

BAKER STREET CASEBOOK #1

Roleplaying in the World of Sherlock Holmes

New Scotland Yard
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6. 10. 1888
2. 10. 1888
1. 10. 1888
I changed more
up the 1/2 up with over supper and
came with water and work tonight
Cook on horse - dress
late
up to the
up to the
I had with thick - you can get the red gas
Pommes 5. 10. 1888



BAKER STREET CASEBOOK #1

Roleplaying in the World of Sherlock Holmes



A collection of mysteries and adventures for
Baker Street: Roleplaying in the World of Sherlock Holmes

Fearlight Games
MMXV

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THE ADVENTURE OF THE *Mummy's Curse*

By Skip Williams

Inspired by the story "The Hound of the Baskervilles" by
Arthur Conan Doyle.

AN OFFICIAL BAKER STREET ADVENTURE

OVERVIEW

This adventure takes the investigators far from London and into the wilds of Cornwall.

Brief histories of the victim, Sir Maxton Gotshalk, and the villain, Darby Gotshalk (aka Danby Smith) are necessary for this adventure. Until his untimely death less than a fortnight ago, friends and neighbors knew Sir Maxton Gotshalk as an agreeable but eccentric country gentleman. Gotshalk was born into an old family of Cornish landowners that enjoyed a substantial income from rents and mining interests. As a young man, Maxton had the means to pursue any career he pleased, including a life of leisure. He chose the diplomatic service. Though he did not achieve any noteworthy triumphs as a diplomat, his career was long (more than 40 years) and varied. He served in posts all around the Mediterranean and also in India. Gotshalk

eventually retired to his ancestral hall in Cornwall, Boscadwith. Once settled in the hall, the old man followed his one passion: Egyptian antiquities. During the final decades of his life, Sir Maxton collected numerous Egyptian artifacts, including several mummies, and penned a number of monographs about his treasures.

Though his passion for ancient Egypt proved a largely solitary pursuit, Sir Maxton nevertheless forged three key personal relationships during his time as the lord of Boscadwith. The first was with Dr. Haddon Markeley. Dr. Markeley is the coroner for the district where Boscadwith stands and also Sir Maxton's personal physician. More importantly, Markeley has a passion for frogs and other amphibians and spend many hours walking and wading through the countryside surrounding Boscadwith. Both men regularly regale each other with their recent finds and triumphs and the two have become fast friends.

Several years prior to this adventure, Sir Maxton made Dr. Markeley the executor for his will.

More recently, Sir Maxton became mildly enamored of an equally eccentric neighbor, Mrs. Leona Hollingbury, a somewhat young widow who dabbles in spiritualism and the psychic arts and who is at once fascinated and horrified by Sir Maxton's preoccupation with long-dead Egyptians. Nevertheless, the two have entered an extended courtship, oblivious to the scandalous difference in their age and means.

Even more recently, Sir Maxton began feeling the weight of his years (not to mention the aftereffects of a few mishaps and diseases he suffered in tropical climes) and he decided to take on an assistant. Sir Maxton chose a grand nephew, young Darby Gotshalk. The nephew was at loose ends, having just resigned his commission as a captain in the British army, serving in India. Young Darby's resignation came after a scandalous accusation from another officer about the misappropriation of funds and supplies. The accusation was entirely true. At the time, Darby was a covetous and big-headed young man. A few local criminals found it easy to enlist the greedy captain's aid in a series of schemes to defraud the army.

Darby was able to use his family connections (including Great Uncle Max) to avoid a court-martial and resign his commission. Rather than return to England in disgrace, Darby adopted the name Danby Scott and set out on a new career acquiring antiquities throughout the empire and importing them into Britain. Though his methods for acquiring his wares seldom were completely above-board, Danby's customers weren't in the habit of asking questions about the trinkets they were buying. Eventually a wiser, leaner, and more self-possessed Danby Scott was able to convince his Great Uncle Max that he would prove an acceptable agent and secretary. The incident in India was not forgotten, but Sir Maxton was willing to ignore it as a youthful indiscretion.

Sir Maxton also agreed to allow his nephew to remain Danby Scott, at least until such time as the younger man's circumstances had improved enough to allow his return to society under his own name.

After Sir Maxton had shifted some of the effort required to maintain his home and collection to his nephew, he began writing even more monographs and became interested in popularizing Egyptian studies. To that end, he invited several neighbors and fellow antiquarians to a private lecture at Boscadwith during which he intended to unwrap a mummy. Needless to say, Mrs. Hollingbury argued against the plan. She warned Sir Maxton that that disturbing the dead could lead to his own demise.

Sir Maxton seemed to brush Leona's objections aside, and push ahead with his plans. Days before the event, however, the old man suddenly left the country (possibly to chase down a rare artifact). Sir Maxton's assistant, Danby Scott, stood in for the old man at the lecture. All seemed to go well, until the final wrappings around the mummy fell away to reveal Sir Maxton Gotshalk's decaying corpse.

Sir Maxton's friends, Dr. Markeley and Mrs. Hollingbury were on hand for the unwrapping, and witnessed its dismaying results. Mrs. Hollingbury has retreated to her home, determined to banish whatever malevolent spirits took Sir Maxton from her. As the local coroner and executor of Sir Maxton's will, Dr. Markeley has more mundane concerns. He very much wants to make sense of his friend's bizarre death, so he lost no time in writing to his former colleague, Dr. John Watson, for assistance.

THE CRIME

Unfortunately for Sir Maxton Gotshalk, his nephew had not mended his ways. The years spent in exile as Danby Scott had taught him the value of self-restraint, but had not diminished the younger man's greed. As for his youthful arrogance, that had softened into vanity. It didn't take long for Danby to concoct a plan to defraud

his great uncle. He began by compiling a thorough catalog of Uncle Max's extensive and growing collection of antiquities. Once he knew what he had on hand, Danby used his connections throughout the empire to acquire inferior versions of the most valuable artifacts or to have outright copies made. Danby then sold the genuine articles and replaced them with the inferior or bogus replacements. He kept his uncle distracted with a constant flow of new acquisitions and with writing monographs.

Danby deceived his great uncle for more than a decade before the older man caught him. The pair received shipments of antiquities several times a year, some acquired by Sir Maxton Gotshalk himself (usually via letter or telegram) but most came in through Danby's network of contacts in the antiquities industry. Each load of genuine artifacts came with any number of replacement items Danby was using to conceal his pilfering from the collection. In the normal course of affairs at Boscawith, Danby would receive each shipment in the estate's workshop, oversee its unpacking, and present the results to Uncle Maxton.

One afternoon not long ago a new shipment arrived, and something unusual happened: Cadan Rowe, a senior servant on the estate who knew Sir Maxton was eager to receive the shipment, rushed to inform the old man. Upon hearing the news, Sir Maxton hurried to the workshop, where unpacking was in progress.

Danby's attempted to distract his uncle, but the effort failed, and the old man examined the shipment in detail as unpacking progressed. When he noted several items that he found questionable, Danby was able to convince the older man that there had been a mistake somewhere, and prevailed on his uncle to leave the workshop and enjoy his tea. In the meantime, Danby promised that he would consult his notes and the collection catalog and determine exactly what was going on. Later that evening, Danby and Sir Maxton met in the workshop again. In the meantime, Danby had been carefully destroying all correspondence regarding the bogus artifacts—except for a set of coded ledgers detailing his ill-gotten gains—and

concocting a tale explaining the fakes and inferior duplicates. The younger man told his uncle that the duplicates were merely a mistake, the result of his efforts to acquire superior examples. As for the outright fakes, they were merely items sent along for authentication. Unfortunately for both men, Danby's normally winning ways failed to persuade Uncle Max, and the older man vowed to conduct a top-to-bottom audit of his collection and to examine the provenance of every item in it.

Danby might still have placated his uncle, but an estate servant, Kenan Gundry, who had been working hand and fist with Danby, seized a block and tackle hanging from an overhead rail above the workshop and struck the old man in the back of the head with it. Stunned by the blow, Sir Maxton would have slumped to the floor but the hook on the block and tackle caught his collar and the old man hung there for a moment, still on his feet, but held more or less upright by the hook. Danby quickly ordered his henchman to finish off the older man, and Gundry complied. He strangled Sir Maxton with a strip of knotted cloth (a trick Danby learned in India), then with his hands when the cloth failed to produce immediate results. In the end, Gundry pried the corpse off the hook. Initially, Danby thought to pass off the death as a fatal stroke or seizure. He thought better of that plan, however, when he saw the damage to Max's neck and head. Instead, he decided to cover up the death. He ordered Gundry and other assistant to take an intact mummy from the shipment and carefully unwrap it. Danby collected many small artifacts from the genuine mummy and also carefully preserved as much of the ancient wrappings as he could. He ordered the mummy's desiccated body ground up (powdered mummy has some value as folk remedy) and his uncle's body bound up in a mixture of household linen and the mummy's old wrappings.

Danby's plan was to report that his uncle had suddenly departed for the Mediterranean (or India, he's not sure) and mysteriously vanished while on the trip. He intended to hold the wrapped corpse for only a short time before quietly disposing it somewhere (likely by passing

it off as a genuine Egyptian mummy). The young man's bad luck returned again, however. Mere days after the death, a collection of Sir Maxton Gotshalk's neighbors and fellow Egyptian antiquities enthusiasts gathered at Boscadwith for Sir Maxton's bizarre mummy unwrapping.

Danby saw the gathering as an opportunity to spread the tale of his uncle's sudden trip abroad and perhaps to help establish some new contacts to help him sell off more of his uncle's collection before he could be declared dead and the other heirs to his estate descended on Boscadwith. (Darby Gotshalk stood to inherit part of his Max's estate, but only a small part and there was still the matter of the diminished collection to explain.) Danby told the household staff to prepare for the event, declaring that he would stand in for the older man. On the night in question, Danby ordered a few servants to drag a particularly pathetic mummy from a dusty corner of the hall and set it up. The servants, unable to tell one mummy from another, found Sir Maxton's disguised corpse and set it up for viewing and unwrapping. Danby noticed the error, but not soon enough to switch the mummies. He proceeded to unwrap the mummy, using his uncle's notes to lecture the guests. When the last wrappings fell away to reveal Max's decaying body, Danby was able to feign some convincing shock.

In the days after Sir Maxton's death was revealed, Danby considered an attempt to restore as much of the original collection he could; he still had a considerable number of artifacts concealed in an abandoned mineshaft on the estate, and there were several artifacts consigned to dealers throughout England and the Continent that he could retrieve. Danby's greed got the better of him, however, and he decided to bluff his way through any investigation. Danby has set Kenan Gundry and a few other underlings to guard his treasures. This has the added benefit of keeping Gundry (the man who did the actual killing) out of sight.

Danby also sought out Cadan Rowe and sat down with the elderly servant, ostensibly to commiserate with the old servant over Sir

Maxton's bizarre death. Cadan Rowe has been with the Gotshalk family long enough to have known Darby Gotshalk as a boy and Danby fears the older man might have recognized him. (He's right.) Danby plied Rowe with drink until they both got a little tipsy, and then had Gundry (temporarily recalled from the mine for the job) push the servant down a flight of stairs. Since his "accident" Cadan Rowe has lain in a stupor and has not spoken. His daughter, Cordula (also a servant on the estate), has kept a constant vigil, effectively shielding him from further attacks. Danby has not eliminated Cordula partly because he does not want another death on the estate so soon after Sir Maxton's death and partly because Gundry is sweet on her.

Unknown to Danby, Cadan is a shrewd man who, though he has been badly injured, has only been feigning his stupor and has been biding his time, waiting for an opportunity to tell someone who can handle Danby Smith and Kenan Gundry.

ADVICE FOR THE MASTERMIND

Reading the novel *The Hound of the Baskervilles* is helpful for helping the Mastermind get a sense of the atmosphere surrounding Boscadwith and the villain, Danby Scott. Early clues in the adventure deal with Dr. Haddon Markeley's autopsy of Sir Maxton Gotshalk. The Mastermind will find that referring to a book of human anatomy (Grey's Anatomy being the most famous) is helpful in presenting Markeley's evidence.

Finally, the Mastermind should be prepared to decide what happens when reprobates are eliminated in combat, especially the reprobate Kenan Gundry. It is best to assume that Gundry and his fellows are merely wounded or forced to flee when eliminated from play. Tracking an escaped reprobate could provide an entertaining side trek.

THE THREAT METER

1. The case becomes more difficult. Rolled 1s on the Sherlock Die now have no effect.
2. Danby Scott becomes suspicious he is being investigated. He hires a number of Nobblers equal to $1/2$ the number of investigators and sends them to join Kenan Gundry and the Bludgers at the mine (Scene 5D).
3. Scott's reprobates become bolder. Add three Resolve to general pool of reprobates Resolve.
4. The nightwalker returns! Nobblers equal to $1/2$ the number of investigators, plus one, wrap themselves in old bandages and invade Boscadwith. If the investigators are present, the reprobates attack the group. Otherwise, they attack Cadan Rowe and his daughter, Cordula. The old man is left in a true coma (though Sir Maxton's list remains hidden in his daybed, see Scene 4E). Cordula is kidnapped and held prisoner at the mine (Scene 5D)
5. Danby Scott begins preparing to flee. He burns all records relating to Sir Maxton's collection—real and forged.
6. The tension level of the case reaches epic proportions. Rolled 1s and 2s on the Sherlock Die no longer have any effect.

Endgame – Danby Scott takes a wagon from the coach house at Boscadwith, and drives to the mine. Once there, he recovers the waterproof chests from the pool and flees the district, taking with him the reprobates still present at the mine, plus one Armed Miscreant. Staff at Boscadwith who remain loyal to Sir Maxton inform the investigators, who can get a carriage or mounts (or both) at Boscadwith and give chase. If so, conduct a running combat between the two groups. Danby and the Armed Miscreant have rifles. If the investigators have more firepower than Scott's group, they try to get out of sight (even just around a bend in the road), and ambush their pursuers.



SCENE 1 – A NOTE FROM WATSON

The sun hangs low and dim over a damp and windswept London on a spring afternoon. Indoors, rain pattering against the windowpanes masks most sounds from the streets outside and distorts the view. The city beyond your windows seems cold and ghostly. There is motion and purpose, but all seems strangely hushed and bereft of vital warmth. It's a good afternoon for sitting by the fire with a good book and a pot of hot tea.

Things begin looking up when a youngster appears out of the mist, striding briskly despite the overlarge mackintosh that envelops him. He moves directly to your door and delivers two sharp knocks.

The youngster is Kilby; he's a Baker Street Irregular, and he bears a note from Watson. If it becomes necessary to have a profile for Kilby, use the Wiggins profile from the rulebook.

The Note:

Have you a few days to devote to a case? I have received a letter from a colleague in Cornwall, Dr. Haddon Markeley, that reminds me of a certain affair Holmes and I faced in Devonshire several years ago. When that case began, there seemed ample reason to suspect

some supernatural horror at work (in the form a family curse). In the end, however, the only unearthly element at work was one man's cunning and greed.

A medical case here in London will occupy me for the next few hours, but I have secured for you tickets to Cornwall. You leave from Paddington on the 6:45. That will leave you at least a solid hour to gather what you need for a short trip west. My agent will meet you at the station with your ticket, and Dr. Markeley's letter.

Dr. Markeley awaits you at the other end of the line. You will, I presume, wish to study the letter in detail. The train ride to Cornwall should give you ample time to do so.

The investigators should pack their bags and get to Paddington Station. They will experience some difficulty finding transport, thanks to the weather, but they'll have ample time to pack and make the trip if they enlist Kilby's help. Kilby knows nothing about the case or Dr. Markeley, but he can run out and find hansoms or a growler for the group.

SCENE 1B – LINGERING IN TOWN

Investigators who don't immediately pack and leave for Paddington have very little time. They can make one purchase or make a single side trip to attempt research. If they delay any longer, they'll miss their train (much to Shinwell Johnson's chagrin, see Scene 2). If the party misses the train advance the Threat Meter. An agitated Shinwell Johnson might also appear out of the fog to hurry the group along.

Research:

At this point, the investigators have nothing to research except Watson's vague reference to an old case (The Hound of the Baskervilles) and Dr. Haddon Markeley.

A Challenging (4) Research roll into Watson's old cases reveals details about the case of Sir Charles Baskerville's murder:

The killer was Roger Baskerville, who was Charles's nephew, born in South America and secretly returned to England, where he eventually established himself in Devonshire and became friends with Sir Charles and his neighbors. Roger planned to do away with the Baskerville heirs, then reveal himself as a Baskerville and claim the family fortune.

To kill Sir Charles, Roger drew on the legend of the family hellhound, said have arisen centuries before when the evil Hugo Baskerville sold his soul to the devil. Roger set a massive hound on the elderly Sir Charles, causing a fatal heart attack. Roger later made an attempt on the life of Sir Henry Baskerville, another Baskerville heir, but Holmes and Watson foiled the attempt.

A Challenging (4) Research roll into Dr. Haddon Markeley reveals several details about the man: Haddon Markeley is a physician, surgeon, and pathologist living and working in Cornwall. Markeley is a member of the Royal College of Surgeons and also serves in Cornwall as a coroner. He's an amateur biologist specializing in the amphibians of Southern England and has published a book on England's frogs and salamanders.

SCENE 2 – PADDINGTON STATION

The street outside the station resembles a churning sea of umbrellas and overcoats breaking against a cliff as evening travelers bundled up against the raw weather make their way inside. Fortunately, the crowd thins once you gain the platform. You barely have time for a look about when a huge man with a battered face and a bowler hat that looks only slightly better gives you a shout and a wave. He carries a very new-looking messenger bag.

The man is Shinwell Johnson, who has agreed to meet the party on Watson's behalf. In his messenger bag he carries the party's train tickets

and Dr. Markeley's letter. Johnson presses the whole collection on the closest investigator (though he avoids contact with characters from the upper class).

SCENE 2B – QUESTIONING SHINWELL

Shinwell knows nothing about the case, though he did spend some time with Watson, getting instructions. He's eager to help the group, but also anxious to get them on their train and off to Cornwall. The party can ask him two questions without making a Status or Deduction roll. The party can advance the Threat Meter and ask two additional questions for each advance. If they ask more than two questions, they miss their train.

Shinwell noticed the following about Watson:

- Watson sent a neighborhood boy to fetch Shinwell this afternoon. When Shinwell arrived at 221B, the Doctor was giving a note to another boy (Kilby).
- The Doctor told Shinwell that there was a case to be solved in Cornwall, and that he needed his help in making some arrangements, as he had a medical case that demanded his attention.
- The Doctor placed an unsealed letter inside the bag Shinwell now carries, stating that the letter had important details about the case. Shinwell was told he could read the letter, but that it was important that the investigators get the letter intact. Shinwell did not bother to read the missive - there were too many big words.
- To save time, Shinwell was to purchase the party's train tickets and see that everyone got onto the train.
- The Doctor did not seem particularly upset, but very distracted and somewhat harried.



SCENE 2C – ON THE TRAIN

The investigators have been booked into a first-class compartment (or two if their numbers warrant it) for the overnight trip to Cornwall. There is little for the investigators to do on the train except to read Dr. Markeley's letter, which is dated one day before Watson sent his note to the investigators:

Cottel, Cornwall

My Dear Dr. Watson,

If I may presume upon your recollections of our past associations, however brief, I should like to acquaint you with a tale so uncanny that you might find it worthy of your friend, Sherlock Holmes.

I have for many years been friend and advisor to a neighbor here in Cornwall, the late Sir Maxton Gotshalk. As you might recall, Sir Maxton had always generously opened his property to me so that I might explore the streams and ponds around the place in pursuit of my own passion for amphibians. Over the years I got to know the old man very well, thanks to my frequent visits.

To the casual acquaintance, Sir Maxton was a typical English country

squire, comfortably situated in his ancestral hall, and content to follow whatever leisurely pursuits he happened to fancy. The casual acquaintance would have been wrong.

Though provided with a comfortable income when he came of age, Sir Maxton chose to serve the Crown as a diplomat. His long career took him to the sun-baked corners of the Empire and back again. Somewhere along the way, Sir Maxton developed a passion for Egyptian antiquities, and he developed a broad collection of trinkets, funerary objects, and tall tales (or so I thought) to go with them. It was, particularly in the final decades of his life, impossible to visit Sir Maxton in his hall (Boscadwith) without examining some statuette, amulet, or vessel that had recently come into his possession. In recent years, Sir Maxton took to penning monographs about his treasures, and we friends of his were often treated to readings from his drafts or completed works (and often both).

Among the items in Sir Maxton's collection of ancient objects were several complete Egyptian mummies, so that Boscadwith became the home of the dead as well as the living. It was these peculiar articles that brought about Sir Maxton's demise or so it seems.

When I was on a visit to Sir Maxton this past autumn, he confided that he planned one or more lectures in which he would unwrap his mummies, both to reveal exactly what was hidden beneath the antique linen and to educate others about ancient Egyptian wonders. As the man's physician, I advised against it (thinking of the plumes of ancient dust that an unwrapping might

release), but Sir Maxton would not be swayed from his course.

Weeks passed, and I came to hope that he had given up his plan. Alas, the hope proved false. About a month ago came an invitation to an unwrapping, to be held at Boscadwith. Sir Maxton promised guests refreshments, the thrill of discovery, and a chance to be present at an important scientific inquiry. When I visited Sir Maxton to accept the invitation, he seemed pleased. He hoped that a medical man might have something to say about the newly exposed corpse. He also confided that he had invited several fellow antiquarians who he hoped would gain a new appreciation for ancient Egypt.

On the evening of the lecture I arrived early, only to find the place in an uproar. According to Sir Maxton's assistant, Danby Scott, Sir Maxton had suddenly packed a bag the week before and left the hall with only a few vague assurances that he would soon return in great style. Scott, though unsettled, went about his duties during the following days, growing ever more impatient for his employer's return. When Sir Maxton still had not returned by the day the lecture would occur, Scott decided to preside over the event himself, working from Sir Maxton's notes.

The unwrapping itself seemed to proceed fairly well, even if Scott's delivery proved somewhat fragmented and halting. The plumes of dust I had feared would rise from the wrappings appeared, but much less severely than I had anticipated. Indeed, the interior wrappings seemed remarkably clean and fresh. It was when but a few thin layers of supple linen remained to shroud the body that my misgivings returned. The unpleasant

odor of ancient decay that had filled the chamber when the unwrapping began was replaced by a more familiar charnel smell (at least familiar to me as a medical man) and I found my sense of dread rising. At last the final bandages fell away to reveal not an ancient, desiccated corpse, but Sir Maxton's own bloated corpse, limbs splaying from the confining bandages like a rabbit wriggling free from a snare!

The sense of shock that overcame us all was peculiar indeed, as all the guests were canny enough to recognize the recent dead, but only about half of us knew immediately who it was. (Several gentlemen in attendance knew Sir Maxton only from his letters and monographs.) After a moment of pure terror, Scott and I managed to clear the room and get the servants to care for the guests while we sent forth a call to the police.

In time, I returned to the chamber and performed a general inspection of the body, which was in an advancing state of decay. There was no rigor in the limbs, and the whole body had succumbed to bloat. When the local constable finally arrived, we took the corpse to my surgery, where I was able to perform a more thorough autopsy (as you may recall, I am the coroner for my district). There I was able to observe that the body had a broken larynx and considerable para-mortem bruising about the neck, extending from just below the Hyoid down to the supraclavicular notch on both sides.

Specifically, there was cracking and compression in both the Thyroid and Cricoid cartilage, and trauma to the tissues immediately below Hyoid bone, but no Hyoid fracture.

There was also an abrasion below the back of the neck and damage to the

back of the scalp, as follows: There was a gash or tear beginning near the left scapula at about the height of the first Thoracic Vertebra curving left and upward over the vertebrae and terminating over the third Cervical Axis. This wound was fairly shallow (only deep enough to penetrate to the Dermis) and irregularly wide, spanning less than half an inch at its widest point.

There was considerable trauma to the Occipital scalp, mostly in line with the abrasion noted above. The abrasions here extended down through to the papillary layer of the dermis and released considerable blood, which was still matted in the victim's hair.

In addition to the wounds and fractures, there was generalized hypoxia through all the tissues.

I'm sure you will agree that those injuries, taken together, might indicate that death had occurred by strangulation, perhaps also while being thrown backward against a rough wall or other hard object.

Though Sir Maxton Gotshalk's death could not have been quick, I found no damage to the hands or fingers that might suggest he did anything to defend himself. Did Sir Maxton stand still while being strangled to death? It seems so. Also, how did he reappear among the mummies stored in his own hall after hurrying away on an unknown errand?

Mrs. Hollingbury, a mutual friend to Sir Maxton and me, has suggested that Sir Maxton had awakened the dead and suffered for it. In fact, Mrs. Hollingbury insisted from the moment she heard of the plan that it would be the death of him and she spared no effort to convince him to abandon the plan (the local wags would have it that Mrs. Hollingbury and Sir Maxton were more than friends and I confess that I agree. Mrs. Hollingbury's entreaties to Sir Maxton seemed to come from a deep well of affection for the older man). As a

man of open mind, I have to wonder if there wasn't something to Mrs. Hollingbury's visions of dread.

In any case, as district coroner, I am obliged to conduct an inquest into the death. At the moment, I am inclined to rule that Sir Maxton Gotshalk died at the hands of an assailant, or assailants, unknown. That is a result unsatisfactory to the law and to the Gotshalk family.

In conclusion, I must humbly ask, is this a problem worthy of the famous Sherlock Holmes?

SHERLOCK MOMENTS

Though the party has no clues to directly observe in this scene, they can infer a great deal from Dr. Markeley's detailed letter.

7 Clues

Observation Difficulty—3 Average

Clue (False): The letter does not bear a mail service postmark.

Lead A: The letter could have been hand carried to London.

Result: True. Dr. Markeley entrusted the letter to a colleague, who carried it to Watson by train.

Lead B: The letter might have been written in London (or very close by).

Result: False. Dr. Markeley wrote the letter in Cornwall.

Lead C: The letter's author might have written it while traveling.

Result: False. Dr. Markeley wrote the letter in Cornwall.

Clue (False): The letter's envelope is addressed to Dr. Watson at his London practice and the address was written with the same pen and ink used in the letter and written in the same hand.

Lead A: No professional would have written and addressed his own letter (such a task would have been delegated to a servant or employee).

Result: False. Dr. Markeley wrote and addressed the letter.

Lead B: Anyone seeking help from Sherlock Holmes would have sent the letter to Baker Street.

Result: False. Dr. Markeley was relying on his relationship with Watson.

Lead C: Sending a letter directly to Watson suggests some degree of doubt in the sender's mind.

Result: True. Dr. Markeley is mystified and confused about the murder.

Clue (false): The person who wrote the letter and the person who signed it are the same.

Lead A: A busy doctor and coroner would have dictated the letter and signed it.

Result: False. Dr. Markeley wrote and addressed the letter.

Lead B: A busy doctor and coroner would not have penned the letter himself unless he was concerned about privacy.

Result: True. Dr. Markeley does not want his suspicions to become generally known.

Lead C: A professional would have sent a typewritten business letter.

Result: False. Typewriters are not common in small offices and usually operated by assistants—not suitable for delicate matters.

Clue (false): A right-handed person wrote the letter on common stationary (bearing the letterhead of Dr. Markeley's private practice) using a nondescript pen and common ink.

Lead A: A coroner would have had official stationary available.

Result: False. Even a Cornwall coroner might have government stationary, but would not necessarily use it for every letter, especially for a missive with a highly personal nature.

Lead B: An important professional could afford better paper, pen, and ink.

Result: False. Dr. Markeley has a frugal nature and does not spend extravagantly when workaday purchases will do.

Lead C: The mundane materials and implements

suggest someone wrote the letter in a hurry, using whatever was at hand.

Result: True. Dr. Markeley wrote the letter quickly, and immediately after the autopsy mentioned in the letter.

Clue: Sir Maxton Gotshalk's bloated corpse indicates that he must have been dead at least several days before discovery.

Lead A: Sir Maxton Gotshalk must have been killed away from home, because he left on a trip a week before his death.

Result: False. Sir Maxton Gotshalk did not leave home; Danby Scott merely said he left.

Lead B: It would be helpful to learn where Sir Maxton Gotshalk was headed on his final journey.

Result: False. Sir Maxton Gotshalk did not leave home; Danby Scott merely said he left.

Lead C: Sir Maxton Gotshalk's body could not have been preserved in any way or it would not have begun to decompose.

Result: True. The body was simply wrapped up and stored at room temperature.

Clue: Despite all his apparent agitation and haste, the writer paused for several moments before writing the paragraph about Mrs. Hollingbury's warnings, and wrote that whole paragraph very slowly and deliberately.

