jury rapidly change hands for sums of money, and are passed on to goblins who have a keener interest in the outcome of the trial, such as the friends or enemies (or both) of the Accused.

The *Judge*, who decides what sentence is to be suffered by the Accused (assuming that the Accused is found guilty). Judges can comprise any member of the House of Lords who feel interested enough to turn up on the day. In cases involving capital punishment, there are three judges sitting in a row; the ones on the sides agree with what the middle one says. In murder trials the middle one must say, "I sentence you to be hanged by the neck, until dead," because it is written in statutes that the penalty for murder must always be death (assuming that the Accused is found guilty). It is written into law this way, so judges don't feel personally responsible for having strung someone up. In actual fact, hangings are less common than one might suppose. Goblins are rather more soft inside than they would ever admit, and if by some technicality – even a wrongly spelled name – the Judge can commute the sentence to a lesser one or drop it altogether, he will generally do so.



☛ *Trial Length*

Trials vary in length in proportion to the status of the Accused.

The trial of a lord at Status 5+ will not take less than four weeks for even the most trivial crime; the trial of Leisured Gentlefolk might be spread over four days or a week; the trial of a Working Class individual will never take more than a day; and the *average* length of trial for a Gutter goblin is four minutes.

In a high-class trial, the evidence is filled out by the prosecuting attorney with as much lurid personal detail as can be found (or created), and decently related to the public in a Courtroom. Relevance to the case is not considered important. Once the reputation of the Accused has been thoroughly blackened, or if his reputation is already sooty, the Prosecuting Attorney summons a string of witnesses and asks them questions. If the Accused is quick, he might find an opportunity to ask questions too. Then the Judge sums up the case, gives his opinion on who did it, and asks the Jury to make a decision. The Jury then whisper among themselves for a bit, and pronounce a judgment. The Judge pronounces a sentence, or sets the Accused free, and the trial is over.

PUNISHMENT

By the above means, the keen and able representatives of King George inflict various punishments in his name on the populace of London. These punishments come into three broad categories: Corporal; Capital; and Death Without Mercy. Imprisonment is not considered to be a punishment. Some goblins quite look forward to it.

☛ *Imprisonment*

A poor chimney sweep of sixteen, dressed in rags, barefooted, his legs red and chapped by the cold, was put in prison for a mere misdemeanour. The hot bath he was given upon his arrival came as a delight to him, but the thing that surprised him most was being told to put on socks and shoes. "Am I going to wear this and that, and that too?" he would say with each article of clothing he was given. His joy reached its height when he found himself in his cell; he kept delightedly turning his blanket over and over in his hands, and could scarcely believe in so much good fortune; and it was in a faltering voice that he asked if he were really going to sleep in a bed. The next day, upon being asked by the governor what he thought of his situation: "What do I think?" he exclaimed, "I'll be damned if I ever work for a living!" The child kept his word: later on he was transported. (Report of the Commissioners)

– Flora Tristan's London Journal

The Crown Calendar (Continued)

PRISONERS UNDER SENTENCE

George Houdlass, convicted at Lammas Assizes, 1815, of mare stealing. – ordered to be transported for the term of his natural life. (The Prince Regent, in the name of His Majesty, having graciously extended the Royal Mercy to the said convict, his said sentence is commuted to two years imprisonment, commencing July 1, 1817.)

Susanna Pepper, convicted at the Lammas Assizes, 1817, of secreting the birth of her bastard child – Ordered to be imprisoned for one year.

William Whitehead (the younger); at the Summer Assizes, 1817, was found by a jury to be of unsound mind. – Ordered to be imprisoned until His Majesty's pleasure be known.

Richard Clarke, convicted at the Summer Assizes, 1817, of having forged bank notes in his possession. – Ordered to be transported for fourteen years.

– The Crown Calendar for the Lincolnshire Lent Assizes, quoted in *The Reminiscences of Sir Henry Hawkins*, ed. Richard Harris, K.C., 1904.

Newgate Prison

It is said that prisoners who had displayed courage and pluck during the trial, who seemed unmoved when the sentence was pronounced, were horror struck and wept when they entered this dark and lonely abode.

– John Howard, *The State of Prisons and Penitentiaries.*

It is a vast rectangular complex of buildings: the stone blocks are of massive dimensions, their face chiselled like the markings of a tiger's skin, their colour a sombre grey which gives the prison a more forbidding and terrifying aspect than any other London Landmark. A few windows fitted with thick iron bars are hardly seen, lost in the thickness of the walls. The main door is nothing short of a masterpiece; I wish I could tell my readers how much iron had gone into its manufacture, so that they could share my stupefaction.

Inside, the prison is dark. The anteroom or entranceway is lighter than the rest, but even here one can not at first discern one's surroundings in the gloom, and it is quite startling when one's eyes do finally adjust, because the walls are studded with hooks, on which are hanging the instruments of torture, used here since the prison was built – massive iron collars and manacles, saws for cutting off limbs, pincers for breaking bones, bludgeons, axes and swords.

A number of tortuous and intricate windings lead from the anteroom into the depths of the prison, in a maze of confusion, guarded in their turn by huge gates and gratings, whose mere appearance is sufficient to dispel at once the slightest hope of escape that any newcomer may have entertained.

The prisoners awaiting sentencing, or punishments other than the Death Sentence, are confined six to a cell in the two wings of the prison. In each room, the beds are like those on board a ship – boxes two feet wide and six feet long, stacked three high against the wall. There is a large table in the middle of the room, with wooden benches around it, and here the prisoners eat, work, read and write. They are dark, damp and poorly ventilated, with a low ceiling, and have an unpleasant look about them. The men's part of the prison is larger and darker than the women's.

The exercise yards form a square space in the middle of the prison, walled in on all sides by the prison itself, except at the back, which is the rear wall of the old College of Surgeons.

Continued on next page . . .

Prison is usually only a temporary lodgement until a sentence has been passed and carried out, and the "Penitentiary" system is all but unknown.

Advocates of the Penitentiary system maintain that by isolating a wrongdoer in captivity for a long period, he or she will inevitably pass the time by contemplating his or her past, and the various factors which led to the current sorry position. He or she will eventually see the wickedness and harm of his or her ways, and understand how evil inevitably and rightfully leads to a downfall.

This in turn is followed by regret and repentance, and the goblin will become a "changed," decent citizen. This theory is propounded more fully in a number of popular novels, notably *Robinson Crusoe* and *A Christmas Carol.*

The idea of penance hasn't caught on among the public at large. Most goblins do not see anything wicked in someone's attempting to further his own interests at the public or King George's expense.

Accordingly there is nothing for a criminal to regret, except the mistakes which led to capture by the authorities. There is no need to wait years for such a regret to appear – it happens almost immediately. The Law, therefore, is not designed to improve the morals of the criminal element, but rather to fill them with fear of capture. In this respect it is moderately successful.

Corporal Punishments

Transportation – removal from London to some ghastly, far-flung corner of the Empire, like Australia. They would have been shipped to America, but for the War of Independence.

Floggings or Brandings – painful injury, inflicted by a professional so as to exactly reduce the criminal to a state of incapacitation and do permanent damage precisely to the extent ordained by the sentencing judge. This permanent damage might remove, temporarily or permanently, 1 to 2 levels of ST, DX, HT or Appearance, as the Judge (and GM) may in his wisdom see fit.

The Pillory or Stocks – painful injury, inflicted by the enthusiastic amateurs of the London mob. The wrongdoer is battered into incapacitation with a rain of missiles and blows from the public, while held fast (treat him as a victim surprised or otherwise undefended). The amount of damage is a matter of chance, and the public gives up after the criminal is rendered unconscious – excepting a final few shots to ensure that the target is not just pretending. Apparently, in

some parts of the world the wrongdoer is pelted with fruit and vegetables, rather than with stones and pieces of brick. Perhaps masonry is more readily accessible in London than elsewhere. On average, pilloried goblins take 1d-3 crushing damage per day. Particularly heinous wrongdoers can take as much as 2d per day, while popular and stylish wrongdoers will take no damage, and be brought cake and biscuits instead.

Mutilation – the removal of a part of the body, ranging from a finger or toe, through hands, ears, feet, genitalia, or whole limbs, as the judge feels appropriate. Repeat offenders progress up the scale over the course of their careers.

Capital Punishment

The law punishes 156 separate offenses with death, achieved by hanging the offender by the neck. An execution is an exciting public spectacle, and much attention is paid to the bearing and demeanour of the condemned on the three-mile journey from Newgate Prison to Tyburn. A goblin who is gallant and nonchalant in the face of death will win warm approval from the crowd, and may on very rare occasions be rescued by them from the Hangman's clutches.

The face of death becomes more menacing the closer one gets to it, and varies in the eye of the beholder. Given that a goblin is only likely to have this experience once, it is worthwhile to study the process in some detail.

The Big Day

The face of death has a Menace of 2d-2 (see p. 64) when one wakes on the morning of the Big Day.

The Walk to Tyburn

It gains 1d-2 more when one steps out through the doors of Newgate and climbs onto the "Tyburn Hansom," and 1d-2 more at the urinal at the end of the first cabstand on Holborn, where the last hope of escape is crushed.

From this vantage point one can see the entrance to "Fulwood's Rents," a small alley which for reasons now obscure has been declared by Royal Charter to be "a place of absolute sanctuary for criminals and debtors." The entrance to Fulwood's Rents is a narrow archway no bigger than the door of a house, but it has been found just possible for a nimble goblin to leap entirely through it to safety, from a cart moving slowly along High Holborn. From the Holborn urinals,

Newgate Prison (Continued)

Strict silence is not imposed, but conversation is not allowed, and anything more than a sentence or two is silenced by the warders. The prisoners are not given work or amusement of any kind, apart from the Bible, and are compelled to spend their time in idleness.

The entrance to the condemned cells is by a narrow and obscure staircase leading to a dark passage, in which a charcoal stove casts a lurid tint over the objects in its immediate vicinity. From the left hand side of this passage the massive doors of the cells open. There are three of these passages and three of these ranges of cells, one above the other, but in size, furniture and appearance they are exactly alike. All the prisoners under sentence of death are removed to here, and confined in them until they go to the scaffold. The prisoner is at liberty to go to the exercise yard, but in these walks and in the cells he is constantly attended by a turnkey, who never leaves him under any pretence whatsoever. The cell is a stone dungeon, eight feet long by six wide, with a stone bench at the far end, under which are a common horse-rug, a Bible and a Prayer book. An iron candlestick is fixed into the wall at the side, and a small high window in the back admits as much air and light as can struggle between a double row of crossed iron bars. It contains no other furniture of any description.

– *Flora Tristan's London Journal*, p. 118.

The Proper Catastrophe of Jonathan Wild

The cart now moved slowly on, being preceded by a troop of horse guards bearing javelins in their hands, through streets lined with crowds all admiring the great behaviour of our hero, who rode on, sometimes sighing, sometimes swearing, sometimes singing or whistling, as his humour varied.

When he came to the tree of glory, he was welcomed with a universal shout of the people, who were there assembled in prodigious numbers to behold the proper catastrophe of a great man. But there were not wanting some who maligned this completion of glory, and endeavoured to prevent it by knocking him on the head as he stood under the tree, while the Ordinary [prison minister] was performing his last office. They therefore began to batter the cart with stones, brickbats, dirt and all manner of mischievous weapons, some of which, erroneously playing on the robes of the ecclesiastic, made him so expeditious that he had ended almost in an instant, and conveyed himself into a place of safety in a hackney-coach, where he waited the conclusion.

The Ordinary having now descended from the cart, Wild had just opportunity to cast his eyes around the crowd, and to give them a hearty curse, when immediately the horses moved on, and with universal applause our hero swung out of this world.

– Henry Fielding, *The Life of Mr Jonathan Wild the Great*, 1743.

however, one can see that a large police cart is parked across this small entrance, blocking it entirely, and ten burly policemen are standing on the cart, waving.

A brief stop is made at the Bow Tavern, St Giles, for a glass of sack. By all accounts the drink is very welcome, but any improvement to the condemned's demeanor is spoiled by the crowd of drunken friends and neighbours standing about, trying to look solemn.

Add 1d-2 just after Oxford Circus, where the pretty little flower-sellers throw flowers to the condemned, hoping to make him cry, and 1d-2 more a little later when the gallows and attendant crowd at Tyburn become apparent. Raised seating is provided for a large number of spectators, but it is often insufficient – the current record is held by the infamous Jack Sheppard, who drew an audience of 200,000.

The Last Moment

Thus 6d-10 are rolled as the journey progresses, and deducted from the condemned's Courage (see p. 64). If this falls below 0, Fright Checks are made at each stage, and a further 2 dice are rolled on arrival. If the condemned arrives at Tyburn without his Courage falling below 0, he rolls no further dice, and in fact regains 2 points of Courage, secure in the knowledge that he will not weep or otherwise do anything embarrassing at the last moment.

An attempt was made in 1783 to transfer executions to Newgate, for reasons of efficiency and economy, but a tumult of protest was raised against the proposal, both by the general public, and members of the condemned. An episode of intense personal drama like the ride to Tyburn is of the most extreme interest to goblins, and to gain lasting fame with a bold approach to death in the prime of life and a well-fitting suit, before an audience of thousands, is considered by many goblins to be a pinnacle of glory.

Death Without Mercy

This sentence is reserved for only the most exceptional of cases. In theory it is only applicable to acts of treason, but in practice "Treason" has been held on occasion to include counterfeiting, applying a postage stamp (bearing the likeness of His Majesty) to an envelope upside down, piracy, witchcraft and murdering prominent public figures. In short, the ultimate sentence can be made to fit any case where the presiding representative of King George believes the accused to be vile without redeeming features. The sentence is carried out by half-hanging, disembowelling, beheading, quartering and burning, not necessarily in that order.

CHAPTER
·FOUR·
STATUS

How the Classes Relate to One Another

The members of a class of goblin society will avoid all possible contact with members of any lower class except for the purpose of exploitation. They are excessively polite and helpful to members of a higher class, in the hope that this will assist them to ascend, or at least earn a tidy sum. The expenditures of a goblin in a higher class far outweigh those of a goblin in the class below, so a small tip or gratuity from the former can represent a substantial income for the latter.

Exploitation of the Gutter by higher classes is generally for the purposes of doing something illegal or disgraceful. Goblins in the Gutter are not trusted with legitimate work until they have proven themselves worthy of it.

Exploitation of the Working Class by higher classes is regular and systematic, comprising the normal terms of employment. Communication between employers and employees is mainly the giving and receiving of instructions. However, in moments of weakness and distress, an employer will occasionally crack in front of the servants or workforce; Working Class goblins can use these opportunities to grasp their betters by a fleshy part (figuratively speaking, of course) and gain a foothold in the upper classes.

Historically, Gentlefolk were no more concerned about what their servants saw or knew than they were about their dogs or canaries. However, as the gaps between classes gradually close, the upper classes are finding it more and more necessary to be discreet in front of the staff. The Working Class is becoming more bold in dispersing and using information, and their words are taken more seriously. Society is gradually but noticeably becoming more secretive and less flamboyant with every passing year.

Aristocrats are only polite and helpful in their dealings with His Majesty, and in their prayers, having no one else to debase themselves to. Exploitation of Leisured Gentlefolk by the Titled Aristocracy is much more intimate, as described elsewhere.

The driving force in a goblin's life is the desire to gain Status. Status massages the ego, and provides very real advantages in life. Upper-class goblins are simply better than lower-class goblins – they cringe less, have clearer eyes and cleaner limbs, sharper wits and firmer bowels – and therefore have a tangible advantage when whacking or performing everyday tasks (see *Goblin Snobbery*, p. 80). The enhanced quality of life in the upper classes also makes one less susceptible to disease, and leads to property, income without a stroke of work, power, a title in front of one's name, and goblins of the opposite sex saying "Ooh" and "Aah" in a most gratifying manner when one passes them in the street.

Social Status

Goblin society is made up of individuals of twelve levels of Social Status, from the utterly base individuals at Status -3 to King George at Status 8. In fact, there are even more utterly base individuals at Status -4, but they are truly beneath so much as a mention. There are also two individuals above King George, these being Our Saviour and Our Lord, who are respectfully alluded to in Chapter 6.

Social Status is a measure of how a goblin is regarded by society, and is based not on how much a goblin owns or earns, but only on how much he spends. Misers are scorned by society and gain none of the benefits of a high Status; conversely, goblins can hold high positions in society without owning or earning anything, by spending other goblins' money.

The amount which must be spent each month to retain one's current place in society is shown on the *Status Maintenance* table (p. 43).

All goblins start life at the bottom, and rise through the ranks in the prime of their youth, to a social peak. Unless they reach the Aristocracy, most are then crushed by adversity, fall back, and usually remain at a more modest level for the rest of their bitter, twisted lives. Some rise much higher than others, or fall less far, but all live out their declining years consumed by envy for the exalted Status which they held in their prime. This is why old goblins are unpleasant.

Classes

The various levels of Social Status are grouped into classes, as follows:

The Gutter — Status -4 and Status -3

Destitute goblins unable to obtain regular employment or income, struggling from day to day to eke out a hand-to-mouth existence.

The Working Class — Status -2 to Status 1

Goblins struggling with regular employment under poor conditions for long hours and little pay, if they are suitably servile and willing.

The Leisured Gentlefolk — Status 2 to Status 4

Modestly wealthy goblins with clean work for regular pay, directing the efforts of those below them, struggling to gain titles and enter the class above.

The Titled Aristocracy — Status 5 to Status 7

Immodestly wealthy goblins with grand incomes, doing not a stroke of work whatsoever, struggling against the withering clutches of age and depravity.

The King — Status 8

King George.

Class divisions are strong; goblins in a higher class will strenuously resist contact with those below (see sidebar, p. 38). A major difficulty in making the transition from one class to another is that a goblin must seem to belong to a class, to avoid being rejected by it, before being able to join it. A goblin must look as if he has a job before he can get one, look as if he owns the company before he can do so, and spend as if he has all the money he wants, before he can get it. This is not easy, since goblins are keen judges of status and resent posers – see *Goblin Snobbery*, p. 80.

To gain access to a higher class, it is necessary to have the "friendship" of goblins within that class, to make introductions. Bribery, blackmail and begging are usually necessary, in addition to the obligatory spending. Goblins who neglect these niceties are known as *nouveau riche*, and their backs are the target of every social blade (indeed, their fronts too), because there is no better enemy than a goblin with no friends. Their stay is usually short-lived and painful.

Servants

. . . Servants may be legally punished for insolence, and assaulting master or mistress; that they may be fined for drunkenness, gaming, cursing, and swearing; that if by misdemeanour they are legally detained from their master's house, the contract between them is void. On the other hand, if not chargeable with misdemeanour, the master cannot discharge them from his service without paying them that portion of the year's wages which was agreed upon between them on hiring, or allowing them to remain in his service for a stated time after giving them warning, unless the separation takes place by mutual consent.

– Thomas Webster, *Encyclopaedia of Domestic Economy*, 1844.

Typical rates of pay for servants

I An establishment of the 9th rate (income £75 to £100 per annum)
- A maid of all work £4.19.0

II An establishment of the 7th or 8th rate (income £175 to £250 per annum)
- A maid servant £4.19.0
- A girl or boy £3.3.0

IV An establishment of the 6th rate (income £300 to £400 per annum)
- Cook £8.0.0
- Housemaid £4.4.0
- Footboy £4.4.0

V An establishment of the 5th rate (income £500 to £600 per annum)
- Cook £10.0.0
- Housemaid £5.0.0
- Under housemaid £4.4.0
- Manservant £15.0.0

VI An establishment of the 4th rate (income £750 to £1,000 per annum)
- Butler £21.0.0
- Housekeeper £13.5.0
- Footman £15.10.0
- Cook £10.0.0
- Coachman £10.10.0
- Housemaid £6.6.0
- Groom £8.8.0
- Laundrymaid £6.5.0

VII An establishment of the 3rd rate (income £1,750 to £2,000)
- Butler £21.0.0
- Housekeeper £17.10.0
- Footman £15.10.0
- Lady's maid £7.7.0
- Coachman £10.10.0
- Cook £12.10.0
- Groom £8.8.0
- Upper housemaid £6.6.0
- Under-butler £12.10.0
- Laundrymaid £6. 5.0
- Under housemaid £4.4.0
- Kitchenmaid £5.5.0

Continued on next page . . .

Servants (Continued)

An establishment of the 2nd rate (income £2,250 to £2,500) might have 20 servants, and an establishment of the 1st rate (income over £5,000 per annum) might have 40 or 50 servants. Some 400 servants constitute His Majesty's "downstairs" household. It is a great privilege to be a servant of the king – Lords and Ladies compete strongly for the top positions. The principal members of the staff, that is those who are required to give authorization before anything can actually be done, are not in residence, being titled aristocrats themselves. As a result, the royal bed is turned over less often than is usually considered satisfactory. Indeed, it is almost impossible to imagine a worse run establishment.

– Thomas Webster, *Encyclopaedia of Domestic Economy*, 1844.

Perils for the Commercial Traveler

Goblin employees must be careful not to risk losing the benefits of their master's Status, by engaging in activities outside the scope of their employment. This is particularly the case when abroad, traveling within the range of the employer but outside one's own natural range, where loss of the employer's influence can result in a very dramatic drop in effective Status. Many a servant on business overseas finds himself plunged in hot water (literally, sometimes) when it becomes apparent to the natives that he is acting beyond the wishes and protection of the employer. It should never be forgotten that stabbing one's employer with a bread knife, or pillaging his cashbox, is not normally included within the scope of one's employment.

Goblin Jingoism

The Social Status of a goblin decreases sharply the farther he gets from home – "home" being defined as the place where he earned the Status in question.

Find the goblin's initial Status on the table below to determine the first political boundary he needs to cross to lose one level of Status. Once this first boundary is crossed, the goblin loses a further level for each broader political boundary that he crosses.

Example: Bethlehem Jones, a goblin of Status -2 living in Farringdon Ward Without, loses one level of Status when walking outside her *ward* into Farringdon Ward Within. Upon crossing London Bridge out of the *City of London* and into the suburb of Southwark, her Status declines one level further, to -4, and the locals throw blunt objects at her. Marching out of *Greater London* into the countryside, she is still Status -4, being unable to sink any lower.

Example: Mr Abraham Will, a goblin of Status 2 living in England, decides to tour France. His jaunt across the Channel loses him 3 levels of Status (he leaves England, the U.K. and the Empire all at once), which he recovers immediately upon his return to England. For the next several months, Mr Will regales friends and dinner acquaintances with tales of the damnable manners of the French.

Initial Status	*Range*
-4	Block (no further decrease is possible)
-3	Parish
-2	Ward
-1	London City and Westminster
0	Greater London
1	South England
2	England
3	The United Kingdom
4	The Empire
5	Western Europe and North America
6	Eastern Europe and The Near East
7	The Middle and Far East
8	The Known World
9	Terra Incognita (e.g. Jungles of South America, Darkest Africa)
>	The Known Universe (extending, at this time, no further than Neptune)
>	Beyond the reach of God and The Angels

Every goblin feels an obligation to throw blunt objects at goblins having Social Status -4. It is a tradition keenly maintained worldwide, and explains the general animosity between nations which almost universally prevails.

Employment

Goblins are elevated by the prestige of regular employment, as if they occupy a higher level of Social Status than is dictated by their spending, depending on the Status of their employer. This elevation only applies when engaged on business forming part of that employment, for the employer. If the employer is Gentlefolk, one level of Status is gained. If the employer is Aristocracy, two levels of Status are gained; if the employer is His Majesty, three levels of Status are gained. No social benefit is gained by employment if the employer is in the Gutter or Working Class. Status can never be raised to equal that of the

employer. The Status gained is temporary, and has no effect on a goblin's maintenance costs, living standard, or costs to advance to the next "real" level of society. Goblins who actually hold the Status attained will, quite properly, treat the employee as below their station.

Starting characters serving in the Military would gain the benefit of three additional levels of Status while engaged on military business for King George, if they had not been cast out on the streets at the end of their apprenticeship, which they have been.

Goblins are able to travel on business without losing Status from Goblin Jingoism (see above), so long as they are inside the boundary to which the employer himself could travel without losing Status.

The terms of employment between goblins are often fairly loose; many activities can be considered to form a part of one's duties, if they might "enhance the reputation of the employer" or "contribute to the employer's renown." A strong employee can often bend an employer to his will and impose his own desires on the employer. In the case of footmen, it is very difficult to see exactly what their duties are, unless lounging around in lobbies, making snide remarks to passers-by and riding on the back of a carriage can be considered work. Certainly, they seem to retain an elevated self-esteem, regardless of what they are doing, or not doing.

Footmen

If he has to follow the lady whom he serves, or any female part of the family, in their walks, he is not to consider himself as a mere appendage which marks the condition of the family he serves, but as a protector from the inconveniences and annoyances which may occur to ladies walking in a thronged and busy place. For this end he should follow his mistress at such a distance as to be immediately to hand if his aid or interposition be necessary, and yet not so near as to hear conversation which may be passing between her and her companions. His clothes and hat should be well brushed; his shoes and stockings and gloves clean. A dirty-looking footman is a disgrace rather than a credit to a family. In giving directions to the coachman he should be quick and accurate; nor is it altogether needless to remark, that even in his announcing rap at the doors of the parties on whom his lady calls, there is a propriety to be observed as to its measure and degree: if too loud and long it disturbs a whole neighbourhood; if too insignificant, it may be deficient in respect to his lady. The general deportment of a footman while waiting at dinner, should be quiet and quick, but not hurried or bustling: he should tread lightly; change plates, knives etc without clatter, and should speak as little as possible and never in a raised tone of voice, unless it be necessary in answering questions. He should hand everything with his left hand, and to the left of the person he is assisting to any thing.

– Thomas Webster, *Domestic Economy (Duties of the Footman)*, 1844.

Further Rewards of Servility

In addition to the fine wages and elevated Status gained by employment, menial goblins are often rewarded with little gifts when they do something especially gratifying to their betters. Goblins of high standing are not in any way obliged to reward their minions with anything more than wages and reflected Status – the goblins of lower Status choose to be pleasant, and are quite free not to be – but still it is common practice. It would be highly inappropriate to negotiate a gift in advance, but it would also be unusual if such gifts were not occasionally forthcoming. In such cases a goblin in service might consider changing situations, or using a better soap.

Failing all other rewards, an employee is at least provided with opportunity – the chance to run sticky fingers through the trappings of a better class. Apart from minor pilferings, trying on a few clothes, or burying one's face in a genuine down pillow, this opportunity can only be grasped once. Thereafter, the likelihood of further employment is very slight indeed.

Goblins behave toward their employers in a most gratifying manner. The social prestige of employment, the fine wages, the potential for a lovely gift or, failing sufficient of the above, the opportunity to make off with a set of spoons – these things encourage an employee to preserve his situation in spite of all the onerous and debasing tasks involved, and to do so with the most gushing expressions of pleasure. For the goblin of high Status with menials in employ, no cushion remains unplumped, no glass lingers empty, no cheroot hovers unlit, and other favours – needless to mention – are as willingly performed at the crook of a little finger.

Borrowing to Maintain or Advance Status

It is not rare for goblins to occasionally be caught short. It is quite socially acceptable to borrow money to "tide oneself over," and almost as acceptable to try to avoid paying it back. Interest on borrowed money is fixed by habit at 5%, because it conveniently amounts to 1 shilling per pound per year, or two pennies per month. Other rates are so abominably difficult to calculate in pounds, shillings, and pence that no one can be bothered. Private prisons for debtors – charging the debtors themselves for rent and keep, and the claimant for the collection service – have a booming trade, and King George himself offers the same service to the public, with Fleet Prison on Ludgate Hill.

The Colonel was not so depressed as some mortals would be, who, quitting a palace and a placens uxor, find themselves barred into a spunging-house; for, if the truth must be told, he had been a lodger at Mr Moss's establishment once or twice before. On both these occasions the capture and release had been performed with the utmost gallantry on all sides, and Moss and the Colonel were therefore on the very best of terms.

"You'll find your old bed, Colonel, and everything comfortable," that gentleman said, "You may be pretty sure it's kep' aired, and by the best of company, too. It was slep' in the night afore last by the Honourable Capting Famish, of the Fiftieth Dragoons . . . but, Law bless you, I promise you he punished my champagne, and had a party 'ere every night – reg'lar tip-top swells, down from the clubs and the West End – I've got a Doctor of Diwiniety upstairs, five gents in the coffee room, and Mrs Moss has a tably-dy-hoty at half-past-five, and a little cards or music afterwards, when we shall be most happy to see you."

"I'll ring when I want anything," said Colonel Rawdon, and went quietly to his bedroom . . . he called for pens and ink, and paper, and being asked how many sheets, chose one which was brought to him between Miss Moss's own finger and thumb. This letter, sealed with a wafer, was dispatched by one of the messengers who are always hanging about Mr Moss's establishment; and Rawdon, having seen him depart, went out into the courtyard and smoked his cigar with a tolerably easy mind – in spite of the bars overhead; for Mr Moss's courtyard is railed in like a cage, lest the gentlemen who are boarding with him should take a fancy to escape from his hospitality.

– W. M. Thackeray, *Vanity Fair*, 1847.

How to Spend Money

As shown in the *Status Maintenance* table, spending is divided between food, clothing, shelter and pleasures. The preferences and fashions of each class in each category are very different. To maintain one's current Social Status, one must have, at the start of the month, a sum of money equal to the total shown. To advance one's Social Status, one must spend some character points, as well as the "total to advance" sum given on the *Social Advancement* table, p. 43, before the last day of the month.

Maintenance of One's Current Social Status

On the first day of the month, the food, clothing and shelter amounts are spent. This expenditure includes rent, grocer's bills, and upkeep or replacement of clothes and furniture as they wear out. Once an item of clothing or furniture is bought, it will last until a specific event removes it, so long as your standard of living and expenditure is maintained. If your standard of living drops, expenditure on upkeep will also drop, and your possessions will become correspondingly shabby. The proportions spent on food, clothing and shelter can be varied by individuals according to taste, so long as the total amount remains the same. For example, Lily Grimshingle spends most of her income on a huge draughty mansion, in which she sits in rags eating dry toast. The numbers given on the table are the averages, although very few goblins are average.

The *Pleasures* amount must be held physically in the hand on the first day of the month, and fully consumed in pleasures by the end of the month. If it is lost or stolen, then more money must be acquired before the end of the month to fulfil the spending total. One must spend this amount on nothing but hedonistic, profitless pleasure. The key word is "profitless." Repayment of debts, gifts to friends, self-improvement courses and the like are all far too beneficial to be considered pleasures. Tarts, gambling, alcohol, gluttony, cricket, polo, billiards, dinner parties, romance, etchings, the theatre, joining clubs, tobacco, opium, skeet shooting, international travel, spicy novels and so on are considered pleasure. An act of charity might be pleasure if the goblin did not expect or get any return, in kind or favours, from it; the Church is happy to accept donations on this basis. At the end of the month, one must be left with nothing of value but a memory which, if one has done things properly, will be more or less pleasant.

The goblins' food, clothing and shelter for the first month are paid in full. The sums they will need to spend on pleasures is not.

If the players want to keep things simple, the whole amount can be expended at the start of each month and then ignored. If the players want to keep things complicated, they could also detail their food, clothing or shelter expenditures over the course of the month.

STATUS MAINTENANCE

Status	*Total To Maintain*	*Food*	*Clothing*	*Shelter*	*Subtotal*	*Pleasures*
-4	£0.5.0 ($30)	2s	3p	0p	2s 3p	2s 9p
-3	£0.12.0 ($72)	3s	8p	4s	7s 8p	4s 4p
-2	£2.11.8 ($310)	29s	6s	8s	£2 3s	8s 8p
-1	£3.6.0 ($396)	32s	8s	16s	£2 16s	10s
0	£5.16.8 ($700)	37s	25s	36s	£4 18s	18s 8p
1	£9.12.0 ($1,152)	54s	50s	65s	£8 9s	23s
2	£33.6.0 ($3,996)	£4	£8	£10	£22	£11 6s
3	£66.13.0 ($7,998)	£8	£16	£20	£44	£22 13s
4	£83.6.0 ($9,996)	£10	£19	£23	£52	£31 6s
5	£200.0.0 ($24,000)	£15	£43	£45	£103	£97
6	£1,000 ($120,000)	£74	£216	£228	£518	£482
7	£5,000 ($600,000)	£362	£1,084	£1,144	£2,590	£2,410

Prerequisites for Advancing in Social Status

To advance in Social Status, the character must spend both character points (see p. 78) and the total sum on the *Social Advancement* table by the last day of the month. This sum is composed of four elements. First are material Status symbols such as a new Working-Class hat, or a large barouche with three grenadier footmen; second and third are the differences in comestibles and rent to raise one's current standard of living to the new level, including servants; and fourth is a surfeit of pleasures to demonstrate and celebrate entry into a higher Social Status, best done in one bash, such as shouting all the lads at the club to a round of tarts (small cakes) and brandy. Note that the spending in all categories is *additional* to the normal spending which was required to maintain the old Social Status.

Having met the requirements to advance a level in Social Status, it is also necessary to have and to pay the coming month's maintenance costs, on the first of the new month, appropriate to the new Social Status.

SOCIAL ADVANCEMENT

Going to Status:	*Material*	*Food*	*Shelter*	*Pleasures*	*Total*
-3	1s	1s	4s	1s 7p	7s 7p
-2	6s	26s	4s	4s 4p	£2.0.4
-1	16s	3s	8s	1s 4p	£1.8.4
0	£1 17s	5s	20s	8s 8p	£3.10.8
1	£4	17s	29s	4s 4p	£6.10.4
2	£16	£1 6s	£6 15s	£10 3s	£34.4.0
3	£20	£4	£10	£11 7s	£45.7.0
4	£27	£2	£3	£8 13s	£40.13.0
5	£70	£5	£22	£66	£163
6	£173	£59	£183	£379	£794
7	£868	£288	£916	£1,928	£4,000
8	Increase to this level is prohibited.				

Some Notes About the Tables

The racial Alcoholism disadvantage (p. 79) means that, on average, all goblins spend one-eighth of their time drunk. In the lowest classes, all of the budget for pleasure must be spent on drinking, to achieve the full quota of boisterousness. As they progress toward the upper classes, they find that it is possible to achieve the requisite drunkenness on a mere fraction of the pleasures

Money

All money is in coins, in three basic denominations; pounds (£) shillings (s) and pennies (p). A wide variety of coins both British and foreign are used within the realm, but they are all measured according to their value against the above three denominations. Each represents the currency used by a different class of society – The Gutter does business in pennies; the Working Class does business in shillings; the Leisured Gentlefolk do business in pounds. The Titled Aristocracy don't do business with money at all, but deal only in hundreds and thousands, and employ others to do their accounting. There are 12 pennies to the shilling, and 20 shillings to the pound. $1 = 2p.

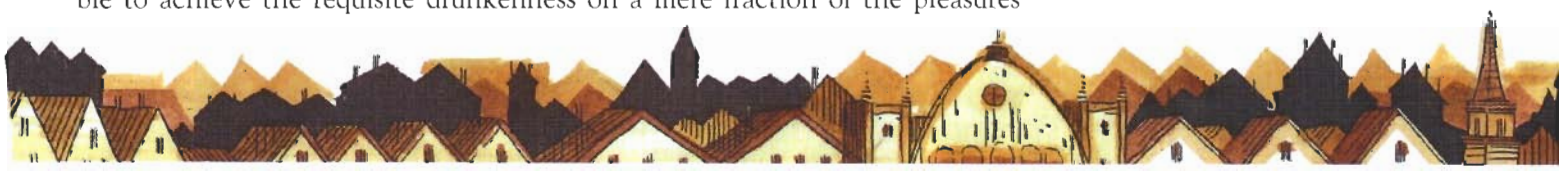
Table of very common coins and their values:

pound	20 shillings	$120
shilling	12 pence	$6
sixpence	6 pence	$3
tuppence	2 pence	$1
penny	1 penny	$0.50
ha'penny	1/2 penny	$0.25

Table of somewhat common coins and their values:

guinea	21 shillings	$126
sovereign	1 pound	$120
mark	13 shillings, 4 pence	$80
half-sovereign	10 shillings	$60
noble	6 shillings, 8 pence	$40
crown	5 shillings	$30
half-crown	2 shillings, 6 pence	$15
florin	2 shillings	$12
doubloon	15 pence	$7.50
reale	7 1/2 pence	$3.75
kick	6 pence	$3
fourpence	4 pence	$2
groat	4 pence	$2
brass farthing	1/4 penny	$0.125

Notes are used by the Titled Aristocracy, and some Leisured Gentlefolk, to transfer sums of money about, but they are more in the form of personal checks than currency. Even the King's "Bank-notes" are kept track of by number and can be cashed only at a bank, and by signing a receipt of exchange. It is traditional when cashing ill-gotten gains to sign the receipt in someone else's name to avoid subsequent detection and capture when the numbers are found to correspond with those reported as stolen. Unfortunately, such forgery carries the death penalty, where mere theft can often be let off with transportation.



Drinking in the Gutter

The drinking of alcohol to excess quickly became the principal entertainment of all classes in the late 1700s, when cheap, powerful spirituous liquors were made available in quantity for the first time. During those years, no less than one third of the entire population of London was falling-down drunk, at all times of every day and night. Innumerable ghastly acts were performed on every hand by addicts desperate for the wherewithal to buy another bottle of gin.

The fever for alcohol has died away over the intervening 80 years or so, and the population is now much more sober. It is hard to imagine now what it was like in those days, with one man lying in the gutter vomiting for every two standing up. Now Londoners are not falling-down drunk for more than an eighth of their lives, on average. Most are drunk for about three hours a day – usually at some time between the hours of seven in the evening and two in the morning, and not at other times. However, a growing minority are not drunk more than two or three times a week.

budget, leaving a generous amount to spend on other and more sophisticated indulgences – see Social Status descriptions hereafter.

It is important for the GM to thoroughly control gains by characters, otherwise they will progress too quickly through the lower levels of society. Fortunately, items of dubious origin, such as a low-class beginner might acquire, are always sold at a fraction of their value (see sidebar, p. 59).

Food

The monthly figure for food includes dining in and dining out, tea, cocoa and milk, and household consumables such as cleaning materials (if used), and water (if used). Alcohol is not included (see *Pleasures*, below), nor is coal or lighting (see *Shelter*, below).

Clothing

Goblins spend a large amount on clothing, because it is the possession they are least likely to lose and which they can display most effectively. They make the best use of the clothes they have by not taking many of them off. It is usual to put new clothes on over the top of old, to gain the warmth and finery of both; goblins soon build up layer after layer like the rings of a tree. Hats, gloves, shoes and coats are disposed of when replaced, however, to avoid encumbrance. For reasons of fashion, female goblins may also peel away under-layers from the upper parts of the body before putting on a new garment, to better display the shoulders and bust, and store the remnants under the skirt around the hips and bustle, to better accentuate that area.

Shelter

The monthly figure for shelter includes rent, heating, lighting, silverware and crockery, furniture and servants. In the upper classes it may also include horses and a carriage. Living space is rented at a rate of approximately 1s per month per 1.5 square feet – more if well furnished, less if bare. In the lowest ranks the shelter budget is consumed entirely by rent for space, but as goblins advance they spend proportionately more on making the space comfortable, and on employing servants.

Goblins spend little time in their homes. They spend most of their time elsewhere; given the prevalence of burglary and of theft by servants, they are not confident of finding their possessions intact when they return.

Pleasures

The pleasures on which goblins spend their money include (in rough order of popularity) alcohol, gambling, licentious indulgence, clubs, theatres

and music halls, sundry vices, sport, travel, literature and the Church. The specific forms of these pleasures are very different in the different classes; individuals in each class have different personal preferences, and adapt their spending to suit. Some few goblins spend all their leisure time and money on "improving" literature and the church; others devote themselves entirely to alcohol and indulge no other pleasure.

Fashions

The following sections detail the specific fashions current within each class. Members at the top of each class should possess all the items named, while those just joining a new class will purchase only some of them with the money spent to advance.

Fashion in The Gutter

Food

The diet of the Gutter class is composed of pale vegetable matter. Potatoes make up the bulk, bread comes second, with dumplings, swedes, turnips, onions and cabbage for variety. Green, orange, yellow and black vegetables are spurned, as are fruit and shellfish. The great passion of The Gutter is for meat, sadly not often fulfilled. The monthly expenditure on food at Status -4 is barely sufficient to keep body and soul together with bread and potatoes; to indulge in the luxury of meat, goblins of this rank must "acquire" it without cutting into the regular budget. At Status -3 it is possible to eat some form of meat once per week, customarily on Sunday, in addition to the pale foods; milk, eggs or cheese may also be added to the diet. It is not possible to eat meat every day, unless it is meat of unusually poor quality, such as that found in a pie.

Roasting, frying and boiling in fat are the preferred methods of food preparation; boiling in water is less common. Spices are rarely and sparingly added, unless meat of very dubious character is to be eaten. It is usual to scrape flyblow off meat before cooking, but some gourmands of this class cultivate a taste for the bitter, acrid flavour it imparts to a meal.

Clothing

Goblins in the Gutter aspire to membership in the Working Class. Their clothing reflects this, with a clear preference for functional garments. Most highly prized are the neckerchief, boots and buttons. Men prefer sleeveless waistcoats and frock-coats over cotton shirts, caps (rather than hats) and relatively roomy trousers with large pockets. Women wear bonnets and sturdy, voluminous dresses with a large square shawl over the shoulders and arms or an apron. Trousers and dresses are worn short, to show the whole of the beloved boots. Cloth is judged by its weight – a heavy felted woollen fabric, corduroy or moleskin is prized, whereas silk (apart from the neckerchief) is despised by this class as suitable only for Quill-Drivers, Fart-Catchers and Flaybottomists (clerks, footmen and schoolteachers). Colours are not usually bright, but this is governed by expense rather than taste; most low-class goblins would buy clothing of bright and varied colours, if they could afford it. The red coats acquired by those in the Military are much envied by civilian goblins.

A silk neckerchief with a yellow flower on a green ground is the current fashion – the women wear them draped around the shoulders and tucked in under their gowns, the men wrap theirs loosely around the neck with the ends hanging down over their waistcoats.

At the Dance

Passing through the bar of the public-house you ascend a flight of stairs and find yourself in a long room well lighted by gas. There are benches placed along the walls for the accommodation of the dancers, and you will not fail to observe the orchestra, which is well worthy of attention. It consists, in the majority of cases, of four musicians, bearded shaggy-looking foreigners, probably German, including a fiddle, a cornet, two fifes or flutes. The orchestra is usually penned up in a corner of the room, and placed on a dais or raised desk, to get upon which you ascend two steps; at the front is boarded up with deal, only leaving a small door at one end to admit the performers, for whose convenience either a bench is erected or chairs supplied. There is a little ledge to place the music on, which is, as often as not, embellished with pewter pots. The music itself is striking in the extreme, and at all events exhilarating in the highest degree. The shrill notes of the fifes, and the braying of the trumpet in very quick time, rouses the excitement of the dancers, until they whirl round in the waltz with the greatest velocity.

I was much struck by the way in which the various dances were executed. In the first place, the utmost decorum prevailed, nor did I notice the slightest tendency to indecency. Polkas and waltzes seemed to be the favourites, and the steps were marvellously well done, considering the position and education of the company. In many cases there was an exhibition of grace and natural ease that no one would have supposed possible; but this was observable more amongst foreigners than English.

– Henry Mayhew, *London Labour and the London Poor*. 1851 / 1862.

Manners

When goblins aspire to leave the Working Class and become Leisured Gentlefolk, it is necessary for them to acquire breeding and good manners. Many goblins spend one or two pounds of the "Material" portion of the sum required to advance to Status 2 on the services of a French Dancing Master, who can instruct them on the proper way to bow, the proper way to eat peas and the correct forms of address when speaking to the aristocracy and members of the Royal Family. These lessons in grace and courtliness remain with the goblin ever after.

It should be noted that all goblins in every rank of society have clawed their way up through the Gutter and the Working Class. Even the highest gentlefolk and aristocrats were once dropping their 'H's in the Gutter like everyone else. The Leisured Gentlefolk are not actually very good at being courtly and refined; efforts by *players* to put on a posh accent, and to pepper their speech with high-class terms and phrases, will be about as good as those of any actual goblin.

The King and some few members of the aristocracy are exceptions. These individuals have been raised in wealth and luxury from the moment of birth, and actually have genuine breeding and good manners. They provide the examples of good manners and etiquette at which all other goblins aim.

Upon our entrance they all started up, and on a sudden screwed themselves into so many antic postures that had I not seen them first erect, I should have queried whether I was fallen into the company of men or monkeys.

This academical fit of wriggling agility was almost over before I rightly understood the meaning on't, and found at last they were only showing one another how many sorts of apes' gestures and fops' cringes had been invented since the French dancing-masters undertook to teach our English gentry to make scaramouches of themselves, and how to entertain their poor friends and pacify their needy creditors with compliments and congees.

When every person, with abundance of pains, had shown the ultimate of his breeding by contending about a quarter of an hour who should sit down first, we proceeded to a whet of old Hock, to sharpen our appetites to our approaching dinner.

Continued on next page . . .

Boots are the pride and joy of both men and women, and come in a wide variety, from delicately-laced ankle boots worn by ladies of doubtful virtue, to wide, thigh-length sea boots sported by pretentious pirates. Particularly among the men, the upper leathers may be "tastily ornamented" with hearts, thistles or wreaths of roses. Tattoos of a similar nature are also popular among the men, particularly sailors.

Buttons are a favoured ornamentation, with many garments having extra buttons sewn onto them along hemlines, cuffs, collars, or even in patterns down the sleeves, legs, front or back. They are chosen to contrast with the fabric, rather than match it, and often buttons of different types may be found on one garment. There are many types to choose from – large brass buttons, sporting buttons with a raised fox's or stag's head, nautical buttons carved from whalebone, black bone buttons with flowers on them, enamel buttons bearing a small but accurate portrait of His Majesty, mother-of-pearl buttons with gold rims – in fact, almost any button imaginable can be found on the sleeve of some individual in the lowest class.

☛ *Shelter*

Goblins in the Gutter occupy dwellings known as "low lodging houses." These are buildings ranging from a total plan area of ten feet by ten, to an entire city block, built up to five or six stories. All manner of goblins of either sex and every age live together in these buildings, spread about thickly or thinly according to their Status. Proles run about among them at random, like vermin. No privacy is available for any purpose; the occupants eat, sleep, carouse, gamble, fight and perform various other functions together without a care. Young goblins cannot avoid being educated in every base aspect of life in this environment, from their first year until they can make their escape into the Working Class.

The landlords of low lodging houses employ one or more goblins of sturdy build and low character to act as managers. The function of these dignitaries (their Status may be as high as -2) is to throw out any goblin they don't recognise. In theory, anyone who has paid rent to the manager will be remembered and avoid eviction, but to avoid difficulties, young goblins are advised to be distinctive and unusual when presenting their monthly payment.

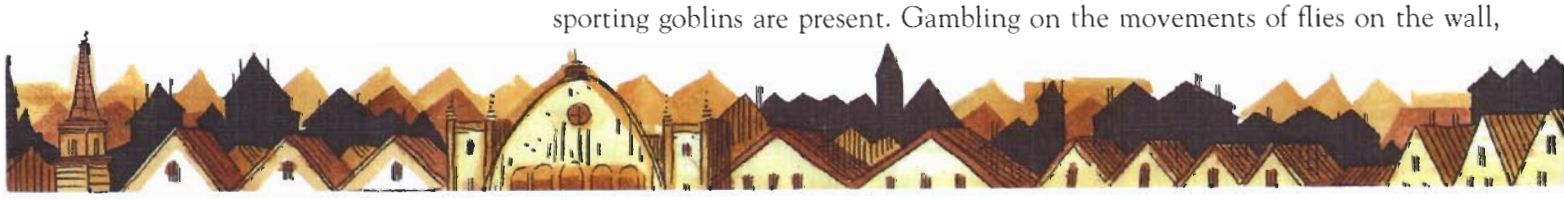
Low lodging houses may contain one or more beds, chairs, tables and stoves, which are used communally by the inhabitants according to need. Small goblins of the lowest class tend to perform their daily functions at odd hours, to avoid conflict with the requirements of more powerful residents, but usually the facilities of the house are shared amiably. While life in a low lodging house is squalid, and both physically and morally unhealthy, it has a sense of family which is lost when goblins move up to the privacy of higher Status, and which even those in the highest ranks remember with a dewy eye.

☛ *Pleasures*

The pleasures of the Gutter are necessarily cheap and mostly sordid.

The favoured alcohol is gin, otherwise known as geneva or white lightning. The most popular brand is Crust's Private Reserve, highly regarded for its forceful nose and modest price tag. Beers are also consumed in great quantities, particularly at breakfast or when about to do a job, when the drinker feels a need to remain relatively sober and is concerned about the powers of Gin.

Gambling is undertaken on any and every occasion at which two or more sporting goblins are present. Gambling on the movements of flies on the wall,



or lines of drool from opposite corners of the mouth, are so common as to be hardly worth mentioning. More complex sports are also popular – children's games, such as conkers or scissors stone paper, and tavern games, like shove-ha'penny, three up or skittles. These are the subject of wagers for alcohol rather than money. Most serious gambling in the Gutter relates to the mistreatment of animals, ranging from sparrows, rats, cats and terriers, up to bull- and bearbaiting, and of course boxing.

Licentious indulgence is common and unsavoury; no further detail need be given of these unwholesome amusements, except to say that they tend to be brief and to the point.

The theatres and music halls are filled to capacity every Friday and Saturday night, and often on other nights also – Monday nights are surprisingly popular. High-class performances at a respectable theatre such as the Vic are attended at a cost of 3p; but many shops are converted into temporary theatres each night for the performance of "Penny Gaffs," shows of music and flash dancing, costing only a penny.

Manners (Continued)

The honest cook gave no leisure to tire our appetites by a tedious expectancy, for in a little time the cloth was laid, and our first course, which consisted of two calves' heads and a couple of geese, was ushered up by the dominus factotum in great order to the table. I could not but laugh to think with what judgement the caterer had provided so lucky an entertainment for so suitable a company.

After the victuals was pretty well cool'd in complimenting as to who should begin first, we all fell to; and, i'faith, I found by their eating they were no ways affronted at their fare, for in less time than an old woman could crack a nut we had not left enough to dine the bar-boy.

– Ned Ward, *The London Spy*, 1703.

Popular music in the Gutter is very loud and spirited, with a fast, lilting rhythm and a good chorus which those in the know can join. Comic and patriotic themes are preferred, presumably for different reasons. Jigs, polkas and hornpipes are the best known dances, but Mr Strauss' new indecent waltzes, in which couples clasp each other uncouthly and move about in a suggestive manner, are rapidly gaining in popularity, despite all condemnations from respectable society.

The sundry vices indulged in the Gutter for personal pleasure are less varied than those in the classes above, because of the lack of money. The most popular Gutter vice, particularly among young males (who have no fear of pregnancy thereby), is the solitary vice or self-pollution, which is entirely free of charge. Nervous stimulants are not used in the Gutter, other than tobacco, saloop and coffee. Tobacco is smoked in a clay pipe with an 8-inch stem, by both men and women. The stem becomes progressively shorter over time, due to repeated breakages, until finally the user is sucking smoke out of a small hole in the side of the bowl. This gives rise to much ribald anatomical comparison.

How the Other Half Lives

Hon. Emily Eden, from *Life and Letters of the Hon. Emily Eden.*

. . . I slept in the state room, an enclosed field of blue damask and carved oak. The bed, which I should imagine did not cover more than an acre and a half, is said to have cost £1,000. I never had an opportunity of judging whether there was work enough for the money, having slept generally near the edge.

– Mrs C.S. Peel, *A Hundred Wonderful Years*, 1926 (p. 77).

Outfitting an Officer

Lieut. Wellesley Ponto, *120th Queen's Own Piebald Hussars*, to Knopf and Stecknadel, Conduit Street, London:

	£	s.	p.
Dress Jacket, richly laced with gold	35	0	0
Ditto Pelisse ditto, and trimmed with sable	60	0	0
Undress Jacket, trimmed with gold	15	15	0
Ditto Pelisse	30	0	0
Dress Pantaloons	12	0	0
Ditto Overalls, gold lace on sides	6	6	0
Undress ditto ditto	5	5	0
Blue Braided Frock	14	14	0
Forage Cap	3	3	0
Dress Cap, gold lines, plume, and chain	25	0	0
Gold Barrelled Sash	11	18	0
Sword	11	11	0
Ditto Belt and Sabretache	16	16	0
Pouch and Belt	15	15	0
Sword Knot	1	4	0
Cloak	13	13	0
Valise	3	13	6
Regulation Saddle	7	17	6
Ditto Bridle, complete	30	0	0
A pair of Pistols	10	10	0
A Black Sheepskin, edged	6	18	0

– William Makepeace Thackeray, *Book of Snobs*, 1887 (p. 150).

Coffee and saloop are consumed in great quantities, but it is arguable whether this constitutes a vice. Saloop is a composition formed from the sweet wood *yclept* sassafras, boiled down with milk and sugar, and is a very mild brew. Coffee in the Gutter is so heavily adulterated with chicory, and the chicory so heavily adulterated with baked carrots and saccharine roots, that it is no more narcotic than a thin soup. Tea is consumed, with milk and sugar, but only as part of the meal and without the slightest excitement.

Literature is surprisingly popular in the Gutter. Although many inhabitants are unable to read, they will eagerly listen to stories read to them by others. They will even purchase an interesting book or paper, and then hawk around to find someone who can read it for them. Books with illustrations are preferred.

The inhabitants do not join in organised sports such as cricket; the only sport they have been known to play with any regularity is a primitive form of football – a small riot rushing headlong through the streets with one or more balls in the lead. Proles may assist where balls are not available. Gutter folk do, however, attend as spectators at any event to which they are permitted, including boxing, racing (horses and hounds) and the Thames boat races.

Travel is a pleasure not indulged by the Gutter.

Church is very sparingly frequented by this class, for the simple reason that most have only the vaguest knowledge of religion. Young Goblins who attended school before being dumped in the Gutter will of course have read the Bible. Everyone else has heard of God, the Devil, Heaven, Hell and various Bible stories, but only as elements in the general mass of superstition and fairy tale that comprises Gutter culture. Upon joining the Working Class, Goblins imitate their betters by participating in organized religion.

Fashion in the Working Class

Clothing

Goblins in the Working Class aspire to join the Leisured Gentlefolk; their fashions reflect this, with a clear preference for respectable, white-collar clothing. The main acquisition for gentlemen is a hat – a proper lacquered felt hat with a broad brim and the top of the crown wider than the band. The bigger the hat is, the better, but opinions vary as to whether it should be taller, or wider in the crown and brim, or both. Colour is also a matter of personal preference, although cream is the current favourite.

Coats are cut with long tails, with wide cuffs, high collars and lapels of a darker shade. The fit around the body and arms is very tight, while the tails flare out and swirl about in a very dramatic fashion when running, leaping or turning arrogantly. Barbers' swallow-tails are much envied by other members of this class. White linen shirts, with an exceedingly high collar and the sleeves too long, are worn with a cravat of any colour. A watch must be worn. Trousers are a smooth, straight-leg cut, often with a strap passing under the shoe, or with ankle-length spats or calf-length puttees. They are tailored so tight as to resemble a second skin, often coloured white, cream or beige to heighten the similarity.

Shoes of black leather are worn; boots will raise a titter in any fashionable circle. Women's skirts in the Working Class extend to the floor and drag along behind, so a careful female goblin moving up from the Gutter can continue to wear her boots without being noticed. In fact, it is suspected that most female goblins do this, their feet are seen so rarely. Skirts have a very deep frill, extending from the knee to the floor, and may be striped or plain. They bear a suspicious resemblance to the curtains found in wealthy goblins' houses – or conversely, curtains in wealthy goblins' houses bear a suspicious resemblance to the

skirts worn in the Working Class. Hoops and stays are not worn, although the bodice is stiffened and cut as tightly as possible and the skirt is bulked out with petticoats, old clothing and other things best left unmentioned. The neckline is wide but not deep, falling just on or just off the shoulder. Sleeves may be any length from mere bands around the upper arm to huge puffed balloons of fabric. Ludicrous bonnets are the most popular headgear for women, and a shawl is usually worn or carried, to stop snow from falling down one's front.

The most fashionable clothing of the Working Class is deliberately unsuited to manual labour. This can cause difficulties in the workplace. Many Working Class goblins remove some or all their fashionable clothing while working, soiling only their Gutter clothing, and then covering it up again with their "flash togs" to socialise in the evening.

