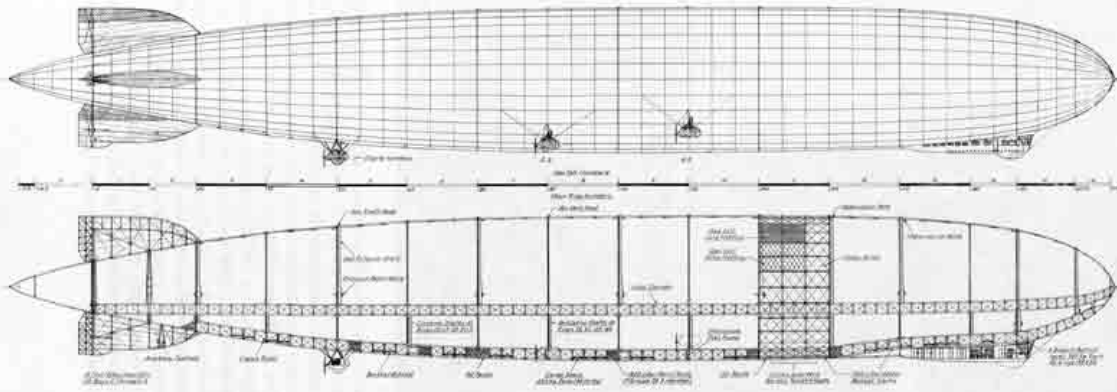


# IRON & LACE

A EVENING OF WONDROUS EVENTS IN AN ERA OF INVENTION

## PLAYER PACKET

### MAIDEN VOYAGE Of Her Majesty's Finest Dirigible H.M.S. VICTORIOUS



From the TOLBURY Airfields  
to GIOMA, island of Napermo, kingdom of Iñarra,  
proceeding faster than any steamship or locomotive  
and arriving in less than one day's time

whereupon passengers shall disembark, and the crew and dignitaries  
to proceed across the ocean to New Renham, Kingsland, New Allondell  
in less than one week's time via the marvel of the dirigible

### A SPECIAL LOTTERY

for persons of all persuasions

Winners to receive GRATIS PASSAGE aboard this vessel  
on its historic journey from Tolbury to Gioma  
the journey to depart November 13, 1484 at noon

Questions? Contact the GMs at [ironandlace \[at\] quest \(dot\) org](mailto:ironandlace@quest.org)

# Welcome

We hope you're looking forward to this event as much as we are!

You can find directions and other game-related information on the game's teaser, up at [www.quest.org](http://www.quest.org).

We're asking that you pre-generate your character and send it along to us, at [ironandlace \[at\] quest \(dot\) org](mailto:ironandlace@quest.org), **by November 1**. But earlier is always better! We are happy to offer suggestions about character concepts and to incorporate your ideas for special plotting; just ask!

We're asking you to pre-register to help make sure we don't get a bunch of characters all of the same time – after all, if you want to play a famous opera singer, you probably won't have as much fun if there are fourteen other famous opera singers at the game.

The other reason we're hoping to get your character registration details early on is that we'd like to publish a passenger manifest (a list of who will be on board), so that you can see who's who ahead of time!

## The Setting

This event takes place in the same world as the Continuing Game, Quest's medieval fantasy setting, but skipping forward to where it might be in 500 years. (Don't worry if you're not already familiar with the Continuing Game world; this packet will give you an overview.) The current year is 1484 A.I., which approximates the late Victorian Era on Earth.

The game will take place on board the Allondine Navy's first dirigible during its maiden voyage. The ship will ordinarily serve a military function, providing battlefield reconnaissance – but for its launch, the Navy is making a big splash by inviting civilians on board to marvel at the new era of air travel. Some of those people are important figures who were specifically invited; others are members of the general public who won a general lottery to get passage.

The ship will leave from Tolbury, the capital city of Allondell, and will then journey to Gioma, a foreign city at the continent's edge. From there, most passengers will disembark; the crew and some foreign dignitaries will then continue on over the ocean to the colonies of New Allondell.

### THE WORLD

The setting is Victorian, but not really what you'd call “steampunk”. There are some elements of wondrous technology, but this world doesn't have the defining elements of steampunk settings – namely, scads of high-tech stuff done with brass and steam engines, or a dystopian griminess. For that matter, people in this world dress in a Victorian-era style, not in the more outlandish fashion common to steampunk culture. (You *could* wear such things, but people in-game will consider you to be outlandishly dressed.)

However, since this is a setting based on the Continuing Game, it *does* have magic. So the world is more “gaslight fantasy” than “steampunk”.

### CULTURE

As with Earth's Victorian Era, the reign of Queen Constance has seen a strong sense of social conservatism. Society expects people to be morally pure and upright. (Since this is a gender-equal world, that goes for men as well as women.) Fashions involve a lot of cloth and not a lot of skin. Of course, just as on

Earth, not everyone in this world thinks this level of reserve is healthy, even if such opinions make them unpopular.

Compared to the real world, this world is more meritocratic. Just as Quest's medieval Continuing Game setting doesn't have the same degree of class, ethnic or religious conflict that medieval Earth did, this world also doesn't have quite the same severity of conflict that the real world did in the Victorian era.

## TECHNOLOGY

The world's technology approximates that of the late Victorian Era, although there are a few places where it outpaces Earth (such as dirigibles), and a few others where it lags behind because magic or other factors have made that technology less necessary (such as physical medicine). Generally, though, you can assume that this world resembles Earth in 1884 when it comes to technology.

Like England during Victoria's reign (1837-1901), Allondell is in the middle of a massive technological explosion. In your character's lifetime, or at least in the lifetime of his or her parents, the world has changed almost beyond recognition.