Lead A: Mrs. Hollingbury appears to have had some foreknowledge of Sir Maxton Gotshalk's death.

Result: False. Mrs. Hollingbury had many reservations about Sir Maxton's hobby and his plans to unwrap a mummy. It was sheer luck that she happened to be right.

Lead B: The long pause Dr. Markeley took before writing the paragraphs suggests that he might not have been altogether forthcoming or honest when writing it.

Result: False. Dr. Markeley paused and chose his words carefully because he found the possibilities in the case incredible.

Lead C: Dr. Markeley's agitation might have peaked when writing that paragraph.

Result: True: As a man of science, Markeley had a hard time suggesting that long-dead mummies could be doing murder in Cornwall, especially when communicating with another doctor.

Clue: The paragraphs detailing the autopsy results were written deliberately, but without hesitation, citing details described with specific medical terminology.

Lead A: Markeley's confidence when detailing Sir Maxton Gotshalk's injuries suggests that he has correctly determined how Gotshalk died.

Result: False. The rest of the letter suggests that Markeley does not know who or what caused the fatal injuries.

Lead B: Markeley's list of Gotshalk's injuries does not reveal the order in which they occurred, which could prove significant.

Result: True. Gotshalk was struck from behind and held immobile before he was strangled.

Lead C: Something or someone immensely strong must have caused Gotshalk's injuries.

Result: False. There was not enough force applied to break any of Gotshalk's bones and he was strangled for an extended time until asphyxia occurred.



SCENE 2D – FOLLOWING LEADS

The best option the investigators have for following the leads in Markeley's letter is staying on the train and questioning Markeley. Advance the Threat Meter if the group exits the train before they arrive in Cornwall.

SCENE 3 – ARRIVAL IN CORNWALL

After an overnight journey, you arrive at the village of Cotel, somewhere in central Cornwall. The village looks sleepy under the rising spring sun. The railway platform is empty except for a farmer's wagon (with the farmer nowhere in sight) and two men. One of the pair wears an immaculate police uniform, the other is clad in fashionable—though somewhat disheveled—gentleman's attire.

The gentleman is Dr. Haddon Markeley, looking very much worse for the wear after a night spent attending several patients, including the elderly Cadan Rowe, a lifelong servant to the Gotshalks at Boscadwith. His companion is Constable Jory Oates, the policeman assigned to Sir Maxton's case.

Dr. Markeley immediately greets the characters as they disembark from the train (Watson has wired him their descriptions).

In addition to its tiny railway station, Cotel features a market square, two churches, a few small businesses (including a pub, the Red Lion), and several dozen houses. There is no hotel, but Dr. Markeley has arranged for the investigators to stay in some of the local homes. For the most part, the hosts are pleasant, but keep their distance from their citified guests.

Dr. Markeley is eager to solve the case, but also very tired from a hard night. He suggests that the investigators settle into their quarters, then join him in the afternoon for tea, where he will answer any questions they might have (he knows from Watson's wire that they have his letter), before the group goes up to Boscadwith. After an overnight rail trip, the investigators likely aren't feeling any too chipper.

It is an Easy (2) Observation Skill Roll to note that Markeley is right-handed (for those groups following the false clue from Scene 2).

RESOLVE AWARD: Investigators earn one point of Resolve each if they pause to recover from their journey, then take tea with Dr. Markeley.

SCENE 3B – PRESSING FORWARD

If the investigators don't take Dr. Markeley's suggestion that they all take a little rest, the group has several options. They can pester Markeley immediately with questions, in which case he wearily leads the group to his home, where they can discuss the case over a cold breakfast. Characters of middle class or higher should lose one Status circle for being so rude and uncaring. See Scene 3E for details on what Markeley knows.

The characters also might turn to Constable Oates, questioning him about the case, or enlisting his aid in visiting Boscadwith. Oates, however, takes his lead from Dr. Markeley and demurs, see Scene 3C.

The group might also wish to ask the locals what they know, see Scene 3D.

SCENE 3C – CONSTABLE OATES

If it becomes necessary to consult a character profile for Constable Jory Oates, use the Scotland Yard Inspector profile from the rulebook, except with all listed skills at Rank 4 and an additional skill, Oratory, at Rank 3.

Oates finds Sir Maxton Gotshalk's murder completely baffling, and he is happy to step aside and let Dr. Markeley handle the investigation. He has grave doubts about the party (puffed-up amateurs looking for thrills most likely). To make matters worse, he is completely taken in by Danby Smith and his story about Sir Maxton's unexpected trip and mysterious return as a faux mummy.

The party can question Oates anytime during their stay in the Cotel area, though the best time would be while taking tea with Dr. Markeley, or immediately afterward. If the characters do so, they automatically can ask the constable four questions. By advancing the Threat Meter, they

can ask four additional questions.

At any other time, it takes a Challenging (4) Status Roll to persuade Oates help the party. If the roll succeeds, they can automatically ask Oates three questions, plus one extra question for each additional success.

If the party wishes to ask Oates additional questions, advance the Threat Meter. In addition, the Investigators must make an Average (3) Deduction Skill Roll; success allows the party to ask two additional questions, plus one extra question for each additional success.

Oates was not present at the unwrapping, but has interviewed Dr. Markeley and knows the details as Markeley described them in his letter to Watson. He has the following additional information (or what he thinks is information) about the case. When something Oates "knows" is not entirely factual, a note is appended to the text:

- Sir Maxton Gotshalk was a pleasant and genteel man, well liked—even loved—by his neighbors and servants.
- Sir Maxton was generous about allowing others to use his property for hiking, fishing, and even hunting, provided that they asked permission first. As a rule he never turned down a request, but he insisted on being asked. Several locals, including Dr. Markeley, who has an odd passion for frogs and such, have standing invitations to use the property whenever they wish.
- Dr. Markeley and Sir Maxton Gotshalk made quite a pair, given their passions for things that tend to make others either turn up their noses, or shudder.
- Sir Maxton's closest neighbor is a widow. Mrs. Leona Hollingbury, who has a modest house about two miles from Boscadwith and some acreage that adjoins Sir Maxton's much larger property. Sir Maxton and Mrs. Hollingbury are close friends. Local gossip has it that the two were romantically entangled, which is scandalous given their ages. Sir Maxton was nearly 70 and Mrs. Hollingbury is barely 40—young enough to be his daughter. The relationship between the two was one of another pair of eccentrics. Mrs. Hollingbury

dabbles in spiritualism and is constantly hosting séances and meddling in people's lives.

(Note: Oates is turning a blind eye. Leona and Sir Maxton were sweethearts (though not lovers). An opposed Perception Skill Roll can reveal that Oates is somewhat in denial about Leona and Sir Maxton. Oates opposes such rolls with three dice.)

- The guests at the unwrapping included Mrs. Hollingbury, Dr. Markeley, the vicars from both churches in town, some teachers from the local school, and several college professors and antiquarians from other parts of the country, fourteen guests in all.
- Additional people at Boscadwith the night of the unwrapping included, Danby Scott, Sir Maxton's assistant (who was standing in for his employer), the butler, Cadan Rowe, and his daughter Cordula (who is currently serving as the housekeeper), plus the household staff: the cook, a scullery maid, a chamber maid, and two footman. There are other servants: A gamekeeper, a gardener, a coachman, and four assistants who work interchangeably for the three more senior men.
- Cadan Rowe apparently was quite affected by his employer's death (and the events surrounding it). The day after the unwrapping, Rowe got drunk and fell down a flight of stairs. The old retainer might never recover, and he still lies in his room at the hall, with his daughter tending to him.
- None of the unnamed servants are particularly noteworthy save perhaps for Kenan Gundry, a laborer on the estate. Gundry had a wild youth and served a prison sentence for nearly beating another man to death in a drunken brawl. Sir Maxton kept him on the estate because his parents and grandparents also worked for the Gotshalks.
- Sir Maxton's generosity toward Gundry brought him grief. The man kept getting into trouble, mostly fighting and allegations of petty theft, until about five years ago when Danby Scott came to the estate. Young Scott took the other man firmly in hand and Gundry hasn't been in trouble since.

(Note: Gundry has not been in trouble recently because Danby Scott is busy teaching him more refined crimes. Oates is once again turning a blind eye. Danby Scott and Gundry are much more chummy than Victorian decorum allows. A Perception Skill Roll opposed by three dice can reveal that Oates is holding back about the relationship between Gundry and Danby Scott.)

- Sir Maxton met Danby Scott through their mutual appreciation for antiques. Since arriving at Boscadwith some five years ago, Scott reversed the neglect the place was suffering, got the staff in order, and even managed to get Sir Maxton to write monographs.

(Note: Oates mostly is wrong about Danby Scott. Sir Maxton hired Scott because he's actually Darby Gotshalk, Sir Maxton's wayward grandnephew. Scott did persuade Sir Maxton to spend some money on keeping up the hall and also did get him to write more monographs, but only to distract Sir Maxton from Scott's thieving. A Perception Skill Roll opposed by three dice can reveal that Oates is only assuming how Sir Maxton and Danby Scott met.)

- Sir Maxton never told anyone where he was going on his sudden trip. Also, it's not clear how he left the hall. The servants seem to assume that someone must have arrived to take him away. He did not use his own coach to leave, nor did he purchase a train ticket or get on a train (Oates checked).
- Dr. Markeley removed Sir Maxton's body from the parlor where the unwrapping took place (with a few constables assisting), and took it to his surgery for autopsy.
- Sir Maxton's servants cleaned the unwrapping room after the body was gone. Nobody told them to leave it untouched, and they normally would tidy up after guests departed. Oates is not sure what happened to the discarded mummy wrappings; however, all the larger furnishings, including the mummy's wooden case and some other antiques remain in the room.



SCENE 3D – QUESTIONING THE LOCALS

The investigators can find plenty of local folks to question about the case. They might approach their hosts, business owners (or their employees), or even villagers as they go about their daily business.

The villagers of Cottel were fond of Sir Maxton Gotshalk, but know little about his daily life or his murder. They're somewhat reluctant to speak with outsiders, but word that the investigators have come all the way from London at Dr. Markeley's invitation loosens their tongues. The investigators can put four questions to the locals without making a roll. They can ask an additional four questions if they advance the Threat Meter.

Here's when the locals know (or think they know) about Sir Maxton and Boscadwith:

- Sir Maxton Gotshalk was a lovable old boy who was genteel and well-traveled. He never had a cross word to say to anyone. He was a retired diplomat, however, and he had a subtle way of expressing his displeasure. With just a look, gesture, or brief comment, he could project a sense of disappointment or irritation that cut to the bone.
- Very few locals ever saw much of Gotshalk's fabled collection of antiques, except, perhaps, for Dr. Markeley and Mrs. Hollingbury, and, of course, the household staff, who had to live with the stuff.
- Dr. Markeley was a frequent visitor to Boscadwith (he's as crazy about frogs and salamanders as Gotshalk was about

antiquities). The pair of them used each other as a captive audience for tales of their latest triumphs and tragedies. Mrs. Hollingbury always claimed to be in touch with the spiritual vibrations from all the old bric-a-brac about the place, but really she had eyes for the old guy.

- Mrs. Hollingbury was always fussing over the old man and really all aflutter over him. He lapped it all up. Perhaps she was after a bit of his money (though she seems to have plenty herself) or perhaps she was genuinely fond of him. She's young enough to be his daughter and really should have known better than to tug at the old fool's heartstrings.
- Sir Maxton Gotshalk was not prone to travel away from home. He did all his collecting by correspondence. Why he suddenly left is anybody's guess. It probably had to do with his passion for antiquities. Even so, it would have to have been something very rare or special to lure him out of his hall.
- Wherever Gotshalk went, nobody in town saw him go. He was not seen at the railway station or on the roads.
- Sir Maxton Gotshalk had no children, but many nieces and nephews. Someone will inherit the property, but nobody in the village knows whom.

SCENE 3E – DR. MARKELEY

As noted earlier, Dr. Markeley feels worn out the morning the investigators arrive, thanks to a busy night spent tending patients. Markeley would prefer to get some rest, and then field the group's questions at an afternoon tea at his home. He is, however, committed to solving the case, so he will help the investigators whenever they ask. If they do so before Markeley is ready to entertain them at tea, they don't get the Resolve Award mentioned in Scene 3. The investigators also stand to lose Status (also as mentioned in Scene 3) if they press the doctor for an interview immediately when he meets their train. If the group can't wait until teatime to question Markeley, but give him at least a little time to freshen up—and also make their inquiries discreetly and politely—they can avoid Status loss (though they still don't get the Resolve Award).

Markeley invites the investigators into the drawing room at his substantial home on the village outskirts:

Dr. Markeley's home stands almost beyond the village limits, where the street becomes a tree-lined country lane. The house seems easily twice the size of any similar building in the village proper. It has a main section that is two stories tall, with a single-story section off to the left, plus a detached stable and some other outbuildings. Once you get inside, a maid leads you to a drawing room crammed with overstuffed furniture, a massive fireplace (unlit for now), and many rows of glass-fronted shelves displaying hundreds of frogs, toads, and salamanders, all in lifelike mounts. A huge picture of a pond covered with lily pads in full blossom hangs over the mantle.

If the group has come for tea, Markeley ensures that his staff serves everyone properly, then firmly sends the help away before getting down to business. In any case, the group can question Markeley without making any Status or Deduction rolls. The party can advance the Threat Meter and ask up to six additional questions for each advance.

Markeley fully recalls all the details from his letter, and can elaborate on any point that has piqued the group's interest. He's also questioned Oates himself and can tell the group anything Oates knows. He does not fully share Oates's enthusiasm for Danby Scott, though he does not suspect Scott of any wrongdoing at the time the investigators arrive in Cottel. Markeley also is well-acquainted with the village gossip about Sir Maxton Gotshalk and Mrs. Hollingbury. He does not share the villagers' disapproval because he regards the relationship the two had as merely a mutual crush. Markeley has the following additional insights that he can share with the investigators if they ask the right questions.

- Sir Maxton Gotshalk's cause of death was asphyxiation stemming from manual strangulation.

(Note: If questioned about this finding, Markeley points to the autopsy results included in his letter (hypoxia, a broken larynx, and bruising on the

neck). In addition, the lack of a hyoid fracture strongly favors strangulation over hanging. It's an Easy (2) Medicine or Demanding (5) Research Skill Roll to confirm Markeley's findings.

- The exact source of the manual strangulation remains unclear. The pattern of bruises suggests his neck was squeezed by something hard and very strong, but it was thickly wrapped around something softer and yielding.

(Note: In fact, Kenan Gundry first tried to use a knotted cloth, thuggee style, to strangle Sir Maxton. He could not quite manage the feat, however. After loosening and re-tightening the cloth a few times, Gundry used his hands, with the cloth still wrapped around Sir Maxton's neck.)

- Thanks to the macabre circumstances that revealed the body, and some statements from both Danby Scott and Leona Hollingbury, Dr. Markeley fears that his friend might have died at the hands of an animated mummy, though he refuses to believe it (he's in considerable denial about this fear). A Challenging (4) Perception Skill Roll reveals Markeley's disquiet. If pressed, Markeley reluctantly admits that a mummy's bandage-wrapped hands might inflict the sorts of crushing and bruising that Sir Maxton's body had. Markeley also concedes that the killer might have used some kind of ligature. If so, it was broad, fairly soft, and irregular.
- It would have taken three minutes or more for Sir Maxton to asphyxiate. Nevertheless, the body shows no signs that the man resisted at all. He must have been stunned, unconscious, or immobilized. There are no signs of restraint, drugs, or toxins.

(Note: Markeley fears that Sir Maxton might have stood transfixed while a mummy shuffled toward him and strangled him. A Challenging (4) Perception Skill Roll reveals that Markeley feels conflicted about this finding.)

- The autopsy does not speak to the order in which Sir Maxton's injuries occurred. The wounds to the head and back are consistent with the man being grabbed by

the neck and thrown against some hard barrier or object. The wounds could have come first and could have stunned and immobilized Sir Maxton, though there is no indication that he was prone at any time during the attack. Somehow, he kept his feet.

- Exactly how long Sir Maxton had been dead at the time of the body's discovery proved difficult to pin down. Lack of rigor and the fairly advanced state of decay suggests death occurred no less than three days prior to the unwrapping, and possibly as much as a week. The last time anyone saw Sir Maxton alive was one week ago.
- Some of the wrappings around the corpse (the outermost layer) were brittle, discolored, and dusty. The inner wrappings seemed newer and fresher. Markeley thought he had preserved some of the wrappings, but he cannot locate them.

(Note: Markeley did pick up some of the wrappings, but Danby Scott took them while Markeley was occupied with removing the body.)

- Markeley sent his letter by hand because the missive was too long, and too sensitive, for a telegram—and because he was in a hurry. The letter could go by train to London in about a day.
- Markeley's cases from last night included delivering a baby and tending several elderly patients, including Cadan Rowe, who fell down a flight of stairs the night after the unwrapping (see Scene 3C). The old man has a fractured wrist and a concussion. He has not spoken since he took his fall.
- After Sir Maxton disappeared from home, Danby Scott waited a few days before deciding to go through with the unwrapping. He told Markeley that he feared for Sir Maxton's reputation if the event were abruptly canceled. Scott felt he could deliver a satisfactory lecture from Sir Maxton's notes. After deciding to proceed with the unwrapping, Scott became preoccupied with preparing for the event.
- Pandemonium ensued when the "mummy" turned out to be Sir Maxton himself. After some moments of stunned disbelief,

Markeley and Scott took charge. Markeley ushered people out of the room while Scott summoned the servants to see to the guests. Once he had the room cleared, Markeley closed the door and did a preliminary examination of the body. When the constables arrived, the doctor had them collect the body and transport it to his surgery. Markeley accompanied the body. A servant brought him his cloak and bag for the trip.

- Sir Maxton Gotshalk's will is a complex document. Essentially, the Gotshalk fortune (in excess of a million pounds) remains in a trust and out of anyone's easy reach. As the heir to the fortune, Sir Maxton had possession of Boscadwith, along with a stipend for its upkeep. He also had an annual personal income from the family (around 200 pounds) and a small pension from the diplomatic service. The next heir is Probert Gotshalk, who is currently in India. Sir Maxton willed most of his collection of antiquities to his old college (Oxford) and made various bequests of money or property to friends and younger relatives who are scattered all over the empire. As executor for the will, Markeley has to track down about three dozen people and safeguard all the property in the meantime. All the servants at Boscadwith will receive small bequests, with one exception—Danby Scott is not named in the will.
- The whole Boscadwith estate is a sprawling place, covering more than 300 acres in all. Several walking paths and bridle trails cross the place, and Sir Maxton was happy to allow his neighbors to use them. Markeley himself was very fond of an old, open-pit quarry (partially flooded and a haven for frogs) and old mine adit, also flooded and well-stocked with frogs.

SCENE 4 – BOSCADWITH

The investigators can visit Boscadwith anytime after they arrive in Cottel. The best time would be after taking tea with Dr. Markeley on the afternoon after they arrive. They can, however, hire a cart or wagon and make the trip anytime.

Doing so costs any middle- or upper-class investigator one Status circle. If they take tea with Dr. Markeley, he sends them off to Boscadwith in his own carriage, along with a note of introduction.

The trip from the village to Boscadwith takes you along a country lane that winds through rocky hills carpeted with meadows, pastures, and tangled copses. Boscadwith is a stately, ivy-covered pile crowning a steep tor. Immaculate lawns and gardens cover the slopes. Wild thickets of brambles and trees crowd the house and grounds to the north and east. On the south and west, fields and pastures stretch back toward the village.

Besides the main house, with its dozens of roofs, gables, chimneys, and balconies, there is a stable, a coach house, and a workshop that sports a wide loading dock.

The party's conveyance turns up a paved drive and deposits the group at the front door, where a footman promptly appears. The footman is Forrest Rickard—a fairly new servant at the hall (having been there only about a decade) who was firmly devoted to both Sir Maxton and to Cadan Rowe. He is suspicious of the group. Unless the investigators arrive in the company of Constable Oates or Dr. Markeley (or have a note of introduction from Markeley), he is not inclined to admit them. It takes a Challenging (4) Status Skill Roll to get past Forrest Rickard in that case.

If the investigators manage to get into the hall, Rickard allows them to question the staff, inspect the room where the unwrapping took place, and have a general look around. The visit begins with a view of the front hall:

The house's massive and decidedly medieval-looking front door opens onto a vast and lofty hallway that seems to stretch away at least a furlong. Light from high windows floods the area just beyond the threshold, but fades to deep shadows just a few paces beyond. Potted palms soak up the light near the entry, with ferns in the dimmer reaches farther from the door. Between the plants stand ancient statues carved of glossy black or dull yellow stone, all depicting humans

with animal heads. Framed papyri, mounted bas-reliefs and cartouches, and preserved sections of ancient artworks and hieroglyphs hang over the plants and statuary.

Your host leads you through a side door into a sitting room similarly adorned with antiquities. You're soon seated amid a legion of statuettes, canopic jars, and stone amulets.



SCENE 4B – QUESTIONING THE STAFF

Sir Maxton Gotshalk's bizarre death has caused a deep rift among the servants at Boscadwith. On one side are Danby Scott, Kenan Gundry, and their gang of miscreants. On other side are all the old family servants (though many pretend to go along with Scott for fear of Gundry). Danby Scott has nominally assumed control of the household and has a modicum of control, thanks in part to Constable Oates' unwitting support. With the butler, Cadan Rowe, out of commission, Forrest Rickard leads the opposition to Scott.

The party can question the servants singly or as

a group. There has been much gossip and speculation among all the longtime servants (encouraged, if not orchestrated by Forrest Rickard), and the investigators will get much the same answers no matter whom they question. Danby Scott keeps his faction mostly out of sight and spends most of his time locked in his room, busily trying to cover his tracks. There is a separate scene for an interview with Scott, and also a scene for interviewing Cadan and Cordula Rowe.

The servants have much the same information and opinions as the villagers of Cottel, but they know more about the household and the night of the unwrapping. The servants are ready to talk, and the investigators can ask them seven questions without making any Status or Deduction rolls. The party can advance the Threat Meter and ask up to seven additional questions for each advance. Their additional information is as follows:

- Except for the coachman, gamekeeper, and groundskeepers, the staff lives on the upper floor of the west wing. The "outdoor" servants live above the coach house. Danby Scott, as the master's personal assistant, lives in the family quarters in the west wing.
- The master was always sending away for oddments from old tombs in Egypt. He positively loved the dusty things. About five years ago, he hired Danby Scott to help him manage his collection and also the help with the household. Things had run to rack and ruin as the master got older, and Mr. Scott helped to correct that situation.
- In the normal course of things, the master would arrange by letter to acquire something new and a shipment would come about every fortnight. Danby Scott would open the shipments and set them out in the workshop for the master to view.
- Slightly more than two weeks ago, the master got particularly excited about an upcoming shipment and it fell to the staff to pay attention to the deliveries and make sure the master knew it had arrived before Mr. Scott could open it on his own.
- Something must have been amiss or unusual with that shipment, because he and Mr. Scott

- had some kind of falling out over it. The master stormed off to have his tea, then returned to speak with Mr. Scott again.
- Something must have been really wrong, or perhaps very exciting, because the next morning the master was off on his mysterious trip. It was all very hasty. Mr. Scott gave orders to have the master's bags packed and must have seen the master off himself, because nobody else saw him leave.
 - The master was eager to see that shipment because he had hit upon his plan to unwrap a mummy a bit before the shipment arrived. There seem to have been some complete mummies in the shipment.
 - No one, not even Mr. Scott, knows how long the master intended to be gone, but he must have expected to be back for the unwrapping because he did not cancel the event. With the master gone on his mysterious errand, Mr. Scott decided to unwrap the mummy and give the accompanying lecture himself. The master had left ample notes, and Mr. Scott said it would be better to proceed than to cancel the event, since so many people would be coming from London and other far-flung locales.
 - All was chaos in the house on the night of the unwrapping. Mr. Scott was giving all sorts of orders in the master's absence and that did not sit well with the staff.
 - None of the staff were allowed to witness the unwrapping, and none wanted to anyway.
 - When the "mummy" turned out to be the master—murdered—there was quite a stir. If not for Dr. Markeley, it's hard to say what might have happened. For a few hours, the whole staff was busy running around trying to soothe the guests' nerves and help them decamp. The visitors seemed eager to leave—all except Mrs. Hollingbury, who lives just at the foot of the meadow anyway.
 - Dr. Markeley tried to keep the parlor where the master's body lay closed and empty until the police arrived, and none of the staff wanted to be in there anyway. When several guests needed to recover things from the room, Mr. Scott went in to fetch

them. When the body was gone, we cleaned up the room. There was nothing in there by that time, except for abandoned drinks, cigars, cigarettes, and that awful case the mummy came in.

- Mrs. Hollingbury and Dr. Markeley were the master's only frequent visitors. Dr. Markeley was always wading the streams and ponds on the estate, looking for frogs, toads, and salamanders. Mrs. Hollingbury was always kissing the master on the cheek and tut-tutting over his collection of antiquities. She was particularly upset when the master began collecting whole mummies.
 - Mrs. Hollingbury said that Boscadwith had become a house of the restless dead, who would be revenged on the living.
 - Since the master's death, there have been many odd events. Our butler, Mr. Rowe, fell down the stairs the very next night after the unwrapping. Mr. Scott says he'd been drinking, but that's not like Mr. Rowe. Since that night, someone—or something—has been stalking about the house and grounds. You can still see the footprints in the garden.
- (Note: Kenan Gundry is the nightwalker; see Scene 5.)
- Life since the master's death has been a tense affair. Everyone has been waiting to find out something about the (apparent) murder, and also wondering what changes will come once Dr. Markeley executes the will. Mr. Rowe's fall and the footprints in the garden (and the fear that the owner of those prints might have been entering the house and sneaking around) have set everyone's nerves on edge. Mr. Scott has been impossible—dashing about and scribbling notes about the master's collection (for the solicitors, he says).

SCENE 4C – EXAMINING THE HOUSE

Boscadwith has acres of rooms, hallways, closets, and balconies. In the whole rambling pile, however, only the parlor where Scott held the unwrapping holds any physical clues:

The upper floor parlor where the unwrapping took place has an oriental rug and two narrow

windows overlooking a section of garden some 30 feet below. The furnishings have been moved (or removed) to make space for a high table near the center, directly beneath the gas chandelier. Chairs and low tables ring the room. Most of the tables hold small antiquities of the kind you've seen elsewhere in the house. In one corner stands a lacquered case with a vaguely human shape. It's pale white overall, decorated with three large falcons that have orange bodies and blue wings outstretched. Bands of hieroglyphs lie between the falcons, and a human visage tops the whole thing.

As noted earlier, the staff cleaned the room, removing the debris the guests had left behind in their haste.

Observation Round:

4 Clues

Observation Difficulty—5 Demanding

Clue: The wooden coffin's edges are badly splintered in two places.

Lead A: The coffin must have been subjected to moisture or something else that made it warp and jam, so that it had to be pried open.
Result: False. The wood is not warped or discolored.

Lead B: The damage suggests that someone opened the coffin in great haste.
Result: True. Danby Scott and his miscreants tore open the coffin so they would have a place to hide Sir Maxton's body.

Lead C: The implement used to pry open the coffin might have caused the wounds on Sir Maxton's body.

Result: False. The block and tackle in the workshop (Scene 5C) caused Sir Maxton's wounds.

Clue: Pale threads are caught in the splintered wood and hanging inside the coffin.

Lead A: The threads likely came from the mummy's wrappings when it was removed from the coffin.

Result: False. The threads are of modern

manufacture.

Lead B: The shards from the damaged coffin must have been longer and sharper at one time, or they would not have caught and torn the mummy's tight wrappings.

Result: False. The threads came from a shroud placed around the mummy.

Lead C: Threads trailing inside the coffin suggest the something was loosely wrapped around the body and snagged and tore when Sir Maxton's body was placed inside the coffin.

Result: True. The villains wrapped Sir Maxton's body in a combination of old and new linen, then covered the body loosely in a sheet to protect the older wrappings.

Clue: A sheet of modern notepaper, bearing hieroglyphs written in modern ink can be found under the table.

Lead A: The sheet must have been part of the notes Danby was using for the lecture.

Result: False. The servants cleaned the room.

Lead B: Only an expert on antiquities could have scribed the hieroglyphs.

Result: False. The hieroglyphs are gibberish; Danby copied them from a book and left the sheet in here to confound any investigations into Maxwell's death.

Lead C: Deciphering the hieroglyphs might shed some light on the matter at hand.

Result: False. The hieroglyphs are gibberish.

Clue: There are tiny drops of wax on the rug next to the table.