Food

The preferred foods of the Working Class are those which are not eaten in the Gutter – oysters and winkles are purchased at street stalls, four a penny; chops and sausages are eaten daily and a roast on Sundays, with green vegetables, peas and carrots. Fruit is eaten as a dessert, particularly apples and oranges. Goblins of this class have a preference for eating out; "chop houses," where customers bring their own chop to be grilled on the hotplate, are very popular. By

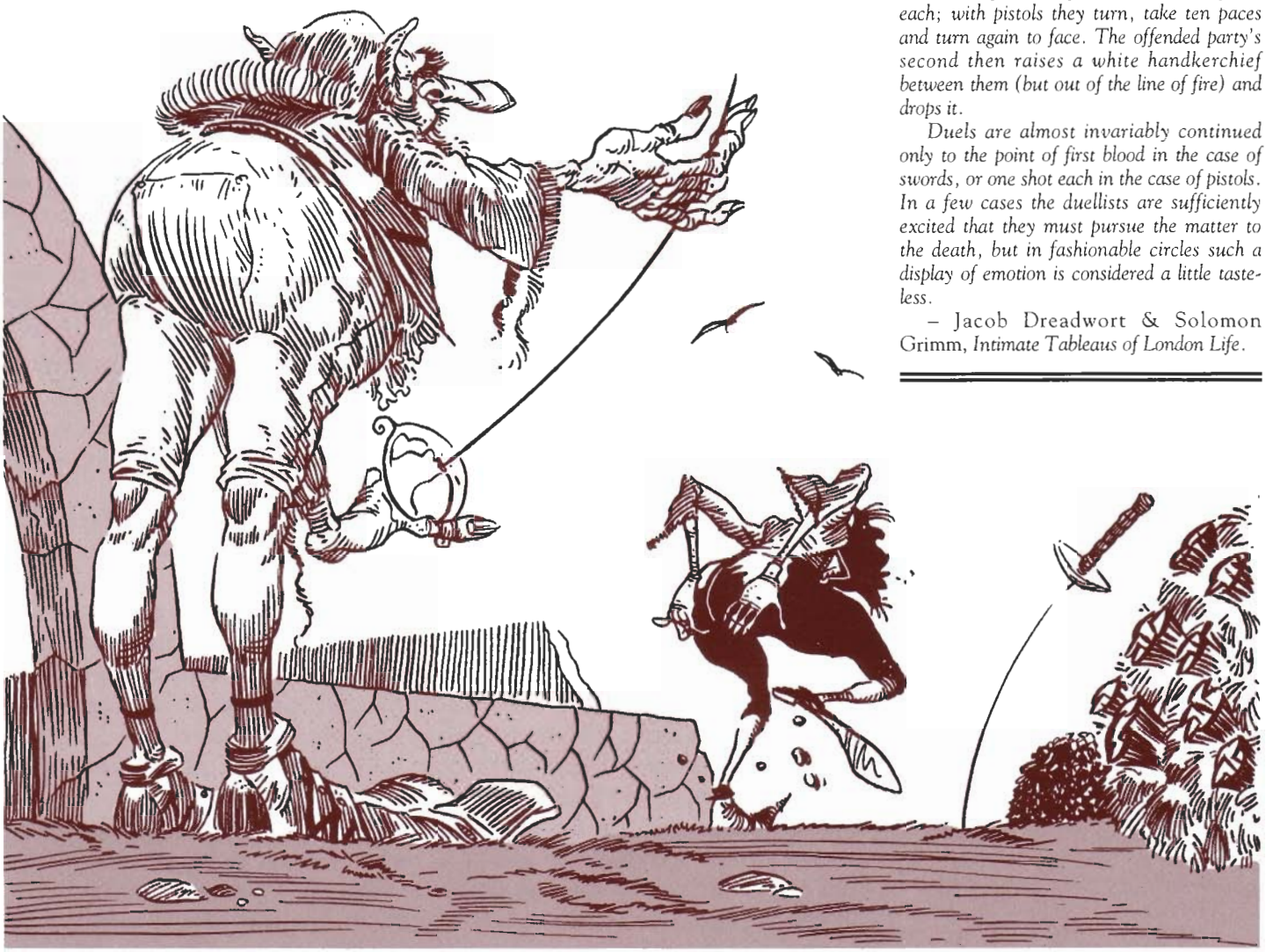
Duelling

Duelling is a "sport" enjoyed only by the Leisured Gentlefolk and Titled Aristocracy. Duelling with swords is considered very old-fashioned, except for members of a cavalry regiment, and even then pistols are usually preferred. The procedure is simple – the offended party challenges the offender; the offender chooses the weapon; each nominates a second, and the seconds confer to find a set of pistols or swords, a barber, and a suitable place for the combat. Leicester Square was once popular, because of its central location and the privacy of a screen of trees around the edge, but now that area has fallen into such disrepute that the Square is quite unsavoury. Battersea Common, across the river at Westminster, is perhaps better.

The duellists meet, refuse to shake hands, ignore the feeble pleadings of the seconds to think again, and choose their weapons. Usually the challenger provides the weapons, but in any case whichever party provides them must offer the other first choice. With swords, they then step backwards three paces each; with pistols they turn, take ten paces and turn again to face. The offended party's second then raises a white handkerchief between them (but out of the line of fire) and drops it.

Duels are almost invariably continued only to the point of first blood in the case of swords, or one shot each in the case of pistols. In a few cases the duellists are sufficiently excited that they must pursue the matter to the death, but in fashionable circles such a display of emotion is considered a little tasteless.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life*.



this means they can demonstrate their taste and discretion in selecting meat from the butcher, and if the cook should happen to say, "By cracky, that's a fine chop!" in a full house, it makes the goblin's day.

Working-Class cooking is puritanical, with salt, pepper, rosemary and thyme being the only common seasonings. It is considered preferable to bring out the full flavour of the meat or vegetable itself – cloaking it with strong herbs and spices is viewed with the deepest suspicion.

Shelter

Working-Class goblins move from the low lodging houses of the Gutter to more private accommodation in a small terrace house, with three or four floors, and two rooms to the floor. A group of six or eight take possession of the house, with one or two goblins per room, and one or both rooms on the ground floor used as a common kitchen and/or drawing room. As they move up through the social ranks, they may either reduce the number of inhabitants or move to a larger house, or a combination of the two, to gain more space and comfort (see *Buildings*, p. 25).

Pleasures

This class spends more time and effort working than any other, and cannot afford the time or money for the serious debauchery of other classes.

The favoured alcohols of the Working Class are beers, porter (a dark, malted ale) and Madeira sherry (a fortified white wine). Port (a fortified red wine) is also popular. These are consumed on a daily basis and in a relatively seemly manner, although wild binges and debauches are far from unknown.

Gambling is very popular in public houses and taverns, with cards, dice and dominoes being the most common games on which wagers are made. Dogs are the favoured animal to gamble on, in races or rat-catching. Pigeons are also raced. These animals are well cared for and highly prized.

Licentious indulgence is common and unsavoury; no further detail need be given of these unwholesome amusements, except to say that they tend to be loud and vigorous.

Three-penny theatres and music halls are popular among the lower ranks of the Working Class, but tend to be supplanted by musical amusements at home as goblins move up in society. Young ladies cultivate skill on the piano; young men cultivate skill on the violin or flute, or in lounging around listening and having a quiet leer on the side.

Sundry vices of the Working Class include reading a great deal of spicy literature, by both men and women, and gathering to foment revolution. Many dark societies – Luddites, Charterists, Anti-Papists – gather to plot the overthrow of the upper classes. These societies are highly illegal, but they are generally broken up by drunkenness or self-interest rather than any action of the law. If a general mob riot springs up, these groups are always keen to claim it for their cause; inevitably the result is a pitched battle between two or more revolutionary groups, which the police break up after a suitable interval.

Tobacco is smoked in a wooden pipe; coffee is drunk at coffee houses and at the workplace; other substances are rarely taken.

Sports are very popular among the Working Class; most goblins belong to some form of sporting club – cricket, rugby, sculling, racing or cards. These clubs are little more than an excuse to meet each week on an evening or Saturday afternoon and be unruly in a group. The club may also embark on extracurricular enterprises – fomenting revolution, carousing, burglary, or other-

London Clubs

The clubs of London are the finest in the world, and each of the forty or so found in and around Pall Mall has its own unique features – some are intended for gambling, some for drinking, and many for a combination of the two. They usually have some other field of common interest in their membership – a political leaning, an occupation, an interest in art, food, travel, science or philosophy – but these hobbies are always secondary to the main aims of getting plastered and fleecing other members of their money.

White's Chocolate House, "the most fashionable hell in London," is one prime example.

White's Chocolate House

White's Chocolate House is at No. 37 St James's Street, between Jermyn Street and Piccadilly. It is the oldest club in London, and is renowned for its bets and betting duels. Lord Masham once lost £3,000 in three hours playing Hazard, and a member in 1755 lost £35,000 in a single evening. Lord Alvanley bet £3,000 on two drops of rain running down the window, but was enraged to find that his bet was nullified by the two drops merging. Another member staked himself to remain under water for twelve hours, but lost. Gambling continues well into the wee small hours, and it is said that the lights have never been out since the reign of Charles II.

The club is made up of several rooms, each with a designated title and purpose – the coffee room at the front on the ground floor; the dining room above it on the first floor; the great library and the small library, behind the dining room; the billiard room, the Quinze rooms and the Vingt-un rooms are upstairs. Conkers is played in the front hall. Each room is furnished in a different architectural style, but no one pays much attention to the furnishings at White's. They are adequately sumptuous, and no more. The servants are the only furnishings which hold any interest for the members, and even then only if they fail to appear when required.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life*.

wise making a nuisance of themselves. In some cases the sport is abandoned altogether, as with the infamous "Cutter Club," one member of which has been hanged and another transported.

Church is popular among one sector of the Working Class and unpopular in other sectors. Those who attend are very passionate, lustily singing the hymns, guzzling and scoffing the blood and body of Christ eagerly, and praying fervently for divine retribution against sinners. It seems to work, judging from the smug expressions worn by these goblins when among less-enlightened folk.

Travel is rarely indulged in by the Working Class, who view anything beyond Surrey or Kent with the deepest suspicion. Once or twice, however, they may venture out as far as Brighton or some other seaside resort, and consort briefly with the natives of Sussex. This forms the main point in their conversation for months or even years afterwards.

Fashion among the Leisured Gentlefolk

☛ *Clothing*

Leisured Gentlefolk aspire to having a title and property; their fashions reflect this, with a clear preference for clothing suited to the estate, the ballroom and meeting royalty, in the style of an aristocrat. Shirts and cravats for gentlemen must be nothing but silk, hats must be silk top hats and opera hats, and no goblin is a gentleman without a silk handkerchief. A diamond pin should be worn in the cravat; the watch must be gold. It is customary to wear watches and jewelery of an old-fashioned style and imply that they came "with the estate," although no goblin of this class has an estate, or they would be in the class above. Riding boots may be worn by gentlefolk, to imply that they have just come in from a hunt, and a riding crop or shooting stick may be carried for the same reason. A fowling gun is sometimes carried, but only until the police arrive.

Clothing for fashionable Leisured Gentlemen is in the style of that most eminent aristocrat, the Duke of Wellington. The Duke wears a long coat in black, grey or charcoal with black or charcoal buttons, with a plain white cravat and a small diamond or pearl pin, white or cream trousers and black shoes. His hat is black or grey, depending on the solemnity of the occasion. He has a white handkerchief, and a black walking stick with a silver knob. He always wears his coat buttoned high, so unfortunately it has not been possible to determine what colour his waistcoat is. It has been assumed by fashionable gentlefolk that the Duke's waistcoat is gorgeous crimson, ultramarine or forest green, ornamented with swathes of gold braid, pearl or gold buttons, and perhaps an embroidered design featuring a pair of enormous peacocks with real rubies for eyes, or a scene depicting the battle of Waterloo, or a voluptuous reclining nude. Fashionable gentlefolk have no hard evidence that the Duke wears such garments, but it must be true because all the best gentlefolk do.

Women wear ball gowns, of a style similar to the dresses of the Working Class, but more extreme and made entirely from silk, not cotton. The cut is longer at the hem, dragging substantially on the floor, tighter around the waist with whalebone or metal stays to hold the shape, and lower at the neckline, falling right away from the shoulder and plunging in a graceful arc across the bust, in a perilous manner. Exposures are delicately prevented with a ceaselessly fluttering fan or a discreet cluster of jewellery around the neck.

Leisured Gentlefolk consider themselves very worldly and sneer at the xenophobia of the lower classes. While employees of any class might be sent to a foreign country by the East India Company or some other trading concern, only aris-

Un Journee en Bloomsbury

Far fewer goblins of this class actually bother to go abroad than claim to have done so in the autumn. Bloomsbury and other fashionable suburbs are supposedly "empty" in this season, but in fact many of the inhabitants can be found skulking about the place behind shuttered windows, drinking port and eating cheese in their smoking jackets and nightshirts, taking a welcome break from the rigours of social interaction. Many burglars make this discovery to their cost, when attempting to take advantage of the holiday season.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life.*

Drinking in the Upper Classes

Lord John Russell (b. 1792, d. 1878): When the ladies left the dining-room, fresh bottles of port would be brought in, the host would arise and lock the door, and almost every man drank until he was under the table. With the exception of one or two men who kept sober, they never joined the ladies again, and a page, towards the end of the drinking, as the men slipped from their seats, would loosen the neck-cloths of the prostrate guests, and it was a regular custom for the valets to come in, carry out their masters, put them in their coaches, and escort them home. Some curious incidents arose when some of the valets were not themselves too sober and substitutes had to take their places, and some of the masters were put into the wrong coaches and carried to the wrong houses about midnight or later . . .

– Mrs C.S. Peel, *A Hundred Wonderful Years*, 1926 (p. 33).

tocrats and executives of the highest order are given leave and tickets to come back again. To be seen in London with a worldly air and a bundle of mementos is a clear sign of high Status, regardless of whether or not one has actually been anywhere.

Oriental patterns and accessories are accordingly very much in fashion. A fan, Chinese slipper or Indian turban may be worn by a lady to great effect. For gentlemen, the Oriental touch is found on the waistcoat in paisley or other Oriental patternings, and in that centrepiece of leisure wear, the voluminous silk smoking jacket. Oriental references are also dropped casually into conversation.

Naturally, there is a limit to how far one can "go native" without taking on the appearance of an actual foreigner. Goblins must be very careful to avoid such a fate, at any cost.

Uniform is another great love of Leisured Gentlefolk, but it must be a uniform of suitable rank and regiment. The best regiment is the Life Guards – coincidentally also the most expensive – skin-tight gleaming white trousers and blue jackets; a glittering silver cuirass; long black riding boots; the German silver helmet and bearskin with a feathered plume. Any Leisured Gentlefolk worthy of the name must look the part of a commissioned officer; a full captain's kit costs £400 at a good tailor, when the saddle and bridle, sabre and pistols, sabretache, valise and all the other bits and pieces are added up. Aside from the Life Guards, an Hussar regiment is the best choice for a goblin with a good chest and shoulders – the copious gold braid on the facings and the fur-lined pelisse slung on one shoulder set these features off most admirably. Goblins with good legs would do better with a Lancer regiment. It should be noted that both male and female goblins are able to wear any uniform, regardless of gender, although they might prefer to use different tailors.

Actually enlisting in His Majesty's Army is rather more difficult than buying the uniform, and most goblins of this class don't bother. The best part of military reviews and maneuvers is watching other people do them, and making intelligent criticisms with charming goblins of the opposite sex; this is much easier to arrange if one is not called upon to join in.

☛ *Food*

The preferred foods of the Leisured Gentlefolk are foreign, at least in name. If a dish is not provided with a resounding French or Italian name, it can be given a resounding description – Orange Slices *au naturel*, Cauliflower *en bloc*, Kipper *Napolitana*, Carrots *rechauffe*.

Indian foods are relished by a sector of the community to demonstrate worldliness; the rule in these cases is simply the hotter the better. A favourite dish is the "Black Vindaloo," named not for its own colour, but for the spots which cloud one's vision after eating.

Dining is performed at one's own residence or a host's, or at a club. Public dining rooms of a suitable standard are sometimes frequented – Evan's or the Bedford in Covent Garden, for example – taverns and public houses only rarely.

Chefs and staff are brought in for the occasion when giving a dinner; the food itself is often brought in with them. The quality of a dinner in this class is judged by the number of different dishes

served. A good dinner might comprise six different *hors d'oeuvres – canapés, bouchées*, a few *koftas, dolmas* and *samosas*, and perhaps a plate of *pirozhok*. The main course should include at least one fish, one bird and three animals with four legs (each), together with at least one vegetable for each meat, some chutneys and a profusion of indeterminate jellied dishes, which no one ever eats. For dessert, choose French and Italian dishes only. Four desserts should be provided, at least two of them hot. Finally, a cheeseboard with the port.

There should always be more dishes presented than can be eaten, but "spare" dishes can be taken back by the chef for a modest refund, if untouched. The same *blancmange* may visit six houses in a week by this arrangement, although some boorish goblins make a point of plunging their spoon into every dish as it passes the table, before the servants can whisk it away again.

☛ *Shelter*

The houses and apartments of Leisured Gentlefolk do not differ significantly in general plan from those of the Working Class, but are on a larger scale and will definitely be in a better area. Fortunately, London is a tangled city; "a better area" can be found within three streets of almost any disreputable slum, so it is not necessary to move far when moving up in class.

Fewer goblins occupy each house, each having two, three or four personal rooms and shares in two or three others. Most of the additional "Shelter" expense goes toward making the house magnificent. A piano should be acquired, perhaps a chandelier or a four-poster bed, an oak dining table, and of course those indispensable furnishings: servants (see p. 27 and sidebar, p. 39).

☛ *Pleasures*

The pleasures open to the Leisured Gentlefolk are many, but still seem insufficient to keep them amused in a savoury manner. Numerous low diversions are added to the list, more or less secretly, by bored Gentlefolk in their idleness.

The favoured alcohols are whisky, brandy and wine, particularly champagne. However, no alcohol is avoided if sufficiently expensive, except those in brown bottles, and no cabinet would be complete without a gin, a port and a sherry. Whisky may be Irish or Scotch, according to choice (American "whiskey" is not acceptable). Brandy should be a cognac, preferably Courvoisier's; the wine selection should include a good claret, a soft burgundy, a few fruity Germans and a couple of French delicates. Not to be forgotten are a few bottles of cheap Marsala for visiting clergy, and a bottle of cheap Madeira to keep the butler out of anything more expensive.

Gambling is performed only at clubs, races or boxing – not at home or in public places. At the club one may play at billiards, baccarat, quinze or whist. Racing of horses is the only seemly contest of animals at which gentlefolk might gamble – dogs or pigeons are not suitable, and ratting is entirely unacceptable. Boxing is a popular subject for wagers, in this class as in every other; people talk about a match for a week before and a week after, speculating on which combatant has been paid the most to take a fall and the most not to.

Licentious indulgence is common and unsavoury; no further detail need be given of these unwholesome amusements, except to say that they tend to be indiscreet and dangerous.

The opera is much frequented by goblins of this class, and is an elevating influence on many of them. While some attend only to be seen there and others attend to meet and leave without being seen, most actually go to enjoy the

Obtaining a Title

Leisured Gentlefolk have another category of expenditure, less clearly defined than the others, but more important in that it forms the main objective of the class. This is of course, obtaining a title.

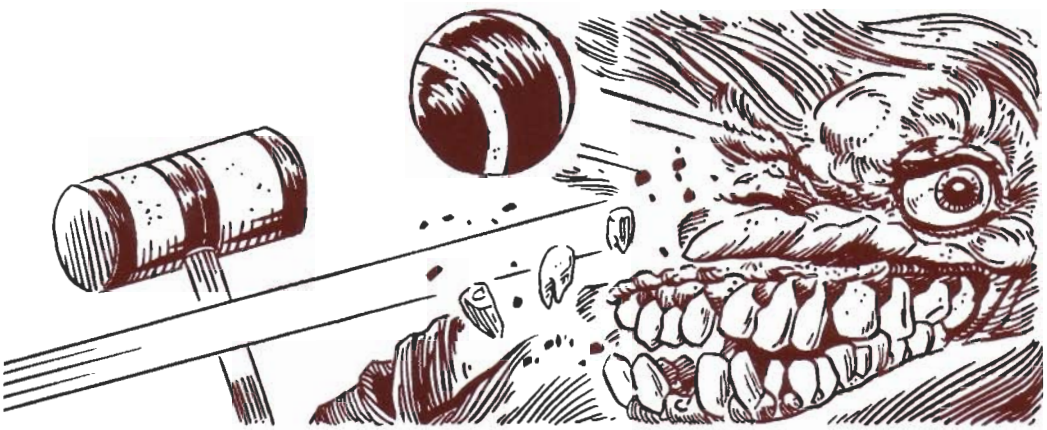
A title comes with a property – a parcel of land in the provinces and a house in the City, courtesy of King George. The size of the parcel varies from a small country manor and 50 humble peasants, to Wales (in the case of the Prince of Wales). This land comes with a manager and an accountant, who do all the work and dish out an annual income to the Titleholder, of anything from £2,000 upwards. The annual income from a property is about 4% of its total value.

There are only 2,400 landed titles to be had: 1,300 Baronets and 1,100 Barons, Viscounts, Earls, Marquesses, Dukes and Duchesses. To obtain one, it is necessary that a current titleholder should meet a timely demise, or move up to a higher title. Titleholders can recommend a successor, if they have time, but the decision as to who succeeds to which title rests ultimately in the hands of three bodies – the House of Lords, the popular press, and King George.

The House of Lords comprises all the Titled Aristocracy except Baronets; to appeal to them it is necessary to have impeccable grace, dress sense, money and good legs. To appeal to the popular press, one must be of irreproachable moral character but with a touch of fun. To appeal to King George, one must meet him and have at least 10 freshly-earned character points to talk about. The King cannot abide dull conversation. (These 10 points are used to acquire King George as an exceedingly powerful Patron, who only assists on a 3.)

Naturally, few goblins among the Leisured Gentlefolk are possessed of this combination of qualities. Dress sense and the popular press can easily be bought, and a little money displayed to its best advantage, but the processes by which character points are obtained or legs lengthened are expensive, painful and dangerous. Deficiencies in these categories are best remedied or glossed over by worming in amongst the Peers and applying those trusty levers: bribery, blackmail and begging . . . or by marriage.

In marriage, two goblins combine their good qualities to gain a title between them, because of course when one is elevated the spouse is also. A gentleman with good legs and irreproachable moral character might marry a lady with good dress sense, money and a touch of fun, and by adding their character points together, make themselves sufficiently amusing for King George.



Guiding Marriage and Romance

If one finds an even-leaved sprig of the ash tree and calls out "Cyniver," the first that answers will be joined to the caller in wedlock.

Take a blade-bone of a shoulder of lamb and borrowing a penknife (but be sure not to mention for what purpose) on going to bed, stick the knife once through the bone, every night for nine nights . . . repeating "'Tis not this bone I mean to stick, But my Lover's heart I mean to prick, Wishing Her (or him) neither rest nor sleep, Until (s)he comes to me to speak."

The bones of a toad, found by letting ants eat the flesh away, will variously cool water, control horses, calm dogs, conciliate lovers, end discord and act as an aphrodisiac.

If the bride or groom stumble or make a false step when approaching the altar rail, then this is a sure sign that some unconfessed moral wrong has been committed.

Rosemary worn about the person will give success in love and other undertakings.

Upon seeing the new moon, a goblin should kiss the first member of the other gender they sight, without speaking before, to receive a small gift.

The first dew of May gives beauty.

The goblin who takes the last bit of bread on the plate will marry into wealth.

If a woman loses her garter in the street, her lover will be unfaithful to her.

If your elbow itches, you will have a strange bedfellow (or become adulterous).

Flakes of soot on the bars of a fire grate betoken a stranger. If they go into the fire they will soon arrive, if out onto the hearth, they have changed their mind.

Cats have nine lives, that is, one less than a woman.

music. Handel and Mozart are the principal delights in opera at this time. Concerts are also well-liked; Beethoven's work has considerable success in this regard. Operas and concerts may be performed at The Royal or Italian Opera House in Haymarket, Covent Garden or Drury Lane, or in the gardens at Vauxhall, or be given privately (on a smaller scale) by a member of the Titled Aristocracy. Private concerts or balls, or a ball at Almack's, are the social delight of Leisured Gentlefolk because they are so unlikely to be invited to any of them. To obtain an invitation to such an event by skillful application of begging, bribery and blackmail is a social triumph, and the first step toward a title.

The sundry vices of the Leisured Gentlefolk are too numerous to detail – opium is eaten and smoked, laudanum taken habitually and without restraint, tobacco smoked in meerschaum pipes, cigars and cheroots, coffee drunk to excess at any hour, even luncheon, absinthe drunk without a care for sanity or morality, waltzes and quadrilles performed lewdly in public and private places – in short, anything.

Sports of Leisured Gentlefolk comprise riding, hunting and cricket. A few minor sports – punting, croquet, bowls, tennis, swimming – are indulged by eccentrics without any social benefit. Hunting is the most interesting of these sports – grouse and pheasant are the most common targets, foxes the most socially advancing. For the former one should wear tweeds; for the latter a pink coat, white breeches and a horse.

Literature is much consumed by Leisured Gentlefolk. Poetry is very popular, particularly Byron and Shelley; newspapers are read daily.

The travels of Leisured Gentlefolk should extend at least to Europe, if not across it. It is customary to leave London every summer, and preferable to go abroad. One need have no fears however, because sufficient English Gentlefolk are traveling at this time to provide a little enclave of civilisation in every worthwhile destination. A number of principalities on the Rhine are suitable; Paris, the South of France and the North of Italy, particularly Venice, are all equally acceptable in the season.

The church is less popular in this class than in the Working Class. This can be attributed to a growing difference of opinion on the nature of "good," between the Leisured Gentlefolk and God. Apart from goblins making a career in the clergy, few Leisured Gentlefolk find much time for it.

The Titled Aristocracy

The tap on the shoulder from King George, once given, can never be taken away. Goblins of this class can spend their fortunes in any fashion they so desire, without fear of losing their income through public disfavour or poor opinion. They are not governed by hard laws of fashion as other classes are, or indeed by any law at all.

Many maintain and extend the habits of Leisured Gentlefolk, simply because they lack the imagination to do anything better. They wear a finer cut

of clothing and better jewellery; keep a carriage and twenty servants; eat and drink the finest of comestibles; support a number of refined vices; shoot, hunt and play polo; visit the club and complain about the decline of things generally.

Others take a firm hand in matters of trade and commerce, although rarely with much success. It seems that without a genuine need to make money, they become too torpid and hesitant to put in enough effort to do so.

A few take a strong interest in the Military or politics, and can do very well in these fields, wielding great power very flamboyantly. Those in the Military should choose a rank of at least Colonel, so as to have charge of one's own regiment which one may dress and ornament in the manner of one's own choosing. Cavalry is by far the most pretty, but great fun can be had with an artillery regiment, and for sheer weight of numbers an infantry regiment surpasses all. Unfortunately there are no substantial wars in which His Majesty feels inclined to engage, at present, so manoeuvres and uniforms are not able to be displayed in their proper theatre. There are some minor openings in India.

A career in politics allows one to write laws and make decisions regarding the fate of nations. Some goblins enjoy this.

Many of the Titled Aristocracy pursue a career of dissolution, although few survive it for any length of time. Lord Byron is one shining example who had the discretion to pass away in the midst of glorious endeavours, before decaying indecorously. It is advisable for those following this path to effect a languid manner, and proceed without undue passion – the only direction this path can lead is downward, so slow progress is better than quick. One should also endeavour to be good at something – painting, poetry, music, writing, putting on parties – to avoid being prematurely discarded by society as a worthless old sot, and being conveniently cleaned away by one's friends and servants.

The specific form of dissolution employed may comprise any pleasure, indulged to gross excess. Alcohol, gambling, licentious indulgence, sundry vices, dancing, sports – any of these can be pursued to the point of grotesque indecency, resulting in moral and physical decline.

Some aristocrats have found an interest in religion, magic or the occult. This may involve travel to distant parts to investigate the Great Pyramids or the lewd carvings of Khajaraho, in search of knowledge, but it is equally practical to make such investigations at home. Swamis, sufis, bishops, witchdoctors and the like can be imported, as can relics of antiquity such as mummies, altars and small temples. Unfortunately one must be quick – it is calculated that there will not be a single antiquity remaining in Egypt by the year 1870, unless steps are taken to eradicate archaeologists, or to find more antiquities. The British Museum is planning a noble scheme to uplift every major antiquity in the world, and bring them to London to preserve them from pillaging by foreigners, but it will be appreciated that such a monumental task will take quite some time to implement.

The legal system is a favoured hobby of the Titled Aristocracy, whether taking part as a judge or as a prosecutor. This allows them to demonstrate their wit and vocabulary, dictate their moral practices or preachings as law, and delve into all sorts of exciting and sordid crimes. Holding the power of life and death, or vigorous corporal punishment, over a tender young goblin of the lower classes – particularly one of the opposing gender – is found by some elderly aristocrats to be quite stimulating. No experience is required to practice as a judge – one turns up on the day, and picks up a spare wig in chambers. The law is simply an expression of the desires of the upper classes regarding the behaviour of the

Summary of Terms of Address for the Titled Aristocracy

In speech: Dukes, Marquesses, Earls, Viscounts and Barons are addressed as "Lord," Baronets and Knights are addressed as "Sir." Any titled female is addressed as "Lady."

Written: Dukes, Marquesses, Earls and Viscounts are addressed as "Lord," Barons as "Baron," Baronets and Knights as "Sir," and titled female goblins as "Lady."

Alternatively, any aristocrat may be introduced or addressed by his full name, followed by title. For example: "Arthur Wellesley, Duke of Wellington."

Foreigners

Goblins from distant parts of England and the world are treated differently from natives of London. Their Status is diminished depending on how far they have come and how highly placed they were in their home country (see p. 40). Once this is taken into account, foreigners can be treated as the equals of normal goblins of that lower Status. Thus Working Class goblins of London will treat Leisured Gentlefolk from Vienna as equals. However, while they are treated equally, they are still not treated the same. Working Class goblins will not hurl turf at Leisured Gentlefolk from Vienna, or otherwise misuse them as they would Gentlefolk from some more distant clime, and on the subjects of music or fashion they will even defer to them as if they still held a higher rank. However they would never invite one in for an ale, or lend him money, and in a conflict between a Londoner and a foreigner will almost always side with the local. Leisured Gentlefolk of London might treat foreigners of this class with politeness on the subjects of music, food, or fashion, but treat them with thinly-disguised contempt in any other social situation, as they would a Working Class goblin of London. Foreign goblins of this type are often employed as valets, maids or music teachers, and treated accordingly. Titled Aristocracy are quite likely to throw turf at Leisured Gentlefolk from Vienna and otherwise abuse them.

Foreigners are commonly involved in any activity relating to trade, from merchant banking to dockside prostitution; in these fields they are more readily accepted as a part of London society. European foreigners are also highly regarded in the fields of music, alcohol manufacture and cooking. The English goblin must grudgingly admit to being elsewhere than at the forefront of these fields, except in their lowest, rudest forms. The English goblin does of course maintain a higher *appreciation* of these arts than other less cultured nations, having the epitome of good taste in these areas, as in all things.

– Jacob Dreadwort & Solomon Grimm, *Intimate Tableaus of London Life.*

lower classes; *ipso facto* the opinion of any aristocrat is the law. Most cases are sufficiently grave to warrant the death penalty, so three judges are sitting in each court almost every day, and this makes for a very convivial dinner at five o'clock, laid on by the Lord Mayor.

Licentious indulgence is common and unsavoury; no more detail need be given about this, except to say that it is frequently discussed in public.

Many other amusements are practised by members of the Titled Aristocracy, including horse breeding, world exploration, piracy on the high seas, philanthropy, and struggling to join the Royal Family.

Spending Money

The following sections provide examples and definitions of the types of things goblins can spend their money on.

Clubs and Public Bars

A great number of drinking establishments are to be found around town, of which the following are but examples.

Status – the minimum level for proper entry to a particular establishment.

Basic Cost – shows the unit of currency used in transactions at an establishment. This is the amount one will pay for a pint or brace of spirits, the minimum amount one may gamble, and also the basic denominator on which the cost of sundry other "pleasures" is calculated.

Status -3, Basic cost 1p
– The Grapes; Paddy's Goose; The Horse and Leaping Bar.

Status -3, Basic cost 2p
– Prussian Eagle; Eastern Music Hall.

Status -2, Basic cost 2p
– The Three Crowns; The Earl of Effingham.

Status -2, Basic cost 3p
– The British Queen.

Status -1, Basic cost 3p
– The Great Mogul; The Pavilion Theatre.

Status 0, Basic cost 5p
– Sam's Cafe.

Status 0, Basic cost 6p
– King's Coffee House; Sally's.

Status 0, Basic cost 8p
– Barn's Cafe.

Status 0, Basic cost 10p
– The Empire Music Hall.

Status 1, Basic cost 10p
– The Alhambra Music Hall; Evans Music Hall.

Status 2, Basic cost 1s
– The Holborn; The Garrick Club.

Status 3, Basic cost 1s 6p
– The Argyle Rooms; Junior Army and Navy Club*.

Status 4, Basic cost 1s 6p
– Senior Army and Navy Club*; The Portland Rooms; Vauxhall Gardens.

Status 4, Basic cost 2s
– Tatersells; White's Chocolate House; Cremorne Casino.

* Military & Pirates only

Some clubs and establishments are more suited to particular activities and behaviour than others. Getting smashed and falling over is, for example, frowned upon at the Portland Rooms, while at The Grapes it is quite the done thing.

Drink & Vice

Drink

Brewed beverages

Bavarian Beer – regarded as the finest of beers in the world, extremely brisk, and with subtle flavours of pitch or herbs or blossoms, depending on the individual brewer. 5% alcohol (by volume).

Brown Stout – dry, heavy porter containing malt roasted almost black, like coffee beans, to deepen and darken the colour. 5%-7% alcohol.

Burton Ale – made in Burton-on-Trent; the strongest of English ales. It has a pale colour, a somewhat thick, glutinous consistency and a sweetish taste. 6%-9% alcohol.

Cyder – a beverage made from fermented apple juice. 10% alcohol.

French Beer – a very light ale, not sweet, brewed for briskness rather than strength. Fermented in the bottle, so that when the cork is drawn it will fly out with great violence. 2% alcohol.

India Pale Ale – containing much more than the usual quantity of hops, and therefore much more bitter than most ales. 5% alcohol.

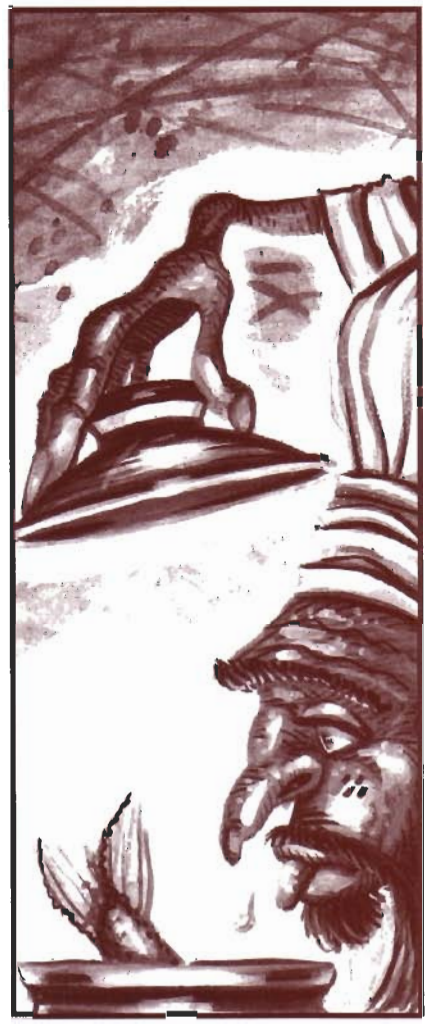
Mead – a beverage made from fermented honey and water. 7.5% alcohol.

Mumme – a remarkably strong beer from Brunswick, brewed with wheat, oatmeal and beans, with infusions of fir, birch, marjoram, thyme, pennyroyal, cardamom and elder flowers – analogous to the herb ales brewed by the ancient Britons. 8.5% alcohol.

Perry – a beverage made from the fermented juice of pears. 7.5% alcohol.

Porter – a dry malt liquor with a dark brown colour and astringent taste. 4%-5% alcohol.

Prague Beer – second only in quality to Bavarian beer, stocked in vaults where the floor is perpetually covered with a thick layer of ice. It is best consumed in a chilled state. 4% alcohol.



Giblet Pie

Giblets of fowls are always to be bought at a low price at most poulterers'; when you have a mind to lay out 6p or 1s in this way, first scald the necks and feet, to remove the feathers from the head and the rough skin from the feet; split the gizzard and scrape out the stones, etc., and the yellow skin therefrom, and when the giblets are thoroughly cleaned, put them into a saucepan with some thyme, winter savory, chopped onions, pepper and salt, and about a quart of water, and set them on the fire to stew very gently for an hour, by which time the liquor should be boiled down to half that quantity; then add two ounces of flour and a little mushroom ketchup; stir all together, and put the giblets into a pie dish; cover this over with a dripping crust, and bake it for about an hour and a quarter.

– Charles Elme Francatelli, Late Maitre d'Hotel and Chief Cook to Her Majesty the Queen, *A Plain Cookery Book for the Working Classes*, 1852.

Scotch Ale – mild flavoured, pale ales with an extremely vinous flavour approaching that of some of the lighter French wines. An advantage of the light flavour is that they are much less liable to being adulterated with other substances than the heavier English ales. 5.5%-6.5% alcohol.

Spruce Beer – made from molasses and an extract of the spruce fir, very effervescent and wholesome. 4% alcohol.

Sugar Beer – brewed from sugar rather than malt, having a light colour and remarkable purity of taste. Alcohol content can vary as much as malt ales, depending on the proportions of hops to sugar.

Table Ale – a very weak ale brewed for soundness, clarity and the right proportion of bitter, rather than for strength. 0.5%-1.5% alcohol.

Welsh Ale – not unusual in any way, just excellent. 5.5% alcohol.

Windsor Ale – containing a considerable quantity of honey and liquorice, which gives it additional strength. 5.8% alcohol.

☛ *Wines*

Burgundy (French) – both red and white, renowned for richness of flavour, perfume and body. The red is most highly esteemed, but unfortunately only second and third rate examples are brought to London, all the best Burgundy being consumed in France. Romane Cont or Chambertin are finest, but of those available in London the Clos Vaugeot is best, and the Macon wines, the Chambolle, Muscigny and Volney are good. 12%-16% alcohol.

Chablis (French) – a light white wine. 10% alcohol.

Champagne (French) – best known for effervescing white wine, of which the Ay and the Sillery are best. It should be iced slightly before drinking. It intoxicates quickly, its alcohol being in a volatile state, and produces excitement of a more lively and agreeable character than other wines, but of shorter duration and less exhausting. 11%-14% alcohol.

Claret (French) – Bordeaux red wines, which are rich and soft, with a bouquet resembling the perfume of violets or raspberries. They are strong without readily intoxicating. The finest is the Lafitte, and then the Margaux. The Latour is the most common in London, and has the fullest body, but lacks some of the softness of the others. 13%-17% alcohol.

Malmsey (Madeira, the Canary Islands) – a rich sweet wine, made from late-harvest grapes, and thought to have some medicinal virtues. 16% alcohol.

Marsala (Sicily) – a sweet, dark fortified wine best consumed as a dessert wine. They are among the least expensive of wines imported into London, and are not excellent. 17% alcohol.

Masdeu (French) – a strong, sweet red wine, resembling a port, from Roussilon in the south of France. 16% alcohol.

Muscatel (French) – a luscious, sweet wine made from Muscadine grapes in the south of France, the best of which is the Riversaltes. 16% alcohol.

Rhenish (German) – generous, finely flavoured wines, drier than the French in general. The best are the Schloss-Johannisberg, from the castle vineyard of Prince Metternich. The Steinberger, the Rudesheim, the Graefenberg and the Hockheim are also very palatable. Moselle wines are classed with the Rhenish and have become fashionable in recent years, iced in summer. They are generally inferior to those above, but cheap. The Brauneberger is most celebrated. 7%-9% alcohol, except Hockheim at 14%.

Sack (Teneriffe) – also known simply as Teneriffe, after the island of origin, a Malmsey of particularly fine character. 20% alcohol.

Proper Table Etiquette

I once, I say, knew a man, who, dining in my company at the 'Europa Coffee-house' (opposite the Grand Opera, and, as everybody knows, the only decent place for dining at Naples), ate peas with the assistance of his knife. He was a person with whose society I was greatly pleased at first – indeed, we had met in the crater of Mount Vesuvius, and were subsequently robbed and held to ransom by brigands in Calabria, which is nothing to the purpose – a man of great powers, excellent heart and varied information; but I had never before seen him with a dish of peas, and his conduct in regard to them caused me the deepest pain.

After having seen him thus publicly comport himself, but one course was open to me – to cut his acquaintance . . . The cause of my quarrel with Marrowfat I never breathed to a mortal soul for four years. We met in the halls of the aristocracy – our friends and relatives. We jostled each other in the dance or at the board; but the estrangement continued, and seemed irrevocable, until the fourth of June, last year.

We met at Sir George Golloper's. We were placed, he on the right, your humble servant on the left, of the admirable Lady G. Peas formed part of the banquet – ducks and green peas. I trembled as I saw Marrowfat helped, and turned away sickening, lest I should behold the weapon darting down his horrid jaws.

What was my astonishment, what my delight, when I saw him use his fork like any other Christian! He did not administer the cold steel once. Old times rushed back upon me – the remembrance of old services – his rescuing me from the brigands – his gallant conduct in the affair with the Countess Dei Spinachi – his lending me the £700. I almost burst into tears with joy – my voice trembled with emotion. 'George, my boy!' I exclaimed; 'George Marrowfat, my dear fellow! a glass of wine!'

Blushing – deeply moved – almost as tremulous as I was myself, George answered, 'Frank, shall it be Hock or Madeira?' I could have hugged him to my heart but for the presence of the company.

– William Makepeace Thackeray, *The Book of Snobs*, 1887.

Sherry (Spain) – a brandied white wine, sweet or dry, of an amber colour and with a fine, aromatic odour. It is harsh and fiery when young and should be mellowed in the wood for four or five years. The best dry sherries are the Amontillado and the Manzanilla. 18%-25% alcohol.

Sauterne (France) – a fine white wine from Bordeaux, having considerable dryness and good keeping qualities. 14% alcohol.

Tokay (Hungarian) – the best-known Hungarian wine, a very sweet and luscious white made from grapes allowed to become dry and sweet on the vine, like raisins, before collection. 10% alcohol.

☛ *Spirits – all contain approximately 55% alcohol by volume*

Absinthe – a green liquor flavoured with aniseed and prepared with an extract of wormwood, which adds a mild narcotic effect.

Arrack – a liquor made from the juice of the palm tree and rice, which has recently become popular in the Leisured Gentlefolk as "the traveler's beverage."

Black Strap – An extraordinary concoction consumed by seafaring folk (one of many such concoctions) – a thick "beverage" made from rum, molasses and chowder beer, which runs so slowly from the cup that it is customary to drink it by holding the cup upside down, directly over one's head, and waiting.

Brandy – a strong spirit distilled from wine or fermented fruit juice, and as variable in quality as the original material – a good French brandy may be very palatable; the "brandies" used in Sicily to augment the cheaper class of Marsala, and in Portugal to augment the cheaper class of Port, are execrably bad.

Gin – also known as Geneva, a corruption of the French word *genevre*, meaning "juniper." It is a distilled from grain or malt and flavoured with juniper berries. In the middle of the last century it suddenly replaced beers as the favoured beverage, and started a new, industrial age of alcoholism, resulting in a general decay of morals, health and reputation of the lower classes, from which we are still recovering.

Rum – a spirit distilled from sugar-cane residues or molasses, much favoured by nautical folk, having its origins in the Caribbean. Pirates consider it their duty to drink and enjoy a mixture of rum and gunpowder, which has no merit on the palate whatsoever.

Scotch Whisky – a spirit distilled from single or blended charcoal malted barley and other grains. Irish Whisky is exactly similar, but distilled from peat malted barley.

Opiates and Other Narcotics

Doctor J. Collis Browne's Chlorodyne™ – an elixir of secret composition, which "invariably relieves pain of whatever kind, creates a calm and refreshing sleep . . . and leaves no bad effects like opium or laudanum."

Hashish – an Arabic narcotic derived from hemp, which can be chewed, smoked or drunk for its intoxicating effect.

Laudanum – a composition of alcohol and opium, drunk medicinally; the most commonly consumed form of narcotic.

Morphine – the principal component of opium, refined out and used for the relief of pain, or as a sedative.

Opium – the dried latex of the opium poppy, smoked or eaten as an intoxicant.

Ill-Gotten Gains

Stolen goods can readily be disposed of to a fence or dolly-shop for an amount equal to 2 × Actual Value, in the next *lower* denomination of currency (£; s; p).

For instance, a watch with an actual value of £6 will bring a thief the sum of (2 × 6) = 12 shillings; a hat worth 6 shillings will bring 12p (1s). When one is already dealing in pence, items bring half price; a fork worth 6p will bring 3p.

Stolen goods can be purchased from such a person or establishment for a second-hand value of 5 × Actual Value in the next lower denomination, except for goods with an actual value measured in pence, which retail for their actual value.

Thieves may sell goods privately to friends for any mutually acceptable value between the two noted above. It is recommended that such sales are performed infrequently and with discretion. Fences and dolly-shop owners are not renowned for their love of new competition.

Thieves or their fellows who wish to use stolen goods for their own benefit and social status, add them to their (next) monthly totals as if they were purchased second-hand, that is, at five times the actual value in the next lower denomination. Stolen alcohol is consumed at its actual value.

Snuff – no longer a fashionable means for taking tobacco, but still used by some members of the upper classes to demonstrate their "old-world" courtliness and manners. The ritual for taking snuff is quite complex, but worth learning thoroughly if the habit is intended to impress others. The snuffbox is taken out with the left hand, tapped with the index finger of the right hand, opened, offered to the company (ladies first), the tobacco is taken up with the right hand between the thumb and index finger, held to the nose and breathed in through both nostrils evenly, without grimacing, the consumer then sneezes, coughs and expectorates (in that order), and finally closes the snuff box and puts it away, with a gentle smile.

Tobacco – the pipe is no longer the preferred form of tobacco consumption, with the cigar and the more elegant cheroot (a thin cigar, square cut, with both ends open) overtaking its popularity. A huge variety of pipes are, however, still available at any price, ranging from the plain, white clay pipe with an eight-inch stem, to the State Pipe of the Shah of Persia, valued at 80,000 pounds.

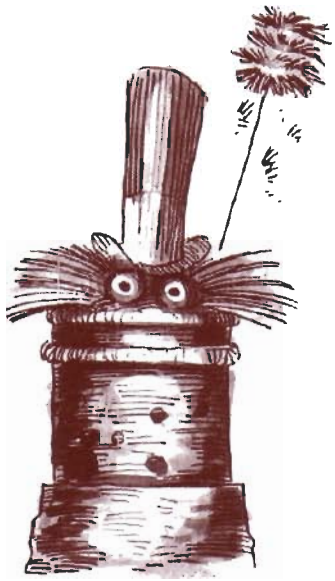
Gambling (and Cheating)

Billiards – played on a rectangular table 5 feet wide by 10 feet long, using three balls – one red and two white – and either a cue or a mace. The cue is the more recent weapon, comprising a tapering stick of ash 5 feet in length, which is supported off the table on the left hand; the mace comprises a cue with a rectangular boxwood head, flat and about 2 inches square, with a smooth, rounded undersurface which slides easily on the cloth.The head supports the end of the mace off the table during play. Many ladies prefer to use the mace, because it does not require them to lean over the table during play, with consequent danger of excitement in male players and spectators. Other ladies prefer the cue, for the opposite reason. Each player has a white ball and (in turn) attempts to strike both the other balls on the table with a single shot. To do so is a "carom," and earns one point. When a player fails to hit both the other balls, no point is earned, and the other player takes a turn. Gambling is performed by both the players and spectators, on the outcome of the game as a whole (any winning score may be set as agreed by the players beforehand), on the length of "run" had by a player at a time, and on the success or failure of individual shots. Cheating is performed by providing an opponent with a white ball which has been shaved slightly, so as not to be entirely spherical, or (less subtly) by greasing the tip of his cue.

Blind Man's Buff – in a locked room, one player is blindfolded and given a broomstick, and the other players sneak silently about. The "blind man" then lays about him or herself vigorously with the stick, and when hitting another player, tries to guess whether it be male or female. Naturally it is preferable to have more than two players, and at least one of each sex. Gambling consists of each player (including the "blind man") guessing prior to commencement how many he or she will strike before making a mistake. No two players may make the same guess, and the "blind man" guesses last. Cheating is performed in a wide variety of ways. This game is very popular at the Carlton Club.

Horse Racing

Betting is performed in private groups or clubs, by each horse in the race being "auctioned" to the gamblers, the highest bidder taking that horse, and winning the pooled total if the horse in question wins the race. In private groups the whole pool is divided; the general public can usually find a number of pools at the trackside in which they may join, but in these the "Auctioneer" takes 5% of the pool as a fee. Races with other animals are dealt with in the same way.



Conkers – each player takes a chestnut, drills a hole in it and fastens a string through it. The chestnut may optionally be baked in an oven for an extended period, to harden it. The players then bet money on the strength of their conkers, and take turns striking the others. Whichever cracks and flies off the string is the loser. Veteran conkers have been known to last for years, smashing all comers. Cheating is performed by using a brass fishing sinker painted brown instead of a chestnut, but it is readily detected by a keen ear, particularly if both players cheat.

Quinze – a card game in which the object is to gain a hand totalling as close as possible to 15, without going over that value. Face cards are valued at 10 points each and aces at 1. Each player and the dealer is dealt one card; then each player can take more cards, or stand, according to choice. Any hand exceeding 15 automatically loses. Finally, when all players have lost or stood, the dealer takes more cards, according to his best judgment, to either stand or lose; then all remaining hands are revealed and the highest remaining score wins. If the game is a draw, the drawn players and the dealer draw again, with the bets jackpotting. Cheating is done by a collusion between the dealer and one or more players, either by informing the other of the nature of his or her hand with secret signals, by palming and switching cards, or by the use of marked cards.

The National Lottery – drawn once each month. Tickets are sold numbering from 0 to 999,999, at 10s each, with a principal prize of £20,000, 10 prizes each of £5,000 for tickets having the last five digits correct, 100 prizes of £500 for tickets having the last four digits correct, and 1,000 prizes of £100 for tickets having the last three digits correct. In addition, illegal tickets are sold by "Morocco Men" (so called for the red leather books in which they keep accounts), offering prizes of (for example) £100 on the last three digits for 4s, or £15 on the last three digits for 6p. The only disadvantage of dealing with a Morocco Man rather than an official vendor of Government tickets is the difficulty in finding him afterwards. Cheating is performed by visiting a distant part of the country and having a confederate send the result from London by carrier pigeon, so that a number can be purchased from a Morocco Man before the official courier arrives at the betting offices there with the news.

Vingt-et-un – a dice game, similar to quinze, in which each player in turn throws a single die, keeping a tally of the score out loud, and tries to attain the highest score without exceeding 21. Cheating is performed by the use of loaded or shaved dice, to alter the odds of any particular number being thrown. If, for example, a die has been shaved to throw a 6 more often, the cheat will hold on a 16 or 17, where the other players in their ignorance might consider that their chance of going over 21 was still relatively remote. More proficient cheats switch loaded and unloaded dice during play, to gain a desired number at the right time and then return to regular odds. Other cheats prefer to control the die, rolling it carefully end over end along the table, so that the numbers on the sides never appear.

Investment

The return on an investment is centred around 5% per annum, which is the interest rate charged on borrowed money. A secure investment, like Government bonds, returns less than 5% per annum, so it is never worthwhile to borrow money to invest in secure bonds. Less secure investments, like Peruvian Government bonds, give more than 5% per annum (if the Peruvian Government isn't overthrown in the meantime), sometimes up to 7 or 8%.

Investment in private companies does not return any specific sum, but rather a straight share of the profits for the year; these may return considerably more than 5%. The Union Insurance Company recently paid a dividend of 105% on capital investments, and the Trustees' and Executors' Insurance Co. once paid a dividend of £533 on every £3 share. Naturally, such cases are exceptional. More than a thousand companies are declared bankrupt every year; half of these never pay any dividend to their investors at all. One-sixth of companies failing in any particular year are in the grocery and provision trade and about half that many in each of the building, textile and liquor trades. Banks and solicitors have proportionally fewer bankruptcies among their numbers, and are seen as a safer bet, but when they collapse they can go with a more resounding crash.

PRICES

The following price lists are intended to provide a sufficient range of goods to allow reasonable extrapolation.

Food

Apples (1 pound) 3p
Bacon (1 pound) 8p
Beef (leg or shin, 4 pounds) 1s
Bread (1 loaf, 28 slices) 5p
  2½ lb loaf 6p
Butter (1 pound) 1s
Cake (4 pound, 28 slices) 1s 2p
Cheese (1 pound) 8p
Chicken (each) 2s
Cocoa (1 quart) 6p
Coffee (1 cup at coffee stall) ..... ½p
Cream (1 pint) 2s
Duck (each) 2s 6p
Flour (1 pound) 2p
Jam (1 pound) 7p
Lard (1 pound) 8p
Moist Sugar (1 pound) 7½p
Mutton (4 pound, tinned) 2s 8p
Oranges (dozen) 4p
Pies (each, from pieman) 1p
Pork (1 pound) 7p
Saloop (sassafras tea, 1 cup) ..... ½p
Salt 6p
Salt beef (1 pound) 6½p
Sausages (1 pound) 9p
Skim milk (1 quart, 2 pints) 2p
Tea (1 cup) ..... ½p
Turkey (each) 12s
Vegetables (each, more or less) 1p
Whole milk (1 quart) 3p

Alcohol

1828 L'Empereur Champagne (bottle) 34s-120s
Brandy (bottle) 2s 9p
Burgundy (bottle, cheap) 1s 3p
Champagne, white sparkling 60s-66s
Claret (bottle, cheap) 1s 2p
Claret, Chateau Margaux, and Lafitte 72s-80s
Courvoisier's Cognac (dozen, by age) 8s-120s
Crust's Private Reserve Gin (bottle) 1s 8p
Gin (bottle, cheap) 2s 5p
Hock (bottle, cheap) 2s
Kinahan's LL Irish Whiskey (bottle) 3s 8p
Malmsey, Madeira 54s
Marsala (dozen) 20s
Neuchatel (Swiss) Champagne (bottle) 2s
Pale Bass Ale (dozen) 3s 6p
Port, dregs (bottle) 2s
Port, crusted, two years in bottle (bottle) 36s
Port, four to ten years in bottle (bottle) 42s-60s
Sherry, dregs (bottle) 2s
Sherry, pale, superior brown 48s-60s
Whiskey (bottle) 3s

General Groceries

Candles, wax (1 pound) 6 1/2p
Candles, tallow (1 pound) 2p
Cards (calling or business, 100) 4s 6p
Dog ..... 10s-£5 5s
Dog collar (brass) 6p-3s
Grease-remover 1p
Lock and key ..... 1s-£2 6s
Matches (box of 150) 1/2p
  Lucifers (box of 100) 1s
  Prometheans (box of 40) 1s
  Flint and steel 2s
Metal polish 1p
Pencils (each, genuine cedar) 6p
Plaster of Paris (1 pound) 3p
Rope (per yard) 1p
Sealing wax (1 lb.) 4s
Soap (1 pound) 6 1/2p
Song sheet (3 yds of lyrics -- approx. 36 songs) 1p
Walking stick 2p-1s

Weapons

Duelling pistols in Rosewood case £20
Shotgun (Double barrel by Manton) £42

Furniture

Armchair 5s 11p
Velvet pile carpets (per yard): 10-14s
Kitchen chair 2s 6p
Pianoforte, in rosewood ..... 25 guineas
Plate glass mirror (5' × 2'6") £10 10s 1p
Stove (2'6" wide, w. oven & boiler) £1 18s
Table w. drawers (4' × 2'9") 15s 6p
Table w. drawers (5' × 3') £1 2s 6p

Kitchen Equipment

Boiling pot (3 gallon, oval) 4s 6p
Carving fork 8p
Cleaver 1s 6p
Corkscrew 6p
Crockery (per piece) 4p
Cutlery (per piece) 6p
Enamelled saucepan 1s 4p
Fish knife 1s 6p
Frying pan (oval) 10p
Large wooden spoon 4p
Meat knife 2s 6p
Milk jug 6p
Rolling pin 6p
Saucepan (2 quart, tin, with lid) 1s 6p
Tankard 6p
Teapot 9p
Wrought iron saucepan 4s

Tools

Bucket 1s 3p
Belaying Pin 6p
Boathook 6p
Crowbar/jemmy 3s
Lock picks* 8s
Scissors 1s 4p
Shovel 2s
Shovel, ratting* 2s 6p
Yardbroom 3s
* not available to the general public

Clothing

Trousers
  ratty 3p-4p
  2nd hand 4p-8p
  First rate corduroy 7s 6p
  Moleskin: 10s
  Kerseymere £1
Shirts
  2nd hand 2p-6p
  Tailored silk £1
Gowns
  Figured French Tarlatan 3s 11p
  Maid's good cotton dress 7s 8p-10s
  Petticoat 2s
  Checkered or white apron 1s
  Tulle and Net skirts fashionably trimmed £2 2s
  Shawl 12s-15s
  Dressing Gown (flannel) 18s 9p
Dresses
  rich, fancy silk 21s 6p-55s
  French muslin 2s 11 1/2p
Coats
  ratty jacket 2p
  2nd hand waistcoat 1p-3p
  2nd hand coat 4p-1s
  Waistcoat: moleskin back and sleeves 10s
  Morning-coat £2
  Frock-coat £3
  Dress-coat £4
  Overcoat £3
  Made-to-order corduroy jacket 15s
  "Upper Benjamin" greatcoat ..... £1-£2 10s
  Velveteen jacket £1 6s
  Moleskin jacket £1
  Driving Cloak: lined with sable fur £50
Hats
  ratty cap 1/2p-1p
  2nd hand 1p-8p
  Beaver 10s 6p
  Maid's bonnet 10s 6p
  Silk topper £1
Shoes
  2nd hand 1p-4p
  Wellingtons 3p-1s 6p
  2nd hand socks 1p
  Maid's 4s
  Boots 6s 6p-10s 6p
  Italian parent leather pumps £5
Stockings 2s
Gloves (kid) 2s-3s 6p
  corton 9p
Necktie (silk) 1s 6p-4s
Watch
  silver £6
  gold ..... £7 15s-£8
  English gold lever ..... 12 guineas

Theatre Tickets

Britannia Theatre, Hoxton (North London)
  cheap (gallery) 3p-4p
  pit 6p
  boxes and pit stalls 1s
  private box ..... ½ crown
Concert ticket, Stafford House £2 2s

Transport

Carriage ..... £65-£300
Horse ..... £50-£70
Large barouche with 3 footmen (per year) £600

London Fares:
Hackney carriage, 2 horses (up to ½ hour) 1s
  for each additional quarter hour, or part 6p
Omnibus on Paddington Road (per trip): 6p
Oared boat (per ½ hour, or 1 mile, can take 6) 1s
Sculled boat (per ½ hour, or 1 mile, can take 4) 6p
Parcel Courier (less than 56 lbs., per mile) 6p

CHAPTER
·FIVE·
CHARACTERS

Courage

This measures the enthusiasm with which one greets a frightening situation. Courage varies depending on the weather, one's injuries and state of health, how drunk one is, and the Menace of the opponent one is facing. Most goblins are not particularly menacing (Menace 0); however, levels of the Menace advantage (p. 78) and a dangerous-looking weapon can change this.

