



Hi Wiggy! Thanks for taking the time to talk to us!

Always happy to take time out of writing to talk to Danger Magnet Presents!

For those who might not know you, can you tell us a bit about yourself and Triple Ace Games?

I've been a gamer since 1982, started writing professionally since 1997, and became a full-time RPG writer in 2004. I've had the great pleasure of working with Atlas Games, Eden Studios, Britannia Games Design, Pinnacle Entertainment Group, Green Ronin, and Cubicle 7 in my time.

Triple Ace Games is a British roleplaying and card game company owned and operated by myself and Robin Elliott. We've just celebrated our 10th anniversary in business. In that time we've produced over 300 roleplaying products and five card games.

You produce role-playing game products for both the Savage Worlds and Ubiquity systems, but TAG started as a Savage Worlds licensee. What drew you to Ubiquity?

Initially it was Exile Games' *Hollow Earth Expedition* RPG. I wasn't at GenCon when it was released, but it didn't take the internet long to share the cover, and the basic premise of Nazis and dinosaurs in the Hollow Earth was an instant draw. Once I actually purchased a copy it was the Resources that first grabbed me as an interesting mechanic, especially since many of them come with a social element and all of them can be used for plot hooks involving the characters.

What products for the Ubiquity system has TAG produced?

The core settings are *All for One: Regime Diabolique* (AFO), which is a horror-Musketeer setting, and *Leagues of Adventure* (LOA), which is a steampunk game of exploration and derring-do.

The AFO line includes an in-depth look at 17th century Paris, five scenarios, and three Richelieu's Guide expansions that explore various aspects of the 17th century in more detail. A new expansion, *Satan's Playground*, comes out in a month or so and gives characters to adventure during the Thirty Years' War.

Leagues of Adventure has *Leagues of Gothic Horror*, an expansion, six monster guides, books on creating evil lairs and wicked scientists, an entire Eastern European country guide, and the Ministry of Unusual Affairs – a ministry within the British government that deals with supernatural threats. Then there's *Leagues of Cthulhu* (LOC)!

Right now we have a bundle deal available at RPGnow (<http://www.rpgnow.com/product/245048/TAGTEN-Ubiquity-Bundle>) as part of our 10th anniversary celebrations. For \$30 you get over \$130 worth of PDFs, including the core books for *All for One*, *Leagues of Adventure*, *Leagues of Gothic Horror*, and *Leagues of Cthulhu* (plus others!). In total the bundle includes over 1,000 pages of gaming material.

You've been teasing a new horror supplement on the horizon, so let's talk Cthulhu! Your *Leagues of Cthulhu* supplement is an excellent treatment of Lovecraft's Cthulhu Mythos for the Ubiquity system and was recently named the UK Games Expo People's Choice 'BEST RPG EXPANSION' winner. You have now announced a *Leagues of Cthulhu* Companion book – the Cthulhu Codicil that will be coming soon. For those who might be wondering, what differentiates *Leagues of Cthulhu* from other Lovecraft/Cthulhu-focused games?

I'd like to thank who voted for *Leagues of Cthulhu*. We were up against some stiff competition in that category! My flight home at been cancelled and I was moping around in an airport hotel when I heard the good news.

Cthulhu is set in the 1890s, which obviously ties it into our other Leagues lines. That gave me the opportunity to use Lovecraft's locations and people around 30 years before the stories were mostly set. In this way players get to visit various Mythos locations before Lovecraft used them. So it's the globetrotters (our name for players characters) who can be the first to scale the Mountains of Madness, explore the ruins of Exham Abbey (which hasn't been rebuilt yet), or bring Constable Legrasse (later Inspector, of course) into confrontation with the Great Old Ones and their profane minions.

Since players may have read Lovecraft's stories, the Gamemaster has a free hand in what horrors await them at various sites without having to worry about canon. In *Leagues of Cthulhu*, it's the GMs and players who create the canon.

We also created a new form of Talent called Bloodline. This allows players to be descended from the Curwens, Marshs, or Whateleys, among others. Taking a Bloodline gives the character more advantages than a standard Talent, but it comes at a price-if a character ever becomes corrupted, his heritage manifests through a Flaw. Naturally, the nature of the Flaws is given in the GM's section, so players can't be sure what fate may await them.

All our Leagues settings make use of various Leagues of Adventure-clubs and societies with a strong theme, such as searching for the Hollow Earth (a nod to Jeff Combs), rediscovering lost cities, getting rich, or performing various explorations or adventurous feats. While the party may have a common goal, the Leagues allow players to have their own goals within that framework. *Cthulhu* is no exception to that. So rather than having to use a generic hook, the GM can bring a character into a scenario through his League. Maybe a member of the Society of Aquanauts is invited to join an expedition setting out to explore a submerged temple, for instance. Naturally, his friends are invited along as well. Very mundane exploration to begin with, but the party soon learns the temple is dedicated to an entity known as Cthulhu or houses a colony of Deep Ones.