Lead A: The wax likely came from candles used to light the room.

Result: False. The room has gas lighting.

Lead B: The size and number of drops suggest they came from a single, small candle.

Result: True. Danby was using the candle when he planted the sheet of hieroglyphs.

Lead C: Someone must have been trying to examine the table or rug by candlelight.

Result: False. Danby let the wax fall when he stooped to place the sheet under the table.

Following Leads:

The investigators can ask the servants at Boscadwith about what they've found here, or perhaps return to Cottel to consult with Markeley or Oates. Possible results include:

- The only person in the Cottel area who might know anything about hieroglyphics is Danby Scott (see Scene 4D).
- The servants at Boscadwith remember that there was considerable activity throughout the house the night of the unwrapping.
- A Demanding (5) Research Skill Roll reveals that the Hieroglyphics are gibberish.

SCENE 4D – QUESTIONING DANBY SCOTT

Danby Scott has been spending his time since the murder covering his tracks. To that end, he arranged the attack on Mr. Rowe. Before and after attacking the butler, Scott was busy altering records, filching the best portable items from his uncle's collection, and making preparations to flee the country—or at least Cornwall. He has always intended to bluff his way through any investigation into Sir Maxton's death and he gladly matches wits with the party.

When the investigators decide to question him, he pretends to be busy working on some accounting for the estate. "Sir Maxton was always more interested Egyptian Antiquities than in keeping proper records about the estate," he tells the party. (That's true, but then again Scott was supposed to handle workaday details on Sir Maxton's behalf.)

To question Scott, the investigators must make a Challenging (4) Status Skill Roll. If they fail, Scott brushes them off and refers them to Dr. Markeley or Constable Oates. If they succeed, they can attempt a Challenging (4) Deduction Skill Roll to ask Scott four questions. They can ask one additional question for each success they get beyond the required four.

Scott tends to answer questions in half-truths at



best; notes are appended to the text when Scott's statements require extra explanation. The lead investigator can detect Scott's evasions and falsehoods with Perception Skill Rolls opposed by Danby's Acting Skill (four dice). In addition to the statements listed here, Scott is familiar with the gossip in the village and among the servants at Boscadwith and can give that information to the party—if it suits him to do so.

- Danby met Sir Maxton Gotshalk through their mutual appreciation for antiquities (before coming to work at Boscadwith, Danby was an overseas agent for a London antiquities dealer). As Sir Maxton grew older, he needed help with his collecting and Danby as a general assistant because he knew that Danby knew his antiquities.

Note: This is partly true. Sir Maxton hired Danby mostly because he's Sir Maxton's grandnephew. Danby has worked for several legitimate antiquities dealers (if there is such a thing) and can give the party names and addresses. The party can confirm this information by wire (the investigators can send telegrams from the Cottel railway station). If they do so, they advance the Threat Meter. The confirming wire comes within

six to eight hours and simply says that Danby Scott once worked for them as a capable field agent.)

- Sir Maxton had been busy writing monographs for many years, and was able to increase his output after Danby came to work for him.

(Note: True; however, Scott had been encouraging the old man to write more so as to distract him from Scott's pilfering.)

- Sir Maxton had been toying with the idea of publicly unwrapping a mummy for nearly a year. He was convinced it would draw attention to his monographs.

(Note: True; however, Scott planted the idea.)

- Sir Maxton had some concerns about the shipment that arrived just before he disappeared. The difficulty was that the shipment included several items Sir Maxton already had. That was because the dealer had sent them along for appraisal. Sir Maxton must have forgotten that he had agreed to do that.

(Note: This is a complete falsehood. Scott ordered the items, which were generally in poor condition, to cover for his latest round of pilfering. The appraisal story was one that Scott had made up on the spot to placate Sir Maxton. He's sticking with the lie now. Scott will provide an address for a wire if the investigators ask. The address is a fake (a dishonest dealer in London) and the confirming wire is a lie as well. Advance the Threat Meter. The party can reveal the false wire by telegraphing Watson in London and asking to confirm the address, but that takes 24 hours.)

- Scott has no idea where Sir Maxton was headed on his trip. Scott does not think it had anything to do with the disputed shipment. Instead, he thinks Sir Maxton must have received a letter about some great find in Egypt, or possibly India. (Sir Maxton had contacts all over the Empire.) He must not have intended to leave the country because he clearly expected to return in a week for the unwrapping.

(Note: Another complete falsehood.)

- Scott is not sure exactly how Sir Maxton left the estate, as he did not take his own

coach (his usual method of travel). Perhaps someone came to pick him up.

(Note: Another complete falsehood. Scott knows very well that his uncle was killed.)

- As the night of the unwrapping approached, Scott made ready. He fully expected Sir Maxton to return. When it became plain the Sir Maxton was not going to appear, Scott stepped in. Sir Maxton had left copious notes.

(Note: Sir Maxton made extensive notes—the rest of the statement is false.)

- The “mummy” that turned out to be Sir Maxton came in a shipment three days ago. Scott can show the party the bill of lading for the shipment and a copy of the order.

(Note: There was no shipment three days before the unwrapping; there have been no shipments since the disputed one. The servants loyal to Sir Maxton can confirm that. Scott's documents are forgeries. The party can detect this with a Perception Skill Roll opposed by Scott's Counterfeiting Specialty.)

- Scott has no true knowledge of Sir Maxton's will, but understands that there are provisions in it for all the long-serving help. As he has only been employed at Boscadwith for five years, he expects nothing from the will. He intends to keep managing the estate until the newest heir takes possession, then Scott intends to go into the antiquities businesses for himself.

(Note: Because he's really Darby Gotshalk, Scott knows perfectly well what's in Sir Maxton's will. As noted earlier, Darby's share of the estate is very small, so that it is imperative that Scott extricate himself from Boscadwith with his alias intact.)

Scott and Hieroglyphs:

If the investigators have recovered the sheet of hieroglyphs from the unwrapping room (see Scene 4C), and they show it to Scott, he gives no obvious sign of recognition, but a character who makes a Perception Skill Roll opposed by Scott's Acting (4 dice) can notice a reaction. Scott cannot read hieroglyphics (he copied them at random from one of Sir Maxton's books), but he'll make a show of frowning over the writing and telling the group that the sheet is a threat of retaliation from beyond the grave.

SCENE 4E – CADAN AND CORDULA ROWE

This father/daughter pair will happily talk to the party if the group comes to the servants' wing to seek them out. If the investigators do not seek out the pair, Cordula sends them a note begging them to come to her father's suite in the servants' wing.

The corridors in the servants' wing seem narrow and cramped after the wide spaces in the main hall. The passages have bare floors and plain walls. A short flight of steps leading up from a dingy landing leads to a plain door, which opens onto a cheery room with a thick rug and a dormer window overlooking the lawn.

There's a fire in the grate and a low table bearing a teapot, a few cups, and a big jar of gray powder. An elderly man lies in a daybed under the window, with an attractive but plainly dressed young woman sitting in a chair at his elbow.

The teapot and cups are the remains of a tea service. The jar actually holds powdered mummy—an old folk remedy for everything from headaches to ulcers. Sir Maxton Gotshalk set great store by it.

Cadan Rowe has been with the Gotshalk family long enough to recognize Danby Scott as Darby Gotshalk, but he is discreet enough to keep the knowledge to himself. He subtly confirmed his suspicions with Sir Maxton, and backed off when he learned that the old man was not being duped.

The events leading up to Sir Maxton's death confirmed Cadan's worst fears. Also, unknown to Danby Scott, Cadan served Sir Maxton his tea the afternoon of the disputed shipment. Sir Maxton did not air the family's dirty laundry to a servant, but he did drop a few hints that all was not well.

The day after Sir Maxton's death, Cadan was not able to conceal his suspicions about "Mr. Scott," though he did not speak of them. Scott was not fooled, and visited the butler in his room with a bottle of whisky to "toast Uncle Sir Maxton's memory." The butler was taken in long enough to get a little tipsy. Later that night, Cadan emerged



from his room to check the house, as was his custom, and Kenan Gundry pushed him down the stairs. Rowe was badly injured (see Scene 3E), but not so badly as even Dr. Markeley believes. The butler has been feigning a stupor, waiting for a chance to reveal what he knows to someone who is not under Scott's sway. His daughter, Cordula, has some information of her own to reveal.

Cadan and Cordula reveal all they know; however, Cadan does have some difficulty speaking, and he communicates by notes. To cover for her father, Cordula natters away about her childhood and education. Here's what Cadan reveals via notes:

- Danby Scott is really Sir Maxton's great nephew Darby Gotshalk. He was an impossible child.
- Darby became Danby after trouble in India and came to work for Great Uncle Max.
- Sir Maxton was furious with his Nephew about something a week ago. He gave me a list of items in his collection.

(Note: The list shows several key items from Sir Maxton's collection, showing their expected values vs. the values of the items actually in the collection now. Scott pilfered them and replaced them with copies, or with genuine, but inferior examples. (The actual list is shown in the appendix.)

- Took a drink with Nephew—silly me. Did not fall down the stairs, was pushed.

Here's what Cordula can add:

- Sometime after the master left on his so-called trip, I noticed that someone had torn up several sheets. The ragged half of one wound up in the laundry.
- Shortly after that, a maid visiting the cellar found a pile of linen strips in the dustbins. They were perfectly good rags, even if they came from ruined sheets. There were some very old and dusty strips with them. The whole pile is clean, folded, and stored in the root cellar now.
- "Danby Scott" has been very busy, dashing around, scribbling in ledgers, and giving orders that he shouldn't. His right-hand man is a troublesome and violent servant called Kenan Gundry—he's from a good family, but he's a bad egg. Kenan has made himself scarce since the Master's demise, but he's tried to get here a few times since. He means to force his intentions on me.

SCENE 5 – ON THE GROUNDS

About 40 acres of grounds (lawns, gardens, and ponds) surround Boscawith. Beyond that lie more than 300 acres of fields, meadows, pastures, and woodlands. This larger area also includes a quarry and an abandoned mine. The investigators can quickly explore the 40 acres of grounds and the outbuildings on them. It is a much harder and longer job to explore the whole estate, and the group could easily get lost out there. In any case, only the grounds and the abandoned mine have any relevance to the case. The following scenes provide the details.

SCENE 5B – THE WORKSHOP

This one-story building once housed farm equipment and a forge. Sir Maxton turned it into a workshop for cataloging and preserving his collection of antiquities, and also into the receiving station for anything shipped to the estate (everything from hay bales and shingles to Egyptian mummies). The place is one and a half stories high and built into a hillside. On the lower side, the slope is a raised dock where all



shipments to the estate are received. The building is kept locked these days, but the investigators can get keys from Forrest Rickard or Dr. Markeley (Danby Scott has a key as well, but he will find an excuse not to give them to the party).

The building's plank door opens to reveal a single room with an unpainted wooden floor and open rafters overhead. The small, diamond-paned windows in the place don't admit much light, but there's a trio of big skylights and an impressive array of gas light fixtures.

The room contains a long workbench under each skylight, plus a massive rack of tools holding everything from hammers and saws, rakes and shovels, and even whisk brooms and artist's paintbrushes. There's also an anvil and a forge made of brick. One end of the room has a pair of wide sliding doors. A block and tackle mounted on a rail hangs before each door. The rails extend outside over the doors and all the way over the workbenches.

An assortment of wooden crates, some big enough to hold a sofa, is stacked before the sliding doors. The place is otherwise

immaculate, except for some tools and bits of metal left near the forge and a coil of pitch-soaked rope on one of the benches.

Observation Round:

3 Clues

Observation Difficulty—5 Demanding

Clue: Blocks and Tackles

Lead A: These items have more lifting capacity that estate would legitimately need.

Result: False. The blocks and tackles are not typical, but would get plenty of day-to-day use, especially given Sir Maxton Gotshalk's odd hobby.

Lead B: Sir Maxton Gotshalk might have been hanged from a block and tackle.

Result: False. Sir Maxton was strangled, not hanged.

Lead C: A heavy block and tackle, with its chain and cargo hook, could have caused the wounds on Sir Maxton Gotshalk's body.

Result: True. Kenan Gundry used a block and tackle to stun Sir Maxton.

Clue: Tool racks.

Lead A: Several different tools from the rack might have been used to kill Sir Maxton Gotshalk.

Result: False: The murder weapons were a block and tackle and a knotted cloth.

Lead B: Several rakes and shovels are bent or broken, all in the same manner and about in the same place on each tool. They must have all been broken recently, and perhaps they all were broken against the same unyielding object.

Result: False. The damage to these implements happened this past spring when the estate's drive was repaved. One worker (Kenan Gundry, in fact) was inept and impatient and inclined to misuse tools. The tools have not been replaced or repaired because they have not been needed.

Lead C: A section of tools, including some wooden mallets, wooden wedges, knives, and tongs bear traces of fresh pitch, suggesting that something has recently been caulked.

Result: True. The coil of tarred rope is the caulk. Danby Scott has secreted the choicest items he has pilfered in the flooded mine on the estate (see

Scene 5D). The stolen antiquities have been sealed in watertight chests.

Clue: The forge.

Lead A: There is no stack of fuel on hand, suggesting that the forge has not been used for some time.

Result: False: The forge is gas-fed.

Lead B: Lumps of charred cloth in the forge suggest it was used to destroy something.

Result: True. The miscreants tried to burn up the knotted cloth used to strangle Sir Maxton in the forge. The hard knots in the cloth did not completely burn.

Lead C: A twisted bit of iron suggests an ankh.

Result: False. The item is what remains of a shoe that one of the estate's horses threw. It was badly damaged, but the staff kept it in case it could be reshaped.

Following Leads:

The leads here generally confirm what the investigators already know from Dr. Markeley, or answer some questions Markeley left open.

SCENE 5C - FOOTPRINT IN THE GARDEN

If the investigators have questioned the staff, they've heard that a mysterious visitor has come to the house several nights recently. This intruder left a footprint in one of the gardens, and it's still there for the investigators to see.

Boscadwith's well-manicured lawns give way to equally immaculate gardens in many places on the grounds. The gardens near the kitchens, where the staff has planted herbs and vegetables, aren't as well kept as the flower gardens. In one of them, just a few paces from a kitchen door, a deep and misshapen footprint lies in plain view.

Observation Round:

3 Clues

Observation Difficulty—5 Demanding

Clue: The footprint's depth.

Lead A: Whatever left the print must have weighed 18 stone or more to leave such a deep print.

Result: False. The ground here is well weeded and very soft. Anyone walking here would have left a deep print.

Lead B: Whatever left the print must have been using long, leaping strides and moving very quickly.

Result: False. Quick movement through the bed would have done considerable damage to the plants, and there's no such damage evident.

Lead C: The walker must have been moving very slowly to sink so deeply into the garden bed.

Result: True. Kenan Gundry was moving in the dark and also trying to remain very quiet. He put his feet down carefully and deliberately put all his weight over his foot once he had it planted in the bed.

Clue: The footprint's shape.

Lead A: No creature known to nature could have left a print like that.

Result: False: The print is from a human with wrapped feet.

Lead B: There are no marks from toes, claws, or hooves; therefore the foot must have been wrapped or shod.

Result: True. Kenan Gundry was wearing heavy boots wrapped in rags.

Lead C: The "print" seems to be just a shallow hole in the garden bed.

Result: False. There is compacted dirt at the bottom of the "hole," suggesting a print.

Clue: The footprint's direction.

Lead A: The print seems to have no front or back.

Result: False. The depression is deeper at one end, suggesting a toe digging in.

Lead B: There's a line of prints leading from the garden to the woodland trail beyond.

Result: True. Only the deep print is easy to see, but there are other prints obscured by the garden foliage.

Lead C: There are no prints left from someone (or something) moving away from the house.

Result: False. Only the deep print is easy to see, but there are other prints obscured by the garden foliage.

Following Leads:

If the investigators examine the trailhead where the line of prints lead, they can attempt a Demanding (5) Observation Skill Roll to notice shallow wheel ruts and the occasional horseshoe here and there in the packed trail. The trail leads to the flooded mine (Scene 5D). Scott and his miscreants used a pony and cart to haul goods to the mine and sink them in the flooded mine.



SCENE 5D – THE MINE

The investigators might wish to visit this spot after speaking with Dr. Markeley, after discovering that someone has been caulking in the workshop (Scene 5B), or by following the cart tracks from the vegetable garden (Scene 5C).

The trail, with its traces of wheel ruts and hoof prints, winds high into the hills above Boscadwith. Despite the increasing altitude, trees and ridges soon screen the house from view.

After a somewhat tedious climb, the trail leads to a flat area backed by a wooded hill rising over a pool of sapphire water. There is a moss-covered hut at the edge of the pool. A wisp of smoke issues from the chimney. Dense thickets of trees, ferns, and brambles surround the pool and hut.

Danby Scott has stationed Kenan Gundry and at least two other miscreants (see the Threat Meter)

here to safeguard the treasures he hid in the flooded mineshaft. Unless the investigators travel here at night and without light (a hazardous and difficult undertaking), Gundry and his confederates see them climbing the trail toward the mine. Gundry makes a show of chopping wood in front of the hut, and the others hide in the woods. Gundry attempts to misdirect the party away from the mine—not because he is good at fast talk, but because he is imitating his new boss.

Gundry claims that he has been stationed here to keep anyone from trying to swim in the pool, which has dangerously steep and unstable sides. That's true, so far as it goes. Locals do try to swim here from time to time and it is very dangerous. Scott does not care about that, he just wants people to stay away from the place where he hid his loot.

Gundry tries to make small talk for a few minutes before signaling for an attack (he is willing to let the group leave so long as they do so quickly). Gundry and the two people always up here with him are Bludgers. Gundry holds an axe, but wields it as a club. His two companions gain combat advantage (3 dice) when they first emerge from cover. If Gundry already has been killed, captured, or driven off, a Nobbler takes Gundry's place.

If the investigators overcome the reprobates, they can search the hut. Inside, they find bedding and supplies for three men, a considerable quantity of beer and liquor, two grappling hooks tied to long ropes, and a pair of muddy boots wrapped in several layers of even more muddy cloth.

Gundry has worn the wrapped boots during his nocturnal prowls around the house; the wrappings serve to both silence his steps and to disguise his footprints. These boots made the prints described in Scene 5C.

If the group drags the pool with the grapples, they can recover three watertight chests stuffed with valuable antiquities, including all the items from Sir Maxton's list (see Scene 4E).

If the party captures Gundry, he remains sullen and reticent. He killed Sir Maxton, and won't

speak unless he knows the jig is up (see Concluding the Adventure).

SCENE 6 – THE PSYCHIC

At some point when the investigators are at Boscadwith (or perhaps while the investigators are still in Cattel if they linger there long) Mrs. Leona Hollingbury seeks them out. As noted earlier, Mrs. Hollingbury practices spiritualism and believes herself psychically sensitive. Leona is convinced that a malevolent spirit took Sir Maxton's life and that this spirit still lurks at Boscadwith. In a sense, she's correct. Danby Scott has plenty of malevolence in him and he hasn't finished his mischief at Boscadwith. Leona arrives at the estate (or whenever she decides to seek out the group) on horseback and dressed in a riding habit.

The following text assumes that Leona approaches the group outdoors. Adjust accordingly if she meets the groups indoors.

It's also possible that the investigators will wish to question Leona at her home. In that case, Leona meets them on the road before they get halfway there.

The brisk clopping of steel-shod hooves hitting the cobbles precedes a horsewoman clad in a blue riding habit and top hat. She rides sidesaddle, but seems to control her mount with ease. A filmy black veil cascades from the hat and falls past the woman's waist. When she catches sight of you, she urges her horse to a quick trot, bearing down on you in a flurry of hooves and flying drapery, and finally skidding to a halt not an arm's length away.

Leona begins haranguing the group the moment she can make herself heard. Outdoors, that is about a heartbeat after the ringing "clop" her horse's hooves make. She makes the following statements:

- Sir Maxton was a wonderful man, but he had no appreciation for the past—old wrongs never can truly be forgotten!

- How did I know you were here? I have the sight!
- Those dusty old funerary objects, and especially those corpses, were Sir Maxton's death.
- There is a hunger abroad and walking amongst us. Sir Maxton's death has not sated it!

In addition to her psychic pronouncements, Leona knows everything the locals know (see Scene 3D), and what the Boscadwith servants know (Scene 4B). If questioned about her relationship with Sir Maxton, Leona replies that they were indeed sweet on each other, but she insists that was not improper, souls being eternal and ageless.

At some point, Leona will suggest holding a séance at Boscadwith. Preferably in the room where the unwrapping took place. She insists, however, that the "ethereal vibrations" will not be right to allow success for three or four days. By that time, Danby Scott likely will have fled or been arrested, or both.

CONCLUDING THE ADVENTURE

Even after the investigators conclude that Danby Scott and Kenan Gundry were involved in Sir Maxton's death, the pair likely will escape unless the party can convince Constable Oates to arrest at least one of them. If the group has pushed the Threat Meter all the way to The Endgame, that is not difficult—the constable certainly will wish to know where Scott and his reprobates were heading in a wagon from the estate. The discovery of three chests full of rare antiquities inside will cinch the matter.

If the investigators wish to make an accusation sooner, they'll need to show Oates some convincing evidence. The things that would carry the most weight with Oates are shown below. If the party can present any four of them to Oates, the constable will make an arrest.

The list of antiquities Sir Maxton gave Cadan Rowe.
Even Oates' ponderous brain can infer that the

list shows a mysterious decline in several items from Sir Maxton's collection (provided that group plants the idea into that ponderous brain).

Cadan Rowe's evidence that Danby Scott is in fact Darby Gotshalk.

Oates finds the double identity scandalous and suspicious.

The block and tackle in the workshop, along with Dr. Markeley's assessment of the cause of death. Oates cannot resist the unusual murder weapon.

Kenan Gundry, captured alive.

The investigators might do this at the flooded mine (Scene 5D). Or during the nightwalkers incident (see the Threat Meter). If questioned or intimidated, Gundry can readily be persuaded or tricked into revealing that Danby Scott ordered him to kill Sir Maxton (opposed Perception, Menace, or Charm rolls would be in order here).

Kenan Gundry's bandage-wrapped boots (from Scene 5D).

Any of the servants at Boscadwith can indentify the boots as Gundry's. They fit Gundry. Also, the investigators can easily show that the boots match the prints from Scene 5C.

The three watertight chests stuffed with valuable antiquities (from Scene 5D).

Even Oates can readily comprehend that these items were stolen and hidden in the water. As the only other person at Boscadwith who knows antiquities, this naturally throws suspicion onto Danby Scott.

AFTER THE ARREST

A search of Danby Scott's room at Boscadwith (unthinkable to the Victorian mind before an arrest), reveals either Scott's half-finished (and forged) ledgers or the remnants of them in the fireplace. The intact forgeries are enough to get Scott a long prison sentence for theft and embezzlement. Evidence from Kenan Gundry (or his fellow reprobates) is enough for a charge of murder or accessory to murder.

APPENDIX:

Danby Scott (aka Darby Gotshalk)

Acting - 4

Impersonation/Disguise

Commerce - 4

Accounting

Art Appraisal

Craft - 4

Counterfeiting

Forgery

Customs - 4

Egypt

India

Dodge & Defense - 4

vs Blades

vs Brawling

Endurance - 4

Fighting

Running

History - 5

Oriental History

Navigate - 3Observation - 4

Listen

Read Lips

Research - 4

Archives

Newspaper/Magazines

Shoot - 4

Revolvers

Street Smarts - 3

Status: 3 dice and one circle

Characteristics

Personal: Genteel upbringing

Personal: Keeps his head when all about are losing theirs

Professional: Meticulous

Professional: Always adaptable

Negative: Vain

Negative: Greedy

Villainous Guiles:

Brilliant

Master of Disguise



SIR MAXTON'S LIST

<u>Item</u>	<u>Genuine Value</u>	<u>Current Value</u>
Anubis statue, alabaster	£200	£20, 5s
Osiris pectoral, gold & faience	£200	5s, 2d
Amulet, gold and jade	£75	£1
Ushabtis, faience	£5 to £15	5s to £1
Canopic jar, alabaster	£30	18s
Nemset vessels, ala or fai	£5 to £30	8s to 15s
Censer, gold	£75	£1, 4s

— Baker Street Blue Card —

Clue: The letter does not bear a mail service postmark.

Lead:	Lead:	Lead:
The letter could have been hand carried to London.	The letter might have been written in London (or very close by).	The letter's author might have written it while traveling.

— Baker Street Blue Card —

Clue: The person who wrote the letter and the person who signed it are the same.

Lead:	Lead:	Lead:
A busy doctor and coroner would have dictated the letter and signed it.	A busy doctor and coroner would not have penned the letter himself unless he was concerned about privacy.	A professional would have sent a typewritten business letter.

— Baker Street Blue Card —

Clue: The letter's envelope is addressed to Dr. Watson at his London practice and the address was written with the same pen and ink used in the letter and written in the same hand.

Lead:	Lead:	Lead:
No professional would have written and addressed his own letter (such a task would have been delegated to a servant or employee.	Anyone seeking help from Sherlock Holmes would have sent the letter to Baker Street.	Sending a letter directly to Watson suggests some degree of doubt in the sender's mind.

— Baker Street Blue Card —

Clue: A right-handed person wrote the letter on common stationary (bearing the letterhead of Dr. Markley's private practice) using a nondescript pen and common ink.

Lead:	Lead:	Lead:
A corner would have had official stationary available.	An important professional could afford better paper, pen, and ink.	The mundane materials and implements suggest someone wrote the letter in a hurry, using whatever was at hand.

Baker Street Clue Card

Clue: Sir Maxton Gotshalk's bloated corpse indicates that he must have been dead at least several days before discovery.

Lead:	Lead:	Lead:
Sir Maxton Gotshalk must have been killed away from home, because he left on a trip a week before his death.	It would be helpful to learn where Sir Maxton Gotshalk was headed on his final journey.	Sir Maxton Gotshalk's body could not have been preserved in any way or it would not have begun to decompose.

Baker Street Clue Card

Despite all his apparent agitation and haste, the writer paused for several moments before writing the paragraph about Mrs. Hollingbury's warnings, and wrote that whole paragraph very slowly and deliberately.

Lead:	Lead:	Lead:
Mrs. Hollingbury appears to have had some foreknowledge of Sir Maxton Gotshalk's death.	The long pause Dr. Markeley took before writing the paragraphs suggests that he might not have been altogether forthcoming or honest when writing it.	Dr. Markeley's agitation might have peaked when writing that paragraph.

Baker Street Clue Card

Clue: The paragraphs detailing the autopsy results were written deliberately, but without hesitation, citing details described with specific medical terminology.

Lead:	Lead:	Lead:
Markeley's confidence when detailing Sir Maxton Gotshalk's injuries suggests that he has correctly determined how Gotshalk died.	Markeley's list of Gotshalk's injuries does not reveal the order in which they occurred, which could prove significant.	Something or someone immensely strong must have caused Gotshalk's injuries.

Baker Street Clue Card

Clue:

Lead:	Lead:	Lead:

— Baker Street Clue Card —

Clue: The wooden coffin's edges are badly splintered in two places.

Lead:	Lead:	Lead:
The coffin must have been subjected to moisture or something else that made it warp and jam, so that it had to be pried open.	The damage suggests that someone opened the coffin in great haste.	The implement used to pry open the coffin might have caused the wounds on Sir Maxton's body.

— Baker Street Clue Card —

Clue: A sheet of modern notepaper, bearing hieroglyphs written in modern ink can be found under the table.

Lead:	Lead:	Lead:
The sheet must have been part of the notes Darby was using for the lecture.	Only an expert on antiquities could have scribed the hieroglyphs.	Deciphering the hieroglyphs might shed some light on the matter at hand.

— Baker Street Clue Card —

Clue: Pale threads are caught in the splintered wood and hanging inside the coffin.

Lead:	Lead:	Lead:
The threads likely came from the mummy's wrappings when it was removed from the coffin.	The shards from the damaged coffin must have been longer and sharper at one time, or they would not have caught and torn the mummy's tight wrappings.	Threads trailing inside the coffin suggest the something was loosely wrapped around the body and snagged and tore when Sir Maxton's body was placed inside the coffin.

— Baker Street Clue Card —

Clue: There are tiny drops of wax on the rug next to the table.

Lead:	Lead:	Lead:
The wax likely came from candles used to light the room.	The size and number of drops suggest they came from a single, small candle.	Someone must have been trying to examine the table or rug by candlelight.