Courage has a base value equal to ST. It can be raised or lowered from that value by taking the Extra Courage advantage (4 points per level) or the Reduced Courage disadvantage (-4 points per level), in much the same way that Strong and Weak Will modify Will from its base value of IQ.

Example: If ST is 12, Courage starts at a base value of 12 and can be raised to 13 for 4 character points, to 16 for 16 points, or lowered to 11 as a -4 point disadvantage.

The Cowardice disadvantage reduces a goblin's Courage by 1, while Social Status above 0 is added to Courage.

The use of Courage in combat is explained under *Combat* (see p. 96). Briefly, in combat the perceived Menace of opponents and damage taken reduce Courage. Once Courage drops below 0, make a Fright Check each turn at a penalty equal to the amount by which Courage is negative.

Character Generation

Starting Points

The beginning goblin starts off in worse circumstances than the average human being. Beginning goblins are, in most cases, malnourished and underprivileged members of London society. Such heroism as they possess is born of desperate circumstances. To reflect this, goblins are around 15-point characters, but they should be allowed a full -45 points of personal disadvantages and quirks. This is *in addition to* any disadvantages acquired during *Preschool* or *School*, and the -73 points from the *Goblin Racial Template*. All told, a starting goblin might easily have -120 to -150 points in disadvantages! Because of the various disadvantages and advantages a goblin acquires during school, starting goblins in the same adventure will not all have the same point total.

☛ *Playing At Different Point Values*

To run a campaign set at higher social levels, waive the limitations on Status and Wealth, and allow the players even more points of disadvantages. This realistically portrays the dissipation accompanying social advancement. Age and reduced attributes would be extremely appropriate disadvantages in such a campaign, especially if the characters are Filthy Rich. Moreover, goblins of high Status have undoubtedly acquired their position at the expense of others, and so will have a great many Enemies in their wake. To play a realistic game (that is, a Georgian London campaign without the goblins), the easiest method may be to reduce disadvantages to 40 points, increase initial character points to 25 or 50, and create human characters. This should not prevent the players or GM from portraying remarkable eccentricities or abilities.

Designing Your Goblin In Eight Easy Steps

To design your goblin character, pluck a Prole off the street at random – it doesn't matter which one, they're all alike – and follow these steps:

1. Record all of the racial traits listed in the *Goblin Racial Template* (p. 65).
2. Put your Prole through *Preschool* (p. 65): choose a birthday, then roll six times on the *Mistreatments* table to determine your Prole's history of mistreatment over the first six years of life. Modify your character accordingly.
3. Put your Prole through the *School* (p. 69) of your choice, and make any modifications indicated there.
4. Select your Prole's *Apprenticeship* (p. 70), and make any modifications suggested *there*.
5. Choose your Prole's ST, then determine its *Shape* and *Size* (see p. 77).
6. Buy your other attributes, including *Courage* (see sidebar, this page).
7. Spend any remaining character points.
8. Give your goblin a name and gender. It is 14 years of age. The game may now begin . . .

The Goblin Racial Template

Goblins have the racial advantage of Goblin Resilience (25 points; see p. 78). They have the racial disadvantages of Alcoholism (-15 points), Goblin Snobbery (-10 points; see p. 80), Goblin Jingoism (-15 points; see p. 80), Intolerance – Anyone with Social Status -4 (-5 points) and Goblin Aging (-15 points). All goblins also have six years of random mistreatment, the exact effects of which vary from goblin to goblin. This is worth 0 points in and of itself, but any traits gained in this way will modify the point value of the individual goblin.

Goblins have two other unique racial traits: Goblin Luck (see sidebar, this page) and Courage (see sidebar, p. 64). In addition, goblins in the standard campaign background start out at Status -3 (-15 points) and Dead Broke (-25 points). Such are the privations of life to this point that all Proles suffer a weight reduction of 40 lbs. Despite this, they have a boisterous disposition, giving them the racial skill of Brawling at DX+1 (2 points). Alternatives are described under *Initial Cash, Status and Reputation*, p. 68, and *Playing At Different Point Values*, p. 64. It costs -73 points to play a young goblin starting out in the standard campaign.

Preschool

When born, all goblins are exactly the same – stubby, cute, round mannikins. For this reason they are not given names until the age of six; before this time they are all known as Prole. The period up to the age of six is known as Preschool, and because of notably high levels of Prole resilience, malleability and abuse, it is a period of great physical change and development in young goblins, resulting in individuality.

Development is greatest in the first year, and decreases each year thereafter, until, by the end of the sixth year, further mistreatment of young goblins has only minimal effect on their form and abilities.

☛ *Mistreatment*

Choose a birthday. If you can't think of one, try the first of April.

Roll 3 dice six times – once for each year from 1 to 6, adding the Prole's age to each roll, and refer to the "Mistreatments" table below.

The first two columns are self-explanatory, while the third column, titled "Modifications," lists the advantages, disadvantages, skill bonuses and physical alterations which a Prole automatically, and *unavoidably*, gains as a result of the mistreatment.

Goblin Luck (or "The Attentions of God")

The laws of chance, as applied to goblins, are active and tend toward extremes. The laws of chance can therefore be treated as an NPC with regard to goblins. Periodically, and whenever goblin characters are involved in some risky situation, the GM should make a roll on the NPC Reaction table to determine how to flesh out that situation.

Example: Viola Hand is fleeing for her life and leaps into a passing carriage. The GM, rolling for Goblin Luck, gets a 3 (Very Bad) – the "General Reaction" description reads, "The NPC dislikes the characters and will act against them if it's convenient to do so." This can be read as, "The laws of chance dislike the character and will act against her if it is convenient to do so," – so who should Viola find inside the carriage but the enormous, ungainly figure of Dr Yolanda Loveleech engaged in a search for suitable "help" in her physiological enquiries. Note that "convenience," as applied to the laws of chance, is relevant only to the GM's ability to quickly create some appropriate event.

Goblins believe that this special attention of fate is on account of God or the Devil.

At the GM's option, Goblin Luck entitles PCs to trade unspent character points for opportunities to make three rolls for some one thing, and to take the best result. Only one point can be spent on any one roll. Most goblins like to think of this as being the reward for their own heroism, but some very religious goblins think of it as spending money laid up in the coffers of heaven.

Improving and Worsening Luck

Break a mirror to bring extremely bad luck for the house's master, unless someone in the house similar to you happens to die within the year.

If a horse is retained after a fair price has been offered, some accident is sure to happen.

It is unlucky to pay back borrowed salt.

Rooks near a house betoken prosperity, but if they leave it means ill luck. If someone in the house dies, the rooks must be informed or they will leave.

It is bad luck to hang a picture over the door or bed.

If a shopkeeper gives credit to customers on Monday, they will have no luck for the rest of the week.

Drying writing by the fire is unlucky.

Starting new business, being bled, or taking physic on Friday is unlucky.

Feeling a certain noise in the head, like the ringing of bells, warns of some great misfortune.

A sixpence with a hole in it is well known for luckiness. It is no uncommon sight to see a man with half-a-dozen of these coins so preserved. Likewise a crooked sixpence.

Bowing, hats off, to a sweep is said to avert evil.

Drowning a cat is very unlucky.

If a candle lit on Christmas day is snuffed before midnight, terrible disaster will strike the house.

A jackdaw falling down the chimney means sorrow.

Accepting a knife without making some small recompense brings bad luck.

To find a knife or razor denotes ill luck and disappointment to the party.

It is unlucky to bury the dead on Monday.

Bad luck soon follows the finding of a sixpence.

It is unlucky to see the new moon for the first time without having silver in your pocket.

The itching of the nose is a sign of bad news.

See a pin and let it lay, bad luck you'll have all day.

Pointing at a rainbow is dreadful bad luck.

When you discover your shoe lace is loose, walk nine paces before tying it, otherwise you will have ill luck for the rest of the day.

If you forget anything on the stair, do not stop to rectify the mistake; go to the top and sit down to consider before you turn back, or ill luck will follow.

It is unlucky to weigh yourself.

It is unlucky to volunteer for a job.

The left hand of a priest is unlucky.

Continued on next page . . .

MISTREATMENTS

Roll+ Age	*Mistreatment*	*Modifications*
4	Fired as a Skeet	Hoplophobia, Brontophobia, +2 Acrobatics, [Left/Right Arm/Leg -6*n*], Torso -3*n*.
5	Worn as a Wig	Albinism, Laziness, +Appearance, +1 Savoir Faire.
6	Pawned to Surgeons	Aichmophobia, -Appearance, +1 Menace, High Pain Threshold, +1 Surgery, Weight +10*n*, [Left/Right Arm/Leg -2*n*].
7	Buried Alive	[Necrophobia/Necrophilia], Claustrophobia, +2 Breath Control, Albinism, Weight -20*n*.
8	Used as Rat-Bait	Musophobia, Scotophobia, Acute Hearing, +1 Running, Weight -5*n*.
9	Locked in Breadbin	Claustrophobia, Night Vision, Arm DX+1, Prehensile Toes (Feet Manipulators), Weight +30*n*, Fingers (add length to Arms) +1*n*.
10	Taken Starglazing	Kleptomania, Night Vision, +1 Starglazing, Weight +5*n*.
11	Boiled in Tea	Tanniphobia, -Appearance, +1 Menace, Temperature Tolerance (Heat), Weight -5*n*.
12	Abandoned in Snow	+Appearance, Temperature Tolerance (Cold), Fur, Weight +15*n*, Legs and Arms -2*n*.
13	Hurled across Room	Jumping, Torso -2*n*, Arms +3*n*.
14	Flung in Thames	Aquaphobia, +1 Swimming.
15	Hanged by Heels	Acrophobia, Leg +3*n*.
16	Passed through Mangle	Technophobia, Double-Jointed, Torso, Arms and Legs +3*n*.
17	Beaten and Whipped	Strong Will, Extra Hit Points +1.
18	Hanged by Ears	Acute Hearing, Torso +2*n*.
19	Dropped down Sewers	Scotophobia, Rupophobia, No Sense of Smell or Taste, +1 Swimming, +1 Climbing, +1 Traps
20	Fed to Pigs	Porciphobia, -Appearance, +1 Menace, Legs and Arms -4*n*.
21	Shoved up Chimney	[Pyromania/Pyrophobia], Arm ST+1, Temperature Tolerance (Heat), +1 Climbing.
22	Hunted with Dogs	Cynophobia, [Cowardice/Berserk], +1 Running, +1 Swimming, +1 Climbing, +1 Camouflage.
23	Nailed up as Scarecrow	Brachial Traumatophobia, Musical Ability, Arms +4*n*.
24	Volunteered for Football	Combat Paralysis, +1 Menace, Toughness, +3 Running.

Advantages and Disadvantages

Each time an advantage or disadvantage is modified due to mistreatment, one level in that advantage or disadvantage is gained. If more levels are gained than an advantage or disadvantage allows, disregard the extra levels. Should an advantage be acquired that corresponds to an earlier disadvantage, or vice versa, start out by removing levels in the earlier trait. *Example:* The first level of Toughness gained is the 10-point (DR1) version, and the second level gained replaces this with the 25-point (DR2) version. A third level gained in Toughness has no additional effect, and is disregarded.

Example: At the age of 1 a Prole is abandoned in snow, giving the advantages of +Appearance and Temperature Tolerance (5 points; cold); at age 2 the Prole is pawned to surgeons, giving the advantage of High Pain Threshold and the disadvantages Aichmophobia and negative Appearance. The scars of experimental surgery balance out the Prole's cute, fluffy white fur, i.e., the earlier advantage and the later disadvantage cancel.

Regarding phobias, goblins are generally a psychological ruin by the age of six, and any normal goblin should have at least one irrational fear by the time it finishes preschool. If the same phobia is rolled more than once, the second result indicates a *severe* phobia.

Skills Bonuses

Due to mistreatment, and later on, schooling, a goblin may acquire several *skill bonuses*. A skill bonus represents an environmentally induced talent toward a certain skill, and is expressed as, for instance, "+1 Climbing." The bonus is gained only if the character later pays at least a half-point to actually learn the skill – not on default use. The character is not obliged to make use of a skill bonus.

The point value of a +1 skill bonus is equal to *half* the cost (from the table on p. B44) to learn the skill at DX (for physical skills) or IQ (for mental skills). The value of a +2 bonus is equal to *half* the cost for IQ+1 or DX+1, and the value of a +3 bonus is equal to *half* the cost for IQ+2 or DX+2. No skill bonus can ever exceed +3.

Physique

Degrees of modification lessen as the Prole matures – "*n*," which denotes *inches*, for arms, legs, fingers and torso, and *pounds*, for weight, is equal to (7 - age); i.e., 6 at age one, 5 at age 2, 4 at age 3 and so on.

Square Brackets

These indicate a 50/50 chance – throw a die: odds are the first option, evens are the second option.

Improving and Worsening Luck (Continued)

Of other people, the left hand is unlucky on Tuesday, and fortunate on other days.

Cutting the topside of a loaf first assures rising in the world.

A goblin skull will never fail to punish the individual who dares to lay hands upon it.

Taking Control Of Your Goblin's Life

Having taken the *Goblin Racial Template* and survived six years of mistreatment, you can now decide about *School* and *Apprenticeship* – see those sections for details.

The Effects of Oppression

All goblins take their Social Status as a modifier to every success and reaction roll (see *Goblin Snobbery*, p. 80). Beginning characters are usually at Status -3, and as a result start out at a considerable disadvantage! Young goblins should be mindful of this debilitating -3 penalty imposed on their every action by their lowly Status, and equally of the advantages enjoyed by their betters. Thus, when buying skill levels, remember that the character will be using that skill at -3 for the first few adventures, so it is useful to record both the original skill level and the effective skill level after modification for Status.

Initial Cash, Status and Reputation

Cash and Status

In theory, apprenticeship is followed by a period of work as a journeyman – a new member of any profession is bound to his Master or Company for a period of a year to pay back the cost of training. In practice there is no such work to be done, and young goblins simply join the ranks of the unemployed.

Beginning characters are therefore bound by the twin shackles of extreme poverty and miserable status. This is represented in the Goblin Racial Template (see p. 65). If players prefer to begin employed, they could still be bound to their Master or Company, with the status of virtual slave (Status -4); or they could buy off two levels of disadvantaged Status and start out self-employed but still Poor (Status -1). The young goblin may not hold Military Rank better than 0, because he could never afford the uniform, nor may he have a Clerical Investment. Most especially of all, he may not have Legal Enforcement Powers.

This may seem dispiriting and cruel, but at least you are British – some luckless souls might be born foreign and where would they be then?

Reputation

The most important limitation to initial Reputation is Goblin Jingoism (see p. 40). Any Reputation, no matter how good or bad, is reduced by distance from home in exactly the same way as Status is. This means that only King George is recognisable to everybody all of the time, and he has the benefit of putting his face on all the money. However, when a goblin's Status improves, so does the range of his Reputation . . . nobody outside of Whitechapel has heard, less cares much, that John Stilt saved 100 Proles from awful death by burning; but Lord Whither-Stoat's daring and courageous rescue of Lady Tulip-Smythe's kitten, Puddles, is known from Scotland to France.

Players can and should be creative about what their characters are known for. London abounds with individuals of astonishing disposition and peculiarity (see various sidebars). Players should develop an Harrowing Narrative, an Engaging Eccentricity, or a Tale Of Honest And Daring Courage, or something of that ilk, to accompany their reputation.

School

From being idle, ungovernable, profligate, and filthy in the extreme, they say the boys and girls are become not only cleanly and decent in appearance, but are greatly more humanised in their manners – more orderly, tractable and attentive to business.

– Robert Raikes, owner of *The Gloucestershire Journal.*

School lasts for two years, and is often looked back on in later life as a blissful period of thrashing and being thrashed, with an occasional lesson or two thrown in. Attendance is optional – those who are willing to risk raising a goblin with an improper upbringing can skip straight to *Apprenticeship*. Those who do attend are free to choose whichever type of school they prefer. The three types are: public school, charity school and private school. Public school is best for Proles seeking social advancement in later life, charity school suits those desirous of mental and moral advancement (as all Proles ought to be), and private school is best for those seeking work skills. Once a school is chosen there is no escape from its clutches for two years. Misfortunes must be borne as the dice choose them.

At the end of each school's description is a list of benefits and a table of misfortunes. Benefits include bonuses to attributes which are added to the final attribute level, bonuses to skills which are added to the final skill level *only* if the character later pays at least a half-point to actually learn the skill, and advantages which are automatically received at no cost in character points. This is similar to the procedure for characters of different races in other **GURPS** settings. After recording benefits, two rolls are made on the misfortune table.

Deciding on the Right School

Teachers take great pleasure in advising their pupils of the dire consequences of not improving the "right" characteristics, and go into lurid detail pointing out how a lifetime's career opportunities are made or broken FOREVER by the decisions made here and now, at the age of six. They are strangely vague about what those "right" characteristics and career choices might actually be, and rarely mention that young goblins almost inevitably join the ranks of the unemployed, regardless of skill, ability or chosen profession.

☛ *Public School* — *19 points*

These are run by a governing board of Leisured Gentlefolk upon whom an aristocrat has made a generous endowment. The classrooms overflow with classical texts and *objets d'art*. These are used to teach Latin, Hebrew and Greek, with particular reference to vases depicting tumescent classical genitalia. Public schools also emphasise sport and corporal punishment. They do not teach arithmetic or writing.

When looking for new students, public schools send out fine-looking hansom cabs and well-dressed chums in toppers. The chums are entitled to a half-penny for each suitable Prole they "recruit." To help them make their selection they carry big sticks with brass knobs on the ends. The school colleges (wherein the students reside) represent a height of social status designed to make students ever after discontent with anything less. They are richly appointed, warm and comfortable. Older students share a private lounge well-stocked with brandy, and each has a "fresher" (new student) to fag for them (that is, to act as a menial servant, with special attention to the polishing of boots). Freshers occupy dormitories and make do with one servant among them who polishes their boots, presses their clothes, and gamely whacks them back when they become rambunctious.

Public schools receive a trifling sum from the Guilds when they pass students into apprenticeship. They are mainly supported by patronage from goblins of high status with fond memories about the "old school." Of course, said patrons are not blind to the desirability of showing their "friends" around a school where brandy is served by the gallon and where the students are all well dressed. Public school Masters are careful to wear imposing robes and sprinkle their conversation liberally with Latin quotations.

Benefits: Public-school students are Literate (10 points), get +1 to HT (10 points) and +10 lbs weight, due to good living and regular food. They receive +1 skill bonuses to Latin and Rugby (1 point each). Taking Rugby also elevates the racial Brawling skill to DX+2 (2 points). Public-school students acquire a habit for high living, treated as a form of Compulsive Behavior (-5 points), and a school tie.

MISFORTUNES (Roll Once)

Roll	*Misfortune*
3-5	Bullied: Peripheral Vision
6-8	Thrashed: Toughness
9-10	Whipped: Rapid Healing
11-12	Trampled at Mass: 5 points of Delusions
13-15	Tossed and Roasted: Acrophobia
16-18	Fagged: Weak Will -1, Alertness, and +10 lbs Weight

Charity School — *14 points*

Charity (or Sunday) schools are created by the Church of England to curb the aspirations of society's lower classes, under the pretext of providing a practical education. To this end charity schools teach the beliefs of the Church of England and provide rudimentary instruction in reading, writing and arithmetic. So rudimentary, in fact, that anyone who wants to can learn sewing instead, and may very well benefit more thereby.

When collecting Proles, the school Deaconess or Deacon rides with the cart to the low lodgings to ensure that pupils will neither be physically indomitable nor too free from sin. Those Proles who are suitable are taken to the school house, where each is given a scalding hot bath and then thrust into a starched black uniform with a sharp white collar. Charity-school dorms are not entirely uncomfortable, if somewhat spartan. Their worst feature is that the door is always kept locked at night.

The only form of income made by charity schools are the sums received for apprenticing students into a guild.

Benefits: Charity-school students are Literate (10 points), and receive a +1 skill bonus to Theology (Church of England) (2 points), and either a +1 to Mathematics *or* a +3 to Sewing (not both) (2 points). Charity-school students also receive a small leather-bound Bible.

MISFORTUNES (Roll Once)

Roll	*Misfortune*
3-5	Temperance: Alcophobia (fear of alcohol)
6-8	Harangued: a further +1 Theology (1 point)
9-10	Scourged: Strong Will +1
11-12	Pilloried: +2" Arm and Torso Length
13-15	Fasted: -5 lbs Weight
16-18	Steal Food and Overeat, +3d × 10 lbs Weight

Private and Dame Schools — *17 points*

The common type of private school is that run by a little old lady goblin of diminished means struggling to retain her current social status. Classes are taught in her own cellar and she often has another job to attend to. Consequently, teaching is poor and the conditions terrible, but the skills taught are those most likely to expedite the pupil's entry into apprenticeship.

Less common are schools set up by some leisured gentleman going through a spell of "doing good for charity." This latter type of private school is by far the worst kind. They are better known as ragged schools and are really just places for Proles to lurk about and meet one another in the evening.

No matter which private school a Prole attends, he will have to find lodgings outside the school unless he is especially huge and brutal. If he is especially huge and brutal he may sleep in the classroom. In return, every Sunday he is treated to a healthy swallow of gin, a cart is hired, and armed with switches he is sent off to capture more pupils.

Private schools often have an arrangement with a guild to teach only subjects needed for their apprentices. Such an arrangement is mutually beneficial as the teacher only has to learn one subject and the guild is assured a constant flow of youths trained to do nothing else.

Benefits: Private-school students are Literate (10 points) and get +1 to IQ (10 points), -1 to HT (-10 points) and -10 lbs weight. They receive a +1 bonus to one skill from an apprenticeship (1 point), and their racial Brawling skill is elevated to DX+3 (6 points). Private-school students may each keep a small piece of craftwork, made in class, such as a cheeseboard, a pin cushion, a small ornamental box, or a decorative candle.

MISFORTUNES (Roll Once)

Roll	*Misfortune*
3-5	Locked in the Cellar: Albinism, Night Vision
6-8	Workshopped: a further +1 bonus to one skill from an apprenticeship (1 point)
9-10	Whipped: Rapid Healing
11-12	Starved: -5 lbs Weight
13-15	Drudgery: Laziness
16-18	Enslaved: Sense of Duty and a further +1 bonus to one skill from an apprenticeship (1 point).

APPRENTICESHIP

The bliss of School ends abruptly with the commencement of Apprenticeship – a period of drudgery and skill development. All guilds like to maintain an air of mystique and ancient power about themselves, and try to give the impression that they are involved in a lot of clandestine, exciting activities behind the scenes, by which they are in secret control of the country – nay, the world! They also try to give the impression that they are philanthropic organisations dedicated to the education of youth and preservation of the traditions and skills of their trade. Both notions should be taken with an abundance of salt. The guilds are simply companies organised to exploit a huge pool of free labour, and none have a continuous history of more than a century. The skills which youthful goblins pick up in apprenticeship are not so much a gift as they are the minimum concession necessary to squeeze the maximum profit from their young muscles – any skill can be learned in any guild. At the end of apprenticeship, at age 14, the characters are going to be unemployed, so the main things to look for are the tasty material benefits (received free of charge), and the proud reputation which comes from membership.

Apprenticeships also add the finishing touches to a goblin's physical and psychological development. Pure finders, for example, tend to develop large bulbous eyes and small noses, while, by way of comparison, barbers frequently uncover within themselves certain *desires*, best held in private. Each guild description lists such *occupational deformities*, treated as quirks or disadvantages. Players are not obliged to take them, but goblins who find the traditional deformities unpalatable should perhaps seek work elsewhere.

Fashionable Apprenticeships

Barber

A barber's talents are mostly in the general field of surgery, but also range out into herbalism, astrology, grave-robbing and cutting hair. The apprenticeship requires a steady hand and a strong stomach, and exposes one to rather a lot of hideous diseases, but can be quite rewarding.

The kinds of goblin who become barbers could be of the sanguine, pale-limbed sort, whose prescriptions tend to the blood-letting variety; or of the hyperactive, "experimental"

kind, the good Doctors Frankenstein and Jekyll, for example. A third kind is the practical "sell you a blood pudding for sixpence" type, a group which includes the more extreme "cut your throat and drop you through a mincer for a pound," Sweeny Todd, variety.

Mountebanks are often seen at street corners standing above the crowd upon a pair of trestles and using verse, oratory and lively style to push their wares. Spanish mountebanks employ a zany to sing eulogies to their work, putting emphasis on the charms of Venus which may be reclaimed only through the use of their special powders from Egypt (or any far-off place).

Although it would certainly be handy to have a bit of actual skill in medicine, it is by no means a prerequisite. Those with sufficient status may find it convenient to undertake their practice under pretence of being a famous person from the continent, and those with insufficient status should not fear to claim approval and licence as a Physician.

Style is everything to a barber, and every apprentice barber should cultivate a distinctive habit or fashion. Doctor Saffold (a.k.a. Colonel Dalmahoy) had (up to his death) a celebrated wig of majestic proportions. Doctor Katterfelto walks the park beside "a huge ghostly black caravan, filled with a multitude of black cats, and, with a long flame-white finger and thumb, flicks pieces of paper that melt like snow in the dreamy sunlight." Doctor Van Butchell "wears a long grey beard, carries a large white bone, and is mounted upon a white pony painted with purple spots." When his wife died he had her embalmed and placed in a glass-topped coffin, for visitors to view. This made his practice extremely popular.

It may also pay to consider the terrible temptations, great rewards and frequent opportunities for malpractice when choosing the quirks, style and morality for a goblin who is to become a barber.

Material Benefits: The guild rewards apprentices with a pair of long, sharp, pointy scissors and a double-breasted swallowtail morning coat.

Occupational Deformities: Pale skin and high cheek bones, as a quirk; Odious Personal Habits (never shake hands with a barber); No Sense of Smell or Taste; Addiction (laudanum and opium are common); Alcoholism; Lecherousness; Sadism; Paranoia; No Sense Of Humour; Bloodlust; Impulsiveness.

☛ *Burglar*

We perpetrated another burglary in the West End. Three of us were engaged in it; one was stationed to watch, while I and another pal had to go in. We entered an empty house by skeleton keys, and got into the next house; we lifted the trap off and got under the roof, and found an undertrap was fastened inside. We knew we could do nothing without the assistance of an umbrella. My comrade went down to our pal on the watch and told him to buy an umbrella from some passer-by, the night being damp and rainy. We purchased one from a man in the vicinity for 2s.; my comrade brought it up to me under the roof. Having cut away several lathes, I made an opening with my knife in the plaster, and inserted the closed umbrella through it, and opened it with a jerk, to contain the falling wood and plaster. I broke some of the lathes off, and tore away at some of the mortar, which fell in the umbrella. We effected an entry into the house from the roof. On going over the apartments we did not find what we expected; after all our trouble we only got £35, some trinkets, and one piece of plate. . . .

On one occasion, after my return from transportation, I and a companion of mine met a young woman we were well acquainted with who belonged to our own class of Irish cockneys. She was then a servant in a family next door to a surgeon . . . We asked her if we could rifle her mistress's house, when she said she was very kind to her, and would not permit us to hurt a hair of her head or to take away a farthing of her property. . . .

Soon after we resolved on another burglary in the West End. One kept watch without while two of us entered the house by a grating underneath the shop window, and descended into the kitchen by a rope.

– "Burglary," from *London Labour and the London Poor.*

Cracksmen (as house breakers are called) are Master Thieves, and are usually goblins of great courage and much honour (although certainly not always). Aside from being caught, there is also some peril of falling from a window and hurting one's bowels – a discomfiting situation which also leaves one incapable of work for a month or two.

The appeal of getting swags of some other goblin's hard earned possessions for half a crown and sixpence (the price of a jemmy) is the guild's main attraction. Cracksmen might be huge thugs, stylish socialites, specialists (a good market exists for ratting terriers, for example), or desperate thieves, left without a shilling and driven to steal for bread.

Material Benefits: The Guild hands out a black silk neckerchief with two little holes cut in it, a carpet-bag labelled "LOOT" or "SWAG," and a tool of the trade, for instance, a crowbar.

Occupational Deformities: Noticeably larger-than-average ears and a permanent 5 o'clock shadow, on the upper lip only if female, as two separate quirks; Greed; Kleptomania; and Compulsive Behavior (Gambling).

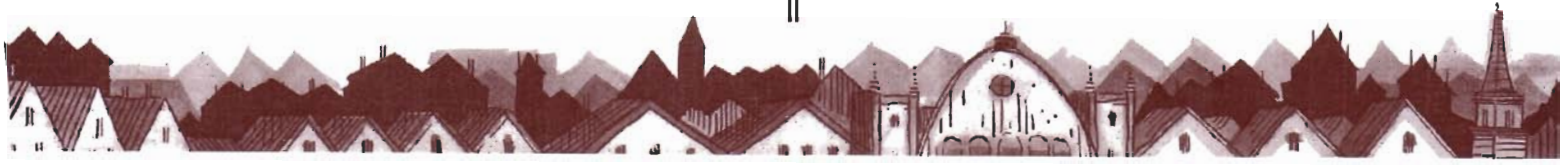
☛ *Choirboy*

Goblins who join the choir are treated with respect by other goblins, because they are unnaturally clean and God is on their side. If a miracle needs doing, a choirboy is the best medium for getting it done. It is thought that their voices are heard by God over everyone else's, especially when they sing together. Also they can speak a foreign language (Latin) in the street, without other goblins mistaking them for foreigners.

The stereotypical choirboy is a short, round, well-scrubbed goblin filled with ideas of revenge, punishment and stifled lusts. Less common are the brooding, mysterious choirboys – who have dark circles around their eyes, sallow complexions and are filled with dreams of power and passion. Less common still are those jolly, cheerful choirboys who rejoice in the Lord, and just like a good song. Least common are the one or two choirboys, lurking in the back row with pale faces, newly-washed hands, and a trace of blood on their lips, who are rather too familiar with the Enemies of the Lord, and teeter on the very precipice. Note that choirboys need not be male.

Material Benefits: A Bible, a wooden cross with a little man on it and a bundle of tracts.

Occupational Deformities: Choirboys always have their hair parted on the left, and, in the better sort, a steady gaze, pearly-white teeth and a clear complexion are combined as a single quirk. Also regrettably common are Extreme Alcoholism; Gluttony; Albinism; Vow; Eunuch; Megalomania; Overconfidence; Delusions; Paranoia.



☛ *Dustman*

Their job is essential to prevent the burying of London under tons of white ash and cinders produced by the millions of tons of coal burned each year. Each dust yard forms a small community of around 100 goblins serving a contractor, who is paid by the city for their work and by farmers and brick makers for the dust.

The typical dustman is a large, grey golem, forming a placid anchor of calm and certainty in the maelstrom of goblin eccentricity. Such dustmen take pride in never showing excitement, particularly expressions of pain or fear. Less typical but still common (among PCs, in all probability) are those more aggressive dustmen, who use their size, sturdy constitution and shovel to actively seize pleasure and profit. A rare form of dustman is the small rat-like fossicker, who takes a peculiar interest in other goblins' leavings. This type of dustman is often involved in complex schemes of blackmail.

Material Benefits: A wide, round-bladed shovel, and a little round felt hat.

Occupational Deformities: Small blue eyes and small flat nostrils, found to be rather fetching by the opposite sex, combined as a single quirk; Extreme Alcoholism (dustmen spend at least half of everything they earn on drink).

☛ *The Military*

*Here I was given a pair of red trousers to try on – "for size." They were as stiff, as heavy, and nearly as big, as a diver's suit and clogs, and from the knees downwards were of solid leather. They were not riding-breeches, but huge trousers, the legs being each as big round as my waist. As in the case of an axiom of Euclid, no demonstration was needed, but since the Sergeant-Tailor bade me get into them -- I got. When the heavy leather ends of them rested on the ground, the top cut me under the arm-pits. The top of that inch-thick, red felt garment, hard and stiff as a board, literally cut me. I looked over the edge and smiled at the Sergeant-Tailor. "Yes," he agreed, "***excellent***," and handed me a blue tunic to try on, "for size."*

– Percival Christopher Wren, *Beau Sabreur*, 1950.

It's a tough life in the service of King George, but you look very suave and get to hit people as well. Lamentably, the Empire is currently at peace, so there is no actual fighting to be done, except with one's fellows in the barracks. Most soldiers cultivate peacetime skills such as billiards, cards, polo and duelling.

Some military characters simply enjoy hitting people – a profitable and entertaining activity which they will pursue until fate, or the hand of God, maims them horribly. As a group, such characters are rough thugs who nonetheless are stood in good stead by the skills imbued in military training. A large minority of military characters are fashionable socialites who are only in it for the uniform and the prestige. This type can be recognised by their ludicrously large sideburns and moustaches, their tight trousers, and often as not by their public-school accents. They can be found frequenting clubs and parks. Neither of the types discussed has any actual intention of fighting for king and country, and both would cut and run if war were threatened. Luckily for King George and England, a willing few Proles are shaped from an early age as soldiers in the finer regiments. A regiment of these last has just been disbanded, so there are more stout, straight-speaking, square-jawed, well-trained, but rather ruthless individuals roaming the streets of London than there would otherwise be.

Material Benefits: A big, red coat with shiny buttons, adding one level to Charisma while worn.

Occupational Deformities: Red cheeks and, quite commonly, a bluff hearty manner, taken as two separate quirks; Sense of Duty; Overconfidence; Cowardice; Bully; Fanaticism; Code of Honour.

☛ *Pickpocket*

The pickpocket makes a living by stealing items easily rendered anonymous and passing them on to a shop for their resale. One of the more common items stolen is the silk handkerchief. So prevalent is the theft of these that an entire alley of shops near Newgate, called Field Lane, is devoted to their resale at a rate of 4,000 or 5,000 a week.

Aside from the more or less obvious places for plying the trade, such as the markets, theatres and streets, London also has numerous pleasure gardens such as Vauxhall and Ranelagh. The price of food in these places is so exorbitant as to necessitate the carrying of quantities of loose change by their patrons.

A wide variety of goblins can have a background of picking pockets. They try to avoid conforming to any type so as to avoid the attentions of the Bill. However, they all tend to be quick and delicate in their movements.

Material Benefits: The Prince of Thieves is the pickpocket, but their only material benefit is a pocket knife.

Occupational Deformities: Sharp, pointed features as a quirk; Kleptomania and Compulsive Lying.

☛ *Pirate*

. . . those who were in the ship and who knew how to keep afloat in the water began to leap into the sea through the port-holes and to swim towards the shore. This was not to my taste, since I was not anxious for them to go and raise the alarm in the island and create for us the risk that the Spaniards should soon send out one or several well-armed ships to seek, harry and reduce us. It was better that everything should remain unknown and unperceived by the people of the great island, and that is why I gave orders to pour some lead upon them from the guns. But, however skilful the Brethren of the Coast might be at this exercise, the head of a man is not a large target to sight in the sea and, despite the ability of Pulverin and a few others, there were some who nearly escaped, especially as certain were astute enough to swim below the surface, only coming up again for the time necessary to regain their breath and not long enough for us to take aim upon them comfortably. I was very grieved to see them drawing away and approaching the shore, which some had almost reached, when there arrived some unexpected help in the guise of sharks, which cut off their retreat as well as their arms and legs. I at once ordered the musketry to stop, so as not to hinder or frighten this new kind of ally, and nothing more was heard than some great shrieks, in truth very harrowing to a heart as given to compassion as mine has always been.

– L A T Le Golif, *Memoirs of a Buccaneer*, trans. Malcolm Barnes, 1707/1954.

Worse things happen at sea, and more often too, so it takes a tough goblin to be a pirate or join the Navy (same thing).

Pirates are more commercial than they used to be. While some pirates embrace the blustering, fearsome role made popular in days of old, wearing wide sea-boots, an eye-patch, a broad-brimmed hat with an ostrich feather in it, and a silken sash with a brace of pistols and a cutlass thrust into it, most

don't. Most pirates are coarse, fish-head-eating, vomiting drunkards. This kind of pirate knows only one sea chantey, and not all the words at that. A few walk a fine line in between. Flamboyantly dressed (but not to excess), scarred (but not wild eyed), drunk (but not vomiting). They carry a dirk instead of the brace of pistols and cutlass, and have the good sense not to sing unless they know the words. A lot of goblins start life as a pirate – most of them end up in London.

Material Benefits: An engaging peculiarity, such as a parrot, monkey, earring, dirk, bandanna, hook, or pair of seaboots.

Occupational Deformities: A large, nautical tattoo, as a quirk; Addiction to tobacco; Impulsiveness and Extreme Alcoholism; Unlucky; One Leg, Arm or Eye.

☛ *Prostitute*

There is no country, or city, or town, where this evil is so systematically, so openly, or so extensively carried on, as in England and her chief city.

– Report of Mr Talbot, secretary of the London Society for the Prevention of Juvenile Prostitution, *The London Journal Of Flora Tristan*, p. 80.

The style and structure of English nightlife is shaped by a trait expressed substantially in the English Goblin, which is that of being chaste while sober and lascivious when drunk. The course of an evening will generally carry the revellers from club to theatre to one of the popular "finishes" or gin-palaces. Once there, the debauchery begins in earnest and not without consequence (see *Madame Restell's Crochet Hook*, p. 107). At other times one might frequent any one of 60 or 70 pleasure gardens, or set up a tryst in Covent Garden to meet in a lodging house or in a "hummum" (a Turkish bath house).

The guild of "performing artists" is easy to fall into and can be quite difficult to avoid, on account of the league of Trepanners – goblins whose trade is to trap and sell Proles to the guild. The guild is currently the largest in London, having 100,000 members. It would also be the richest if any of them paid their dues.

A truly outstanding tart can earn up to 100 guineas a night, but achieving this position is a gamble requiring tremendous fortitude and luck. The performing artist has a 1-in-1,000 chance of climbing the social pinnacle in the few years before looks and youth succumb to hard use and unhealthy living. This chance, it should be noted, is 999 times better than that of winning the National Lottery – of course, the risk is rather greater. Their success can be measured in "Harris's List," a popular edition listing and describing performing artists, and selling 8,000 copies annually. Mr Harris himself is as dissolute a goblin as you would care to meet, and has been struck by lightning no fewer than four times.

Any goblin hoping to last more than a year in the guild should develop a capacity for, and willingness to partake of, alcohol, opium and hemp.

One in 15 Londoners are, or have been, performing artists, often involuntarily. Of those who are making a career of it, the most successful type affect a cultivated air of mystery and sophistication and have learned how to whip up a fever of passion without actual physical contact. Ms Winona Blush, for example, conducted several profitable affairs entirely on the strength of her remarkably spicy correspondence.

In the upper echelons of the profession, physical contact is regarded as being a bit uncouth, to be used only sparingly and with specific rewards in mind. Those in the lower levels of society find that cultivating a strong arm and an accurate kick are the best ways to keep from sinking lower.

Many goblins who are successful in other fields of employment have started from a strong foundation of dusky looks and graceful legs, gained from an apprenticeship in this profession. Finally, it ought to be mentioned that a rare few, thought to be tarts by many, are actually budding young actresses and actors.

Material Benefits: In addition to the slim chance of easy wealth and status, every new artist gets a tight-lacing corset, which allures and attracts the profligate of eye by adding one level to Appearance while it is worn. Performing artists can remain employed after apprenticeship, but each year in which they ply their trade (at all) ages them four years.

Occupational Deformities: Thin hard features, wide innocent eyes, and a beauty spot, taken together as a single quirk; Extreme Alcoholism; a Social Disease (-5 points) – best kept quiet; Addiction; Prematurely Old Age (treat as Age, p. B27, but without the benefit of being able to put more points into skills).

☛ *Rat-Catcher*

I once killed a rat inside a church. I found it during a long sermon, but for the life of me I can't remember what that sermon was about. I was sitting in a seat opposite about a score of village school children and suddenly I was struck by their appearance and the thought passed through my mind, "How like humans are to dogs! Why those children look just like my dogs when they find a rat . . ." Then I noticed that they were all looking in one direction and so I looked there too and saw a rat sitting with just its nose out of a hole which ran under the brick floor, apparently listening to the sermon. The next morning the parson and I went to the church. I took one ferret and only Tinker. I chose Tinker because he was black and rather clerical looking. The rat was at home and we had it in five minutes. This was one of the few times I ever did rat catching with my hat off and it felt very queer.

Again, I once killed a mother rat and a lot of young ones which I found in the stuffing of a spring sofa in a spare bedroom of an old manor house. There were rats in the walls, and "Mary Ann" had often seen a rat in the room when she went in to dust, and it had given her "such a turn." This time I took all the dogs with me, and we were followed by the lady of the house, four dreadfully pretty daughters and "Mary Ann." Madame and Mary Ann got on the sofa, standing, and the four daughters stood on four chairs round the room. All six clasped their clothes tight round their ankles – why I could never think. This was the only time in her life that I ever found Chance a fool. Directly she got into the room, she wriggled and twisted, turned her head this way and that, threw herself on her back and fairly grovelled. Wasp, Pepper, and the long-tailed Tinker were nearly as bad, and it was plain to see they were shy and bashful in such a gorgeous room surrounded by such a galaxy of beauty. It was soft-hearted Grindum who saved us; he blinked much, but directly I said, "Hie round dogs! Hunt him up! Search him out!" he went to work . . .

– H.C. Barkley, *Studies in the Art of Rat-Catching*,1911.

The sewers are the breeding ground for rats, and it is there that the rat-catcher will often ply his trade. However, rats gain

little sustenance in the sewers and at an early age the stronger ones climb into houses to live. It is there that the most excitement as a rat catcher is to be had.

Rat-catchers get invited into posh houses, and can rush about, smashing stuff. Rats are worth twopence apiece – one for killing them, and another from the pieman for their mortal remains. Alternatively, live rats can be sold to the proprietor of some public house where a pit will be set up and Skye-terriers and bull-dogs set on them for sport.

A rat-catcher can always find something to do. Without looking further, they have a proven ratting terrier or ferret, upon which to gamble, a stout shovel with which to defend themselves, and good contacts with a pie-maker. Most rat-catchers are easy-going, cheerful goblins – traveling wherever their friends and companions take them and doing whatever is asked of them (almost) without a grumble. This sometimes lands them in jail.

Material Benefits: Rat-catching has two major benefits associated with it, these being a dog or a ferret, and a long, narrow-bladed ratting shovel.

Occupational Deformities: A sunny smile, taken as a quirk.

Unfashionable Apprenticeships

Clerk

Employment for young clerks coming from private school is found in dolly shops (illegal pawn shops), tallying the raiment and bedding of the locals, and counting out payment to the proprietresses of the low lodging houses for stolen goods given them by their lodgers. Later, they may hope to gain positions in shipping offices.

Proles who attended public school may obtain jobs within the Bank of England. This is a three-acre-square edifice housing a community of clerks plying ink in virtual darkness, surrounded by armed guards and ruled over by the Board of Directors. It is possible that, within the maze of halls, vaults and courtyards, some Proles are born, mistreated in ghastly, indescribable ways, trained, live out their lives, and go back to the dust – all without clapping eyes on the sky or the sun. Public-school students may also hope to enter a Law firm, starting at the absolute bottom but with the opportunity to aspire to the exalted rank of Partner.

Finally, those who went to charity school have excellent prospects in the Church of England, counting parish funds and translating books. This has the added benefit that God will treat you with special kindness, and you might eventually attain high position in the clergy.

Whatever the place of work, excitement is rare in the guild. The main advantage to becoming a clerk is the opportunity to abscond with all one's employer's funds. However, to gain employment in this field, employees must first pay a bond to their employer, equal to one year's pay.

Material Benefits: The guild of clerks are a miserly lot. All the apprentice receives is a Letter of Reference, in that rare case where the temptation is resisted, and a second-hand waistcoat.

Occupational Deformities: Pale complexion, thin hair, and a dry tongue, taken as a quirk; A protruding bone structure and a pronounced hunch, as if bearing the weight of the world, taken as a quirk; Bad Sight; Overweight or Skinny; Duties.

Chimney Sweep

The climbing men are looked down upon as the lowest order of workers, being filthy in appearance and offensive of odour. The good points of being a sweep are few. They drink copiously (beer and gin) to wash the soot from their stomachs and throats, and they generally die young, which saves a good deal of needless putting aside for old age. A successful climbing man might obtain the trade of a neighbourhood and rise to be a master. The popular belief that sweeps are lucky will earn regular deep bows from folk of higher Status, but there is no esteem behind it.

Sweeps have a lot of opportunity for gaining access to the houses of wealthy goblins, making them ideal partners for cracksmen.

Material Benefits: There isn't much that comes of being a chimney sweep, other than a sooty broom and a half-full bottle of gin.

Occupational Deformities: Terribly thin (-20 lbs. weight); Double-Jointed; Immediately recognisable by their permanently sooty complexion, taken as a quirk; Pyrophobia; Social Stigma; Extreme Alcoholism; Odious Personal Habits; Albinism; No Sense of Smell or Taste; Bad Sight; Addiction to Nicotine.

Coster

There's one I knows about three feet high, that's up to the business as clever as a man of thirty. Though he's only twelve years old he'll chaff down a peeler so uncommon severe, that the only way to stop him is to take him in charge!

– *Mayhew's London*, p. 35.

London's streets throng with street-sellers. They rise brutally early in the morning to get to the markets at Covent Garden (fruit and vegetables), Billingsgate (fish) and Smithfield (meat). Then they set up a stall or do a round loudly proclaiming their wares.

Costers never trade on Sunday unless they are desperate. They love to gamble in the evening at cards, rat-killing or various coin games, with time left over to go to a twopenny-hop for dancing, or to the theatre (the Coburg in particular) to hear some flash songs. Costers will take any dare you fancy to show their courage and dexterity and are as fine a group of pugilists as you would ever care to meet. They'd rather walk on a bridge rail than safely beside it, and the act they admire most is to "serve out a policeman" (by which is meant to hurl a brick or otherwise ambush and attack him).

To be an honest or dishonest trader and, especially, to be a receiver of stolen wares or not, are the watershed decisions for costers. The dishonest trader will sell knives made in Birmingham with "Sheffield" on the handle. Both types may sell the same petticoat, but the one will have gained it from a cracksman's hand, and the other by careful investment at market. The field of trade, and therefore of knowledge, should also be determined.

Material Benefits: All costers have a barrow and sixpence of stock. But the best benefits are a stout pair of first-hand boots with the upper-leathers "tastily ornamented" and a silk King's-man (a neckerchief). Any coster who loses these items is put to shame.

Occupational Deformities: Broad-chested (+20 lbs., -2" leg) and swarthy, full of rough charm and fun, taken combined as a single quirk; Compulsive Behavior (Gambling), costers are honest gamblers among themselves but like to take in outsiders; Compulsive Lying; Greed; Miserliness; Overconfidence; Impulsiveness.

☛ *Gypsy*

The Romany folk are treated as foreigners by goblin society, even in the exact place that they were born. For this reason, gypsies keep together more than other groups of goblins, and have developed quite a strong sense of family. They have a set of skills suited to a transient lifestyle, more musical ability than common folk, and a deep knowledge of magic. The gypsies in London are forced by circumstances to drop many of the features of their culture – leaving the colourful wagons and weaker members of the family behind them in the countryside, while they move into the city in search of work and money.

Gypsy characters are best suited to a low-magic campaign, rather than the standard campaign. They could find interesting employment in a carnival or circus setting, or in the theatre. Gypsies don't see much distinction between doing magic and doing a trick, and are equally pleased if either fools their mark. They are, or should be, well aware of the general hostility toward them (and all other foreigners), so they must take particular care to avoid becoming a scapegoat. Romany is in Western Europe, for calculating the effects of Goblin Jingoism. From the GM's point of view, any NPC can blame a gypsy for any unexplained occurrence – thus providing convenient adventure hooks. Taking this all into account, a gypsy character will be seen as a mysterious stranger, slightly apart from the rest, a role that conflicts with their naturally vivacious nature.

Material Benefits: An earring, a checked or spotted red bandanna, a leather waistcoat, a pack of cards or three walnut shells and a pea, and a musical instrument.

Occupational Deformities: Black hair, devilish eyes and dark skin, an accent and an inclination to break into song at inappropriate moments; their appearance is a quirk, their accent is another, and their inclination a third. Reputation; Social Stigma (foreign); Illiteracy; Dependents (family).

Sundry Other Apprenticeships

GMs might wish to flesh these out later, if a player expresses interest in them.

☛ *Dredger and Purl-Man*

These goblins work boats on the river to find and sell flotsam. The main attractions are freedom (every one works only for himself), and the open air. Any boatman can purchase a licence at the Waterman's Hall (at 3s 6p per annum) to sell beer on the river. These goblins carry a bell which announces their presence to thirsty sailors.

Material Benefits: A small, oared boat and a large bell.

☛ *Factory Worker*

Material Benefits: A cloth cap, hard and heavy oppression, alienation, and a packed lunch.

☛ *Mud Lark*

At one of the stairs in the neighbourhood of the pool, I collected about a dozen of these unfortunate children; there was not one of them over twelve years of age, and many of them were but six. It would be almost impossible to describe the wretched group, so extraordinary their dress, and so stolid and inexpressive their countenances. . . . There did not appear to be among the whole group as many filthy rags to their backs as, when stitched together, would have been sufficient to form the material of one shirt.

– Mayhew's London.

No goblin is more pitiful than the mud larks who collect their meager pennies finding scraps along the banks of the Thames after the tide has gone out. If there is a bright side it is this – you can sink no lower, and you might get caught scrounging from a coal barge and be sent for a week in prison. They feed you nice hot meals in prison.

Mud larks are organised into gangs by older goblins who would put a fagin to shame for grasping opportunism. Their charges are clad in rags stiffened with dirt, and invariably lack shoes. The most valuable article they may find is a copper nail from the bottom of a ship – these are worth 4p a pound. Larking in summer is not too unpleasant, but by winter it is a great trial.

Mud larks are the hardiest of characters, literally able to survive on a bit of string and an old boot. They usually have some terrible and desperate background.

Material Benefits: Larks receive a teapot, billy, wire basket or other such container as can be used to carry their finds – if any.

☛ *Patterer*

Any goblin with a good pair of lungs need look no further than the fraternity of running patterers, who sell books in the streets by loudly announcing the CRIMES, LOVE, BARBARITY and HORRIFIC TRUTH contained therein. A popular MURDER, complete with LAST DYING SPEECH and CONFESSIONS should bring in easy pennies and halfpence from any passionate quarter of the city. Failing the availability of an actual crime or scandal, one of the classic "cocks," such as "The Husband caught in a Trap" or love letters of a well-known person, may be sold instead.

Material Benefits: A valuable true story, song or "cock" (made-up tale).

Servant

The essence of being a servant is to invisibly enhance and provide every comfort and convenience for one's employer. The pay is good, and the work not too odious, although much depends on the status and character of the house wherein one works. Considerable opportunity exists for blackmail and larceny. Unfortunately, most misdemeanours as a servant are punishable by death. In certain positions, a fair and honest profit can be made by selling unwanted stuff to the poor, such as used tea (see also pp. 39-41).

Material Benefits: A silver-plated tray and a pair of white gloves, or a sixpence.

Sewer Hunter

Toshers may be seen, especially on the Surrey side of the Thames, habited in long greasy velveteen coats, furnished with pockets of vast capacity, and their nether limbs encased in dirty canvas trowsers (sic), and any old slops of shoes, that may be fit only for wading through the mud.

– *Mayhew's London*, p. 201.

Toshers (as they are known) make a good living at the dangerous task of searching the sewers in the five or six hours between the tides for bits of metal and rope, lost coins or jewelery. The trade is illegal, but the "Johnnys" on the water are less to be feared than the threat of crumbling brickwork, sudden holes and quagmires, noxious gases, and rats. Sluices trap water at high tide and are opened at low tide, causing a rush of water that sweeps the sewers clean and presents a deadly danger to careless hunters. It pays to travel in a group of three or four with one "old 'un" to guide, and to work quietly but alertly.

Material Benefits: A canvas bag and a long hoe (essential to test the way, drag oneself out of quagmires, and sift the muck).

Street Entertainer

He was a melancholy-looking man, with sunken eyes and other characteristics of semi starvation, whilst his face was scored with lines and wrinkles, telling of paint and premature age.

– *Mayhew's London*, p. 347.

Conjurors, Acrobats (usually termed "posturers"), Clowns, Hurdy-Gurdy Players, and Dancers may all be found on London's streets or at pantomimes, where they play for a few shillings a week. The usual thing is to fall in with a "school" who all assist one another by prompting or filling in, and by sharing new tricks, jokes and songs.

Material Benefits: A costume or a trained animal, and a routine, are the material rewards of being a street entertainer.

Street Finder (Bone Grubber, Rag Picker, Pure Finder)

When I opened the door the little light that struggled through the small window, the many broken panes of which were stuffed with old rags, was not sufficient to enable me to perceive who or what was in the room. After a short time, however, I began to make out an old chair standing near the fire-place, and then to discover a poor old woman resembling a bundle of rags and filth stretched on some dirty straw in the corner of the apartment . . . To my astonishment I found this wretched creature to be, to a certain extent, a 'superior' woman.

– *Mayhew's London.*

"Pure" is used in Bermondsey (and other) tanneries for its cleansing properties, to prepare soft leather for gloves and book covers. It is, in fact, dog dung. As with all the various scroungers and collectors of London, the motivation is to eke a living from nothing. Rag pickers and bone grubbers share this objective but have a much harder time of it. In addition to finding the stuff, the collector is obliged to find a reliable buyer.

Material Benefits: A leather sack or bucket, and a glove (some find it easier to wash a hand than keep a glove in fit condition), bulbous eyes and a small nose.

Tradesman

The tradesmen are not actually joined in a single guild; rather this category includes butchers, bakers, candlestick-makers, piemen, chimney sweeps, cabmen, and a wide variety of others, each with their own individual guild.

Material Benefits: The most obvious of these is a suitable hat. One tool of the trade may be kept by a young tradesman; the rest are returned to the depot or shop at the end of each day. This tool gives a tradesman a feeling of identity outside trading hours.

Determining Shape And Size

Once the character's ST attribute has been worked out, determine his shape and size.

The goblin body is divided into Torso, Arms and Legs. Each of these divisions is given a basic length which is adjusted by the results of mistreatment. Find the length of each, separately, by comparing ST to the standard Height and Weight table (see p. B15) to get a measurement in feet and inches, and then deducting 3' from that measurement. Find his basic weight based upon normal height for ST. Basic length(s) and weight are modified by mistreatment (above) and by misfortune at school, and occupational deformities acquired while apprenticed (see blow). Adjustments to basic length are in inches; adjustments to weight are in pounds.

