

"Cults can hide in many places. They are so adept at blending into society and masking their true colours that often their victims do not realise that they were even in a cult until they have escaped it. Nor do they fully comprehend the severity of the brainwashing that they were subjected to, until they are finally free of it." —Natacha Tormey, *Cults - A Bloodstained History*

This Appendix expands on the *Globetrotters' Guide to Cads and Cultists*, which introduced new Leagues, cults, nefarious organizations, and secret societies open only to Gamemaster-controlled characters. Since the publication of that supplement, the Leagues line has been expanded to Gothic Horror and the Lovecraft Mythos. In order to make this mini-supplement as useful to as many Gamemasters as possible, several organizations have notes for using them in *Leagues of Gothic Horror* and/or *Leagues of Cthulhu*.

❧ CADS ❧

CLOCKWORK COPPER

Stronger, faster, and more durable than most humans, Special Constable Alpha-One (aka Alfie) was constructed as the future of law enforcement. Save for a brief period of winding to maintain his clockwork mechanisms, it is capable of policing the streets 24 hours a day. Noted for its copper-colored cranium, Alfie is a true clockwork copper.

After receiving the equivalent of a concussion during the course of its duties, Alfie's computator malfunctioned. Putting two and two together and getting somewhere shy of four, Alfie decided that prison was not a suitable deterrent. Instead, it computed that an for an eye was the best solution to preventing crime. After all, a thief could not steal with mangled hands, a murderer could not commit another murder if dead, and so on. Still walking its beat, Alfie's list of crimes and punishments grows longer each day.

CLOCKWORK COPPER

Ally 3

Archetype: *Construct*; **Motivation:** *Power*; **Style:** 2

Primary Attributes: Body 4, Dexterity 2, Strength 4, Charisma 3, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 6, Perception 7, Initiative 4, Defense 6, Stun 4, Health 7, Sanity 6

Skills: Academics: Law 4, Athletics 6, Brawl 6, Diplomacy 5, Empathy 5, Intimidation 6, Melee 7, Streetwise 6

Talents: Alertness (+2 Perception rating), Block (Perform Block as a reflexive action), Parry (Perform Parry as reflexive action)

Resources: None

Flaws: Conspicuous (–2 Stealth penalty due to the grinding of metal and heavy steps), Righteous (+1 Style point whenever its actions alienate it or cause others to publicly question its motives and moral judgment)

Weapons: Punch 6N, Nightstick 9N

DELPHINE LALAUERIE (LEAGUES OF GOTHIC HORROR)

Born in Louisiana during the Spanish colonial period, Marie Delphine Macarty (1787-1846) was widowed twice before her 30th birthday. A noted socialite, she and



APPENDIX 1:

CADS & CULTISTS

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her third husband, Dr. Leonard LaLaurie, lived in a small mansion with their children and slaves. Her position in society did not prevent rumors that she was abusive to her slaves, though in public she appeared polite to blacks. Following the death of one of her slaves, who fell to her death from the mansion roof, an investigation found LaLaurie guilty of abuse and confiscated nine of her slaves.

When a fire broke out in the mansion in 1834, the authorities discovered a slave shackled to the stove by her ankle. Fearful of punishment for a minor infringement, the woman, the family's cook, admitted she set the fire in an attempt to commit suicide. Sobbing in fear, she told the police that slaves taken to the attic never returned.

After breaking down the attic door—the LaLaurie's refused to hand over the keys—the police discovered seven slaves in a mutilated state. Many had been flogged and starved. Some had flesh sliced from their limbs and buttocks, their ears and noses left hanging by shreds of skin, and their lips sewn shut. Eyes had been plucked out and limbs amputated. Limbs had been repeatedly broken and reset into odd angles. One had been disemboweled and their intestines wrapped around their waist like a belt. Another had been trepanned and a stick pushed into the hole, where it was used to stir the victim's brains.

Word spread fast and a violent mob, intent on delivering harsh justice, assembled outside the mansion. Before LaLaurie could be apprehended, she escaped to the docks in a coach. LaLaurie then vanishes from historical record, though it is believed she died in 1842 or 49.

History has a habit of being wrong. Intrigued by the wanton cruelty of LaLaurie, the dark powers gave her immortality. She was not indestructible, but time would no longer be her enemy. Effectively given a second chance, some might have sought redemption, but not LaLaurie.

Now using her first name (Marie) and her second husband's surname (Blanque), LaLaurie is a Parisian socialite famed for her soirées. With slavery now abolished, the sadist lures in beggars from the street with the promise of food and drink. Once in her grasp, they are drugged and dragged to the basement, where she wiles away the hours performing grotesque mutilations for fun.