Baker Street Clue Card

Clue: *Blocks and Tackles*

Lead:	These items have more lifting capacity that estate would legitimately need.	Lead:	Sir Maxton Gotshalk might have been hanged from a block and tackle	Lead:	A heavy block and tackle, with its chain and cargo hook, could have caused the wounds on Sir Maxton Gotshalk's body.
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Baker Street Clue Card

Clue: *Tool racks.*

Lead:	Several different tools from the rack might have been used to kill Sir Maxton Gotshalk.	Lead:	Several rakes and shovels are bent or broken, all in the same manner and about in the same place on each tool. They must have all been broken recently, and perhaps they all were broken against the same unyielding object.	Lead:	A section of tools, including some wooden mallets, wooden wedges, knives, and tongs bear traces of fresh pitch, suggesting that something has recently been caulked.
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Baker Street Clue Card

Clue: *The forge.*

Lead:	There is no stack of fuel on hand, suggesting that the forge has not been used for some time.	Lead:	Lumps of charred cloth in the forge suggest it was used to destroy something.	Lead:	A twisted bit of iron suggests an ank.
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Baker Street Clue Card

Clue:

Lead:		Lead:	
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— Baker Street Clue Card —

Clue: The footprint's depth.

Lead:	Lead:	Lead:
Whatever left the print must have weighed 18 stone or more to leave such a deep print.	Whatever left the print must have been using long, leaping strides and moving very quickly.	The walker must have been moving very slowly to sink so deeply into the garden bed.

— Baker Street Clue Card —

Clue: The footprint's shape.

Lead:	Lead:	Lead:
No creature known to nature could have left a print like that.	There are no marks from toes, claws, or hooves, therefore the foot must have been wrapped or shod.	The "print" seems to be just a shallow hole in the garden bed.

— Baker Street Clue Card —

Clue: The footprint's direction.

Lead:	Lead:	Lead:
The print seems to have no front or back.	There's a line of prints leading from the garden to the woodland trail beyond.	There are no prints left from someone (or something) moving away from the house.

— Baker Street Clue Card —

Clue:

Lead:	Lead:	Lead:

Baker Street Clue Card

Clue: The letter does not bear a mail service postmark.

Lead:

The letter could have been hand carried to London.

Lead:

The letter might have been written in London (or very close by).

Lead:

The letter's author might have written it while traveling.

Baker Street Clue Card

Clue: The letter's envelope is addressed to Dr. Watson at his London practice and the address was written with the same pen and ink used in the letter and written in the same hand.

Lead:

No professional would have written and addressed his own letter (such a task would have been delegated to a servant or employee).

Lead:

Anyone seeking help from Sherlock Holmes would have sent the letter to Baker Street.

Lead:

Sending a letter directly to Watson suggests some degree of doubt in the sender's mind.

Baker Street Clue Card

Clue: The person who wrote the letter and the person who signed it are the same.

Lead:

A busy doctor and coroner would have dictated the letter and signed it.

Lead:

A busy doctor and coroner would not have penned the letter himself unless he was concerned about privacy.

Lead:

A professional would have sent a typewritten business letter.

Baker Street Clue Card

Clue: A right-handed person wrote the letter on common stationery (bearing the letterhead of Dr. Markleley's private practice) using a nondescript pen and common ink.

Lead:

A coroner would have had official stationery available.

Lead:

An important professional could afford better paper, pen, and ink.

Lead:

The mundane materials and implements suggest someone wrote the letter in a hurry, using whatever was at hand.

Baker Street Clue Card

Clue: Sir Maxton Gotshalk's bloated corpse indicates that he must have been dead at least several days before discovery.

Lead:

Sir Maxton Gotshalk must have been killed away from home, because he left on a trip a week before his death.

Lead:

It would be helpful to learn where Sir Maxton Gotshalk was headed on his final journey.

Lead:

Sir Maxton Gotshalk's body could not have been preserved in any way or it would not have begun to decompose.

Baker Street Clue Card

Clue: Despite all his apparent agitation and haste, the writer paused for several moments before writing the paragraph about Mrs. Hollingbury's warnings, and wrote that whole paragraph very slowly and deliberately.

Lead:

Mrs. Hollingbury appears to have had some foreknowledge of Sir Maxton Gotshalk's death.

Lead:

The long pause Dr. Markleley took before writing the paragraphs suggests that he might not have been altogether forthcoming or honest when writing it.

Lead:

Dr. Markleley's agitation might have peaked when writing that paragraph.

Baker Street Clue Card

Clue: The paragraphs detailing the autopsy results were written deliberately, but without hesitation, citing details described with specific medical terminology.

Lead:

Markleley's confidence when detailing Sir Maxton Gotshalk's injuries suggests that he has correctly determined how Gotshalk died.

Lead:

Markleley's list of Gotshalk's injuries does not reveal the order in which they occurred, which could prove significant.

Lead:

Something or someone immensely strong must have caused Gotshalk's injuries.

Baker Street Clue Card

Clue:

Lead:

Lead:

Lead:

Baker Street Clue Card

Clue: The wooden coffin's edges are badly splintered in two places.

Lead:

The coffin must have been subjected to moisture or something else that made it warp and jam, so that it had to be pried open.

Lead:

The damage suggests that someone opened the coffin in great haste.

Lead:

The implement used to pry open the coffin might have caused the wounds on Sir Maxton's body.

Baker Street Clue Card

Clue: Pale threads are caught in the splintered wood and hanging inside the coffin.

Lead:

The threads likely came from the mummy's wrappings when it was removed from the coffin.

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Clue:

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— Baker Street Clue Card —

Clue:

Lead:

Lead:

Lead:



THE ADVENTURE OF THE **Naval Treaty**

Adapted By Bryce Whitacre

Based on the story *The Adventure of the Naval Treaty* by
Sir Arthur Conan Doyle

AN OFFICIAL BAKER STREET ADVENTURE

OVERVIEW

Dr. Watson's old friend from school, Percy Phelps, has contacted him with a letter to come at once to Woking. Percy's family owns a large house and grounds at Brairbrae. It is there, from his sickbed and sofa downstairs, that Percy will reveal all the details of what has befallen him. Percy is a diplomat in the Foreign Office. His benefactor and boss is his uncle, Lord Holdhurst. Holdhurst instructed Percy to take the only copy of a Naval Treaty with Italy, copy it, and return both the documents to him. The document was stolen from Percy's office when Percy left for just a few moments. Now a nervous wreck, he is desperately trying to save his position and honor, if only so he can marry his fiancée Anne Harrison.

THE CRIME

Anne Harrison's brother is Joseph Harrison. Joseph accompanied Anne as a chaperone at her stay in Brairbrae. Joseph was trying to make a living on stocks in London and doing a miserable job with it. He often would travel home by train with Percy after a day in London. One particular day, namely the night of the crime, Joseph learned that his stocks had finally bottomed out leaving him destitute. He was hoping maybe Percy would loan him some capital to invest. When Percy didn't show at the train station, Joseph correctly assumed he had been forced to work late and decided to travel by cab to the Foreign Office and begin the process of charming Percy out of some money.

Meanwhile Percy had been working late on copying the Naval Treaty. After a few hours of work he found himself exhausted and rung for

the commissionaire to bring him some coffee. A curious thing happened, however. An unknown woman answered the bell summons, and introduced herself as the wife of the commissionaire and the lady that does the charring. She said she would retrieve the coffee for Mr. Phelps.

After transcribing two more articles, Percy still had no coffee. He decided to descend the staircase to determine the delay. As he reached the bottom of the stairs, Joseph arrived using the side door from Charles Street and went up to Percy's office. Seeing no one in the room, Joseph decided to ring for servants that would know the whereabouts of Mr. Phelps. As soon as he tugged the bell, his eyes saw the document on the desk. Joseph's ability to read and write French allowed him to quickly determine the contents of the document and its worth – if sold to interested parties. He grabbed the document and made for the side door. Percy returned to his office to find the document missing.

Joseph's escape was complicated by the last train to Woking. Percy was sure to be on it. He donned a hat, stuck his face in a newspaper, and fashioned himself a disguise. Sitting in the first car, he made furtive glances for Percy. As luck would have it Percy sat in a rear car, agitated and nervous with the loss of the treaty. As soon as the train reached Woking, Joseph Harrison bolted for Brairbrae. Percy Phelps stepped off the train and had a nervous breakdown.

Brairbrae had a unique setup for guests of late. Percy's parents were having the upstairs rooms redone while they traveled. As such, Joseph's bedroom was one of the unused parlors downstairs. When Joseph arrived, he hid the treaty beneath a loose floorboard under a rug. He fully intended to retrieve the document and sell it to the highest bidder in the morning. However, when the constable brought Percy home from his nervous breakdown, Anne decided that Joseph should switch rooms with Percy. That way, Percy would not have to ascend the stairs. The next day, Anne, upon

seeing her beau worsen, hired a night nurse to care for him when she was unable.

Thus for the past three weeks, Joseph has not had an opportunity to retrieve the treaty. The document so important to Percy Phelps is hidden not more than twenty feet from him.

ADVICE FOR THE MASTERMIND

Reading the Adventure of the Naval Treaty is very helpful to running this adventure. Of course, having players that have never read the story of the Naval Treaty is even more important as it follows the story closely. The time frame of Percy Phelps' brain fever has been shortened to make the story slightly more believable. The team of investigators may find that even with three weeks, instead of nine weeks, the idea that Joseph couldn't have retrieved the treaty implausible. Here are a few good reasons:

- Unlike modern times servant staff is always around, especially on the ground floor. Joseph Harrison would surely be seen going into an unattended bedroom of Percy Phelps and that would be reported.
- Percy is so sick he only leaves the room to use the water closet.
- A night nurse is on constant vigil during the night hours.
- Anne watches over Percy during the day, being the most devoted love that she is. While Joseph needs the money he is determined to keep Anne's name out of any scandal. He loves his sister.



THE THREAT METER

1. Each day passes and the maddening prospect that Joseph Harrison's ticket to wealth is just a short distance away makes him much more resolved to see things through. Give Joseph an additional three points of Resolve.
2. The frustration of being unable to get to the Naval Treaty convinces Joseph that bolder and more violent actions may be necessary to retrieve the document. He exchanges his knife with a revolver.
3. Joseph's madness drives him further to seeing the crime done. He hires local bludgers from Woking to help him. The number of bludgers is equal to half the number of investigators (rounded up).
4. The case turns against the investigators. Rolled results of Sherlock on the Sherlock Die no longer have any effect.

Endgame – Joseph Harrison can no longer wait. Day or night, he immediately heads for the bedroom to retrieve the Naval Treaty with his bludgers.

SCENE 1: AT BAKER STREET

Dr. Watson meets the investigators in the morning. He shows them the letter he received from Percy Phelps:

The letter reads:

MY DEAR WATSON, --

I have no doubt that you can remember "Tadpole" Phelps, who was in the fifth form when you were in the third. It is possible even that you may have heard that through my uncle's influence I obtained a good appointment at the Foreign Office, and that I was in a situation of trust and honour until a horrible misfortune came suddenly to blast my

career.

There is no use writing of the details of that dreadful event. In the event of your acceding to my request, it is probable that I shall have to narrate them to you. I have only just recovered from three weeks of brain-fever, and am still exceedingly weak. Do you think that you could bring your friend Mr. Holmes down to see me? I should like to have his opinion of the case, although the authorities assure me that nothing more can be done. Do try to bring him down, and as soon as possible. Every minute seems an hour while I live in this state of horrible suspense. Assure him that if I have not asked his advice sooner; it was not because I did not appreciate his talents, but because I have been off my head ever since the blow fell. Now I am clear again, though I dare not think of it too much for fear of a relapse.

Your old school-fellow,

PERCY PHELPS.

A Sherlock Moment

If any investigator can make an Observation (Things) Skill Roll on the letter at a Heroic (6) Difficulty, that investigator can reasonably surmise the letter was written by a woman.

Watson is too busy with his practice to make the trip, but he urges the party to go. If asked why the note mentions Sherlock, Watson says, "Percy works long hours at the Foreign Office. It is entirely possible that he missed the news about the death of my friend." Watson then provides the investigators with a letter of introduction that will vouch for their character and their discretion.

RESOLVE AWARD: Award one point of Resolve to each investigator for taking the case.

SCENE 2: ARRIVAL AT BRIARBRAE

The train trip to Surrey is completely uneventful, except for one important detail. Make sure the investigators know it takes just under an hour to arrive from London to the estate grounds at Brairbrae. This is important information.

Upon reaching Woking, the investigators will need to ask for directions to Brairbrae. It is just a mile or so from the train, so walking is acceptable. It is a pleasant summer walk to the estate grounds. Upon reaching the grounds, the investigators are met by Joseph Harrison.

"You must be the associates of Dr. Watson? My name is Joseph Harrison. My sister Annie is engaged to Percy Phelps. Frightful business there; poor chap is laid up. I am hoping you can help. They are in the downstairs parlor that is serving as a bedroom."

If the investigators ask why the parlor is a bedroom, Joseph responds with, "Well, Percy's folks are redoing many of the upstairs rooms. The spare parlor became my makeshift bedroom, but now that Mr. Phelps is so laid up, I switched rooms with him. He has the downstairs bedroom."

Servant staff will show the investigators into the bedroom. Laying on the sofa is Percy Phelps being looked after by his bride-to-be Anne Harrison.

"I won't waste your time," said he, raising himself upon the sofa. "I'll plunge into the matter without further preamble. I was a happy and successful man, and on the eve of being married, when a sudden and dreadful misfortune wrecked all my prospects in life.

"I was in the Foreign Office, and through the influences of my uncle, Lord Holdhurst, I rose rapidly to a responsible position. When my uncle became foreign minister in this administration he gave me several missions of trust, and as I always brought them to a successful conclusion, he came at last to have

the utmost confidence in my ability and tact.

"Nearly three weeks ago, more accurately, the 23d of May, he called me into his private room. I was complimented on the good work I had done, and was informed that he had a new commission of trust for me to execute.

"This," said Lord Holdhurst, taking a grey roll of paper from his bureau, 'is the original of that secret treaty between England and Italy of which, I regret to say, some rumours have already gotten into the public press. It is of enormous importance that nothing further should leak out. The French or the Russian embassy would pay an immense sum to learn the contents of these papers. They should not leave my bureau were it not that it is absolutely necessary to have them copied. You have a desk in your office?"

"Yes, sir."

"Then take the treaty and lock it up there. I shall give directions that you may remain behind when the others go, so that you may copy it at your leisure without fear of being overlooked. When you have finished, lock both the original and the draft in the desk, and hand them over to me personally."

"I did exactly what he indicated, and waited until the other clerks had departed. One of them in my room, Charles Gorot, had some arrears of work to make up, so I left him there and went out to dine. When I returned he was gone. I was anxious to hurry my work, for I knew that Joseph—the Mr. Harrison whom you saw just now—was in town, and that he would travel down to Woking by the eleven-o'clock train. If possible, I wanted to catch it with him.

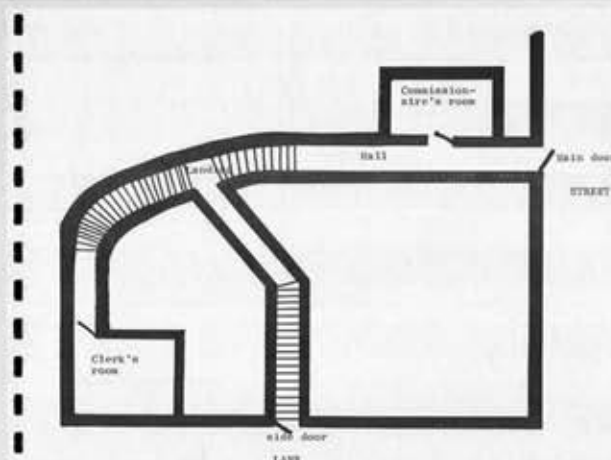
"When I came to examine the treaty I saw at once that it was of such importance that my uncle had been guilty of no exaggeration in what he had said. Without going into details, I may say that it defined the position of Great Britain towards the Triple Alliance, and fore-shadowed the policy which this country would pursue in the event of the French fleet gaining a complete ascendancy over that of Italy in the

Mediterranean. The questions treated in it were purely naval. At the end were the signatures of the high dignitaries who had signed it. I glanced my eyes over it, and then settled down to my task of copying.

"It was a long document, written in the French language, and containing twenty-six separate articles. I copied as quickly as I could, but at nine o'clock I had only done nine articles, and it seemed hopeless for me to attempt to catch my train. I was feeling drowsy and stupid, partly from my dinner and also from the effects of a long day's work. A cup of coffee would clear my brain. A commissioner remains all night in a little lodge at the foot of the stairs, and is in the habit of making coffee at his spirit-lamp for any of the officials who may be working over time. I rang the bell, therefore, to summon him.

"To my surprise, it was a woman who answered the summons. She was a large, coarse-faced, elderly woman, in an apron. She explained that she was the commissioner's wife who did the charring, and I gave her the order for the coffee.

"I wrote two more articles, and then feeling more drowsy than ever, I rose and walked up and down the room to stretch my legs. My coffee had not yet come, and I wondered what the cause of the delay could be. Opening the door, I started down the corridor to find out. There was a straight passage, dimly lit, which led from the room in which I had been working, and was the only exit from it. It ended in a curving staircase, with the commissioner's lodge in the passage at the bottom. Half way down this staircase is a small landing, with another passage running into it at right angles. This second one leads by means of a second small stair to a side door, used by servants, and also as a short cut by clerks when coming from Charles Street. Here is a rough chart of the place."



"It is of the utmost importance that you should notice this point. I went down the stairs and into the hall, where I found the commissioner fast asleep in his box, with the kettle boiling furiously upon the spirit-lamp. I took off the kettle and blew out the lamp, for the water was spurting over the floor. Then I put out my hand and was about to shake the man, who was still sleeping soundly, when a bell over his head rang loudly, and he woke with a start.

"'Mr. Phelps, sir!' said he, looking at me in bewilderment.

"'I came down to see if my coffee was ready.'

"'I was boiling the kettle when I fell asleep, sir.' He looked at me and then up at the still quivering bell with an ever-growing astonishment upon his face.

"'If you was here, sir, then who rang the bell?' he asked.

"'The bell!' I cried. 'What bell is it?'

"'It's the bell of the room you were working in.'

"A cold hand seemed to close round my heart. Someone, then, was in that room where my precious treaty lay upon the table. I ran frantically up the stair and along the passage. There was no one in the corridors. There was no one in the room. All was exactly as I left it, save only that the papers which had been committed to my care had been taken from the desk on which they lay. The copy was there, and the original was gone."

Investigators can now ask Percy four questions. For every set of four questions after the first, raise the Threat Meter.

Here's what Percy knows:

How long was it between leaving and re-entering the office?

I would say somewhere between five and ten minutes. Probably closer to ten.

Was there anyone else in the building?

Aside from the commissionaire and his wife, there was no one else I knew of.

Are there any other entrances to the building?

There are only two, the main entrance, and the side door.

What did you do when you saw that the treaty was missing?

I checked with the commissionaire and asked him if anyone had passed him. He said only his wife and she had passed him not more than five minutes ago. I suggested we go after her and he protested. I had not a moment to wait so I demanded his address. He gave it to me. I then rushed outside. It was raining, and while Charles Street is busy, everyone was seeking cover. It was unlikely I was going to find a witness that could prove someone entered the building. I called for a constable who suggested he inform Scotland Yard right away. The inspector arrived about ten minutes after, an Inspector Forbes.

What did Forbes do?

He said not a moment was to be wasted. The wife was the best lead so we proceeded to her domicile. We arrived to be greeted by the daughter of the house. She let us in. A few moments later the mother arrived. The daughter went to the entrance to tell her that two men had arrived to see her. She then bolted for the kitchen in the back of the house.



Forbes was sure we had our culprit and we sprinted after her. We found her in the kitchen, opening a cabinet. However, we could not find the treaty.

What did you do with the rest of your evening?

I was a nervous wreck. I boarded the last train to Woking and that is when my nerves overtook me. For the first time that evening, the horror of my situation came in its full force. Hitherto I had been acting, and action had numbed thought. I had been so confident of regaining the treaty at once that I had not dared to think of what would be the consequence if I failed to do so. But now there was nothing more to be done, and I had leisure to realise my position. It was horrible. Were Watson here, he would tell you that I was a nervous, sensitive boy at school. It is my nature. I thought of my uncle and of his colleagues in the Cabinet, of the shame which I had brought upon him, upon myself, upon everyone connected with me. I collapsed out of the train and the constable brought me home.

You can imagine the state of things here when they were roused from their beds and found me in this condition. It was evident to all that I was in for a long illness, so Joseph was bundled out of this cheery bedroom, and it was turned into a sick-room for me.

During this scene it is possible for the investigators to improve their Status. Anyone showing a charitable concern for Percy's illness gains two Circles of Status. Any investigator that pays particular concern and compassion for Anne Harrison also gains an additional Circle of Status.

How did you meet Anne?

I met while her making the social rounds in London. We have known each other for some time. She has no idea what I do for the Foreign Office. I never discuss my work at home.

Anne Harrison

What she knows:

Her brother didn't arrive back at Brairbrae until shortly before Percy did, near one o'clock in the morning.

Percy was in a frightful nervous stupor that did not get better for a couple of weeks.

Usually, Joseph and Percy ride the train back from London together.

Her brother invests in stocks.

Joseph Harrison

What he knows:

He says he took the 10:40 train back home (This is a lie). An investigator making a roll to determine if Joseph is lying will be opposed by Joseph's three dice.

If questioned about his work, he says he dabbles in stocks from time to time. If asked what stocks he mentions the Westfield Rail Line. If this is followed up by any investigators they learn the Westfield Rail Line has become worthless stock almost overnight, poor management will never see the rail materialize.

His reason for being on the estate is to act as an escort for his unwed sister.

RESOLVE AWARD: Award each investigator with a point of Resolve at the end of the scene.

SCENE 3 - THE SCENE OF THE CRIME

The investigators travel back to London to gather clues and interview witnesses at the Foreign Office where Percy works. They are met by the commissionaire upon entering the office. Once the investigators explain their purpose for being there, he takes on a more helpful disposition and will assist accordingly. He agrees to gather anyone who was present the night of the theft, and will show the investigators to Percy's office once they have finished with the witnesses. Summoning his wife or Charles Gorot is not a problem, Lord Holdhurst is another matter altogether. Use the Rule of Four when allowing the investigators access to the witnesses.

To request an interview with Lord Holdhurst requires a Challenging (4) Status Roll. This is due in part to his elevation to a Lord (despite middle class earnings) and partly because he is very busy within the Foreign Office.

Lord Holdhurst

What he knows:

No one else was in the room when he requested that Percy copy the treaty.

He told no one of his plans to have the copy made.

He gave precise instructions to Percy to wait until the other clerks left before beginning work.

He has no doubt that had France or Russia heard of the Treaty's contents they would have undoubtedly made their findings public by now.

A Sherlock Moment

Any investigator can attempt an Observation Skill Roll at a Demanding (5) Difficulty to see that Lord Holdhurst's shoes have been resoled. This is a clear indication he is having trouble maintaining the lifestyle of a Lord.

The Commissionaire

At first, the commissionaire will deny falling asleep at his post. He is afraid of losing his job. If pressed, he will admit his error and confesses that he fell asleep and was awakened by Percy Phelps.

He verifies he heard the service bell and asked Percy, "Who could that be?"

He admits that his wife was probably protecting some valuables when the police and Mr. Phelps called at the house. They have had things repossessed in the past, but his commissionaire's pension has since paid them off.

If asked if he saw anyone suspicious that evening, he says that he did not even see Joseph Harrison, who usually comes by to pick up Percy so they can ride the train back together.

The Commissionaire's Wife

What she knows:

Hardly anything. She did tell her husband to make the coffee, but she then left.

Any further questioning is enough to raise the Threat Meter. If the Mastermind does not raise the Threat Meter, it should at least be made clear through her dialogue that she is unlikely the thief. She does not even know how to read and write English, let alone French, and would have no idea the value a document like the Naval Treaty would have.

Charles Gorot

What he knows:

He was in the office when Percy stepped out for dinner. He never even saw the treaty.

He inquired of Mr. Phelps as to why Lord Holdhurst had called him into the office. Percy claimed it was, "To congratulate him on his upcoming nuptials."

He left the office about forty-five minutes after he last saw Percy Phelps, and was home by eight o'clock.

He does speak, read, and write French.

Any further investigation into Charles Gorot, besides a casual chat, should be met with a Threat Meter increase.

The Foreign Office

Once the investigators have finished talking to the witnesses and taken a look around the Foreign Office, distribute the following clue cards and allow them to make Reason and Deduction Rolls to further their investigation.

Clue 1: A service bell, rung while Percy was downstairs.

Lead 1: Perhaps a witness rung the bell.

Lead 2: Perhaps the thief rung the bell. (True)

Lead 3: Perhaps another other clerk rung the bell.

Clue 2: A window in the clerk's office – not on Percy's map. (False Clue)

Lead 1: The thief opened the window and escaped.

Lead 2: The thief gained entry to the room through the window.

Lead 3: The thief both gained entry and escaped via the window.

Clue 3: Why in 3 weeks has no other foreign power made use of the contents of treaty?

Lead 1: Because the thief was a direct enemy to Mr. Phelps, not an enemy of England.

Lead 2: Because no power has offered a price for it, not believing it authentic.

Lead 3: Because the thief for some reason has been detained the treaty's delivery. (True)

RESOLVE AWARD: Reward each investigator with three points of Resolve at the end of the scene.

HELP! My investigators are stuck!

It might be beyond some investigators to put the facts together that Joseph Harrison is the culprit. If after mentioning the discrepancy in train times (remember Joseph said he took the 11 PM train, but he didn't arrive home until after 1PM as verified by Anne) and the fact that Percy and Joseph often traveled together isn't enough to raise suspicion then have some money collectors come calling to Brairbrae looking for Joseph to pay them. This should indicate some sort of money problems on his part. If that knock on the head still doesn't seem to help, raise the Threat Meter all the way and have Joseph Harrison hold his sister and future brother-in-law by gunpoint. Maybe the investigators can stop him.

Anne Harrison

Charm: 4

Customs: 3

Observation: 3

Perception: 4

Ride: 3

Class: Middle

Characteristics:

"Woman of Rare Character"

"Good Sort"

Joseph Harrison

Dodge & Defense: 4

Endurance: 4

Fight: 4

Strength: 4

Shoot: 3

Pistol

Street Smarts: 4

Weapons: 3

Knife

Class: Middle

Villainous Guiles:

Bruiser

Quick

Resolved to the Cause

Characteristics:

"A gentleman to whose mercy I should be extremely unwilling to trust"

"Son of an Iron-Master"



Lord Holdhurst

Customs: 4

Deduction: 3

Law: 4

Perception: 4

Social Science: 5

Political Science

Class: Middle

Charles Gorot

Customs: 3

Law: 3

Perception: 3

Social Science: 3

Political Science

Class: Middle

Characteristics:

“Foreign Office Clerk”

The Commissionaire

Area Knowledge: 3

Charles Street

Dodge & Defense: 3

Fight: 3

Observation: 3

Oratory: 3

Shoot: 3

Rifle

Class: Middle

Characteristics:

“Old Soldier”

— Baker Street Clue Card —

Clue: A service bell (rung while Percy was downstairs)

Lead:	Lead:	Lead:
Perhaps a witness rang the bell.	Perhaps the thief rang the bell	Perhaps another other clerk rang the bell

— Baker Street Clue Card —

Clue: A window in the clerk's office 30 feet above the road.

Lead:	Lead:	Lead:
The thief opened the window and escaped	The thief gained entry to the room through the window	The thief both gained entry and escaped via the window

— Baker Street Clue Card —

Clue: Why in 3 weeks has no other foreign power made use of the contents of treaty?

Lead:	Lead:	Lead:
Because the thief was a direct enemy to Mr. Phelps, not an enemy of England.	Because no power has offered a price for it, not believing it authentic.	Because the thief for some reason has been detained the treaty's delivery.

— Baker Street Clue Card —

Clue:

Lead:	Lead:	Lead:

— Baker Street Clue Card —

Clue: *A service bell (rung while Percy was downstairs)*

Lead:	Lead:	Lead:
Perhaps a witness rung the bell.	Perhaps the thief rung the bell.	Perhaps another other clerk rung the bell.