After all adjustments are made, total height equals Torso Length + Leg Length. It is possible that shape and size will result in an advantage or disadvantage, detailed below. Do not readjust height or weight for that disadvantage . . . shape and size will already reflect it. Finally, calculate and record your Tolerance to alcohol, using the rules in *Drinking and Intoxication* (see p. 100).

Shape and Size Advantages and Disadvantages

Arms

Arms longer than 6' give the goblin 1 hex of extra reach, +1 to swing damage and +2 to grapple, but they can also be attacked in other hexes, as though they were weapons. This is an advantage, worth 10 points per arm.

Arms shorter than 6" subtract 1 from the reach of any weapon. Furthermore, they lack the leverage to wield any weapon which must be swung. If both arms are short you are at -2 on any attempt to grapple. This is a disadvantage, worth -5 points per arm.

Modified Arm ST: Through mistreatment, a goblin may end up with an arm ST that is higher that its normal body strength. This ST applies only to efforts to lift, throw, punch, or use weapons with that arm. Arm ST is bought up (or down) as follows: For one arm: 30% of the cost to increase overall body ST. For both arms: 50% of the cost to increase overall body ST.

Modified Arm DX: Mistreatment may also lead to a goblin whose arm DX is higher than its normal body DX. This DX applies to anything done with that arm or hand. If a task requires more than one hand, and they don't have the same DX, use the lower DX. Arm DX is bought up (or down) as follows: For one arm: 60% of the cost to increase overall body DX. For both arms: 80% of the cost to increase overall body DX.

Legs

Legs longer than 6' can kick with a range of 2. This is a 10-point advantage.

Goblins with legs shorter than 1' have the disadvantage of Reduced Move -1 (-5 points), unless their arms are longer than their Torso Length + Leg Length. In the latter case they have normal Move as long as they are using their arms for locomotion.

If a goblin has uneven legs, he automatically has the disadvantage Lame (Crippled Leg) unless he has a combination of two limbs that both touch the floor at the same time. A goblin's height is always figured using the longer leg.

If Leg Length is 2/3 or more of height, add one level to Appearance.

Prehensile Toes and Feet Manipulators: Mistreatment can lead to a character having prehensile toes, or feet manipulators. These are treated as Extra Arms – the fact that the goblin walks on them is merely a special effect. Extra arms have a base cost of 10 points each, so a goblin with feet manipulators pays 20 points.

Weight

If weight is 30% greater than it would normally be for height, the goblin automatically has the disadvantage of Overweight.

If weight is 50% over what it should be for height, the goblin has the disadvantage of Fat.

If weight is double (or more) what it should be for height, the goblin is truly rotund and has the -20 point version of Fat.

If the goblin weighs 2/3 or less of what it should for its height, then it has the disadvantage of Skinny; but due to the degenerate nature of goblin society, waif-like thinness does not limit attractiveness.

Height

If height is 7' or more, then the goblin has the disadvantage of Gigantism.

If height is less than 3'9", then the goblin has the disadvantage of Dwarfism.

Advantages, Disadvantages and Skills

While most of the advantages, disadvantages and skills in the ***Basic Set*** are useful in ***Goblins***, some bear a slightly different interpretation, or are restricted in some way. ***Goblins*** also introduces several new character traits.

Advantages

☛ *Allies* — *see p. B23*

Pre-existing contacts within the social web, that is Allies purchased with character points, are worth a great deal in goblin society, and are a good way to become involved in the social background. However, goblin society is also very stratified; a beginning character would not have an Ally from a social class outside his own. This is not to say that the Ally cannot be wealthier or better connected than the PC. For example, a street beggar might have an Ally who is a servant, and that servant might in turn have an Ally who is a law clerk. Because a pre-defined social web exists, the player should plan such complex chains of connection with the GM; taking into account that his Allies may also have Enemies. As a goblin advances socially, existing Allies must either be elevated to his social class, or replaced, fading into obscurity, or turned into Dependents. Common Allies to begin with are school mates, especially public-school chums, and fellows in the same guild.

☛ *Common Sense* — *see p. B20*

Players cannot buy this advantage. It would be quite out of character for a goblin to possess such a cautionary inner voice. Instead, the player may like to refer to *Delusions*, p. B32.

☛ *Extra Hit Points* — *see p. B236*

Goblins may acquire an Extra Hit Point or two through mistreatment. Exceptionally huge goblins may also buy a few Extra Hit Points, at 5 points apiece. This results in a split HT score (written HT/Hit Points)

☛ *Immunity to Disease* — *see p. B20*

No goblin may start his career with this advantage; indeed, Goblins seem to have an unnatural predisposition towards disease.

☛ *Literacy* — *see p. B21*

All goblins are born with the ability to speak the King's English, but not to read and write it. Literacy is a 10-point advantage in a ***Goblins*** campaign.

☛ *Patrons* — *see p. B24*

Patrons are normally of the next higher social class. They can usually be found in London, so treat "frequency of appearance" as applying to whether they are willing to help as much as whether they can be found. At the GM's option, Patrons might also include Saints and Angels. As the PC advances in Status, a Patron can change into an Ally, or an Enemy.

☛ *Status* — *see p. B18*

This advantage is central to ***GURPS Goblins***. Players cannot simply *buy* Status for their characters; they must also fulfill wealth and expenditure requirements (detailed on p. 43). Levels of Status cost 10 points instead of the usual 5 (due to Goblin Snobbery), except for Status 5, which costs 35 points and which includes an Unusual Background and King George as a Patron.

New Advantages

☛ *Alcohol Tolerance* — *5 points*

Your body metabolizes alcohol with remarkable efficiency. You can drink steadily for an indefinite time with no major detrimental effects.

While drinking normally, you will never go beyond Intoxication Level 5 on the *Intoxication* table (see p. 101). A normal pace of drinking is about one Tolerance level per half-hour.

If a character with the Alcohol Tolerance advantage is distraught (see p. 101), or wants to get drunk for any other reason, he may consciously decide to push himself beyond his limits, drinking very rapidly and heavily (about one Tolerance level every 15 minutes, or even more). In such a case, the character progresses normally on the Intoxication Chart, except that he gets a +5 to his Tolerance value, and +2 to all HT-related drinking rolls.

☛ *Extra Courage* — *4 points/level*

This raises a goblin's Courage statistic. See *Courage* for details.

☛ *Fur* — *4 points*

Some goblins acquire fur through mistreatment. This gives +1 DR and acts as warm clothing in cold weather, effectively adding HT degrees to the low end of the goblin's "comfort zone" (see Temperature Tolerance, below).

☛ *Goblin Resilience* — *25 points*

Goblins do not begin to make consciousness checks until they reach -HT, and do not check for death at -HT or below. Despite that, once they reach -5 × HT, they are dead.

☛ *Light Hangover* — *2 points*

You have hangovers, but they're not crippling. The duration of your hangover is figured normally, according to the rules on p. 104, but the effect is a flat -1 to DX, -1 to IQ for the duration. Hyperaesthesia does not occur.

☛ *Menace* — *10 points/level*

Goblins with high Menace frighten and repel other goblins. This does not mean that they are necessarily cruel and vicious, but they look it, and this gives them a great advantage in combat (see p. 96).

☛ *No Hangover* — *5 points*

No matter how much you drink, you will never get a hangover. This does not prevent or modify any of the effects of the actual intoxication; it just eliminates the unpleasant aftereffects.

☛ *Temperature Tolerance* — *5 points*

This advantage can be obtained through mistreatment, and indicates that the goblin can function normally at a wider range of temperatures than can most goblins. For game purposes, a temperature "comfort zone" of about 55 degrees (between about 35 and 90 for goblins) is considered normal.

This advantage allows an individual goblin to add 5 × HT degrees to this comfort zone. When "heat" is specified, this is added to the high end of the comfort zone, while when "cold" is specified, this is added to the low end.

The goblin never suffers any ill effects (such as the loss of Fatigue, Courage or HT) from temperatures which fall within its comfort zone, but this advantage confers no special resistance to attacks by fire or ice.

Disadvantages

To avoid having the character's personality pulled in too many different directions at once, it is best to group points in disadvantages so as to have fewer, stronger disadvantages, rather than innumerable conflicting ones.

☛ *Addiction* — *see p. B30*

Opium is currently legal. It is a mild but highly addictive narcotic that induces a feeling of peacefulness. Each daily dose costs 1s 8p. Laudanum (opium mixed with alcohol) is as addictive as pure opium, but is cheaper – a daily dose costs a shilling. In all, addiction to opium, in either form, is a -10-point disadvantage.

☛ *Age* — *see p. B27*

The point value of this is modified to -3 per year over 25 to take into account a goblin's short lifespan.

☛ *Blindness, Deafness, Lame etc.* — *see pp. B27-29*

Physical disability is very common to goblin society, and is often coupled with the advantage of Luck, leading to a sincere belief in God's Big Plan.

☛ *Compulsive Behaviour (High Living)* — *see p. 69 and p. B32*

A habit for high living, as acquired in public school (see p. 69), is a -5-point disadvantage. The trappings of wealth and power are pursued by all members of goblin society, but public-school goblins are that much more likely to find themselves in debt along the way.

☛ *Dependents* — *see p. B38*

It is unusual for a goblin to have a dependent, but a small, furry animal friend might fit the bill. Very tiny goblins are sometimes mistaken for said fuzzy companions.

☛ *Dwarfism, Fat, Gigantism, Overweight, Skinny* — *see pp. B28-29*

These disadvantages are all specifically produced as a result of goblin character generation, so should not be taken separately if using that system.

☛ *Enemies* — *see p. B39*

Enemies are very appropriate in goblin society. Common ones to begin with are the school nemesis (Flashman) and the draconic employer (Scrooge). Later, as a general rule, the GM should balance points that players put into Wealth and Status with points in Enemies. This is not exactly fair because it means that the PCs are, in effect, getting 0 points of improvement; on the other hand, it will breathe a lot of life into goblin society.

☛ *Greed* — *see p. B33*

This is a common disadvantage in goblins. Those who successfully pursue it are rewarded with social advancement and respect.

☛ *Honesty* — *see p. B33*

Goblins are never honest, and do not respect honest people.

☛ *Illiteracy* — *see p. B33*

Illiteracy is the norm.

☛ *Intolerance* — *see p. B34*

Goblins are already intolerant of anyone with Status -4, but plenty of scope exists for other kinds of intolerance.

☛ *Pacifism* — *see p. B35*

Goblins are never pacifists. If they saw one, they would hit it and then steal its money.

☛ *Sense of Duty* — *see p. B39*

All kinds of social entanglements can arouse a sense of duty in a goblin; there's the valuable trust between a pair of thugs, the useful bond of the old public-school tie which forms a private mutual aid society, the rare bond with the mass of goblinity felt by lunatics, the awe and respect of every common goblin for King George and the Flag, the camaraderie of the Military, and so on. Of course, one can always *pretend* to possess a Sense of Duty, in which case one gets all the advantages without any of the disadvantages.

☛ *Youth* — *see p. B29*

Proles are often forced to develop a wisdom in the world far out of proportion to their age, and equally often to fulfil roles usually performed by an adult. Youth is likely to be coupled with very low Status (virtual enslavement) and a Duty (that is, employment – if the Prole is employed, then at 15 he will be let go). Alternatively, the Prole might still live in a low lodging house, thieving or finding his living on the streets.

New Disadvantages

☛ *Alcoholism (Racial)* — *-15 points*

All goblins must spend 1/8 of their lives drunk to the point of boisterousness. Alternatively, they can spend longer periods less drunk or shorter periods more drunk, so long as it averages out the same. For example, every Sunday could be spent in complete happy oblivion – a lot of goblins attend church so as to be safe when fulfilling this requirement.

A special angel has been designated to look after drunks – any goblin molesting a drunk too helpless to act in his own defence receives a -1 modifier to Goblin Luck for the rest of the day. Ambulatory drunks have a +1 to Goblin Luck.

Alcoholism (Extreme) -15 points

Goblins can take this as a personal disadvantage, for a further -15 points. Such a severely addicted character will never be found without a bottle in hand or pocket, and will spend every waking hour intoxicated to at least his normal Tolerance (see *Drinking and Intoxication*, p. 100), and an average of 1/4 of his life boisterous. He must maintain this constant state of inebriation by downing alcohol equal to his tolerance level every half-hour – say two bottles of cheap gin a day at 2s 5p each.

Alcohol-Related Quirks -1 point each

As all goblins are regular drinkers, they are encouraged to take one or more of the following quirks related to alcohol, and may count them against either their quirk total or their regular disadvantage total, whichever is more convenient. Other drinking quirks – for example, "Never drinks alone," or "Thinks he's a comedian when drunk" – are also possible, but can only be taken as quirks.

Alcohol Intolerance – Alcohol "goes right to your head." You will become intoxicated much faster than normal. When you reach your first Tolerance point (see p. 100), you'll immediately go to Intoxication Level 3 (you can go higher, if the roll indicates). At each Tolerance level thereafter, you'll always increase by *at least* one Intoxication level (and you can always increase by more than one, if the dice so dictate).

Nervous Stomach – Alcohol disagrees with your metabolism. You have a -3 to all HT rolls to avoid vomiting while drinking.

Obnoxious Drunk – As you drink you become *really* uninhibited. At each Intoxication Level you must make a Will roll minus your current Intoxication Level, or do something that will embarrass yourself, your host, other witnesses or all of the above. You aren't deliberately malicious or destructive, but hurt feelings and damaged property often follow your drinking. The details will depend on the circumstances – at a formal dinner it might be as simple as commenting out loud on the Duchess's weight, while at an already-wild party you might be the one who tries to swim in the lily pond – whatever it takes to get you remembered as a drunken idiot.

Personality Change – There are many possibilities here. For instance, if you're a vicious drunk, when intoxicated your mood is almost always foul. A goblin might also be a friendly drunk, a singing drunk, a silly drunk, and so on. Most of these require no die rolls – just roleplaying.

Sleepy Drinker – Alcohol makes you drowsy. Beginning at Intoxication Level 6, you must make a HT roll at each new Intoxication Level or become too sleepy to drink. You have 1d × 10 minutes to find a place to curl up before you drift off. If you manage to stay awake long enough to reach Intoxication Levels where everybody must roll to stay awake, you are at an additional -3 to those rolls.

"Only When Drunk" Variable

With the GM's permission, goblins can take mental disadvantages that are active "only when drunk." These are worth 1/4 the usual number of points for most goblins, or 1/2 the usual number of points for goblins who also suffer from *extreme* Alcoholism. Many disadvantages from the ***Basic Set*** may be taken this way, including Bully, Berserk, Intolerance, Jealousy, Stubbornness and all kinds of Odious Personal Habits.

Goblin Jingoism -15 points

The Social Status of a goblin decreases sharply the farther he gets from home – "home" being defined as the place where he earned the Status in question. For details, see p. 40 in *Status*. Reputation is reduced in a similar manner. Every goblin feels an obligation to throw blunt objects at goblins having Social Status -4. It is a tradition keenly maintained worldwide, and explains the general animosity between nations that almost universally prevails.

Goblin Snobbery -10 points

Goblins assign an immense value to Social Status . . . both that which they possess, and that possessed by others. A goblin aristocrat knows without question that he is better than any individual of lower Status. This translates into a steadiness of hand, firmness of mind, and confidence of action that have a real and tangible effect on him. Similarly, a goblin from the gutter is subconsciously, but completely, convinced of his own poverty of body and spirit. PCs might struggle against and revile any such conviction, but there it is.

As a result, all goblins receive their Status as a modifier to every roll that the player would normally make.

Example: Were Jerusalem Grip (Status -2) to engage in a bout of pugilism with Mr Ripper (Status 2), the good Ripper would be at a considerable advantage (+2) as compared to his unworthy opponent (-2). Mr Ripper's advantage would equally apply were he, for example, endeavouring to seduce the lowly Grip's one true love and steal Grip's few honest pennies. If the GM were making a Stealth roll on behalf of the miserable Grip, as he sneaks up to the admirable Ripper to exact revenge, then this roll would also be at -2 (while Ripper would receive a +2 on his Hearing roll).

Example: The battered and bruised Grip (still Status -2) now has it in mind to set fire to Mr Ripper's townhouse, and decides to climb to the balcony laden with fuels suitable for combustion. Grip's climbing roll is at -2, for Status, -3, for climbing a modern building unaided, and -1 for encumbrance. He suffers no disadvantage from the fact that the owner of the building is of high Status.

Goblin Snobbery adds 5 points to the cost of *advancing* in Status (making each level cost 10 points total). This disadvantage has a profound effect on goblin society.

Detecting Status

All Goblins also believe that they can immediately detect the status of any other Goblin. This is in fact not true, but the belief is important to Goblin society.

In general, it is true, the class of a Goblin will be apparent to all comers by the clothing and accent that he affects. But ambitious Goblins often pretend to higher social rank, and in fact it is often necessary to pass (at least briefly) as a member of a higher rank as part of an effort to enter that rank!

When anyone feigns a higher rank, roll his Savoir-Faire vs. the IQ of whoever he is attempting to fool, *plus* the difference between the poser's real and feigned rank. As always, each Goblins takes his *real* Social Rank as modifier.

It is inconceivable that a Goblin would seriously pretend to belong to a lower rank, even for gain. At most, an Aristocrat might want to be seen as "an Aristocrat in disguise." Prudent rabble would pretend to be fooled.

☛ *Horrible Hangovers* *-5 points*

You have a -3 penalty to all attribute modifiers when hung over, and +3 to hangover duration. See p. 104.

☛ *Necrophilia* *-15 points*

Sexual attraction to the dead. This is good for -3 on reaction rolls, if discovered.

☛ *Phobias* *see also p. B35*

Alcophobia, fear of alcohol, -10/-20; Aquaphobia, fear of water, -15/-30; Brachial Traumatophobia, fear of having one's arms damaged, -10/-20; Cynophobia, fear of dogs, -10/-20; Musophobia, fear of mice, -5/-10; Porciphobia, fear of pigs, -5/-10; Pyrophobia, fear of fire, -10/-20; Tanniphobia, fear of tea, -5/-10.

☛ *Reduced Courage* *-4 points/level*

This lowers a goblin's Courage statistic. See *Courage* for details.

☛ *Goblin Aging* *-15 points*

The goblin lifespan is significantly shorter than that of a human. You reach maturity at age 9, and begin to make aging rolls (once a year) at 25. At age 35, you make rolls every six months; at 45, you make them every three months; and at 50, you roll every month! It will not be unusual for a goblin to age noticeably during a campaign.

☛ *Social Disease* *-5 points*

Goblins may acquire a wide variety of social diseases. These are transmitted by close, unprotected physical contact (i.e., Licentious Indulgence). Any goblin who learns of this will react at -1 to the afflicted party, and will automatically resist any seduction attempts made by him. The disease isn't fatal – at least not immediately – but may produce physical symptoms (see *Disease* for some ideas).

☛ *Susceptibility to Poison* *-10 points*

Your body lacks a normal vomit reflex, and you cannot purge toxic substances from your system once they're ingested.

In game terms, you are at -5 on all HT rolls against any ingested poison, and at -3 on all HT rolls to recover from any disease where frequent vomiting is a normal symptom – for example, influenza.

This disadvantage also makes you dangerously susceptible to alcohol. If, at any point along the *Intoxication* table (see p. 101), you fail a HT roll to avoid vomiting, you will not vomit, but instead become sick and miserable (-3 to ST, DX and HT, in addition to any other current penalties). If you continue drinking and fail another HT roll to avoid vomiting, you will go into an alcoholic coma (as described on p. 103) within the next 3d minutes.

This disadvantage cannot be taken in conjunction with the Alcohol Tolerance advantage (see p. 78).

Skills

☛ *Lockpicking* *see p. B67*

There is no penalty to pick the standard Barron lock. A Chubb lock is -5 to pick, and any failed attempt jams the lock, preventing further attempts and warning the owner. A Bramah lock is -7 to pick, but repeated attempts are allowed. Other locks have varying degrees of complexity. Any lock can be opened with a false key (although these may be more or less difficult to make according to the lock type) but to make such a key requires a wax impression of a real key.

New Skills

☛ *Filch (Physical/Average)* *Defaults to Pickpocket-5*

Skill in shoplifting and similar activities – it only covers the actual deed of plucking an item from its rightful place of repose and depositing it expeditiously in a place of concealment. The performance of such acts as appearing innocent beforehand to improve the odds, making a clean escape afterwards, and, in the case of particularly large articles, concealing the object successfully, are covered by other skills. Included in the skill is the Master craft of using a filch – a long pole with a hook on the end – to steal pies through kitchen windows, and washing off the line over a garden wall (the Pickpocket default does not apply to this use of the skill, however).

☛ *Starglazing (Physical/Easy)* *Defaults to DX-4 or Lockpicking-4*

True Starglazing is the use of a pocket knife to crack windows, but the skill includes all forms of jemmy work, prying and levering.

We sometimes see groups of ragged boys, assembled around the windows of a small grocery shop, looking greedily at the almond-rock, lollipops, pies and tarts, displayed in all their tempting sweetness. They insert the point of a knife or other sharp instrument into the corner of the pane, then give it a wrench, and the glass cracks in a semi-circular starlike form. Should a piece of glass large enough to admit the hand not be sufficiently loosened, they apply the instrument at another corner and the new cracks communicate with the rents already made; on applying a piece of sticking plaster to the pane, the piece adheres to it, and is removed. The thief inserts his hand through the opening, seizes a handful of sweets and runs away, perhaps followed by the shopman in full chase.

– Henry Mayhew, *London Labour and the London Poor*.

☛ *Uttering of Base Coin (Mental/Hard)* *Defaults to Forgery-2*

This is the skill of counterfeiting coins. It requires plaster of Paris, a good hot oven, a cast iron or stone pot or crucible, and a ready supply of lead, tin, brass, and silver or gold if possible. A real coin is also required for making the mould. A skill roll is made to see how good the mould is; the amount by which the roll is made gives a level of quality. A receiver of the coin must win a Quick Contest of Skills, using his IQ vs. this level+10, to spot the forgery. An exceptionally poor effort may inflict injury on the forger, by a variety of means: burns, explosive rending of limb from limb, poison gas inhalations and the like. A mould will last for 3d6 castings before chipping or cracking, whereupon a new one must be made.

Quirks

Goblins possess the most lively and astonishing quirks – often exhibiting traits that in other times would be considered shocking. At each rise in social class, PCs may reinforce an existing quirk, or change one for something more remarkable, but the crowning quirk will be that taken upon joining the Titled Aristocracy, where wealth and power can offset any disapprobation, and a well-chosen quirk may attract the eye of the King.

Gender

At the end of apprenticeship a goblin, at the tender age of 14, is fully qualified in the chosen profession. This fact is celebrated by choosing a gender (see *Facts of Life*, p. 7), conforming to it physically and going to a party.

Goblins choose their gender based on the sex that is currently fashionable, or in short supply. Thus, there tends to be little social discrimination based on gender.

Names

A leather worker from Fetter Lane (who later became a Member of Parliament), had the resounding name of Praise God Barebones, and gave to his son the even more resounding name of Had Christ Not Died I Had Been Damned Barebones, or Damned Barebones for short.

At this point, a Prole is as individual as he is going to get, and consequently is given a name. Every goblin has one or more Christian names, and a surname. The Christian name is generally chosen from the Bible, though not only are the names of people used, but also place names and even nice-sounding ordinary words or phrases. There is a general fear that goblins with non-Biblical names might not get into Heaven, because St. Peter might not be sure how to spell them on his list at the Pearly Gates.

Female goblins may be named after flowers instead, because there aren't enough women's names in the Bible to go around, and St. Peter is generally considered to know his flowers pretty well.

Here is a small selection for starters: Aaron, Abigail, Abraham, Adam, Ahab, Amos, Anthony, Augustus, Babylon, Bathsheba, Benjamin, Bethlehem, Charity, Daniel, David, Delilah, Elealeh, Esther, Ezekiel, Eve, Faith, Gabriel, Grace, Gregory, Isaiah, Ishmael, Israel, Jacob, Jeremiah, Jerusalem, Jesus, Jezebel, John, Joseph, Joshua, Josiah, Lazarus, Lily, Luke, Macedonia, Mark, Martha, Mary, Michael, Moses, Paul, Peter, Rachael, Reuben, Rhoda, Roman, Samuel, Sarah, Saul, Simon, Solomon, Susannah, Timothy, Zachariah.

The surname is a name, word, twisted word or combination of words, which generally fits the nature of the goblin. Thin goblins choose slim names with lots of "i"s and "t"s in them, like Dickspittle or Smitts; fat ones choose round names with lots of "o"s and "u"s in them, like Humblebubble or Lumington-Soames. Mean goblins may choose a frightening name like Slaughterboard or Hackdagger to further a career in piracy; comely youths may choose a seductive name like Buttons, Hotcheeks or Cruise to further a career in prostitution.

Some goblins adopt the surname of a Patron out of flattery or to advertise the connection, and young comrades may choose to carry the same name to cement an alliance. Thus, a semblance of family may appear, though only out of convenience.

Choose a name that you can carry with pride, and can say three times quickly without looking it up. Of course, these guidelines are not commandments, and in any event one can choose for oneself any name that one dam' well pleases.

Starting Out On Life's Big Adventure

When this game commences, then, the newly-formed characters find themselves on the first day of the new financial year, their apprenticeship having ended on March 31, and they being without gainful employment.

They do have the following possessions:

A shiny new sixpence;

8p worth of clothing;

Rent paid for the next month, in salubrious social-status -3 accommodation;

Half a small pork pie, left over from last night; and

A consuming thirst.

This may seem like little, and indeed it is. Note, however, that it will be some lucky goblins' birthday, and they might also get a disease (see *Diseases*, p. 105), so things could be worse. Also, summer is coming and it might stop raining.

Some goblins might feel the need to obtain a huge spiky weapon to carry around, before proceeding with anything else, but this is not actually necessary. Weapons are not required for a goblin to do physical harm to others, and are really just icing on the cake. In any case, one can easily make do with whatever piece of scenery happens to come to hand at the time.

Wise old persons, when reminiscing on this period of their youth, almost unanimously agree that the first item on the list is best used to remedy the last item on the list.

The first part of Life's Big Adventure is concerned simply with staying healthy, finding something to eat, something to drink, and somewhere nicer to live. By scratching and clawing, young goblins can generally manage to climb a social rank or two, and attain a somewhat more savory lifestyle. At that time it becomes apparent that a regular income is desirable, to retain or improve this standard of living without all the scratching and clawing, and here the second part of Life's Big Adventure begins.

One fits oneself into the Social Hierarchy (somewhere near the bottom) and begins to grovel and toady to one's betters, to stab one's equals in the back, and to use one's inferiors for pleasure and profit. By doing this, one aims to first obtain regular employment, and then regular income without employment, and then an estate and a humble proletariat to generate one's income without one even being there at the time.

The point of this exercise is to rise in social rank more quickly than one deteriorates through disease, moral decay, and maiming, thereby becoming rich, famous and secure before being crippled to extinction. Doing so is generally deemed Success.

Employment

The following table describes a range of jobs available in London at the lower end of the social scale. Other jobs exist in abundance, and can be created as necessary. However, no job available will pay £200 a month or more. Any goblin earning such a sum does so without working.

Job (Prerequisites), Monthly Income	*Success Roll*	*Critical Failure*
Poor Jobs		
Bird's-nest seller (8s stock, Merchant 10+), 14s	PR	-8s/-i, starve 1d days
Girl (none), 10s	IQ	whipped, 2d/LJ, whipped 2d
Knife and boot boy (none), 10s	DX	whipped, 2d/LJ, whipped 2d
Flower seller (1s stock, Merchant 9+), 10s	PR	-1s/-i, starve 2d days
Mud lark (none), 7s	IQ	starve 2d days/starve 4d days
Labourer (none), 12s	ST	LJ/LJ, starve 1d days
Struggling Jobs		
Chimney sweep (Climbing 12+), £1 10s	PR	fall 1d-1 yards/LJ, fall 1d+3 yards
Cook (Cooking 12+), £1 10s	PR	-i/-i, LJ, 2d
Housemaid (no attribute below 7), £1 6s	IQ	-i/-i, LJ, 2d
Pure finder (Scrounging 10+, Merchant 10+), £1 12s	Worst PR	1d/2d
Rag collector (Scrounging 10+, Merchant 10+), £1	Worst PR	1d/2d
Street clown (Performance 12+), £1 14s	PR	1d+1 (tomatoes)/2d+1(cobblestones)
Average Jobs		
Butler (Savoir-Faire 10+), 6s × PR	PR	LJ/LJ, never work as butler again
Coster (£2 stock, Merchant 12+) £3 6s	PR	-i/2d, transportation
Dockyard labourer (ST 10+), £5	ST	LJ/-i, LJ
Dustman (none), £4	ST	LJ/-i, LJ
Junior clerk (Literacy, Accounting 12+, bond £60), £3	PR	LJ/LJ, lose bond
Purlman (£2 8s stock, Boating 12+, Merchant 10+, a boat), £4	Worst PR	-i/lose stock, Swimming roll or drown
Street seller of comestibles (£1 stock, Merchant 10+), £2 2s	PR	-i/2d, lose stock
Comfortable Jobs		
Bottle collector (£4 stock, Merchant 12+), £8	PR	lose stock/-i, 2d+1
Coffee-stall Keeper (£7 stock, Merchant 12+), £15	PR	-i/LJ, 2d, lose stock
Dog "finder" (Merchant 12+, Stealth 14+), £12 6s	DX	2d/2d and transportation
French cook (French 14+, Cooking 12+, Savoir-Faire 14+), £8 7s	Savoir-Faire	LJ, -i/LJ, ticket to France
Governess (Teaching 12+, Brawling 12+, school room), £10 2s	Best PR-2	-i/-i, 1d-1
Headmaster (Administration 12+, Savoir-Faire 12+), £16	Adm.-2	LJ/LJ, -i
Lodging house keeper (house, Merchant 12+), £27	IQ	lose house/transportation
Packman or pedlar (£3 stock, Merchant 12+), £5	PR-2	-i/-i, 2d, lose stock
Schoolmaster (Teaching 12+, Brawling 12+), £8	Best PR-2	-i/LJ, -i
Secretary (Literacy, Accounting 12+, £250 bond), £16 12s	IQ	LJ/LJ, lose bond
Sewer-hunter (Scrounging 12+, Stealth 12+), £9	Stealth	-i/-i, 3d
Smuggler (Boating 14+, Merchant 12+), £10+	Boating	-2i/-2i, hanged
Wealthy Jobs		
Parish clergyman (Status 2, Theology 9+), £50	Theology	LJ/LJ, blasted by lightning
Lesser civil servant (Status 2), £50	IQ+3	LJ/LJ, -1 Status
Newspaper correspondent (Status 2, Literacy), £33	Writing	LJ/LJ, never work in papers again
Young army officer (Status 2), £33	IQ+3	2d-1/LJ, reputation for cowardice

Wealthy jobs assume a working day of 8 hours maximum, starting no earlier than 10 o'clock and finishing around 4:30. Other jobs assume a working day of 10 to 12 hours a day, six days a week, up by 7, breakfast at 8 and at work by 9.

* Freelance occupation. See p. B193.

PR = prerequisite; LJ = lose job; "d" means dice damage from an accident or punishment (the GM may opt to play this out as an adventure); "i" means months of income lost.

CHAPTER SIX

SUPERSTITION AND THE DEVIL

Superstition

Goblins are profoundly superstitious, although they are still uncertain which superstitions actually work. The GM decides if a superstition is true when it becomes relevant, such as when the PCs make a genuine and earnest effort to use it.

Goblins take an active, rather than passive, view towards superstitions. To guide the reader in using them, superstitions appear in sidebars in relevant chapters, according to what can be done with them.

The Church

The prevailing goblin religion may be described as Church of England, or King James Protestant. King James I died over 200 years ago, but is held in high regard by goblin society on the question of religious matters because his name appears in the front of the Bible. He is believed by common folk to have translated the whole Bible into English by himself, and this is considered to have been a great thing, particularly given that he must have been busy being King at the same time.

The only major point on which current religious opinion differs from that of good King James is that the Pope is not so widely considered to be the anti-Christ. This is not out of any especial good feeling toward that reverend Catholic gentleman, but because Old Nick is prevalently thought to be a pagan, living in London under any of a great number of assumed names, where he can be recognised by his cloven left hoof. Current opinions on magic also differ slightly from those of King James, in that not all magic is considered to be the work of the Devil, and it is felt that magicians should only be tortured and burned when there is evidence of an unholy covenant.

A Street Preacher

When we were on the way home, just at Field Lane Holborn, an inspired divine suddenly appeared on the pavement, and without giving any previous notice of his intentions, violently dashed his hat upon the pavement and, taking a little volume from his pocket, began to preach, with a most awful severity of countenance and gesture, to three small boys who were all that had as yet collected, and who stood without understanding a word he said, staring up in his face in a kind of stupid astonishment. The best part of the fun has to come yet. Just as we were about to walk on, our progress was arrested by a particularly angry shout on the part of the preacher and, turning around, discovered to our surprise that the learned man was bounding about the pavement in a most exciting manner and pointing us out to the congregation who had assembled by this time, as the wicked rich, who robbed the poor, and did all sorts of other things also. I wonder whether he knew how I restrained myself from buying ginger beer at every cart and shop down that very street some two months ago.

– Christopher Wheeler, *Richard Doyle's Journal, 1840*, 1980.

Religious tolerance is widespread, and numerous religions are permitted in London – not only Roman Catholic, Presbyterian, Wesleyan and Lutheran, but also Judaism and Baptist. The Church of England has three times as many followers in London as all the rest put together.

The Philosophy of the Anglican Church

The principles of religion as understood by the goblin public are outlined hereafter. Please note that these principles are not necessarily those actually preached by the Church, but only what the general public (most of whom do not attend) believes them to be. The truth of course, might well be different. These opinions should in no way be construed as reflecting the actual policies of the actual Anglican Church in the present day, which can no doubt best be discovered by regular attendance there.

Avoiding Sin

If you kill a black beetle with the thumb of your right hand before he cocks his tail, the seven deadly sins will be forgiven you.

The only method to secure yourself within doors against gaming, extravagance, routs, adultery, Jacobitism and the enchantment of witches, especially if you are a person of fashion and have never been taught the Lord's Prayer, is to nail a horseshoe upon the threshold.

It is proper to make a low bow whenever a single magpie is seen.

If you point nine times at the moon, you will not go to Heaven.

Never throw ashes, or dirty water, or any article however worthless, out on New Year's day.

It is wicked to point towards the part of the heavens from which lightning is expected.

To whistle at night is an unpardonable sin.

Angels

Some years ago a laughing cherub was captured in East Putney by an enterprising group of youths, who maintained remarkable presence of mind during the Appearance of an Angel. It was purchased by Mr Deuteronomy Wyatt for £16 8s, and displayed for several months – still laughing – in his traveling circus until it pined away and died. Mr Wyatt attempted to have it stuffed and mounted, but found that its skin was so delicate as to simply melt away beneath his touch.

– James Chadwick Esq., *My Life and Sordid Times*, 1828.

The Carrot and the Stick

Goblins are pressed toward virtue, and urged away from sin, by the Grace of God. He dispenses pleasures in proportion to virtue, and suffering in proportion to sin, but not necessarily in that order. It is the duty of the Angels (including the Fallen One) to ensure that the accounts are kept in balance, by dispensing pleasure and suffering, and encouraging vice or virtue, in due proportions. If a

goblin has suffered a lot, Old Scratch tries to encourage vices to match and balance the account, and if goblins have been very naughty the Angels make them suffer proportionately. If goblins are virtuous, the Black Spy tempts them with an abundance of pleasures in the hope of corrupting them (paradoxically rewarding their virtue by so doing) and if goblins are having a great time, the Angels encourage them to be virtuous. This is why the poor are always stealing and being wicked, while the good and virtuous King George is so very wealthy.

Any imbalance at the Last Post is made up a thousand times over at the Clap of Doom, by an abundance of pleasure or suffering in Heaven or Hell respectively. Those with a deficit in their account are given endless torments and scourgings without relief forever, while those with a credit become saints and Angels, and float in Heaven. It is a good thing to have plenty of suffering and as little pleasure as possible during one's life on earth, so that in the afterlife one's sins and vices have all been paid for already, and one's virtues are still due for reward.

Original Sin

Unfortunately, everyone starts life with a monstrous deficit in virtue. This is the Original Sin of Adam and Eve, a great burden of wickedness inherited by each generation from the last, and for which the entire race (except Jesus) is damned for all eternity. Fortunately, Jesus – who was conceived without original sin and lived without the slightest wickedness whatsoever, even though Old Harry tried to tempt him – did a great deal of suffering and built up a great credit in the account. With unusual generosity, he shares this credit around to anyone who asks for it. (He was indeed a wonderfully kind gentleman, and once gave everyone in a whole crowd a piece of bread and a bit of fish each, for free).

The monstrous Original Sin inherited from Adam and Eve can be squared off against the terrible sufferings of Our Saviour, if only one asks for it and sincerely repents one's past sins, leaving only the sins of one's own lifetime to account for with personal suffering. This burden may be great, but at least it is manageable.

It is possible for virtuous folk to do some extra suffering and bequeath the credit to someone else who has done some extra wickedness. For example, good King George – whose conduct is exemplary at all times – suffers blinding headaches in the mornings and a rotten, bilious liver, for the benefit of the nation as a whole.

Only genuine virtue is rewarded with a reduction in suffering – whether one's own or a friend's – not simulated virtue performed with the intention of obtaining pleasure. The desire for pleasure is *greed*, *gluttony* or *lust* (depending on the particular form desired), which is sinful, and is punishable with suffering. The desire for suffering is considered perverse lust, also sinful and not to be encouraged.

God

God is terribly complex, and His Purposes often seem contradictory when viewed from the lowly perspective of a goblin in the street. To reduce the apparent contradictions and aid understanding He presents Himself in Three Persons – the Father, the Son, and the Holy Ghost. The Father sits on His throne in Heaven and makes the rules; the Son sits next to the Father and mercifully makes exceptions to the rules of the Father; and the Holy Ghost invests itself in the poor souls beneath to assist them in their efforts to abide by the rules.

Patron Saints

Saints commonly asked for assistance are (for example) St Christopher, the patron saint of travelers; St Peter, the patron saint of fisherfolk and sailors; St Jude, the patron saint of hopeless cases; St Luke, the patron saint of the medical profession (and interested in medical matters generally). St Catherine is for spinsters, St Agnes for divination and St Swithin causes rain. Young burglars, pickpockets and other rogues often enquire after their own particular patron, and are referred by wits to St Geoffrey – there being no saint of that name. Mary Magdalene is often approached by ladies of doubtful reputation. The Virgin Mary has no particular field of specialty, but rather is mother to us all, and can be turned to by anyone, on any occasion.

Miracles

One of the more remarkable events in the history of Newgate prison was the miraculous escape of John Button on the morning set for his execution. All preparations went as normal, and at 6 o'clock the solemn procession filed out of the cell, with wardens before and behind and the prison chaplain walking alongside Mr Button, exhorting him to repent with his customary zeal. As they passed into the corridor leading to the gatehouse, Mr Button spoke to the minister, saying, "Your time might be better spent examining the shadows of your own conscience, Mr Chaplain. For myself I feel that I am already safe in the arms of Our Lord."

As they passed into a darkened section of the hallway (for it was still dark outside) the chaplain delivered a short but witty rejoinder to the silhouetted figure beside him. He received no reply. As they progressed further, the chaplain repeated his remark, anxious that his wit not be passed over, but again received no answer. By this time they reached the gatehouse, and as they passed out into the cheering, lantern-waving throng he repeated the jest once more, delivering it in a loud voice and with a jocular elbow in the ribs of his companion, hoping that his comment might at least be noticed by some member of the press. But his elbow jabbed only thin air, and starting back with a loud expletive, the minister found to his consternation that he was accompanied only by his own shadow, and that Mr Button had vanished into thin air.

God works in subtle and mysterious ways. When applying to Him for help, one must bear in mind that one gets what one deserves (or will one day deserve), rather than what one wants. Furthermore, the miracles of God may happen before one asks for them, and may be difficult to distinguish from the usual forces of nature, which are of course also works of God, and arranged perfectly to suit His purposes.

There is also no benefit to be gained by praying God to relieve present sufferings in return for a promise of future virtues. God does not make bargains. The Older Brother does, but doesn't keep them. In order to get help from God, it is necessary to be good without expectation of reward.

The Angels

Angels are easier to recognise than other miracles of God. Only two are known by name – Michael and Gabriel – but the others can be recognised by the perfection of their countenances, their wings, the Heavenly Chorus which accompanies them, the billowing clouds and streaming shafts of sunlight, diaphanous scrolls of ether rippling away beneath their feet, and laughing cherubim and seraphim strewing rose petals and orange blossoms before them.

Before applying to an Angel for assistance, it should be noted that their wrath is terrible to behold, and their methods both dramatic and permanent. It is wise to be absolutely certain that one's cause is just, before asking an Angel for help with it. Angels habitually rescue the innocent from temptations and evils by "taking them up" (see *-10 × HT*, p. B126) and punish the wicked by "sending them down" (see *-10 × HT*, p. B126).

The Saints and the Virgin Mary

Saints are dead individuals of profoundly virtuous character, who sit near the throne of God in Heaven and who are able to engage Him in conversation. Saints are applied to for aid in matters where some personal experience of earthly frailty is desirable. Our Saviour Jesus is very understanding in such matters, and could be approached for help by even the most crusty of sinners, but many feel uncomfortable asking Him for help when they have patently fallen arse over tip into a pit of suffering they have themselves dug, intending it for someone else. A goblin of imperfect moral character in desperate need of assistance, but prevented by a sooty conscience from applying directly to God or the Angels for help, may ask a Saint, who may in turn make a request to God on his behalf.

Various saints are patrons of different fields, birthdays and occupations, and feel sympathy for goblins within their own field of interest.

While God Himself does not make bargains with mortal folk, trading miracles for promises of good deeds and virtue, the Saints are not averse to making a deal. The church is very helpful in advising exactly what deed is required for which miracle, and some have even made up a small chart of common ailments, relevant saints and appropriate donations. It should be noted however that the donation only obtains the favour of the saint, who will make requests to God on one's behalf. God (being all-knowing) may still refuse for reasons of His own. In such cases no miracle occurs, and no refund is payable.

The Devil

The Devil goes by many names, because it is believed that if his real name is spoken he will appear on the spot, which is not a good thing. He is an Angel, like Michael or Gabriel, but because he has fallen to the Earth and into darkness he does not get the Heavenly Chorus or other trappings as he moves about. It is said that he can be recognised by the sweetness of his breath, no matter what guise he is in. Angels' breaths are not actually sweet – Angels have no bodily functions whatsoever, and don't breathe – they just seem sweet because they are not foul like everyone else's. A definitive sign is his cloven left hoof, which can be recognised immediately if only he can be induced to remove his boots. Often he goes about in the form of a woman, in which case one rarely has the opportunity to see her feet regardless of whether her boots are on or off, and the breath test must be relied on.

The nature of Old Davy Jones and the scope of his powers is best set out by King James in his pamphlet on this subject. The powers of the Devil are probably only earthly – no more or less than any man or woman – but he is immortal, and has been here for a very long time. By dint of extended study and long experience he has learned and witnessed every trick in the book, and every convolution of the goblin mind. Perhaps he cannot see the future, or into the hearts and minds of ordinary folk, but he can make a shrewd guess most of the time, and this gives him the appearance of knowing what one is about to say or do, before it is said or done. He is also wealthy, having made a number of wise investments over the past 5,000 years. Being immortal, he recovers eventually from even the soundest of thrashings. In short, those feeling a desire to deal with him should think very carefully indeed before doing so. "He who would fight the devil with his own weapons, must not wonder if he finds him an overmatch." (Robert South, 1634-1716)

Bringing Forth the Devil (and Successfully Negotiating With Him)

Saying the Lord's Prayer backwards invariably calls the Devil.

The devil is drawn to any goblin whose path is crossed by a magpie. This can be averted by making a sign of the cross, and spitting on that sign.

Burning elder wood brings the devil.

When a loaf is laid the wrong way up, the devil is in the house.

Persons who go a-nutting on Sundays are frequently joined by an unknown companion and their wallets are soon filled. On looking downwards they see a cloven foot and understand who their companion is, and flee in fear.

The devil's victims can be saved by giving the fiend anything black when he appears to them; as a black hen, a black cat, dog, etc.

The devil may be cut in half with a straw.

Always keep salt in the pockets. Throw a pinch of salt over your shoulder (into the eyes of the devil).

Swifts are the limbs of the devil.

St John's-wort keeps the devil at nine paces.

Referring to the devil by name shall be followed by something evil.

Ravens are a vehicle for witches and the devil to play their pranks in. To understand a Raven's speech is the worst of luck.

Religion in Play

Supernatural powers can be dealt with in three ways:

1. The system of beliefs described above is applied as fact, using rules as given below, in the sections on God, the Angels, and the Devil, in play.

2. They may be ignored altogether. The players may be made aware of the absence, and play without it, or may be lead to believe that such powers are in force, and be continually disappointed in their attempts to use them.

3. The above system of beliefs may be encouraged in characters (and followed by NPCs), while in fact a different system of powers actually applies. For example: the "Angels" seen by goblins are tourists from another dimension, wandering through on holiday; the "miracles" attributed to God are stunts, gimmicks and magic tricks used by a corrupt church to ensure revenue; and the

"Devil" stalking the streets of London is a bitter, lunatic offspring of His Majesty and the poor, broken Queen Caroline – 35 years old, untitled and never acknowledged, his activities paid off and hushed up for fear of the scandal which must follow any trial.

In any case, supernatural powers should be introduced rarely, and the actual system of powers applied should not actively clash with the system of beliefs held by the common population.

God in Play

The subtle miracles of God are obtained by "influencing" God as an NPC. A goblin may pray to God in a church, chapel or other suitable spot, requesting specific assistance or relief. The GM can then roll a reaction on the NPC Reactions table (see ***GURPS Basic Set***, p. B204), applying positive and negative modifiers to the roll according to those past sins and virtues of the goblin as are recollected by the GM at the time. A further -5 is applied for Original Sin, unless Jesus has been asked for forgiveness.

Players are made aware of their modifiers, so as to assess their chances. If the chance of success seems slender, they may choose to apply indirectly to God through the services of a saint. The same reaction table is applied, but with additional (more earthly) modifiers being available.

Whether or not the result is an intercession by God, the roll should be kept secret by the GM. If a miraculous intervention is to occur, the GM either invents a miraculous solution on the spot, or sends an Angel to do it, or uses ***GURPS Magic*** or ***Religion*** as a guide and source of inspiration.

In cases where the nature of the miracle is obvious, as when miraculous healing is requested, the GM can easily describe it. For example: "the very next morning, you awake to find that your leg has miraculously re-appeared, and the sores have all turned to freckles."

In other cases, for example, when miraculous escape from an unjust death by hanging is requested, God might assist in thousands of different ways, and it may be difficult to decide on the form of miracle to use. The GM can find inspiration, and a guide to an appropriate scale and form of miracle, by opening ***GURPS Magic*** at random and using a spell from the chosen pages to solve the problem. God automatically succeeds with any miracle He chooses to perform, but they should not absolutely resolve the situation for the goblin in question, but only provide the goblin with an opportunity and the means to resolve it. If the goblin fails to make full use of the opportunity, he is stuck with his problems.

Angels in Play

Angels should appear very sparingly in play, do their deed thoroughly, and leave without delay. No angel should appear without a specific task in mind, and it should perform that task in the most straightforward manner possible. It is advisable for GMs to refrain from engaging characters in conversation with angels. The imposing appearance and perfect skin, calm expression and flaming sword of an angel, and all the surrounding cherubs and heavenly chorus, scent of frankincense, strewn rose petals and ripples of shredding ether are easy to describe to players in words. It is more difficult for a GM to imitate the melodious and entrancing, compelling yet amusing, concise but not abrupt conversational style of the angels. So it is therefore best that any angel performs its task without speaking.

The Devil in Play

If the Devil is to be encountered in the streets of London, the GM must never allow his true identity to be proven beyond doubt. The reason for this is simply that while it is quite out of character for the Devil to be easily suckered in some devious plot hatched by a group of characters, in practice it is not so rare for the GM to be so suckered. If the GM is foolishly caught out in this manner, and "the Devil" is cornered and beaten to a messy pulp by such a group of characters, it is possible to shift reality slightly, and have it transpire that the gentleman in question was not actually the Devil at all, but just someone acting like him. For similar reasons, the Devil should be accompanied at all times by a large, nameless mute of doubtful reputation, who can engage would-be assailants in any uncouth contests of violence which they feel inclined to propose, while the Old Gentleman slides quietly into a shadow and disappears. He should avoid physical violence whenever possible, to avoid potential embarrassments, and should use his victims to commit violence upon one another when such things are necessary.

His principal motive is always to lead those he meets – and anyone else – into sin, without giving them anything in return. Anyone dealing with the Devil should finish up in a struggle just to break even, and feel thankful if they can cut their losses and get out of the whole messy situation. The Devil delights in providing an apparent way for his victims to escape the consequences of a small sin by committing a larger one, which leads from the frying pan to the fire. It should be possible for goblins to beat the Devil, if they are really exceptionally cunning, but not on a regular basis.

☛ *Deals with the Devil*

Deals with the Devil follow the following format:

1. A goblin, whether PC or NPC, feels a need. In play, PCs will create their own needs, which might include cure from injury or ailment, social advancement, the affections of some other goblin, or, frequently, a great sum of money.

2. The Devil appears on the scene and offers a tidy solution to the need, in return for a favour. The favour appears to comprise a little sin, but there is a condition attached. The Devil takes in bond one thing which the petitioner likes most – a favourite coat or hat, a meat knife with fond memories attached, a personal friend – while the deed is done, and if the deed is not done, the item is forfeited.

3. The little sin turns out to be less little than it first appeared. Alternatively, the tidy solution turns out to be worse in consequence than the original need. The petitioner must choose whether to give up the task, lose the forfeit and not have the original need met, or to commit the sin, regain the forfeit and bear the solution.

4. As Old Nick well knows, God is intolerant of the servants of the Devil. All Goblin Luck rolls are at -3 while performing the task, and possibly more depending on the magnitude of the sin. It is likely that the sin will go horribly wrong, and end disastrously. If the sinners back out in a fit of conscience or nerves, then the Devil does the deed himself, but implicates or embroils them in some way, e.g. by leaving the forfeited item on the scene.

5. Perhaps the wicked, guilty sinners feel a need to have the situation rectified. The Devil appears on the scene, and offers a tidy solution to the need, in return for another favour. The favour appears to comprise a moderate sin, but there is a condition attached. Perhaps The Devil takes the ring finger of the left hand, but promises to sew it back on again afterwards . . . now if only it would stop bleeding while the petitioner does the favour . . .

A Deal With The Devil

I borrowed ten pounds of him when no-one else would lend me sixpence. He wanted it back by August, and five pound more besides or my soul would be forfeit, and I thought, 'August!' I thought, 'By August I'll have ten pounds a week, or be dead in the effort and safe in the arms of Our Lord.' So I borrowed the ten pounds and bought my stock, and that same afternoon the Peelers took me up for passing a stolen banknote. The stock was stolen too, but I knew that. Of course I couldn't show my contract for proof of obtaining the note in good faith, it being signed in blood and mentioning my soul and so forth. So here I am on my way to Australia, and he'll be there on the dock, I know he will, saying, 'where's my fifteen quid?' We're due to arrive in August you see. I've tried to throw myself overboard, but what can I do? They chain us down. Anyway you're damned for suicide, everyone knows that. God? He'll not help me, I think. Why should he? My soul's not mine to ask for, at least not after August. I'm stirring an uprising on ship before then if I can – throw the crew overboard, pirate some merchant, escape to who knows where – an ugly piece of work for the sake of fifteen pounds, I know. It's the only path I'm offered.

– James Chadwick Esq., My *Life and Sordid Times*, 1828.

List of Spells Known Only in Ancient Egyptian

Accuracy, Activate Runes, Alter Body, Alter Visage, Animate Plant, Armor, Bane, Blink, Body of Stone, Body of Water, Breathe Fire, Breathe Water, Charm, Cold, Continual Light, Control Elemental (any), Control Illusion, Control Person, Control Zombie, Cornucopia, Create Animal, Create Earth, Create Elemental (any), Create Plant, Create Warrior, Dancing Weapon, Disintegrate, Earth to Air, Earth to Stone, Earth Vision, Enslave, Explosive Fireball, Fireball, Flame Jet, Flaming Missiles, Flaming Weapon, Flight, Force Dome, Freeze, Geyser, Gift of Tongues, Halt Aging, Hawk Flight, Heat, Ice Dagger, Ice Slick, Ice Sphere, Ice Vision, Icy Weapon, Instant Regeneration, Instant Restoration, Invisibility, Light Jet, Lighten, Lightning, Lockmaster, Loyal Sword, Loyalty, Mage Lock, Mass Sleep, Mind Sending, Panic, Perfect Illusion, Permanent Forgetfulness, Permanent Madness, Permanent Possession, Plant Form, Plant Growth, Powerstone, Puissance, Quick Draw, Rear Vision, Reflect, Regeneration, Repair Arrow, Reshape, Restoration, Resurrection, Reverse Missiles, Sand Jet, Shape Earth, Shape Stone, Shape Water, Sleep, Soul Jar, Sound Jet, Staff, Stone to Earth, Summon Elemental (any), Telepathy, Teleport, Teleport Other, Teleport Shield, Truthsayer, Turn Zombie, Utter Dome, Volcano, Walk on Air, Walk on Water, Walk Through Earth, Wallwalker, Water Jet, Weather Dome, Whirlwind, Windstorm, Wizard Ear, Wizard Eye, Zombie.

Magic

No matter what kind of campaign is being run, there are some rules which automatically apply to goblin magic.

1. All verbal rituals must be spoken in a foreign language of at least Average difficulty to learn. Most spells are known in several languages, as determined by the GM, but some are found only in Ancient Egyptian – a language which cannot be spoken today. See the list in the sidebar. The Devil might know one or two of these latter type, but to get them a goblin will, at the very least, have to perform some heinous sin (see *Deals with the Devil*, above).

A mage's spells are usually all learned, and therefore spoken, in the same language. Users of magic are required to have absolute fluency with all of the languages their spells require. Players should bear in mind the probable reaction of a London crowd upon hearing a foreign language spoken loudly in their midst accompanied by mysterious gestures and movements. The only really acceptable use of spoken ritual is in Latin, in church.

2. Goblin mages can have a Magical Aptitude no higher than their level with the Musical Ability advantage (see pp. B21-22). Goblin music captures the essence of goblin magic. Whether the music be choir, opera, orchestra, organ, classical instrument or whatever, the spine-tingling feel of a virtuoso performance is the same as the fine supernatural touch of magic. Some of the great goblin composers are thought to have sold their souls for supernatural powers, but nobody knows for sure if this is true.

The Standard Campaign

Magic might exist, but the PCs don't have access to it. Any apparently magical or miraculous event can always somehow be explained by natural causes.

The Low Magic Campaign

London is a low-mana area in which magic is generally unknown. Mages must take the Unusual Background advantage (10 points) and if they wish to begin play with any spells they must either be foreign or take Allies or Patrons who are foreign. In the latter case, the mage will have Duties required in return. Magic is rare and spells are well-guarded by those who claim to have them. Special social requirements are common, and many, many charlatans and fakes exist. Despite the scarcity and difficulty of magic, goblins are tolerant of it. It's just foreigners they don't like.

A mage in a low magic campaign could be a secret occultist, an investigator into the beyond, a gypsy stranded in London, a hermit, part of an aristocratic goblin's collection of curious and wonderful things from abroad, and so on.

Regarding style for mages: foreigners, as everyone is aware, have no sense of fashion, and might turn up wearing robes in odd places. Secret societies, elaborate rituals and theatrical props are *de rigueur* for the goblin spellcaster.

The High Magic Campaign

A high magic campaign is run in the London district of Soho, where foreigners are numerous. This suits a campaign involving Leisured Gentlefolk, as members of that class like to frequent Soho and mingle with foreigners to show how worldly they are.

The greatest difference between high-magic and low-magic campaigns is the ease of access to spells and magical items. The kind of magical items available would be more in the line of Opium Pipes of Vision and such like – glowing magical longswords are right out! But even high magic should have an exotic and foreign feel – if only because it can never be cast in the King's English.

Spells will still be difficult to use, due to London's low mana . . . any really effective magic will be exploited for every pound it is worth.

Psionics

Goblins are as likely as humans to have psionic abilities. That is, not very.

The Standard Campaign

In the standard campaign, these abilities are effectively nonexistent. The PCs cannot take psionic powers or skills, and such manifestations of ESP, clairaudience, precognition, etc, as may occur can almost always be attributed to natural causes upon investigation. But not always. To preserve a sense of mystery, it is always just possible that an NPC, living or dead, might have psionic powers.