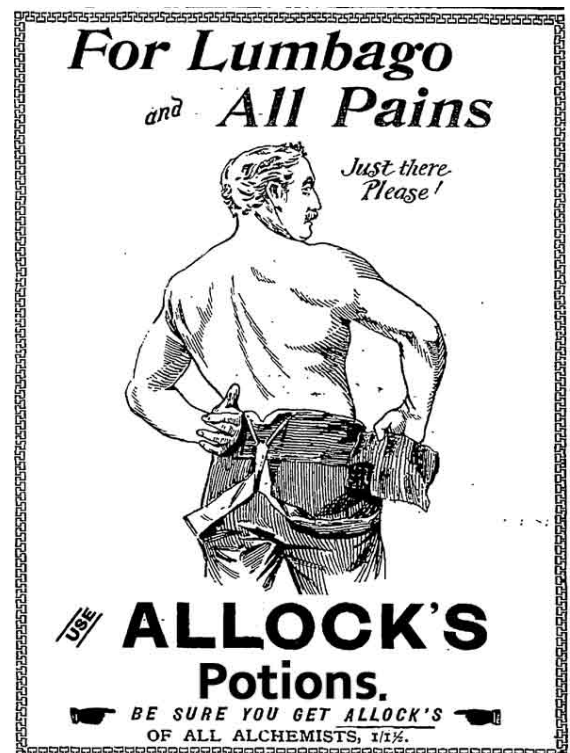
Forty years ago, most people worked on farms. Now there are factories everywhere. Forty years ago, all written communication was carried from person to person via individual messenger. Then the "bit post" (couriers who ride a regular route on a regular schedule) was established. Just think of it – for only a bit, anyone can send a one-sheet letter *anywhere in the kingdom*. Then those clever Balthazarian monks invented Morris Code, and the telegraph was established. Not only can you send a letter anywhere in Allondell, you can send a telegram *anywhere in the world* that has a telegraph office to receive it. You've even heard there are some folks trying to get a "voice telegraph" contraption up and running. What will they think of next?

It used to be that news filtered out slowly from the cities, passed from one person to the next, not reaching rural areas until months later. Now the *Tolbury Times* is published daily, full of news from all over the world.

The railway has done perhaps the most to change daily life in Allondell. Forty years ago, the only way to get from here to there was on your own two feet or in a carriage pulled by a horse (and only the wealthy could afford a carriage). Most people never traveled far from the place they were born, but now the railway has made it easy for ordinary people to go and see new places for quite reasonable prices. Nowadays, there are even underground trains running beneath Tolbury... plus steamships that cross the oceans, and *now* Allondell has conquered the air. What a fascinating modern age to live in, eh?

The list goes on. Forty years ago, every business had an army of clerks, copying documents by hand. Now they employ typists, taking notes in abbreviated notation and typing up the results as quick and clean as you please. The government funds public elementary schools, and indeed has made schooling compulsory for children aged seven to ten.

It's an exciting time to be alive.



**For Lumbago  
and All Pains**

*Just there.  
Please!*

**ALLOCK'S  
Potions.**

**USE** **BE SURE YOU GET ALLOCK'S**  
**OF ALL ALCHEMISTS, 1714.**

The advertisement is enclosed in a decorative border. It features a central illustration of a man from the back, holding his lower back in pain. The text is arranged around the illustration, with the product name 'ALLOCK'S Potions' in large, bold letters. At the bottom, there is a small logo with the word 'USE' and a slogan 'BE SURE YOU GET ALLOCK'S OF ALL ALCHEMISTS, 1714.' flanked by two small icons.

## MAGIC

This is still a world of magic, although nowadays many of magic's strengths are being supplanted by the ready availability of modern technology. A magic wand is more reliable than a pistol, for certain, but it doesn't take months of work by a highly-trained wizard to create a pistol. You need years of schooling to perform a spell of communication or apportation, but anyone with a little training can work a telegraph or operate a locomotive.

As a result, mages are becoming artisanal craftsmen whose products are held to be reliable and high-quality – but which are also more expensive than the mass-produced alternatives from the factories. Mages have come to embrace this role, often deliberately wearing fashions such as capes or robes that evoke an earlier age before industry began to intrude.

(This doesn't apply to *divine* powers, though. People become priests and priestesses out of religious devotion, not because they view it as a trade skill. This era has just as much of a need for clergy as any other.)

## ALLONDELL

This game takes place in Allondell (well, at least it does before liftoff), the England-like country, and most of the players will be Allondines (be that from the mother country, or the colonies in New Allondell). This is partially to help evoke the "Victorian England" feel, by having everyone be "English", but also to keep us from having to detail the *entire* world of this era!

The Allondine Empire now spans the globe. She first planted settlements in Daphnia after the discovery of that southern continent, uninhabited as it was by any civilized species, and thus founded New Allondell and other colonies. Later, she conquered and carved out dominions on several of the other continents to gain resources or strategic points. Today, the sun never sets on Queen Constance's empire, the envy of the world.

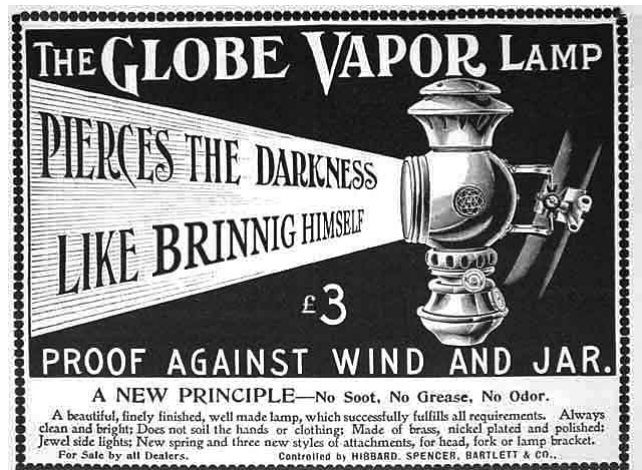
(However, as befits the milieu of the Continuing Game, there is not a belief in ethnic superiority. Allondines don't believe they are *innately* superior to the people on the other continents; rather, they believe it was Allondell's technological edge that made her great.)

## RELIGION

"Lay orders" and such were a characteristic of the medieval era. In this era, people studying the divine are usually full-time clergy – that is, priests and priestesses, not someone with another occupation who also happens to know some Cleric Magic. Most clergy hold a position they considered to be their primary occupation, and would introduce themselves by title ("Father", "Mother", "Reverend", etc).

The industrial era has really brought Furthane into his own. As lord of the forge, to him fell both the foundry and its products, and he's become the god of industry and the factory, and by extension most forms of modern invention. Zotra, the lord of lightning, holds sway over the rising field of electricity.

Since home and family have gained increased importance in this era, Perinnia, goddess of the home, is more popular than ever. So too is Brinnig, the bringer of light and enlightenment. Alia has declined in popularity; her more salacious side is not discussed in polite society, and her romantic side is seen as often at odds with the practical aspects of marriage, especially within an arranged marriage. Domestic stability is often more important than cloudy-headed love. No respectable person invokes Alia's name; she is tolerated but disdained by proper persons.