— Baker Street Clue Card —

Clue: *A window in the clerk's office 30 feet above the road.*

Lead:	Lead:	Lead:
The thief opened the window and escaped	The thief gained entry to the room through the window	The thief both gained entry and escaped via the window

— Baker Street Clue Card —

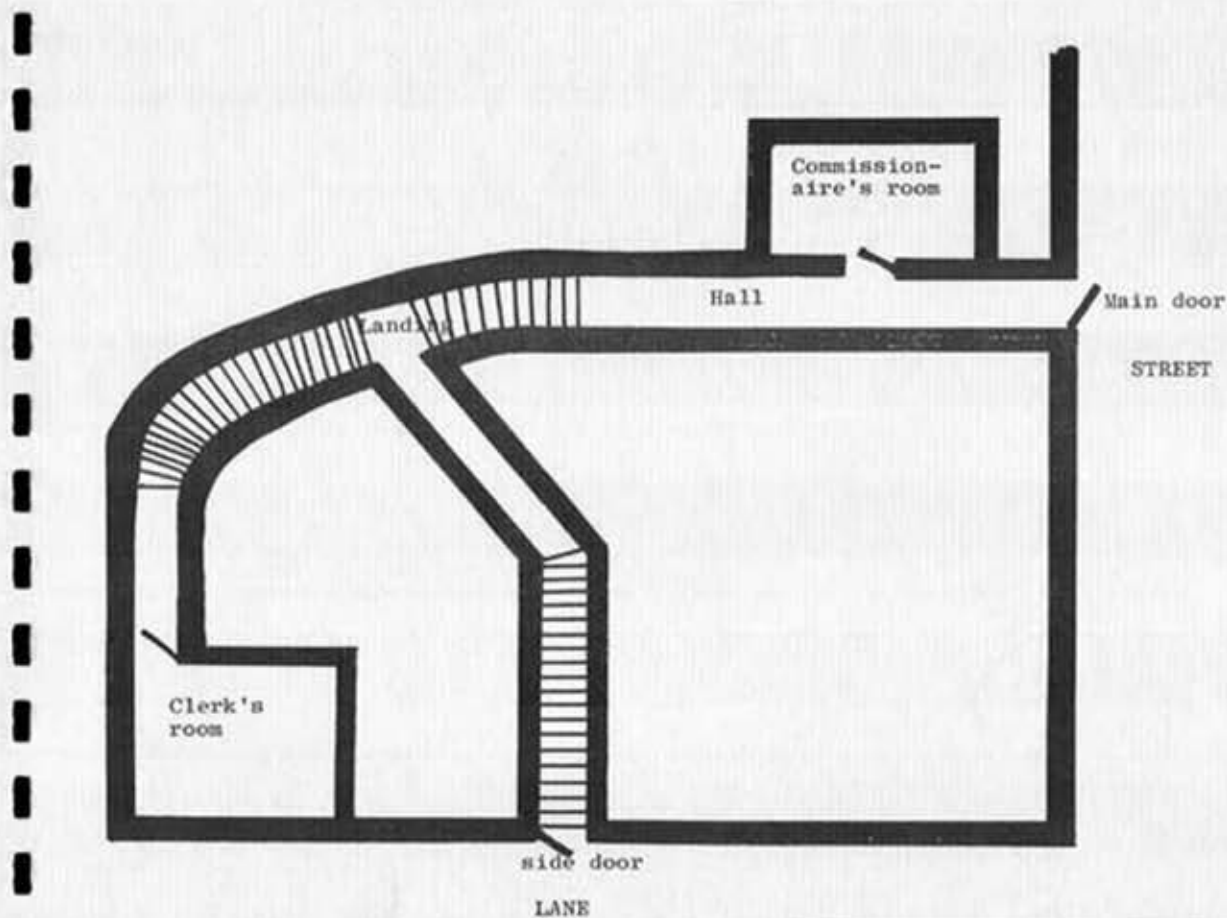
Clue: *Why in 3 weeks has no other foreign power made use of the contents of treaty?*

Lead:	Lead:	Lead:
Because the thief was a direct enemy to Mr. Phelps, not an enemy of England.	Because no power has offered a price for it, not believing it authentic.	Because the thief for some reason has been detained the treaty's delivery.

— Baker Street Clue Card —

Clue:

Lead:	Lead:	Lead:





THE CASE OF THE **Angry Goddess**

By Steven S. Long

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

Lord Arthur Mendham is a wealthy and influential nobleman who has devoted his considerable talents, and not a little of his fortune, to archaeological pursuits. He recently returned to England in triumph after excavating a temple to Ishtar, the Assyro-Babylonian goddess of love and war, in the desert near Baghdad. But triumph turns to tragedy when Lord Arthur is found dead in a room of the British Museum; his skull was bashed in with a stone statuette of Ishtar. His sister Lady Honoria approaches the investigators to get to the bottom of the matter.

THE CRIME

Lord Arthur Mendham was a well-known figure in British social circles. He came from one of the

kingdom's oldest and wealthiest families. Despite this, he was never one to devote himself to the pursuit of idle pleasures. Fascinated by ancient history, he took honors at Oxford and went on to a career as a dilettante archaeologist. Although "dilettante" is not an entirely fair description, since he was good at what he did. Using his own money to finance expeditions through the Mediterranean region and Near East, he conducted several important excavations over the past thirty years.

Mendham's crowning triumph was the discovery of a remarkably intact temple of Ishtar, goddess of love and war, in Mesopotamia. He spent the last several years excavating it, cataloguing the finds, and transporting them to England. He donated the artifacts to the British Museum, which recently finished renovating the Babylonian & Assyrian Room to showcase them.

Concurrent with this, Lord Arthur made it

publicly known that he was retiring from archaeological field work. Years of rough outdoor living, "Oriental" diseases, and the occasional minor injury had taken their toll. He intended to spend the rest of his years advancing the study of ancient history as a scholar in England. This came as welcome news to his family and friends — with one exception. His wife, Lady Marian, did not relish the idea of having him around at all. A clever, ruthless, and exceedingly ambitious woman, Lady Marian has over the years taken advantage of Lord Arthur's general absence to set herself up as something of a behind the scenes power broker in British politics. Wielding Mendham's influence and wealth as a weapon, she has in effect exercised his vote in the House of Lords and made herself an indispensable, if covert, player in British politics. Very little of importance takes place in the British government without her quiet, but never ignored, input.

She had no intention of giving up this power, so Lord Mendham's announcement caused serious difficulties for her. They became worse when Mendham laid down the law, informing her that he knew what she had been doing all these years and that the time had come for her to stop it. If she did not cease all involvement in political matters he would cut her off and "exile" her to one of his country estates in Scotland. Her frustration and anger grew into murderous fury.

After one last, rancorous attempt to convince Lord Arthur to change his mind, Lady Marian accompanied him to a Saturday night party at the British Museum celebrating his lifetime of accomplishments and the new exhibit of his Ishtar finds. Feigning a headache, she left early and "returned to her rooms" at the Mendham home in London. In truth she crept away and hid in the Babylonian & Assyrian Room. The next day, Sunday, when Lord Arthur came in to check on the exhibit and make a few adjustments before opening, she brained him with a small statue of Ishtar. Covering herself with a nondescript wrap she had brought along in her purse, she then mingled with the

Sunday afternoon crowds and left the Museum at about the same time the first visitors to the exhibit discovered the body.

ADVICE FOR THE MASTERMIND

This case is intended for Masterminds and players who have become reasonably comfortable with the Baker Street RPG rules after participating in several cases. Since it features numerous NPCs/suspects (see below), the Mastermind should be sure he is familiar with all of them (and their motives) so he can answer the investigators' questions properly and keep the web of clues challengingly tangled.

One further note about the case, Observation Rolls are not used to find clues. Instead, when the investigators ask a relevant question, hand them the appropriate clue. Clues are listed next to the characters or scenes in which they are most likely to be found. However, it is possible for the investigators to glean information from one character about another, and thus receive a clue. The Mastermind should offer a bit of friendly advice, all clues are relevant. Therefore, Reason Rolls are not required. When the investigators are prepared to follow up on leads, have them make the necessary Deduction Rolls.

Similarly, the Mastermind should review the rules so he is prepared to deal with the unexpected. Investigators often do things not even the cleverest Mastermind can anticipate, or become fixated on specific aspects of a case while ignoring others. A Mastermind who is thoroughly versed in both the rules and the NPCs can react to their choices and help steer the course of the narrative in ways that ensure maximum fun for everyone involved.

If the investigators dedicate significant resources or time to investigating false leads or clues, consider raising the Threat Meter and informing them they are not on the right track (see below). How far to let them take false leads and clues is at the Mastermind's discretion.

DRAMATIS PERSONAE

This case involves a large number of NPCs with motive to kill Lord Arthur. To help the Mastermind remember who is who, here is a brief description of each one.

Stewart Cheverall, Ph.D.

Key descriptive elements: thirty-ish, reasonably well-dressed, average height and build, brown hair; carries himself with the air of efficiency and diligence one usually associates with top-level store clerks.

Stewart Cheverall is the Assistant Keeper for Egyptian and Assyrian Antiquities whom Sir Randolph (see below) assigned to assist Lord Arthur with the creation of the Temple of Ishtar exhibit. Over the weeks the two of them have worked together it has become apparent they do not get along at all. Lord Arthur unceasingly criticized Cheverall's choices, scholarship, conduct, and attitude — the Assistant Keeper does not seem to be able to do anything right in Mendham's eyes. For the most part Cheverall has swallowed the abuse, though there have been a few arguments that got louder than they should have — arguments Cheverall always lost, since he cannot compete against a famous peer of the realm.

Privately Cheverall has made no secret of the fact that he considers Lord Arthur a dilettante whose learning and scholarship are poor at best, a blunderer who is likely done as much harm as good with his excavations, and a lackwit who does not understand exhibit design or museum practicalities at all. Cheverall's disdain for and resentment of Lord Arthur could easily have reached the point where he decided to get rid of the arrogant nobleman once and for all.

Roger Hingston, Ph.D.

Key descriptive elements: slender, clean-shaven, wears glasses, dresses in middle-class clothing; studious, unobtrusive; usually has at least one book with him.

Roger Hingston, who studied ancient history at Oxford, has been Lord Arthur's chief assistant in the field for the past ten years. He turned his back on a promising career in academia to accompany Lord Arthur on his expeditions. While he admires Lord Arthur for his dedication to archaeology, he is also jealous of him and claims (in private — for now) that Lord Arthur has stolen credit for a lot of discoveries that he (Hingston) made and research that he did. Over the years he has become extremely bitter about it.

Nor is that the only thing Mendham stole from him. After returning to London from the Ishtar temple excavation Hingston learned that Lord Arthur and his wife Stephanie had carried on an affair for the past two years.

Stephanie Hingston

Key descriptive elements: attractive mid-twenties woman with reddish-brown hair, dresses as well as she can on a middle-class income; speaks with a Scottish accent.

Stephanie Hingston, Roger's wife, had no particular interest in history or archaeology when they got married. That changed after she met Lord Arthur. Suddenly she paid a lot more attention to her husband's work and even came to visit him in the field several times. This had nothing to do with uxorial devotion; she fell in love with Lord Arthur, and the two of them began an affair.

She was quite content with the situation, but then Lord Arthur decided to remain in England permanently. Unwilling to risk scandal, he abruptly ended the affair. After he rebuffed her several attempts to rekindle their romance, her sorrow turned to anger. But she still would have taken him back if she could have, and is distraught at his death.

The Hingstons have no children. They live in a modest flat in London, not very much different from the accommodations at 221b Baker Street in terms of quality.

Lady Marian Mendham

Key descriptive elements: aristocratically beautiful, dresses in the best of fashion and jewelry, has short black hair and piercing green eyes; witty and clever, always seems to say the right thing or know just what biting comment to make; carries herself with an air of assurance that only the combination of vast wealth, vast influence, and vast ability can confer.

Lady Marian is Lord Arthur's wife of many years; they have one adolescent son (Gordon) and a daughter several years younger (Penelope). Despite approaching middle age, Lady Marian retains much of her good looks and still turns heads wherever she goes. She is a fixture in the British social scene and seems to know pretty much everyone worth knowing. Few members of the British upper class or nouveau riche dare to cross her openly (though the investigators may not necessarily know that).

She does not make it obvious, but Lady Marian is highly intelligent and observant. She pretends to be an ordinary Victorian lady of means, but in fact is much more than that, as discussed above. She resents the role social conventions have forced upon her and yearns with an intense ambition for more. Having been denied "acceptable" means to satisfy her desires, she has turned to shadowy influence-peddling, and at times even crime (such as blackmail).

Lady Marian has the following Guiles (see her character sheet for more information): Careful Villain; Charming Rogue; Master of Machinations; Perceptive; Well-Positioned Agents; Well-Respected Villain. (Her Well-Positioned Agents doesn't reflect the fact that she has actual "agents" per se, but that she can use her extensive social influence to sway important people behind the scenes. For example, if a detective becomes a nuisance, she might appeal to her good friend Sir Edward Bradford, Commissioner of Police [1890-1903], to re-assign that detective or otherwise call him off.)

Sanjar

Key descriptive elements: tall (6'8"), immensely

strong, imposing-looking Persian who wears the clothes of a valued British manservant; speaks accented but fluent English; always seems calm, cool, and collected.

Lord Arthur met Sanjar while on an expedition to Persia many years ago. Taken with the (at that time young) man, he hired him and trained him to be a general manservant who could see to his needs both in the field and in England.

Despite the fact that he valued Sanjar highly, Lord Arthur did not always act kindly toward him. He often lost his patience with Sanjar, spoke to him rudely, treated him with typical upper class condescension for a "foreign devil," and generally abused him despite his loyalty. It is possible Sanjar finally snapped, lost his temper, and took revenge for years of mistreatment.

Sir Randolph Swannick

Key descriptive elements: middle-aged, upper crust, British scholar, always well-dressed for the occasion, hair starting to grey; always acts like a proper, courteous British gentleman.

Sir Randolph Swannick is the Keeper of Egyptian and Assyrian Antiquities at the British Museum (in essence, the curator of that department). He worked his way up to that position through years of scholarship, effort, and making connections in London's endless social swirl. Although he has traveled to Egypt and the Near East on several occasions, he is more of an armchair scholar than a field man.

An old school chum of Lord Arthur's, Sir Randolph came from a less prominent (and wealthy) family and thus did not have things quite as easy as Lord Arthur did despite being his equal in the subject of ancient history. They have remained close friends and colleagues through the years, but Sir Randolph has become intensely jealous of Lord Arthur's discoveries and fame, all achieved with seeming effortless while he himself toiled away in obscurity. The acclaim that Lord Arthur's received for his final and greatest discovery may have been enough to make him snap and take out his frustrations in a murderous manner.

THE THREAT METER

The Mastermind should preview the rules on the Threat Meter and understand the progression of the Threat Meter as presented here. The Threat Meter increases whenever the investigators take an extra round of investigation, ask additional rounds of questions, or when they spend too much time on false leads. If it increased past the sixth threat, the investigators trigger the appropriate endgame.

1. As the Threat Meter increases, the case becomes more difficult. The tension reaches level one. Rolled 1s on the Sherlock Die no longer have an effect.
2. The investigators focus their efforts on a suspect other than Lady Marian, giving her a chance to shore up her alibis and work against them behind the scenes. Reduce the Experience Points awarded to each investigator by one.
3. The case becomes more difficult. The tension reaches level two. Rolled 1s or 2s on the Sherlock Die no longer have an effect.
4. The investigators continue to ignore Lady Marian, fall for her tricks, or find themselves unable to move against her decisively. Reduce the Experience Points awarded to each investigator by two.
5. As the Threat Meter increases, the case becomes more difficult. The tension reaches level three. Rolled 1s, 2s, or 3s on the Sherlock Die no longer cause 1s, 2s, or 3s to no longer have an effect.
6. The investigators are perplexed and know that their next step may be their last. Reduce the Experience Points awarded to each investigator by three.

Endgame 1: The investigators become convinced that one of the other suspects is guilty and arrange for his arrest, put him in a position where he commits suicide, or the like — thus convincing them and the public that he was guilty and letting Lady Marian off scot-free.



Endgame 2: The investigators become more and more certain that Lady Marian is somehow involved, forcing her to move against them more decisively. This may work — or it may ironically increase their determination to find the truth or accidentally reveal her machinations.

Alternately, the Mastermind may want to consider changing the Threat Meter rules for this case. The truth is that Lady Marian does not care how much time the investigators waste looking into suspects other than herself. As long as they look into other suspects and buy her “grieving widow” act, she will not do anything to hinder them. (However, if she has the chance to complicate matters at no risk to herself so that they keep chasing down blind alleys, she will certainly take it. If there is some risk, she will weigh that against the potential benefit before taking action.)

Therefore, if the Mastermind prefers, in this case the Threat Meter does not increase if the investigators follow false leads. It only increases if and when they investigate Lady Marian and she feels the need to disrupt the investigation, mislead the investigators, or somehow dispose of the “interlopers” permanently.

SCENE 1 – A SISTER’S CONCERN

Lady Honoria Mendham Reddington, Lord Arthur’s sister, arrives at 221b Baker Street in a richly-appointed private carriage. Mrs. Hudson shows her in, and Dr. Watson, a social acquaintance of hers whom she approached for aid, makes introductions before departing.

Lady Honoria is a middle-aged woman of average appearance. She is wearing mourning black (including a veil), but her dress is still of the best quality. She seems a bit ill at ease in the (for her) “unusual” surroundings, and all the more so if any of the investigators seem like questionable people (Status 2 or below). Nevertheless her need is great, so she launches into her explanation and request after Mrs. Hudson brings some tea.

(The investigators are, of course, free to interrupt Lady Honoria at any time to ask questions. But she may not take kindly to it, particularly if it happens frequently or is done in what she would consider a “rude” manner. Probing questions about indelicate situations — like Lord Arthur’s romantic affairs — may also get her back up. A one or two Status circle penalty may be in order for those not adhering to the Victorian Code of Conduct. Caveat investigator.)

Other Ways To Involve The Investigators

Depending on who the investigators are, the Mastermind may have better or more appropriate ways to draw them into the Case of the Angry Goddess.

If any of them are professionally associated with the British Museum and/or the world of archaeology, they might be in the Museum when a visitor discovers Lord Arthur’s body. Or the Museum administration, interested in resolving the matter as soon as possible to avoid bad publicity, may call on such investigators to lend their services. (This assumes, of course, that the investigators are known as sleuths.)

If any investigator has sufficient Status to mingle with the likes of Lord Arthur, Lady Marian, and their ilk, this may offer him an inner glimpse into some of the complexities of the case. He may know from gossip that Lord Arthur had been having an affair (but not that he recently ended it), or that Lady Marian wields considerable influence in British society.

Lastly, any investigators with sufficiently high Status — 5 or above — will have a much easier time talking to the likes of Lady Honoria and Lady Marian, and thus getting useful information out of them.

“Thank you for agreeing to see me today. Doctor Watson speaks highly of your character and abilities, and I fear you may need all of your competence to assist me in this dreadful matter.

“My brother is Lord Arthur Mendham, the renowned archaeologist. Why he felt he had to tramp all over the world in search of dirty relics I am sure I do not know, and no one else in the family understood it either, but it was dear Arthur’s absolute obsession. He was never happier than when examining some centuries-old pot or Egyptian statue.

“As you have no doubt read in the papers, my brother was brutally murdered in the British Museum last Sunday morning. Scotland Yard has made the matter a priority, but so far seems to have accomplished very little as far as I am concerned. So I think it is time for the family to take a more direct hand. Gentlemen, I would like to hire you to discover who murdered my brother and see that his killer is brought to justice.”

Interviewing Lady Honoria

Treat interviewing Lady Honoria as a roleplaying opportunity instead of a Character Investigation. Use a sort of Rule of Four to determine the investigators’ reward instead of increasing the Threat Meter. Remember, as an upper class woman she will not react well to badgering or “sensitive” inquiries. Here is what she knows:

Tell us something about yourself.

"I live primarily at my family's home here in London. My brother lived there as well with his wife, as does our other brother, Thomas, and his wife Eleanor, and all their children. Sometimes it is such a whirlwind I cannot keep it all straight! My husband George died several years ago of consumption, the poor dear. We were never blessed with children, so it is fortunate that I have so many nieces and nephews to pass my hard-earned wisdom along to."

What has Lord Arthur been doing recently?

"As you no doubt read in the papers several months ago, my brother made a fabulous discovery in the desert — some temple or other, I believe — and brought a large number of valuable artifacts back to the British Museum. I have no idea what they were, but he frequently told me how important they would be to the study of ancient history. Ever since then he has been working at the Museum to get them ready to display. He was there at all hours trying to make the exhibit perfect; he had missed more family meals and gatherings than I can recall — sometimes he had even missed church!"

Did he miss church last Sunday?

"Yes he did," she says with a catch in her voice, obviously upset by this particular fact. "The last time I saw him alive was at breakfast. He was in good spirits after the celebration the night before and ate a hearty meal. He dashed out the door to go to the Museum to do some "last-minute work," as he called it. His exhibit was opening to the public that afternoon and he wanted everything to be just right."

Clue: Lord Arthur was last seen alive by his family at breakfast on Sunday morning; after that he went to the Museum to work on the exhibit.

Lead: Since the Museum is well-guarded when it is not open, the killer must have been one of the guards!

Lead: Many Museum officials could come in and out when the Museum was closed on Sunday morning, and in fact did so; any of them might be the killer.

Lead: The celebration the night before gave the killer access to the Museum; otherwise the guards would have seen him enter on Sunday. (True)

There was a celebration last Saturday night?

"Oh my, yes, it was quite an elaborate affair. They held it in part of the Museum after hours to kick off the new exhibit and honor my brother for his work since he was retiring. It was reported on the society page of the Times and other papers, I am sure. The family and all his friends were there, and colleagues he worked with — Museum people and professors and such. I did not stay long; I am afraid I am past the point in life where such events hold much attraction for me."

Lord Arthur was retiring?

"Yes, thank heavens. For thirty years he has wandered all over the world on those expeditions of his. He's caught all manner of strange, tropical diseases, lived in the most deplorable conditions, and once was even shot with an arrow by some native tribesman! He had finally had enough and was planning to remain in England for the rest of his life."

What did he intend to do in England?

"Oh, the usual sorts of things one does, I suppose. No doubt he planned to work more with the Museum, or perhaps lecture at Oxford. He mentioned something the other day about writing a book, about what I certainly do not know. His dreadful adventures, I suppose."

Clue: Lord Arthur was retiring from fieldwork and planned to write a book about his adventures.

Lead: Lord Arthur's family was not entirely happy about his writing a book, fearing it might bring scandal upon them.

Lead: Lord Arthur's announcement of his retirement a short while ago came as a surprise to his family, friends, and colleagues.

Lead: The fact that Lord Arthur would remain in England from now on undoubtedly had something to do with his death by spurring his killer to act. (True)

Do you know anyone he worked with?

"I certainly do not. I am sure I was introduced to some of them at the celebration, but if so I do not recall their names. No doubt someone at the Museum could inform you on this point."

Had Lord Arthur ever been involved in any... scandals?

"Certainly not! My brother was an upstanding man and a credit to his family and his country."

Had he been troubled or concerned about anything lately?

"Just about that exhibit at the Museum; it seemed to occupy his every thought. Apparently some of the other people at the Museum were difficult to work with, and that only meant he had to do more himself. Now that you ask, though, I do recall that he received several letters recently that put him in a pensive mood. I asked him what the matter was; he said it was a business arrangement and no cause for concern."

Once the investigators are done with their questions, Lady Honoria will get up to leave. She thanks the investigators for their undoubtedly thorough efforts on her behalf and requests that they keep her informed of what they learn on a regular basis. She does not mention money, but will discuss it if pressed. She is willing to pay quite well — the highest fee the investigators have ever received, in fact — if they conclude this matter quickly, professionally, and quietly. Above all she wants to know what happened to her brother, but a close second is keeping the

"scandal" out of the papers as much as possible. If the investigators drag the Mendham name through the mud in any way, they will find their fee shrinking rapidly.

RESOLVE AWARD:

For every four questions answered by Lady Honoria, award each investigator one point of Resolve.

SCENE 2 – PRELIMINARY STEPS



Before they proceed further, the investigators may want to gather some preliminary information to expand on what Lady Honoria told them. Their most likely avenues of information-gathering are reading the newspapers and talking to the authorities.

Read All About It, Guv'nor!

The investigators can easily find newspapers from last Sunday and Monday describing in the former case the celebration on Saturday night, and in the latter the discovery of the murder. The story about the murder provides the following pertinent information:

—according to security guards, Lord Arthur entered the Museum at approximately 9:00 AM. Several Museum employees spoke with him briefly in passing, but he made his way determinedly to the Babylonian and Assyrian Room, in the northwest part of the First Floor* off the North Corridor to do a little last-minute work on the Temple of Ishtar exhibit. No one was helping him, not even his primary assistant Dr. Stewart Cheverall, and no Museum employee saw him alive after that. (Or more accurately, no Museum employee will admit to having seen him alive.)

* For American readers, the First Floor means the first floor above the ground floor — in other words, the second floor. What Americans call the first floor the British refer to as the “Ground Floor.”

—the Museum opened at 2:00 PM, as usual for a Sunday. Due to the publicity surrounding the Ishtar exhibit, a moderate crowd of visitors headed for the Babylonian and Assyrian Room right away. They got there only to discover Lord Arthur’s bloody, lifeless body. They quickly reported this to Museum officials, who called Scotland Yard. Detectives cordoned off the room and began an investigation.

—Lord Arthur was “bludgeoned to death with one of the exhibit’s artifacts” (the papers provide no further details, at the insistence of Scotland Yard)

If the investigators look at later papers, up to the papers from the day Lady Honoria comes to hire them, they will discover that Scotland Yard has made little progress with the case. Depending on how the Mastermind wants to run the case, the lead detective could be an NPC who has appeared in the campaign before, or a new detective introduced into their adventures for the first time. (In the latter case, it is probably best to make the detective helpful, or at least not a hindrance; the investigators have enough problems to handle in this case without an officious detective disrupting their sleuthing.)

Talking To The Yard

Assuming the investigators have “friends” at Scotland Yard, or are willing to rely on their social skills and Status to get access, they can talk to the police about the Mendham murder investigation. This should only require Skill Rolls if they have to persuade (or otherwise convince) someone to help them. Instead, just roleplay the part of a detective and pass along the following information to help their investigation:

—the murder weapon was a statue of the goddess Ishtar carved from stone. It is about a foot long and weighs nearly fifty pounds.

—Lord Arthur was hit twice. The first blow, from behind, badly cracked his skull and knocked him

out; it probably would have led to fatal complications regardless. The second blow caved in his skull completely.

—The killer probably got some blood or brain matter on his clothes. However, no one was seen walking through or leaving the museum in that condition.

—The blood on the floor around Lord Arthur was still wet.

—Scotland Yard has talked to numerous persons Lord Arthur associated with, including all the suspects listed above under “Dramatis Personae.” They have no solid suspects. They realize from the interviews that many people didn’t like Lord Arthur much, but nothing points to anyone hating him enough to kill him.

—according to the terms of his will, Lord Arthur’s primary heir is his adolescent son, Gordon (who of course also inherits his title). His mother, the widowed Lady Marian, will administer the Mendham estate as Gordon’s guardian until he reaches legal age.

If the Mastermind wants to help (or distract...) the investigators by passing along any other information or tips, this is a good time to do it.

Clue: Lord Arthur was hit from behind.

Lead: The killer was stealthy enough to approach Lord Arthur undetected.

Lead: The killer ambushed Lord Arthur, taking him by surprise.

Lead: Lord Arthur knew his killer well enough to turn his back on him. (True)

Clue: No trace of the killer was found after the discovery of the body.

Lead: The killer must not have had to leave the Museum — perhaps he was employed there in some capacity.

Lead: The killer could easily have mingled with the people visiting the Museum and slipped out before the police could act.

Lead: For the killer to slip out unnoticed, he would have had to change clothes or cover himself so any

bloodstains on what he wore when he killed Lord Arthur did not show. That indicates the killer planned the murder in advance and prepared for this, and that he had a way to carry some sort of extra clothing in and out without attracting attention. (True)

Clue: The statue of Ishtar used as the murder weapon is so heavy only a strong person could have wielded it as a club.

Lead: Given the nature of the murder weapon, the killer must be quite strong, and therefore a man.

Lead: The statue of Ishtar is not as heavy as it seems at first glance; a healthy adult could at least pick it up.

Lead: The statue is not that heavy — most healthy adults could have picked it up and swung it. However, awkwardness and/or lack of strength could explain why the killer had to strike two blows to kill Lord Arthur. (True)

RESOLVE AWARD:

Award each investigator one point of Resolve for their thorough preparation.



SCENE 3 – CHARACTER INVESTIGATIONS

Refer to this scene whenever the investigators question any of the suspects or other persons of interest. Use the Rule of Four to determine if Threat Meter increases are required.