The Slightly Psionic Campaign

Powerful psionics are very, very rare. The maximum allowable Power level for a PC is 5; the probable Power level is 1. Those goblins who don't have any obvious powers of the mind believe in psionics in an extremely superstitious way. A few goblins out-and-out declare that psionic abilities do not exist at all, a position well supported by the numerous fake "Hypnotists," "Mind Readers," "Gypsy Clairvoyants" and so on, none of whom have an ounce of Power.

Those who do possess preternatural talent are not free to turn an easy profit from them. God Himself is only too aware of the temptations and bedevilments that such power leads to, and has Taken Steps to curb their abuse. Whenever psi is used by any PC during play, all Goblin Luck rolls for their entire party are at -1 until the session ends. In addition, any goblin wishing to take psionic abilities, except for Empathy, must also take the Unluckiness disadvantage. For the record, the greatest number of strikings by lightning is seven times. The unfortunate victim finally committed suicide after being rejected in love.

Three specific abilities are so heinous as to be outside even God's forbearance. Sleep, Telecontrol and Mindwipe may not be taken by PCs. The first, because it would permit Rest for the Wicked, the second, because God believes in Self-Determination, and the last, because God cannot abide that evil-doers should be free from Conscience stirred by Memory.

Influencing Witches, Ghosts and the Supernatural

A bunch of ash keys carried in the hand preserves the bearer from witchcraft.

If a bat is carried alive three times around the house and then nailed upside-down outside the window it will protect the occupants from the supernatural.

A broom laid across the threshold will turn aside a witch.

The ghost of the person last buried watches the churchyard.

Spirits dare not cross a running stream.

Do not take a pin as a present from a witch.

Ghosts never pay a visit without giving their fashionable signal of three raps to announce their arrival.

A ghost will not return to a room in which the furniture has been rearranged, because it won't recognise the room as its own.

Leaves of elder protect against warlocks, witches and lightning.

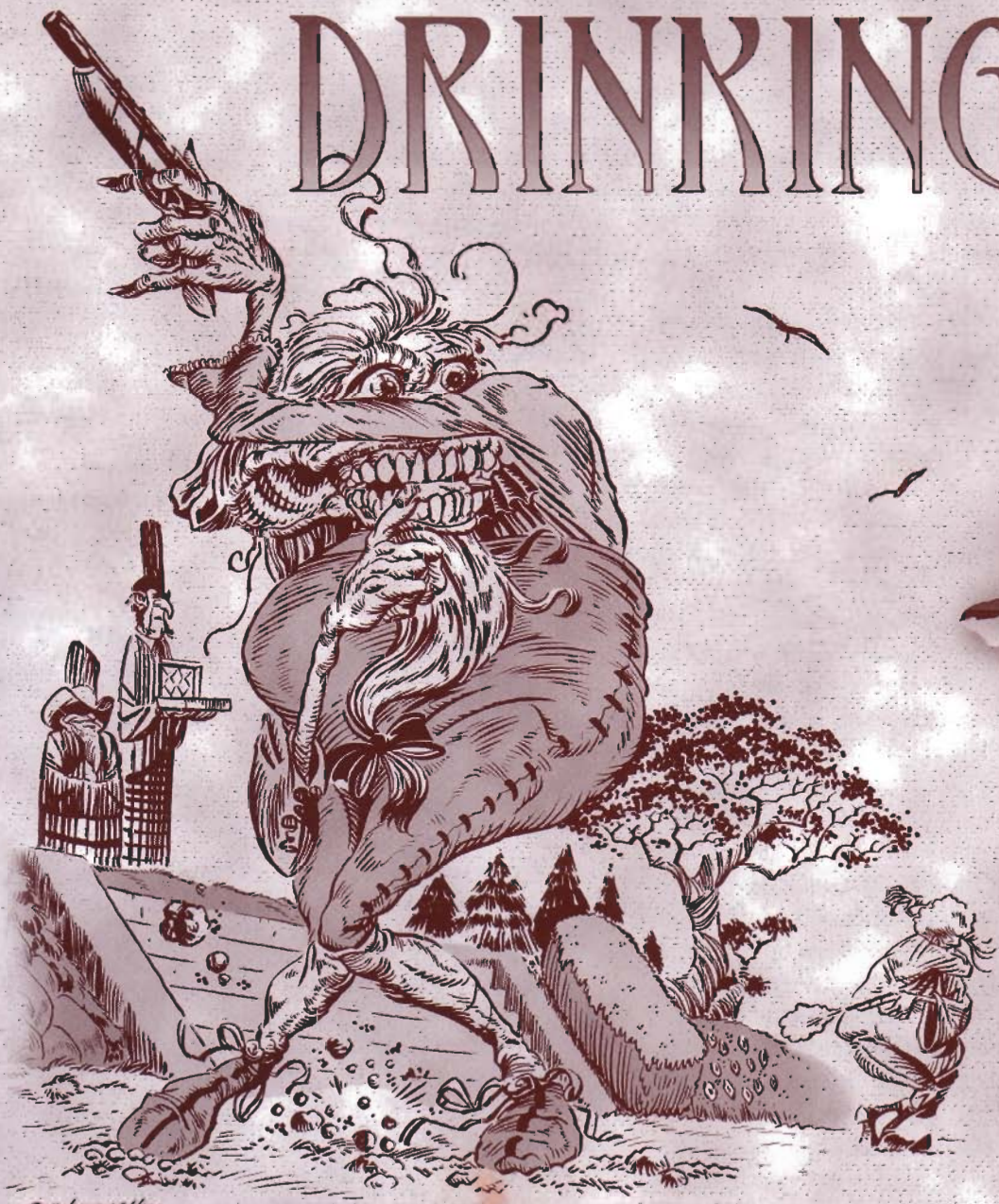
Candles burn blue when spirits are in the room.

If nails, extracted from a tomb, are driven into the threshold of a door, they will prevent nightmare and corpses.

Cutting oak wood brings supernatural repercussions to the doer.

CHAPTER SEVEN

FIGHTING AND DRINKING



"I'll Whack Him"

In goblin combat, keenness is what counts. The turn sequence is therefore decided by whichever of the participants first declares "I'll whack him." At that point, everyone on the same side as the declarer takes a turn, starting of course with the declarer, and then everyone on the other side takes a turn. If it happens to be impossible to determine the first declarer, one can compare Move scores or roll dice, according to one's predisposition, but only in genuine *High Noon* situations.

The Pain And The Fear

When a goblin is injured, he is not only battered and bruised but also understandably downcast. It is this temporary loss of morale which is the most important feature of goblin combat. Forcing one's opponent to collapse into a blubbering heap, or to flee in terror first, is usually regarded as winning, and brings most of the advantages that killing your opponent might have, with none of the difficulties associated with murder (see *Murder*, p. 30). Goblins also have a measure of invulnerability to normal forms of damage. This does not stop them being injured or crippled – mark off hit points as normal – but it does make them less likely to die from their injuries.

Goblins do not need to roll to stay conscious until at -HT or beyond; they then begin making checks each round to stay conscious, but do not make any death checks. The structure of a goblin's body retains a vestige of its considerable childhood resilience and malleability, so it is in no particular danger of giving out, notwithstanding the effects of crippling injuries, until the goblin reaches -5 × HT, at which point he falls down, dead.

Despite this terrific physical resistance to injury, goblins are susceptible to ordinary pain and fear. For this reason, all goblins must compute a new statistic, based on their ST, called Courage (see *Courage*, p. 64). Goblin Courage acts as a kind of psychological HT in combat.

Initial Courage

As explained in the *Characters* chapter, goblins start with Courage equal to their ST, modified for Cowardice and Status. From this base, Courage may be raised or lowered by taking Extra or Reduced Courage.

Drunkenness: Courage is increased by the extent to which a goblin is intoxicated. For example, an "Unsteady" goblin increases his Courage by 4 (see *Drinking and Intoxication*, p. 100).

Fear: Contact with a source of fear reduces Courage to the same extent that it penalizes a Fright Check. For example, surrounding a demophobic goblin with a crowd of 100 other goblins reduces his Courage by 2 (see pp. B35 and B93). Sources of fear are usually but not always related to phobias – other modifications can be made, at the GM's pleasure, for other horrifying events.

Fatigue: Anything that reduces Fatigue has the same effect on Courage. For example, extremes of heat (see *Heat*, p. B130) sap Fatigue and therefore reduce Courage.

Fighting Boot And Nail

. . . I knocked my father down and well-nigh killed him with a flat-iron before I were twelve years old. I was a beauty then and I ain't improved much since I've been on my own hook. I've had lots of rows with these 'ere sodgers, and they'd have slaughter'd me long afore now if I had not pretty near cooked their goose . . . look at my arm where I was run through with a bayonet once three or four years ago.

– Henry Mayhew, *London Labour and the London Poor Vols. I-IV*, 1862.

Goblins combat emphasizes the gritty details of pain and fear, while limiting the chance of death. Typically, protagonists will employ impromptu weapons and informal fighting styles, and to this end the close combat rules and the sidebarred combat options from the ***GURPS Basic Set*** ought to be used extensively. Combat should have a bone-splintering, "ouchy" feel, rather than a clean slash and slay flavour, and while participants may end up floating in the Thames nursing broken fingers, and perhaps wondering how to remove the fish-knife from their kidneys, actual, final, death should be difficult to arrive at. References to relevant rules from the ***GURPS Basic Set*** are sidebarred throughout this chapter.

Painful Themes and Terrifying Variations

A number of rules require special consideration in a ***Goblins*** campaign. These include:

"My Weapon's Stuck – The Problem with Picks" (p. B96)
This rule can be extended to cover ice-picks, pirates' hooks, iron palings (fallen upon from a height) and the like, as well as the normal labourer's pick. Getting something pointy and sharp stuck in one's body ought to be memorable.

Effects of Injury (p. B99)
Part of this rule lets a goblin knock someone down without knocking them out at the same time . . . creating a challenging roleplaying opportunity for PCs who have fallen down and are now desirous of persuading their assailants to let them get back up. Goblin Resilience does not counter Knockdown and Stunning or the debilitating effects of Severe Wounds.

"Reach" of a Weapon (p. B102)
This is important for goblins with exceptionally long or short limbs.

Knockback (p. B106)
Provides the same benefits mentioned under Effects of Injury, with added implications depending on whose back is to the window.

Hit Location (p. B109)
Highly recommended – a ratting shovel to the kneecaps brings a tear to the eye that deducting HT just doesn't manage. Even a trivial slice through the fingers with a scalpel gives one pause for thought.

Advanced Injury Rules (p. B110)
These rules have the interesting side effect that a goblin aiming for a crippling blow to the vitals might just as easily murder his foe by mistake. Of course, the constabulary won't see it that way.

All of the Close Combat rules (pp. B111-113)

Suffocation (p. B122)
A very engaging way to brush with death . . . filled with struggling, kicking and thrashing about.

Dirty Tricks (p. B123)
The GM should invent a few of these in order to instill players with the predominant goblin motive of revenge.

Continued on next page . . .

Courage in Combat

When combat starts, reduce everyone's Courage by the current Menace of their *single* most menacing opponent. The Menace rating of *one* weapon may be included in "current" Menace, if that weapon is being drawn attention to (see *Weapon Menace*, p. 97, for details).

If one side is outnumbered, reduce Courage on the outnumbered side by the current Menace of their *second* most menacing opponent, in addition to the above.

The Effect of Injury on Courage

Whenever a goblin is injured by an animate thing (usually another goblin), his Courage is reduced by the amount of damage taken.

If Courage drops below 0, begin making Fright Checks at the start of each turn (do this before choosing a maneuver). Modify each roll by present Courage, and continue making these checks until you are no longer being frightened. If a check is failed, consult the Fright Check Table (p. B94). Should a goblin be unlucky enough to get a 24 on the table, then he is afflicted with a voiding of the bowels amounting to **Social Death**! In game terms, the character gains 15 points of Social Disadvantages chosen by the GM.

Fright Checks caused by loss of Courage are subject to the usual bonuses and penalties, a typical bonus being +5 for making the check "in the heat of battle," and a typical penalty being low social level.

Recovering Courage

Once a frightening situation has been resolved, victorious goblins recover all of their Courage, at once. Others do not regain it until they are perfectly safe (as determined by the GM), and have had a stiff drink.

WEAPONS

Weapons At Different Social Levels

The Gutter

Ratting shovels, steel-capped boots, butcher's knives, and such predominate in the lower classes. This is partly because the upper classes reserve the rights to all the really fancy weapons, partly because weapons that look scary and gruesome are no less effective than the keenest steel, and mostly because such tools are cheap and always to hand.

A goblin in the Gutter is much more likely to be seen pacing along in his greatcoat, one hand fingering the meat knife in his pocket, than he is to be seen with a shortsword, sabre, or cutlass at his side – carrying the latter type of weapon being highly illegal, for goblins of *this* class.

The Working Class

Much of what is said about the Gutter also applies to the Working Class, except for a very small group of extremely wicked goblins who are plotting revolution. These latter may have access to better weapons, smuggled in by foreign sympathizers. Not a moment's thought of mercy should be spared for such scum.

The Leisured Gentlefolk

As a member of the main duelling class, a goblin of leisure may well own a sword and a brace of pistols, and possibly a fowling piece. However, to carry

them about on your day-to-day business, while not illegal, is impractical, uncouth and unfashionable – giving you the appearance of a country bumpkin, a lunatic, or a foreigner.

The Titled Aristocracy

The primary and most useful weapon of any goblin Lord or Lady is a stout footman and the stern command, "Whack 'im." Members of the privileged class may also carry fowling pieces, when hunting, and sturdy oak and brass canes, when walking. Of course, in any dealings with the upper crust, one must also always be prepared for the sudden, unpleasant appearance of a croquet mallet and its subsequent conjoinment with one's cranium.

Guns and Shooting

Guns are uncommon, illegal (in London), unpredictable, and intended principally for the upper classes. A gun of any size is basically a tube. One stuffs it utterly full of gunpowder, drops a ball of lead into one end, and bangs a flint against a piece of metal at the other end. It is advisable to point the first end away from oneself, and to close one's eyes and mouth.

In ***Goblins***, shooting is resolved as a Quick Contest of Skills between the shooter's Guns skill and the target's Theology skill. This means that the Pope will be able to sleep at night, and it goes a long way towards explaining why the Mafia are all Catholics. Note that the target is not necessarily presumed to be exerting himself in defence; his skill roll represents the natural order of things, by which the King (who has a +8 bonus to all skill rolls and, being head of the Church of England, an appropriately high Theology skill) has the divine right not to be harmed by some guttersnipe with a stolen pistol. All of the usual penalties for size, speed and range are still applied to the shooter's skill.

This may seem complicated, but then one only has one shot between reloads, so it is worth making a fuss over it. Put simply, goblins of low Status have a minimal chance of shooting one another, and almost no chance whatsoever of hitting someone of high Status. Goblins of high Status have a minimal chance of shooting each other, and a great chance at shooting someone of low Status.

Duelling with pistols is fashionable in the upper middle classes, where (if calculations are made) one's chance of hitting someone of equal social level is found to be at its best. The standard distance is 20 yards (ten paces each), giving shooters a penalty of -6, but with the benefit of one turn of aiming, so Accuracy modifiers apply. One is, of course, presumed to be standing still. Shooting may be simultaneous, or taken in turn, as the duellists prefer; simultaneous shooting is resolved as two Quick Contests of Skill. It is fashionable to shoot last, and doing so assures one of a warm bed for the evening.

Weapon Menace

All weapons are rated for the bonus they give to the Menace of the wielder. This bonus is applied when the weapon is drawn attention to in a threatening and obvious manner (preparing to strike someone with it would count, while carrying it around completely concealed would not). Weapon Menace stems from deep-rooted psychological associations, and has nothing to do with the relative effectiveness of the weapon in killing people. School canes and barbers' scissors are, therefore, very menacing indeed. Goblins can only benefit from the Menace of *one* weapon at a time, unless the GM is running a cinematic campaign (see p. B183), in which case every weapon counts.

Painful Themes (Continued)

Instant Death (p. B126)
Important for Death without Mercy (see *Punishment*).

Effects of Crippling Injuries (p. B127)
Because goblins are quite resilient they will generally survive a crippling blow. It is therefore useful to be familiar with the ongoing consequences of injury. Older goblins proudly sport several personality-building disabilities.

Accumulated Wounds: An Optional Rule (p. B129)
It is suggested that this rule not be used, in order to reserve a degree of heightened drama for especially awful wounds.

Last Wounds: An Optional Rule (p. B129)
Goblins should only die from dramatic injury, so this rule should *definitely* be used.

Bleeding: An Optional Rule (p. B130)
It is suggested that this rule be used in *Goblins* so that: a) characters will occasionally have blood on their hands, literally; b) scalpels, ice picks and pistols are just a little bit scarier; and because c) goblins can't easily die of blood loss . . . unless something awful happens to them after they pass out.

Assorted Hazards (pp. B129-131 in particular)
London contains a variety of surprises for the unwary goblin, many of which are covered by the assorted hazard rules. Falling is especially common.

WEAPONS

HAND WEAPON TABLE

Weapon	*Menace*	*Type*	*Damage*	*Reach*	*Cost*	*Weight*	*Min ST*	*Special Notes*
AXE/MACE (DX-5)								
Hammer	1	cr	sw+2	1	6 1/2p	4 lbs.	12	1 turn to ready.
Cleaver	3	cut	sw	1	1s 6p	2 lbs.	7	Throwable. 1 turn to ready.
BLACKJACK (DX-4)								
Blackjack	1	cr	thr	C	3s	1 lb.	7	May not parry.
BROADSWORD (DX-5, Shortsword-2)								
Walking stick	0	cr	sw	1	2p-1s	2 lbs.	7	
Cudgel	2	cr	sw+1	1	1p	3 lbs.	10	
FENCING (DX-5) *See p. B99 for fencing parry rules.*								
Cane (School)	3	cut	sw-2	1	8p	1 lb.	–	Max. dam. 1d+1.
FLAIL (DX-6) *Any attempt to* **parry** *a flail weapon is at -4. Fencing Weapons* **cannot** *parry flails.*								
Life-preserver	1	cr	sw	1	3s	1/2 lb.	–	1 turn to ready.
KNIFE (DX-4)								
Barber's Scissors	2	cut	sw-2	C,1	1s 4p	1 1/2lbs.	–	Max. dam. 1d+2.
		imp	thr	C				Max. dam. 1d+2.
Fish Knife	1	cut	sw-1	C,1	1s 6p	1 lb.	–	Max. dam. 1d+2.
		imp	thr	C				May get *stuck.*
Kitchen Utensil								
(Bladed)	0	cut	sw-3	C,1	–	1 lb.	–	Max. dam. 1d.
(Pointy)	0	imp	thr-1	C,1	–	1 lb.	–	Max. dam. 1d.
(Blunt)	1	cr	sw	C,1	–	2 lbs.	7	
Meat Knife	2	cut	sw-1	C,1	2s 6p	1 lb.	–	Max. dam. 1d+2.
Pocketknife	0	cut	sw-3	C,1	4p-1s	1/4 lb.	–	Max. dam. 1d.
		imp	thr-1	C				Max. dam. 1d-1.

Weapon	*Menace*	*Type*	*Damage*	*Reach*	*Cost*	*Weight*	*Min ST*	*Special Notes*
POLEARM (DX-5) *All polearms require two hands.*								
Ratting Shovel	1	cut	sw+2	2,3	2s 6p	6 lbs.	9	2 turns to ready.
		imp	thr+2	1-3				1 turn to ready.
Shovel	2	cut	sw+1	2,3	2s	6 lbs.	10	2 turns to ready.
		cr	sw+1	2,3				
SHORTSWORD (DX-5, Broadsword-2)								
Belaying Pin	0	cr	sw+1	1	6p	4 lbs.	10	1 turn to ready.
		cr	thr	1				
Bottle	0	cr	thr	1	–	–	–	Max. dam. 1d; breaks on a 6!
	2	cut	thr	C,1				Broken.
Cutlass	3	imp	th	1	4s	2 lbs.	7	
		cut	sw	1				
Jemmy/Crowbar	1	cr	sw+1	1	3s	3 lbs.	7	
STAFF (DX-5) *Requires 2 hands.*								
Boathook/Filch	1	cr	sw+2	1,2	6p	5 lbs.	8	
		cut	sw+2	2				1 turn to ready.
Staff	0	cr	sw+2	1,2	3p	4 lbs.	6	Parry is 2/3 staff skill.
		cr	thr+2	1,2				
WHIP (No default)								
Whip	3	cr	sw-2	1-7	9p/yd	2 lbs./yd	10	Max. dam. 1d-1; see p. B52.
BRAWLING								
Boot	1	cr	+1	C,1	6s 6p-10s	–	–	Adds to damage done with a kick; see p. B101.
Hook (prosthetic)	3	cut	sw	C	1s 8p	–	–	
Tankard	0	cr	+2	C,1	6p	–	–	Adds to damage done with fists; see p. B112.

RANGED WEAPON TABLE

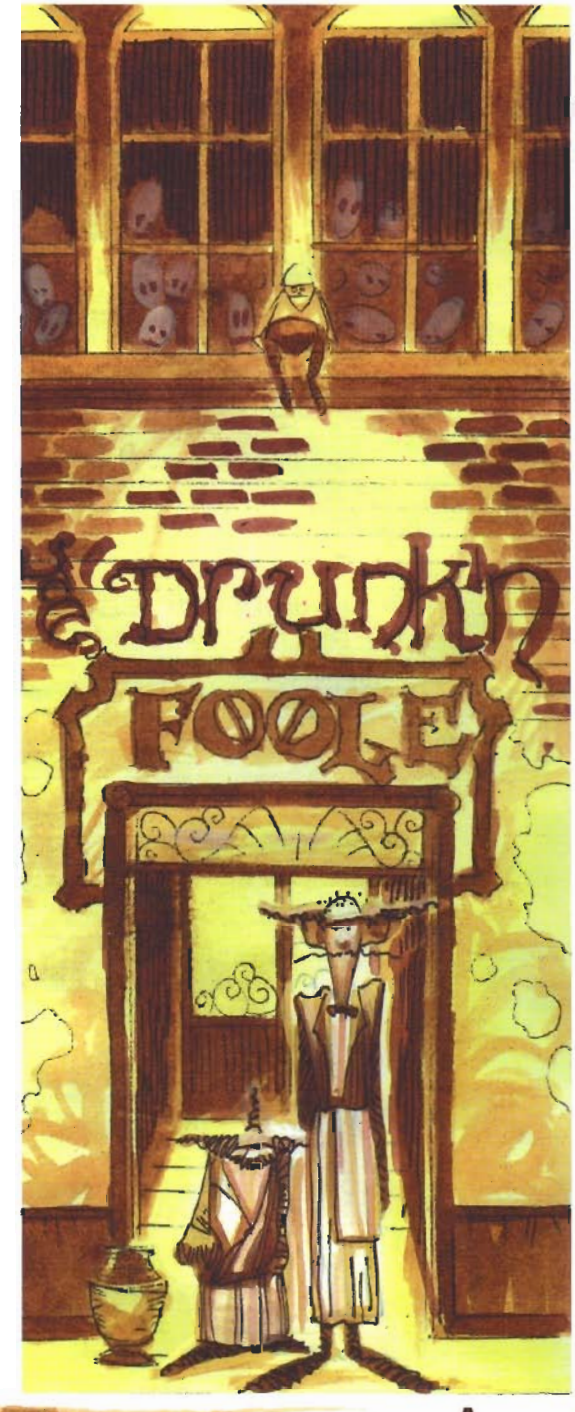
Weapon	*Menace*	*Type*	*Dmg.*	*SS*	*Acc*	*1/2D*	*Max*	*Wt.*	*RoF*	*Shots*	*ST*	*Rcl*	*Cost*	*TL*	*Ammo Cost*
NON-REPEATING PISTOLS															
Pistol (BP)	3	cr	2d-1	13	1	75	400	3.25	1/60	1	10	-1	£5 6s	4	6p/shot.
SHOTGUNS															
Manton Double (BP)	4	cr	4d	9	5	25	150	8	2~	2	13	-4	£42	5	6p/shot.

Binges

Since all goblins are alcoholics, they must check on their first drink to see if it triggers a binge. A goblin on a binge will always drink to at least Intoxication Level 9 if he can, after which he *may* feel bad enough to stop. A goblin must make a Will roll to stop drinking past the point where he becomes ill, whether he's on a binge or not. Goblins commonly drink until they pass out.

Drinking and Intoxication

Goblins spend a great deal of their time drinking, and consequently spend a large part of their lives (to the tune of 1/8 to 1/4) drunk. What follows are *very* detailed rules for drinking and intoxication. These rules will *not* be needed every time a goblin states he's having a drink. Often, it will be sufficient for the GM to hand the player the Intoxication Table, and simply ask him how drunk his character plans to get. However, if alcoholic intake is an intrinsic part of a roleplaying adventure these rules can add an extra dimension to the action.



Alcohol Rating

Each beverage is assigned an *alcohol rating* from 1 to 20, with a 1 to 2 for beer, porter or stout, a 2 to 3 for most wine, a 3 to 5 for most fortified wines, and an 8 to 11 for spirits. In general, the alcohol rating will be equal to 1/5 of the drink's alcohol percentage, rounded up; i.e., pure alcohol would have a rating of 20. This rating is then multiplied by the number of ounces of liquid in each serving, to give an alcohol rating *per round*. In a pub, serving size is typically 12 to 16 oz. for beer, 4 oz. for wine and 2 oz. for spirits. See the listings for various types of alcoholic beverages on pp. 57-59.

When drinking, this should be recorded by the player, and each subsequent drink should be added to it in a running total. For example, if a drinker has two 12-oz. mugs of strong stout (alcohol rating 2, for a per-round rating of 24), his total should read 48.

Tolerance

Each goblin has a Tolerance for alcohol, equal to twice his HT. The *Alcohol Tolerance* advantage increases your Tolerance level by 5 (see p. 78). Goblins of unusual size or weight may receive additional modifiers:

Dwarfism: A goblin who qualifies for Dwarfism automatically has a -5 to his Tolerance.

Gigantism: A goblin who qualifies for Gigantism adds 8 to his Tolerance.

Fat: A goblin who qualifies for the -10 point version of Fat gets a +5 to his Tolerance, or +10 if he has the -20 point version.

Overweight: A goblin who is merely Overweight gets a +3 to his Tolerance.

Skinny: A goblin who qualifies for Skinny gets a -3 to his Tolerance.

Each time a drinker's total intake reaches a multiple of his Tolerance, he rolls 1d and divides the roll by half, rounding up, to produce a result between 1 and 3. This roll determines the drinker's current position on the Intoxication Table (below). For every roll beyond the first, apply a cumulative +1 per roll; i.e., add +1 to the result of the second roll, +2 to the result of the third roll, and so on . . . Status has no effect on this roll.

Example: Hallelujah Choir has a HT of 10 and a "normal" metabolism, so his Tolerance is 20. Suppose he drank those two 12-ounce mugs of stout. After the first one, he would make an unmodified Intoxication roll (because it's his first roll). The second beer would make his total consumption 48, which is another multiple of his Tolerance, so he'd roll again – this time at +1. His next roll, if he continues to drink, would be at +2, his fourth roll at +3, and so on.

As long as one continues to drink, one's Intoxication Level can *only go up*, never down. In our example, say that Hallelujah rolled a 3 on his first roll: "Cheerful/Mellow." His second roll is a 1, with +1 because it's the second roll, giving a 2. This is a result in the "Not intoxicated" range, but he does *not* sober up – he remains at Level 3. If his third roll is a 1, with a +2 now, giving a 3, his Intoxication Level will not change, but if he rolls a 2 or 3, his Intoxication Level will increase to the indicated level.

It is possible to skip levels on the table below, going (for instance) directly from Level 5 to Level 7. If you skip a step, ignore its special effects – for instance, if you skip step 9, you're much less likely to vomit.

Intoxication Table

☛ *1 or 2. Not intoxicated.*

☛ *3. Cheerful/Mellow*

Your current mood is pleasantly heightened. +1 to all IQ-based rolls in any pursuit requiring creativity or imagination. -1 to all Will rolls.

☛ *4. Elated*

You start to act a bit silly. -2 to all Will rolls, lose the +1 for creative pursuits.

☛ *5. Boisterous*

You are loud and restless. -3 to Will rolls, -1 to other IQ rolls and IQ-based skills. -1 to rolls vs. DX or DX-based skills.

☛ *6. Unsteady*

The alcohol begins to affect your reflexes and perceptions. -3 to Will rolls, -2 to IQ and DX rolls.

☛ *7. Drowsy*

You become lethargic and pensive. -3 to IQ rolls (including Will rolls), -3 to DX rolls. Make a HT roll to stay awake. If you fail, you doze off, or feel so sleepy that you leave the party.

☛ *8. Weaving*

Your reflexes and responses are seriously impaired. You can't walk straight or carry on a coherent conversation. -3 to IQ and Will rolls, -5 to DX rolls. Make a HT roll at -2. If you fail, you doze off, or feel so sleepy that you leave the party.

☛ *9. Vomit*

You become physically ill. You may avoid vomiting on a roll vs. HT-3, but *only* if you stop drinking entirely for the rest of the night – if you continue drinking, you *will* vomit. On a critical failure, you are unable to make it to an alley or similar appropriate place without throwing up. You don't feel well, but you must make a Will roll (at current penalties, as #6, above) to stop drinking.

Drinking While Distraught

At certain times, a goblin may become mentally distraught. Possible reasons for such a state might be the recent loss of a high Status Ally or Patron, inadvertently helping an enemy get ahead in the world, losing in a brawl, or rolling a 20 or more on the Fright Check Table in the recent past.

A distraught individual will find his ability to drink "responsibly" greatly impaired. Once he starts to drink he will continue to drink (assuming that alcohol remains available) to at least level 6 on the Intoxication Table, and even then he must make a Will roll (at current penalties) to stop drinking, or drink until he passes out. The drinker can try a new Will roll each time he makes a new Intoxication roll.

If the GM rules that a character is in a distraught state, and he has nothing else to do to take his mind off his problems, the GM can mandate that he make a Will roll, or seek out a pub and begin a drinking spree.

Special Modifiers for Intoxication

Alcohol-Related Quirks: See p. 80. You are subject to various minor inconveniences or embarrassments when you drink.

Carousing: Any time a HT or Will roll is called for on the Intoxication Table, the character may substitute his Carousing skill level (but remember that Will rolls cannot be more than 14, regardless of IQ or – in this instance – Carousing skill).

Susceptibility to Poison: see p. 81.

Other Modifiers

Drugs: Anyone drinking alcohol while under the influence of drugs will be at +1 to +10 to all Intoxication rolls. +1 might be a mild patent medicine, and +10 would be a powerful mind-altering drug, such as opium. Certain drugs may be treated as poisons when mixed with alcohol, at the GM's discretion.

Eating: If a drinker eats at least one ounce of solid food between Intoxication Rolls, he gets a -1 to his next roll. Eating larger quantities of food will not increase this modifier.

Empty Stomach: If a drinker has not eaten a meal in the last 6 hours, he is at +2 to all Intoxication Rolls.

Pacing Oneself: A careful carouser my declare before he starts drinking that he is "pacing himself." This means that he is drinking no more alcohol than his Tolerance each hour. In addition to making fewer Intoxication Rolls than those who aren't pacing themselves, he will receive a -2 modifier on each Intoxication Roll. Anyone drinking only beverages with an alcohol rating of 1 is automatically considered to be pacing himself – one can drink only so much liquid. Goblins on a binge (see *Binging*), or distraught individuals (see sidebar, p. 101), may not pace themselves.

Physical Exertion: One who has been exerting himself physically (for example, doing an hour or more of heavy labour, or getting in a fight of any length) will get a -2 to all Intoxication rolls for the first *hour* after he stops exerting himself – his metabolism is working faster, and processing the alcohol more efficiently.

The GM may assess further modifiers for any other special circumstances which may arise.

10. Surly/Spacey

If you're in a good mood (see below) you become giddy and incoherent – you think everybody is your best friend. If you're in a foul mood, you become paranoid, and will snap at anybody who tries to approach you. You do not feel well – make an unmodified HT roll to avoid vomiting, then another (whether you vomit or not). If you fail the second HT roll you find yourself losing consciousness – you will pass out in no more than 3d × 10 minutes, or whenever you get to a place where you can rest, whichever comes first. You will remain unconscious for 2d+6 hours. If you make the second HT roll, you may make a Will roll (at current penalties) to stop drinking.

11. Belligerent/Out of It

If your mood is good, you enter an unresponsive "blissed out" state. You must make an IQ roll at current penalties to notice even things which directly affect you (somebody is speaking to you, somebody is stealing your boots, the building is on fire). If your mood is bad you become belligerent, behaving as though you had the Bully disadvantage, and challenging all comers to fight. If you get in a fight, you're at -3 to all attack rolls and active defenses (yes, your DX is higher if you're in a belligerent state than if you're equally drunk but not belligerent – adrenaline), but you take punishment as though you had High Pain Threshold. After 2d × 10 minutes of this behavior (or if physically restrained for more than 1d minutes), you must make two HT rolls and a Will roll as above. If you fail the second HT roll, you will lose consciousness in no more than 2d × 10 minutes. If you make both HT rolls and fail the Will roll, you continue drinking and behaving in a belligerent/out of it fashion until you come to your next intoxication roll.

12. Violent/Delusional

You become temporarily unhinged by the alcohol. Make a Will roll at current penalties. If you succeed, you realize that the alcohol is making you crazy. You stop drinking and go home to bed. If you fail, roll 1d:

On a 1-3 you start breaking glass, turning over tables and generally destroying everything in sight. If anybody tries to stop you, you will attack them as though you were Berserk. After 3d minutes of destruction, or after winning a fight, you must make two HT rolls and a Will roll as #8, above, to see if you remain conscious and continue drinking. If you fail the second HT roll you will lose consciousness after 3d minutes. If you make the second HT roll, you will demand more alcohol and drink yourself to your next intoxication roll. If alcohol is withheld, you will fly into another destructive rage.

On a 4-6 you are menaced by bizarre and threatening hallucinations. The GM will tell you what you *think* you see, and you will react as though it were real. If you're lucky you might just flail around a lot and look like a crazy fool, but you might also destroy property and injure yourself or others in your struggle to escape or destroy the hallucinations.

13. Pass Out

You pass out cold. You may make a roll vs. HT-3 to stay conscious for an additional 1d minutes – long enough to stretch out in the gutter. Otherwise you pass out right where you are, possibly taking damage from falling off your barstool. Once you're asleep, you must make a final HT roll to avoid vomiting. Vomiting will not wake you up. If you vomit while passed out, roll 1d. If you roll a 6, you are choking on your own vomit – you immediately begin suffocating as

per the rules on p. B122. You will die unless somebody else clears your windpipe for you (successful First Aid roll or default at +5 required). Barring tragedy, you will sleep for 2d+9 hours.

☛ *14. Alcoholic Coma*

You go into an alcoholic coma. While in the coma, you must make a HT roll every 10 minutes. Each failed roll reduces your HT by a further -1. For each full 6 points of HT lost, you *permanently* lose 1 point of IQ. If HT reaches -HT, you die (Goblin Resilience is no help here). You must continue rolling until either: 1) the alcohol is purged from your system via a nauseant or equivalent treatment (ipecac comes to mind); 2) you make a critical success on the HT roll; or 3) you die. If you haven't vomited yet during your drinking bout (and you don't have the Susceptibility to Poison disadvantage), someone else can induce vomiting (successful First Aid roll required), which will let you roll vs. HT. If you succeed, you will take 1d-3 points damage from the shock to your system, but will otherwise simply be passed out, as above. If not, you are in very serious danger of death unless you get medical attention.

Shyness, Cowardice & Courage

Alcohol tends to make goblins more outgoing. Shy characters reduce the severity of their shyness by -1 level per Intoxication Level, beginning at Level 5: Boisterous. For this purpose there are considered to be four levels of shyness: Crippling, Severe, Mild and quirk. Thus even the shyest individual is able to function normally by the time he reaches Intoxication Level 8. Goblins with the Cowardice disadvantage may forget about the disadvantage entirely at Intoxication Level 10+ (increasing their Courage by a further point). Cowardice will *not* restrain a character's unpleasant or violent behavior at levels 8-10. Finally, a goblin's Courage is increased by his current Intoxication Level.

Determining Mood

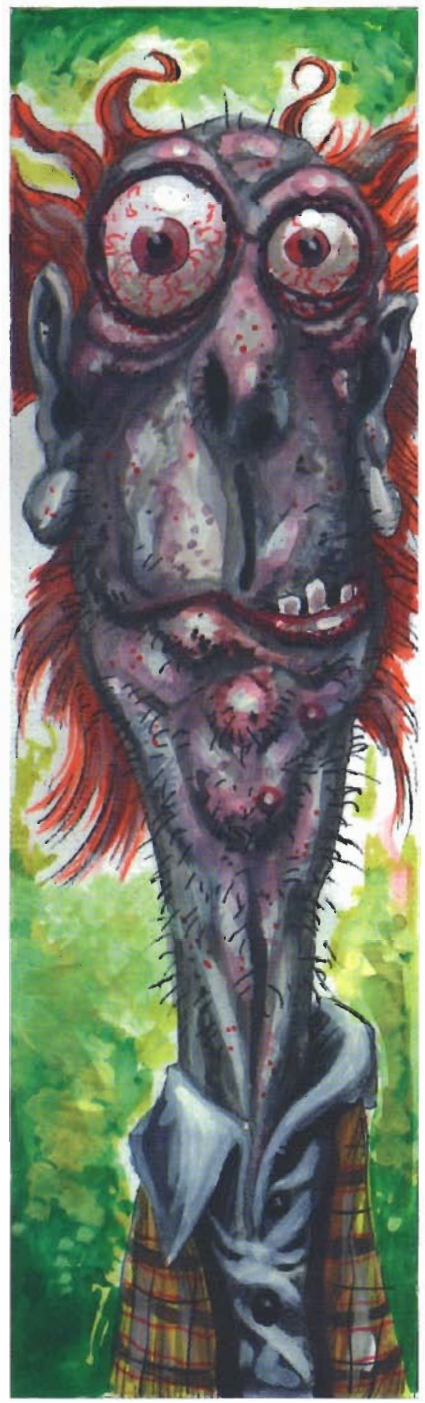
At Intoxication Levels 10 and 11, the mood of the drinker becomes very important. The GM may require a drinker who reaches these levels to roll 1d. On a 1-3, the drinker's mood is fair; on a 4-6 it's foul. This roll can be modified by plus or minus 1-5, depending on the character's mood when he started drinking, and events that happened during the evening. For instance, getting mugged or cheated would give someone a foul mood, while receiving a cash bonus or being with an attractive member of the opposite sex would tend to make one cheerful. However, a natural roll of 1 *always* indicates a good mood, and a natural 6 is *always* a bad mood, regardless of other modifiers.

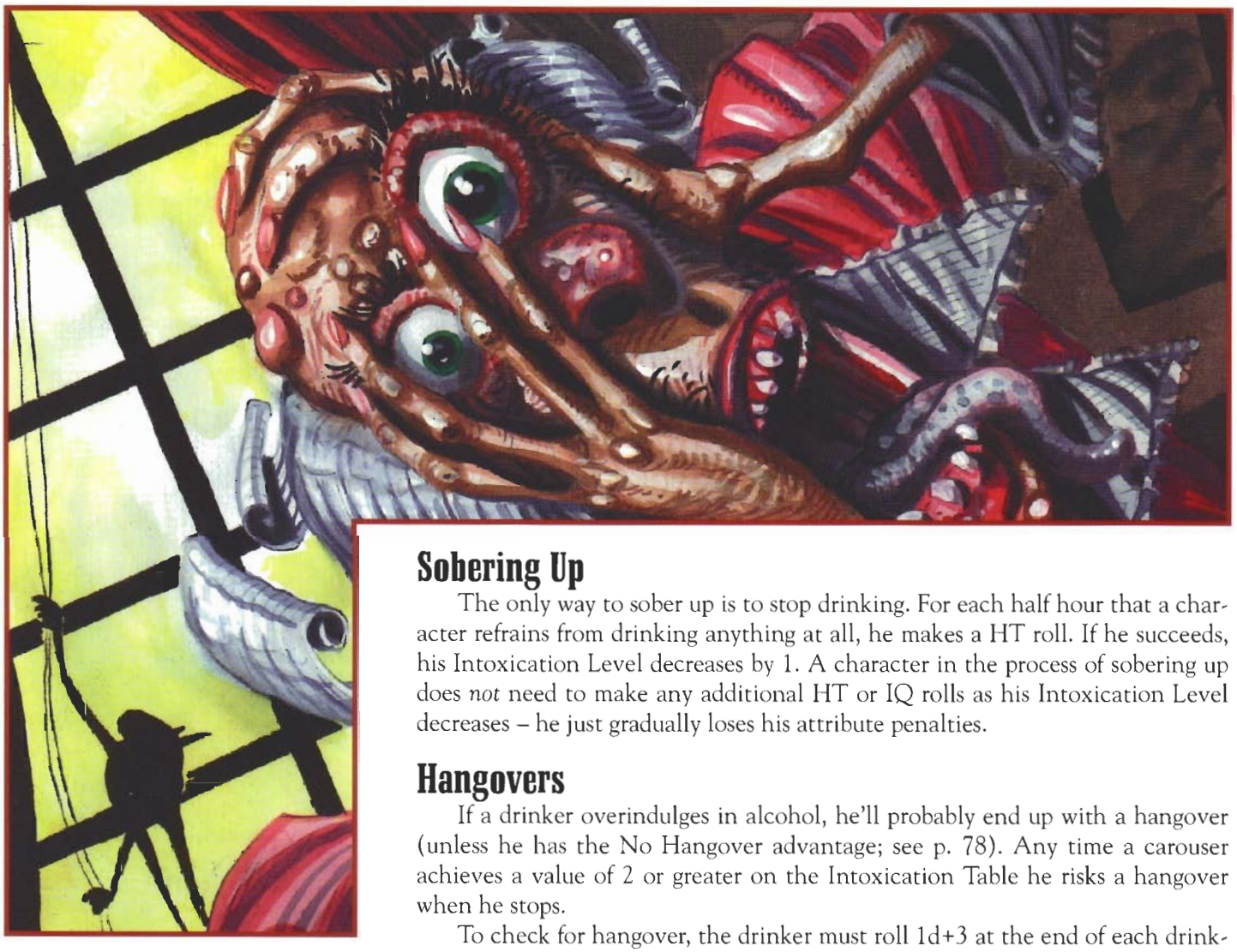
Goblins with the disadvantages Bully, Bad Temper or Berserk will always be on the violent side, unless they roll a natural 1 – other modifiers are irrelevant. Also, a goblin with none of the above disadvantages may take the quirk Surly Drunk, which likewise insures that he will become unpleasant except on a natural 1. A goblin should reroll his mood each time he passes a new Tolerance multiple, since dramatic mood swings are a hallmark of the extreme drunk.

A carouser who is this drunk is *not* in complete control of his actions. The GM is free to dictate a PC's behavior, if he feels the player is not adequately roleplaying his character's drunkenness – for example, backing off from a fight just because the odds are bad, when he's supposed to be belligerent, or taking an active part in the proceedings, when he's supposed to be surly, or not reacting appropriately to hallucinations.

Sobering Shock

News or an event of a particularly shocking nature can reduce a drinker's Intoxication Level immediately, as his body floods with adrenaline. If a carouser receives some shocking news or becomes involved in an emergency situation (he's violently attacked, or the building he's in catches fire), his Intoxication Level will immediately drop by 3, at the GM's discretion.





Sobering Up

The only way to sober up is to stop drinking. For each half hour that a character refrains from drinking anything at all, he makes a HT roll. If he succeeds, his Intoxication Level decreases by 1. A character in the process of sobering up does *not* need to make any additional HT or IQ rolls as his Intoxication Level decreases – he just gradually loses his attribute penalties.

Hangovers

If a drinker overindulges in alcohol, he'll probably end up with a hangover (unless he has the No Hangover advantage; see p. 78). Any time a carouser achieves a value of 2 or greater on the Intoxication Table he risks a hangover when he stops.

To check for hangover, the drinker must roll 1d+3 at the end of each drinking session. If this roll is equal to or less then the highest (not necessarily last) Intoxication Level of the session, he has a hangover. The hangover kicks in 1d hours after the end of the drinking session, or on awakening, if he fell asleep before the hangover began. It will last 1 hour for each point by which the hangover roll was missed (minimum 1).

Hair of the dog that bit you – a single stiff drink taken immediately upon awakening will reduce this time by an hour (drinking more than one drink will not add to this effect, only make the victim drunk again, putting off the hangover). Other, more elaborate remedies may have a more dramatic effect, at the GM's discretion.

A hung-over character will be at a cumulative -1 to all IQ- and DX-based rolls per each hour's duration of the hangover. Thus someone with a 4-hour hangover will start the day at -4 to DX and IQ. This penalty decreases hourly as the hangover progresses.

Example: Hallelujah Choir drinks himself to the *Belligerent/Out of It* stage (#11 on the table above) before he stops drinking and goes to sleep. He rolls a 5 on his hangover roll (missing his Intoxication Level by 6), so when he wakes up, he's got a doozy. When he hauls himself out of the gutter, he's at -6 to DX and IQ. He pulls out a bottle of gin and takes a shot (+1); in half an hour, he's down to only -5 penalties. After five more hours, he's back to normal.

Hyperaesthesia

Hung-over individuals are more susceptible to pain than normal: this is "hyperaesthesia." Any sudden or shocking sensory input – a flash of light, a loud noise, a slap on the back – will be intensely painful. The sufferer must make a Will roll (at current penalties) or be mentally stunned for 1 turn.

Characters who actually take damage while hung-over must make a Will roll or be mentally stunned for a number of turns equal to their current IQ/DX penalty. Even if they make this roll, they should add their current IQ/DX penalty to their normal penalty to combat skills next turn.

Hangover sufferers with High Pain Threshold have normal penalties to DX and IQ, but may ignore the effects of hyperaesthesia.

Likewise, characters with the Light Hangover advantage do not suffer from hyperaesthesia.

CHAPTER EIGHT

DISEASE

Once per month (on the date of their birthdays, by a cruel twist of fate) each and every goblin must check to see what infections and diseases he has picked up.

A further roll must be made after every seventh bout of licentious indulgence, by Barbers after every 24th patient attended, and also in especially inauspicious circumstances, such as when kissing a Maiden Aunt who suffers from Scarlet Fever.

To avoid catching a disease, make a roll against HT (see *Contagion*, sidebar, p. B133). The GM can assume that all PCs have been in "prolonged contact with living victims," i.e., roll against HT-2. Licentious occasions are assumed to include intimate contact, so those who have indulged in such at any time previous to their HT check must roll at HT-3. Characters who have, and play, rupophobia may roll at either HT, if they are so poor as to be wearing second-hand clothes, or HT+2 if they are well enough off to buy new clothes. Characters who have both rupophobia and demophobia, and *play* them, make their rolls at HT+3. Entirely reclusive goblins (very unlikely for PCs) make their rolls at HT+4.

Ways to Avoid Illness

A portion of a rope by which a suicide has hanged himself is a wondrous charm against all accidents, when worn around the person.

Drinking water off the leads (roof) of a church does you good.

A ring made from one of the handles of a decayed coffin is a charm against cramp and epilepsy.

Mistletoe prevents the house it is hung in from being struck by lightning.

Remember that these HT checks, like any other roll made by a goblin, are modified by Social Status.

Illnesses are caused by malignant Humours residing in the lymphatic system, their severity and resistance to treatment depending on their distance from the head. The place of residence of the Humour in the lymphatic system does not relate to the bodily characteristics damaged by the illness. It should be noted that any illness can be cured by waiting for the Humour to go into a particular extremity, and then cutting that part of the body off. For this reason Humours are somewhat disinclined to go into the arms and legs.

In some cases, such as when kissing a Maiden Aunt who suffers from Scarlet Fever, it is quite obvious which disease one is going to catch. In other, more random infections, a goblin must select a card from a deck of sixes to aces without Jokers, amounting to 36 cards in total. The ailment corresponding to the card drawn is found in the "Minor Ailments" table below. If the card drawn is an ace, it is returned and a second card drawn, the disease contracted in such a case being detailed in the "Compounded Ailments" table, further below. Lacking a deck of cards, one may substitute a 2d roll and read the result as percentiles, e.g. a "1" and a "2" are read as 12, not 3. Reference this result under ***Roll*** on the table.

The afflictions detailed in the Hearts section are a special case, in that they only afflict the profligate. Those who have not engaged in licentious behaviour at any time over the preceding month will get off scot-free upon drawing such a card, whether it is a Minor Ailment or a Compounded Ailment. Some illnesses are gender-specific, and those of the opposite gender are unafflicted, and some other illnesses are seasonal and have no effect out of season.

Causing Disease

If anyone cocks his leg over you while you are bending down, you will not grow any more.

If you rob the nest of a robin, your hand will drop off.

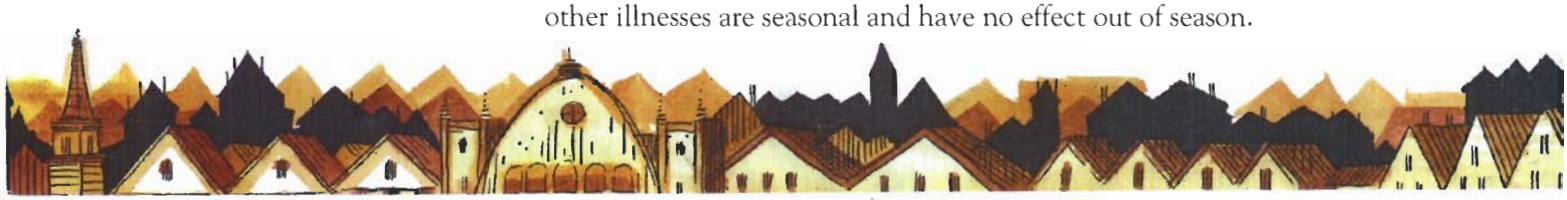
If a Prole looks at you from between its legs you will get pregnant.

The forefinger of the right hand is considered by the vulgar to be venomous when applied to a wound.

If a robin dies in your hand, then that hand will always shake.

If a shrew mouse runs across your foot, your toes will curl up.

Goblins are injured by sleeping in the moon's rays.



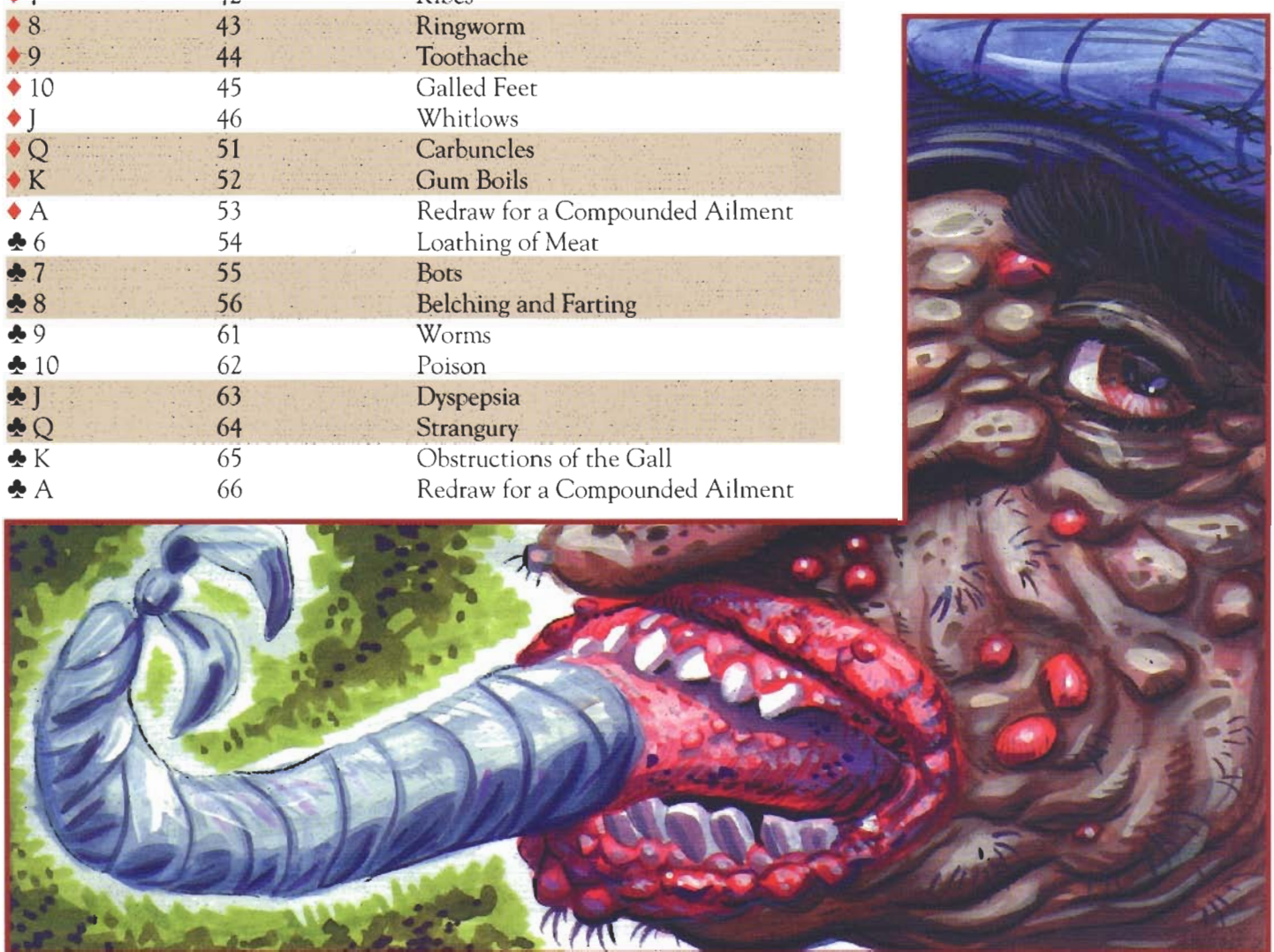
MINOR AILMENT

Card	Roll	Disease
♠ 7	11	Lice
♠ 7	12	Scabs
♠ 8	13	Wheals, Warts and Wens
♠ 9	14	Excoriation and Chafing
♠ 10	15	Enervated Prostration
♠ J	16	Black Jaundice
♠ Q	21	Back Pain with Suppurating Sores
♠ K	22	Green Sickness
♠ A	23	Redraw for a Compounded Ailment
♥ 6	24	Defluxion
♥ 7	25	Almonds in the Ears
♥ 8	26	Rheum
♥ 9	31	Earwigs
♥ 10	32	Lost Voice
♥ J	33	Mumps, Measles or Chicken Pox
♥ Q	34	Lusts and Longings
♥ K	35	Influenza
♥ A	36	Redraw for a Compounded Ailment
♦ 6	41	Dandruff
♦ 7	42	Kibes
♦ 8	43	Ringworm
♦ 9	44	Toothache
♦ 10	45	Galled Feet
♦ J	46	Whitlows
♦ Q	51	Carbuncles
♦ K	52	Gum Boils
♦ A	53	Redraw for a Compounded Ailment
♣ 6	54	Loathing of Meat
♣ 7	55	Bots
♣ 8	56	Belching and Farting
♣ 9	61	Worms
♣ 10	62	Poison
♣ J	63	Dyspepsia
♣ Q	64	Strangury
♣ K	65	Obstructions of the Gall
♣ A	66	Redraw for a Compounded Ailment

Madame Restell's Life-Destroying Crochet Hook

She proffers a passport to lust, and in effect says, to our youth and to all. 'Indulge your carnal passions, and if its natural consequences follow, come to me and I will hide your sin and shame, and make you as if it had not been.' But beware! A lie is on her tongue and a dagger in her hand. A certain beautiful and healthy young woman, who had been seduced, was taken to Restell, to be delivered of the fruits of her sin. She almost died during the operation – and many do die in and by the treatment itself – but returned home, her bloom departed, her flesh wasted, her constitution destroyed, a vital artery tapped and bleeding, and after lingering thus a few months, died. This is but a sample case. Oh, daughter of passion! beware how her flattering promises of deliverance encourage you to sin! In virtue alone is there safety and happiness.

– O.S. Fowler, *Fowler's Works, Vol. I.*



Principles of Medicine

The principles of modern medicine were resolved in the late 16th century, and have changed little in the years since. Illnesses are usually cured by draining off a quantity of blood and lymph, with the aid of leeches and scalpels, in the hope of also draining away the Humour. Herbs and medicines are also used to defend goblins from the vicissitudes of ill health, with the caring assistance of a Barber using Physician or Surgery skill.

Patent Medicines

A dose is one tablespoonful or one pill. A pint contains 40 tablespoons of medicine. "M" is the medicine rating of a dose.