Patron 3

Archetype: *Celebrity*; **Motivation:** *Power*; **Style:** 3

Primary Attributes: Body 3, Dexterity 3, Strength 4, Charisma 4, Intelligence 3, Willpower 4

Secondary Attributes: Size 0, Move 7, Perception 7, Initiative 6, Defense 6, Stun 3, Health 7, Sanity —

Skills: Academics: History 4 (*Torture* 5), Academics: Occult 5, Athletics 6, Con 6, Connoisseur 5, Diplomacy 6, Empathy 5, Intimidation 8 (*Torture* 9), Linguistics 5, Melee 7, Performance 5, Streetwise 5

Talents: Fearsome (Temporarily frighten opponents), High Pain Tolerance (Reduced penalty for wounds), Quick Healer (Double the normal healing rate)

Resources: Fame 1 (Socialite; +2 Social bonus), Refuge: Size 1 (Large townhouse)

Flaws: Sadism (+1 Style point whenever she is needlessly cruel to her friends or enemies)

Weapons: Punch 0N, Dagger 8L

HENRIETTA WAVERLEY

A former schoolmistress and governess, Mrs. Waverley runs the Haverley School for Young Ladies. Until a few years ago, young ladies of good breeding were taught proper etiquette in preparation for entering society in search of a husband. In recent years, Waverley has ceased pandering to the needs of the wealthy.

A woman of means, she now takes in young girls from the streets. Through education and elocution lessons, she gives them a chance of a life other than living in the slums, and performing menial chores for a pittance or working as a prostitute. A dozen or more street girls have entered the school, but none have ever left.

Believing that girls will end up sliding back into poverty once they graduate, Waverley poisons them. As mad as a hatter, she dresses their decaying corpses each morning, combs their hair, has meals with them, and then puts them to bed at night. She even sings and tell stories in the evenings. When she notices the girls' putrescent smell, she admonishes them for poor hygiene before dousing them in perfume. When they refuse to eat, she shakes her head while telling them they must grow up strong and healthy.

Waverley is well-regarded in the local community. Although considered eccentric (she never invites guests into her house or allows her girls out in public), she is otherwise a sweet old lady, always smiling, and always with a polite greeting on her lips whenever she walks to the shops or visits friends. No one suspects she is a serial killer who shares her home with the rotting corpses of her victims.

As protective as a lioness to her cubs, Waverley will fly into a berserk rage if anyone tries to take her girls away. So far, no one has noticed that the girls are missing—no one cared for them in their previous life, and Waverley simply tells neighbors that they have returned to their former homes.

Waverley is most definitely a lunatic and should be committed to an asylum for her actions—she honestly believes that her girls are still alive (if flawed) and are happy to stay living under her roof.

HENRIETTA WAVERLEY

Patron 2

Archetype: *Patron*; **Motivation:** *Preservation*; **Style:** 2

Primary Attributes: Body 2, Dexterity 4, Strength 3, Charisma 3, Intelligence 3, Willpower 3

Secondary Attributes: Size 0, Move 7, Perception 6, Initiative 7, Defense 6, Stun 2, Health 5, Sanity 6

Skills: Academics: Literature 4, Art: Embroidery 5, Diplomacy 6, Empathy 5, Intimidation 7, Linguistics 4, Performance 6

Talents: Berserker Fury (Can exert to gain +2 bonus to all Strength-based Skill and Attribute rolls), Fearsome Attack (Uses Intimidation for Brawl)

Resources: Refuge: Size 1 (Large townhouse), Status 1 (Teacher; +2 Social bonus)

Flaws: Delusional (+1 Style point whenever her delusion causes trouble), Skeptic (+1 Style point whenever

she proves an assertion wrong or convinces someone else to question his beliefs)

Weapons: Punch 7N

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Waverley's delusion has descended to new depths in *Leagues of Gothic Horror*. Instead of just sharing her house with lifeless corpses, she animates her victims as zombies. In this way she can have them dress themselves, eat meals, and even perform dance recitals for her.

Lower her Diplomacy and Performance to 4, and add Magic: Black Magic 6. Give her the Magical Aptitude Talent and the Raise Dead ritual. So far, her Sanity has endured the demands of her delusion, but if pressed and the optional Magic and Sanity rules invoked, Waverley might soon snap.

THE JESTER

Not every opponent or public menace is a psychopathic killer or member of a sinister cult hellbent on breaking society to its knees. The figure known as The Jester has been branded as a public nuisance by the authorities but hailed as a hero by the lower class.