As the goddess of crops, Ubrialla is popular in the countryside, but has few temples in Tolbury proper. Kintaka is the god prayed to by children or the riotous lower classes who need a little luck – but not by ladies and gentlemen. Dorial's position isn't far off from Kintaka's, and temperance activists either disdain him or euphemistically call him the "god of vinegar".

## THE OTHER RACES

The long-lived mahiri find the recent pace of change bewildering, since the oldest of the mahiri were infants in the medieval era of the CG – and look how much has changed since they were born! Cautious to act, the mahiri have seen modernity pass them by, and many of them dress in fashions that humans consider outdated. Of course, this also means that the elven folk haven't caught up with modern social mores, either, meaning that they find today's humans to be bafflingly stuffy, fast-paced and industrious. (Many of Tolbury's more reputable opium dens are run by mahiri who believe that a moderate consumption of this natural substance to be acceptable, if not more preferable than working in the belching, clanking factories – and certainly more relaxing and stimulating to contemplation.) With mahiri birthrates low, the forests shrinking and their lifestyle slow-paced, the mahiri face a world where they are outnumbered by a fecund and industrious humanity.

Meanwhile, the hidebound, stodgy dwarves, strong on tradition and distrustful of change, came to reject outright the modern world and its strange ideas. They closed all but a few of their tradeholds, and now grudgingly exchange coal and pig iron for food. Few dwarves are seen on the surface (and none will be seen at this event), and when they do appear, they are still dressed in traditional mail and leather, with knife and axe, just as they were centuries ago. Many humans believe the time is ripe to take control of the mines beneath Heskett, and more and more dwarves are coming to believe that dwarven society's attachment to tradition is a dangerous weakness – but for now, such changes are merely talk.

Ladies in all Stations of Life should send at once for

# HARNESSE' ELECTRIC CORSET.

BEAUTIFULLY DESIGNED. SCIENTIFICALLY CONSTRUCTED. COMFORTABLE TO WEAR.

**A BOON TO SUFFERERS.**

5/6

IN appearance they do not differ from the regular corset, being made of the same material (best quality), in the latest style, and most approved shapes.

**FOR HEALTH, COMFORT, AND ELEGANCE.**

These Beautifully Designed CORSETS CURE "WEAK BACK."

Mrs. FOWLER, Trevelock Road, Heath Town, writes: "I have received great benefit from wearing your Electric Corset; the pain at the bottom of my back was so bad at times I could not stand, but since wearing your Corset I feel a new woman."

**"NO WOMAN SHOULD BE WITHOUT ONE!"**

EVERY MARRIED MAN should buy one for his wife, if he values her health, comfort, and appearance. They are honestly worth four times their cost, apart from their genuine curative properties; therefore SEND AT ONCE Cheque or Post-Office Order for FIVE SHILLINGS and SIXPENCE and obtain one of HARNESSE' beautiful ELECTRIC CORSETS before you forget it.

THE ELECTROPATHIC AND ZANDER INSTITUTE.



**HARNESSE' ELECTRIC CORSET.**

should be worn daily in place of the ordinary one; it will always do good, and never harm. There is no sensation whatever felt in wearing it, while benefit always and quickly follows. It soon INVIGORATES the entire system, and assists nature in the Healthy Development of the Chest.

Ladies residing in the Country, and those who are unable to call and personally inspect these Corsets, have only to send correct waist measurement with postal orders, and they will obtain, by return of post, the prettiest, best-fitting Corset they have ever worn. The high-class style and beautiful finish, combined with its marvellous health-giving properties, have always won the highest reputation among the leaders of fashion.

**THE "VERY THING" FOR LADIES.**

**REJOICERS.**

Miss LASS, Newport, Mon., writes: "I have obtained great relief from wearing your Electric Corset. For two or three years I suffered from Biliousness; but since wearing the Corset for three or four months I feel quite well, and have not had an attack."



**INDIGNATIONS.**

Miss MASON, 5, The Lawn, St. Leonards-on-Sea, writes: "I was suffering from Indigestion and Poorness of Blood; now I feel very much better in health, and have only had one attack of Indigestion since March, and before I was hardly free from pain in the chest."

TRY ONE, AND YOU WILL NEVER WEAR ANY OTHER KIND.

FOR HEALTH, COMFORT, AND ELEGANCE.

BY WEARING this perfectly designed Corset the most awkward figure becomes graceful and elegant, the internal organs are speedily strengthened, and the entire system is invigorated.

**SPECIALLY DESIGNED CORSETS FOR CHILDREN.**

HARNESSE' NEW SPECIALLY DESIGNED ELECTRIC CORSET is the Arms of Protection for children of all ages. It is scientifically constructed and highly recommended. It gives perfect support, prevents stooping, and is an effective guard against rickets. It wears daily it assists the growth of the child. Expands the chest, and acts as a stimulus and invigorator to the entire system. It perfectly harnesses and controls, allows freedom of movement, and sends its current without any feeling of stiffness or constriction. The finish, style, and quality are equal in every respect to the largest-sized corset. Prices: Adults Absolute and Complete Advantage of health, comfort and support. It is durable, and does good. In covering and time of wear, it surpasses all other corsets, and cheap or postal order for 5s. 6d.; two (if ordered in same family), 10s. 6d., post free.

SEND AT ONCE Postal Order or Cheque for one of these beautiful Corsets. PRICE ONLY 5s. 6d., POST FREE.

**THE MEDICAL BATTERY CO., LTD.,**

**52 UXBRIDGE ST., TOLBURY**

**DON'T DELAY. SEND AT ONCE.**



**TRY IT.**

# The World in Detail

## Allondell

The England-like country in this world, Allondell (AL-onn-dell) rules an empire with colonies across the globe. Tolbury, its capital, is a modern metropolis and a major world city. Its residents are called Allondines (AL-onn-deenz).

## Altaqua

Altaqua (alt-AH-kwah), the most prominent of the mer-folk kingdoms, rules the sea banks between Heskett and its colonies in Daphnia. Heskettine ships pay a transit fee to sail through Altaqua, finding that the cost is better than having to sail the long way around. Altaquans also engage in trade with the human lands, swapping pearls and other undersea treasures for things that can't be made underwater (e.g. anything that needs a forge or foundry).