Frampton's Pill of Health
M = 2; 1s 1p per box of 20 – for purifying the Blood, and all disorders of the Stomach and Bowels.

Keating's Pale Newfoundland Cod Liver Oil
M = 2; 2s 6p – 1 pint – for Consumption.

Keating's Cough Lozenges
M = 3; 1s 1p per box of 20.

Blair's Gout and Rheumatic Pills
M = 2; 1s 1p per box of 20.

Dr. J. Collis Browne's Chlorodyne (TM)
M = 4; 2s 9p – 1 pint – for Consumption in all it's stages, coughs, Whooping Cough, Asthma, Bronchitis, Fever, Ague, Diphtheria, Hysteria, Rheumatism, Diarrhoea, Spasms, Colic, Renal and Uterine diseases – invariably relieves pain of whatever kind, creates a calm and refreshing sleep, allays irritation of the nervous system when all other remedies fail, and leaves no bad effects like opium or laudanum.

COMPOUND AILMENT

Card	Roll	Disease
♠6	11	Venery (m)
♠7	12	Gonorrhoea
♠8	13	Priapism (m)
♠9	14	Ruptures
♠10	15	French Pox
♠J	16	Herpes
♠Q	21	Flux of Blood (f)
♠K	22	Blasting by Lightning (m)
♠A	23	Pregnancy (f)
♥6	24	Insomnia & Somnambulism
♥7	25	Megrim
♥8	26	Quinsy
♥9	31	Palsy
♥10	32	Dropsy
♥J	33	Apoplexy
♥Q	34	Quartan Agues
♥K	35	Quotidian Agues
♥A	36	Typhoid
♦6	41	Pin and Web
♦7	42	Tetters
♦8	43	Black and Blue Spots
♦9	44	Leprosy
♦10	45	Morphew
♦J	46	Shingles
♦Q	51	Scurvy
♦K	52	Scrofula
♦A	53	Smallpox
♣6	54	Iliac Passion
♣7	55	Choleric Fluxes and Pushes
♣8	56	Haemorrhoids
♣9	61	Blood in the Urine
♣10	62	Diphtheria
♣J	63	Phthisic
♣Q	64	Consumption
♣K	65	Scarlet Fever
♣A	66	Cholera

The glossary of ailments starting on p. 111 gives a "Period" between bouts, a "Virulence," and a list of "Damaged Attributes" or "Disadvantages Inflicted" for each illness.

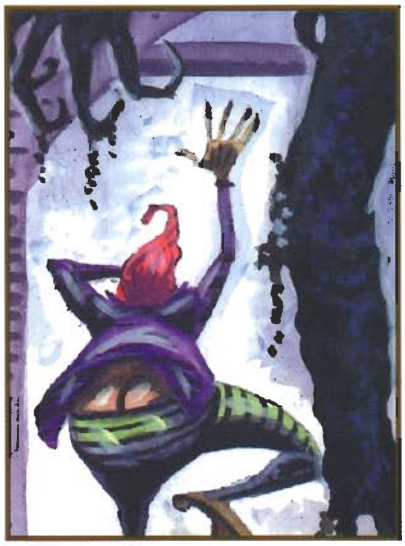
When a disease is contracted, the victim takes an initial bout of damage. Some diseases only do one bout of damage, and the effects of the disease end there – indicated by "P = Once." With other diseases, HT checks are made at intervals equal to the Period of the disease. The victim adds his Status and deducts the disease's Virulence from HT for the purposes of these checks. Failure results in damage. If any HT roll made to resist a bout is a critical success, the disease is thrown off.

If damage is done, reduce all attributes listed by 1 for minor ailments, or by the listed dice roll for compound ailments. The disease afflicts the victim with another bout after the given Period. In some cases, the disease inflicts a disad-

vantage. This disadvantage becomes more severe with each failed roll, gaining one level, if possible, regardless of whether it is due to a minor or a compound complaint. If the victim has an advantage corresponding to the disadvantage, remove levels of that advantage first.

The initial bout of damage from a disease cannot be avoided. If any subsequent HT roll is successful, the victim recovers 1 point in every attribute damaged, and loses one level of every disadvantage inflicted by the disease. However, subsequent bouts continue until all lost attributes are regained and all acquired disadvantages are lost. If the disease is removed (by a Barber, for example) before full recovery from its effects, make HT checks once per day after a hot meal, and twice on Sundays, and recover an attribute point or eliminate a disadvantage level with every success. No damage is taken from a failure.

The Diagnosis skill is always rolled by the GM. Successful use of Diagnosis gives either the name and details of the illness, or where the humour is in the body. A critical failure means that the diagnosis is believed successful, but misinformation is given.



Things to Do With a Corpse

Whoever's footprint is found in the ashes from the bed straw of a corpse will be dead before the year is out.

Warts can be given to a corpse by rubbing them as it is borne past.

A dead man's hand has the quality of dispelling tumours, such as wens, or swelled glands, by stroking with it, nine times, the place affected. The hand of a person dying a violent death is deemed particularly efficacious.

Drinking water in which a corpse has been is a curative.

A pin left in a shroud causes the dead to walk in the night.

The body of a murder victim bleeds when the murderer again touches it.

A candle placed in a dead man's hand will not be seen by any but those by whom it is used.

All fire is extinguished where a corpse is kept.

Parr's Life Pills

They who really wish to be cheerful, sociable and happy, should adopt the obvious course of attending to their health. They may be merry and wise at the same time, by the use of PARR'S LIFE PILLS. The continual use of PARR'S PILLS not only lengthens life, but adds to its enjoyments. Is 1p per box of twelve.

– H.B. Scammell, ed., *Cyclopaedia of Valuable Receipts* (1885/1897)

Curing Disease

Warts are cured by rubbing the part affected secretly against the body of a goblin who has had the misfortune, after marriage, to become the parent of an illegitimate Prole.

If a weapon wounds you, the wound can be cured by tending a salve to the weapon.

Poverty, misfortune, coughs and colds can be sold.

If five sixpences from five different bachelors are cast into a ring, the wearer of that ring will be cured of diseases of the mind.

The breath of a piebald horse cures cough, but seeing its tail is unlucky.

Never swallow pills in an even number.

Eating a roast mouse cures incontinence. Mouse pie cures a stammer.

Mistletoe draws forth all corrupt humours.

The person who takes a lizard in his hand, licks it all over – head, feet, belly, legs, sides, tail; the tongue of that person possesses the power, ever afterwards, of taking the sting and pain out of a burn.

A hangman's noose is a certain cure for a headache.

Proceed, at an early hour of the morning, to some graveyard, and procure a sharp pointed piece of wood, a skewer, and with the aching tooth push it into a newly covered grave, and the pain will cease.

Chips or cuttings from the gibbet, worn around the neck, cure ague and toothache.

Catch a live frog, and lick the frog's eyes with the tongue. The goblin doing this has only to lick any diseased eye, and a cure is affected.

If you have been ill, don't get up for the first time on Friday.

A doctor's first patient is always cured.

For shingles cure, the patient is scourged with a branch of elder.

The stone from a sculpture of a saint, mixed with lard and applied to sores, will heal them.

Black cats are lucky to have, and their tails cure disease.

When a person is seized with a lingering fever, lay them awhile under clods of earth, in a grave. The cure must be repeated thrice before sunset.

Hanging a dying beetle around the neck cures the cough.

Church bell grease is a remedy for problems of the bottom.

A ring made from three nails from coffins from three different graveyards is a cure against rheumatism.

Moss growing on a goblin skull, if dried, powdered and taken as snuff, will cure the headache.

Cures

Some pills and elixirs have a Medicine rating, which is the bonus to HT checks to recover from an Illness that ordinary goblins will receive if that medicine is administered and the instructions are followed. Barbers charge per attendance, regardless of the outcome, at a rate of 8 times whatever currency their class prefers (see *Money*, p. 43), regardless of medical skill. Herbs, medicines and skills used in fighting an Illness are effective for a single day, and can only be taken once per day. More than one Barber can be employed at one time, without any tangible benefit whatsoever.

Assuming the Victim has chosen the wisest course of action, i.e. bleeding, the following procedure is employed:

Step 1: The Humour secretly chooses a body location to lurk in, with the aid of a die:

1 – Head
2 – Body
3 – Vitals, etc.
4 – Left Arm or Hand
5 – Right Arm or Hand
6 – Legs or Feet

Step 2: The Victim may declare an amount of HT to be sacrificed in defence by bloodletting, and a body part to lose it from. This will be a much less haphazard procedure if the Victim has the benefit of a diagnosis. HT sacrificed is not recovered until the disease is cured. One point of HT (mixed with bread, herbs, etc.) makes 1 lb. of blood pudding.

Step 3: The Humour reveals its location. The Barber then rolls a Quick Contest of Skills with the Humour. The Barber uses his Surgery skill, if blood was let using a scalpel, or his Physician skill, if using leeches. The Humour rolls against Virulence+10. If the bleeding was from the same location that the Humour was lurking in, the barber adds the HT bled to his skill level. To this total, the Barber (not the Victim) adds his Status. Humours have no Status, except scrofula, which is Status 2.

If the Barber wins the contest, the Humour is immediately "thrown off" and eradicated from the Victim's system. The Victim can now begin normal recovery from his Illness. If the barber failed, the Illness continues to afflict the Victim.

Humours "thrown off" are sometimes accidentally "thrown on" to the attending Barber or some other bystander. Everyone in the room, except the original Victim, rolls a simultaneous Quick Contest of Skills (HT+Status versus Virulence+10) with the Humour. The goblin who loses by the most (if anyone loses at all) must make a check against disease, as described above, to avoid contracting it. This method of transmission accounts for about two-thirds of the illnesses contracted by Barbers from their patients.

Should the Victim prefer to opt for amputative surgery instead (a course of action which should only be followed upon successful diagnosis), simply use the normal rules for Surgery (p. B56), and remove the body part wherein the illness lurks, as determined by whatever method the GM likes.

Glossary of Ailments

P = period; V = virulence; D = attribute(s) to reduce or disadvantage(s) (or, occasionally, other results) to inflict upon the victim.

Minor Ailments

All minor ailments reduce the attribute(s) affected by 1 point per bout.

Almonds in the Ears – Ulcers in a small lymphatic gland located over the mastoid process or under the external ear. P = Weekly; V = 1; D = Hard of Hearing.

Back Pain with Suppurating Sores – "Pain at or near the small of the back is a dark symptom evincing carnality. It at least shows that the sexual apparatus is diseased, because the nerve from them enters the spinal column at this place, so that their inflammation renders it proportionately tender and painful. Sexual excess in any of its forms will give this pain." – O.S. Fowler, phrenologist. P = Daily; V = 5; D = Courage.

Belching and Farting – P = Daily; V = 3; D = Add one level to Menace.

Black Jaundice – A morbid state of disordered mind and vision due to obstruction of bile. "A few years ago I had under my care and instruction a most promising youth. His talents were of the highest order, and he bade fair to take a prominent stand among the first scholars of our country. Soon after he graduated, however, he became melancholy, and finally was deranged. It was ascertained that he had been in the constant habit of criminally indulging himself in secret. He is now a most melancholy object, a mere wreck of that superior genius he once was. When I meet him in the street, I find that idiot, lascivious smile which is common in those cases where the individual has been in the constant habit of beastly indulgence." – O.S. Fowler, phrenologist. P = Weekly; V = 1; D = Courage and IQ.

Bots – A bowel complaint attributed to a parasitic worm or maggot. P = Daily; V = 3; D = HT.

Carbuncles – Inflammatory, circumscribed, malignant tumours, differing from boils in having no central core. P = Weekly; V = 0; D = DX.

Dandruff – Dead scarf-skin separating in small scales and entangled in the hair. P = Weekly; V = 7; D = None.

Defluxion – A flow or discharge at the nose and eyes. P = Daily; V = 3; D = Courage.

Dyspepsia – Difficult or painful digestion. P = With meals; V = 2; D = Courage.

Earwigs – Small insects or other living creatures lodged in the ear. P = Weekly; V = 4; D = Hard of Hearing.

Enervated Prostration – "The sexual function was instituted to transmit the entire mentality and physiology of parents to offspring, and consequently it becomes absolutely necessary that this function should call forth, in a powerful degree of action, all the mental, all the physical, functions of the parents, as the means of their transmission to the offspring. Now this intense and simultaneous action of all the functions of our nature in this indulgence, of course proportionately exhausts. The frequent withdrawal of this condensed vital secretion causes a drain from all the other parts and organs to re-supply it, and thus frequent indulgence causes the very life's blood to run out." – O.S. Fowler, phrenologist. P = Per indulgence; V = 6; D = ST.

Excoriation/Chafing – Abrasion of the skin on that part which constitutes and characterises the gender, due to excessive licentious indulgence. P = Per indulgence; V = 0; D = DX.

Galled Feet – Feet affected with painful swellings and/or blisters. P = Daily; V = 0; D = Lame.

Green Sickness – Anaemic wasting due to Lost Love etc, characterised by derangement of the bowels, a pale, bloated appearance of the tongue, foul breath, and a morbid craving for certain indigestible articles such as chalk, clay, coal or paper. P = 1 day; V = 3; D = Courage and HT.

Gum Boils – Small abscesses commencing in the socket of a tooth, and bursting through the gum, or sometimes through the cheek. It is usually caused by the irritation of a dead or carious tooth, and cured by removal of the tooth in question. P = 2 days; V = 6; D = Courage.

Influenza (Winter, Autumn only) – A highly contagious disorder, occurring for the most part in widespread epidemics. Its symptoms are extremely variable, but generally include rapid prostration and severe catarrh. The mortality is not high in proportion to the numbers attacked. P = 1 day; V = 3; D = Courage and HT.

Kibes (Winter only) – Chapped or ulcerated chilblains – inflammatory swellings affecting the hands and feet, accompanied by heat and itching, produced by exposure to cold. P = 3 days; V = 2; D = DX.

Lice – P = 1 day; V = 7; D = None.

Lost Voice – P = Daily; V = 1; D = Mute.

Loathing of Meat – P = Weekly; V = 6; D = Minor phobia relating to meat.

Lusts and Longings – P = Daily; V = 3; D = Lecherousness.

Measles, Mumps & Chicken Pox – Illnesses usually contracted at an early age, once only, each. Each is characterised by a fairly short spell of mild fever and prostration, spots, swellings, pains and unpleasantness. P = Daily; V = 1; D = Courage and HT.

Obstructions of the Gall – A state of morbid depression and listlessness brought on by retention of bile. P = Daily; V = 3; D = Courage.

Poison – a bowel complaint characterised by weakness, vomiting, and diarrhoea, attributed to the consumption of something which one ought not to have consumed. P = 1d6 hours; V = 2; D = HT and Courage.

Rheum – Mucous discharge at the eyes, nose and mouth. P = Weekly; V = 0; D = Courage.

Ringworm – A fungal skin infection, believed by the ignorant to be a worm, forming a patch on the skin with itching, eruptive vesicles around the periphery in a line or ring. P = Weekly; V = 5; D = Courage.

Scabs – Disease of the skin in which pustules or scales are formed. P = Daily; V = 3; D = Unattractive Appearance.

Strangury – Disease causing urine to be passed painfully and in drops. P = 8 hours; V = 5; D = Courage.

Toothache – An aching of the teeth. P = Weekly; V = 6; D = Courage.

Wheals, Warts, and Wens – Pustules or hard swellings, dry tough excrescences, and sebaceous cystic tumours in, on or under the skin. P = Weekly; V = 6; D = Unattractive Appearance.

Whitlows – Suppurative inflammatory sores or swellings in the fingers and thumbs, usually at the terminal joint. P = Weekly; V = 2; D = DX and Unattractive Appearance.

Worms – Parasitic infestation of the digestive tract. P = Weekly; V = 4; D = HT.

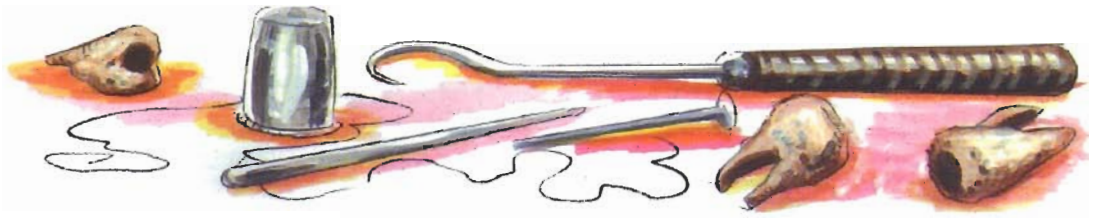
Compound Ailments

All compound ailments reduce the attribute(s) affected by a die roll per bout. Regardless of the roll, the minimum reduction is always 1 point.

Apoplexy – a very sudden arrest of the powers of sense and motion. P = Once; V = N/A; D = 1d to ST, DX, IQ, and HT.

Black and Blue Spots – Spots, some of which are blue and some of which are black. P = Daily; V = 3; D = 1d to Courage, and Unattractive Appearance.

Blasting by Lightning (male only) – Bolts of electricity descending from thunderclouds at irregular intervals to strike sinners or trees. P = Once; V = N/A; D = 3d-3 to DX, ST, HT, IQ, and permanent Unattractive Appearance.



Blood in the Urine – Also known as Haematuria – bleeding from the kidney due to irritation from a stone, a blow to the loins, or scarlet fever, or from the prostate or bladder due to an ulcer, tumour or stone. P = Weekly; V = 1; D = 1d-3 to Courage and DX.

Cholera – A penalty imposed by the Almighty upon sinners, characterised by torrential diarrhoea and vomiting, cramps, and death. P = Daily; V = 6; D = 1 point from HT, ST and DX.

Choleric Fluxes and Pushes – A digestive complaint characterised by hot, fiery, bilious rushes alternately upward and downward at frequent irregular intervals and without warning. P = 1d hours; V = 5; D = 1d-4 to HT.

Consumption – A wasting disease of the lungs. P = Monthly; V = 7; D = 1d-3 to ST and HT.

Diphtheria – An acute and highly infectious disease causing inflammation of mucous membranes, particularly the throat and air passages, and an exudation which forms a tough membrane or skin, blocking the passage, thereby restricting or preventing breath. P = 12 hourly; V = 4; D = 1d-4 to HT.

Dropsy – A morbid condition caused by the accumulation of watery fluid in serous cavities and connective tissues, resulting in the body becoming swollen, unwieldy, unlusty and slow. P = Weekly; V = 6; D = 1d-2 to Courage and DX.

Flux of Blood (female only) – Chronic profuse haemorrhage from that portion which constitutes and characterises the female gender. P = Daily; V = 5; D = 1d-4 to ST, HT and Courage.

French Pox – Also known as French Marbles, the French Moale, and Syphilis, occurring in three stages: the first characterised by chancre in the part infected; the second by affections of the skin and mucous membranes; the third involving the bones, muscles and brain. P = 3 days; V = 6; D = 1d-4 to DX and Courage, and Unattractive Appearance (the first level is permanent).

Gonorrhoea – An inflammatory discharge of mucous from that portion which constitutes and characterises the gender. P = 3 days; V = 6; D = 1d-4 to Courage and DX.

Haemorrhoids – Also known as Piles, characterised by painful, bleeding tumours in the lower reaches. P = 3 days; V = 3; D = 1d-2 to DX.

Herpes – An eruptive disease, often (but not always) transmitted by licentious indulgence. It is characterised by patches of distinct vesicles that "runneth on still and corrode as they goes," (Holland, 1601) and also afflicting mucous membranes such as the nose. P = 3 days; V = 6; D = Unattractive Appearance (the first level is permanent).

Iliac Passion – A painful derangement of the bowels, caused by a twisting of the small guts, when their coats are doubled inward and there is such a stoppage that nothing can pass downward. P = 6 hours; V = 4; D = 1d-3 to Courage and DX.

Insomnia & Somnambulism – common to murderers. P = Nightly; V = 7; D = 1d-4 to HT.

Leprosy – A loathsome disease that slowly eats away the body, and forms shining white scales on the skin. P = 1 week; V = 7; D = 1d-4 to HT and DX, and Unattractive Appearance.

Megrim – A form of severe headache, often confined to one side of the head. P = Once; V = 0; D = 1d-1 to IQ and Courage.

Morphew – Leprous or scurfy eruption of the skin. P = 1 week; V = 7; D = Unattractive Appearance.

Palsy – A disease of the nervous system, characterised by impairment or suspension of muscular action or sensation, particularly of voluntary motion, and in some cases by involuntary tremors of the limbs. P = 3 days; V = 6; D = 1d-4 to DX.

Phthisic – (Winter, Autumn, or following immersions only). A wasting disease of the lungs, caused by water settling therein. P = 1 day; V = 3; D = 1d-3 to ST and HT.

Pin and Web – An eye infection, causing a white spot on the eye and a web of threads radiating across it. P = 4 days; V = 7; D = Bad Sight.

Pregnancy (female only) – The growth and eventual discharge of a Prole from that portion which constitutes and characterises the female gender, taking about six months in total, and about four or five from the time it is detected. P = 3 weeks; V = 0; D = 1d-4 to DX (see *Madame Restell's Life Destroying Crochet Hook*, sidebar, p. 107).

Priapism (male only) – Persistent and painful erection of that portion which constitutes and characterises the male gender. P = Daily; V = 3; D = 1d-4 to Courage and DX.

Quartan Agues – Fever recurring every four days. P = 4 days; V = 3; D = 1d-3 to HT and DX.

Quinsy – Inflammation of the throat or parts of the throat. P = Daily; V = 0; D = 1d-1 to Courage, and Mute.

Quotidian Agues – Fever recurring daily. P = Daily; V = 3; D = 1d-4 to HT and DX.

Ruptures – P = Monthly; V = 5; D = 1d to ST, HT, and DX.

Scarlet Fever – A highly contagious disease characterised by scarlet efflorescence, commencing with pains in the head, back and limbs; then nausea and chills; then a "morbid redness" and anxiety; fever; delirium; throat red and swollen, then ulcerated and filled with mucous; finally followed on some occasions by a sudden light sweat, itchy skin and gentle recovery, and other occasions by death. P = 12 hours; V = 4; D = 1d-4 to HT and Courage.

Scrofula – Also known as King's Evil or Struma, a constitutional disease characterised mainly by enlargement and degeneration of the lymphatic glands, but also presenting a variety of interesting tumours and joint ailments. It can be cured by a touch from the King, hence the name. P = 3 days; V = 8; D = 1 point from DX and HT.

Scurvy – Disease characterised by general debility of the body, tenderness of the gums, foul breath, subcutaneous eruptions and pains in the limbs. P = 3 days; V = 5; D = 1 point from ST and HT, and Unattractive Appearance.

Shingles – An eruptive disease, characterised by patches of distinct vesicles often extending around the middle of the body like a girdle. P = 4 days; V = 3; D = 1 point from HT and Courage.

Smallpox – Acute contagious disease characterised by pox or pustules on the skin. P = Daily; V = 0; D = 1d to HT, and Unattractive Appearance (permanent).

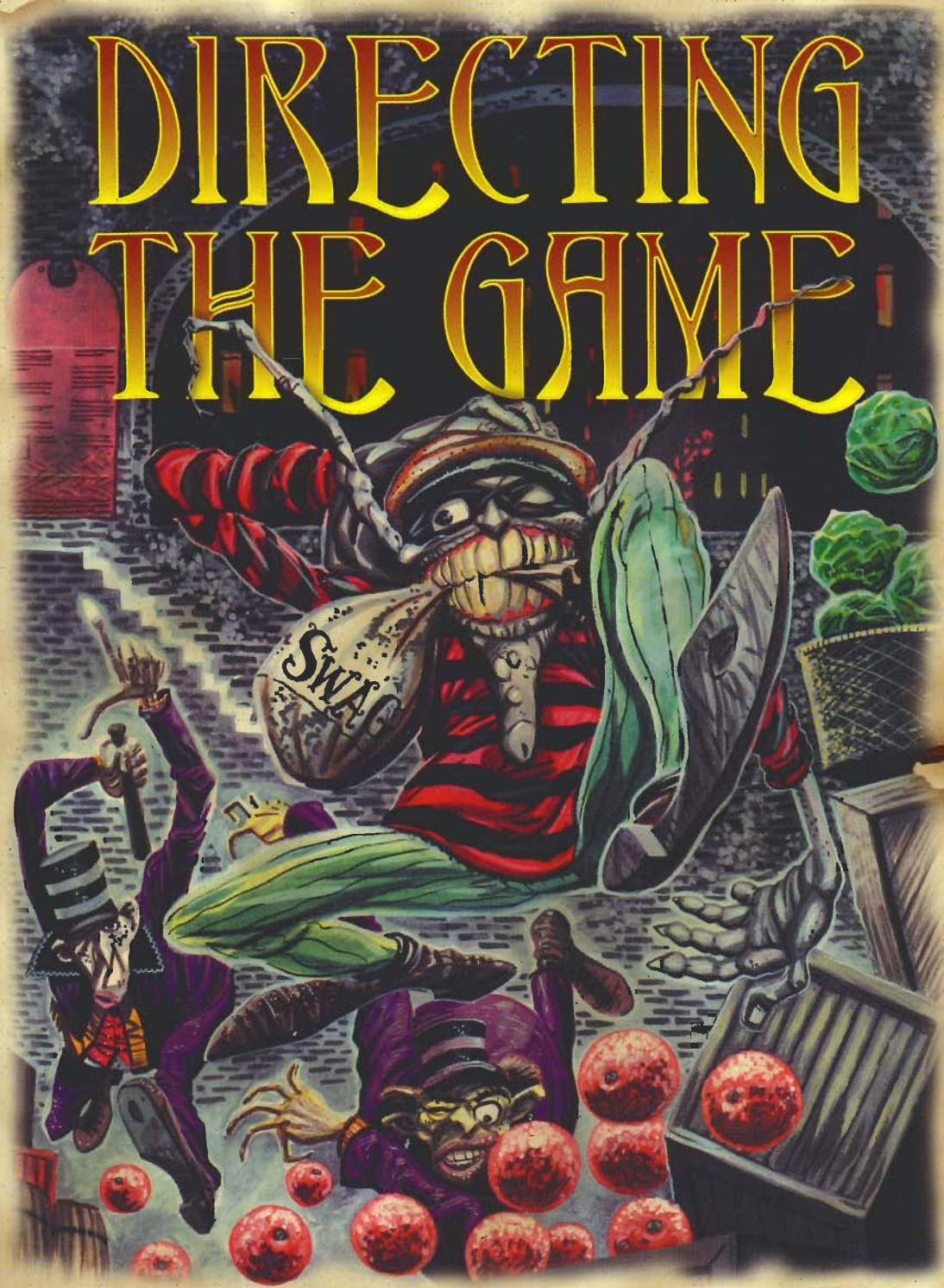
Tetters – Crusted, pustular, running eruptions of the skin. P = Weekly; V = 2; D = Unattractive Appearance (the first level is permanent).

Typhoid – An acute infectious fever, characterised by sudden great prostration, delirium, and death. P = 12 hours; V = 2; D = 1d+1 to DX, HT and IQ.

Venery (male only) – Compounding addiction to lustful pursuits, and the indulgence of bestial profligacy, leading in extreme cases to private sensualism. "Excess begets inflammation, and that inflammation creates desire. Passion inflamed by indulgence becomes the horseleech of life and happiness, crying perpetually louder and louder, 'give, give, GIVE!' but never enough. This principle appertains alike to matrimonial, promiscuous, and personal indulgence in all their stages. Beware then, oh youth! how you unchain this roaring lion till walled in by wedlock; else propensity will haunt and goad you night and day, clamorous for indulgence, yet never satisfied till your ruin is complete." – O.S. Fowler, phrenologist. P = 1 day; V = 8; D = Lecherousness, Addiction to Lustful Pursuits, Odious Personal Habits.

CHAPTER
· NINE ·

DIRECTING THE GAME



Crossovers

In the sidebars of this chapter are several crossover adventure seeds, arranged in chronological order against the unlikely event that some profoundly enterprising young goblins acquire a time machine.

The late 15th Century: Jabberwocky – Goblins' Dark Past (Dirt, Slime and Turnips)

The year is more or less 1483, and Richard of Gloucester is more or less the King of England, or at least, he would be if old Edward would just move on. It is the age of gallant knights in shining armour, fighting with the sword, the lance and the shield. Lavish costumes, stunning castle backdrops, casts of a thousand toiling peasants, all wait to form a feast for the imagination.

Three hundred and fifty years before goblins became civilised, genteel creatures of the 19th Century, they were lewd, rough and nasty – except the king of course, God rest him. The society was very strictly classist, with the aristocracy (who had swords and armour) doing exactly as they liked, and the peasantry (who had pitchforks and smocks) also doing exactly as the aristocracy liked. For the aristocracy, it was a fine time. For the peasantry it was not. Unfortunately, there was no way for a peasant to become an aristocrat – unless a group of them could catch one unawares, and split his shell open like an oyster . . .

Diseases and illnesses were no worse in those days than they are now, contrary to popular belief – only the cures and the surgery were worse. Leeching had not yet been invented, nor hygiene, nor any medicine except of the crudest sort. A cure for piles had recently been found, comprising the steps of 1) boiling an egg; 2) slipping it – hot as the patient can bear – up the fundament; 3) waiting for it to cool; and 4) returning to step one. The cures for plague are various, but most involve strapping a fish to the sole of each foot with a bandage.

A variety of exciting adventures are open to the medieval peasant goblin, involving travel, fighting, lusty interludes and the potential for wealth beyond their wildest imaginings:

Continued on next page . . .

The Importance of NPCs

The ***Goblins*** campaign is set in a "normal" city, filled with shops and houses rather than ruins, dungeons and castles. The scenery is fairly ordinary, and nearly every room has windows by which a character may exit from any scene of unpleasantness. Anything found in one building is likely to be available in most other houses as well, so if, for instance, a goblin is in need of an armchair, and finds it difficult to remove one through a doorway because of the fine Chubb lock on it, he can simply go next door and take one of their chairs instead. It is sometimes difficult to keep adventurous goblins in a particular unpleasant spot at a particularly unpleasant time, as when they run into any physical difficulty they are bound to simply leave, and try again next door or next week.

It is usually better to compel them to deal with unpleasant persons (and pleasant ones), regardless of time or place. When creating the adventure (or scenario), attention should be directed to producing a large number of well-rounded NPCs. They should be woven into an intricate web of social and business associations so that the actions of the characters with regard to one goblin will have an effect on all the other goblins they meet and live among.

Mapping Physical Terrain

Because of the scope and size of London, it is difficult to prepare every physical location to which an adventure might lead, in advance. There is no joy and little profit to be had from trying to map all of London in one go.

Rather than producing a detailed plan of a particular building in which the adventure is intended to occur, become familiar with the common form of buildings, and the general types of rooms and furnishings in them (see *Buildings*, p. 25), and then make up rough sketches of each room or building as and when the characters crash through them. There is no sure way of compelling them to frequent a specific public bar, burgle a specific house, or meet someone on a specific street corner, so it is more profitable to wait and see where they want to go, and then make it up when they get there. In most cases simply describing the scene as "a seedy bedroom" or "an uncomfortable drawing room" will give the players a fair idea of the scenery. Exact dimensions, the position of the window relative to the bed, whether or not one can crawl up the chimney – all these things are usually irrelevant or can be invented when a player expresses an interest in them.

Animals

Only five sorts of animal are encountered in London with any frequency. These are rats, ferrets, dogs, pigs and horses. Their attributes differ from those given in the ***GURPS Basic Set*** or the ***GURPS Bestiary***. Animals are most often encountered as a result or agent of Goblin Luck. Being God's creatures, their reactions to goblins are determined by a Goblin Luck roll.

Rat

ST: 1 | **Move/Dodge:** 6 | **Size:** < 1
DX: 13 | **PD/DR:** 0/0 | **Weight:** <8 lbs.
IQ: 4 | **Damage:** 1d-5 cr | **Origin:** R
HT: 17/2 | **Reach:** C | **Habitat:** Omnipresent.

Roll versus HT+2 to avoid infection from a rat bite – this may be either an extra hit of damage, or an actual disease. A swarm is about a dozen rats, with a Move of 4. It does 1d of biting damage per turn and is dispersed by 6 hits; armor protects with its normal DR.

Rats are cowardly and will not attack even quite tiny goblins. When forced to it, they bite and hold on, inflicting further damage. However, they forget danger quickly – given a moment's respite they will clean themselves, hop about, or approach their enemy closely. They like to climb up things, especially when frightened.

Ferret

ST: 1 | **Move/Dodge:** 9/7 | **Size:** <1
DX: 15 | **PD/DR:** 0/0 | **Weight:** 1-2 lbs.
IQ: 5 | **Damage:** 1d-4 cr | **Origin:** R
HT: 12/3-4 | **Reach:** C | **Habitats:** Mainly the pockets of rat-catchers.

Crossovers (Continued)

Example: A Quest, undertaken by their Lord, on which they are taken as faithful retainers to share in the glory, the adventure and (presumably) the rewards. The adventure is all the more exciting because their Lord does not deign to speak to his faithful retainers, and they do not know where they are going, who they are fighting, or where the wealth is. Worse, the Lord dies, is captured, or wanders off, before they are halfway to wherever they are going. If only they could read, they might be able to find their way home on a map, if only they had a map.

Example: The defence of one's home village from some fiendish monster, such as a Dragon or a Wolf, or a pack of marauding, lordless goblins wandering the countryside in search of who-knows-what.

Example: The defence of one's home village from the ravages of the Riders of the Apocalypse – Plague, War, Pestilence and Famine – who roam the earth both figuratively and literally

Example: The search for the Lost Princes, the Elixir of Life, or the Philosopher's Stone.

The early 19th Century: Georgian London

The present setting.

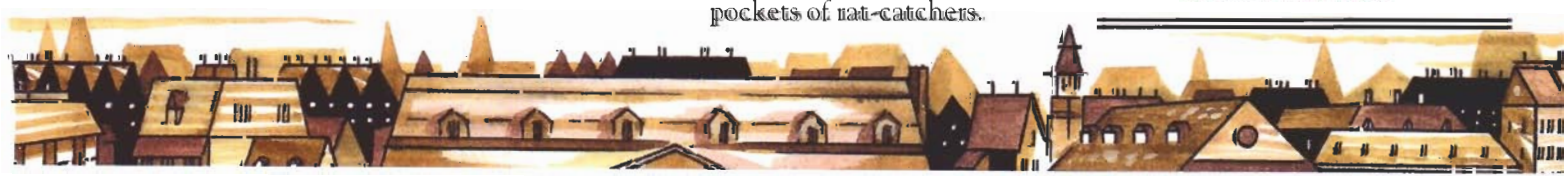
The late 19th Century: Vampire – Anno Dracula

For a remarkably excellent ***GURPS Blood Types/GURPS Goblins*** crossover setting, one need only refer to the fine work of Kim Newman in his book *Anno Dracula*, published by Simon and Schuster. The potential Game Master should of course begin by purchasing and perusing that work. The plot, as excerpted and paraphrased from the "blurb," is as follows:

In 1888, Dracula reaches the heart of Victorian Britain; having survived Van Helsing's attempts to destroy him, the Count is taken as consort by the Widow of Windsor. A new medieval era arrives, with enemies of the crown impaled in front of Buckingham Palace. A vampire, Lord Ruthven, is Prime Minister, and another, Sir Francis Varney, is Viceroy of India. The vampire population is increasing enormously and, in the main, willingly.

Anno Dracula describes an age where access to power relies on being "born again," as a blood-sucking vampire. Unfortunately, those who have already been reborn, and are therefore already holding the better part of the comfortable and coveted posts available, are not likely to die any time soon – a problem to which there is a time-honoured solution.

Continued on next page . . .



Crossovers (Continued)

The Early 20th Century: Goblin's Darkest America (Hooch, Spats, and Tommy Guns)

The aristocracy is dead, and the industrialist rules, but not in England. Chicago is the centre of the New World – where the factories are biggest and dirtiest, the motorcars are biggest, blackest and shiniest, the nightlife is hardest and fastest, the suits are widest, and the alcohol is unfortunately illegal. Gambling is also illegal. So are a variety of other "inappropriate" behaviours. The long arm of the law is such that the carpet-joints are compelled to operate under a thin veil of secrecy, held firmly in place by gangs of hoodlums.

Guns are short, wide-mouthed and menacing, and so are the goblins carrying them. Guns have come a long way in the past 90 years, and everyone has a revolver or a Tommy gun. Goblins are as resilient as ever, and they fill each other with enough lead "to type a newspaper" with alarming regularity, bouncing back for more. The only sure way to "rub one out" is the old standby of concrete shoes and Lake Michigan. Murder seems less of a problem (to the murderer) than it used to be.

The aims and aspirations of the population are unchanged – hooch, glory and bags of money. A variety of exciting adventures are open to the goblin of 1920s Chicago:

Example: The Gangland takeover, in which one gang attempts to clean another off the face of the earth, by filling selected individuals with enough lead to type a newspaper, and by putting other selected individuals in concrete shoes, and Lake Michigan, in that order. Unfortunately, it is not that easy. The appropriate officials in high places must be greased down or rubbed over; and the fine and vigilant members of the police force must be convinced that their duty lies elsewhere.

The early 30th Century: Londinium – Goblins' Dark Future (Steam, Slime And Radiation)

This is *GURPS Goblins* set in a cyber-gothic future, in a time when a single city sprawls across all the countries of the EEC as a single metropolitan conglomerate, breaking neither for oceans nor borders. This immense backdrop frames a relatively tiny region on the edge of the Thames, inhabited by the PCs.

Continued on next page . . .

Ferrets are slender 14-inch-long nocturnal members of the weasel family. They are usually employed to hunt rats, but sometimes will go after small Proles instead.

Ferrets attack by biting, but rarely eat their kills. Instead, they prefer to suck out the blood. They are fairly intelligent and can easily be trained to hunt and fetch small objects. When used for ratting, a ferret should be muzzled. Otherwise, it will kill the prey, feast on it and then remain in the burrow – the catcher loses not only the game, but also the ferret. With the muzzle on, it cannot make the kill, but can only chase the prey to the catcher.

Goblin ferrets are placid creatures, allowing rat catchers to carry them about in a number of unlikely places.

Dog

ST: 1-12
DX: 11-12
IQ: 5
HT: 12-15/4-12

Move/Dodge: 4-12/6
PD/DR: 0/0
Damage: *
Reach: C

Size: <1 to 2
Weight: <5-150+ lbs.
Origin: R
Habitat: back yards

A domestic animal, used for hunting. Most dogs' coats are not thick enough to serve as armor, though a thick-coated dog will have PD 1, DR 1. Some breeds (bloodhounds, for instance) have very keen noses, and a Smell roll of 18. Dogs can have up to 4 levels of the Menace advantage.

The average London dog is a ferocious, slavering brute whose lifelong aim is to drag some small goblin under a cart and consume him. Fortunately, almost all such dogs are kept in the back yards of houses, to capture burglars. The only time they are likely to be encountered on the streets is as a result of poor Goblin Luck.

Dogs bite in close combat, doing cutting damage for their ST. Like goblins, dogs come in a variety of shapes and sizes, but unlike goblins. they are divided into distinct breeds:

Terriers will bite repeatedly, while bulldogs will bite and not let go. The greatest rat killer in London is "Billy," a "bull and terrier" dog who has dispatched 4,000 rats over 17 hours, and 100 in 5 minutes 30 seconds at the Cockpit in Tufton Street, Westminster. The biggest and most savage type of dog is the bloodhound and mastiff cross, but all mastiffs are fairly large and savage. A mastiff standing 3' at the shoulder, with a 5' girth at the chest, is said to roam Cripplegate Ward Within. There is much speculation as to whether it is able to eat small goblins in a single bite, such that they don't cry out.

The best long-distance jumpers are greyhounds, although none have yet jumped further than 27 feet.

The highest jumpers are German shepherds, who can often manage 10 feet and sometimes 11.

Pig

ST: 12-30	**Move/Dodge:** 7/4	**Size:** 1-2
DX: 10	**PD/DR:** 1/1	**Weight:** 300-1,400 lbs.
IQ: 6	**Damage:** -	**Origin:** R
HT: 15/10-14	**Reach:** -	**Habitat:** Pigsties

Pigs are more human in their habits than most hoofed animals – they adapt well to goblin time cycles. They are not good fighters – at best they will attempt to bowl a goblin over and run past. Treat this as a Slam, with the pig getting +4 ST. Pigs do not usually trample goblins, but if one did the results could be quite awful (see *Trampling*, p. B142).

The biggest type of pig is the Berkshire hog, produced by careful breeding with Chinese stock. The likeliest encounter with a pig is somewhere near Smithfield, where occasionally one escapes and rushes about knocking things over. The largest pig in London weighs 1,410 lbs.

Horse

ST: 28-35	**Move/Dodge:** 12/6	**Size:** 3
DX: 9	**PD/DR:** 0/0	**Weight:** 800-1,400 lbs.
IQ: 4	**Damage:** 1d cr	**Origin:** R
HT: 12-14	**Reach:** C, 1	**Habitat:** Streets or stables

Domestic animals, kept for riding and draft purposes. Horses can kick into any front or rear hex for the listed damage, or bite in close combat for 1d-1 crushing damage.

Goblin horses have a curious but marked aversion to turning corners. The chances of anyone untrained in Riding or Teamster successfully navigating a corner with a horse are poor. Any failure produces a catastrophe. Horses are also easily startled, which can cause them to rush off in a panic. Some goblins believe that the Thames has a weird magnetic effect on horses, on account of the way in which their horses seem drawn towards the river as soon as things get out of hand.

Other animals can occasionally be encountered in London, particularly in the company of foreigners. See the appropriate section in the ***GURPS Basic Set*** or the ***GURPS Bestiary*** for details, and modify to suit.

Crossovers (Continued)

Physically, the city consists of blocks, each of which is a single skyscraper reaching half a mile upwards. Various levels of Status are reflected in the strata of each block, from goblins in the Gutter, up to the Lords and Ladies living in park-like estates at the top.

Technologically, the city supports a mixture of steam and post-nuclear age fantasies (TL5 to 13). The aristocracy protect themselves with personal force-fields and genetically altered, cyber-enhanced bodyguards. Peace on the streets and lower levels is kept, under contract, by gas-masked goblins from The Chemical Gas Company, and by the asbestos-clad figures from The Electric Steam Corporation, supported by Tripods straight out of *War of the Worlds*.

Transport is by Les Pneumatiques (balloon), Les Tubes (an underground system of "bullets" fired along tunnels), overhead railways, fusion starships, and zeppelins – the largest of which is the *Queen Elizabeth III*, one mile long and nuclear-armed. Medicine is non-existent for the working classes and below, and superb for the aristocracy. In the middle are black-marketeers of all kinds.

Creatures from anywhere in time and space can appear in Londinium, usually brought there in order to use their special talents.

The Gutter is the home of unemployed goblins at the very bottom of society. Slavery is the norm for the working classes, who are genetically designed to fit the roles demanded of them. Kobold Inc. produce "weapons-quality" goblins, Goblin and Co. produce servants and staff, and Reactorsafe (the reactors feed nuclear waste into the Thames) build "industrial-quality" goblins. Londinium has no restrictions on psionics, allowing certain corporations to perform genetic tailoring and training of psi, under license. These are then used in industrial sweatshops, heating and forging iron, assembling minute components, monitoring the thoughts of thousands of ordinary citizens, and freezing foodstuffs for shipping to other worlds. Some are developed into weapons-quality goblins, but the steam Gatling gun is still a much faster and surer way of killing other goblins, so the psis are deployed as cannon-fodder in goblin-wave assaults.

Continued on next page . . .

Crossovers (Continued)

As a class, the Leisured Gentlefolk have almost ceased to exist. The remaining few are regarded with suspicion by the government, and are obliged to keep their exact Wealth and Status guarded and concealed. Goblins at this social level are often seen as heroes by those lower down, and are the main catalysts of change in Londinium.

At the utmost peak of society is the Catholic priesthood (the Church of England no longer exists). Their power rests on two satellites (the only two remaining), the Eye of God and the Fist of God. The former can "see" everything in its footprint; the latter can destroy anything in its footprint.

Using the GURPS Reaction Table: An Optional Rule

Goblin Luck treats the world as an NPC whose reaction to the players is not predetermined. In abstract terms, the reason for doing this is to introduce great tragedy and wonderful good fortune in a judicious fashion which does not require the GM to decide the fortune of the players, and which always leaves the players feeling hopeful.

Within the game, goblins have invented many explanations for this apparently random distribution of fortune and disaster. A popular explanation is that it is all due to the Attentions of God, a theory which apparently fits with the facts but which often leaves philosophical goblins feeling a little depressed.

Two general rules guide the use of the Reaction Table. First, it is never used when the outcome is either predetermined by the GM or covered by some other rule. Second, the table is only used when the action seems poised for a sudden turn for the better or worst. In such cases, the GM makes a "reaction roll" on three dice. The higher the roll, the better the reaction. The GM then follows the guidelines on the Reaction Table.

An Example of Goblin Luck

Two goblins, John 1135 and Moses Cruise, decide to rob the poor box from a church. The GM is caught somewhat at a loss as to what might happen, and rolls for Goblin Luck just as the wicked Cruise and Co. are entering the gates of Temple Church on Tansfield Court.

Continued on next page . . .

The General Theme of a Goblins Campaign

In the Beginning . . .

Initially the player characters are outside the general web of society, not knowing any NPCs, and not having any real desire to make closer acquaintances. They tend to rush about lawlessly, randomly causing trouble and trying out their new skills and muscles.

Do not force them into sensible social intercourse until they get over this stage, but instead simply detail a number of random NPCs of different Social Ranks, types and occupations for the player characters to rob, punch and generally molest. Of course the player characters are not under any obligation to behave in this unsociable manner, and it is remotely possible that they will behave honestly and decently. Stranger things have happened.

The player characters may find that they are quite powerful. The NPCs often have one or more major weaknesses (this could be explained away by various maimings in the course of their careers, but is actually due to inherent biases in the NPC generation system). In practice one good blow to the groin with a shovel will often put an NPC out of the picture. For this reason, the players may tend to run wild to some extent, and gloat in an unseemly fashion about their characters' exploits and prowess. The Game Master should simply smile thinly. One day, someone's character will get a good maiming, and the players' behaviour will be somewhat more reserved from that time onward. In any case, interest in aimless antisocial activity palls after a while, and the player characters begin to look for something a little more constructive to do. At this time a NPC from a low level in the social web should offer them a job.

Casual Employment . . .

Goblin society has many irregular vocations for unemployed juvenile ruffians – in particular those which the employer doesn't want any visible connection with (e.g., whacking the employer's boss, stripping him naked, painting his backside with tar and throwing him into the Thames). If the delinquents perform this task well, they might be called upon again to perform another such job in future. If they perform it badly, they might be caught, whacked, interrogated, stripped naked, painted with tar and thrown into the Thames. Either way, the player characters have a chance to meet and interact with NPCs and establish mutual feelings which will affect the way they will interact if they ever meet again. They may take several tries at this second stage before reaching the third, joining the web of society at one point, making themselves unpopular, leaving, and rejoining somewhere else.

Joining Society . . .

The antisocial activities of our heroes in the first, lawless days of the game can in fact pave the way for them to obtain employment and join decent society. Goblin society is filled with rivalry and unfriendliness, and background goblins will almost inevitably assume that any mugging, burglary or picked pocket is not a random assault – someone is out to get them. They might not even consider that their assailants could simply be a group of unemployed delinquents trying out new skills; they will more naturally assume that the attack has been organised by their worst enemy, whoever that might be.

Whether they suspect their boss, an underling, a competitor in business, or a rival in romance, their thoughts turn to revenge. Revenge usually involves employing ruffians to do something unsavoury. This starts a chain of vengeance, punitive attacks, and counterattacks, providing further employment opportunities for the player characters.

Winging It

Each game session should be designed and planned only in fairly loose terms. Devise a goal or incentive, start the player characters doing something to achieve that goal, and have an appropriate selection of NPCs ready for them to do it to, or with. It is rarely of much value to try to anticipate where or how they might go about doing it. You can (and should) try to redirect the turn of events back towards the goal planned, but often the GM must simply improvise blindly a few steps ahead of the PCs in whichever direction they happen to go. If the PCs are kept active, it doesn't really matter where they are headed, or where they end up.

To create turns of events in response to some unanticipated action (or lack of action) on the part of the player characters, you only need to apply three simple rules of goblin society:

1. *Every action has a reaction.* Goblin society is so incestuous and tightly-packed that no matter what the protagonists do or don't do, you can be sure that it ruins someone's day. Every time the PCs do anything, and you are wondering what to make them do next, you should consider whose day is ruined by their activity, and what they were planning to do, but now cannot.

Using the GURPS Reaction Table (Continued)

The outcome, a 13, suggests that the world is well disposed to the characters' actions and that, in a potential combat situation, "NPCs would find the characters likeable or formidable to attack." Fortune smiles on the wicked pair, and the poor box is found on a stand, just by the door, with the only goblins present being a wrinkled, toothless matron, praying that her pet terrier will return to her, and a tiny, plump choirboy, named Tulip Bible. Moses and John scare off Tulip, ignore the old matron, and grab the poor box which is shackled quite securely to its stand. But, since fortune is smiling, the stand is not fixed to the floor.

The villains make off with the box, jingling promisingly, and the stand to which it is shackled. The GM, still having nothing prepared . . . having, in fact, awakened only half an hour before the game with a hangover, no trousers, and a cigarette hole burned in the front of his jersey . . . decides that more Goblin Luck might be in order and throws a 3. Moses Cruise and John 1135 walk out into the sunny street and slip surreptitiously into the seething crowd.

By chance, however, a leg of the ornate and somewhat cumbersome stand snags in the tarpaulin tie of a passing butchers' cart, and the stand, the box, Moses and John are dragged inexorably up the street. This would not be so bad, but for the sight of the entire Temple Church Boxing Club jogging up the road toward them.

In the above example, some important features to note are that, even though the GM didn't have a specific adventure planned, the GM did have several NPCs prepared beforehand, and made the situation a little more capable of providing challenge to the players by such small details as providing witnesses to their misdeeds and mentioning that the poor box is shackled to its stand.

Even using Goblin Luck, the GM still must put a lot of creative thought into what actually happens, but doesn't have to worry about keeping good and bad luck in balance. NPCs can be affected by the outcome of a player's Goblin Luck. For instance, an NPC might be run into by a cart while pursuing a PC, which would look like bad luck for the NPC but is actually good luck for the player. However, NPCs never have Goblin Luck rolls made on their behalf.

Anticipating Luck

Opening the Bible at random and reading the first passage sighted there, gives infallible advice which must be followed promptly and without reserve, to great effect.

When the sole of the foot tickles, you are about to go over strange ground.

A speculator or seer, to have a complete sight, ought to be a pure virgin, a youth who has not known the other sex, or at least a person of irreproachable life. The conjuror having repeated the necessary charms and adjurations, with the litany or invocation peculiar to the spirits or angels he wishes to call, the seer looks into a mirror wherein he will see the answer.

Coffee grounds and tea leaves, left in a cup, can be read for the drinker's future.

2. *Whenever someone's day is ruined, their thoughts turn to revenge.* You can decide who they will exact revenge on, and how they will go about it. The most important question, of course, is how this can be made to involve the PCs.

3. *Whenever someone's day is ruined, everyone around him tries to profit by it.* You should consider how this also could be made to involve the PCs.

The most important thing to remember, whether planning a scenario or improvising, is that you should always involve the PCs actively, rather than passively. They should be the main performers of the action most of the time, not just watching from the wings or having actions done to them.

A simple way to get the PCs involved is to offend them. For example, an anonymous NPC might leave a bottle of whisky for each of them with a barman, to be given to them upon proof of performing a piece of work, such as the whacking/stripping/tarring/throwing-in-the-Thames job above. The characters duly complete the task, and return to the bar bearing trousers and tarry brushes as proof. Their unknown employer is not there, but they collect their bottles from the barman, only to find that they do not contain whisky at all, but have been filled with cold tea instead. This should induce the disappointed heroes to actively commence their own scenario, probably to track down and take revenge on their perfidious patron.

Lust for vengeance is of course not the only means by which PCs can be motivated – greed, superstition and fear also work well on occasions. The hint of material wealth, of witchcraft, the wrath of God, or of painful maimings, can frequently induce most energetic efforts from the PCs. Do not try to motivate them with higher feelings such as love, charity or passion. Goblins rarely have higher feelings, and player characters never.

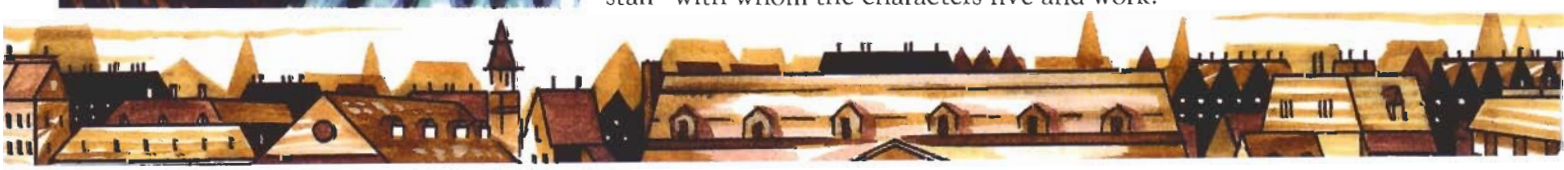
Social Webs – Creating a Society

Creating Goblin society is a useful preliminary to play. One way to do so is to make a pool of a few dozen NPCs, created simply as names using a Bible and a book of flowers (see p. 82), keeping in mind the campaign's social level and the types of characters that will fit within the theme.

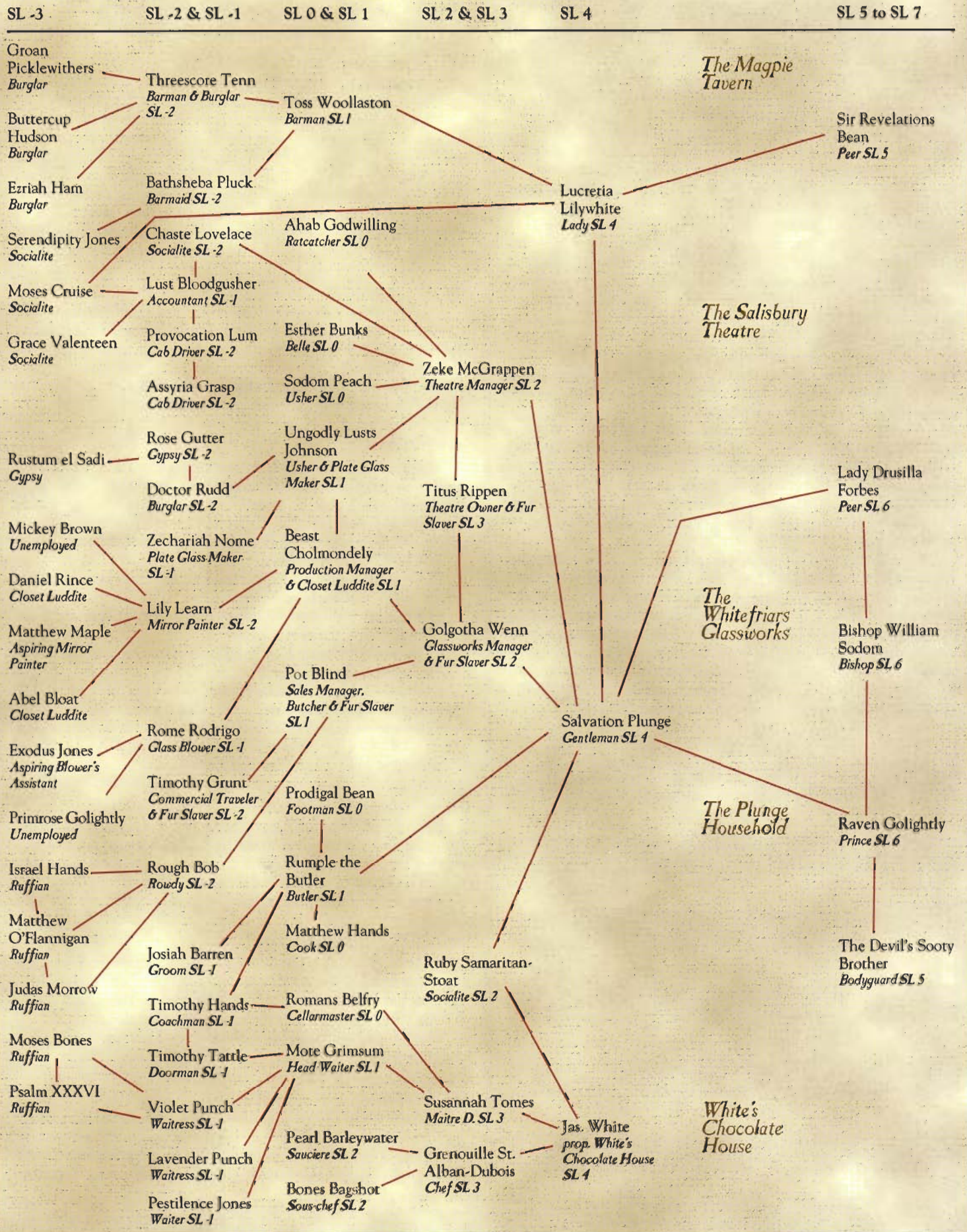
Make up several groups or companies as titles only, and think about how they will interact. Also, think about where the PCs are going to fit in. The business of these groups is determined by the campaign level and the overall themes.