Although the master of disguise and "pranks" is reported to be a man, The Jester is actually a woman. Even in the universe of the Leagues, that a man might be responsible for causing such chaos is unthinkable in the eyes of the police and her victims.

The Jester isn't out to cause injury, though that sometimes happens. Her more audacious "pranks" have involved posing as a cabby and giving upper crust customers a hair-raising ride through the streets at breakneck speeds; planting a tiny bomb in an aristocrat's cooked goose so it exploded chunks of steaming meat all over the dining room; and inserting itching powder into an admiral's uniform shortly before the officer was due to meet the Queen. Lesser pranks involve changing locks on front doors, sending fake telegrams calling the person to some unsavory location, and leading dogs astray during hunts.

The Jester is actually the young sister of a noted aristocrat. Utterly bored with a life of embroidery and social events, she created The Jester persona as a means of adding some excitement to her life. Alternately, the Gamemaster might make The Jester the sister, or wife, of a globetrotter. Unmasking her would certainly give the globetrotter a quandary—expose her and suffer a stain to the family honor or keep her secret and become an accessory to her crimes.

THE JESTER

Patron 2

Archetype: *Adventurer*; **Motivation:** *Fame*; **Style:** 2

Primary Attributes: Body 2, Dexterity 4, Strength 3, Charisma 3, Intelligence 3, Willpower 3

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Secondary Attributes: Size 0, Move 7, Perception 6, Initiative 7, Defense 6, Stun 2, Health 5, Sanity 6

Skills: Acrobatics 5, Athletics 6, Brawl 6, Con 6 (*Fast Talk* 7), Demolitions 5, Larceny 6, Ride 6, Spying 5 (*Alias* 6, *Bribery* 6), Stealth 5 (*Disguise* 6)

Talents: Run (Doubles running speed), Skill Aptitude (+2 Athletics rating), Tricky Fighter (+2 bonus when performing Tricks)

Resources: Status 1 (Gentry; +2 Social bonus)

Flaws: Thrill Seeker (+1 Style point whenever she puts herself or others in danger just for the fun of it)

Weapons: Punch 5N

Ridicule: Victims of The Jester's pranks who make the newspapers become a figure of ridicule among the common people until some other news commands their attention. The victim suffers -2 to Social rolls when dealing with the lower class for the next week.

CULTISTS

THE FRIGHTENERS

Whether it is a criminal who wants to intimidate witnesses into not testifying against them, a businessman seeking to stop a rival bidding on the same contract, or even a lover needing to scare off a fellow suitor for a lady's hand, there are times when threats are more effective than pleas.

The Frighteners take their name from the English phrase, "to put the frighteners on somebody." In other words, threaten them into accepting one's demands. Their tactics are rarely elaborate—sending threatening letters, damaging property, face-to-face threats, and physical beatings are usually enough to scare off victims and thus satisfy their clients.

The Frighteners has three tiers. At the bottom are the thugs, the organization's muscle. Above them are the men and women who negotiate contracts with clients. Sitting at the top are the Frighteners' masters. They interact with the minions only through writing, leaving the membership to speculate to whom they actually owe allegiance. Certainly they are people of influence, for Frightener thugs arrested by the police soon find themselves free with no charges to answer.

FEARSOME FREDDY

Frederick "Fearsome Freddy" Flanagan's father was never what one might call a model parent. An abusive drunk, in his rare sober moments he imparted only three pieces of wisdom to his son—might makes right, never back down from a fight, and never throw in the towel. Freddy took them to heart and quickly earned a reputation as a violent thug.

Fleeing his native Ireland after beating an opponent

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to death in an illegal bare knuckle fight when the red mist descended, Freddy served as muscle for various criminal gangs before he came to the attention of the Frighteners' upper echelons.

Now one of the Frighteners' best operatives, Freddy has an impressive record—good news for the organization's clients but bad for their victims. As a reward, his paymasters paid for an experimental surgical procedure to graft metal plates across his knuckles. While this has left the thug with limited movement in his hands, it makes his punches far more powerful.