At this point the investigators should have plenty to keep them occupied — specifically, they have a lot of potential suspects to talk with. This makes for a roleplaying-heavy investigation, so the Mastermind should season the interview scenes with some action-oriented encounters if the players need a break from questioning those involved. Some possibilities include:

—while the investigators are in the British Museum to talk to Swannick, Hingston, or Cheverall, a robbery attempt unrelated to the murder occurs. Naturally, the heroic investigators will attempt to stop such dastardly deeds! If they succeed, particularly without allowing any of the Museum's priceless treasures to come to harm, Museum officials (including Swannick) will be much friendlier toward them, and much more inclined to be helpful when possible.

—a suspect takes umbrage at the way the investigators question him and lashes out. This is most likely with Sanjar, but despite his slender physique Dr. Hingston's no slouch after years of archaeological expeditioning.

—once the Threat Meter rises to a high enough level, Lady Marian (or, more accurately, someone she has direct or indirect influence over) may send Reprobates after the investigators.

—Lady Marian covertly alerts the papers about the investigators and their activities, causing all sorts of problems for them. Alternately, if an investigator has gone to great lengths to hide his “hobby” from

society, she may try to blackmail him (again, through intermediaries, not directly).

—Hingston or Cheverall “commits suicide” with the help of some Reprobates, thus implicitly “confessing” to Lord Arthur’s murder and complicating the investigators’ job.

British Museum Personnel

If the investigators have any sort of official sanction (for example, one of them is a detective), all Museum personnel not named below will cooperate with them generally. The same applies if an investigator can make use of Status to impress them, but keep in mind that most of the Museum’s officials have a certain standing themselves (Status 3-4, sometimes even 5). Lower-ranking employees will of course be nervous about revealing anything they think might be sensitive or secret, for fear of losing their jobs.

Stewart Cheverall

When interviewed (probably at the Museum), Cheverall will not be overtly antagonistic toward the investigators, but he will not be friendly or any more helpful than he has to be. His attitude, within the bounds of Victorian British propriety, will be one of surliness, dislike of “being treated as if I were a common criminal,” and resentment at having his work interrupted for no good reason.

The investigators can learn the following facts from Cheverall if they ask the right questions.

“I worked closely with Lord Arthur for the past several months preparing the Temple of Ishtar exhibit. We were together almost daily, often for hours at a time.”

“I’ve never made any secret of the fact that I did not particularly like the man. He did not think much of me, and I did not think much of him. He was an arrogant blowhard who used his money and position to get his way. His scholarship and methods were suspect at best,

and he certainly did not understand how to arrange a museum exhibit properly or the realities of running a museum.” (Cheverall can provide specific information to back up his assertions, but at least half of it is opinion and none of it is relevant to the case.)

“Yes, it is true that we got into an argument the Friday before his death. He wanted to arrange a significant part of the exhibit based on aesthetic principles to the detriment of the public’s ability to learn from the artifacts, and I said it should be otherwise. I am not surprised other people in the Museum heard us shouting at one another. I regret losing my temper and apologized to Lord Arthur for it the next day — though he, of course, did not reciprocate. And of course he got his way. I wish you luck trying to determine the evolution of Mesopotamian religious practices from the order of the exhibit.”

“Yes, I was at the party Saturday night. I only spoke to Lord Arthur briefly to be polite and to introduce my wife. She was quite charmed by him; most people are. His wife Lady Marian was there too, but I did not meet her. I do not think I ever saw them together the whole evening.”

“I did notice a certain... frostiness between Dr. Hingston and his wife. I do not know what that was about, but they did not seem to be in a social mood.”

“Sanjar? You mean Lord Arthur’s manservant? He always seemed to be lurking around. The brute frightened me, to be honest. I have never seen anyone so big and strong.”

“Sir Randolph and Lord Arthur are old school chums, I believe. They studied together at Oxford and have been close friends ever since. Sir Randolph’s a much better scholar, though he is not famous like Lord Arthur.”

“I left the celebration about 9:00 PM and returned home with my wife. Sunday we attended church with the children and then had luncheon. I arrived at the Museum at about 1:00 PM.”

(Witnesses can corroborate his appearance at church and luncheon.)

"No, I am not sorry he is dead. But I did not kill him. I have no idea who did."

Clue: Stewart Cheverall and Lord Arthur were strongly at odds over the exhibit.

Lead: Cheverall was bitter and angry enough over how Lord Arthur treated him that he could have snapped and killed him.

Lead: Cheverall never tried to hide his disagreements with Lord Arthur; if he committed the murder he foolishly attracted suspicion to himself.

Lead: Cheverall can be hot-headed, but he does not seem the type to give in to violence. (True)

Roger Hingston

When interviewed (probably at the Museum), Dr. Hingston will seem a little nervous at being questioned, but cooperative enough. Clever investigators may note more than a touch of bitterness in his manner and tone even if they do not ask the right questions to find out why. Have the investigators make Observation Rolls at a Challenging (4) Difficulty. With 1 or 2 successes they perceive his bitterness but chalk it up to professional differences/rivalries; with 3 or more successes they realize it runs deeper than that — there was something personal between the two men.

The investigators can learn the following facts from Dr. Hingston if they ask the right questions.

"Yes, I was Lord Arthur's assistant both in the field and here at home — his second in command, if you will. We have worked together for nearly a decade. He saved my life on a couple of occasions, and I did the same for him — not that you would ever know that from the way he talked about our expeditions." (Hingston can provide specific anecdotes to back up what he says, and other expedition members can corroborate his statements.)

"Lord Arthur was a competent scholar and field man, but not as brilliant as the papers would have you believe. More than a few of his finds and scholarly arguments were actually made by me, or by others with us on the expeditions." (Again, other expedition members can corroborate this, as can Lord Arthur's private journals and notes.)

"I do not know what I will do now. I cannot afford to fund archaeological expeditions myself the way Lord Arthur could, and I do not think I'd have much luck securing the patronage of another lord or the Museum — since Lord Arthur took credit for all of my work. No one knows what I have really accomplished or my true capacity."

"Yes, I was at the party Saturday night with my wife. I spent some time speaking with Lord Arthur, but only had the chance to say hello to Lady Marian — she was not together with him the entire night, as far as I saw."

"Mrs. Hingston and I had an argument about a personal matter before the party and were not really in the mood to be friendly to one another. I am sorry others noticed, though. We were so upset that she left to go stay at her mother's and I returned to our home."

"The cause of our argument was a personal matter between the two of us."

"Very well" (he says with a resigned sigh). "If you must know, I learned recently that my wife and Lord Arthur had been carrying on an affair for at least the past two years. As far as I know it went on right up until he died."

"I learned when I caught her preparing to mail a letter to him and insisted on knowing what it was all about. She broke down and confessed. Yes, I still have the letter." (Hingston will refuse to give the letter to the investigators unless forced — either because one of them has some sort of official power, or they physically threaten him, persuade him, or the like. Alternately they could steal it from his house, or convince Mrs. Hingston to let them search for it. Finding it in

Hingston's bedroom requires a successful Observation Skill Roll at Average (3) Difficulty. The unmailed letter contains some angry sentiments, even angrier than those Stephanie expressed in her last letter to Lord Arthur.)

"Sunday morning I arose and had breakfast. No, no one saw me; I was by myself at my home. I met my wife at church and we reconciled enough for her to come home. I did not go to the Museum until I learned of Lord Arthur's death." (Witnesses can confirm that he was in church with Mrs. Hingston, and that he came to the Museum at about 3:00 PM.)

"I am sorry he is dead because it will cause me great difficulty in my work situation. I did not kill him, and I have no idea who did."

Clue: The Hingstons did not spend much time together at the celebration on Saturday night.

Lead: This is not unusual; she just is not interested in his "shop talk" with his professional colleagues.

Lead: They must have had some sort of disagreement, but there probably is not more to it than that. Married couples quarrel all the time.

Lead: The two of them definitely behaved coldly toward one another. A serious rift of some sort has arisen between them. (True)

Stephanie Hingston

When interviewed (at her home), Mrs. Hingston will be nervous and distraught. She is obviously grief-stricken (though the investigators won't know it's over Lord Arthur until they ask about that). She is too frightened and remorseful to dissemble, though rude or indelicate questions will shock her into an offended silence.

The investigators can learn the following facts from Mrs. Hingston if they ask the right questions. (Masterminds, do not forget her Scottish accent when you take on her role- if you like to do accents.)

"Mr. Hingston and I have been married for seven years. We met through a mutual friend of our mothers'. We have not been blessed with children yet."

"I do not know anything about history or digging up pottery, but I try to be supportive of my husband. I visited him several times on his expeditions."

"We certainly could not afford for me to travel abroad that way. My trips were made possible by the generosity of my husband's employer, Lord Arthur. I am sure he did similarly kind things for other valued employees."

"Yes, I attended the party Saturday night. Mr. Hingston and I had an argument earlier that afternoon and were not on the best of terms, so I did not stay long; I spent the night at my mother's home outside of London. I spoke to Lord Arthur briefly; he was as charming as usual. I only met his wife briefly; they did not seem to spend any time together all evening."

"I met Roger at church the next morning after having breakfast with my mother. We reconciled, and spent the rest of the day at our home." (The mother can verify the truth of the breakfast, but what mother would not lie to protect her only daughter? Witnesses can attest that the couple was in church together.)

"I'm sure I do not know what you are referring to. I have never been involved in anything remotely scandalous."

"That is a deeply offensive insinuation, sir, and I must insist that you apologize."

(With a little sob.) "Yes, yes, it is all true. Arthur and I were romantically involved. We had been for about two years. We met when he and Roger were home from one of their expeditions, and we fell in love. When I visited the expeditions it was to see him, not Roger."

(A stronger sob.) "Oh, it was awful. After he came home this time, he told me we could not be together anymore — he was terrified of the scandal. I begged him not to abandon me, but he

never did. Now he never can!" (Extended weeping.)

"I do not know if Lady Marian were aware of our romance. From the way Arthur spoke, I do not believe she was, though."

"I was a little upset when I wrote those last letters, especially the one Roger stopped me from sending, but that was only heartbreak and distress speaking. I could never hurt Arthur, I loved him!" (One success on a Perception Skill Roll at Average (3) Difficulty convinces the investigators that she is telling the truth when she says she loved him. But it requires three successes at Challenging (4) Difficulty to verify that "I could never hurt him" is also true.)

Clue: The Hingstons did not spend much time together at the celebration on Saturday night.

Lead: This is not unusual; she just is not interested in his "shop talk" with his professional colleagues.

Lead: They must have had some sort of disagreement, but there probably is not more to it than that. Married couples quarrel all the time.

Lead: The two of them definitely behaved coldly toward one another. A serious rift of some sort has arisen between them. (True)

Clue: Stephanie Hingston stayed with her mother on Saturday night, but met her husband at church on Sunday.

Lead: Unless one takes the word of Stephanie's mother at face value, her whereabouts from the time she left the party until she arrived at church on Sunday morning are unaccounted for.

Lead: Stephanie Hingston did not arrive late to church on Sunday.

Lead: The chances of Stephanie killing Lord

Arthur, changing clothes, and making it to church on time are so remote as to border on the impossible. (True)

Lady Marian Mendham

Even if the investigators have powerful official positions or high Status, getting to see and interview Lady Marian will require some effort. Citing the fact that her entire family is in mourning, and that she has to look after her bereaved children, she will rebuff all attempts to speak with her for as long as she reasonably can. If it reaches the point where her refusals seem suspicious she will acquiesce. But if she has a socially acceptable reason for not talking to the investigators (even if it is just "I would never associate with persons such as yourselves"), she will persist in her unavailability. (If cornered somewhere, such as at a social function, she will disengage as quickly and politely as she can. Then she will go to work using her influence and wealth to remove the investigators as a threat to her. The same applies if they become too persistent in any other attempts to interview her.)

If she does speak to the investigators, Lady Marian will use her Acting Skill to feign true grief over her husband's death. It is not a hard act to believe, since most people assume she is, in fact, in mourning. But the investigators should get to make Perception Skill Rolls against a Challenging (4) Difficulty to realize she is not quite as sad as she pretends to be. One or two successes mean they realize she is shamming a bit, but they chalk it up to trying to put on a proper face for society rather than any more sinister motivation. Three or more successes and they realize her motivations for the pretense run deeper.

The investigators can learn the following facts from Lady Marian if they ask the right questions. If at any point she feels she has lost control of the situation, she will icily bring the interview to a close as quickly as possible and have the investigators escorted from the premises immediately — and the Threat Meter goes up (possibly by more than one step).



"No, I did not really know any of my husband's colleagues. I have dealt with Sanjar frequently, of course, but he is just a servant. Out of respect for my late husband I have kept him on, but with Arthur gone I expect he will wish to return to his native land soon enough. I have met Dr. Hingston on several occasions. He seems like a polite, capable man. I have never met his wife that I recall."

"Of course I was at the celebration Saturday night. It was a wonderful affair honoring Arthur for all his hard work and scientific accomplishments. I got to see many old friends. Unfortunately I developed a splitting headache — I get them sometimes — and had to leave early. I came back here, had some tea, and went to sleep." (See The Mendham Servants, below, for more information. If the investigators can get access to her medical records, or persuade her doctor to violate doctor-patient confidentiality, they can verify that Lady Mendham has suffered from migraines in the past and has prescription medicine to take for them.)

"I slept in late the next morning and woke up feeling quite refreshed. By the time I arose,

dressed, and went down, Arthur had already left. The party was the last time I ever saw him alive."

::chagrined sigh:: "Yes, I was aware that my husband was having an affair with that dreary Scottish girl. Men will be men, after all. I let him have his freedom without complaint and he let me run the household and estate as I saw fit."

"No, I have never been unfaithful to my husband in any way, and I bitterly resent that question."

"Yes, Lord Arthur and I had an argument last Friday night. No, I will not tell you what it was about. It was a deeply personal matter between a husband and a wife that I will thank you not to refer to again."

Clue: Lord Arthur and Lady Marian did not seem to spend much time together at the celebration Saturday night.

Lead: There is nothing suspicious in this; she needed to mingle with her socialite friends, while he mainly spoke with his colleagues.

Lead: It's a little odd that no one can recall seeing them together — but not necessarily strange, given the size and scope of the party.

Lead: Some strong tension existed between the two of them; they were angry with one another but covering it well. (True)

The Mendham Servants

The investigators may also wish to question some or all of the Mendhams' servants. Lady Marian will not permit this. She makes excuses if she can, but if she has no other alternative she states flat-out that she refuses to let the investigators pry into Mendham family affairs that way. So the odds are the investigators will only get the chance to talk to the servants when a servant is out running an errand, has a day off, or the like. This may require trickery and/or some Skill Rolls on their part.

The Mendham servants will all verify Lady Mendham's story regarding her activities and whereabouts — not only are they loyal to her in general, none of them want to lose their jobs. They genuinely respect her on some level, but they are also afraid of her. However, they all know Lady Mendham actually did not come home that night; in fact, she did not return until shortly after 2:00 PM on Sunday.

Investigators can make Perception Skill Rolls against Average (3) Difficulty to determine if they are hiding something. Convincing them to betray their employer will likely prove harder, however. They may have to resort to threats, bribery, or a successful Charm Skill Roll versus a Demanding (5) Difficulty.

The servants can also provide another useful piece of information: Friday night Lord Arthur and Lady Marian had a furious row in their bedroom. None of the servants know exactly what it was about, but the two could be heard yelling at one another all the way down in the main hall. Some of the servants have the idea that the fight involved business or politics, but no one can say for certain because none of them dared get close enough to the door to hear clearly.

Two of Lady Marian's servants can provide particularly damning evidence against her, though getting them to talk will be like pulling teeth. The first, her personal maid Vera Thompson, has been with her since she (Lady Marian) was 15, and you could not ask for a more faithful, protective servant — and an insightful, intelligent one at that. When Lady Marian got home from the Museum she gave her blood-stained clothes to Vera to clean or dispose of (as necessary), and Vera did the job without hesitation (though she was disturbed by the thought of what her mistress might have done). She will deflect all questions put to her with statements like, "I really don't know, sir. I didn't see anything; I'm just an old servant and don't notice much." (She may even plead poor eyesight, which is partially true.) Only if taken down to Scotland Yard and convincingly threatened with jail time for complicity in a murder will she tell what she knows.

The other is Lady Marian's chauffeur, Andrew. He has been with the Mendham family for nearly a decade and is usually the one to drive Lady Marian wherever she wants to go. Over the past several years he has taken her to many "questionable" places, but he does not say a word — it is not his place to comment on the activities of his betters. (Among other things, he picked her up near the British Museum after the murder; he was waiting for her at a specific location and time per her instructions.) He assumes she has had a series of affairs, not that she is mixed up with backroom politics and illicit dealings. But if the investigators ever learn about the extent of Lady Marian's machinations, his testimony about where he took her when (he has a near-photographic memory for such matters, and for maps and directions) could prove invaluable. While he is not as loyal as Vera, he is still strongly devoted to the Mendhams in general and Lady Marian in particular. He will be a tough nut for the investigators to crack.

Clue: Servants heard Lord Arthur and Lady Marian arguing on the Friday night before Lord Arthur's death.

Lead: This does not seem to be anything unusual; married couples have minor spats all the time.

Lead: This seems like more than a minor quarrel; perhaps their marriage was in some difficulty.

Lead: Each of them was extremely angry at the other — perhaps, in Lady Marian's case, angry enough to kill. (True)

Clue: Lady Marian's maid, Vera Thompson, seems to be hiding something.

Lead: This is not unusual; it is natural for a devoted servant not to want to speak of her mistress's private activities.

Lead: This seems to go beyond the level of discretion one would expect from a loyal servant; Vera may know more than just the usual fodder for gossip.

Lead: Vera's definitely concealing something important, but getting her to talk will not be easy. (True)

Clue: The Mendhams have a chauffeur, Andrew, who drives Lady Marian wherever she wants to go.

Lead: Andrew seems like a pleasant, loyal chap who doesn't know anything of value.

Lead: Andrew certainly knows where he has taken Lord Arthur, Lady Marian, and other important members of the household, and when, but he is loyal to his employers and will not reveal such private matters.

Lead: Andrew's definitely hiding something important about Lord Arthur's and/or Lady Marian's activities, but persuading him to reveal that information will not be easy. (True)

Sanjar

When interviewed at the Mendham house, Sanjar is polite but stiff-backed and brusque. He seems to resent being questioned, and may lose his well-practiced manservant's calm if accused of any wrongdoing.

The investigators can learn the following facts from Sanjar if they ask the right questions.

"I have worked for Lord Arthur for over twenty years, since I was a boy. He found me on the streets of Tehran and gave me a life and a purpose. If not for him I would have become a beggar or a thief. I am eternally grateful to him. I shall miss him very much, and intend to serve young Master Gordon with the same devotion I showed his father."

"Lord Arthur was a good employer. He could at times be demanding and temperamental, but what intelligent man of position is not? I made no complaints about my position or the conditions of the job."

"No, I was not at the celebration Saturday night. It was not a party for servants."

"Sunday morning I was here at the house. After assisting Lord Arthur to dress, I spent the morning cleaning and repairing some of his clothes in the servant's section of the house belowstairs." (All the other servants can confirm this.)

"Lady Marian has graciously offered me a position in her household, which I have accepted. I may someday return to Persia, though, if the possibility of meaningful employment there presents itself."

"I have no idea how strong I am, sir. I have never engaged in athletic competitions or roughhousing."

If asked about Lord Arthur's affair with Stephanie Hingston, Sanjar will refuse to answer any questions, stating simply, "I will not discuss Lord Arthur's private conduct." If asked to test out his strength in some way, he will refuse, claiming (correctly) that to do so would be undignified.

Clue: Sanjar is unusually large and strong.

Lead: It would have been a simple matter for him to beat Lord Arthur to death, even if Lord Arthur struggled against him.

Lead: A man as strong as Sanjar probably would not have had to hit Lord Arthur twice to kill him. (True???)

Lead: A man as strong as Sanjar would not have needed to hit Lord Arthur with a statue to kill him; he could easily have strangled Lord Arthur to death.

Sir Randolph Swannick

Getting an appointment to interview Sir Randolph should take a little doing; he is an important, busy man. But in the interest of helping his late friend's family he will eventually make time to answer questions. He comes across as thoughtful, intelligent, calm, and perhaps a bit arrogant — in other words, a pretty stereotypical

scholar from the lower nobility.

The investigators can learn the following facts from Sir Randolph if they ask the right questions.

“Lord Arthur and I have been friends since our school days. We attended the same preparatory school, and both went to Oxford to study ancient history. We roomed together there for two years.”

“I have no reason to doubt the quality of Lord Arthur’s scholarship or excavations. Though not as knowledgeable as some, he was extremely well-versed in ancient historical matters in general, and those of Mesopotamia in particular.”

“Yes, I attended the celebration Saturday night — I even gave a toast to Lord Arthur on behalf of the Museum. It was a wonderful affair. I left shortly before midnight after everyone had gone home and I had made sure no Museum matters required my attention.”

“I saw Lady Marian at the party, but never had a chance to speak with her. A society woman like herself, with so many social contacts, rarely has time to spare at such events, after all.”

“I was with my wife and children all Sunday morning, first at breakfast, then at church.”
(Many witnesses can confirm his presence in church.)

If accused of being jealous of Lord Arthur or disliking him, Sir Randolph will quickly and strongly deny those charges. The investigators must succeed with Perception Skill Rolls against Average (3) Difficulty to detect the tiny but telltale signs of Sir Randolph’s envy of his wealthier, more famous, but less-learned friend. If confronted with this evidence, Sir Randolph will confess to his jealousy, but will insist he had nothing to do with Lord Arthur’s murder.



SCENE 4 – SEARCHING THE MENDHAM HOUSE

The investigators may ask for permission to search the Mendham house. Lady Marian will unhesitatingly refuse (and the Threat Meter will go up). If they find a way to do so regardless — perhaps one of them sneaks away from the interview, or they burgle the place late at night — the only useful evidence is two items hidden in the back of a drawer in Lord Arthur’s bureau: his most recent journal; and a stack of letters.

The journal details his life over almost the past year. Most of it is rather mundane stuff, but it provides two useful pieces of information: first, that he was, in fact, having an affair with Stephanie Hingston; second, that he suspected his wife of becoming too involved in his political, business, and financial affairs. The last entry, dated the Thursday before the murder, states that he intended to confront her about it and lay down the law.

The letters, tied with a red ribbon, are from Stephanie Hingston. They date back nearly two years, to the beginning of the affair. The last four are all from the week prior to Lord Arthur’s death and implore him to take her back. They start with a loving/pleading tone, but get angrier one by one. The last one, received the Wednesday before his murder, threatens him with “severe consequences” if he does not “give in to his true love for her.”

Clue: Letters from Stephanie Hingston to Lord Arthur, hidden in his bureau.

Lead: Clearly Mrs. Hingston and Lord Arthur were acquainted, but there does not seem to be more to it than that.

Lead: From the tone of these letters it is apparent that Lord Arthur and Mrs. Hingston had been involved in a romantic affair for some time, but that he had ended it some weeks or months prior to his death.

Lead: Stephanie Hingston's earliest letters plead for him to change his mind, but as time goes on they become angrier and more threatening as her attitude toward him transformed from love into hate. The last one, which arrived the Monday before his murder, threatens him with "severe consequences" if he does not "give in to his true love for her." (True)

Clue: Lord Arthur kept journals.

Lead: The journals indicate that Lord Arthur, while a competent archaeologist, was not always entirely responsible for some of the discoveries popularly attributed to him. He in essence took credit for the work of Roger Hingston and his many other assistants.

Lead: The journals reveal that Lord Arthur had carried on an affair with Stephanie Hingston for about two years, that he recently broke it off, and that she did not take this well. At first she pleaded with him to change his mind, but over time became angrier at him and even made veiled threats.

Lead: The journals reveal Lord Arthur's plan to stay in London from now on, and that Lady Marian was deeply unhappy with this because she felt it would "interfere with her own pursuits." Veiled references imply that she had become too involved in his business and political affairs during his long trips abroad, and an entry dated the Thursday before his death indicated his intention to confront her about it and put a stop to it. (True)

RESOLVE AWARD:

Award each investigator one point of Resolve.

SCENE 5 – THE INVESTIGATION PROCEEDS

By this point the investigators should have narrowed down the list of suspects a little bit. Roger Hingston and Stephanie Hingston both cannot account for their whereabouts on early Sunday morning. (If viewed with enough suspicion neither can Cheverall, Lady Marian, or Swannick, but either Hingston makes a more obvious target.)

However, it is also possible that things have gotten bogged down a bit due to the plethora of suspects. If that is the case, or if the investigation needs a shot of action and adventure to spice things up a bit, the Mastermind can adopt a Baker Street RPG version of Raymond Chandler's famous piece of writing advice: "When in doubt, have a man come through the door with a gun in his hand." In other words, inject some action purely for the sake of fun, then figure out later how it impacts the mystery. Some examples of ways the Mastermind could do this in "The Case of the Angry Goddess" include:

—Roger Hingston becomes convinced (incorrectly) that his wife Stephanie has now begun an affair with Stewart Cheverall and angrily attacks Cheverall inside the Museum.

—it comes to light that about a year ago Sir Randolph fell into a state of desperate financial need (gambling debts) and has been embezzling from the Museum ever since. Naturally the Museum sacks him and the scandal makes his situation even worse. An examination of some of his working papers and correspondence reveal that he tried and failed to get a loan from his old friend Lord Arthur (and, with a high enough Observation Skill Roll, the investigators also learn of Sir Randolph's jealousy of Lord Arthur due to his tone, notes in his personal journal, and so forth).

—convinced that a suspect of the Mastermind's choice is guilty, a hot-headed cousin of Lord Arthur's hires some Reprobates to attack and kill that suspect.

SCENE 6 – ENDGAME

Regardless of which suspects the investigators focus on and which they ignore, eventually this case reaches its conclusion in one of two ways. First, the investigators may drift so far away from considering Lady Marian as a suspect (or she does a sufficiently good job insulating herself) that there is effectively no chance they can ever prove her guilt, and thus she gets away with it. This is a fancy way of saying "the Threat Meter has risen so high that the investigators fail."

The other possibility is that Lady Marian becomes the investigators' primary suspect, which means she has to start pulling out all the stops to try to eliminate them as a thorn in her side. Ironically, her increasing desperation may make it all the more likely that they continue to pursue her and/or convince them they're on the right track. Regardless of her wealth or influence, if they persist and survive (and do not let her destroy any crucial evidence), they will eventually be able to prove her guilt. The resulting scandal will rock England.

Before that desired conclusion, though, the investigators may have to run quite a gauntlet. Leaving aside Lady Marian's ability to bring official, social, and financial pressure to bear against them, she is perfectly capable of hiring Reprobates to try to eliminate the threat they pose to her by more direct and painful means. That is a desperate last resort on her part, but once she has to pull that arrow from her quiver she will keep the attack up on the investigators almost non-stop until she destroys them or they expose her evil acts.



Lady Marian Mendham

Skills

Acting: 4
 Artistry: 3
 Dancing
 Charm: 5
 Customs: 4
 Britain
 Hide: 3
 Conceal Object
 History: 3
 British
 Observation: 4
 Perception: 4
 Oratory: 3

Class: Upper
 Status: 6 dice

Characteristics:

Personal: Charming Society Woman
 Personal: Knows Everyone Who Is Anyone
 Professional: Accomplished Behind-the-Scenes
 Power Broker
 Professional: Skilled Conspirator
 Negative: Proud
 Negative: Vain (both for her beauty and her intellect)

Guiles:

Careful Villain
 Charming Rogue
 Master of Machinations
 Perceptive
 Well-Positioned Agents
 Well-Respected Villain

— Baker Street Clue Card —

Lord Arthur was last seen alive by his family at breakfast on Sunday morning; after that he went to the Museum to work on the exhibit.

Lead:	Lead:	Lead:
Since the Museum is well-guarded when it is not open, the killer must have been one of the guards!	The celebration the night before gave the killer access to the Museum; otherwise the guards would have seen him enter on Sunday.	Many Museum officials could come in and out when the Museum was closed on Sunday morning, and in fact did so; any of them might be the killer.

— Baker Street Clue Card —

Lord Arthur was retiring from fieldwork and planned to write Clue: a book about his adventures.

Lead:	Lead:	Lead:
Lord Arthur's family was not entirely happy about his writing a book, fearing it might bring scandal upon them.	Lord Arthur's announcement of his retirement a short while ago came as a surprise to his family, friends, and colleagues.	The fact that Lord Arthur would remain in England from now on undoubtedly had something to do with his death by spurring his killer to act

— Baker Street Clue Card —

Clue: Lord Arthur was hit from behind.

Lead:	Lead:	Lead:
Lord Arthur knew his killer well enough to turn his back on him.	The killer was stealthy enough to approach Lord Arthur undetected.	The killer ambushed Lord Arthur, taking him by surprise.

