



BONUS MATERIAL

MORE PLACES TO EXPLORE

This free download details more new areas of likely interest to globetrotters. They are presented alphabetically, with their general location noted below their name.

Gamemasters should not be taken aback by the sheer quantity of exciting, dangerous, and unusual places to explore presented in the core book and the growing *Globetrotters' Guide* series. Many of the locales in these works are either completely unknown to Victorians (and indeed, modern man), or exist only in myths and legends. Thus, the Gamemaster gets to decide which ones are real and which are just rumors, where they are really located, and what actually exists there in his or her campaign. We present them as ideas to use as you wish, not absolutes.

For instance, Hili-li Island (see below) might well stand in a great sea at the heart of Antarctica. *Leagues of Adventure* is not set in the real world, and future discoveries have no bearing on its existence. For those who wish to keep the game slightly more grounded in reality (i.e. Antarctica is a solid land mass), perhaps the island does exist, but it is actually located in the Hollow Earth, and only accessible by a water channel that, in our modern era (or the era of *Hollow Earth Expedition*), has frozen over completely.

GLOZEL

Location: Central France

Buried beneath the rolling hills of Central France are a number clay brick-lined subterranean chambers of uncertain antiquity. As well as containing fragments of animal and human bones, shards of pottery, flint tools, and clay masks carved to resemble bearded human faces, the sites contain over 100 ceramic tablets between them. Each is inscribed with a few lines of text. Though the symbols are most closely related to Phoenician, they also bear striking similarities with Basque, Chaldean, Hebrew, Latin, Phoenician, Celtic, and Berber, among others.

The writing is not, in fact, a true language. Rather, it is a complex cipher of Medieval origin using symbols reminiscent of archaic languages. In the late 13th century, the Knights Templar sensed royal opinion in France was turning against their wealthy order. It is well documented that agents of King Philip IV stormed the Templars treasury on Friday 13, 1312 only to find it empty. What became of the treasure, and indeed, what it comprised, has intrigued historians and treasure hunters for centuries. Perhaps the Glozel tablets, once translated, will finally reveal the whereabouts of the haul. Maybe, though, the tablets tell of a more powerful secret, something Templars endured horrific torture and death by burning to protect from less worthy souls.

Permission is granted to print this ebook. No site licence is given.

This game uses the Ubiquity Roleplaying System, developed by Exile Game Studio (www.exilegames.com). Ubiquity Roleplaying System, Exile Games Studio, and all associated logos and trademarks are copyright, Exile Games Studio, LLC. Used with permission.

©2012 Triple Ace Games. Leagues of Adventure and all related marks and logos are trademarks of Triple Ace Games. All Rights Reserved.

Author: Paul "Wiggy" Wade-Williams
Graphic Design: Robin Elliott



WWW.TRIPLEACEGAMES.COM

THE TEMPLAR TREASURE

The missing Templar treasure is an ideal campaign hook for *Leagues of Adventure*. No specific mention of its form has been given in the setting, though suggestions it included the Holy Grail, the Ark of the Covenant, and mere gold have all been offered. Those who want to involve the heroes in a grand globe-spanning treasure hunt may wish to consider the following scenario.

In prehistory, the sons and daughters of Atlantis who survived the cataclysmic event that drowned their homeland settled in other lands. Those who settled along the Nile valley taught the early Egyptians science, farming, and technology, and in doing so were elevated to the status of gods. Though much of Atlantean wisdom and technology had been consumed by the waves, they managed to save at least one item of great value.

Millennia later, Moses led the Israelites out of slavery. A scholar trained in the royal court, Moses knew the value, and power, of the Atlantean relic, and stole it shortly before the Exodus. That pharaoh should have ordered his chariots to thunder across the parted Red Sea, despite the obvious dangers, cannot be easily explained as a bid to recapture mere slaves—Egypt had plenty—nor could it be to recover stolen gold, for again, Egypt possessed this in abundance. Whatever pharaoh was seeking, it was worth the sacrifice of many thousands of soldiers, horses, and chariots.

Israel suffered many invasions in later centuries, and at some point the Atlantean relic was carried away by victorious invaders.