Patron 3

Archetype: *Everyman*; **Motivation:** *Power*; **Style:** 3

Primary Attributes: Body 4, Dexterity 3, Strength 5, Charisma 3, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 8, Perception 6, Initiative 5, Defense 7, Stun 4, Health 8, Sanity 7

Skills: Athletics 10, Intimidation 10, Melee 10, Stealth 8, Streetwise 8

Talents: Block (Perform Block as a reflexive action), Fear-some Attack (Uses Intimidation for Brawl attacks), Skill Aptitude (+2 Intimidation rating), Unarmed Parry (Can block Melee attacks with his bare hands at no penalty)

Resources: Artifact 1 (Metal knuckle implants; see below)*, Rank 3 (The Frighteners +4 Social bonus)

Flaws: Belligerent (+1 Style point whenever his aggressive attitude causes trouble for him or his comrades), Illiterate (+1 Style point whenever his illiteracy causes him severe difficulty or embarrassment), Limited Manual Dexterity (–2 to wield tools; +1 Style point whenever he is limited by his lack of manual ability)

Weapons: Punch 12N

* *Bonus Resource from his Rank.*

METAL KNUCKLE IMPLANTS

Artifact 1

Enhancements: Increased Damage +2 (+2 Enhancements), Talent: Knockout Blow (+2 Enhancements)

Limitations: Flaw: Limited manual dexterity (–2 Enhancements)

TYPICAL MEMBERS

Typical Frighteners are nothing more than common thugs, handy with their fists and cudgels, and skilled in menacing threats, due to low intellect. They are not murderers-for-hire, though they might kill a target's pet as a message.

Ally 1

Archetype: *Everyman*; **Motivation:** *Power*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 2, Intelligence 1, Willpower 2

Secondary Attributes: Size 0, Move 5, Perception 3, Initiative 3, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 5, Brawl 5, Intimidation 5 (*Threats* 6), Melee 5 (*Clubs* 6)

Talents: Fearsome (May temporarily frighten foes)

Resources: Rank 1 (The Frighteners +2 Social bonus)

Flaws: Callous (+1 Style point whenever they do something particularly selfish or refuse to help someone in dire need)

Weapons: Punch 5N, Nightstick 8N

LEAGUES OF GOTHIC HORROR

Violent as they are, the *Leagues of Adventure* Frighteners don't take much pleasure in beating up women and children. When the target is female, verbal threats punctuated with destruction of property and pummeling adult male relatives is enough to get the job done. Their counterparts in *Leagues of Gothic Horror* are true monsters, though.

While still disinclined toward murder, they have no scruples concerning disfiguring or maiming men, women, and children in the course of their duties. Snipping off a child's finger, slashing a deep cut across the face of a loved one, or maybe even gouging out an eye sends a very clear message.

At their discretion, the Gamemaster may wish to create a notable member with the Fear, Lesser Hex, and/or Nightmare (see *Guide to Black Magic*) rituals. In this way, the Frighteners have the option of driving their victims slowly insane.

ORPHAN RELIEF SOCIETY

Child abandonment is endemic in Victorian society, especially in densely populated cities. Those left on the streets may find themselves victims of abuse or forced into a life of crime. Institutions exist to house them, but they vary in quality and purpose. Workhouses, for instance, force children to work in return for room and board. Institutions providing a basic education without the need to labor, such as the homes founded by Thomas John Barnardo (1845-1905), are few and far between and have limited capacity.

Publicly, the Orphan Relief Society is a philanthropic organization that raises money to help fund new orphanages and provide waifs and strays with a better quality of life. In reality, it is a front for modern slavers.

The Society maintains two types of orphanages. The first are clean and the children receive a good education. Unfortunately, these "show orphanages" are used to separate potential new sponsors from their wealth. The majority of the institutions are unsanitary—children are rarely clothed or washed, and they are fed only meager portions. They are little more than holding areas where children are housed until a buyer can be found.

The waifs from these cruel institutions are rarely sold to would-be parents. Instead, they are bought by unscrupulous businessmen who need child labor for their mines and factories, perverts, and even criminal gangs. As well as true waifs and strays, the Society is quite prepared to kidnap children to order from the street or their homes.

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ABIGAIL SHARKEY (AKA MATRON)

Mrs. Sharkey, as she demands to be called, is the guardian from hell. Her hatred of children started when she was one. Weak in body and spirit, she was easy prey for bullies. As a young woman, children mocked her for not being married or because of the warts that dotted her face. Growing into middle age, and still unmarried and alone, local children taunted her as a witch. By then, though, she had ceased to be a pacifistic victim. Sent to prison for three years for beating a child, her hatred of children grew deeper.

Shortly after her release, she was approached by the Orphan Relief Society. At first she balked at the thought of looking after wretches, but when she learned the true nature of the duties she gladly accepted employment.

As cruel to her charges as she is her staff, Mrs. Sharkey rules her orphanage with an iron hand. A firm believer in the old adages “spare the rod and spoil the child” and “children should be seen and not heard,” Sharkey is quick to flog those who displease her—and it takes very little to incur her wrath.