## Arboreals

The Arboreals are an artistic movement discontented with modernity, idealizing instead the simpler, natural lifestyle that they imagine the mahiri once had, and searching for the “natural” and emotional in their art. The movement has attracted many people outside the mainstream, encompassing what in Europe might be called Romanticism or Bohemianism. Despite the name, few Arboreals actually live in the forests. Many are to be found in the Rosebury district of Tolbury.

## Artis Magicae Doctor

Any mage wishing for a successful career in magic attends university to get an Artis Magicae Doctor degree, entitling them to put “Dr. \_\_\_\_\_, A.M.D.” on their calling-card. Persons with some magical training, but who are unable to get an A.M.D., typically have lower-wage positions as mage’s assistants or perform magical “grunt work”. (Compare to the medical profession, where one needs an M.D. to perform most complex medicine, and those without an M.D. are nurses or medical assistants.)

## Cadfaigh

Cadfaigh (CADD-fay) – technically, “the Kingdom of Cadfaigh and Ragnorack” – is the Scotland-like kingdom on Allondell’s northern border, and is a frequent political rival. There has been political tension between the two countries ever since the Watersedge Affair of ’79. More recently, there have been disputes about fishing rights in the banks between New Allondell and the Cadfainn (CADD-fane) colony of New Ragnorack.

## Cape Rose

A prominent Allondine colony in southern Shenga, Cape Rose has a coastline ideal for agriculture, but its hinterland is dry and dusty, and therefore was largely ignored by Heskettines. However, the Shengan natives realized that the arid plains were well-suited to raising cattle at a time when the Empire had a growing demand for beef. The Shengans have profited well from sending great herds of cattle from their cattle farms (or “ranches”, to use the local term) to the coasts, where the cattle are butchered, canned, and shipped to a hungry Empire.

Nowadays, the popular picture of Cape Rose is a dark-skinned cowboy on zebraback, a lariat in one hand to rope cattle, a pistol in the other to fend off orcish rustlers. In fact, the cowboy hat has even become popular among the white-skinned Rosians along the coast, even if they are city folk who have never even ridden a zebra.

### Circlists

A political movement believing that capitalists oppress wage-laborers, as outlined in the book *The Circlist Manifesto*. Taking inspiration from mahiri society, Circlists argue that the mahiri tradition of equality within a “circle”, with each person represented and with the circle seeking consensus and mutual welfare, is superior to the human systems of feudal and now capitalist oppression. The *Manifesto* calls upon the working classes to rise up and take what is theirs, then to form mahiri-esque circles to ensure equal distribution of wealth. “Workers of the world, seek balance,” is the book’s call to action. Taking as their emblem a circle in the color of a mahiri elder’s gem, the “Reds” have spread across Hesketa, especially in the cities. (While sympathetic to the plight of human laborers, the mahiri consider the Circlist call to revolution to be a perfect example of human rashness, and are none too pleased about the appropriation of their terminology.)

Some folks, especially in the middle and upper classes, consider Circlists to be dangerous agitators, although the movement’s rise put pressure on Parliament, which enacted more labor laws in response.

### Constance

Her Majesty, Constance, by the grace of the gods Queen of Allondell, Empress of Lanedoga and Sovereign of all her Dominions, &c. Gods Save the Queen!

### Daphnia

Daphnia (DAFF-nee-ah) is a continent to the southeast of Hesketa, in the southern hemisphere, discovered about four centuries ago by the explorer Daphne Mandropolous. It had no sentient inhabitants at that time, and so it triggered a rush of exploration and then colonization among Hesketa’s countries. Allondell’s colonies in Daphnia include the prosperous provinces of New Allondell as well as several other scattered islands and settlements.

### Hesketa

Hesketa is the Europe-like continent in this world, and Allondell is in central Hesketa. Hesketaines are currently the most technologically advanced people in the world.

### Iñarra

Iñarra (een-YARR-ah) is a country similar to Spain or Portugal on Earth. The airship will land tonight at Gioma, a city on one of the Iñarran islands, before heading out to the colonies.

**SLAUGHTERING**  
**ABRAHAM KWANELE;**  
**ON HIS OWN HOOK.**  
**ALTON, CAPE ROSE**

THE Subscriber has erected a large and convenient HOUSE and PENS, in the city of Alton, near Shields' Branch, for the purpose of carrying on the

**SLAUGHTERING AND DRESSING**  
**Of Beef, Hogs,**

And other Stock, for Packing. His Pens are made of ~~20~~ PLANK, high, and close, so as to render it impossible for any kind of stock to break out or escape; and are situated high, dry, and on better ground than any other establishment in the country.

His Houses are more spacious than any in the City; and from the fact of his being by profession a Butcher, and having had an experience of many years in the city of Cincinnati, and the last four years in the city of Alton, engaged in the above business, he assures all those who may favor him with their killing and dressing, that it shall be done with dispatch, and in the very best manner.

He has also made arrangements, and will have at all times plenty of GRAIN and PROVENDER, to feed stock at the Pens, at the market prices.

**Call and try WORK once,**  
**AND YOUR WORK SHALL BE WELL DONE.**

Plenty of TEAMS engaged to do the hauling, with dispatch, to any Packing House in the City.

Alton, Oct. 22, 1484. ABRAHAM KWANELE, Proprietor.

Printed at the TELEGRAPH Office--Alton.

## Lanedoga

Lanedoga (lann-eh-DOH-gah) is one of Allondell's colonial possessions, to the west of Hesket. The Lanedogans are similar to the indigenous people of the northeastern part of North America, but more technologically advanced; they were already an Iron Age empire when Hesketines arrived from the east four centuries ago. Hesketines began trading with the Lanedogans, then established outposts, then port colonies, and finally began to assume control over whole territories. It was only during Queen Constance's time that Allondell formalized her rule over the whole of the region, deposing the last of the local sachems and declaring her Majesty to be the Empress of Lanedoga. Nowadays, Lanedogans are often found as sailors throughout the Allondine Empire, and are prominent in her military.

## Mahiri

Often called “elves” by the humans, the mahiri (mah-HEER-ee) are long-lived and contemplative by human standards, making the humans' rapid pace of change often bewildering. The mahiri clans run the affairs within their own forests but when in human-controlled territory are considered full subjects, with full rights.