— Baker Street Clue Card —

Clue: No trace of the killer was found after the discovery of the body.

Lead:	Lead:	Lead:
The killer must not have had to leave the Museum — perhaps he was employed there in some capacity.	The killer could easily have mingled with the people visiting the Museum and slipped out before the police could act.	For the killer to slip out unnoticed, he would have had to change clothes or cover himself so any bloodstains on what he wore when he killed Lord Arthur did not show. That indicates the killer planned the murder in advance and prepared for this, and that he had a way to carry some sort of extra clothing in and out without attracting attention.

— Baker Street Clue Card —

Clue: The statue of Ishtar used as the murder weapon is so heavy only a strong person could have wielded it as a club.

Lead:	Lead:	Lead:
Given the nature of the murder weapon, the killer must be quite strong, and therefore a man.	The statue is not that heavy — most healthy adults could have picked it up and swung it. However, awkwardness and/or lack of strength could explain why the killer had to strike two blows to kill Lord Arthur.	The statue of Ishtar is not as heavy as it seems at first glance; a healthy adult could at least pick it up.

— Baker Street Clue Card —

Clue: The Hingstons did not spend much time together at the celebration on Saturday night.

Lead:	Lead:	Lead:
The two of them definitely behaved coldly toward one another. A serious rift of some sort has arisen between them.	This is not unusual; she just is not interested in his "shop talk" with his professional colleagues.	They must have had some sort of disagreement, but there probably is not more to it than that. Married couples quarrel all the time.

— Baker Street Clue Card —

Clue: Stewart Cheverell and Lord Arthur were strongly at odds over the exhibit.

Lead:	Lead:	Lead:
Cheverell was bitter and angry enough over how Lord Arthur treated him that he could have snapped and killed him.	Cheverell never tried to hide his disagreements with Lord Arthur; if he committed the murder he foolishly attracted suspicion to himself.	Cheverell can be hot-headed, but he does not seem the type to give in to violence.

— Baker Street Clue Card —

Clue: Stephanie Hingston stayed with her mother on Saturday night, but met her husband at church on Sunday.

Lead:	Lead:	Lead:
Unless one takes the word of Stephanie's mother at face value, her whereabouts from the time she left the party until she arrived at church on Sunday morning are unaccounted for.	Stephanie Hingston did not arrive late to church on Sunday.	The chances of Stephanie killing Lord Arthur, changing clothes, and making it to church on time are so remote as to border on the impossible.

— Baker Street Clue Card —

Clue: Lord Arthur and Lady Marian did not seem to spend much time together at the celebration Saturday night.

Lead:	Lead:	Lead:
There is nothing suspicious in this; she needed to mingle with her socialite friends, while he mainly spoke with his colleagues.	Some strong tension existed between the two of them; they were angry with one another but covering it well.	It's a little odd that no one can recall seeing them together — but not necessarily strange, given the size and scope of the party.

— Baker Street Clue Card —

Clue: Servants heard Lord Arthur and Lady Marian arguing on the Friday night before Lord Arthur's death.

Lead:	Lead:	Lead:
This does not seem to be anything unusual; married couples have minor spats all the time.	This seems like more than a minor quarrel; perhaps their marriage was in some difficulty.	Each of them was extremely angry at the other — perhaps, in Lady Marian's case, angry enough to kill.

— Baker Street Clue Card —

Clue: Lady Marian's maid, Vera Thompson, seems to be hiding something.

Lead:	Lead:	Lead:
Vera's definitely concealing something important, but getting her to talk will not be easy.	This is not unusual; it is natural for a devoted servant not to want to speak of her mistress's private activities.	This seems to go beyond the level of discretion one would expect from a loyal servant; Vera may know more than just the usual fodder for gossip.

— Baker Street Clue Card —

Clue: The Mendhams have a chauffeur, Andrew, who drives Lady Marian wherever she wants to go.

Lead:	Lead:	Lead:
Andrew seems like a pleasant, loyal chap who doesn't know anything of value.	Andrew certainly knows where he has taken Lord Arthur, Lady Marian, and other important members of the household, and when, but he is loyal to his employers and will not reveal such private matters.	Andrew's definitely hiding something important about Lord Arthur's and/or Lady Marian's activities, but persuading him to reveal that information will not be easy.

Baker Street Clue Card

Clue: Sanjar is unusually large and strong.

Lead:	Lead:	Lead:
It would have been a simple matter for him to beat Lord Arthur to death, even if Lord Arthur struggled against him.	A man as strong as Sanjar probably would not have had to hit Lord Arthur twice to kill him.	A man as strong as Sanjar would not have needed to his Lord Arthur with a statue to kill him; he could easily have strangled Lord Arthur to death.

Baker Street Clue Card

Clue: Lord Arthur kept journals.

Lead:	Lead:	Lead:
The journals indicate that Lord Arthur, while a competent archaeologist, was not always entirely responsible for some of the discoveries popularly attributed to him. He in essence took credit for the work of Roger Hingston and his many other assistants.	The journals reveal that Lord Arthur had carried on an affair with Stephanie Hingston for about two years, that he recently broke it off, and that she did not take this well. At first she pleaded with him to change his mind, but over time became angrier at him, and even made veiled threats.	The journals reveal Lord Arthur's plan to stay in London from now on, and that Lady Marlow was deeply unhappy with this because she felt it would "interfere with her own pursuit." Veiled references imply that she had become too involved in his business and political affairs during his long trips abroad, and an entry dated the Thursday before his death indicated his intention to confront her about it and put a stop to it.

Baker Street Clue Card

Clue: Letters from Stephanie Hingston to Lord Arthur, hidden in his bureau.

Lead:	Lead:	Lead:
Clearly Mrs. Hingston and Lord Arthur were acquainted, but there does not seem to be more to it than that.	From the tone of these letters it is apparent that Lord Arthur and Mrs. Hingston had been involved in a romantic affair for some time, but that he had ended it some weeks or months prior to his death.	Stephanie Hingston's earliest letters plead for him to change his mind, but as time goes on they become angrier and more threatening as her attitude toward him transformed from love into hate. The last one, which arrived the Monday before his murder, threatens him with "severe consequences" if he does not "give in to his true love for her."

Baker Street Clue Card

Clue:

Lead:	Lead:	Lead:

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Clue: Lord Arthur was last seen alive by his family at breakfast on Sunday morning; after that he went to the Museum to work on the exhibit.

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Since the Museum is well-guarded when it is not open, the killer must have been one of the guards!

Lead:

The celebration the night before gave the killer access to the Museum; otherwise the guards would have seen him enter on Sunday.

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Many Museum officials could come in and out when the Museum was closed on Sunday morning, and in fact did so; any of them might be the killer.

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Clue: Lord Arthur was retiring from fieldwork and planned to write a book about his adventures.

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Clue: No trace of the killer was found after the discovery of the body.

Lead:

The killer must not have had to leave the Museum — perhaps he was employed there in some capacity.

Lead:

The killer could easily have mingled with the people visiting the Museum and slipped out before the police could act.

Lead:

For the killer to slip out unnoticed, he would have had to change clothes or cover himself in any disguises on what he wore when he killed Lord Arthur did not show that indicates the killer planned the murder in advance and prepared for this, and that he had a way to carry some sort of extra clothing in and out without attracting attention.

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Clue: The statue of Ishtar used as the murder weapon is so heavy only a strong person could have wielded it as a club.

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This does not seem to be anything unusual; married couples have minor spats all the time.

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Each of them was extremely angry at the other — perhaps, in Lady Marian's case, angry enough to kill.

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Clue: Lady Marian's maid, Vera Thompson, seems to be hiding something.

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Vera's definitely concealing something important, but getting her to talk will not be easy.

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This is not unusual; it is natural for a devoted servant not to want to speak of her mistress's private activities.

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This seems to go beyond the level of discretion one would expect from a loyal servant; Vera may know more than just the usual fodder for gossip.

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Clue: The Mendshams have a chauffeur, Andrew, who drives Lady Marian wherever she wants to go.

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From the tone of these letters it is apparent that Lord Arthur and Mrs. Hingston had been involved in a romantic affair for some time, but that he had ended it some weeks or months prior to his death.

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Stephanie Hingston's earliest letters plead for him to change his mind, but as time goes on they become angrier and more threatening as her attitude toward him transformed from love into hate. The last one, which arrived the Monday before his murder, threatens him with "severe consequences" if he does not "give in to his true love for her."

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The journals indicate that Lord Arthur, while a competent archaeologist, was not always entirely responsible for some of the discoveries popularly attributed to him. He in essence took credit for the work of Eugene Hingston and his many other assistants.

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The journals reveal that Lord Arthur had carried on an affair with Stephanie Hingston for about two years; that he recently broke it off, and that she did not take the well. At first she pleaded with him to change his mind, but over time became angrier at him and even made veiled threats.

Lead:

The journals reveal Lord Arthur plan to stay in London from now on, and that Lady Marian was deeply unhappy with this because she felt it would "interfere with her own pursuits." Veiled references imply that she had become too involved in his business and political affairs during his long trips abroad, and an entry dated the Thursday before his death indicated his intention to confront her about it and put it to rest.

Baker Street Clue Card

Clue:

Lead:

Lead:

Lead:



THE CASE OF THE *Fairer Sex*

By Matt DeForrest

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

In this case, the investigators are going to have to do more than just deduce locations and face criminal lowlifes with occasional fisticuffs. This time, they are on the clock. A young lady of good birth has been kidnapped and they only have a limited time to save her life and reputation. Indeed, it is the limited amount of time that has forced Mycroft Holmes, through Dr. Watson, to assign to them the case.

THE CRIME

Miss Carol Rahl is the daughter of German socialist immigrants conducting charity work for the poor working women of London's slums. She came of age during the frightening period of the Whitechapel killings. Rahl, while sincerely dedicated to the causes of Christian Charity, Feminism, and Socialism, is also a highly

intelligent sociopath. To her eye, the failure of Scotland Yard to capture the Whitechapel Killer has as much to do with a classist indifference for the victims, moral condemnation for the victims' sole means of support, and contempt growing out of misogyny as it does with an absence of modern techniques and scientific approaches.

To her sick mind, the best way to draw attention to these limitations was to take up a similar crusade of killings -- against the middle-class men who patronize the sex workers of London (She recognized she would be unable to gain access to the high society brothels that cater to the upper classes.). Through her activities, she planned to attract the attention of Sherlock Holmes and the press, thus drawing the attention necessary to solve the Whitechapel murders.

She discovered, however, that she was too good

at what she did. She had no intention of going to prison for her activities, so she planned well. Her planning, however, rendered her crimes undetectable to Scotland Yard and, thus far, she has been able to strike with impunity.

Out of moves, she had only one choice left -- a direct challenge to Watson and his corps of consulting detectives. As much as she finds choosing a female victim disdainful, she has come to the conclusion that only a threat to a young lady of the appropriate class will attract the attention she needs. Choosing her alias from her favorite game (Chess), she wrote to 221b Baker Street using her latest victim's new-fangled contraption, a typewriter.

ADVICE FOR THE MASTERMIND

It is possible to play this case in the traditional manner: Letting your players take their time to consult in committee and decide what they are going to do as they figure out what's going on. Everything has been provided here for you to conduct the case in that manner.

If, however, you think they are up to the challenge, you can give them a deadline. Get yourself a countdown timer or stopwatch -- two if you can lay your hands on them. If your mobile phone doesn't have one, look in the kitchen for one used to cook. Just make sure you can start and stop it conveniently. If you borrow one from one of your players for one, give them a little bonus -- an extra bit of Resolve or perhaps let them stop their own clock once during the game.

When it comes time to play, move through the introductory material briskly and get them to the hotel. Once the moment comes, start the clock with a flourish.

THE THREAT METER

The Mastermind should preview the rules on the Threat Meter and understand the progression of the Threat Meter as presented here. The Threat Meter increases whenever the investigators take an extra round of investigation, or when they spend too much time on false leads. If it increased past the fifth threat, the appropriate endgame happens, and the investigators are out of luck as the case goes against them.

1. As the Threat Meter increases, the case becomes more difficult. The tension reaches level one. Rolled 1s on the Sherlock Die no longer cause 1s to be successful.

2. With so many parties involved in the chase, it is difficult for the investigators to maintain their focus on the investigation. Each investigator loses two Resolve.

3. Luck is with Zugzwang. Whichever way the players choose to enter the hotel room, the trap she has set is subtle enough to avoid initial detection. Any successes result in a last moment halt to opening the door rather than before opening the door a crack. This, of course, allows Zugzwang to react to the investigators' arrival.

4. Complications arise in the investigation. At an inopportune moment, the investigators encounter the others who are trying to find X. Choose whichever is most complicating: Scotland Yard, Colonel Jovtvev and his aides, or Augusta Higginbotham and the Honorable Kyle Dane.

5. Zugzwang has got the measure of the investigators. Move her one step ahead of the investigators in the timeline in order to help her escape (She does not, however, move up the time of the murder.)

6. As the Threat Meter increases, the case becomes more difficult. The tension reaches level three. Rolled 1s, 2s, or 3s on the Sherlock Die no longer causes 1s, 2s or 3s to be successful. This is the last stage before triggering the Endgame.

Endgame -- The Endgame for this adventure is that Zugzwang manages to escape and remain at large, despite the best efforts of the investigators. It is still possible to save her victim in this scenario -- indeed, she prefers that option. She has no difficulty in killing her male victims. Miss Jovtvev, she will acknowledge, is a victim of circumstance. She will not mourn her death but she would prefer to avoid it on political and social grounds. The most important thing for her is to create a sense of terror by remaining at large.

SCENE 1: AN INTERRUPTED EVENING

Each investigator begins his or her involvement with this case when they receive a telegram just after six fifteen in the evening. The manner of their encounter will vary depending on their social station. Whatever the case, they are given little time to react, as you can see from the following examples.

Upper Class Gentleman

For whatever the reason, a brief evening stop at your club feels more pleasant than usual. The comfort of the reading room insulates you from the hustle and bustle of the metropolitan streets, giving you a moment to stop and consider the events of the day as you enjoy a cigar and a cordial.

Peering over your paper, you observe a member your club's staff approaching, bearing a telegram on a platter. Only moments before, you noted the clock striking the time -- 6:15 PM. As he stops before you, you think back to when you marveled at the convenience the telegraph offered. Now, as it intrudes upon your paper, drink, and cigar, you are forced to consider if it might be a little too convenient. After all, who really needs to be this accessible?

The importance of such accessibility becomes abundantly clear as you read the brief message -- two singles lines, addressed to you:

You are needed. Immediately.

221B.

M.

A second member of staff approaches and, almost apologetically, informs you that a coach is waiting. This chase, it appears, is hotly followed.

Middle Class Coroner

The dead, one would commonly think, have nothing but time. Yet, as you have increasingly learned since assisting Dr. Watson, they have very little time to tell their most important stories. Often -- too often -- they are stories that can chill the blood: stories of foul play and shattered hopes. This time, however, it is a gentler tale -- although one no less tragic. The youngster before you did die as a result of a fall down the stairs in suspicious circumstances, but there are no signs that he was pushed or thrown down the stairs. It is an accident that will haunt his parents, but at least it will not be compounded by a murder charge.

The case had kept you later than usual in the morgue, but not so late that the appearance of Detective Gregson waiting for your arrival was unusual. You expected that he would take a passing interest in the case. What you did not expect, was the telegram he handed you:

You are needed. Immediately.

221B.

M.

"There is a hansom cab waiting outside," he explains. "If it is connected with the business Lestrade went out on, I would love to hear your take on it afterward.

Poor Governess

It is far out of the ordinary for the master of the house to summon you at such an hour. The children, after all, are not yet fully ready for dinner. As such, it is with some trepidation that you descend to the foyer.

You do not know what was written in the telegram held tightly in his hand to have caused him to lose so much complexion. He hands you a second telegram that reads:

You are needed. Immediately.

221B.
M.

"Never fear, Miss," the master of the house informs you, holding up his telegram. "I have been made aware that this is a matter of some urgency. Mother and I will look after the children tonight. Please collect your coat and whatever else you need. Your cab awaits."

RESOLVE AWARD: Award each investigator one point of Resolve.



SCENE 2 - THE BRIEFING AT BAKER STREET

The ride to 221b Baker Street is speedy. If attempted, a successful Observation Skill Roll of Average (3) Difficulty will indicate that the driver is clearly a master of Area Knowledge. Any attempts to stop anywhere along the route requires a successful Charm or Menace Skill Roll of Demanding (5) Difficulty. Although they have never met him, all of the cabbies have worked for Mycroft Holmes before, and know better than to risk jeopardizing his trust. Upon a failed Skill Roll, the cabbie will explain that they have received specific instructions to take the investigator directly to 221b Baker Street. (That said, any investigator known to have a signature item that the Mastermind believes Dr. Watson would consider necessary will be allowed to collect the item or, if appropriate -- e.g., if they have servants -- will be assured that it is scheduled to arrive ahead of them.) A successful Deduction Skill Roll at Average (3) Difficulty, especially those with the Deduce Lie Specialization, will assure questioners that the information being provided is accurate.

The investigators all arrive within five minutes of one another at 221b Baker Street. They have five minutes to gather their wits and compare notes, as Mrs. Hudson serves tea, before Dr. Watson arrives.

"Thank you all for coming," he begins as he enters the room somewhat breathlessly. "I trust I can count on all of your discretion in this matter? This case has become rather complicated quite quickly and we have not much time. I would ask you to hold your questions until I have finished my summation of a given portion. Let me begin with the typed letter that was delivered to me this morning."

My Dear Doctor Watson,

I trust that you will forgive the odd mingling informal and impersonal tone that I must take with you. We have, after all, not been formally introduced. Yet the nature of my missive would doubtless be construed as intimate, given the revelations I am about to make.

Kindly, hear me out.

I have despaired of a challenge a true challenge for so long now that I must go out and seek it. I had thought that my activities would rise to the attention of Mr. Holmes and yourself, the two men I had long thought to be opponents worthy of me. Opponents who could bring an excitement to the game and perhaps rival the attention you paid to the late Professor Moriarty. Lofty though my claim is, I make it with purpose, even though I know how extreme it sounds. Please do not think me vain for associating myself with "the Napoleon of Crime" but, like him, I believe in exploring beyond the borders of conventional morality. Unlike him, however, my motives are somewhat higher than the pursuit of money and power. Yet my skill has been sufficient for me to have, thus far, gone unnoticed. And my anonymity, I am sorry to say, somewhat defeats the point of my activities -- challenging though they may be. Indeed, I have found the challenge of the planning and taking of a human life while eluding Scotland Yard to be exhilarating in and of itself.

Love would be too strong a word. My efforts are more a calling than a passion. And yet, I must confess that eluding Scotland Yard has not been an extraordinary challenge. Even more than the Whitechapel Murderer, I am not careless. As a result, London's "Finest" have no knowledge of my existence. It appears that nothing short of a riot in Trafalgar Square will trigger their notice. Trafalgar, I fear, may be difficult enough for them to find some days. Entirely too long have I moved in the shadows. But no more! Where is the challenge in striking from the shadows, unknown and unrecognized, if no one knows to be prepared?

Love does complicate things, of course, and I do recognize that you have other matters to attend now (My congratulations on your marriage to Miss Morstan.). I hope my invitation is sufficient to lure you back into the game.

Every game, however, must have rules. The first, of course, is to leave Scotland Yard out of it. There's no reason to have them bungling around, blocking both our efforts.

Very soon, we shall know which of us is to be the more challenged in this matter. You shall be given, if not "world enough and time," at least an appropriate amount of time to block my efforts and save a life.

Even if his life was of somewhat questionable worth, her life may be redeemable. Now, when you get to the hotel I am sure you are wise enough to figure out which one will be the location ask for your message at the front desk after a late supper. It will be addressed to Mr. Hunter.

30 minutes after ten should be enough time for you to sup. Anything earlier than that and your quarry will fly and the life of a young innocent will end. In that letter, you shall learn what you need to know. But, rest assured, I look forward to the challenge.

Sincerely,

Zugzwang

P.S.: My most recent tally --

1/23..3/15..4/4..5/28..6/17..8/23..9/19..10/22..11/30..12/8..1/15

"I made some preliminary inquiries earlier today. Lomax, who I believe I have mentioned in the past, was able to confirm my suspicions that each date references a murder or a suicide over the past year. There is no absolute pattern to the deaths, although there are some commonalities. Some are clearly murders – poisonings in unusual circumstances – while some may be apparent suicides. In the case of the latter, no plausible explanation came forward as to why each individual involved would want to kill himself. On my way here, I stopped to retrieve his notes."

Hey, Wait! One of My Investigators is a Bookworm!

If you want to start the case a little earlier for some of your characters, you can have one or more be contacted by Dr. Watson to conduct some research -- either in the library, a newspaper morgue, or in police records. For each date, an Average (3) Research Skill Roll will turn up a report of an unusual poisoning or suicide, as described above. None of the stories is extensively reported because, while each death was noteworthy at the time, there was nothing so dramatic any one of them it for more than two to three paragraphs of newsprint. Taken together, however, certain patterns may begin to emerge.

Investigators need not roll to deduce the identity of the Whitechapel Murderer. Inform any players unfamiliar with this title that he is more commonly known today as Jack the Ripper. It takes more specialized knowledge to infer the meaning of the killer's name. With a successful Customs Skill Roll involving Germany, or a Reason Skill Roll involving games (specifically chess) at a Heroic (6) Difficulty, the investigators will recall that zugzwang is the relatively new German term. It describes the moment in chess in which a move made by a player puts him in a worse position than if he had not moved. (The term is not yet commonly used in English.) If no investigator recognizes the term, Watson will offer them the reference, explaining it was told to him earlier tonight.

RESOLVE AWARD: Award each investigator one point of Resolve at the end of the briefing.

SCENE 3 – REVIEWING THE MATERIAL

This is an instance where the clue cards may be laid out in front of the investigators, without requiring an Observation Roll. The letter yields the following clues:

Clue: The Hotel is Referred To As a Place Recognized By the Wise

Lead 1: It must be located near someplace associated with the wise. Perhaps the courts? (False)

Lead 2: Perhaps it is located near Wise Street? (False)

Lead 3: Perhaps the hotel's name is associated with wisdom or someone named for their wise decisions? (True)

Clue: The Text of the Letter

Lead 1: You are sure the letter has a hidden message! If you can just figure out how it starts... (True)

Lead 2: The numbers call to mind a code used in the American Civil War. How did that go again... (False)

Lead 3: The letter is typed without mistakes -- a remarkable feat, given the unreliability of the new technology... (False)

Clue: The Quality of the Paper

Lead 1: The hotel is located in an upscale area in London. (True)

Lead 2: The hotel is very old and uses high quality stationery to keep up appearances. (False)

Lead 3: The paper bears an upscale stationer's watermark. Perhaps the stationer can name the hotel. (False)

The research provided by Lomax or the investigators yields the following clues:

Clue: There Were No Suicide Notes

Lead 1: The victims were illiterate and couldn't write a note. (False)

Lead 2: The notes were stolen or destroyed to avoid scandal. (False)

Lead 3: The deaths were not suicides. (True)

Clue: The Means of Death

Lead 1: The victims were hanged. (False)

Lead 2: The victims were poisoned. (True)

Lead 3: The victims were exsanguinated. (False)

Clue: The Gender of the Victims

Lead 1: The victims were all men. (True)

Lead 2: The victims were all women. (False)

Lead 3: The victims were a mix of men and women. (False)

Clue: Locations of Death

Lead 1: The victims were found in their homes. (False)

Lead 2: The victims were found in hotels. (True)

Lead 3: The victims were found in places of business. (False)

What Mycroft Doesn't Say and What the Investigators and/or Players May Note

Mycroft immediately saw the secret message but considered it so obvious that he did not bother mentioning it to Dr. Watson -- who has not yet noticed it. It was sufficient, however, to dispatch some of his trusted cabs to collect the investigators.

The hidden message, built out of the first letter of every paragraph, reads I KILL AT ELEVEN 30.

Mycroft's Intervention and Complication

Watson will be complimentary to investigators and help close the gaps for any players who are close to determining the correct course of things on their own -- especially those things that a 21st Century player might not know but a Victorian would, as a matter of course.

Once the investigators have completed their review of this material, Watson continues with his briefing.

"I was in the process of selecting an appropriate league of individuals to investigate Zugzwang when I was invited to the club of an influential individual -- the only man whose skills surpass that of my late friend. He informed me of an exceedingly delicate matter. Miss Violeta Jovtvev, the younger daughter of Bulgarian Colonel Branamir Jovtvev, a person of some note in that new nation's military, has gone missing. She had accompanied her father here in order to see some of the artifacts from Asia Minor on exhibit at the British Museum.

"Miss Jovtvev was last seen by her American friend, Miss Augusta Higgenbotham, at tea in the Alexandria Room of the Grand Moroccan Hotel. They are both would-be practitioners of the new field of Archaeology. Miss Jovtvev excused herself from the table for a moment after receiving a note indicating an ancient Thracian cup they were both interested in had arrived. When Miss Jovtvev did not return soon thereafter, Miss Higgenbotham assumed that the final negotiations for the purchase was going slowly. A second note was delivered to the table, explaining that the ship bringing in the cup had been delayed and would arrive tomorrow, aroused her concerns.

"Via methods that are less than clear, Miss Higgenbotham, assisted by her close friend, the Honorable Kyle Dane, observed her friend being taken up a service lift in a laundry cart. They were, however, unable to follow quickly enough to affect a rescue or to identify the abductor. At the insistence of the Honorable Mr. Dane, they

an Average reported the incident to Scotland Yard and, soon thereafter, it reached the notice of the man whom I spoke with.

"Given the sensitive nature of her father's role in the new Bulgarian state, we wish to handle this promptly and discretely. Indeed, the need for discretion is sufficient enough to have him insist than I not be seen engaging in the investigation directly.

"We also fear, however, that the father -- whose connections and resources are considerable -- will attempt to take matters into his own hands and attempt to find his daughter. It is feared, however, that a lack of subtlety, occasioned by the fear for his daughter's life, will put her in some danger.

"When I showed him the letter I had received, he seemed unsurprised. Indeed, he had laboured under the belief Holmes and I already knew about the affairs and considered Zugzwang somehow beneath us. One glance at the letter was, relying on the watermark, all that was needed to convince him the cases are connected. The Bulgarian background of the abducted girl pointed to the likelihood of the newly opened Sophia Hotel -- named for the Greek personification of divine wisdom, he said, was confirmation of his own suspicions about the source of the paper.

RESOLVE AWARD: Give each investigator two points of Resolve when they have finished reviewing the material. Rank in the Skill to contribute.



SCENE 4 - THE SOPHIA HOTEL

The trip from 221b Baker Street puts the investigators at the Sophia Hotel just before 10:30 PM. The Sophia is a block away from Euston Square, within reasonable walking distance or a short cab ride from London and North Western Railway. One of the new hotels catering to the increasing number of rail travelers, the Sophia is Orientalist in style, taking cues from Greece and the Ottoman Empire. It has two ballrooms and is known for the Turkish Coffee served in its café and dining room.

Advice for the Mastermind

The investigation into Violeta Jovtvev's disappearance has been given to Inspector Richard Harvey, who has been promoted to the role only recently. He has dismissed Augusta Higgenbotham's observations for three reasons. First, Inspector Harvey doesn't believe that he is dealing with an abduction, as he received an anonymous tip -- from Zugzwang -- that the disappearance is part of an attempted elopement with a young Turkish diplomat. Second, Inspector Harvey is a man of his time and cannot take a young woman, especially one who has clearly cast herself as one of the "New Women" interested in women's suffrage, seriously. Finally, as a young American woman in the company of a young man belonging to the aristocracy, Inspector Harvey suspects she is just one more American heiress looking to secure a title for her wealthy American family.

Arriving at the Hotel

When the investigators arrive, they will be alarmed to discover that Scotland Yard preceded them. By making a Challenging (4) Difficulty Law Skill Roll, investigators will be able to determine that they have somewhat subtly covered all of the exits but do not yet appear ready to cordon off the building. An Average (3) Difficulty Charm (Persuasion) Skill Roll will uncover that they are on the lookout for a young woman of Bulgarian background leaving in the company of a young Turkish man.

Inside, with the exception of one or two constables, everything appears normal. If asked, the staff will explain that Scotland Yard has heightened its presence as a courtesy. A Bulgarian delegation's dinner is taking place in one of the ballrooms this evening.