Sharkey takes no pleasure in physically torturing her charges (she leaves that to others who enjoy such depravity), but mental torment gives her a sense of true power over others.

Patron 1

Archetype: *Everyman*; **Motivation:** *Power*; **Style:** 1

Primary Attributes: Body 2, Dexterity 2, Strength 3, Charisma 3, Intelligence 2, Willpower 3

Secondary Attributes: Size 0, Move 5, Perception 5, Initiative 4, Defense 4, Stun 2, Health 5, Sanity 6

Skills: Athletics 4, Brawl 5, Con 5, Empathy 4, Intimidation 7 (*Threats* 8), Melee 6 (*Whips* 7)

Talents: Fearsome (Can temporarily frighten foes), High Pain Tolerance (Remains conscious and ignores wound penalties until reaching -3 Health)

Resources: Rank 1 (Orphan Relief Society; +2 Social bonus)

Flaws: Intolerant (+1 Style point whenever her intolerance causes trouble, or she convinces someone else to detest the same thing she does), Sadism (+1 Style point whenever she is needlessly cruel to her friends or enemies)

Weapons: Punch 5N, Nightstick 8N, Whip 7N

TYPICAL MEMBERS

Supposedly the wardens and protectors of the orphans in their charge, typical members are actually the children's tormentors. Cruel and callous, the bullies regularly threaten and beat the waifs to keep them submissive. When their masters need to procure a specific child for a customer, it falls to the common members to kidnap them.

Ally 1

Archetype: *Everyman*; **Motivation:** *Power*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 4, Brawl 4, Intimidation 6, Stealth 4, Streetwise 4

Talents: Skill Aptitude (+2 Intimidation rating)

Resources: Rank 1 (Orphan Relief Society; +2 Social bonus)

Flaws: Callous (+1 Style point whenever they do something particularly selfish or refuse to help someone in dire need)

Weapons: Punch 4N, Nightstick 6N

LEAGUES OF CTHULHU

Worshippers of Shub-Niggurath, the Preservers offer the children in their care to their profane goddess. Older children are forced to drink her mutagenic sap, which transforms them into satyr-like spawn. Weaker waifs are offered up as food to the voracious Thousand Young.

Lower Sharkey's Con to 4, remove Empathy 4, and reduce Sanity to zero. Add Elder Lore: Great Old Ones 5. She has the following rituals: Commune Shub-Niggurath, Nightmare, and Summon Spawn of Shub-Niggurath.

Replace typical members' Streetwise 4 for Elder Lore: Great Old Ones 4 and reduce Sanity to zero.

LEAGUES OF GOTHIC HORROR

The varied nature of villains in *Leagues of Gothic Horror* provides the Gamemaster with multiple horrific options.

- * Given that innocents make ideal sacrifices, the Society arranges for child sacrifices for devil worshipping cults. The senior members are all themselves part of a Satanic cabal.

- * Blood banks for vampires.

- * Body farms for wicked weird scientists (perhaps using their brains to make living dolls or toys, or as test subjects for poisons and diseases).

- * Buffet for child-eating hags.

Remove Sharkey's Athletics 4 and Empathy 4 and add Academics: Occult 5. Reduce her Sanity to zero. Add the following rituals: Empower, Fear, Lesser Hex, and Sleep. Depending on the organization's purpose, she might alternately be a supernatural creature. Whatever cause they serve, replace typical members' Streetwise 4 for Academics: Occult 4 and reduce Sanity to zero.

THE PRESERVERS

Humanity has achieved much since its ancestors first learned to make fire, but some believe it has never harnessed its full potential. The Preservers believe humanity has adopted a twisted version of Darwin's notion of “survival of the fittest,” believing that only the strongest are fit to survive. By devoting time and resources to caring for “less productive members” of society, or worse, allow-

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ing them to breed, humanity is weakening its herd. Their solution is simply to remove those unwanted elements.

Although eugenics is hardly a new idea—Plato advocated state control of reproduction, and the Spartans and Romans practised infanticide of disabled or sickly children—the Preservers base their views on the work of Francis Galton (1822-1911), a cousin of Charles Darwin. Galton wrote that less-fit members of society bred faster than superior humans. Were this allowed to continue, humanity itself would become an inferior, degenerate species. In essence, the lowest common denominator would become the norm.

The Preservers do not prejudice based on color, gender, class, or religion. The organization's attentions are fixed solely on those who, in their eyes, hold humanity back. The old, the sick, the disabled, the insane—all may be culled for the greater good.