The mahiri prize wisdom, valuing greatly the insight of their elders. Traditionally, each mahiri clan organizes into “circles”, where the group shares viewpoints and debates options and courses of action. (This terminology has been co-opted by the Circlists, a human political movement that claims to be based on mahiri principles.)

The mahiri bear a philosophy of dedication to the Balance, a complex system of beliefs that generally prizes thought before action and an avoidance of extremes. Some mahiri find modern human society inherently imbalancing and avoid it; others believe that the mahiri risk falling out of balance if they stray too far from the human mainstream, and may seek out opportunities within the human cities.

## New Allondell

Allondell's largest colony (actually, a federation of several colonies) in Daphnia, New Allondell has strong ties to the homeland, and even sends representatives to Parliament in Tolbury.

New Allondines have a reputation in the mother country for being hard-working and industrious, although also a tad rustic and often too casual. Society in New Allondell is a lot more fluid, meaning that someone of meager means or undistinguished birth can achieve great success if they have drive, the right plan and a little luck. It's made “the colonies” attractive for many who feel their opportunities limited in the homeland, and means that New Allondell is a booming source of new industries and inventions.

No matter how successful you are in the colonies, though, it's still more prestigious to hold a position of prominence in Allondell herself. More than one colonial industrialist with “new money” has tried to buy his or her way into high society in Tolbury; the ones with the right contacts and the right manners often succeed.

## Opium

Like alcohol or willow-bark, opium is 100% legal. Chemists sell laudanum for headaches and no one thinks twice about it.

*Excessive consumption* of opium, however, meets with strong disapproval by polite society. Ladies and gentlemen might take a draft of laudanum to cure a headache—just as ladies and gentlemen might enjoy a glass of wine with their dinner. Ladies and gentlemen do *not* waste away their hours in a dreamy opium haze in some East End opium den any more than they waste away their hours swilling beer and gin in a tavern. How undignified.



## Orcs

The era of the orcish band looting the countryside is over – but so is the era when you could eagerly chop down any orc who wandered into town!

As humanity grew and the wilderness retreated, orcs had fewer places in which to hide, or to use as bases for raids on humans. The monstrous, uncivilized races were eventually permitted to operate within human lands, but with a no-tolerance policy for banditry or violence. Along with this came a degree of legal protection; orcs able to control their tempers and work inside human society were no longer treated as vermin who could be killed with impunity.

In the modern era, many orcs (and some other monsters) work in the cities and towns, acting as porters, stevedores, chimney sweeps, miners and rubbish-haulers. Of course, humans aren't stupid; orcs aren't permitted to own weapons or learn magic, since they are more impulse-prone than the civilized races.

(That's not bigotry, as it was when the real-world Victorians made this claim of the people whose lands they colonized. It's been established in the Continuing Game that orcs are, objectively, less intelligent and more prone to violence. Orcs are not humans being portrayed as less-than-human by their enemies; orcs are *actually* inhuman monsters. It would never occur to Allondines of *Iron & Lace* to equate humans living in other countries with monsters. Orcs *are* monsters; people living in other countries are people, ones who simply have not achieved Allondell's level of technological advancement.)

So orcs may not have full legal standing, but for most of them, that sure beats living like a bandit and hiding from the army.

## Parliament

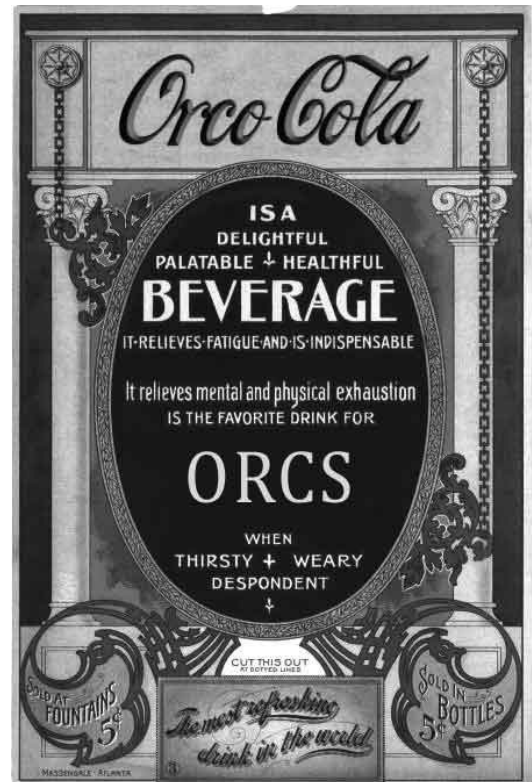
Parliament consists of two houses, the House of Lords and the House of Commons. The former consists of select members of the peerage, while the latter are elected by those eligible to vote. Fifty years ago the franchise was extended into the middle class, and after several other reform acts, nowadays about three in five persons is eligible to vote.

There are two major parties, the Conservative (who favor a strong crown and aristocracy) and the Liberal (who favor more power to Parliament). The Conservatives are an alliance of the aristocrats (who value traditional privilege) and the wealthy industrialists (who are obviously less interested in such privileges and more interested in business and tax rates). The Liberals are an alliance of middle-class moderates (who typically seek greater social programs such as education and further extension of the franchise) and the more radical activists (some of whom bear a Circlist bent).

The current Prime Minister, Mrs. Winifred Bell, is a Liberal of gentle birth. The Conservative Party is headed by Lord Michael Walker, Earl of Granchester.

## Tehoca

Tehoca (TAY-HO-KAH) is a land south of Lanedoga. When Heskelines first arrived there centuries ago, the Tehocans practiced human sacrifice, cutting out victims' hearts and offering them up to Quela-latl,



their spider-goddess. The Tehocans did so because they believed that if Quela-latl were not appeased, she could take over the minds of those who have offended her, and force them to do her bidding. Nowadays this bloody practice has ended, as has the worship of this goddess.

## Tolbury

Three districts of Allondell's capital city are well-known for their "personalities." Even Allondines not from Tolbury are familiar with the connotations of saying someone is from Rosebury, or that a particular event happened in Greenchapel.

*Manorcross:* The fashionable section of Tolbury. Wealthy aristocrats have townhouses here; some families possessing less impressive pedigrees but ready cash have also recently purchased property. ("Recently" being a relative term, i.e. "within the last generation or so".) These townhouses include families and the small army of servants it takes to run such a house: cooks, maids, butlers, valets, grooms, governesses, tutors.