In the Middle Ages, the Knights Templar were given permission to build their headquarters on the Temple Mount in Jerusalem. Rumors have long suggested their unexplained excavations of the site unearthed something of immense value, something that made them extremely wealthy. Whether it was the actual relic, or merely knowledge of its origins and purpose is yet to be discovered. Such a unique treasure might also explain the eagerness of King Philip IV and Pope Clement V to see the Templar order broken and the treasury in their grasping hands.

HELSINGØR

Location: Zealand, Denmark

Better known in English globetrotting circles as Elsinore, the town is most famous for its castle, Kronborg, the setting for Shakespeare's *Hamlet*. Located at the closest point to Sweden (a mere 2.5 miles away, across a narrow strait), the impressive star fortress currently serves as a military barracks, and is off-limits to all non-military personnel.

Historically, the first mention of the Helsing, the name of the local inhabitants, appears in the 13th century, though the *Rerum Danicarum Historica* ("The Royal History of Denmark"), written in 1631, alleges the town's story begins around 70 BC. Danish folklore tells that Ogier the Dane, a national hero with ties to the legend of King Arthur, sleeps beneath the castle. Here he rests until the day he is called upon to save Denmark from invaders.

HILI-LI ISLAND

Location: Antarctica

Modern science says that Antarctica is likely to be a solid landmass, and one completely encased in ice. Science, though, does not have all the answers. Laying over the South Pole is a great, mountain-ringed inland sea, in which stand some 200 islands, of which Hili-li is the largest. Access to the sea is by means of a narrow, snaking channel from the Antarctic Ocean. Permanently swathed in fog, the channel has so far eluded deliberate searches. Despite the surrounding lands being bitterly cold, Hili-li remains temperate thanks to the presence of a volcano in the center of the sea. Coincidentally, this rises directly over the South Pole.

Inhabiting Hili-li are the Hili-lites, the descendants of Romans who fled the barbarian invasions that saw their great European city lose its prominence in world affairs. The water has provided ample fish, and kept the rugged island free from ice, allowing the planting of crops. Starting at just a few hundred souls, the population has now reached over 100,000. The people are governed by an elected duke. The other inhabitant of note is a mystic, Masusaelili. A reclusive figure, he claims to be one of the original settlers.

The only other inhabitants are outcasts, banished for their love of dangerous physical pursuits or love of forbidden sports (such as wrestling). They live a bleak existence on the slopes of the volcano.

Hili-li Island has been visited by outsiders. In 1581, Sir Francis Drake, under a veil of great secrecy, met with Queen Elizabeth and handed over his log books. Historians agree that there is a strange gap of two months in some of his records, as reported by his navigator, Nuna da Silva. During this time, Drake was apparently "lost" somewhere off Cape Horn.

Whether or not the island still exists is something of a mystery. Outsiders again visited the island in 1877. They were forced out in 1879, when a change in meteorological conditions brought severe cold to the inland sea, burying the land in snow and killing many of the Hili-lites.

LOST CITY OF THE CROCODILE KINGS

Location: North Africa

Contrary to popular belief among less-educated globetrotters, the name of this city does not refer to Crocodilopolis, the cult center of the crocodile god Sobek. That city is well-known to Egyptologists, and has been inhabited since its founding. The name refers to a lost city supposedly built near the end of the Thirteenth Dynasty (ca. 1801-1649 BC). Later texts claim this was a turbulent time, an age of chaos and strife, for in the south Egypt was losing territory to the emerging Kingdom of Kush, while in the north the invading Hyksos were founding a new dynasty.

Six pharaohs of the Thirteenth Dynasty carried the name Sobekhotep (“Sobek is satisfied”). Scant few statues have been found, and little is known about them beyond their names (which appear in later lists of kings). No trace of their tombs has been uncovered, and the lack of inscriptions has given Egyptologists pause for thought.

Most insist they are waiting to be found beneath the sands, but others argue that, fearing the end of their line, the pharaohs literally moved their city brick by brick and column by column into the western desert.

Proof, they argue, exists in the presence of dwarf Nile crocodiles found in permanent pools in the Sahara. According to their theory, their ancestors were sacred temple beasts, transported into the desert by the retreating pharaohs, along with the mortal remains of the various Sobekhoteps. Somewhere in the deep Sahara, not far from the crocodile-infested pools, they insist will be found the crumbling remains of the lost city of the crocodile kings.