Assign names from the pool of NPCs to the groups and companies. Occasional extra names should be invented for specific roles, and names may be changed to suit a particular company or occupation. Some names should appear in several groups. Leave a few names in the pool for later use as random extras, targets for gross misdemeanours on the part of the players, and so forth. It is not necessary to fully detail all the NPCs in the society before the campaign starts, but only those who the PCs are likely to meet in the beginning, and a few spare ones in case they move in an unexpected direction. The GM should briefly note when and how the party actually contacts each name, for further campaign development.

Groups might comprise rival prostitution rings, bakeries, regiments, ships, or burglary/fencing operations. If two or three hundred names have been plotted by an enthusiastic GM, they can encompass every facet of society with which the characters are likely to interact – not only the principal business operations of the district but also the public houses, police force, pawn shops, theatres, barbers, tailors, and other "support staff" with whom the characters live and work.



A Social Web


SL -3
SL -2 & SL -1
SL 0 & SL 1
SL 2 & SL 3
SL 4
SL 5 to SL 7
Groan Picklewithers
Burglar
Threescore Tenn
Barman & Burglar
SL -2
Toss Woollaston
Barman SL 1
The Magpie Tavern
Sir Revelations Bean
Peer SL 5
Buttercup Hudson
Burglar
Ezriah Ham
Burglar
Bathsheba Pluck
Barmaid SL -2
Lucretia Lilywhite
Lady SL 4
Serendipity Jones
Socialite
Chaste Lovelace
Socialite SL -2
Ahab Godwilling
Ratcatcher SL 0
Moses Cruise
Socialite
Lust Bloodgusher
Accountant SL -1
The Salisbury Theatre
Grace Valenteen
Socialite
Provocation Lum
Cab Driver SL -2
Esther Bunks
Belle SL 0
Assyria Grasp
Cab Driver SL -2
Sodom Peach
Usher SL 0
Zeke McGrappen
Theatre Manager SL 2
Rose Gutter
Gypsy SL -2
Ungodly Lusts Johnson
Usher & Plate Glass Maker SL 1
Rustum el Sadi
Gypsy
Doctor Rudd
Burglar SL -2
Titus Rippen
Theatre Owner & Fur Slaver SL 3
Lady Drusilla Forbes
Peer SL 6
Mickey Brown
Unemployed
Zechariah Nome
Plate Glass Maker
SL -1
Beast Cholmondely
Production Manager & Closet Luddite SL 1
Daniel Rince
Closet Luddite
Lily Learn
Mirror Painter SL -2
The Whitefriars Glassworks
Matthew Maple
Aspiring Mirror Painter
Golgotha Wenn
Glassworks Manager & Fur Slaver SL 2
Bishop William Sodom
Bishop SL 6
Abel Bloat
Closet Luddite
Pot Blind
Sales Manager, Butcher & Fur Slaver
SL 1
Salvation Plunge
Gentleman SL 4
Rome Rodrigo
Glass Blower SL -1
Exodus Jones
Aspiring Blower's Assistant
Timothy Grunt
Commercial Traveler & Fur Slaver SL -2
Prodigal Bean
Footman SL 0
The Plunge Household
Raven Golightly
Prince SL 6
Primrose Golightly
Unemployed
Israel Hands
Ruffian
Rough Bob
Rowdy SL -2
Rumple the Butler
Butler SL 1
Matthew O'Flannigan
Ruffian
Matthew Hands
Cook SL 0
The Devil's Sooty Brother
Bodyguard SL 5
Josiah Barren
Groom SL -1
Ruby Samaritan-Stoat
Socialite SL 2
Judas Morrow
Ruffian
Timothy Hands
Coachman SL -1
Romans Belfry
Cellarmaster SL 0
Moses Bones
Ruffian
Timothy Tattle
Doorman SL -1
Mote Grimsum
Head Waiter SL 1
Psalm XXXVI
Ruffian
Susannah Tomes
Maitre D. SL 3
White's Chocolate House
Violet Punch
Waitress SL -1
Jas. White
prop. White's Chocolate House
SL 4
Pearl Barleywater
Sauciere SL 2
Lavender Punch
Waitress SL -1
Grenouille St. Alban-Dubois
Chef SL 3
Bones Bagshot
Sous-chef SL 2
Pestilence Jones
Waiter SL -1

NAME-BASED CHARACTERS

In creating a campaign, a relatively large number of NPCs must be invented. At first, each may comprise nothing more than a name; e.g., Samuel Spitpickle, Lust Bloodgusher, etc. To interact with the player characters it is necessary for these NPCs to have their various characteristics determined – ST, DX and so on. You need only detail those characters with whom the player characters are about to interact – perhaps no more than a selected dozen or so to start with – and then detail more as the campaign progresses.

The reason for creating a great many names in the first place is that it helps to be aware of the background pressures and interests of each of the goblins when attempting to give them character and consistent reactions of their own. When more NPCs are needed it is also much easier and more consistent if you have the whole lot organised from the beginning. In addition, player characters will inevitably rush off in completely unexpected directions. Having a web of society planned in advance provides a type of safety net by which one can at the very least give an appropriate name and occupation for the goblins that they unexpectedly meet.

By using the letters of the names created, the following system assigns an NPC's attributes, advantages, disadvantages and skills. It can be used to alleviate the burden of detailing so many non-player characters, to provide a source for inspiration when the GM isn't sure what he wants with an NPC, and to create useful stereotypes; for instance, all Swedish sailors might be named Sven.

Upon being told a name, players can roughly judge the attributes of an NPC without the GM needing to relate a detailed description. For variety (or when the GM simply wishes to keep a NPC's traits secret), an adjective that describes the character can be chosen, and the letters of that adjective can be used to generate the character instead of the letters in his name. One could even use a combination of a name and an adjective; for instance, one could use the name to generate the attributes and the adjective to generate everything else.

Letter	*ST*	*DX*	*IQ*	*HT*
A	3	4	6	4
B	4	5	7	5
C	5	6	7	6
D	6	7	7	7
E	6	8	8	8
F,G	7	8	8	8
H,I	8	9	9	9
J	9	9	9	9
K	9	10	10	10
L,M	10	10	10	10
N,O	11	11	11	11
P	12	11	11	12
Q	12	12	12	12
R	13	12	12	13
S	13	13	13	13
T	14	13	13	14
U	14	14	14	14
V	15	14	14	15
W	15	15	15	15
X	16	15	15	16
Y	17	16	16	17
Z	18	16	16	18

Basic Attributes

If no name has been chosen, decide on it now. Some goblins have titles; some pick names like "Doctor," for effect.

Find the first four letters of the name on the *Attribute Table* and read off values for each of the four primary attributes in turn: ST, DX, IQ and HT. Courage will start out equal to ST.

Example: An NPC's full name is Bishop William Sodom, D.Div., of which we will use "William" as his first name. But he could equally have been called Bishop, Bish., Bill, Will, Willy, or whatever happened to seem useful. William's attributes are: W = ST 15, I = DX 9, L = IQ 10, L = HT 10. Courage = ST, or 15.

Advantages and Disadvantages

Use the next two letters (the fifth and sixth letters of the name) on the *(Dis)Advantages* column of the *Traits Table*, below. If the goblin's name isn't long enough, now is the time to choose a middle name or a surname.

Example: William's advantages and disadvantages are: I = Ugly, A = Compulsive Behaviour (High Living).

Skills

The next three letters (the seventh, eighth and ninth) are used to assign skills from the *Skills* column of the *Traits Table*. Each skill starts at a level equal to the attribute upon which the skill is based (usually IQ or DX), modified as indicated below. If a skill appears more than once, all modifiers *add*.

The NPC takes in turn:

–Two skills indicated by the seventh letter, at base attribute +4, or just one of them at +5.

–Two skills indicated by the eighth letter, at base attribute +3, or just one of them at +4.

–Two skills indicated by the ninth letter, at base attribute +2, or just one of them at +3.

Example: Bishop William Sodom's skills are: M = Sex Appeal at HT+4 and a weapon skill (we choose Net) at DX+4; S = Holdout at IQ+3 and Pickpocket at DX+3, or just one of them at DX+4 (we choose Pickpocket at DX+4) ; O = Carousing at HT+2 and Gambling at IQ+2.

Phobias

Because phobias are very important in ***GURPS Goblins***, they are dealt with separately from disadvantages. Use the tenth letter, or the last letter of the name if there are none left, to find a phobia from the *Phobia* column of the *Traits Table*.

Example: William Sodom has D = Scotophobia.

Physical Peculiarity

To give NPCs the possibility of unusual shape and size, the eleventh letter of their name is used to choose a notable physical peculiarity from the *Peculiarity* column of the *Traits Table*. If their name contains no eleventh letter, skip this step.

Example: Our NPC's notable physical peculiarity is O = Exceptionally Long Arms > 6' and Menace +1.

Brawling and Vocation

Add the usual Brawling skill at DX+1 from the *Goblin Racial Template*, or increase it by +2 if it has been chosen already. If the NPC is required to fit a specific role, assign a vocational skill at base skill+2. Common vocational skills are: Account-

ing, Acting, Alchemy, Disguise, Guns, Merchant, Performance, Physician, Sex Appeal, Teamster and Theology, plus "No Vocation" (it helps to mark those for whom no vocation has yet been chosen) and possibly Spells (with Magery).

Example: Adding Brawling at DX+1 still leaves the Bishop a little unsuited to his vocation, so Theology at IQ+2 is added.

Social Status, etc.

Social Status, money in pocket and weapons to hand should be determined by the situation in which the character appears.

NPCs of Status 1+ may (optionally) have a number of extra skills equal to their Status, but no more than *one* skill per letter remaining in their name. For this reason, high Status NPCs are often given titles and letters following their name, such as Ph.D., Esq., B.A. (useful to qualify for the Cambridge or Oxford Boating Club), L.L.B., B.Sc., D.C.L., &c, D.Div., M.A., M.Sc., M.D., B.D., T.B., P.B., etc. Any extra skills so assigned are set at a level equal to base attribute +2. (Remember: the NPC gets his Social Level as a bonus for every roll he attempts, so skills for high-status characters do not have to be terribly high in order to be effective.)

Increase Courage by 1 for every level of Status above 0.

The final selection of skills will offer amusing hints about the NPC's personality, which the GM may amplify at leisure in order to flesh out the character description.

Example: Bishop Sodom is to be an aristocrat of Status 6, so he can have six more skills (or skill increases), all at base attribute+2. M still remains in his name, so we choose to increase his Nets skill by +2. The two Ds from D.Div. give him IQ+2 in, respectively, Traps and Animal Handling. The I could increase either his Traps or Net skill, but we choose to give him a new weapon skill, Knife, at DX+2. The V gives him IQ+2 in Public Speaking. Since he has no letters left in his name, he doesn't get a sixth skill. His Courage becomes 21.

Example of NPC Character Generation: BISHOP WILLIAM SODOM, D.DIV.

An aging, aristocratic goblin; blue eyes, 6'3", 190 lbs., long, black, greasy hair, dressed in a huge rumpled length of shimmering green velvet over the tatters and rags of previous garments. His wrists drag lightly along the ground as he walks. His walk is altogether too oily and rolling, but a trace of some wonderful, spicy perfume is left in his wake. Bishop Sodom owns three enormous mastiffs, of demonic temperament, and has a predilection for nets.

ST 15, DX 9, IQ 10, HT 10, Co 21. Status 6.
Basic Speed 4.75, Move 4, Dodge 4.
Advantages: Exceptionally Long Arms >6', Menace +1.
Disadvantages: Compulsive Behaviour (High Living), Scotophobia, Ugly.
Quirk: Loves velvet.
Skills: Animal Handling-12, Brawling-10, Carousing-12, Gambling-12, Knife-11, Net-15, Pickpocket-14, Public Speaking-12, Sex Appeal-14, Theology-12, Traps-12.

Letter	*(Dis)Advantage*	*Skills*	*Phobia*	*Peculiarity*
A	Compulsive Behaviour (High Living)	Engineering, Brawling	Agoraphobia	Exceptionally Long Legs
B	Miserliness	Boating, Carpentry	Claustrophobia	Overweight
C	Compulsive Lying	Forgery, Law	Aichmophobia	Fat
D	Cowardice	Traps, Animal Handling	Scotophobia	Obese
E	Alcoholism	Carousing, Brawling	Rupophobia	Short
F	Kleptomania	Acrobatics, Throwing Weapon	Rupophobia	Short, Menace +1
G	Overconfidence	a weapon skill, Singing	Acrophobia	Tall
H	Sadism	Musical Instrument, Spells or Theology	Acrophobia	Tall, Menace +1
I	Ugly	Traps, a weapon skill	Cynophobia	Gigantism
J	Lecherousness	Guns, Gambling	Cynophobia	Gigantism, Menace +1
K	Albinism	Merchant, Scrounging	Aquaphobia	Dwarfism
L	Odious Personal Habits	a weapon skill, Riding	Aquaphobia	Dwarfism, Menace +1
M	Berserk	Sex Appeal, a weapon skill	Technophobia	Skinny
N	Toughness	a weapon skill, Pickpocket	Tanniphobia	Short Arms, less than 1'
O	Strong Will (+2)	Carousing, Gambling	Scotophobia	Exceptionally Long Arms, more than 6', Menace +1
P	Acute Hearing (+5)	Teamster, Whip	Scotophobia	Exceptionally Long Arms, more than 6'
Q	Animal Empathy	Cooking, Poisons	Brachial Traumatophobia	Exceptionally Short Arms, less than 6"
R	Handsome/Beautiful	Climbing, Lockpicking	Brachial Traumatophobia	Exceptionally Short Arms, less than 6", Menace +1
S	Charisma (+3)	Holdout, Pickpocket	Porciphobia	Long Legs
T	Acute Vision (+5)	Surgery, Gambling	Porciphobia	Long Legs, Menace +1
U	Magery 2 or Musical Ability (+5)	Starglazing, Stealth	Necrophobia	Short Legs
V	Ambidexterity	Public Speaking, Carousing	Necrophobia	Short Legs, Menace +1
W	High Pain Threshold	a weapon skill, Lockpicking	Pyrophobia	Long Arms, more than 4'
X	Feet Manipulators	PS: Hairdressing, Occultism	Pyromania	Exceptionally Short Legs
Y	Night Vision	Swimming, Rugby/Brawling	Necrophilia	Fur
Z	Acute Smell/Taste (+5)	Dancing, Spell	Combat Paralysis	Crippled/Uneven Limbs

Values and skills can be swapped and amended freely for dramatic effect. The name-based system should *not* be used for PCs.

CHAPTER TEN

ADVENTURES

Introduction

Adventures in *GURPS Goblins* take the nature of a framework or stage, upon which an extraordinary number of eccentric and bold characters interact with the PCs. Goblin Luck is used to spice up the action.

A preamble is given describing the general area of play. Within that general area, each adventure comprises a background, hooks to involve the player characters, challenges for them to overcome, rewards for doing so, a few ideas for Goblin Luck, a set of consequences, if any, and some examples of further motivators. The latter are an important part of play . . . set adventures are often too restrictive on the actions of players, or resolved too quickly; further motivators develop the play along whatever line the PCs set out to follow. Listed with challenges are usually a number of skill checks and so forth. These are intended to complement, not replace, low cunning and good roleplaying.

THE GUTTER

Ashestree Court

Life In The Gutter

The lack of employment or regular income makes the life of goblins in this class irregular. Each day however, has the same set of priorities – first to obtain food, second to advance a cunning scheme for becoming wealthy, third to find entertainment, and fourth to secure a lodging for the coming night. On some days a Gutter goblin might spend the whole day trying unsuccessfully to achieve the first objective; on other days he might find that all four are taken care of without even getting out of bed.

A Word-Picture of the Street

Ashestree Court is a typical Gutter slum, but in the midst of the slightly more affluent area of Whitefriars – a solid, industrial Working-Class slum. It is a muddy, dead-end alley running off Magpie Alley, which in turn runs off Whitefriars Street, which runs from Fleet Street down to the Thames, terminating in a pile of barrels and broken timber slats known as Whitefriars Dock. Ashestree Court is hardly more than 10 feet across, and 100 feet in length. The buildings on either side are so tall that sunlight never touches the ground except briefly at noon.

The west side of the street is half taken up by a huge, rotting warehouse with "ilkins' Cotton Small Goods" emblazoned across the front, written in a faded kind of shadow which marks the places where paint once used to be. It is locked up, and the ghost of 'ilkins is said to be inside, but all the inhabitants of Ashestree Court know this to be untrue. All have burrowed their way in at some time or other, if only in a forlorn search for Cotton Small Goods. Next to 'ilkins Cotton Small Goods is No. 19, a three-story residence of grand proportions – once Working Class, perhaps intended as a shop with residential space. It is occupied by an unfriendly group who work night shift at the nearby

Zeke McGrappen (Status 2)

ST 18, DX 8, IQ 10, HT 8, Co 20
Basic Speed 4, Move 4
Dodge 4, Parry 8 (Brawling).

Advantages: Exceptionally Long Arms, more than 6'.

Disadvantages: Berserk, Compulsive Lying, Scotophobia.

Skills: Lockpicking/TL5-11, Brawling-12, Climbing-11, Engineering-12, Singing-12 and one hand weapon skill at 12. (No Vocation.)

No weapons, Basic Damage: Thrust 1d+2, Swing 3d+1.

A theatre manager with coarse habits and unsavoury interests, who also enjoys the pleasant company of Ms Lovelace on occasion. He is small but wide, with arms so long that he walks more easily on his hands than on his feet. He is an edgy, gingery chap, and is known for flying into an extraordinary tantrum when agitated. He can easily be agitated, and puts on a most amusing display, hopping about on his little legs with a bright red face and his great long arms flapping around. He dresses expensively, but his elegant clothes do not suit him, and only give the impression that he has recently mugged and stripped an organ-grinder's monkey – which in fact is not far from the truth.

Mr McGrappen has left his hat, gloves, watch and walking stick at home, to avoid having them stolen. He wears a plum-coloured swallow-tail jacket with black lapels and cuffs, and extended sleeves (£3 new, or 6s at a fence), a glorious yellow silk waistcoat (18s new, or 3s at a fence), and a high-collared silk shirt. He is currently not wearing his boots or trousers. The former are a fine and valuable pair of Italian patent leather riding boots with spurs (£5 new, or 10s at a fence) and the latter are a pair of beige evening trousers with gold buttons on the calf (£1 16s new, or 4s 8p at a fence). One pocket contains a key ring with a small fur fob – presumably rabbit – and two keys. In his waistcoat pocket are a half sovereign (10s) and three half crowns (2s 6p each).

Chaste Lovelace (Socialite, Status -2)

ST 5, DX 9, IQ 6, HT 13, Co 5
Basic Speed 5.5, Move 5
Dodge 5, Parry 6 (Brawling)
Advantages: Acute Vision (+5).
Disadvantages: Extreme Alcoholism, Dwarfism, Rupophobia.
Skills: Brawling-10, Carousing-16, Gambling-9, Public Speaking-8, Riding-13, Sex Appeal-15 and one hand weapon skill at 13.
No weapons, Basic Damage: Thrust 1d-5, Swing 1d-5
A charming little lady, but not young, and entirely ruined by alcohol. She takes no interest in her trade, but applies enough intelligence and experience to make up for any lack of enthusiasm.

Provocation Lum (Cab Driver, Status -2)

ST 12, DX 12, IQ 11, HT 15, Co 12
Basic Speed 6.75, Move 6
Dodge 6, Parry 12 (Brawling).
Advantages: Strong Will (+2).
Disadvantages: Bad Sight (Near-sighted), Compulsive Lying, Scotophobia, Short Arms, less than 1'.
Quirk: Babbles about horses.
Skills: Brawling-18, Engineering-15, Gambling-14, Surgery-14, Teamster-13, Traps-13, Whip-14.
No weapons, Basic Damage: Thrust 1d-1, Swing 1d+2.
A cab-driver, whose arms are so short that his hands seem stuck directly onto his shoulders, like little wings. He does not shave, and has a beard of epic proportions containing all manner of things. He is very keen on horses, and proclaims from his font of knowledge at length, to anyone who will stay in the same room. In fact he knows very little about horses, and has difficulty distinguishing them from pigs. This is not because he is stupid – in fact he is rather clever – but only because he is very short-sighted. He keeps this secret, because it might be detrimental to trade if anyone knew that he can't see further than the rump of whatever is pulling his cab. He navigates around London by whipping the horse (if indeed it is a horse), and letting it go whichever way it pleases, until the passengers tell him to stop. This seems as quick a way of getting there as any other.

glassworks. They have nothing of value – but their house is checked once or twice each week just in case. The words "Fatboy and Lofe" have been written on the front between two windows, with a crayon. Next to No. 19, at the end of the west side, is No. 21 – a smaller residence occupied by occasional workers, Luddites and Anarchists from the glassworks. They are a friendlier bunch – they work day shift, if at all, and always leave someone at home.

At the north end of the Court are two warehouses, both with passages through to other streets. The warehouse on the left has a small window opening over the roof of a rather nice house on Bouverie Street. The other backs onto a courtyard which connects to another courtyard through a short passage under a house, which in turn connects to Whitefriars Street. The two warehouses are each occupied by large, transient groups of goblins of a very low type. A row of small, rickety houses extend back along the east side of Ashestree Court, each ten feet across the front and leaning on the others for support, with an uneven growth of garrets and chimneys sprouting from the skyline. They are filled with low characters, and the protagonists might occupy the middle one, No. 20, which is described in more detail below.

At the south end of this row is George Yard – a short, dismal space lined with houses even smaller than the lodgings of Ashestree Court.

Between George Yard and the mouth of Ashestree Court is a fairly tidy little house occupied by three goblins, and the only shop in Ashestree Court – named simply "MEAT," and selling exactly that. It is owned by Mr Pot Blind. The three goblins in the house are Mr Blind, butcher; Luke Salvation, a street evangelist of worthy moral fibre and with a fine speaking voice; and Esther Bunks, an actress of some talent and many charms, widely believed to be the only resident likely to get out of Ashestree Court.

The Low Lodging House

"When a man's lost caste in society, he may as well go the whole hog, bristles and all, and a low lodging house is the entire pig."

What part it plays in the life of the characters.

For characters starting out in the Gutter, the low lodging house at No. 20 Ashestree Court (or some place similar) is the only place which they call "home," and the only place in which at least one of them has ever lived, so far as he can remember. Here they have been educated in every facet of low life, from birth to death and beyond. The greasy, scrofulous inhabitants come and go, but fellow inhabitants of the house make an effort to help another out of difficulties (for a fee or favour, of course), where they would have kicked a stranger while he was down.

The Inhabitants

Ground Floor
the Player Characters

Second Floor
the ladies of the house:
Ms Chaste Lovelace
Grace Valenteen
Mr Moses Cruise
their protector:
Lust Bloodgusher

Third Floor
Provocation Lum

The Garret
Doctor Rudd

Adventure in the Gutter

This adventure is planned for a group of 3 to 6 beginning goblins.

The Horse Swapping

☛ *Background*

– Provocation Lum is a cabbie and shares ownership in a cab with another driver, Assyria Grasp. They have no horse. However, Provocation has a friend who works in the stable of Mr Salvation Plunge. It is Provocation's daily routine to take the cab, with one of Mr Plunge's horses attached, to Mr Plunge's back gate, exchange the horse for a fresh one, and do his daily round. At the end of the day he brings the cab to Grasp's house in George Yard, adjoining Ashestree Court. Then Grasp takes the cab back to Mr Plunge's back gate, changes horses again, and does the night round.

– The daily routine of the three resident ladies connects with Provocation's, in that whenever they are required to visit a gentleman at his residence they go in Provocation's cab, with Mr Bloodgusher along for protection. Lust remains in the cab while they take their tea with the gentleman, ready to rush in and punch him if the ladies show any sign of anxiety.

☛ *Hooks*

Lust and Provocation are unwell from drinking something that they shouldn't have, and Provocation wishes to employ the characters to take over their duties for the day. This should be pretty simple, because the ladies have engaged the cab for the entire day on one visit. The gentleman being visited is none other than Mr Salvation Plunge, soon to be married. The offered pay is 12s for driving the cab, from which 2s must be paid for the horse, and another 10s from the ladies, for their escort, with bonuses if the escort is called upon to do something.

On this occasion, the ladies are to join Mr Plunge and his best friend, a Mr Titus Rippen, in a little game of Blind Man's Buff. Mr Plunge, Mr Rippen and the ladies are playing Blind Man's Buff in their underclothes (because it is hot). The good Mr Plunge is wearing the blindfold and strikes one of the ladies a little smartly across the thigh. She lets out a piercing shriek, as if her very life were threatened, which cannot fail to heard by the characters and other passers-by, anywhere in the street.

Note that the PCs (at Status -3) would not normally be able to go outside their precinct (Whitefriars) to the neighbouring parish of St Dunstan, without losing Status (see *Goblin Jingoism*, p. 40). However, because they are being employed by Provocation (at Status -2) they are able to travel anywhere in the ward (Farringdon Ward Without), without losing Status, so long as they are engaged in activities relating to their employment.

☛ *Challenges*

– Getting there is the main challenge. This entails driving the cab safely to Mr Plunge's house in Fetter Lane, St. Dunstan, in rush hour traffic, without destroying anything or being arrested as thieves. This requires three Teamster rolls: one as the PCs set off, one on Fleet Street as they attempt to cross into Fetter Lane, and one to stop safely (or at all).

Salvation Plunge (Gentleman, Status 4)

ST 13, DX 9, IQ 11, HT 12, Co 17
Basic Speed 5.25, Move 5
Dodge 5, Parry 6 (Brawling).
Advantages: Handsome.
Disadvantages: Extreme Alcoholism, Tanniphobia.
Skills: Brawling-10, Carousing-16, Gambling-15, Riding-12, Starglazing-11, Stealth-11, Teamster-15, Whip-13, and one hand weapon skill at 12.
No weapons, Basic Damage: Thrust 1d, Swing 2d-1.
A tall, dark and handsome gentleman, skilled in all the noble arts – drinking, riding and gambling.

Titus Rippen (Theatre Owner, Status 3)

ST 14, DX 9, IQ 13, HT 14, Co 17
Basic Speed 5.75, Move 5
Dodge 5, Parry 6 (Brawling).
Advantages: Charisma (+3), Handsome, Menace +2
Disadvantages: Rupophobia, Short Arms, less than 1'.
Skills: Brawling-10, Sex Appeal-16, Teamster-19, Traps-17, Whip-15, and one other hand weapon skill at 13.
No weapons, Basic Damage: Thrust 1d, Swing 2d.
An exceptionally charming gentleman – so charming in fact that female goblins are said to have contracted pregnancy just from seeing him bend to polish his shoe. The length of his legs (by no means insufficient) is made to seem even greater by the shortness of his arms. He wears a tight, red swallowtail jacket, with brass buttons with anchors on them, and tight white trousers, with a tall, dark grey hat. He drives his own two-wheeler, and is a fair hand with the whip.

Rumple the Butler (Status 1)

ST 13, DX 14, IQ 10, HT 12, Co 14.
Basic Speed 6.5, Move 5.
Dodge 5, Parry 12 (Brawling).
Advantage: Patron (Mr Plunge)
Disadvantages: Extreme Alcoholism, Claustrophobia, Odious Personal Habits, Short Legs.
Quirk: Believes that he can sing.
Skills: Brawling-18. Carousing-14, Gambling-14, Surgery-14, Theology-13, and a Musical Instrument skill at 13. (No Vocation.)
No weapons, Basic Damage: Thrust 1d, Swing 2d-1.

Provocation and His Cab

Mr Lum wears a long, heavy woollen coat of brownish tint, and a tall black hat. He carries 5s in small change in a little wooden box, made for that purpose, with a little clip to hang it on the cab when he is driving. In addition to this sum – which he keeps under his pillow when at home – he has another 6s which he keeps in his coat pocket, on the principle that no one would think of looking for it in such an obvious place.

The cab is a two-wheeler, in the old style, painted green with yellow curly bits, pulled by a single animal and comprising a simple box on wheels. The driver sits on a little seat on the roof at the front; the door to the box is at the back with a small step – two or three passengers sit in a row inside, facing backwards. Another passenger may sit next to the driver, and another one or two may stand on the little step at the back, holding onto a handrail put there for the purpose. This type of cab is rapidly being replaced by the two-wheeled Hansom cab, which has the driver's seat at the back with the reins extending right over the roof. Passengers enter from the front, to sit looking forwards at the horse's rump. This new style of cab has the sole advantage that passengers are unable to slip out *en route* without the driver noticing.

Goblin Luck

Should the horse be whipped to a gallop, it will have a heart attack and die on the spot, bearing in mind that these horses are being hideously overworked through Provocation's cunning scheme.

– Changing over the horse without being seen, perhaps using both Stealth and Animal Handling. Possibly also using Fast-Talk and Acting.

– Parking in front of Mr Plunge's house without the horse being recognised. Sheer Goblin Luck, one way or another. Could result in more Fast-Talk and Acting.

– If they do try to enter Mr Plunge's house when the lady screams. They must break in; then they must overcome, avoid, or Fast-Talk the servants.

– Assuming they get past the servants, the would-be rescuers will find the ladies locked in the drawing room, in a state of undress, being chased about by a goblin with a stick.

Rewards and Consequences

– The PCs are being paid handsomely for their day's work.

– If they enter the house, there may be the opportunity to pick up a souvenir. The ladies, of course, are unlikely to be grateful for the intrusion.

– If the cab is left empty and unguarded at any time, someone is bound to steal it. Of course, the thieves may be held up when they have whipped the horse to a gallop and it promptly drops dead.

– So long as they are not caught stealing anything, the characters will be able to explain their entry, and the ladies will support this. If they are caught stealing, or cause significant damage, Mr Plunge will require recompense.

– If Mr Plunge recognises his horse, then it's off to Newgate for everyone concerned.

Character Points: 1 for reaching the mansion; 1 for swapping horses; 2 for entering the mansion and profiting thereby; plus any bonus points the GM deems appropriate.

Further Player Motivators

– If the cab has been stolen, it must be recovered.

– Service for the ladies may develop into ongoing employment.

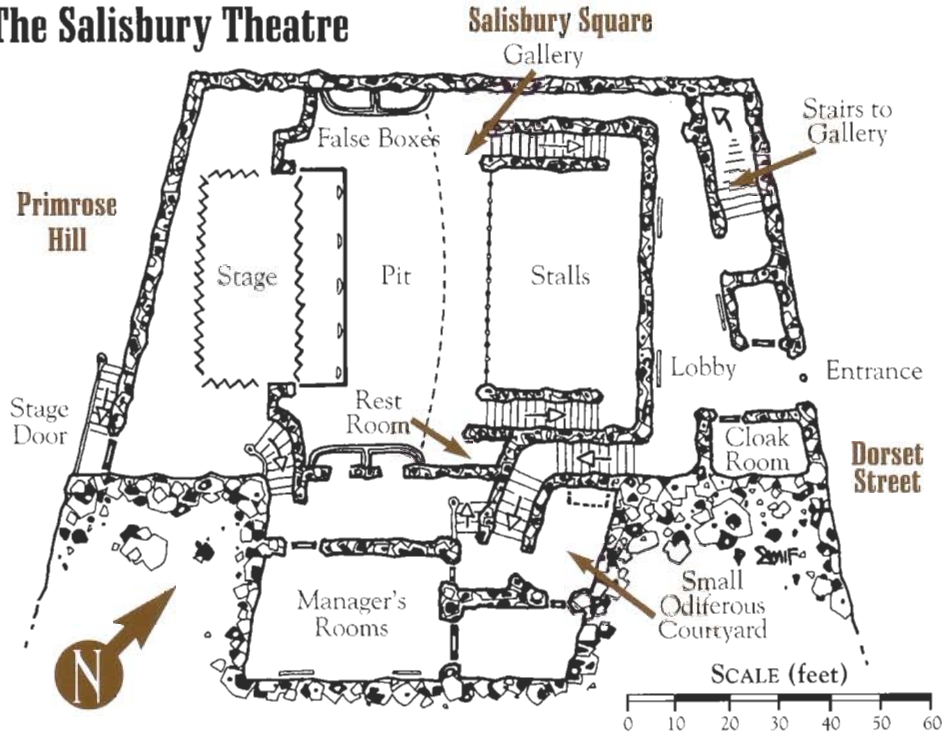
THE WORKING CLASS

Preamble

The Working Class are goblins who have some form of regular employment, with regular wages, and because they come from the Gutter (with no wages) they are genuinely thankful for the meagre pittance which they are given. The work is an unrelieved round of drudgery for ten to 12 hours a day, and the workers are entirely without rights. Nonetheless, it is a jolly life, because they need only look out their window to see three times their number in unemployed Gutter folk, scratching for a slice of bread each day. Also, they know that they are the only ones doing any work in the whole society, and they will undoubtedly get their reward in Heaven, if they can't get it on earth first.

In practice PC goblins rarely, if ever, take any interest in this virtuous industry, preferring the lights and glamour of public taverns, or the Theatre.

The Salisbury Theatre



What part it plays in the life of the characters

The theatre is a highlight in the lives of goblins of every class, but particularly among the Working Class. The same performance is seen again and again, until the audience seems to know the words better than the cast and sings along with every chorus, drowning out musicians and soloists alike. In addition to the show, the theatre provides a great social occasion. Most patrons just enjoy jostling about in a crowd of friends and strangers, shouting, laughing and telling jokes, ogling members of the opposite sex, singing and drinking porter. Some also come there on business, picking pockets or making intimate acquaintances for commercial gain. All in all, a great night out.

Physical description

The Salisbury Theatre is a large brick structure at one end of Salisbury Square, between Primrose Hill and Dorset Street. It was once the City residence of the Marquis of Salisbury, hence the name, and still retains some faded gilding and odd chunks of plasterwork on the facade from those days of glory. The stable yard is still to be found at the back too, hemmed in all around by wretched slum dwellings, but it is now used exclusively by gangs of Gutter goblins for roughing over their victims in privacy. The Salisbury prides itself on providing all conveniences for its patrons. These include a porter-man, selling

Plunge Hall

A little city residence about halfway up Fetter Lane, set in the midst of a long block. It has the advantage of a tiny passageway on one side, by which horses are led behind the row for stabling, which has allowed the construction of windows on one side wall, peering directly into corresponding windows in the building next door. The servants' rooms, kitchens, scullery and so forth are all in the basement, with windows opening into a narrow trench along the front and side of the house, with a spiked wrought-iron railing along the rim. This trench serves the double purpose of letting light in to the basement and obstructing access by burglars to the windows on the ground floor.

The front of the house features a little conservatory, in which a lone aspidistra plant suffers from powdery mildew, and the large bay window of the drawing room. The dining room is directly behind the drawing room, with large windows looking out across an ornamental balcony at the back yard, where Timothy Hands maintains a sizeable pile of manure. Across the hall from the dining room is the library, featuring a rather nice window seat, and a superb collection of "Penny-Dreadful" murder novels. Each of the two upper floors has three bedrooms of different sizes, with associated dressing room, bathroom and linen closet.

At the end of the garden is a little shed where Timothy and Josiah Barren live, and the stables in which they keep the carriage and stable the horses. The nefarious activities of these servants are concealed by the artfully shaped pile of manure standing between their shed and the house, and it is here that other members of the staff also come, when smoking, drinking, or otherwise making free of their master's cupboards.

Doctor Rudd (Burglar, Status -2)

ST 6, DX 11, IQ 7, HT 14, Co 6
Basic Speed 6.25, Move 6
Dodge 6, Parry 8 (Brawling).
Advantages: Handsome, Strong Will +2.
Disadvantages: Fat, Scotophobia.
Quirks: Throws things when even slightly irritated; very forgetful.
Skills: Alchemy-9, Animal Handling-9, Lockpicking/TL5-15, Brawling-12, Climbing-15, Starglazing-14, Stealth-14, Traps-9.
No weapons, Basic Damage: Thrust 1d-4, Swing 1d-4.

A burglar, who chose the name Doctor because he thought it might make him seem respectable. He was quite correct, and to this day most of the inhabitants of the house believe that Doctor Rudd has some kind of medical experience. He is short but enormously fat, which only adds to his reputation, and is rather handsome, which does not hurt. He would have obtained some kind of medical qualification as a youth, but indulged too early in crude chemical experiments, which permanently impaired both his short-term and his long-term memory, and had him thrown out of school. From there he took up a career in burglary, at which he has been modestly successful, having been transported only once. On his return, he has resumed his alchemic experimentation, and created a number of substances with which he is very pleased.

Rudd is also an actor in Mr Rippen's theatre. He plays the part of the Doctor, the Apparition of a Bloody Child, and also the Soldiers, for which part he rushes on one side of the stage, waving a flag and shouting, marches off the other side, turns around and rushes back in with a different flag and more shouting. He wears his white coat throughout, for all parts. He is also responsible for the special effects, and for putting the appropriate weights on the flying trapeze. With regard to this responsibility, his lack of memory concerns him a little, when he remembers.

refreshments from a wicker hamper strung over the shoulder, open candles at intervals along the walls for the convenience of smokers, victual in the form of sausages, oysters and pies at a penny each in the lobby, and a rest room.

The Entry

The front windows and front door of the building have all been bricked in, and the tradesman's entrance on Dorset Street is now used as the theatre door. It leads into a lobby past a small, bare cloak room on the left (no one would leave a coat there, even if there was an attendant) and a ticket box on the right.

Ticket sales

Tickets are sold at 2p in the gallery, 4p standing in the pit, 6p seated in the stalls, and half a crown (2s 6p) in a Private Box. The takings are deposited directly into a large cast iron cashbox in the ticket booth, through a little slot in the top. On a good night, the audience numbers more than a thousand, usually filling to the maximum capacity of 1,200. At an average of 4p each, this amounts to 400 shillings, or 20 pounds in small change, each night. For this reason the owner, Mr Rippen, is a very jolly chap, and often simply can't stop laughing.

The Lobby

The lobby has a very high ceiling, and the air is not too foul despite the press of patrons every evening.

To the left, behind the cloak room, a locked door leads to the Private Boxes, and to the owner's private rooms, in which Mr Rippen lives and transacts business. He has an actress imprisoned there (for reasons which will be seen), in a large sea chest lined with felt to deaden noise, and locked with a large brass padlock of fairly poor quality. Mr Rippen holds the only key.

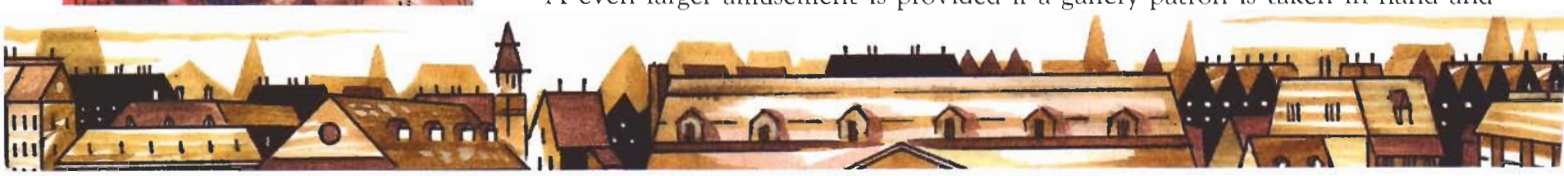
To the right, stairs lead up to the gallery, and a doorway leads to the pit and the stalls. Two ushers stand inside at the steps to the stalls, to prevent gallery patrons from mistakenly entering and taking a seat downstairs, and to prevent pit patrons from making a similar error and taking a seat in the stalls. During the performance, numerous gallery patrons leap off the railings into the pit, and numerous pit patrons scale the barrier into the stalls, but by that time any attempts at crowd control are futile, and in any case the ushers are on stage, taking part in the performance.

The Private Boxes

No one has ever been known to sit in the Private Boxes, where seats are half a crown, because the view is better from the gallery, the pit or the stalls, available at much cheaper rates. It should be noted that only the Private Boxes on the left side of the house are actually functional – those on the right side are papier mache imitations, stuck directly onto the brick wall, and put there purely for decorative symmetry.

Conveniences

The rest room comprises a tiny, odorous courtyard at the back of the theatre, accessible through a door from the pit and the stalls, or from a small, open window with a projecting sill in the gallery. The gallery window is covered with a heavy woollen curtain, to reduce the ingress of odours. A huge amusement is provided for patrons of the gallery, if they can make use of this facility while incautious patrons from the stalls are doing the same from the doorway below. A even larger amusement is provided if a gallery patron is taken in hand and



hurled bodily out the small open window. A similar small window opens over the courtyard from the private stairwell, for the convenience of Mr Rippen, but he is careful to avoid using the facility during performances, to avoid any tarnish on his dignity.

A Private Lobby is provided behind the Private Boxes, in which (in theory) the upper-class patrons can relax and chat out of the sight of the common throng. A "discretionary exit" is also provided from the Private Lobby, leading backstage. The theory is that the upper-class patrons could use this exit to go down and meet the actors, if they so desire, and also slip in or out of the theatre through the stage door into Primrose Hill, avoiding the crowd at the front of the theatre. In practice, no upper-class patron has ever set foot in the Private Lobby, and the discretionary exit has only been used by Mr Rippen, in his comings and goings.

The inhabitants

Titus Rippen (p. 127) – the owner of the theatre, and a budding director. He will not allow a production to open until he has reduced each member of the cast to tears with personal abuse during rehearsal. He is playing the parts of Malcolm and the Second Murderer in the coming production, as well as directing it.

Zeke McGrappen (p. 125) – the manager, responsible for opening and closing the theatre, and selling tickets. He is playing the parts of Duncan, Banquo, Seward and the Hautboy in the coming production.

See the sidebars (pp. 130-132) for the cast and crew.

Esther Bunks (Belle, Status 0)

ST 6, DX 13, IQ 13, HT 9, Co 6
Basic Speed 5.5, Move 5
Dodge 5, Parry 9 (Brawling).
Advantages: Beautiful, Long Legs.
Disadvantages: Extreme Alcoholism, Aquaphobia.
Quirk: Gets immersed in her parts, especially when drinking (e.g., all the time).
Skills: Boating-17, Brawling-14, Carpentry-17, Pickpocket-15, Sex Appeal-11, Starglazing-16, Stealth-16, and one hand weapon skill at 15.
No weapons, Basic Damage: Thrust 1d-4, Swing 1d-4.

The star of the coming production, in the role of Lady Macbeth, and also the witch. For the role of the witch she is cloaked in diaphanous rags, and as Lady Macbeth she is costumed in a nightgown for the first few acts, and a suit of armour for the last act. Accordingly she is kept quite busy with costume changes.

Adventure in the Theatre

Rat-Catching

Background

– The theatre is owned by one Titus Rippen, and is used by a slavery ring, specialising in attractive and furry young goblins, to acquire stock in the form of hopeful young actors. The routine is to announce an audition, hear all applicants, and then call back one or two furry ones of saleable quality along with those who are actually to be cast, for a second audition. As the audition proceeds, actors are given roles and sent home one by one with a script to learn, until only the furry ones remain. They are then smacked on the head with a sandbag and taken to Mr Rippen's office. In the dead of night, they are bundled into sacks and taken to the glassworks. From there, they are eventually smuggled aboard a ship bound for foreign parts, never to be seen again.

One dark and stormy night, a silky young hopeful by the name of Prudence Trust found herself to be the last actress at the end of an audition. Her suspicions aroused by the gleaming smile of Mr Rippen, she dodged his subtle advances, tore him with her fingernails, and fled across the stage clutching a shred of his coat. She climbed the wires of the flying harness, ran away across the rafters and might have escaped, but Titus grabbed a coil of curtain rope and whipped it at the fleeing figure, snatching her from the rafter and sending her plummeting. She crashed through the boards of the stage into the dark and dusty space beneath, where she expired. Titus felt, on reflection, that the dark and dusty space beneath the stage was the best place for her, and simply nailed a new plank over the hole. Titus now suffers from portentous nightmares, and from that day staff and patrons

Ungodly Lusts Johnson (Usher, Status 1)

ST 14, DX 11, IQ 8, HT 11, Co 14
Basic Speed 5.5, Move 5
Dodge 5, Parry 8 (Brawling).
Advantage: Long Legs.
Disadvantages: Cowardice, Odious Personal Habits, Porciphobia.
Skills: Brawling-12, Glassmaking (Professional skill)-12, Riding-14, Rugby-15, Starglazing-13, Stealth-13, Swimming-15, and one hand weapon skill at 3.
No Vocation.
No weapons, Basic Damage: Thrust 1d, Swing 2d.

The first usher, responsible for preventing pit patrons from accidentally taking a seat in the stalls. He is a public school boy and thinks himself quite a gentleman, but this impression is not gained by anyone else. Although powerful to look at, he is a great coward, and even quite small goblins with a pit ticket can get into the stalls by threatening him with gross physical violence. In such cases, however, Ungodly goes to find the second usher, and it is wise to be well hidden in the stalls before they get back. Ungodly is playing the part of Macbeth in the coming production, and will have to rush off before the curtain raises, to put his costume on.

Sodom Peach (Usher, Status 1)

ST 13, DX 11, IQ 7, HT 11, Co 14
Basic Speed 5.5, Move 5
Dodge 5, Parry 13 (Brawling).
Advantages: Acute Hearing +5.
Disadvantages: Acrophobia, Berserk.
Skills: Brawling-20, Carousing-15, Engineering-10, Forgery-9, Law- 9. No Vocation.

No weapons, Basic Damage: Thrust 1d, Swing 2d-1.

The second usher, responsible for doing whatever the first usher has failed to do. Mr Peach is an absolute raving psychopath, who takes an extraordinary pleasure from physical violence. Sodom is playing the parts of Fleance, the First Murderer and MacDuff in the coming production.

Ahab Godwilling (Rat-Catcher, and the Smallest Goblin in London, Status 0)

ST 3, DX 9, IQ 6, HT 5, Co 3
Basic Speed 3.5, Move 2
Dodge 2, Parry 6 (Brawling).
Advantages: Strong Will +2.
Disadvantages: Aquaphobia, Dwarfism, Overconfidence.
Skills: Animal Handling-10, Brawling-10, Lockpicking-9, Theology-8, Traps-12, and one hand weapon skill at 14.

No weapons, Basic Damage: Thrust 0, Swing 0.

Mr Godwilling is 14 inches tall, weighs only 8 lbs., and has recently had a terrible shock. He has become somewhat deranged, and believes that his dog – a little terrier called Blessed Saint Jonah – has been kidnapped by some spirit of the theatre, whom he continually chases but never catches. In fact, Blessed Saint Jonah is waiting outside the main door, and has been for over a week.

Goblin Luck

Any number of things might go hideously wrong with this production. In the case of Good Luck, the faithful terrier Blessed Saint Jonah might come to the rescue.

at the theatre have noticed a large albino rat sliding on the trapeze wires, running about in the rafters and dropping onto the stage, heedless of people present.

– In fact at least three different things might be responsible for the "rat" appearances:

The small, furry ghost of Ms Trust, who appears at intervals to warn other prospective victims, and who is chained to the theatre by her unburied corpse under the stage and by her lust for revenge on Mr Rippen;

At least two genuine rats, who have seen the ghost of Ms Trust while investigating the aforementioned corpse, and whose fur has gone completely white from the shock;

A rat-catcher, Mr Ahab Godwilling (see sidebar), who – although not particularly furry – is very pale, ragged and mad, and whose hair is completely white due to the shock of seeing the ghost of Ms Trust, while chasing the rat investigating the corpse under the stage. He scurries about, frantically looking for his terrier, Blessed Saint Jonah.

Hooks

– First, to get the characters into the theatre:

The next play is The Abridged Macbeth With Just The Witches And The Fighting, directed by Mr Rippen (reproduced in its entirety on p. 134). The auditions and rehearsals have been interrupted several times by the sudden appearance of the rat. Fearing that this might disrupt the performance, Mr Rippen engaged a rat-catcher. Now it is opening night, and not only is the rat apparent more often than ever, but the rat-catcher himself has vanished. In desperation, he tries to employs a healthy band of youths from the local pub (the Magpie) as rat-catchers to slay the brute, hopefully before the performance starts, or if necessary to lurk in the wings and rafters to prevent it from getting on stage. He does not mention the disappearance of the original rat-catcher, or the murder, but does instruct the rat-catchers that his office is strictly out of bounds (he has a captured actor hidden there – see *The Lobby*, p. 130).

He will offer 1s per albino rat caught, and of course free entry to the opening performance. Furthermore, the beautiful Ms Bunks is starring as Lady Macbeth, and there might be an opportunity to see her backstage.

After playing out a suitable period of rushing about after rats of various shapes, sizes and colours, the audience pours in, and without further ado, the performance starts.

At the end of Act II, as Ms Bunks is making her speech alone onstage, a ghostly white figure descends slowly from the rafters and disappears through the stage. At the point on the stage at which it disappeared, there is a board which is newer than the rest. Ms Bunks shows admirable calm, finishes her speech, bows to the audience and walks calmly offstage. The audience applauds wildly, assuming the ghost to be part of the performance. However, the PCs can easily tell that something is amiss, by the fact that Mr Ungodly Lusts Johnson has had an unfortunate loss of bowel control, which – given that he is wearing a kilt – is abundantly evident. He quite naturally refuses to go on again, but fortunately is not required to do so for another Act.

Challenges

– To catch the rats and/or Mr Godwilling without plunging from the rafters, or otherwise damaging the scenery. Rats are treated as individual creatures, not swarms, in this situation.

– To survive the play long enough to see the ghost, and (perhaps) to assist in making "the show go on" without Ungodly.

– To find the corpse, probably after the performance, and find the murderer. The ghost is unable to speak, but can communicate by "calling to mind" lines from the play, The Abridged Macbeth &c. Her corpse is holding a fragment of coat which bears three buttons with anchors on them. Titus has replaced them with a patch of cloth bearing buttons that are similar to, but a little smaller than, the rest.

☛ *Rewards and consequences*

– A small but tangible chance to glimpse the slender ankle of Ms Bunks while she is changing backstage.

– The enormous gratitude of the cast, if the show can be brought to its conclusion, and a reward of some kind.

– 1s per albino rat presented to Mr Rippen.

– Possibly, the night's takings, comprising 20 pounds in small change.

– Possibly, an opportunity to gain control of the theatre

– If the fur-trading ring is either broken up or joined, the PCs may gain some powerful new enemies.

– The gratitude of the actress in the chest, if they free her, or her hatred, for what it's worth, if they don't.

– The pyrotechnic efforts of Doctor Rudd might lead to an enormous fire.

Character Points: 1 for catching some rats; 1 for stealing the night's takings; 2 for helping the ghost get revenge on Titus; 1 for reuniting Ahab Godwilling and Blessed Saint Jonah; 3 for gaining control of the theatre; plus any bonus points the GM deems appropriate.

☛ *Further Player Motivators*

– The vast profits of the theatre might be made known to the PCs (but perhaps not the vast overheads of a production), to encourage their interest.

– The slavery ring might lead naturally to higher level of investigation into the affairs of Mr Rippen. This could be encouraged with a threat – for example, that Mr Rippen or some other member of the ring knows who the PCs are, and can find them, while they have no idea (yet) who their enemy is, or where he might be.

The Stage

The stage is raised six feet above the pit, with an orchestra space in front, partitioned from the pit with a wooden barrier. The stage is roomy, with ample space for the special pyrotechnic effects, and for the operation of the flying gantries and other mechanical contraptions employed for the amusement and astonishment of the patrons. The rafters are very high, fully 35 feet above the stage. The stage has entrances from both wings and at three points along the back wall.

The stage is not provided with a trapdoor, which almost all theatres have as a standard prop, for use in vanishing tricks and the sudden appearance of ghosts. Vanishing effects are done at the Salisbury using a curious flying trapeze harness, which whips the "vanishing" actor off the stage, upwards into the rafters on thin black wires, usually with a flash of powder and a cloud of smoke.

In fact the effect is more impressive done this way, if a little dangerous for the actor concerned. The harness is suspended on pulleys fastened to the rafters behind the valance (the small, frilly drapery at the top of the curtain). Large counterweights in the wings – adjustable to balance the weight of the actor – are manipulated by a technical assistant, to lift the actor at the appropriate moment or to slow his descent. In the recent performance of *Antony and Cleopatra*, the actor Mr Josiah Puckle (as "the ghost") would clamber upstage across the rafters with the harness, and then swing down to fly out over the audience, before swinging back and adroitly landing on his feet in the centre of the stage. This never failed to hugely startle and amuse the audience, until the accident which forced the season to be prematurely cut short.

Backstage

The backstage area is cluttered with innumerable props and pieces of scenery from past productions, piled in great stacks and heaps to the roof. Through this tangle of papier-mache elephants, castle walls, pieces of forest, Turkish domes and minarets, suns and moons, sailing ships and mechanical ocean, narrow paths and tunnels weave from one side of the theatre to the other, to "dressing rooms" in a piece of the set of *Tipoo Sultan*, a kitchen in the dungeon of *King Nob*, and the stage door, leading to Primrose Hill.

The Abridged Macbeth, With Just The Witches And The Fighting

Act I – An open place, thunder and lightning

Enter the witch.
More thunder, more lightning.
A flash of smoke.

01 Witch: When shall we meet again? In thunder, lightning, or in rain? Ere the set of sun? [Sun passes through sky.] Upon the heath, there to meet with Macbeth.

02 Audience Participation: Fair is foul and foul is fair: Hover through the fog and filthy air! [She does.]

Witch vanishes.
More thunder and lightning.
Witch reappears.
Drum within.

03 Witch: Macbeth doth come.

Enter Macbeth.

04 Witch: All hail Macbeth, that shalt be king hereafter!

Exeunt

Act II – Inverness, court within the castle.

Enter Macbeth and Lady Macbeth.

05 Macbeth: Is this a dagger which I see before me, the handle towards my hand?

06 Lady Macbeth: Yes.

A bell rings.

07 Macbeth: I go and it is done. The bell invites me. Hear it not, Duncan, for it is a knell that summons thee to heaven or to hell.

Thunder, smoke, lightning.
Enter Duncan.

[Macbeth and Duncan fight, and Duncan falls. Macbeth turns away, and Duncan stealthily rises. Macbeth turns, Duncan hastily feigns death, Macbeth turns away, Duncan stealthily rises again and strikes Macbeth from behind. Macbeth falls. Duncan raises his sword to kill Macbeth, laughing triumphantly. Lady Macbeth runs behind Duncan, and stabs him in the back. Duncan falls. Macbeth rises. Macbeth and Lady Macbeth stab Duncan many times. Duncan tries to rise, but falls back, slain.]

Enter Fleance and a Hautboy with torches.

08 Fleance: Murder!

09 Hautboy: Smite them!

[Macbeth and Fleance fight. Lady Macbeth and Hautboy fight. Fleance and Hautboy are slain.]

10 Lady Macbeth: Go get some water and wash this filthy witness from your hand. Bring these daggers from the place; go carry them; and smear the sleepy grooms with blood.

Exit Macbeth with daggers.

11 Lady Macbeth (wiping hands): Will these hands ne'er be clean? Out, damned spot! Out I say! Perhaps I should take off my night-gown, to wash it clean. (To audience:) Yes? (Lifting hem of skirt slightly to encourage an answer:) No, I'll not. That which hath made them still hath made me bold; what hath quenched them hath given me fire! Who would have thought the old man to have so much blood in him!

Flourish. Exeunt.

Act III A park or lawn with a gate leading toward the palace.

Enter two Murderers.

12 First Murderer: Hark, I hear horses.

13 Banquo, within: Give us a light there, ho!

14 Second Murderer: Tis he.

15 First Murderer: Stand to it.

Enter Banquo.

16 Banquo: It will be rain tonight.

17 First Murderer: Let it come down!

[They fight. Banquo throws a bomb at the Murderers. The bomb explodes with a great bang. Second Murderer throws a bomb at Banquo. The bomb explodes with a great bang. Banquo is blown into the rafters and falls back onto the stage. Banquo dies.]

18 First Murderer: Well, let's away.

Exeunt.

Act IV – A dark Cave. In the middle, a cauldron boiling.

Thunder.
Enter the witch, flying.

19 Witch: Round about the cauldron go; in the poison'd entrails throw. Toad, that under the cold stone, days and nights hast thirty-one, sweltered venom sleeping got, boil thou first in charmed pot!

20 Audience Participation: Double, double, toil and trouble; fire burn and cauldron bubble.

21 Witch: Eye of newt, and tongue of frog, wool of bat, and toe of dog, adder's fork, and blind worm's sting, lizard's leg, and howlet's wing.

22 Audience Participation: Double, double, toil and trouble; fire burn and cauldron bubble.

23 Witch: Cool it with a baboon's blood, then the charm is firm and gud. By the pricking of my thumbs, something wicked this way comes.