Manorcross is known for its genteel entertainments, its magnificent dinner parties and balls, its conservative taste and good manners. Residents of Manorcross often seek evening entertainment in the Royal Theater, Royal Opera House, Royal Ballet, etc.

*The East End:* The other end of the scale from Manorcross. Any society obsessively concerned about respectability and appearances has a dark underbelly, and the East End is the dark underbelly of Tolbury. Here you will find Alian "temples", mahiri-run opium dens, seedy music-halls featuring cheap gin and performances of a most shocking nature, and "Greenchapel", the place by the docks where the orc workers live. The East End is not considered a safe place for gentlefolk to venture into at night.

*Rosebury:* Once a poor but respectable district, Rosebury has in the last few years begun to develop a reputation for being the home of Arboreals, Circlists, and like-minded artists and radicals. There are almost certainly a few mahiri opium dens and Alian "temples" here as well. Proper society shudders at the thought of what must go on in Rosebury, but this assessment is based more on hysteria than analysis: unlike the East End, it isn't actually dangerous here.

*Is there anything in between?* Respectable middle-class neighborhoods? Oh yes, many of them—more of them than anything else—but none of them important enough to be distinguished by a comparable name. Such neighborhoods might boast things like good-quality music halls, for the entertainment of those who cannot afford the Opera.

# Your Character

## WHAT'S DIFFERENT AT THIS EVENT

At Quest's medieval events, the player characters are typically wandering adventurers, heroes, and do-gooders. They know magic, or they're carrying weapons that they've been trained in.

At this event, that's not always going to be the case! The PCs are passengers on a dirigible, and come from all walks of life – and we know this. So you don't need to worry about creating a character who is combat-ready. *First*, think about your character's background and personality, and figure out what kind of person (not what skills) you'd have fun playing. *Then* think about your game stats!

In particular, at a standard Quest event, most folks think first about what kind of combat-helpful skills they will take. They start off deciding whether they'll cast spells or will be skilled in weapons. Well, at this event, it's fine (and, indeed, quite likely) that your character won't have either. While we'll have combat, it won't be the center of the event; we think you'll have a fine time even if your character isn't combat-focused. We do want to have some opportunities for fighting, but the abstract combat isn't quite as fun as the real thing, so we're trying to make the plot-solving more central. And *anyone* can help solve the plot, even as a 0-point character! So don't feel you have invent some excuse as to why your Victorian-era character somehow has experience with a sword, or somehow knows magic. You'll be fine.

**Characters will be built on 15 points.** (“Only 15?” Yes, because we're not relying heavily on skills or game mechanics at this event.)

## COMING UP WITH YOUR CHARACTER CONCEPT

Your character will be onboard the ship either because you're a person of great importance who was given passage directly by Her Majesty's government, or because you won a ticket through the general lottery. So that's a good place to start: are you playing someone important (with Status, etc), or someone from an average walk of life?

Since this is a one-shot game, please feel free to play people of importance if you would enjoy doing so! (Although make sure you have an appropriate costume for the character; wealthy people should have a reasonably fancy-looking outfit rather than just a shirt and simple pair of trousers.)

For thematic reasons, we'd prefer most of the PCs to be Allondines. We may be able to accommodate a few oddball character concepts, but not too many, so if your preferred character concept isn't an Allondine human, be sure to contact the GMs as soon as possible. (This sort of thing will be first-come, first-serve.)

When you have a sense of what kind of character you'd like to play, **please email the GMs**. And please do so by **November 1!**

If you're stuck for ideas or have any other questions, feel free to contact the GMs, who will be happy to help.

## PROP WEAPONS

Most people in this era neither own nor carry a weapon, and if they do, they certainly aren't about to wear it around on a dirigible – this isn't some Cape Rose cowboy saloon! Besides, on a ship like this, there would be a risk of a stray bullet puncturing the balloon or damaging the equipment. People who do have cause to carry a weapon (such as military personnel) would have their weapons stowed in the cargo bay before liftoff. So unless your character has a plausible reason for carrying a weapon around (e.g. you're a military officer and there's a ceremonial saber with your dress uniform), don't bring your boffer or prop weapons.

However, if things get dangerous, there will be objects around that you can *use* as weapons: a fireplace poker, a crowbar, a cleaver from the kitchen. So when you're making your character, don't think that buying Weapons will be pointless – you might end up grabbing an improvised “weapon” during the event!

For that matter, no one in this era wears armor, really, so you shouldn't, either. (If your character has a good reason to be wearing a leather coat or something similar, let the GMs know.)

## MELEE COMBAT

Since the game site doesn't want us fighting indoors, and since we don't want to scuff up your good costumes, combat will be done abstractly, via Rochambeau (“rock-paper-scissors”), sort of like how Brawling works. (We're still working out and playtesting the exact mechanics; details to follow at a later date.)

We heartily encourage you to act out the combat and make it more dramatic than just some rounds of “1-2-3-shoot”!

### Changes:

- *Stun Bolt* and *Lightning Bolt*: Since we don't want to scuff up your nice clothes, if a *Bolt* (or anything else) hurts a leg, you don't have to go down onto your knees. Instead, remain standing, but you can only move at a glacial pace; you can no longer run while your leg is injured.
- *Stun Grasp*, *Wounding Grasp*, *Piercing Grasp* and *Poisoned Grasp*: because combat is abstract and won't be fully happening in real-time, it will be very easy to walk up to someone in combat, giving the *Grasp* spells an unfair edge. Accordingly, we won't be using the *Grasp* spells at this game.
- *Thunderclap*: The dazed effect, as in the spell *Thunderclap*, still means that you can defend but not attack; at this game, that means that even if you win a rock-paper-scissors round, you cannot then inflict a hit on your foe. (Since being supine conveys no advantage in rock-paper-scissors, this spell will not knock you supine at this game. You can remain standing.)
- *Slip*: Since we don't want to scuff up your nice clothes, we won't be using this spell at this game.

## SKILL CHANGES

**Weapons:** At this game, this skill does not represent *training* with melee weapons, but instead is a measurement of how good you would be in a melee combat *if* you needed to use a weapon in a pinch. For instance, if you were attacked in your living room and grabbed the fireplace poker to defend yourself, how good would you be at fending off your attacker? The answer depends on how many points you put into Weapons.