In honor of the six pharaohs and their deity they are named after, scholars supporting this theory have named the “lost” city Sobekopolis—the City of Sobek.

ORVIETO

Location: Umbria, Italy

The town of Orvieto sits on the summit of butte made of volcanic tuff. With its sheer cliffs and thick city walls, Orvieto has long been prized as a defensive site. The city had close ties to the Papacy from the early 11th century until the unification of Italy, when the city was annexed to the newly-formed kingdom.

Rumors of a sprawling labyrinth of tunnels beneath the city have been circulating for centuries. Most serious scholars accept their existence as fact, claiming they were naught but cisterns and storerooms, carved by successive popes and city rulers to help the city withstand a lengthy siege. Others believe they conceal fabulous treasure. Of course, whenever the Leagues debate such topics, a wealth of differing opinions emerge.

In antiquity, the city was successively in the hands of the Etruscans, Romans, Goths, and Lombards, any of whom may have buried treasure here. Others look to the Cathars, whose heretical creed infested Orvieto in the late 11th century, and of riches buried here to protect it from being plundered by Church forces. The Papacy is not immune from suspicion. Rumors of forgotten papal gold, artwork, or documents have intrigued globetrotters down the ages. A few even suggest the fabled Templar treasure was actually found by the Church, and subsequently concealed beneath Orvieto to avoid giving the French king, Philip IV, his rightful cut.

Unfortunately, the only tunnels as yet discovered are very mundane. They lead from the basements of the city’s elite to the surrounding lands, and undoubtedly served as nothing more than escape tunnels in the event of attack. If there are other tunnels, they are well hidden from prying eyes.

PROTO

Location: The Hollow Earth

The land of Proto exists in a subterranean realm, far beneath the feet of ignorant men and women. Its inhabitants are the Megamicres, a diminutive race of humanoids who stand only two feet tall. For the most part the natives lead simple lives; gathering fruit and berries, harvesting their crops, repairing their huts, and knowing nothing of violence.

The inhabitants of Proto have some unusual traits. Every woman gives birth on the same day. As a result, all inhabitants of Proto share the same birthday. Twins are quite normal, and most women give birth yearly. Their singing-like tongue comprises just six vowels, though each has seven variations, giving rise to 42 distinct sounds. The language is not merely vocal, for facial features and hand gestures are equally important. The latter allows for limited mute conversations. Despite their realm being one of continual gloom, lit only by simple lamps, the Megamicres worship the sun.

The globetrotters would not be the first surface dwellers to visit Proto. Although they have no concept of war, they possess a number of flintlock muskets and a dwindling stash of shot and powder. They are used to scare snakes, of which Proto has many, out of the fields and fruit trees, the weapons fired into the air rather than at the serpents.

Proto can be reached from only place on the surface world—a cave in the remote wilds of Transylvania.

QUEEN DIDO'S TREASURY

Location: North Africa

As told by later Greek chroniclers, Dido (also known as Alyssa) was the sister of King Pygmalion of Tyre. Following the murder of her very wealthy husband at the hands of her brother, Dido claimed to have thrown her husband's treasure into the sea to prevent it falling into the murderer's hands. In fact, it was sacks of sand she discarded. She then she sailed to North Africa, where she, along with members of the Phoenician aristocracy fleeing Pygmalion's wrath, founded the city of Carthage.

In order to deter invasion by the gold-hungry Numidians, and ensure Carthage did not become distracted with wealth, she concealed her late husband's treasure.

The ancient chroniclers give no precise value for Dido's treasury, but all accounts agree it was immense. As well as gold coins, it comprised solid gold bars, so great in number they could be stacked upon each other to form towering columns with a span wider than a man's outstretched arms.

The first recorded search for the fabled treasury dates back to 65 AD. An obscure legend tells that a Carthaginian, Caesellius Bassus revealed to Emperor Nero he had discovered a cave filled with gold. Despite the "find" being in a dream, Nero sponsored a huge expedition (and began spending the fortune before it was in his hands). The endeavor lasted several years before it was abandoned, leaving Bassus a wanted man and Rome near broke.