Enter Macbeth.

24 Macbeth: How now you secret black and midnight hag. What is it you do?

25 Audience Participation: A deed without name! A deed without name!

Thunder.
An apparition of a bloody child arises.

26 Apparition: Be bloody, bold and resolute; none of woman born shall harm Macbeth.

Descends.

27 Macbeth: Good news indeed!

Exeunt.

Act IV – England, before the king's palace.

Enter Macduff.
Enter a Doctor.

28 Macduff: Comes the king forth, I pray you?

29 Doctor: Aye sir.

30 Macduff: I thank you, Doctor.

Exit Doctor.
Enter Macbeth in armour.
Enter with drums and colours, marching, Malcolm, Seward, and Soldiers.
Enter with drums and colours, Lady Macbeth in armour, and Soldiers.
[They fight.]
Alarums. Thunder and lightning.
[They fight more. Seward is slain; then Malcolm and Soldiers.]

31 MacBeth: I will not yield. Lay on Macduff, and damned be him that first cries: Hold, enough!

[They fight, Macbeth falls. Macduff raises his sword, laughing triumphantly. Macbeth rolls out from under the blow, catches a rope and swings up into the rafters. Macduff throws his sword, cutting the rope. Macbeth falls. They fight. Macbeth is slain but dies slowly.]

32 Macbeth: Hold, enough! None of woman born shall harm Macbeth, or so I'm told.

33 Macduff: Despair thy charm, and let the angel whom thou has served tell thee, Macduff was from his mother's womb untimely ripped.

34 Macbeth: No! [Dies.]

35 Lady Macbeth [creeping behind Macduff, and stabbing him]: Here's the smell of blood still – all the perfumes of Arabia will not sweeten this little hand.

36 Macduff: So this is my reward for good deeds well done. [Dies.]

38 Lady Macbeth: What's done cannot be undone. To bed, to bed, to bed!

Flourish. Exeunt.
Curtain.

– Wm. Shakespeare, Jacob Dreadwort and Solomon Grimm, *The Abridged Macbeth, With Just The Witches And The Fighting*, 1995

THE LEISURED GENTLEFOLK

Dinner and the Club

Background

– Ms Lucretia Lilywhite is being blackmailed by Zeke McGrappen, and needs a crack shot to kill him in a duel. She's gained the impression from Moses Cruise that one of the PCs is a dead-eye-dick, who has never missed a shot in his life.

– As a personal favour, Ms Lucretia has asked Moses to engage said dead-eye-dick's services, and agrees to pay five pounds up front and 25 more when the deed is done. Moses promises any PC two pounds cash (when the deed is done) and a month's intimate acquaintance with the luscious Ms Lucretia – soon to be Lady Lucretia, and renowned as a tiger in the bedroom – if he will challenge Zeke to a duel. If they seem less than keen, Moses can assure them that it's quite safe because he is Zeke's friend and will be his second, and he will load Zeke's pistol with a soap bullet. When a soap bullet is fired from a gun, it instantly vaporises (the bullet, that is) and nothing comes out except the usual loud noise, and a good puff of smoke. He can show the PCs just such a bullet as proof, made out of greyish soap and very realistic. In fact he barely knows Zeke, but intends to cross that bridge when he comes to it.

Moses promises that they can meet Zeke at Ms Lucretia's dinner party, and he will get them invitations. This is absolutely true, and presents a genuine opportunity to attend an upper-class dinner party for free. He suggests that he should arrive separately from them, to avoid suspicion.

The Dinner

Ms Lucretia and Mr Plunge are to be married, and are holding a pre-nuptial dinner at Plunge Hall, laid on for them by Lady Drusilla Forbes, an aristocratic friend.

Hostess:
Lady Drusilla Forbes

In Honour Of:
Ms Lucretia Lilywhite
Mr Salvation Plunge

Guest list:
Bishop William Sodom
Mr Titus Rippen
Mr Zeke McGrappen
Ms Ruby Samaritan-Stoat
Mr Jesus Blade
The Characters
Mr Moses Cruise

Unexpected Guests:
The Devil, in the guise of Mr Raven Golightly
The Devil's Sooty Brother

Servants:
Rumple the Butler
Prodigal Bean
Matthew Hands

Lady Drusilla Forbes (Status 6)

ST 6, DX 12, IQ 14, HT 13, Co 12
Basic Speed 6.25, Move 6
Dodge 6, Parry 10 (Brawling).
Advantages: Exceptionally Long Arms, more than 6', Menace +1.
Disadvantages: Compulsive Lying, Rupophobia, Ugly.
Skills: Brawling-16, Engineering-16, Riding-20, and one hand weapon skill at 20. No Vocation.
No weapons, Basic Damage: Thrust 1d-4, Swing 1d-3.
An exceptionally homely old lady, who wishes to enjoy the company of a flushed young goblin in the prime of life.

Bishop William Sodom (Status 6)

The venerable Bishop Sodom is described in detail in the *Name-Based Characters* section, on p. 123.

Moses Cruise (Socialite, Status -3)

ST 10, DX 11, IQ 13, HT 8, Co 10
Speed 4.75, Move 4
Dodge 4, Parry 8 (Brawling).
Advantages: Charisma +3, Menace +1.
Disadvantages: Compulsive Lying, Porciphobia, Short.
Skills: Lockpicking/TL5-15, Brawling-12, Climbing-15, Sex Appeal-10, Starglazing-14, Stealth-14, Traps-15, and one hand weapon skill at 13.
No weapons, Basic Damage: Thrust 1d-2, Swing 1d.

A charming little gentleman, known as a "lady of the house" for reasons which are not entirely clear. He is quite clever, and vicious for his size. His conversation is unusually captivating – he not only avoids letting the truth get in the way of a good story, he actually avoids telling the truth on principle. He says that he tells lies because his mother once told the truth in Court, and was hanged for it. Of course, this isn't true. He also has an "unconscious" habit of stroking his rather long, slender leg with one finger as he talks, which drives members of the opposite sex into a mad fit of passion. Or so he says.

Prodigal Bean (Footman, Status 0)

ST 12, DX 12, IQ 11, HT 7, Co 12
Basic Speed 4.75, Move 4
Dodge 4, Parry 12 (Brawling).
Advantages: Exceptionally Long Legs.
Disadvantages: Overconfidence, Rupophobia, Ugly.
Quirk: Likes to trip people.
Skills: Boating-14, Brawling-18, Carpentry-13, Engineering-15, Riding-15, and one hand weapon skill at 15. No Vocation.
No weapons, Basic Damage: Thrust 1d-1, Swing 1d+2.

Hooks, Conversation over dinner, and Afterwards

Lady Drusilla offers an invitation to White's Chocolate House after dinner, in return for the pleasure of a young goblin's company for a night. She only asks that the young goblin sleep in the same room with her – in a separate bed, of course! – because she is uncommonly afraid to be alone in the dark.

Bishop Sodom offers an invitation to White's Chocolate House after dinner, in return for the pleasure of a young goblin's company in his carriage on the way – because he is uncommonly afraid to be alone in the dark. In fact he is not a member of White's, and is going directly home.

Ms Lilywhite is determined to be rid of Zeke McGrappen before the wedding, and intends to ensure that a duel occurs. Just in case this fails, she has also poisoned the blancmange.

Mr Salvation Plunge is mainly concerned with having a good, healthy time on this last social occasion before the wedding. In particular, he is interested in private conversation over a quiet cup of tea with Mr Moses Cruise, and has also noticed the shapely leg of Ms Samaritan-Stoat.

Mr Titus Rippen, best friend of Mr Plunge, and a friend of Zeke's. He will be Zeke's second, should a duel eventuate. He finds the company rather dull, and is only interested in eating a spoonful of every dish so the cook can't return them to the caterer. He will especially enjoy the blancmange.

Mr Zeke McGrappen is hoping to become a member of White's. He has come to the dinner party in the expectation of slipping Ms Lucretia aside and using the threat of exposure of her love letters to obtain invitation to the club, and perhaps a further favourable intimacy, from her.

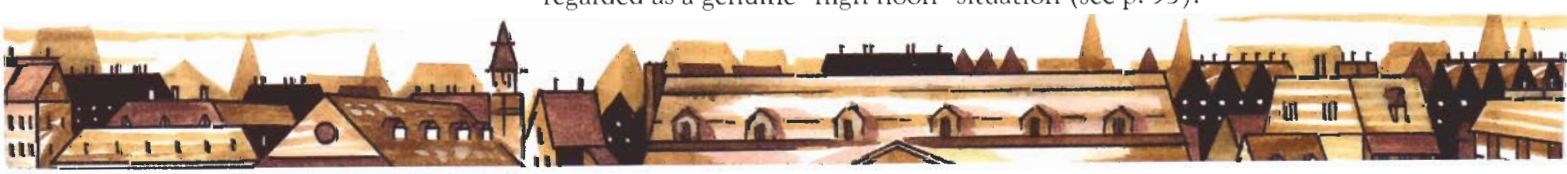
Ms Ruby Samaritan-Stoat is a charming young lady, desperate to obtain entry to high society and intending to use her long, shapely legs to do it.

Mr Jesus Blade is a rat-catcher who has sat down at the table by mistake, and is trying to find a polite way to get up, pick up his shovel from the corner, and leave before anyone notices him.

Mr Moses Cruise arrives dreadfully late, appallingly drunk, and in the company of two uninvited guests. He greets the company with open arms, shows the PCs a soap bullet and gives them a lascivious wink, weaves destructively to the head of the table, and falls unconscious into one of the indeterminate jellied dishes.

Mr Raven Golightly has discovered the whole plan from Moses, and taken the remnant of the five pounds, along with several soap bullets, from Moses' pocket. He now intends plunging a couple of young goblins into sin and promptly dispatching them. He will confront the PCs and threaten to expose their scheme, with the soap bullets as evidence of their perfidy. As an alternative to public disgrace – and a charge of attempted murder – he will allow them to continue as planned, but only if he gets the cash portion of their reward, and only with himself as Zeke's second. He tells the characters that they must put something in the food to make Titus sick, so that another second will be needed. Mr Golightly will then take his place and put the soap bullet in the appropriate pistol.

Once the duel has been proposed, Mr Golightly will helpfully suggest that it take place in the upstairs corridor of White's Chocolate House, for the convenience of those placing bets. The idea pleases Lady Forbes immensely, although neither she nor Mr Golightly will say why. It happens that the corridor in question is only 9' in length – including aiming, this gives a 0 modifier to their Guns skills (see p. 97). Because Zeke's arm is more than 6 feet long, the pistols will probably cross in the middle, and a sharp-eyed PC should easily see Zeke's bullet down the barrel, and be able to identify it. A duel in this corridor can be regarded as a genuine "high noon" situation (see p. 95).



If everything seems to be going smoothly, Mr Golightly will not bother arriving at the club – allowing the role of second to be filled by whomever feels so inclined (perhaps Mr Plunge, or Lady Drusilla). Naturally, both pistols will be loaded with real bullets in such a case, unless the PCs can work very swiftly indeed. Mr Golightly and his silent companion will instead visit Bishop Sodom, with whom he has unfinished business.

☛ *Challenges*

– To get into the club, using Savoir-Faire, Fast-Talk, and Stealth, complemented with bribery and cunning.

– To Gamble and Carouse in a successful and seemly fashion.

– To survive the duel.

– To survive a visit to the residence of Bishop Sodom.

– To maintain honour and dignity, or, what is more important, reputation.

☛ *Rewards and Consequences*

– A sum of money, perhaps as high as 5 pounds – or a red cheek, depending on whether Moses was trusted or not.

– Consumption of fine wines and foods.

– Gambling. The members of White's Chocolate House will certainly be betting extraordinary amounts on the duel's outcome. A tidy profit can be made by lucky gamblers with sufficient capital to cover bets. NB: The GM should allow the PCs to no more than double their ready cash.

Character Points: 1 for getting into the club; 2 for surviving the duel; plus any bonus points the GM deems appropriate.

☛ *Additional Hooks*

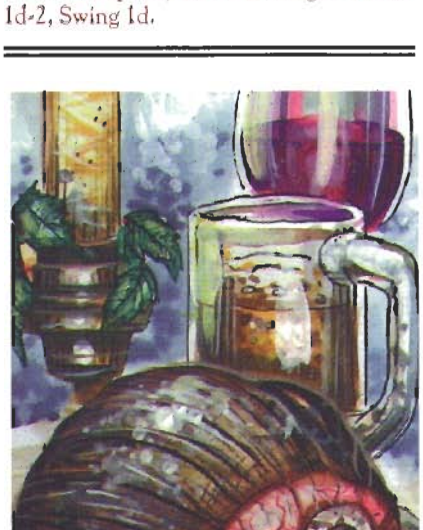
– If Ms Lucretia does not yet have the love letters, now might be her chance to get them. She will ask her "dead-eye-dick" to offer to back down from the duel if Zeke hands over the letters. Irrespective of whether he does or not, she wants him dead.

– If Zeke realises why the duel is happening, he might offer the "dead-eye-dick" a substantial bribe to miss (payable after the event), and be willing to write out a contract to this effect (two copies). He has no intention of parting with his money, and will himself be aiming to kill. Should his opponent survive, Zeke will just refuse to hand over the money, and will point out that they will all be equally embarrassed if the deal is made public.

– There may be small opportunities to wander around stealing things.

Matthew Hands (Cook, Status 0)

ST 10, DX 4, IQ 13, HT 14, Co 10
Basic Speed 4.5, Move 4
Dodge 4, Parry 5 (Brawling).
Advantages: None.
Disadvantages: Obese, Sadism, Tanniphobia.
Quirk: Thinks that pouring tea on someone is a terrifying punishment.
Skills: Brawling-8, Cooking-15, Engineering-15, Lockpicking-17, Theology-16, one hand weapon skill at 8, and one Musical Instrument skill at 16.
No weapons, Basic Damage: Thrust 1d-2, Swing 1d.



Goblin Luck

Titus is offended on Zeke's behalf, and challenges the PC to a duel before Zeke.

Zeke accepts Bishop Sodom's offer of an invitation to White's, hops into his carriage after dinner and disappears into the night, never to be seen again.

A very bad result – Lady Forbes takes offence, and proposes duels on behalf of others. For example: Lady Forbes, pointing at a PC, "I say, sir, I take offence at that blaggard to your right. Will you give him the satisfaction of cold steel, or must I do it meself?"

Zeke (or whoever) has arranged for a dueling PC to have a pistol with a soap bullet in it. His second should have a chance to spot this.

Ms Lucretia has no intention of paying. If anyone protests, she can point out that killing someone for money is murder, and that if the matter is made public, the "dead-eye-dick" will swing.

THE ARISTOCRACY

By this stage of a campaign, any set of PCs will have built up a considerable stock of acquaintances, both friends and enemies, and the manner in which they interact (positively or negatively) will determine the turn of events. For example, if the PCs have made a friend of Lord Salvation Plunge in a previous scenario, he will react very differently to their company, than if they have made an enemy of him, or have failed to catch his attention at all. Accordingly, the following scenario is given simply as a series of background settings, themes and possible adventure seeds, which the GM can fill in to suit the history behind the PCs. Suggestions relating to the roles the characters might play are provided to help set the pace and tone.

Ms Lucretia Lilywhite (Status 4)

ST 10, DX 14, IQ 7, HT 13, Co 14
Basic Speed 6.75, Move 6
Dodge 6, Parry 12 (Brawling).
Advantages: Acute Vision +5, Menace +1.
Disadvantages: Extreme Alcoholism, Cynophobia, Dwarfism.
Quirks: Fond of masculine company.
Skills: Brawling-19, Engineering-10, Riding-16, Sex Appeal-15, Traps-11, and a hand weapon skill at 20. No Vocation.
No weapons, Basic Damage: Thrust 1d-2, Swing 1d.
A little lady, but rather fierce, somewhat given to excessive drinking.

Ms Lucretia's Letters

Zeke McGrappen has saved some spicy correspondence from Ms Lucretia Lilywhite, which he keeps on his mantlepiece. Ms Lilywhite had encouraged the correspondence over the course of a torrid association, in the hope of blackmailing Mr McGrappen if he ever became famous. The plan has sadly backfired. Ms Lilywhite is now on the brink of marriage and the aristocracy, but must have an untarnished past. As her letters make amply apparent, her past is very tarnished indeed.

The letters are written on onion-skin paper with mauve ink, specifically mention both Mr Zeke McGrappen and Ms Lucretia Lilywhite by name, are perfumed with her favourite, rare, exotic, imported perfume, and are signed with a kiss of her lips. The details leave no doubt as to the nature of their association, and are so spicy that any female reader must make a HT+2 roll to avoid pregnancy.

Ms Lucretia's Lemon Blancmange

A lemon and custard construction, stiffened with ground rice and gelatine, moulded in the general shape of St Paul's Cathedral, decorated with a garnish of mixed peel, and filled with a huge dollop of rat poison, which an unwary diner might mistake for some kind of bright green almond puree.

A Lord's Night Out

A night out with the Aristocracy is a mad rush from one source of excitement to another, with the Lords and Ladies sweeping away in the lead, and the Leisured Gentlefolk struggling vainly to keep up. The Aristocrats can buy anything they want (on credit, of course), can go anywhere they want, and can do anything they want, without being inconvenienced by members of the Constabulary, or other minions of authority. The Leisured Gentlefolk cannot. The Aristocrats, applying their social level bonus, are better at everything they do, and can undertake the most reckless and dangerous sports without fear. The Leisured Gentlefolk cannot. By the end of the night, only a few bruised, battered and penniless Gentlefolk still remain in the chase, but great rewards go to these few. Money, drinks, membership to exclusive clubs, invitations to parties or to overnight at the mansion, the opportunity for further, more intimate acquaintance, and (occasionally) a chance to meet the King.

The evening starts at six at a club, with a short drink and conversation in the drawing room or smoking room before dinner, during which the Leisured Gentlefolk try to make themselves seem interesting, and the Lords and Ladies judge their success. Those who are found dull are likely to become the subject of amusements, later in the evening. At 6:30 the bell summons them for dinner, and they retire to the dining room. Here the first sacrifice is made. A victim – the most tedious conversationalist – is picked on by the Lords and Ladies for a lapse in etiquette. For example:

Lord Salvation: "I say, that blaggard at the end left his dam' gravy spoon on the cruet stand! What the devil do y' mean by it, Sir?"
Blaggard: "What?"
Lord Salvation: "Waiter! Strip that man and paint his bum with pitch!"
Blaggard: "What?"
Waiter: "Before or after the soup, Sir?"
Lord Salvation: "Immediately, dam' you! You lot at the end there, lend a hand! Off with his trousers!"

After dinner, the group will retire upstairs for a few hours of drinking and gambling, which ends when another of the Leisured Gentlefolk has shown him- or herself to be out of funds. At this point the Lords and Ladies insist that it is his or her turn to stand the round of drinks, and then demand satisfaction for the debt. The victim is forced to propose one extraordinarily dangerous wager after another at double or nothing, until either running away, or cancelling the debt. The victim can propose any wager he likes, but the company will only accept ones that sound ludicrously dangerous. For example:

Lord Salvation: "I say, that vagabond in the corner is skiving out of her round! I won't have it! Pay up or be thrashed, I say – what do y' think of that, ma'am?"
Vagabond: "Err – double or nothing, I can jump over this table holding a chair over my head."
Lord Salvation: "Damme if I don't imagine I could do that myself. You trifle with me, Madam."
Vagabond: "Double or nothing, I can jump over this table holding a candle stick with four lighted candles, over my head, and a chair in the other hand."
Lord Salvation: "I do the same myself every morning, before breakfast. It will not do!"

Vagabond: "Double or nothing, I can jump over this table holding a candle stick with four lighted candles, over my head, and a chair in the other hand, while four fat men are lying on it with a candle each clasped between their teeth and another between their knees, I myself being soaked from head to foot in Napoleon brandy."

Lord Salvation: "You're on!"

After the pleasures of the club have worn thin, the company may move down the road to a house of ill repute, to abuse the wares, but this usually palls fairly quickly. They rid themselves of another member of the company by slipping out while he or she is busy, often calling the police to raid the place, to finish their victim off.

The evening finishes with a climactic sport, such as "chariot racing" on Westminster Bridge. In this sport, each Lord or Lady summons a cab to the Vauxhall end of Westminster bridge, ejects the driver, and selects a team of two favorite supporters to ride along – one to use the whip, the other to hold the brandies. All three climb into the cab or onto its roof, and – holding on to nothing but their dignities, the reins, the whip and the brandy – the race begins. The whip is used only to flog the teams on other cabs, and the challenge is to avoid crashing into another cab, a pedestrian, or some other vehicle on the bridge, or crashing into the railings and plummeting over the side. Almost invariably the winner is the only cab to survive to the other end.

The survivors then return to the club, for a nightcap and a friendly "chat."

Adventure in the Aristocracy

Lord Salvation's Nuptials

☛ *Background*

The devil arrives on the scene the night before the wedding, in the form of Mr Raven Golightly, accompanied by his faithful, mute assistant, known only as the Devil's Sooty Brother. Mr Golightly has been keeping a letter from poor, mad Queen Caroline (now deceased) addressed to Lord Salvation, describing the heights of their recent passion (now ten years ago), and dated shortly before her untimely demise of a broken heart. He says that he was charged by Queen Caroline to deliver this to her lover, which he is now doing – admittedly rather later than she had intended.

He gives a copy to Lord Salvation for perusal, and offers a deal: he will continue to keep the letter secret and will hand over the original, if he can be the first to kiss the charming bride after the wedding. If anyone else kisses the bride before him, he will immediately make the letter public, and send the original to the King himself. He assures Lord Salvation, with a piercing gaze, that he will know instantly if anyone else kisses the bride, even ever so lightly, before him. He asks for an invitation to the wedding and 150 pounds in cash.

☛ *Hooks*

– Lord Salvation sees that there will be difficulties at the wedding, because the King will be attending, and will naturally expect to be first in line to clap lips on cheek. Lord Salvation can easily fudge his own kiss, but might have trouble slipping Mr Golightly in at the front of the line. Nonetheless, he is confident that it can be done, and that he can free himself from this ancient

Mr R. Golightly (A Prince, Status 4)

ST 10, DX 12, IQ 12, HT 8, Co 14
Basic Speed 5, Move 5.
Dodge 5, Parry 8 (Brawling).
Advantages: Menace +1, Strong Will +2.
Disadvantages: Dwarfism, Odious Personal Habit (wears an extremely pungent and cloying perfume), Porciphobia.
Quirk: Affects a menacing little laugh.
Skills: Brawling-13, Psychology-14, Singing-11, Theology-15, Traps-16, and one hand weapon skill at 19,
No weapons, Basic Damage: Thrust 1d-2, Swing 1d.
Mr Raven Golightly is exactly 4 feet tall, with dark hair, mustache, and pointed beard. He believes himself to be the Devil, an opinion that is shared by many others in the city.

The Devil's Sooty Brother (Status 3)

ST 13, DX 13, IQ 8, HT 15, Co 16
Basic Speed 7, Move 7.
Dodge 7, Parry 13 (Brawling).
Advantages: Exceptionally long arms, over 6', Menace +1.
Disadvantages: Extreme Alcoholism, Lecherousness, Porciphobia.
Quirks: Covered in soot; Never speaks (but could if he wanted to).
Skills: Brawling-20, Forgery-12, Guns (Pistol)-15, Pickpocket-16, Scrounging-11, and one hand weapon skill at 16.
No weapons, Basic Damage: Thrust 1d, Swing 2d.
Accompanies Mr Golightly and whacks people when Mr Golightly says "He'll whack you."

The Plot to Blow Up the King

The wedding is complicated by a group of Luddites, posing as servants, waiters and flower-children, who have hidden a great bomb in the cake. Their intention is to blow up Ms Golgotha Wenn, manager of the Glassworks, who is on the guest list. The fact that the King is also attending is pure coincidence.

Meanwhile, Lord Salvation and his stalwart assistants are becoming more nervous, waiting for Mr Golightly to arrive. The other guests naturally assume that Lord Salvation is nervously waiting to see if the bride will show up, but when she does the groom hardly notices, and still watches the door. Even after the ceremony has started, he keeps darting surreptitious glances over his shoulder. Mr Golightly's awful trick becomes apparent to Lord Salvation only when the fateful words "I do" are passing over his dry and trembling lip.

The Bomb

A shiny black sphere, resembling a large watermelon in size and weight, with the word "BOMB" written on it in white paint and with a long fuse dangling from a little boss on the top. The Luddites have purchased it from an unscrupulous foreign agitator, who was unfortunately also a rogue. The bomb is a watermelon, painted with shoe-blacking and with a fuse stuck onto it with a piece from an oil lantern.

Goblin Luck

The devil himself is involved in this scenario. Anything that can go wrong will do so, in an awe-inspiring manner. In the case of a good result, the King might misinterpret efforts to keep him from kissing the bride as amusing – but it seems unlikely. It's more likely that his disfavor will encourage a number of goblins to leave town, or perhaps the Empire.

Other good results might see one or another of a title-holder's leeches fall from grace, making a space for a PC; or meeting the King in the midden-closet, and impressing him with merry banter and visual humour at the expense of the footmen and guards attending his ablutions. Other bad results include Provocation Lum's cab being chosen for chariot racing, showing up at the wrong church, or finding that Mr. Golightly has given the letter to someone else.

crime, come back to haunt him. He resolves the problem by telling a PC to solve it for him, and giving him or her an invitation.

– Mr Golightly has no intention of attending the wedding, meaning that no one can be permitted to kiss the bride at all. In fact, no one will ever be able to kiss the bride, until such time as Mr Golightly feels inclined to come and give her a peck on the cheek. By this means he is thinking to put Lord Salvation at considerable difficulty and to keep a strong hold over him thereby.

– One of the King's faithful retainers, Sir Revelations Bean – tipped soon to be made Duke of Rutland – notices the bride, and becomes desirous of further acquaintance. He intimates this to her as she walks up the aisle, with a subtle nod, wink and hand gesture.

Challenges

After the wedding, Lord Salvation takes a few swift brandies to restore his mettle, and then contemplates his situation. He is well aware of his charming wife's lustful propensities, and normally would not care a fig. However, he is now obliged to prevent her from getting so much as a kiss on the cheek from anyone, until he can find Mr Raven Golightly and somehow smuggle his wife's cheek under Mr Golightly's lips. He asks a small band of friends to watch over his wife at all times of the day and night – without her knowledge, because she is sly enough to escape them if she becomes aware of their presence – and prevent even the slightest hint of infidelity.

–Meanwhile, he asks other friends to track down Mr Golightly – with bloodhounds if necessary.

– He requires that none who know his secret mention any of it to anyone, and especially not to his charming wife, who would "bend him over a chair" if she had such a useful piece of blackmail in her possession.

Rewards and Consequences

– The undying gratitude of Lord Salvation if they succeed in finding Mr Golightly.

– A reward from Lady Plunge if they "spill the beans" about Lord Salvation's predicament.

– A chance to meet the King.

– The King's disfavor if they help keep him from kissing the bride, and even worse if he finds out why.

– Mr Raven Golightly's unwanted attention for meddling in his affairs.

Character Points: 1 for keeping Lady Plunge from being kissed; 2 for tracking down Mr Raven Golightly; + any bonus points the GM deems appropriate.

Further Player Motivators

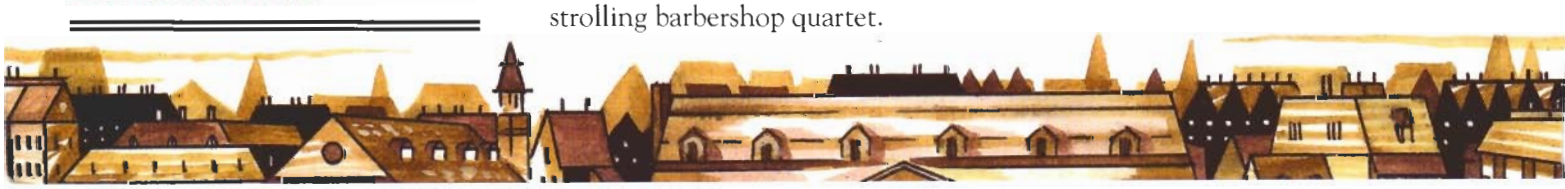
Lady Lucretia Plunge (nee Lilywhite) is very keen to renew acquaintance with the honorable and dashing Sir Revelations Bean, especially since she missed out on being kissed by the King at her own wedding. She attempts a series of rendezvous:

In the bedroom at the mansion, with the PCs hidden in the closet;

In the carriage driving in Hyde Park, with the PCs cunningly disguised as footmen;

In a boat on the Thames, with the PCs clinging to the underside of the boat, breathing through a straw (or one straw each);

At Vauxhall Gardens, with the PCs casually keeping watch in the guise of a strolling barbershop quartet.



GLOSSARY

Much of this Glossary is drawn directly from Captain Grose's *1811 Dictionary of the Vulgar Tongue*, a close perusal of which is recommended to the Game Master desirous of adding flavour to the campaign.

Abel-Wackets. Blows given on the palms of the hand with a twisted handkerchief, instead of a ferrule; a jocular punishment among seamen, who sometimes play at cards for wackets, the loser suffering as many strokes as he has lost games.

Abram. Naked.

Agoraphobia. Morbid fear of open spaces.

Alcophobia. Morbid fear of alcohol and alcoholic beverages.

Amorous Liaison, Amorous Congress. Sex.

Amusers. Rogues who carry snuff or dust in their pockets, which they throw into the eyes of any person they intend to rob; and running away, their accomplices (pretending to assist and pity the half-blinded person) take that opportunity of plundering him.

Anglers. Pilferers, or petty thieves, who, with a stick having a hook at the end, steal goods out of shop-windows, grates, &c. (cf. Filch); also those who draw in or entice unwary persons to prick at the belt, or such like devices.

Apothecary. To talk like an apothecary; to use hard or gallipot words: from the assumed gravity and affectation of knowledge generally put on by the gentlemen of this profession, who are commonly as superficial in their learning as they are pedantic in their language.

A-se. Buttocks; rump.

Assizes. Periodic sessions for administering justice.

Article. A wench. Prime article – a handsome girl. "She's a prime article." *(Whip slang)*. She's a devilish good piece, a hell of a *goer*.

Ask, or Ax my A-se. A common reply to any question; still deemed wit at sea, and formerly at court, under the denomination of selling bargains.

Babes in the Wood. Criminals in the stocks, or pillory.

Backed. Dead. "He wishes to have the senior, or old square-toes, backed." He longs to have his father on six men's shoulders; that is, carrying to the grave.

Bandbox. A light cardboard hatbox. *Mine a-se on a bandbox* – an answer to the offer of any thing inadequate to the purpose for which it is proffered, such as a bandbox for a seat.

Bandog. A bailiff or his follower; also a very fierce mastiff: likewise a bandbox.

Baptized or Christened. Rum, brandy, or any other spirits, that have been diluted with water.

Barber. Physician, pharmacist and hairdresser.

Barking Irons. Pistols, from their explosion resembling the bow-wow or barking of a dog.

Barrel Fever. "He died of the barrel fever." He killed himself by drinking.

Basket-making. The good old trade of basket-making; copulation, or making feet for children's stockings.

Bastardly Gullion. A bastard's bastard.

Bat. A low whore: so called from moving out like bats in the dusk of the evening.

Bachelor's Fare. Bread and cheese and kisses.

Beau-nasty. A slovenly fop; one finely dressed, but dirty.

Beef. To cry beef; to give the alarm. "They have cried beef on us."

Belly Plea. The plea of pregnancy, generally adduced by female felons capitally convicted, which they take to provide for, previous to their trials; every gaol having, as the *Beggar's Opera* informs us, one or more child getters, who qualify the ladies for that expedient to procure a respite.

Bill, The. The Metropolitan Police Force; individual police constables.

Black Jack. A pocket bludgeon.

Black Spy. The Devil.

Blanket Hornpipe. The amorous congress.

Blind Harpers. Beggars counterfeiting blindness, playing on fiddles, &c.

Blood Money. The reward given by the legislature on the conviction of highwaymen, burglars, &c.

Bloss or Blowen. The pretended wife of a bully or shoplifter.

Bluchers. Soft shoes.

Blue Pigeons. Thieves who steal lead off houses and churches.

Blue Ruin. Gin.

Bobbies. The Metropolitan Police Force; individual police constables.

Books. Playing cards. *To plant the books* – to place the cards in the pack in an unfair manner.

Boudoir. A small, private room.

Bow Street Runners. The first London Police Force, operating from a station in Bow Street, and now superseded by the Metropolitan Constabulary (cf. The Bill, Bobbies, Mr Plod, Mr Thingstable, Peelers).

Bow-wow Mutton. Dog's flesh.

Brachial Traumatophobia. Morbid fear of injury to the arms, hands or fingers.

Breaking Shins. Borrowing money; perhaps from the figurative operation being, like the real one, extremely disagreeable to the patient.

Broughtonian. A boxer: a disciple of Broughton, who was a beef-eater, and once the best boxer of his day.

Bulk and File. Two pickpockets; the bulk jostles the party, and the file does the business.

Bummed. Arrested.

Campbell's Academy. The hulks or lighters on board which felons are condemned to hard labour.

Caper Merchant. A dancing master, or hop merchant.

Captain. Led captain; an humble dependent in a great family, who for a precarious subsistence and distant hopes of preferment, suffers every kind of indignity and is the butt of every species of joke or ill-humour. The small provision made for officers of the army and navy in times of peace obliges many in both services to occupy this wretched situation.

Cart. To be flogged at the cart's a-se or tail; persons guilty of petty larceny are frequently sentenced to be tied to the tail of a cart, and whipped by the common executioner, for a certain distance: the degree of severity in the execution is left to the discretion of the executioner, who, it is said, has cats of nine tails of all prices.

Cat, or Shoot the Cat. To vomit from drunkenness.

Cat Lap. Tea, also called scandal broth.

Cat of Nine Tails. A scourge composed of nine strings of whip-cord, each string having nine knots.

Catch Fart. A footboy; so called from such servants commonly following close behind their master or mistress.

Christian. A tradesman who has faith, i.e. will give credit.

Chum. An older, more powerful pupil at a school, who takes an interest in the affairs of younger, less powerful pupils. A friend.

Chummage. Money paid by the richer sort of prisoners in the Fleet and King's Bench, to the poorer, for their share of a room.

Civility Money. A reward claimed by bailiffs for executing their office with civility.

Cleymes. Artificial sores, made by beggars to excite charity.

Clyster. An enema.

Coal Gas. An explosive, poisonous gas obtained by heating coal, and used as a fuel for heating or lighting.

Coster. A seller of produce.

Cow Itch. The product of a sort of bean, which excites an insufferable itching, used chiefly for playing tricks.

Cracksman. Burglar.

Cripple. Sixpence, that piece being commonly much bent and distorted.

Dance upon Nothing. To be hanged.

Dangle. To follow a woman without asking the question.

Darkee. A dark lantern used by housebreakers.

Darkman's Budge. One that slides into a house in the dark of the evening and hides himself, in order to let some of the gang in at night to rob it.

David Jones. The Devil, the spirit of the sea.

Dawb. To bribe.

Dead-Eye-Dick. An expert duellist.

Dead Men. A word used by journeymen bakers for loaves falsely charged to their masters' customers; also, empty bottles.

Den of Iniquity. A place in which wicked folk perform wicked deeds.

Dining Room Post. A mode of stealing in houses that let lodgings, by rogues pretending to be postmen, who send up sham letters to the lodgers and, whilst waiting in the entry for the postage, go into the first room they see open and rob it.

Dip, The. A cook's shop, under Furnival's Inn, where many attorneys' clerks, and other inferior limbs of the law, take the wrinkles out of their bellies.

Dismal Ditty. The psalm sung by the felons at the gallows, just before they are turned off.

Dispatchers. Loaded or false dice.

Dive. To pick a pocket. A dive is a thief who stands ready to receive goods thrown to him by a little boy put in at a window.

Dog-Buffers. Dog-stealers, who kill those dogs not advertised for, sell their skins, and feed the remaining dogs with their flesh.

Dressing Room. A room adjoining the bedroom, in which to dress and undress.

Fag. *n.* A junior pupil at a public school, who is required to act as an unpaid servant for senior pupils. *v.* To do unpaid service for a senior pupil, under threats of violence or out of a sense of school tradition.

Filch. *n.* A beggar's staff with an iron hook at the end, to pluck clothes from a line or hedge, or anything out of a casement or window. *v.* To steal.

Finish. A coffee-house or den of iniquity, open very early in the morning, and therefore resorted to by debauchees shut out of every other house.

Flash. Knowing; fine; ostentatious. *To flash the hash* – to vomit. *Flash Panney* – a low lodging house, inhabited by thieves and prostitutes. *Flash Man* – the bully of a brothel.

Flaybottomist. School teacher.

Flyblow. The eggs of flies, especially blowflies, found on the surface of meat and poultry, and adding an acrid, bitter flavour.

Fresher. First year pupil at a school, especially a public school.

Glim. A candle, or dark lantern, used in housebreaking.

Grog. Rum and water, introduced into the navy in about 1740, to prevent the sailors from intoxicating themselves on their ration of rum or spirits.

Hash. To flash the hash – to vomit.

Hat. Old hat – a woman's privities: because frequently felt.

Hazel Gild. To beat anyone with a hazel stick.

History of the Four Kings, or Child's Best Guide to the Gallows. A pack of cards. "He studies the history of the four kings assiduously." He plays much at cards.

Hoisting. Among pickpockets, lifting a man upside down by the feet so that his money, watch &c. may fall out of his pockets; these they can then "find," and pick up without doing robbery.

Humtrum. A single-stringed bass instrument, made from a broomstick, a length of catgut and an inflated bladder, popularly used in low public houses and theatres.

Jemmy. A burglar's crowbar, often made in interlocking short sections.

Jeremianding. Doleful complaining about misfortunes suffered.

Kickshaws. Any dish of French food – corruption of *quelque chose*.

Lascivious. Lustful; lewd.

Letch. A whim of the amorous kind, out of the common way.

Licentious Indulgence. A sexual act.

Life Preserver. A lead weight on the end of a short length of string, resembling a conker (see above), used by burglars as an offensive weapon.

Lightning. Gin. *A flash of lightning* – a glass of gin.

Lollop. To lean with one's elbows on a table.

Manual Pollution. Private sensualism.

Mr Plod. The Metropolitan Police Force; individual police constables.

Mr Thingstable. Mr Constable; a ludicrous affectation of delicacy in avoiding the pronunciation of the first syllable in the title of that officer, which in sound has some similarity to an indecent word.

Moll, Mort, Mot. A vulgar slattern, a woman of doubtful reputation.

Moral Turpitude. Depravity. Baseness of character.

Mountebank. A charlatan; a quack; an individual who pretends to have skill which in fact he (or she) does not, for the purposes of gaining pleasure and profit from the unsuspecting public.

Nit Squeeger (i.e., squeezer). Hairdresser.

O Be Easy. To sing "O be easy" – to appear contented when one has cause to complain, and dare not.

Omnibus. A large carriage constructed for the transportation of passengers only, which travels the same set route on a regular schedule, within the bounds of the city.

Ottomised. Dissected. "You'll be scragged, ottomised and grin in a glass case." You'll be hanged, anatomised, and your skeleton kept in a glass case at Surgeon's Hall.

Parlour. The ordinary sitting or day room for the occupants of a household; a private or personal room.

Peelers. The Metropolitan Police Force; individual police constables.

Peer. A titled aristocrat of the rank duke, marquis, earl, viscount or baron, (or the female equivalent) entitled to sit in the House of Lords, and play cricket for their team.

Petty Fogger. A little dirty attorney, ready to undertake any litigious or bad cause: it is derived from the French words *petit vogue*, of small credit, or little reputation.

Phyzog, Phyz. The face – a vulgar abbreviation of physiognomy. *Rum Phyz* – an odd face or countenance.

Pill Garlick. Said originally to mean one whose skin or hair had fallen off from some disease, chiefly the venereal one; but now commonly used by persons speaking of themselves: as, "There stood poor pill garlick," that is, there stood I.

P-ss. "He who once a good name gets, can p-ss a bed and say he sweats." "He will p-ss when he can't whistle." He will be hanged. "He shall not p-ss my money against the wall." He shall not have my money to spend in liquor. *P-ss prophet* – a physician who judges of the diseases of his patients solely by the inspection of their urine. *P-ss proud* – having a false erection. *P-ssing down anyone's back* – flattering him. *P-ssing pins and needles* – to have a gonorrhoea.

Plaister of Warm Guts. One warm belly clapped to another; a receipt frequently prescribed for different disorders.

Polish. *To polish the King's iron with one's eyebrows* – to be in gaol, and look through the iron grated windows. *To polish a bone* – to eat a meal. *Come and polish a bone with me* – come and eat a dinner or supper with me.

Prig. A thief, a cheat; also a conceited, coxcombical fellow.

Prime Minister. A member of Parliament belonging to the Athenaeum Club, chosen by the King to be their leader.

Prole. Any goblin child under the age of six years. A Prole by definition is insufficiently distinguished to warrant having an individual name.

Quack. An ungraduated, ignorant pretender to skill in physic, a vendor of nostrums.

Quartering. Cutting a criminal's body into four roughly equal pieces, before, during or after hanging, beheading or burning at the stake.

Queen Dick. "That happened in the reign of Queen Dick," that is, never.

Queer as Dick's Hatband. Odd, or out of order, without knowing one's disease.

Quid. A guinea, or a pound.

Quod. Newgate, or any other prison.

Rake. A lewd, debauched fellow.

Rascal. A rogue or villain: a term borrowed from the hunt – a rascal originally meaning a lean, shabby deer, at the time of changing his horns, penis &c. whence, in the vulgar acceptation, *rascal* is conceived to signify a man without genitals. The regular answer to this reproach is the offer of an ocular demonstration of the virility of the party so defamed.

Rector. The minister of a church in the Church of England (cf. Vicar).

Resurrection Men. Persons employed by the students of anatomy to steal dead bodies out of churchyards.

Riff Raff. Low, vulgar persons; mob, tag-rag and bob-tail.

Rumpumtious. Obstreperous.

Scoffing. Eating with gusto; also, belittling the efforts of others.

Scotophobia. Morbid fear of the dark.

Scoundrel. A man void of every principle of honour.

Scragged. Hanged.

Scum. The riff-raff, tag-rag and bob-tail, or lowest order of humanity.

Toady. A sycophant; a servile, obsequious hanger-on.

Topper. Top hat.

Tories. A political party; Members of Parliament who belong to the Carlton Club.

Tyburn. A district in North Eastern London, at the corner of Hyde Park, at which felons are executed, by hanging.

Vicar. The minister of a church in the Church of England (cf. Rector).

Whigs. A political party; Members of Parliament who belong to the Reform Club.

BIBLIOGRAPHY

Ackroyd, Peter, and Pilot Productions, *Dickens's London* (1987).

Barkley, H.C., *Studies in the Art of Rat-Catching* (1911).

Brown, Ivor, *Dickens and his World* (1970).

Bushell, Peter, *London's Secret History* (1983).

Clarke, Penny, *Growing Up During the Industrial Revolution* (1980).

Culpepper, Nicholas, *Culpepper's Complete Herbal* (ca. 1645).

Dickens, Charles, *Oliver Twist* (1836-1837).

Doyle, Richard (ed. Christopher Wheeler), *Richard Doyle's Journal, 1840* (1885/1980).

Edgar, Donald, *Palace* (1983).

Fishman, W.J., *East End 1888* (1988).

Fowler, O.S., *Fowler's Works* (1877).

Fraser, Antonia, ed., *The Lives of the Kings and Queens of England* (1975).

Grose, Captain, *1811 Dictionary of the Vulgar Tongue* (1811/1984).

The Holy Bible, King James Edition.

Hughes, Thomas, *Tom Brown's Schooldays* (1857).

Larner, Christina, *Witchcraft and Religion* (1984).

Le Golif, LAT (eds. G. Alaux & A. t'Serstevens, 1952; trans. Malcolm Barnes, 1954), *The Memoirs of a Buccaneer Being a Wondrous and Unrepentant Account of the Prodigious Adventures and Amours of King Louis XIV's Loyal Servant Adhmar Timothe Le Golif Known For His Singular Wound as Borgnefesse, Captain of the Buccaneers, Told By Himself* (ca. 1707).

Marshall, Penny, *School Days* (1984).

Marvel, Ik., *Reveries of a Bachelor* (1856).

Matthews, Peter, ed., *The Guinness Book of Records* (1993).

Mayhew, Henry, *London Labour and the London Poor*, Vols. I-III (1851), Vol IV (1862).

McBurney, Isaiah, and Neil, Samuel, eds., *Griffin's Cyclopaedia of Universal History* (1857).

Melville, Herman, *Moby-Dick* (1851).

Mitchell, R.J., and Leys, M.D.R., *A History of London Life* (1958).

Nash, Roy, *Buckingham Palace* (1980).

Opie, Iona, and Tatem, Moira, eds., *A Dictionary of Superstitions* (1989).

Peel, Mrs C.S., O.B.E., *A Hundred Wonderful Years 1820-1920* (1926).

Richards, Denis, *An Illustrated History of Modern Europe 1789-1984* (1977/1986).

Scarne, John, *Scarne's New Complete Guide to Gambling* (1961).

Schivelbusch, Wolfgang, *Tastes of Paradise* (1992).

Scammell, H.B., ed., *Cyclopaedia of Valuable Receipts* (1885/1897).

Sitwell, Edith, *The English Eccentrics* (1958).

Sutcliff, G. Lister, ed., *Modern House Construction* (ca. 1895).

Thackeray, William Makepeace, *The Book of Snobs etc, etc.* (1887).

—, *Vanity Fair* (1847).

1000 Tit-Bits of Curious Information (1892) Geo. Newnes Ltd.

Tristan, Flora (trans. Dennis Palmer & Giselle Pincetl), *Flora Tristan's London Journal 1840* (1840; English ed. 1980).

Unstead, R.J., *Age of Machines* (1974).

—, *Freedom and Revolution* (1972).

"Waters," *Recollections of a Detective Police Officer* (1856).

Webster, Thomas, and The Late Mrs Parkes, *Encyclopaedia of Domestic Economy* (1844).

Weightman, Gavin, *London River* (1990).

INDEX

Addiction disadvantage, 79.
Advantages, 78-79; *NPC*, 122.
Adventures, 125-140.
Age disadvantage, 79.
Alcohol: *ratings*, 100; *tolerance*, 100; *Tolerance advantage*, 78.
Alcohol-related Quirks disadvantage, 80.
Alcoholism (Extreme) disadvantage, 80.
Alcoholism (Racial) disadvantage, 79.
Ally advantage, 78.
Angels, 86, 88; *in play*, 90.
Animals, 115-117.
Apprenticeships, 70-76.
Aristocracy, 7, 39, 54; *adventure in*, 137-140; *and weapon choice*, 97.
Attitudes, 9.
Attributes, *NPC*, 122.
Barbers, *and disease*, 106; *and disease treatment*, 110.
Bible, 82, 85.
Bibliography, 143.
Bill, the, 30, 72.
Birthday, 64, 65, 106.
Bleeding, 97.
Blindness disadvantage, 79.
Borrowing, 17, 42.
Buildings, 25.
Burglary, 15, 44, 71.
Campaigns, 114-120; *crossover*, 114-118; *settings*, 12; *themes*, 118-119.
Characters: *design*, 64; *generation*, 64.
Cheating, 60-61.
Church, 85; *in the Gutter*, 48; *in the Working Class*, 51.
Classes, 39; *relations between*, 38.
Clothing, 44; *among the Leisured Gentlefolk*, 51; *in the Gutter*, 45; *in the Working Class*, 48; *of the Aristocracy*, 54.
Clubs, London, 14, 15, 50, 56; *and the Leisured Gentlefolk*, 135-137.
Combat, 95-97; *and picks*, 96; *dirty tricks*, 96.
Commerce, 18, 55, 61.
Common Sense advantage, 78.
Compulsive Behaviour (High Living) disadvantage, 79.
Courage, 5, 64, 64, 95; *and injury*, 96; *in combat*, 96; *recovering*, 96.
Cowardice disadvantage and drinking, 103.
Crimes, 29.
Crossover campaigns, 114-118.
Cures, 110.
Deafness disadvantage, 79.
Death, 5; *instant*, 97; *without mercy*, 36.
Dependent disadvantage, 79.
Devil, the, 30, 85, 89; *deals with*, 91; *in play*, 91.
Disadvantages, 79-81; *NPC*, 122.
Discrimination, *color*, 9; *gender*, 82.
Disease: *and barbers*, 106; *and Diagnosis skill*, 109; *and licentious indulgence*, 106; *glossary of*, 111-112; *tables*, 107-108.
Drinking, 43, 57-59; *among the Leisured Gentlefolk*, 53; *and Courage*, 95, 103; *and Cowardice disadvantage*, 103; *and hangovers*, 104; *and hyperaesthesia*, 103; *and mood*, 103; *and shocks*, 103; *and Shyness disadvantage*, 103; *and sobering up*, 104; *in the Gutter*, 44, 46; *in the Working Class*, 50; *in the upper classes*, 52; *rules for*, 100-104; *while distraught*, 101.
Duelling, 14, 30, 49, 97.
Dungeons, 4.
Dwarfism disadvantage, 79.
Employment, 40, 83; *casual*, 118.
Enemy disadvantage, 79.
Extra Courage advantage, 78.
Extra Hit Points advantage, 78.
Family, 7.
Fashion, 44; *among the Leisured Gentlefolk*, 51; *in the Gutter*, 45; *in the Working Class*, 48; *of the Aristocracy*, 54.
Fat disadvantage, 79.
Fatigue, and Courage, 95.
Fear, 9; *and Courage*, 95.

Filch skill, 81.
Food, 44; *among the Leisured Gentlefolk*, 52; *in the Gutter*, 45; *in the Working Class*, 49; *of the Aristocracy*, 55.
Footmen, 41.
Foreigners, 15, 45, 56, 71, 75, 92.
Fur advantage, 78.
Furniture, 26.
Gambling, 60.
Gasworks, 17.
Gender, 8, 82.
Ghosts, 19, 30.
Gigantism disadvantage, 79.
Goblin Aging disadvantage, 81.
Goblin Jingoism, 40; *disadvantage*, 80.
Goblin luck, 65; *in adventures*, 128, 132, 137, 140; *example*, 118.
Goblin Resilience advantage, 78.
Goblin Snobbery disadvantage, 80.
God, 87; *in play*, 90.
Government, 19-20, 55.
Greed, 9, 87; *disadvantage*, 79.
Guns, 12, 97.
Gutter, 39; *adventure in*, 125-128; *and weapon choice*, 96.
Hangings, 14, 16, 30, 35.
Hangovers, 104.
Hit Location, 96.
Honesty disadvantage, 79.
Horrible Hangovers disadvantage, 81.
Houses, *low lodging*, 126; *upper-class*, 129.
Humours, malignant: *and disease*, 106; *treatment of*, 110.
Hyperaesthesia, 104.
Illiteracy disadvantage, 79.
Immunity to Disease advantage, 78.
Injury, 96.
Intolerance disadvantage, 79.
Intoxication: *modifiers*, 101, 102; *table*, 101-103.
Investment, 61.
Job Table, 83.
Judges, 32, 55.
King George, 12, 29, 39; *noble sufferings of*, 87.
Knockback, 96.
Lame disadvantage, 79.
Law, 12, 16, 29, 31, 35, 55.
Leisured Gentlefolk, 39; *adventure in*, 135-137; *and weapon choice*, 96.
Licentious indulgence, 45; *among the Leisured Gentlefolk*, 53; *and disease*, 106; *in the Gutter*, 47; *in the Working Class*, 50; *of the Aristocracy*, 56.
Light Hangover advantage, 78.
Literacy advantage, 78.
Lockpicking skill, 81.
London Bridge, 18.
London, 13-19.
Love, 9.
Lust, 9, 87.
Macbeth, *Abridged, with Just the Witches and the Fighting*, 135.
Magic, 4, 75, 92.
Maimings, 5, 95, 97.
Manners, 46.
Map, 10.
Marriage, 9.
Medicine, 24; *patent*, 108; *principles of*, 108; *ratings of*, 110.
Menace, *advantage*, 78; *weapon*, 97.
Miracles, 88, 90.
Mistreatment, 65; *table*, 66.
Money, 18, 43; *how to spend*, 42; *spending*, 56.
Monsters, 5.
Murder, 5, 30, 95.
Music, 8, 15; *among the Leisured Gentlefolk*, 53; *and magic*, 92; *in the Gutter*, 47; *in the Working Class*, 50.
Names, 82.
Narcotics, 59-60.
Necrophilia disadvantage, 81.
No Hangover advantage, 78.
NPCs: character generation, 122; *importance of*, 114.
"Only When Drunk" disadvantages, 80.
Overweight disadvantage, 79.
Pacifism disadvantage, 79.
Patron advantage, 78.
Peelers, 15, 31, 74-75.
Phobia disadvantage, 81.
Phobias, *NPC*, 122.
Physiques, 8, 67, 77; *NPC*, 122.
Picks, 96.
Pleasures, 13, 44; *among the Leisured Gentlefolk*, 53; *in the Gutter*, 46; *in the Working Class*, 50; *of the Aristocracy*, 55-56.
Point values, *different*, 64; *starting*, 64.
Power, 21.
Pregnancy, 7, 107, 112.
Preschool, 65.
Prices, 62.
Prisons: *Fleet*, 17; *Newgate Gaol*, 17, 34-35, 88.
Proles, 7, 65-82.
Prostitution, 18, 73.
Psionics, 93.
Punishments, 14, 16, 33-36.
Quirks, 82.
Racial Template, 65.
Reaction Table, 118-119.
Reduced Courage disadvantage, 81.
Religion, 85-91; *in play*, 89.
Reproduction, 7.
Reputation, starting, 68.
Revenge, 9.
Saints, 88; *patron*, 87.
School, 69; *charity*, 70; *private and dame*, 70; *public*, 69.
Sense of Duty disadvantage, 79.
Servants, 27, 39, 44, 76; *duties of*, 27; *rewards of*, 41.
Shelter, 44; *among the Leisured Gentlefolk*, 53; *in the Gutter*, 46; *in the Working Class*, 50; *of the Aristocracy*, 55.
Shipping, 19.
Shooting, 97.
Shopping, 24.
Shyness disadvantage and drinking, 103.
Sin, 92; *original*, 87.
Skills, 81; *NPC*, 122.
Skinny disadvantage, 79.
Slums, 14, 16, 17.
Social Disease disadvantage, 81.
Social level, *see* Status.
Social webs, 9, 120, 121.
Spells: *list of those known only in Ancient Egyptian*, 92.
Starglazing skill, 81.
Status, 5, 38-62; *advancement table*, 43; *advantage*, 78; *as modifier*, 68, 80; *detecting*, 80; *increasing*, 39, 40-41, 42, 43; *maintenance table*, 43; *NPC*, 122; *obtaining a title*, 53; *starting*, 68.
Suffocation, 96.
Superstition, 85; *burglar's aids*, 29; *cards*, 29; *corpses*, 109; *cures*, 110; *dealing with the Devil*, 89; *death*, 29; *illness*, 106; *love*, 54; *luck*, 66, 120; *sin*, 86; *the supernatural*, 93; *thieves, liars and murderers*, 30.
Susceptibility to Poison disadvantage, 81.
Technology, 4, 21-24.
Temperature Tolerance advantage, 79.
Template, *racial*, 65.
Terrain, 115.
Theatres, 15, 16, 75; *and the Working Class*, 128-129.
Theology skill and shooting, 97.
Thieves, 17, 44, 72; *and stolen goods*, 59.
Timeline, 12-14.
Titles, *obtaining*, 53.
Tolerance for alcohol, 100.
Tower of London, 18.
Transport, 23; *dangers of*, 22.
Travelers, 40.
Trials, 32.
Tyburn, 14, 31, 35.
Uttering of Base Coin skill, 81; *practitioners*, 17.
Vanity, 9.
Virgin Mary, 88.
Wealth, starting, 68.
Weapons, 23, 96; *Menace*, 97; *reach*, 96; *social levels and*, 96-97; *table*, 98-99.
Weather, 20-21.
Whacking, 95-97, 102, 103, 120.
Working Class, 39; *adventure in*, 128-134; *and weapon choice*, 96.
Wounds, *accumulated*, 97; *last*, 97.
Youth disadvantage, 79.

BE WARNED GENTLE READER

This game deals with a variety of unpleasant subjects, such as burglary, prostitution, child abuse, leeching, alcoholism, the opinions of O.S. Fowler, piracy and venereal disease.

It is unsuitable for small children or persons of frail moral character.

The inclusion of this subject matter should not be taken to imply that the authors or publishers in any way support, condone, or propagate these things in life.

WRITTEN BY MALCOLM DALE AND KLAUDE THOMAS
ILLUSTRATED BY GUY BURWELL

ISBN 1-55634-317-5
52195
9 781556 343179
SJG02195 6078
Printed in Canada

STEVE JACKSON GAMES