Therefore, **everyone** should have at least one point in Weapons, unless you are so feeble that you couldn't hurt someone with a weapon even if you tried! Characters whose backgrounds include actual training in melee weapons (e.g. someone who has studied fencing) should take a high level of this, as should anyone who's athletic or nimble. Buying only 1 or 2 points represents someone who's fairly uncoordinated.

At this event, *all* weapons will be considered “1-point weapons”. That is, anyone with the Weapons skill can pick up any weapon and use it. Your Weapons skill will *then* determine how *good* you are with that weapon, since ties go to the person with the higher level of Weapons!

**Brawling:** since Weapons now represents an overall skill at combat, and since Brawling and Weapons will use the same game mechanic, we've folded Brawling into Weapons. Thus, there is no separate Brawling

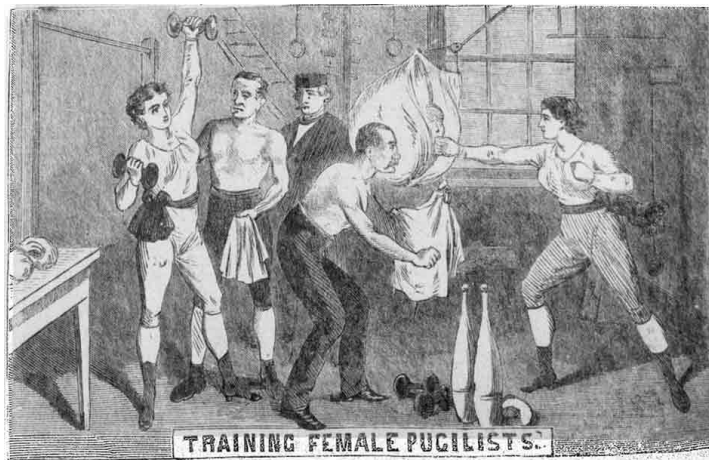
skill for this game. That is, if you're supposed to be good with your fists, just buy more Weapons skill instead.

**Magic, Mystic:** for simplicity's sake, we're not using Mystic at this game. (If you *really* feel your concept can't live without it, let us know.)

**Lore and Sage:** In order to represent the greater relevance of these skills at this game, their costs are doubled. That is, Lore costs 2 points per level, and Sage costs 7.

**Locks and Traps:** these represent not so much specific experience with actual locks or traps, but a more general facility with small, precise devices (Locks) or general mechanics (Traps).

**Wealth:** pocket cash won't be relevant at this game, so this skill will not be used. If your character is very wealthy, you should buy Status: Prominence, and possibly also some Quicktalk to represent the leverage and influence you have.



## Disads

Some disads just aren't appropriate for this setting, or would mean that your character wouldn't board the ship in the first place. Accordingly, **Courtly Honor**, **Phobia**, **Stigma**, and **Uncivilized Behavior** won't be used. We also won't be using **Poverty** because, well, we won't be using the Wealth disad, either. (You're welcome to play a poor character; you just don't get any extra points for it.) However, we *will* be using **Sycophant** even though this is not a CG event.

## SKILL TIPS

**Alchemy:** a great skill if you're a physician, apothecary, chemist or the like.

**Lore and Sage:** Any character with a university degree should consider at least one level of Lore. (Remember, though, that compared to the modern era, few people went to university.)

**Magic, Mage:** in this era, magery is typically a full-time occupation, not something you might study in your free time, or as a hobby. In other words, if you know magery, that's probably what you do for a living: your job is "mage". For instance, it's unlikely that you'll be a shop clerk who also just happens to have learned magic. A wealthy person who has a lot of free time (e.g. a socialite) might dabble in magery, but is unlikely to have more than a couple levels of Magic.

**Magic, Cleric:** "lay orders" and such were a characteristic of the medieval era. In this era, people studying the divine are usually full-time clergy – that is, priests and priestesses, not someone with another occupation who also happens to know some Cleric Magic.

**Locks and Traps:** since these represent skill with devices, if your character is a watchmaker, cobbler, mechanic, etc., you should buy some of these skills.

**Poison:** anyone who has experience with medicine, chemistry or plants could consider buying Poison. A physician, for instance, would have this skill, as would someone who could recognize which berries and

mushrooms in the wild will kill you. Even a scullery maid might know how to use a cleaning solution for the wrong reasons!

**Status:** people in any form of high society, not just nobles, should buy Status: Prominence. For instance, this would include wealthy industrialists and their spouses, and famous actors or singers.

**Quicktalk:** don't forget this skill represents influence of *any* kind, not just flashy charisma. If you're an intimidating tough guy, or an important person with wealth or influence, you should pick up some Quicktalk!

## CHARACTER TEMPLATES

Where regular CG events encourage you to start with a "salt of the earth" character, remember that this is a "one-shot" standalone event, so if you wish to play an upper-crust character (and have the costume for it), please feel free. Just remember to take Status, and probably also Quicktalk!

Remember, these templates are just some starting points; you're not stuck with these by any means, and you should absolutely customize them to fit your own character concept. For instance, if your professor is famous for his/her work, you could consider picking up Status, and removing 2 points from somewhere else.

### **Clerk, Typist, or Office Labourer**

Awareness 4 (4 pts), Will 2 (2 pts), Lore 2 (4 pts), Weapons 5 (5 pts)

### **Upper-Crust (Magnate, Noble, Socialite, etc)**

Status: Prominence (2 pts), Quicktalk 2 (3 pts), Lore 1 (2 pts), Will 2 (2 pts), Weapons 6 (6 pts).