In what ways does the Ubiquity system enhance the Lovecraftian RPG experience?

Anyone who's read any Ubiquity-related interview with me knows I **love** the Resource system. Many of the pre-gens I've created, which is around 100, have more Resources than Talents. They're a very simple idea but bring a dimension to play. I've already said that they add a lot more social interaction to a setting. Players can own a house to store their artifacts or tomes, borrow transportation or learn information from Contacts, summon Allies when the going gets tough, and so on.

The Ubiquity system is simple to learn and use. Once you know the basics it blends into the background, allowing both the Gm and players to focus on the story rather than trying to remember complex mechanics.

So, about this upcoming Cthulhu Codicil... *Leagues of Cthulhu* was a concise 96 page book. You have mentioned that the Companion book will be over 170 pages. What sanity-blasting horrors can we expect from this massive tome?

The book will definitely be a *minimum* of 170 pages, but stretch goals could raise that to a maximum of 196.

The first 80 pages or so is a direct companion to *Cthulhu*, in that it employs the same chapter headings and adds more material-so more Talents, Flaws, rituals, books, relics, locations (around 50), monsters, and NPCs. I guess some may say it's just more of the same, but I think it adds a wealth new and varied options to the setting.

A new addition is Formulae. Found in Mythos volumes, these are instructions that let characters create Mythos artifacts, such as the drug Liao, Power of ibn-Ghazi, and even the Electricity Gun wielded by the Great Race of Yith. Then we have chapters concerning the history of the Earth from a Mythos point of view, a look at cats and their strange ways, and then some more adventure seeds.

The second half of the book concerns the Dreamlands in all its wonder. Among the new character options are the ability have a different Dreamlands persona than your waking form, more Bloodlines (such as the Carters), and new Leagues. One thing I wanted was for characters to be able to shape the Dreamlands in a permanent fashion, so there are rules for that. It isn't easy, but it is possible to dream up an entire city in the fashion of Kuran.

I understand there will be a Kickstarter campaign for the Cthulhu Codicil. Do you have a launch date in mind?

We're waiting on a few prices (more on those below), but we're hoping for an August launch. Right now we can't say more than that.

Are there any special pledge tiers or Stretch Goals in the Kickstarter that we should keep an eye out for?

There are four pledges that allow backers to add to the *Cthulhu* cannon, either through a Mythos tome, NPC, or cult of their devising. Naturally that earns them a Contributor credit in the book, as well as the eternal fame that goes with being a published author. All of these are limited to fixed numbers, so they're first come, first served.

Anyone who owns a cat and wants to see themselves and their pet immortalized as one of the sample characters (who can speak to cats!) can do so, but that's a unique pledge level.

There's a pledge level that comes with the reward of a Leagues Travel Trunk, which is a bespoke engraved wooden book designed specially to fit all the core books, plus dice and pencils. We'll have an image of that in the Kickstarter, but we're only making 10, so they're going to be very exclusive.

Many pledges come with a set of Mythos dice-a pack of ten d6 with an Elder Sign rune on three sides and three left blank. You can buy more packs as add-ons, as well as a customized foldable dice tray from our good friends at **All Rolled Up**.

Every pledge level is going to be priced at below the RRP, so by backing the project early you not only help get the book into print, but you also a few dollars.

What other awesome products from TAG should we expect in 2018 and beyond?

If the fans continue to support the *Cthulhu* line I have ideas for historical settings with two books each-a background volume and a campaign volume. TAG has already mentioned *Cuttthroats & Cthulhu* (pirates and the Mythos) in the original Kickstarter, but I have ideas for *Crusaders & Cthulhu*, *Centurions & Cthulhu*, and *Colonials & Cthulhu*.

I have two ideas for further *Leagues of Gothic Horror* monster books-faeries and hags-as well as *War of the Worlds 2* (where humanity has lost the war and the players are waging a guerrilla war while trying to rebuild society) for *Leagues of Adventure*.

The next Ubiquity-powered RPG will be *Ironclads*, based on our forthcoming miniatures game. It's a blend of *Leagues of Adventure* and *Traveller*, though restricted to our solar system. Because we'll have ship miniatures already in place, I want to create rules so players can take part in epic space battles using the Ubiquity rules. This won't be a direct expansion to *Leagues*-it's a standalone RPG.

After that, well, who knows what ideas may drift into my brain!