A faction within the Preservers (the Social Preservers) has adopted social eugenics. It is their opinion that social equality, as espoused by socialists and anarchists, is inherently bad, as it rewards the weak as much as the strong. Thus, their prey includes social reformers, proponents of the welfare state, liberals, anti-capitalists, socialists, and Marxists, among others of similar ilk.

CLEMENTINE BRADLEY

Note: Names in parentheses are the American equivalent of British terms.

A confectioner by trade, Bradley owns a small sweet shop (candy store). Every day she watches hordes of children spend their ha'pennies and pennies on small bags of boiled sweets (hard candy), sugar candy (rock candy), chocolate bars (candy bars), candied fruits, lollipops (suckers), comfits, bonbons, and other sugary treats.

The sight of sickly and disabled children pawing at her wares sickens her. To Bradley they are vermin that will inevitably breed equally numerous vile spawn of their own. In what appears to be an act of charity, Bradley often gifts these ragamuffins small quantities of her "special sweets designed to make you grow up healthy and strong." Naturally, these sweets do nothing of the kind.

Each piece is impregnated with poison. Not enough to kill quickly, but over several weeks or months (depending on the child's fortitude) the toxin builds up in the body until it reaches a fatal concentration.

Patron 1

Archetype: *Everyman*; **Motivation:** *Preservation*; **Style:** 0
Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 5, Initiative 5, Defense 5, Stun 3, Health 5, Sanity 5
Skills: Athletics 4, Brawl 4, Craft: Confectionery 4, Craft: Pharmacology 6 (*Poisons* 7), Diplomacy 4 (*Persuasion* 5), Empathy 4, Science: Chemistry 5, Streetwise 5
Talents: Poison Tolerance 2 (+4 bonus to Body rolls related to drugs and poison)
Resources: Rank 1 (The Preservers; +2 Social bonus)
Flaws: Intolerant (+1 Style point whenever their intoler-

ance causes trouble, or they convince someone else to detest the same thing they do)

Weapons: Punch 4N

TYPICAL MEMBERS

However noble they believe their intentions to be, Preservers are nothing more than intolerant serial killers preying on the helpless. Members work alone and may adopt whatever methods they see fit.

A doctor, for instance, may murder patients they believe should not be permitted to live, using overdoses. In the slums, nests of poor quality humans, "misdiagnosing" cholera as something more mundane allows the infection to spread. A weird scientist may try to manufacture new diseases or poisons in order to cause mass deaths. Others may favor an old-fashioned stabbing or bludgeoning, or perhaps a bomb placed in a workhouse or orphanage.

The following sample member is a stereotypical knife-wielding maniac, the sort of lunatic who stalks the slums at night in the search for victims. Of course, they are more than a common a lunatic—such people are considered moral degenerates by the Preservers. In their ordinary life, this person is a bank manager.

Ally 1

Archetype: *Varies*; **Motivation:** *Preservation*; **Style:** 0
Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2
Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4
Skills: Athletics 4, Bureaucracy 4, Diplomacy 4, Melee 6, Stealth 4
Talents: Skill Aptitude (+2 Melee rating)
Resources: Rank 1 (The Preservers; +2 Social bonus)
Flaws: Intolerant (+1 Style point whenever their intolerance causes trouble, or they convince someone else to detest the same thing they do)
Weapons: Punch 4N, Dagger 7L

LEAGUES OF CTHULHU

The *Leagues of Cthulhu* version of the Preservers welcome the foretold rise of the Great Old Ones. When they awaken, they will require nourishment in the form of mass sacrifices. To offer substandard offerings to a god would be blasphemy. Thus, the weak must be purged from society. Since they are useless as sacrifices, they must simply be killed off.

Swap common members' Motivation to Faith and their Flaw to Fanatical (+1 Style point whenever their devotion causes harm or they convert someone else to their way of thinking). Reduce all Sanity to zero.

LEAGUES OF GOTHIC HORROR

In *Leagues of Gothic Horror*, the Preservers are servants of either a powerful vampire or a clan of bloodsuckers. Vampires may not suffer from human diseases, but the blood of the sick, as well as the old and insane, has a foul

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taste to the undead. By culling the weak, the Preservers work to keep their master's prey healthy. Believing the undead will one day to rule over mortals, Preservers serve under the illusion that they will be blessed with immortality when that day comes. In reality, they are likely to be drained of life and their anemic corpses discarded.

Swap common members' Motivation to Faith and their Flaw to Delusional (+1 Style point whenever their delusion causes trouble). Reduce all Sanity to zero.