RUJM EL-HIRI

Location: Syria (Ottoman Empire)

Some 10 miles east of the Sea of Galilee, atop the Golan Heights, an area covered with hundreds of dolmens, is a monumental series of concentric circles formed of over 40,000 individual stones. The outer ring spans over 500 feet, with walls rising 8 feet high. In the center is an undisturbed tumulus measuring 65 feet in diameter and 15 feet high.

The site is little known to outsiders, and the few fragments of information that have drifted back to Europe have sparked numerous competing theories. A calendar, a burial site for a great chieftain or king, a site of worship, a place where the dead were left for birds to pick at the flesh (a form of excarnation), and even an astronomical observatory have all been put forward.

The site's name is Arabic, and translates as "stone heap of the wild cat." In days long past it was known as Galgal Rephaim, "Wheel of Ghosts," in Hebrew, though the latter word can also refer to a race of Biblical giants. This has led one member of the Old Testament Society to claim the tumulus is nothing less than the final resting place of Goliath, the Philistine giant struck down by the young David.

TOMB OF PONTIUS PILATE

The name of Pontius Pilate is known to Christians across the globe, yet nothing exists to confirm he ever existed (historically, that has to wait until 1961). Little is known from historical texts, and varying sources play his birth in Scotland and Germany. Eusebius, writing in the early 4th century, states that after being recalled to Rome for his mishandling of the Jews, Pilate was exiled to Gaul before taking his own life in Vienne (near Lyon). In Eastern Orthodox lore, his suicide was out of remorse for ordering Jesus crucified.

A later work, the *Mors Pilati* ("Death of Pilate") claims Pilate returned to Rome to face the Emperor Tiberius clad in Jesus' robe. Tiberius treated Pilate cordially (having been cured of illness by the *Veronica*, the handkerchief used to mop Christ's face as he carried the cross to Golgotha), until the prefect removed his robe, at which time he was arrested and executed in a most horrific way.

His corpse was then thrown into the Tiber (Rome's river), but was cast onto the shore, so evil was the man in life. From there it was taken to Vienne (near Lyons, France), whereupon it was cast into the Rhone with similar results. Eventually it was buried at the bottom of a tarn (a mountain lake) overlooking the city of Lucerne, in northern Switzerland. Even today, the peak on which the tarn lies in known as Pilatus. Local tradition holds that Pilate's corpse emerges from the icy waters each Good Friday, whereupon it washes its lands in a desperate bid to remove the stain of Jesus' blood.

However, Antoine de la Sale, a 15th century French writer, places the lake burial in Italy, on a slope in the central Apennine Mountains. The small body of water is known locally as Lago de Pilato ("The Lake of Pilate").

TSARITSYN

Location: Russia

The city of Tsaritsyn (later Stalingrad and now Volgograd) sits on the banks of the mighty Volga in southwest Russia. Little more than a small town at the start of the century, its population has grown 15-fold in a little under 100 years, thanks in part to the arrival of the railway in 1862 and increased commercial traffic along the river.

Though the city is technologically backward by western European standards (having no electric lights until 1913), it is cosmopolitan. Situated at the southern edge of the steppe and linked to the Black Sea trade routes via the Volga, it is a crossroads for the various peoples who live in the surrounding countryside. Here one can rub shoulders with descendants of Genghis Khan and Swedish Vikings, fearsome Cossacks, Ottoman merchants, and curious tribesmen.

Rising to a height of over 300 feet, and dominating the city skyline, is Mamayev Kurgan. The name translates from Russian as "tumulus of Mamai." A Mongol warlord,

Mamai ruled over the region as a provincial governor before fleeing to the Crimea after a military defeat. He was assassinated in 1380. As one might expect from the name, local tradition claims Mamai was buried on the banks of the Volga, and the hill erected to mark his grave.

ADVENTURE SEEDS

* A French farmer is causing a sensation in Paris. Recently arrived, he showed several unusual ceramic tablets he claimed to have found “in a hole” to prominent antiquarians. The photographs they took have now reached London, and the Leagues are salivating. Unfortunately, the man, being exceptionally shy, has since gone into hiding, taking his finds with him. The French newspapers report that he is exceptionally shy and has no wish for the sudden fame thrust upon him by academia, but in truth he has secluded himself to avoid the attention of shadowy figures whose demands he hand over the artifacts were less than polite.