### **Academic (Professor, or other person with advanced degree)**

Sage (7 pts), Awareness 2 (2 pts), Weapons 4 (4 pts)

### **Factory Labourer or Mechanic**

Locks 3 (3 pts), Traps 3 (3 pts), Weapons 9 (9 pts)

### **Priest/Priestess**

Cleric Initiation (1 pt), Cleric Magic 3 (9 pts), Lore 1 (2 pts), Weapons 3 (3 pts)

### **Famous Performer (Opera Singer, Actor, etc)**

Status: Social Distinction (1 pt), Quicktalk 4 (6 pts), Lore 1 (2 pts), Weapons 6 (6 pts)

### **Professional Mage**

Mage Initiation (1 pt), Mage Magic 3 (9 pts), Lore 1 (2 pts), Weapons 3 (3 pts)

### **Chemist/Druggist or Apothecary**

Alchemy 3 (7.5 pts), Poison 2 (2 pts), Weapons 5 (5 pts), First Aid (.5 pts)

### **Military Officer**

Status: Social Distinction (1 pt), Awareness 2 (2 pts), Will 2 (2 pts), Weapons 10 (10 pts)

# Costuming

Finding a costume evocative of the late Victorian era (or early Edwardian era) isn't as hard as you think! You've already got the basics in your closet. Here are some tips:

## DON'T SWEAT IT!

We don't want *anyone* to decide they shouldn't come to this event because they don't have a costume that's "good enough". At Quest's medieval events, it's great if you have a nice doublet, but a t-shirt and sweatpants will always suffice. Well, the same principle is true here; if all you've got is a long-sleeve dress shirt/blouse and a pair of slacks/long skirt, that's all you really need.

## DON'T WORRY ABOUT GETTING IT DIRTY

This isn't a game where you'll be doing a lot of running around. Any fighting will be abstracted with rock-paper-scissors, so you're not going to get your clothes scuffed up. So don't worry about having to run around in a suit and dress shoes, or be fighting on your knees in your fancy gown, because you won't.

## GENDER EQUALITY

This is a gender-equal world; what's good for the goose is good for the gander. Just as regular CG games don't require women to wear skirts or dresses, women in this era are welcome to wear trousers, dinner jackets or waistcoats if they prefer. There is no social scandal if a woman wears "bloomers".

## BASICS

### For Men (or women who wish to wear this)

If you are playing an upper-class character and have access to a tuxedo (or a "dinner jacket", as it is known in this period), go for it! Add a black or white bow tie, or a cravat.

Otherwise, start with a suit, or a jacket and trousers. Black or grey, if you have it, works better than navy blue. Then add a waistcoat (which is what a vest was called in this era). You probably don't own a waistcoat, sure, but don't worry; thrift stores usually have them cheap (\$2 or \$3). If you can't get a waistcoat, just button up your jacket.

For a shirt, white shirts are preferable to dark-colored ones. If you have a banded-collar shirt, go with that.

Lastly, avoid a modern necktie. Turn up your shirt collar, and instead tie a cravat (see below), ascot or scarf around your neck.

For your hair, slick it back, slick it down, and part it on the side. Hair gel is your friend.

Working-class characters can get away with leaving out some, or even most, of the costume elements; after all, a very poor man might not have more than one shirt and one pair of trousers!

Wealthier characters may also want to consider accessories like a pocket square or handkerchief, gloves, walking sticks and so on.

## For Women

*Daytime Dress:* Any conservative blouse and long skirt is a great starting point. An upper or middle class lady would consider a slim cut “shirtwaist” blouse and a long skirt perfectly reasonable daytime attire. A farmer’s wife or a maidservant would wear that kind of outfit all the time! (To allow more freedom of movement, she might have a slightly looser blouse and slightly shorter (say mid-calf) skirt.)

A shawl or short jacket, if you have one, can be used to good effect.

*Evening Dress:* After spending all day in high-buttoned collars, upper- and middle-class Victorian women often changed for dinner into sleeveless or short-sleeved dresses that showed a modest amount of cleavage. (Yes, that seems hypocritical given the mores of the era. No, we don’t understand it either.) This means that if you play an upper-class lady who has decided that the maiden flight of the dirigible deserves the formality of evening attire, a thrift-store prom dress or the bridesmaid’s gown you have in the back of your closet could work perfectly well as a costume (provided it has a long skirt). If you can find long gloves in the same thrift store, even better.

For both day and evening dress, you can simulate a petticoat by wearing one skirt under another. If you want to try to simulate a bustle, take a long dress and pin the skirt up in the back, and wear another long skirt underneath. Do not, however, *worry* about *having* to do either of these things.

A period hairstyle can really make the difference; check out the Web for period hairstyles.

You can also make your costume look more period by pinning some lace or flowers (be they real or fake) to it.

## COVER UP

This is a socially conservative era; proper persons don’t show much skin besides the head and hands. Pants and skirts should cover the ankle. (Children wore short pants, but also tall socks to compensate.) Necklines should also be high; button your shirts or blouses all the way up. If your shirt has a low collar, add a scarf or cravat. Cleavage is right out, at least for daytime dress! (Ironically, corsets are fine, since a slim waist is in. Just wear a conservative blouse under the corset.) Sleeves should go to the wrist, except for ladies’ “evening dresses.” If you’re playing someone upper-class (or aspiring to be upper-class), consider gloves to cover the hands as well.

## CRAVATS

Cravats are the predecessor to the necktie, and they’re easy. Take a strip of cloth, preferably black or white, about 2 inches wide by about 40 inches long. Turn up your collar and put the center of the strip at your throat. Curl the ends around behind your head, then back around to the front. Cross the ends over each other in front of your throat, and tie a knot. You can also then tie a second knot if that looks better. Tuck the ends into your waistcoat or coat.

You can see instructions with pictures at <http://tinyurl.com/tie-a-cravat>



## HATS

A hat makes the outfit. Stores like iParty have period hats very cheap at Halloween time; cheap derby hats and top hats are only about \$2 apiece at iParty!

For men, the upper class favors stovepipe hats (top hats), the middle class goes for derby or bowler hats, and the working class wears newsboy-style caps.

For women, any old-style hat or bonnet you can dig up will do. Again, the lower your class, the simpler your hat. (Since this is a gender-equal world, women may also wear men's hats if they prefer.) If you can't get an appropriate hat, tie a scarf around your head instead to act as a bonnet, or just put a few flowers in your hair. An upper-class lady would wear flowers, jewels or feathers in her hair (instead of a hat) with her evening gown.

(We realize you may not want to invest in a period hat, and that's okay – everyone wore a hat in medieval times, too, but PCs aren't expected to do so at Quest's medieval events.)

## OPTIONAL ACCESSORIES

Any of these, if you have them or can get them, can help complete your outfit:

- Suspenders (“braces”, as they're called in this era) instead of a belt
- Wire-rimmed glasses or a monocle
- Handkerchief
- Walking stick, cane or umbrella
- Pocketwatch
- Moustache, sideburns or muttonchops
- Parasol or hand-held fan