THE ROSE & SHINE AGENCY

Whether it is a single nanny or a full household staff, the homes of the upper-class, and many of the middle-class, cannot run efficiently without servants. Naturally, employers want to know their servants are trustworthy and hard working. The Rose and Shine Employment Agency serves to match employers with workers.

From scullery maids to butlers, the servants on the Agency's books are divided into two groups. The first is common servants seeking employment. The second is spies. Most secrets are trivial in the grand scheme of things. Secrets such as a weird scientist's latest blueprints, military plans, governmental policies, business merger talks, and incriminating evidence can be extremely valuable in the right hands, though.

The company is owned by "Patrick Rose" and "Blanche Shine." While they appear to be middle-class British citizens, they are actually foreigners. Patrick Rose is an alias of Yevgeny Mikhailov, a Russian spy educated at Oxford University. Blanche Shine is actually Béatrice Gagné, a notorious blackmailer.

A former player in the Great Game, Mikhailov grew bored of politics and despondent about receiving little reward for his efforts. A skilled spy, he became a freelancer before meeting his partner in crime and setting up in business. Gagné, on the other hand, was a high-end courtesan and seductress who used pillow talk to gather information she could use in blackmail. With French authorities hot on her tail, Gagné fled to England, where she met Mikhailov.

The Agency employs a handful of weird scientists of dubious character to construct gadgets. Among their arsenal are miniature cameras, cigars laced with soporific drugs, and secret pockets in garments where operatives can hide lockpicks and the like.

Depending on the Gamemaster's campaign, the Agency may be mercenary (in that it sells secrets to the highest bidder) or loyal to a specific foreign power.

AUGUSTUS BARNABY

First employed as a boot boy in his youth, Barnaby has slowly worked up the ranks to become a butler, the pinnacle of the service hierarchy. His position granted him room and board, a certain amount of status among the lower class, and power among his fellow servants, but he was still a servant at the beck and call of his employer.

While his masters lived in grand houses and enjoyed the good life thanks to nothing more than an accident of birth, Barnaby realized that he would end his life in a cheap house relying on his pitiful savings for survival.

Barnaby's conscience didn't put up much resistance when he started stealing silverware or pieces of jewelry. Nor did the butler care when other members of staff were fired or arrested as a result.

Rose and Shine are masters of their art and word soon reached their ears of a spate of thefts from grand houses. It didn't take them long to deduce the common link from listening to the gossip of their other employees—Barnaby. Keen to earn more money, and take his revenge on his snooty employers, Barnaby didn't require much persuasion.

The corrupt butler might be encountered in an investigation of the theft of secret papers—it wouldn't do to quit his position soon after a theft. Alternately, one of the globetrotters (preferably one with access to secrets someone else might want) may hire Barnaby as a butler.

Patron 2

Archetype: *Spy*; **Motivation:** *Greed*; **Style:** 2

Primary Attributes: Body 3, Dexterity 2, Strength 2, Charisma 3, Intelligence 3, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 5, Defense 5, Stun 3, Health 5, Sanity 5

Skills: Art: Photography 4, Athletics 4, Brawl 5, Con 6, Diplomacy 5 (*Etiquette* 6), Empathy 4, Firearms 6, Larceny 5 (*Safecracking* 6), Linguistics 4 (*Lipreading* 5), Spying 5 (*Unobtrusive* 6), Stealth 5

Talents: Alertness (+2 Perception rating), Knockout Blow (+1 bonus to stun opponent), Quick Draw (Draw weapon as reflexive action)

Resources: Artifact 1 (Miniature camera)*, Rank 2 (Rose & Shine Agency; +2 Social bonus), Status 1 (Butler; +2 Social bonus)

Flaws: Envious (+1 Style point whenever his envy causes trouble for him or his companions)

Weapons: Punch 5N, Light revolver 8L

* Bonus Resource from Rank.

TYPICAL MEMBERS

The Agency's spies aren't interested in gathering hearsay—their paymasters can't sell rumors. Never in a rush to get results, they spend weeks, months, or years insinuating themselves into the household, gaining their employers' trust, and learning their routines. When the time is right, they crack a safe or pick a lock and then help themselves to any papers or photographs.

Given that their employer may miss any stolen items, the spies must copy them by hand, photograph the information, or substitute it with a forgery.

