

WELCOME TO THE CITY



The streets are mean—and what lurks beneath then is even meaner, but there's fame and fortune to be had. Grab your guns or your grimoire and join the ranks of the City's adventurers!

Monster killing and treasure hunting meet the Pulp era in a complete rpg setting.

WEIRD ADVENTURES

VOL. 1, No. 1

A ROLE-PLAYING GAME SETTING

2011

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WEIRD ADVENTURES

INTRODUCTION

This book details a setting that places traditional fantasy role-playing game tropes in an era reminiscent of our world between the two world wars. More specifically, it's reminiscent of our world in that era as it has been portrayed in fiction, particularly fiction published in pulp magazines.

As with any setting book, there are two primary ways *Weird Adventures* can be used. One could play in the world as presented or simply borrow as many (or as few) of the ideas here as one likes. Some of the material is presented as short essays on particularly game-relevant points of interest, while other portions are presented like selections from a travel guidebook within the world itself. *Weird Adventures* provides numerous examples of how the disparate setting elements fit together but not necessarily a thorough explanation. This is by design. In addition to being a place of adventure, the City and its world can be a place of whimsy, horror, weirdness, or some combination of these. It's up to individual gamemasters to decide which elements to emphasize and which to throw away.

There are interesting tidbits that got left out, of course. The free pdf *Strange Trails* and my blog, *From the Sorcerer's Skull*, cover topics not covered here and provide some additional material on topics that are. If you're curious about the dangers of air travel in the Strange New World or how magical schooling works, or you need a monster that stalks subway and train stations, you can go to the above places to find what you're looking for.

Weird Adventures is the product of a myriad of influences. There's a list of many of these in *Strange Trails*, but a comprehensive catalog would be impossible. I can say that without the works of Fritz Leiber, James Branch Cabell, Dashiell Hammett, China Mieville, Raymond Chandler, Gary Gygax, and Dave Arneson, the City would never have been built.

I'm also indebted to the *WPA Guide to New York* (1939) written by the Federal Writer's Project. Its presentation of the "New York City that was" greatly informed this City that never was.

Trey Causey
2011





INFORMATION PLEASE

*Some Pertinent Background
on the Strange New World*

A Brief History Lesson

The Ealderdish in the New World

The modern political bodies of the New World arose from colonization by the nations of Ealderde, the Old World, across the Meropic Ocean. After centuries taming (or attempting to tame) the New World, Ealderdish attentions were drawn back to wars on their own continent; their distant colonies took the opportunity to assert their independence. The states of the Union were first, nearly two centuries ago now. In the decades that followed, they were joined by others.

Since independence, the nations of the New World have struggled to gain the respect of their colonial parents. They alternately engaged with the Old World and shunned it. Twenty-four years ago, Ealderde

plunged into its latest and largest war—the largest ever in history.

The Great War

With the eruption of the so-called Great War, a number of new technologies were brought to bear. Thaumaturgical and alchemical weapons were utilized on a scale never seen before—with long-lasting and terrible consequences. Acid fog was released from sprayers to discourage attackers or to soften defenders. Amorphing solutions delivered via artillery shells sowed terror by making flesh malleable, dissolving limbs, or even melting soldiers together. Thaumaturgical explosives and blights laid waste to cities and farmlands. Rays of searing light or jets of intense cold fired from zeppelins cut swaths of destruction across enemy trenches.