* Although Kronborg dates from the 15th century, members of the Stratford Players believe Prince Hamlet was a real lord, and the castle, or at least an earlier construction, was his home. They wish to excavate beneath the castle to prove their theory.

* A friend of the globetrotters has recently returned from a jaunt across the Sahara, and insists they come round to view the copious photographs he took. Most are rather boring, but one clearly shows a block of stone marked with the hieroglyph of Sobekhotep VI. Unfortunately, their friend doesn’t remember exactly where the photograph was taken, though he can narrow down the area (to some 10,000 square miles of arid desert). Still, it’s a starting point.

* Inside a second-hand book purchased by a globetrotter is a fragment of an old map. It appears to show a minute section of coastline, inland from which is a city. The fragment is too brief to be compared to any modern maps, and the only clue the globetrotter has to its origin is a name written in Arabic in one corner of the map—Piri Reis. Investigation leads the globetrotters to the discovery of the Piri Reis map (historically discovered in 1926), and the realization that the city’s location places it in on the frozen continent of Antarctica.

* The globetrotters are invited to attend a renowned Papal scholar at his home. When they arrive, they find the scholar’s house on fire. After extinguishing the flames, they discover the man’s body. Clutched in his hands is a scrap of paper, on which is a translation from a Latin text. It mentions the tunnels of Orvieto, the name Clement V (pope from 1305-1314, founder of the Avignon Papacy, and the man responsible for the dissolution of the Knights Templar), and gives a vague description of where a tunnel entrance exists.

* The land of Proto and its inhabitants is described in Casanova’s five-volume, 1700 page epic novel *Icosameron*. Until now, it has been regarded as a work of fiction. However, a letter has come to light in which Casanova thanks two persons (Edward and Elizabeth)

for taking the time to recount their 80-year adventure in Proto. That the names are identical to the protagonists of the novel cannot be coincidence. Did Casanova really base his story on the experiences of two 18th century explorers, or is the letter a private joke? If it is true, the couple must have been well over 100 years old when they spoke to Casanova, raising the issue of how they remained healthy.

* A medium contacts the Leagues with a business proposal. He recently channeled the spirit of Caesellius Bassus, who revealed the whereabouts of Queen Dido’s treasury. Some Leagues are skeptical, others are already packing their shovels in preparation. The only snag is the medium demands a hefty sum in advance to reveal the location. A bidding war may soon commence.

* A scholar has unearthed a previously unknown Medieval text. It states that not only was Pilate’s waterlogged corpse placed in a lead coffin, but he was wrapped in Jesus’ robe. Unfortunately, it does not give a location, leaving the scholar with two choices. He plans an expedition to both sites, and is hiring historians, linguists who speak the Romance tongues, mountaineers, and aquanauts.

* While in the United States, the globetrotters are approached by a young man. He has inherited a journal written by a distant relative, which tells of a fabulous voyage. Dated 1877 through to 1879, it recounts a voyage to Hili-li, an island supposedly located at the South Pole. Keen to determine whether his relative was mad or not, the young man asks the globetrotters to fund an expedition to explore the journal’s claims.

* While in North Africa, the character receives an old coin as part of his change for a purchase. The vendor has no memory of how he came about it, but suggests the globetrotters visit a scholar he knows. The scholar dates the coin to the time of Queen Dido, and proclaims it was probably minted in Tyre. Is the artifact genuine? Could it be part of Dido’s lost treasury? Who found the coin?

* An excavation on Mamayev Kurgan has been halted due to a spate of murders and ghostly activities. On returning home, the surviving archaeologists claim they witnessed ghostly Mongol warriors emerging from the hill. Were they really ghosts, or is this part of a ruse to protect (or steal) the treasure buried with Mamai?

* While talking to an elderly relative, the old-timer reveals a family secret. The relative’s sibling believed in the existence of an island called Hili-Li, and set sail to prove his claim. He promptly vanished, and was declared lost at sea. That is, until the old man saw him the other day in London. He swears he looked little older than the day he left, despite decades having past. He beseeches the globetrotter to humor an old man an investigate, if only to put his mind at ease.