Ally 1

Archetype: *Spy*; **Motivation:** *Greed*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

LEAGUES OF ADVENTURE

Skills: Con 4, Diplomacy 4, Larceny 6, Spying 4, Stealth 4
Talents: Skill Aptitude (+2 Larceny rating)
Resources: Rank 0 (Rose & Shine Agency; +1 Social bonus)
Flaws: Secret (+1 Style point whenever they are confronted with the truth or go out of their way to protect the secret)
Weapons: Punch 0N

THE SAFE HANDS REMOVAL COMPANY

The Safe Hands Moving Company offers clients a full relocation service—packing, loading, moving, unpacking, and arranging rooms to their clients' specifications—all with a guarantee of excellence. Given its reputation, it is frequently patronized by aristocrats, doctors, politicians, senior Leagues members, and other respectable people of means. Whereas many similar firms restrict their business to one city or small area, Safe Hands covers the entire world through its transportation contacts.

Although its clientele is usually at the higher end of the social spectrum, its offices are shabby. Many clients either interact through one of their servants or ask a company representative to visit their home.

For those with the right contacts, the company performs another removal service—assassination. Founded by unscrupulous members of the Assassination Bureau seeking wealth over justice, Safe Hands doesn't care about whether a person deserves to die or not. Unlike their former organization, it is happy to "remove" women and children, so long as the fee is met.

ARTHUR SQUIRES

Squires' service as a Deputy Assistant Commissary-General (equivalent to a lieutenant) in the Army Service Corps gave a good grounding in logistics and transportation. During his 15 years with the army he was stationed in the Cape Colony, Egypt, and India, where he built up a network of contacts.

Initially hired by Safe Hands to handle their logistical needs in Great Britain, his organizational skills and contacts overseas saw him rise to become head of logistics for the company. His official title is Logistics Manager. In time, he was made aware of the company's deeper purpose. A skilled marksman, Squires now also doubles as an assassin.

His day job means he is frequently sent overseas. Given that bureaucrats and military officers regularly move to and from India, he spends much of his time in the Jewel of the Empire. That said, he may be sent anywhere in the world on behalf of a client. Globetrotters might thus encounter him on an airship or ship.

Patron 2

Archetype: *Businessman*; **Motivation:** *Greed*; **Style:** 2

Primary Attributes: Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3
Secondary Attributes: Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Sanity 6
Skills: Athletics 5, Brawl 5, Bureaucracy 4, Con 4, Diplomacy 5 (*Negotiation* 6), Expeditions 6, Firearms 7, Linguistics 5, Spying 5 (*Bribery* 6), Streetwise 5
Talents: Skill Aptitude (+2 Firearms rating), Well-Connected (Can boost Contacts as if a Talent)
Resources: Contacts 1 (Transport; +2 bonus), Rank 1 (Safe Hands; +2 Social bonus)
Flaws: Independent (+1 Style point whenever his insistence in doing things on his own or rejection of help causes trouble for him or his friends)
Weapons: Punch 5N, Heavy revolver 10L

TYPICAL MEMBERS

The rank-and-file members work as removalists, taking up the role of assassin only when assigned a mission by their superiors. The company doesn't hide that many of its employees are former soldiers. As representatives tell their clients, such men are hard working, tough, and used to obeying orders.

Depending on the target and the client's preferred means of removal (e.g., "Make it look like a street robbery gone wrong"), Safe Hands' assassins employ explosives, firearms, and blades. Each assassin is an expert at one of these forms.

Ally 1

Archetype: *Everyman*; **Motivation:** *Survival*; **Style:** 0

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

Secondary Attributes: Size 0, Move 4, Perception 4, Initiative 6, Defense 4, Stun 2, Health 4, Sanity 4

Skills: Athletics 4, Brawl 4, Ride 4, plus one from Demolitions 6, Firearms 6, or Melee 6

Talents: Quick Reflexes (+2 Initiative rating)

Resources: Rank 1 (Safe Hands; +2 Social bonus)

Flaws: Callous (+1 Style point whenever they do something particularly selfish or refuse to help someone in dire need)

Weapons: Punch 4N, Rifle 9L or Dagger 7L

LEAGUES OF GOTHIC HORROR

Vampires looking for new feeding grounds need to transport their coffins with them. Within Eastern Europe, many vampires employ Szgany for this purpose, but a voyage to countries further afield often requires a train, ship, or airship. Allied to the powers of darkness, Safe Hands provides all the official paperwork (and bribes, when required) a vampire needs to ensure their coffin is never opened by customs officials. In place of being assassins, typical members double as guards for the precious shipment. Drop Demolitions as an elective Skill.

Remove Squires' Con 4 and replace it with Monster Lore: Vampires 4 (see *Leagues of Gothic Horror Appendix 5*).