* A Cossack chieftain come to the Leagues in search of assistance. In return for helping return ancestral artifacts stolen from his clan by the Russians (and put into the Tsar’s personal museum), he promises to reveal a secret passage leading into the heart of Mamayev Kurgan, wherein, he swears, is a fortune in gold and silver. What could possibly go wrong?

✧ A STEP IN TIME ✧

Despite the best endeavors of the Temporal Society, true time travel remains elusive. For GMs who want to use it in their campaigns, we present some very basic advice on how to handle the subject.

MACHINES

We strongly recommend that time travel machine be big, and preferably immobile, rather than wrist bracelets or pocket watches. We also suggest travel be limited to any given year, rather than a specific date.

Why? Because if the device is easily portable and easy to fine tune the characters might skip forward in time part way through a combat, heal up over days or weeks, and then pop back to the moment after they left and, suddenly healed of all injuries, continue the battle. They might also decide to skip back a few combat turns and change their tactics, or skip ahead to see how things turn out. By having a large and complex machine to manipulate, the risks of these complications are reduced (but can never be negated when players are involved).

CHANGING TIME

In our age, time travel is more a matter of philosophy than science. Maybe one day we will create technology that allows movement through time, but until we can, we really have no absolute idea whether the past is fixed or whether it can be altered.

In theory, the past is changeable if the characters are part of the active time stream. This means they could do something that drastically alters the course of history. The characters might desire to stop Napoleon coming to power, defeat the rebellious American colonies, or nudge the British Empire into being early. They might want to witness the birth, activities, or death of Christ, Mohammed, Buddha, or some other important religious figure. They might also seek to replace historical firsts, such as beating Columbus to the Americas, or gift technology far in advance of its time to early inventors.

The GM really has three main choices in handling these issues. The first is to make the past immutable. Nothing the heroes attempt to change history will ever work. The second is to disallow travel into the past (which brings into bring new problems, such as the characters arriving home from the future with laser pistols, computers, or nuclear bombs). The third is to let the dice land where they may, and go with the flow. How history might have unfolded differently is firmly left for the GM to determine—the number of possible changes is incalculable. At best, Emperor Napoleon might be replaced with Emperor Francois. A name changes in the history books, but the rest of time flows as normal. Emperor Francois conquers Europe and is ultimately defeated at Waterloo.

A variant on the third choice is to split time into an original time line, which carries on exactly as history records, and a new one, in which the alteration takes place. Since the split occurs the instant history is changed, the heroes are firmly stuck in the new time line. They can go forward to the present, but it won't be the present they originated from—it's the present of the altered world.

Damage limitation can be enforced on the characters by GM fiat. Maybe time travel to the past can only be undertaken by standing inside a booth. After a preset time (enough to complete the adventure but, hopefully, not screw with time), the globetrotters are automatically dragged back to the present. They might have to travel naked, as physically objects cannot go forward or backward in time. This helps to ensure they don't suddenly become rich in the blink of an eye (from the viewpoint of a person in the present).

PARADOXES

Most humans can trace their ancestry back a few generations. Nobles might be able to go back centuries, but there still comes a point where one has no idea who one is descended from. Casually killing bad guys might result in the accidental murder of a distant but direct ancestor, and that means one thing—unless that ancestor had already sired the next ancestor in the chain, the character was never born. For instance, killing one's grandfather before one's father was born.

Of course, if the hero was never born, then logically he couldn't have traveled back in time and accidentally killed his ancestor. Since the ancestor wasn't killed prematurely, time continues as written, and the character is born, allowing him to go back in time and commit the historical murder. This is an example of a paradox. It's also an example of why time travel is fraught with perils and pitfalls.

UNIMAGINABLE WEALTH

Consider how the characters might respond to the temptation to acquire fantastic wealth. They could nip back and deposit a few hundred pounds in gold, then pop back to the present and collect the interest. Alternately, they might decide to rob the ancient world of its artifacts, knowing full well their modern value.

CONCLUSION

Naturally, some readers may disagree with our advice. That's fine, but ask yourself why there are so few time travel RPGs? Really, it's a nightmare, and we've only just scratched the surface of potential problems. Unless you know your group well and trust them not to make a nuisance of themselves, and have a watertight adventure, we frankly suggest you avoid true time travel. If they're the sort of players who will travel to the past in the spirit of pioneers and scholars rather than exploiters, then the whole of time is your oyster.