Despite the normalcy, the police presence is noticeable. In one corner of the room, the hotel detective, Walter Jones, is speaking with Inspector Richard Harvey, who is in charge of the investigation. In the main seating area, Miss Augusta Higgenbotham is holding a quiet but intense conversation with the Honorable Kyle Dane (He is trying – and failing – to convince her that Scotland Yard will be able to handle the situation.). There are two policemen by the main entrance observing everyone who is coming or going. There are two men behind the desk. On a successful Observation Skill Roll of Average (3) Difficulty, the Investigators can tell that the shorter, more agitated of the two has been recently gotten out of bed, based on his bloodshot eyes and unkempt hair. He is obviously the manager, as he isn't wearing the hotel uniform. The clock above the desk reads ten thirty three.

When the investigators go to the desk and ask for the note left for them, the hotel manager, Mr. James Green, snaps his fingers. He motions to the night desk clerk to give them the message.



The Note

The note, like the letter that was sent earlier, is typed on hotel stationery and comes in an unsealed envelope.

My Dear Opponent(s) -- for I cannot be sure if Dr. Watson will be arriving:

It would appear that the ground rules have been changed on us. Scotland Yard has finally gotten lucky doubtless a tip from the young woman who saw me going into the elevator. It was very clumsy of me to have left my potential victim's hand hanging out of the cart. No one is perfect, I guess.

Onto business: here are the ground rules of our little game:

One hour from when I instructed you to retrieve this note, I will kill the girl. She will die of an apparent drug overdose. Unfortunately, it will lead to a certain amount of scandal for her family and, in certain diplomatic circles, the nation, as there will be a man in the room with her. You have one hour to try to prevent this from happening.

You are not allowed to involve the constables in your search. They will have to rely on their own limited resources to try and crack the case. If I determine that you have intentionally involved them, I will immediately kill the girl. It is true that I don't have eyes everywhere so you might get lucky. I am certain, however, that you will not wish to chance it.

Now, take this letter and its envelope and burn it in the ashtray next to the ballroom doors. I'll make certain that it has been burnt later. If you don't do this, I will, of course, kill the girl.

"The game's afoot," as your counterpart once said.

Respectfully Yours,
Zugzwang

If you intend to use the timer, show it to the players after they read the note, and give them any ground rules for when the clock will stop. It is recommended that you not pause the watch during brief descriptions but should do so if the description is extensive and when you clarify points for your players. If your players decide that their characters should split up, alternate time segments between the investigators (It's advantageous to have two countdown timers for these moments.). As a quick rule of thumb, you should only stop the clock when what you are about to do unrealistically distorts the time of the game. Once you tell them the rules or describe the setting, restart the countdown timer.

Following Up Leads

There are a number of avenues of approach available to the investigators.

Mr. James Green and the Hotel Staff

Getting Mr. Green to provide any assistance will not be easy, as he is already very upset at "the high handed tone taken by Inspector Harvey" and his insistence at having him awakened. Additionally, the hotel staff are taking their cue from him. He is also very concerned about the possible damage to the relatively new hotel's reputation and, as a result, business. Any applicable roll to obtain his assistance will require a Challenging (4) Difficulty or better success. If successful, they have access to two pieces of potentially useful information:

The Notes: Mr. Green and his staff can confirm that the paper used for the notes is the stationary the hotel makes available to its guests. If asked, the night desk clerk believes that the note at the front desk came down through the mail chute sometime earlier this evening.

The Hotel Registry: The hotel has twelve floors, with twenty-four rooms per floor. There is no one by the name of Zugzwang registered at the hotel. If they are looking for names associated with chess, they will find, with an Easy (2) Difficulty Observation Skill Roll, that

a Mr. and Mrs. Knight are staying in 312, a Mrs. Carl King is staying in room 517, and a Mr. O. Queen is staying in room 620. If the Observation roll is sufficient enough to achieve a Demanding (5) success, the investigators will note that there is also a Mr. Charlie Hess (C. Hess), a typewriter salesman, in room 815.

The easiest way to gain access to the Registry, should the investigators think of it, is to have one of them check into the hotel.

Miss Augusta Higgenbotham and the Honorable Kyle Dane

Obtaining the assistance of these two is almost comically easy, as Miss Higgenbotham is incensed that no one is taking her concerns seriously. The abduction, she will inform the investigators, took place somewhat before 8:30 PM, as that is the time she saw someone rolling her friend into a service elevator in a laundry cart. She did not see her friend's face but recognized her by the bracelet on her arm – a jade bracelet in the shape of a dragon that her father brought back from a Hong Kong trip three years ago. She didn't get a good look at the kidnapper, who she saw only from the back. Nor was she able to track the elevator to a floor, as there was no dial to mark what floor the elevator stopped. Higgenbotham was approximately fifteen feet away from the kidnapper, who was dressed in a hotel maid's uniform.

Miss Augusta Higgenbotham

Miss Augusta Higgenbotham is an American heiress from Chicago who has traveled to Britain to study the archaeology and history of Homeric Thrace – a passion inspired by her aunt Isabella Augusta Higgenbotham. Her other great love is dancing and, when she isn't haunting the reading room of the British Museum, she can be found attending tea dances with the Honorable Kyle Dane.

She is not yet sure how she feels about Dane. Although she likes him, she finds him frustratingly overcautious. Still, his stability has kept them from getting into trouble more than once.

If encountered by the investigators, Augusta is clearly outraged on a variety of levels. She is, of course, upset that her friend is in danger and frustrated that she cannot get Scotland Yard to take her seriously. Dane is doing his best to support her and is playing an unwilling Watson to her attempt at being Holmes.

The Honorable Kyle Wilberforce Acton Dane

The Honorable Kyle Dane is the second son of Earl Stanley Dane and stands to inherit his maternal title and become, upon the death of his father, Baron Acton. Although he is eminently eligible, and somewhat sought after in London society, he is somewhat shy -- a trait that masks his passion of the heroes of ancient epic. This shyness is not a product of a lack of self confidence. Rather, it is a reflection of his naturally cautious nature.

Much to the dismay of everyone but his mother, Dane was smitten by Miss Augusta Higgenbotham from the moment he first laid eyes on her in the British Museum, where she was unsuccessfully attempting to talk her way into seeing some of the Thracian collections. His title paved the way for her and they have met regularly ever since.

Dane knows Carol Rahl, who he met briefly at a charity event. He noted her beauty and discretely contributed to her work. To her, however, Dane was simply one more young man who she (wrongly) assumed was more interested in her looks than her work.

He has command of the Latin, Greek, and French usually associated with one of his social class.

Detective Jones and Inspector Harvey
Getting information or assistance out of either Detective Jones, a retired constable, or Inspector Harvey is a Heroic (6) Difficulty for any appropriate rolls. They do not want amateurs either getting in the way or tipping off their quarry -- who they believe is attempting to elope. By way of evidence, they have a typewritten note, on hotel stationary, warning them of the elopement and possible scandal. If asked, the Desk Clerk believes that the note arrived at roughly the same time as the note addressed to Mr. Hunter. The only way

The only way they would be willing to instantly cooperate with the investigators is if they are somehow high ranking individuals associated with the law or have some other appropriate contact they can call on. That said, if Inspector Harvey sees anyone who appears to be family or close friends with Higgenbotham, he will pull them aside and try to convince them to keep the young girl from getting involved. He believes that she is covering up for her friend. His tone will be man-to-man with any male investigators while it will be somewhat patronizing to females.

The Laundry Cart

The laundry cart used in the abduction is still sitting on the 8th floor, next to the service elevator.

Colonel Branamir Jovtvev

Although not present in the lobby, the investigators may encounter Colonel Jovtvev in the course of their investigation. Just shy of six foot with a stern military bearing, Colonel Jovtvev is not sure whether he should believe Miss Higgenbotham or Inspector Harvey. Nor, at a certain level, does he care. All he knows right now is that his daughter is missing and in danger of one sort or another. He and his aide-de-camp are currently searching the Hotel as best they can in an attempt to find her before it is too late. They are in their dress uniforms, a ruse to permit them to openly wear their cavalry sabers.

ALL IN MOTION

What happens next will present some difficulties for the Mastermind. You must keep in mind the actions of several groups relative to one another according to a timeline and modified by the investigators' actions. You can keep track of the events on your countdown timer by referring to the numbers in parentheses following each description. The number before the slash is the number of minutes left, using a countdown timer. The number following the slash is the time in minutes if you are using a stopwatch.

10:30: The investigators enter the Lobby. Zugzwang is reading a book and watching the lobby from the Turkish Coffee House, near Miss Higgenbotham and the Honorable Kyle Dane. She will go so far as to attempt to console Miss Higgenbotham, should she become agitated during any questioning. Unless this delays her, she will retire to room 815 at 10:45. (60/0)

10:48: Higgenbotham, infuriated at Jones's refusal to listen to her, begins her own investigation, dragging Dane along with her. She starts by asking members of the hotel staff where their uniforms are kept. Once she learns that most of the staff keeps their spares in lockers next to the kitchen, she decides to investigate. (42/18)

10:50: Inspector Harvey and Detective Jones will enter the Ballroom, and ask to speak to some members of the Bulgarian delegation. Zugzwang arrives at her room. (40/20)

10:56: Higgenbotham and Dane sneak into the staff locker room. They discover one of the lockers, assigned to a Joe Gort, has been forced open (His name is on the front.). Moments later, a barback coming off duty finds Higgenbotham near the lockers and makes an indecent proposition if she wants him to keep quiet about her breaking into the lockers. Dane, who was on the other side of the lockers, comes around the corner and knocks the barback out. The two quickly leave. (38/12)

11:00: Alarmed by the questions he has been asked, Colonel Jovtvev and his aide-de-camp begin to search the hotel after retrieving their swords from their rooms.

Higgenbotham and Dane return to the lobby and ask Mr. James Green, the hotel manager, about Gort. He informs them that Gort was taken to the hospital yesterday after being accidentally burned by grease in the kitchen. He isn't scheduled to be released until the morning. They convince Mr. Green that they are onto something and ask him to help them find Violeta Jovtvev. He agrees and they head to the laundry. (40/20)

11:03: Higgenbotham and Dane arrive in the laundry. It takes them 10 minutes to find Gort's uniform in a stack of laundry dropped down the laundry chutes. (27/33)

11:15: One of the bellboys coming off duty tells Colonel Jovtvev everything that Augusta Higgenbotham knows (He had overheard her conversation with the Honorable Mr. Dane in the lobby.). (15/45)

11:17: Mr. Green, followed by Miss Higgenbotham and the Honorable Mr. Dane, find the head housekeeper in the lobby. Following a brief interview, Miss Higgenbotham deduces that the uniform must have come from one of the top five floors, based on when one of the maids dropped a bloodstained towel (A gentleman was less than careful with his razor that morning but neglected to tell housekeeping until later.) from room 715. (13/47)

11:18: Mr. Green allows Miss Higgenbotham to examine the registry. Miss Higgenbotham says they are looking for any name associated with chess above the 7th floor. The Honorable Mr. Dane notices C. Hess is registered in room 815.

11:20: Colonel Jovtvev and his aide-de-camp begin a hard search. Commandeering the service elevator, they begin going floor to floor, looking for a laundry cart. Moving between floors takes two minutes per floor. (10/50)

11:20: Inspector Harvey interviews the Jovtvev's maid, who has just returned from a concert. Within moments, both he and Detective Jones realize they have made a tremendous mistake and, with a handful of uniformed officers in tow, race for the service elevator. (10/50)

11:21: Miss Higgenbotham and the Honorable Mr. Dane go to the service elevator to search the top floors. Finding it in use, they head to the lobby and head to the eighth floor. Mr. Green, meanwhile, heads off in search of Detective Jones. (9/51)

11:22: Mr. Green and Detective Jones meet in the rear hall. Mr. Green tells him and Inspector Harvey what he, Higgenbotham, and Dane have

discovered. (8/52)

11:23: Inspector Harvey and Detective Jones arrive at the service elevator and find it in use. They begin running up the back stairs. Mr. Green returns to the lobby. (7/53)

11:24: Miss Higgenbotham and the Honorable Mr. Dane arrive at the elevator and begin to head towards the eighth floor. (6/54)

11:25: Zugzwang puts on a grey wig. (5/55)

11:27: Miss Higgenbotham and the Honorable Mr. Dane reach the 8th floor and set off for the service elevator. (3/52)

11:30: Zugzwang kills Miss Jovtvev. (0/60)

11:31: Miss Higgenbotham and the Honorable Mr. Dane find the laundry cart, parked next to the laundry chute. (-1/61)

11:32: Zugzwang leaves room 815 and, walking with a cane, descends the rear stairs. When they hear someone leaving their room, Miss Higgenbotham and the Honorable Mr. Dane hide in the service area. They watch Zugzwang pass and decide to follow her. (-2/62)

11:34: Colonel Jovtvev and his aide-de-camp find the laundry cart on the 8th floor and begin searching the hall. The noise of combat or other activity from room 815 will attract their immediate attention, causing them to burst in the front door, setting off the smoke bomb. (-4/64)

11:35: Inspector Harvey and Detective Jones arrive on the 8th Floor and will be attracted to any noises of conflict. (-5/65)

11:40: Having noticed she is being followed, Zugzwang drops a smoke bomb down the back stairwell and plants another on the fourth floor. Panic erupts as the report of smoke spreads throughout the hotel. In the ensuing chaos, Zugzwang loses her pursuers in the surging crowd leaves the hotel. (-10/70)

Of course, it goes without saying that you should feel free to alter this timeline, based on the actions, preferences, and tastes of your players. For example, if your players find themselves in a Mexican standoff with Zugzwang in room 815, feel free to have the Colonel come bursting though the door ahead of schedule to precipitate events.

RESOLVE AWARD: Award each investigator one point of Resolve.



SCENE 4 – ROOM 815 – THE CENTER OF THE WEB

Zugzwang has prepared her room with the arrival of her opponents in mind. As such, you should add appropriate plans and counterplans to her repertoire. At the very least, she has booby-trapped the door and windows in the sitting room to set off a smoke bomb if it is opened from the outside. She has wired the windows in the bedroom, which also open onto the roof of the adjoining building.

There is a letter in a sealed envelope on the desk, addressed to the investigators (This is either the complimentary or taunting letter as determined by the investigators' actions.). On the sideboard, a phonograph is playing Bach's Toccata in Fugue (Masterminds who like to use music in their

campaigns can begin to play this quietly when the investigators approach the room.). Her chair is placed so as to give her a clear view of the door and windows. On the small table next to the chair is her revolver. Next to her chair is a purse and small bag, containing two additional smoke bombs.

Miss Jovtvev lies asleep, tied to the bed. In the armoire, a typewriter salesman named Robert Hale has been hung. He was seduced by Zugzwang into taking this room to spend the night with her. She then doctored his drink and, after he passed out, hung him. On the nightstand is an unsigned, typed note, apologizing for accidentally causing Miss Jovtvev's death. Next to the note is a syringe containing an unknown substance, a partially full bottle of ether, and a handkerchief, still smelling faintly of ether.

A successful test of the substance in the syringe will reveal it to be morphine. There is enough in the syringe to kill Miss Jovtvev. How the investigators can determine the contents of the syringe will depend on their skills and knowledge. A doctor, for example, may be able to identify it by a quick taste – as will a constable or former drug addict. Any appropriately skilled scientist with a lab will be able to do a chemical analysis of the material. If the investigators cannot identify it, Scotland Yard or Dr. Watson will.

Zugzwang's reaction to the investigators' entry will depend on their entry. If they set off the smoke bomb or electrocute themselves, she will, pick up her gun and the taunting letter, then leave through whatever exit is left to her. She will then, of course, set off the second smoke bomb to further cover her escape. If the investigators try to enter through the bedroom window, she will leave via the front door, again setting off the smoke bomb and shouting "Fire!" As she makes for the stairs. If she leaves through the door and has time, she will lock the door behind her. If the investigators discover the trap before entering (a Heroic (6) Difficulty Observation roll), and try to disarm the trap (a Challenging (4) Craft or Demanding (5) Criminal Artistry Skill Roll) before

entering, they must make an Average (3) Difficulty Criminal Artistry roll to avoid being noticed. If she notices their attempt, she will do exactly as above. If not, the investigators might actually get the drop on her. Each of her plans are covered in more detail below.

If the investigators don't get there in time, she will inject Miss Jovtvev with the morphine, gather up her things, and leave – taking the complimentary letter with her. In both cases, her intended escape path is down the elevator and through the front door.

Miss Carol Rahl, a.k.a. Zugzwang

A severe beauty, Miss Carol Rahl is a force to be reckoned with. She is highly intelligent with a clear sense of justice. What she lacks, however, is a moral compass. She is absolutely pragmatic and will not hesitate to do whatever it takes to achieve her ends. She is meticulous in her planning and leaves no clues behind.

Her Contingency Plans

Always prepared, Zugzwang has three escape plans, depending on what happens. The first is if the investigators enter the front door. If she determines that they are bypassing the smoke bomb, she will gather her things and leave via the bedroom window, trusting in her traps to delay pursuit. She will cross the roof, and enter the rooftop stairwell access, walk down, and exit the building.

If the investigators enter through the windows, she will exit through the door, locking it behind her, as mentioned above, calling "Fire!" She will then take the back stairs down to the fifth floor. Her actions here depend on whether or not she thinks she has been seen by the investigators. If she has, she will incite a panic using her smoke bombs, as described in the timeline above. If not, she will simply leave the hotel.

If the investigators are too late and Miss Augusta Higgenbotham has, for some reason, been prevented from investigating the case, Zugzwang will descend to the bottom floor and walk into the lobby. Once there, Zugzwang simply walks away into the night.

Zugzwang's Taunting Letter:

My Opponent,

I am so sorry that I was out by the time you called. Punctuality is something you will need to work on.

I may be in touch again, depending on my inclination and review of your performance. After all, I should give you more than one chance to get the hang of things. Until then, consider the young woman's death. Perhaps meditation on your failure will whet your appetite for our second meeting.

Sincerely,

Zugzwang

PS: I have treated this paper with a chemical that reacts to the air. I would recommend dropping it now. No sense in leaving evidence, after all.

Zugzwang's Complimentary Letter

My Dear, Worthy Opponent,

Thank you. My faith in humanity has been restored. I had begun to fear that mankind had ceased to be a thinking animal. I regret that I was unable to remain and thank you in person but I have no desire to surrender myself into police custody at this time.

I'm sure that we'll be in touch again soon. Thank you again for the exhilarating adventure.

With my deepest and sincerest respect,

Zugzwang

PS: I have treated this paper with a chemical that reacts to the air. I would recommend dropping it now.

In both cases, the edges of the paper darken then bust into flame as the Investigators finish reading.

AFTERMATH

What happens next depends entirely on what the investigators have accomplished. If they have acquitted themselves well, at least getting close to catching Zugzwang, she will be impressed by them and view them as worthy adversaries. They should expect to hear from her again sometime in the future. If she is caught by the investigators, she will be thrilled, openly acknowledging them as equals. Although the constables will lead her away, it will probably come as no surprise when she escapes three weeks later.

If Miss Violeta Jovtvev is rescued, her father is thrilled and give the investigators a reward – a dinner in their honor at the Sophia Hotel. He will also do his best to help them out in the future, should they find themselves in Bulgaria.

The reaction of Scotland Yard and British Intelligence, in the person of Mycroft Holmes, will depend on the actions the investigators took during the course of the adventure. Scotland Yard will be very pleased if the investigators have saved Miss Jovtvev, given that they had been outwitted. Inspector Harvey, although initially resentful, will be a useful contact should they have to cross swords with Zugzwang again. If a complete success, Mycroft Holmes will be impressed and begin to take more note of the investigators.

Depending on the nature of your campaign, Zugzwang may make an excellent returning villain – one that can be captured and disposed of as your campaign directs.

APPENDIX:

Miss Augusta Higgenbotham

Artistry - 4
 Dancing
 Charm - 3
 Customs - 3
 Deduction - 3
 History - 4
 The Bronze Age
Humanities - 4
 Ancient Greek
 Homeric Epic
 Observation - 3
 Artifacts
Perception - 3
 v. Hide
 Research - 3
 Social Science - 4
 Archaeology

Class: Upper Class

Characteristics:

Personal: Well, well, well: If it isn't the redoubtable Miss Higgenbotham.

Professional: I have a passion for antiquities!

Negative: She is always right.

Kyle Wilberforce Acton Dane

Artistry - 3
 Dancing
Charm - 3
 Self Deprecating Humor
 Customs - 4
Dodge and Defense - 4
 vs. Blades
 vs. Single Stick
Fight - 4
 Fencing
 Single Stick
Humanities - 4
 Medieval Epic
Oratory - 2
 Recitation of Epic Poetry
Perception - 4
 v. Charm

Shooting - 3

Weapon - 4

Single Stick

Swords

Class: Upper Class

Characteristics:

Personal: The epitome of the English Gentleman.

Professional: That calls to mind something I read in Homer. Or perhaps it was Mallory.

Negative: Shy

Negative: Discrete to a fault.

Colonel Branamir Jovtcev

Charm - 3

Customs - 5

High Society

Ottoman Empire

Military Protocol

Dodge and Defense - 5

vs. Blades

Endurance - 4

Fight - 5

Fencing

Oratory - 5

Stiffen Morale

Perception - 4

v. Charm

v. Enemy Strategies

Shoot - 4

Revolver

Rifle

Weapon - 4

Swords

Class: Upper Class

Characteristics:

Personal: Military Bearing.

Professional: An air of command.

Negative: I expect my orders to be carried out.



Miss Carol Rahl, a.k.a. Zugzwang

Charm - 4

Fund Raising

Seduction

Criminal Artistry - 6

Poisoner

Customs - 4

High Society

Whitechapel

Dodge and Defense - 3

Observation - 5

People

Oratory - 3

Perception - 5

v. Charm

v. Menace

Reason - 6

Logic

Puzzles

Shoot - 3

Revolver

Street Smarts - 5

Class: Upper Class

Characteristics:

Personal: Smartest Woman in the Room

Professional: Master of the Perfect Crime

Negative: High Functioning Sociopath.

Villainous Guile: Escape Plan

Villainous Guile: Master of Machinations

— Baker Street Clue Card —

Clue: *The Hotel is Referred To As a Place Recognized By the Wise*

Lead:	Lead:	Lead:
<i>It must be located near someplace associated with the wise. Perhaps the courts?</i>	<i>Perhaps it is located near Wise Street?</i>	<i>Perhaps the hotel's name is associated with wisdom or someone named for their wise decisions?</i>

— Baker Street Clue Card —

Clue: *The Text of the Letter*

Lead:	Lead:	Lead:
<i>You are sure the letter has a hidden message! If you can just figure out how it starts...</i>	<i>The numbers call to mind a code used in the American Civil War. How did that go again...</i>	<i>The letter is typed without mistakes -- a remarkable feat, given the unreliability of the new technology...</i>

— Baker Street Clue Card —

Clue: *The Quality of the Paper*

Lead:	Lead:	Lead:
<i>The hotel is located in an upscale area in London.</i>	<i>The hotel is very old and uses high quality stationary to keep up appearances.</i>	<i>The paper bears an upscale stationer's watermark. Perhaps the stationer can name the hotel.</i>

— Baker Street Clue Card —

Clue:

Lead:	Lead:	Lead:

— Baker Street Clue Card —

Clue: *There Were No Suicide Notes*

Lead:	Lead:	Lead:
<i>The victims were illiterate and couldn't write a note.</i>	<i>The notes were stolen or destroyed to avoid scandal.</i>	<i>The deaths were not suicides.</i>

— Baker Street Clue Card —

Clue: *The Means of Death*

Lead:	Lead:	Lead:
<i>The victims were hanged.</i>	<i>The victims were poisoned.</i>	<i>The victims were exsanguinated.</i>

— Baker Street Clue Card —

Clue: *The Gender of the Victims*

Lead:	Lead:	Lead:
<i>The victims were all men.</i>	<i>The victims were all women.</i>	<i>The victims were a mix of men and women.</i>

— Baker Street Clue Card —

Clue: *Locations of Death*

Lead:	Lead:	Lead:
<i>The victims were found in their homes.</i>	<i>The victims were found in hotels.</i>	<i>The victims were found in places of business.</i>

Baker Street Clue Card

Clue: *The Hotel is Referred To As a Place Recognized By the Wise*

Lead:	Lead:	Lead:
<i>It must be located near someplace associated with the wise. Perhaps the courts?</i>	<i>Perhaps it is located near Wise Street?</i>	<i>Perhaps the hotel's name is associated with wisdom or someone named for their wise decisions?</i>

Baker Street Clue Card

Clue: *The Text of the Letter*

Lead:	Lead:	Lead:
<i>You are sure the letter has a hidden message! If you can just figure out how it starts...</i>	<i>The numbers call to mind a code used in the American Civil War. How did that go again...</i>	<i>The letter is typed without mistakes -- a remarkable feat, given the unreliability of the new technology...</i>

Baker Street Clue Card

Clue: *The Quality of the Paper*

Lead:	Lead:	Lead:
<i>The hotel is located in an upscale area in London.</i>	<i>The hotel is very old and uses high quality stationery to keep up appearances.</i>	<i>The paper bears an upscale stationer's watermark. Perhaps the stationer can name the hotel.</i>

Baker Street Clue Card

Clue: *There Were No Suicide Notes*

Lead:	Lead:	Lead:
<i>The victims were illiterate and couldn't write a note.</i>	<i>The notes were stolen or destroyed to avoid scandal.</i>	<i>The deaths were not suicides.</i>

Baker Street Clue Card

Clue: *The Means of Death*

Lead:	Lead:	Lead:
<i>The victims were hanged.</i>	<i>The victims were poisoned.</i>	<i>The victims were exsanguinated.</i>

Baker Street Clue Card

Clue: *The Gender of the Victims*

Lead:	Lead:	Lead:
<i>The victims were all men.</i>	<i>The victims were all women.</i>	<i>The victims were a mix of men and women.</i>

Baker Street Clue Card

Clue: *Locations of Death*

Lead:	Lead:	Lead:
<i>The victims were found in their homes.</i>	<i>The victims were found in hotels.</i>	<i>The victims were found in places of business.</i>



THE CASE OF THE **Mantis Murderer**

By Matt Lopshire

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

Charlotte Moore, twenty-five, was a member of a minor noble house. Noble, yet not as wealthy as they had been in years past. She sought financial stability in a different manner than most young ladies. With her father's assistance, she gained employment with an entomologist forty years her senior. Professor Thaddeus Thornton had made a tidy sum lecturing and writing field journals after an early retirement from Owens College in Manchester. He had no heirs to her knowledge and reasoned she could attain the lion's share of his fortune upon his death. She was not content to wait for the inevitable, however. Despite the man's bouts of pneumonia he repeatedly recovered and seemed no worse for it. Charlotte's patience was already wearing thin when the two had had an argument. He spent the better part of an hour criticizing her methods of preserving, labeling, and storing his

specimens. She railed right back at him, wondering how he even noticed the specimens while he stared luridly after her all the time. This was hardly the case, but the accusation caught him off guard. After he stormed off, she knew she needed to act quickly. It was too late in the evening for the old fool to ring his solicitor to have his will changed, she thought. She waited until the household was asleep, crept into his bedroom, and smothered him with a pillow. She was about to check for a pulse when the bedroom door swung open. The first footman and maid stood there aghast, seeing their master being murdered by the young lady he had trusted. Charlotte attempted to flee, but was easily caught and held until the police arrived. The papers got wind of it and started to call her the Mantis Murderer, likening her to a praying mantis killing her mate after the passion was complete.

THE CRIME

What is on the surface an open-and-shut case is in fact an entirely different affair. Charlotte smothered a man that was already dead. John Patrick Fitzsimmons, the cook's son, actually murdered Professor Thornton. He had used some of the potassium cyanide from the study; the same chemical the Professor used in his kill jar for the specimens. John Patrick laced his food with it when he served the evening meal. Thornton died six and a half hours before Charlotte entered the old man's bedroom.

THE THREAT METER

1. The murderer is concerned the nosy investigators are asking too many questions. He begins concealing a knife on his person, just in case.
2. The investigators question their involvement, thinking it rather pointless. Rolling a 1 on the Sherlock Die no longer has an effect.
3. The murderer makes sure the other footmen are always nearby, should there be any altercation. Should the investigators attempt to apprehend or detain John Patrick, the footmen rush to his aid. They are each allowed one attack before initiative is determined. Refer to the Final Confrontation section for more information.
4. Everyone involved begins to resent the investigators attempts to rehash an obviously closed case. Rolling a 1 or a 2 on the Sherlock Die no longer has an effect.
5. The dead ends and setbacks are making the case seem hopeless. Each investigator loses two Resolve.
6. The case is hanging by a thread. Every effort seems an uphill battle. Rolling a 1, 2, or a 3 on the Sherlock Die no longer has an effect.

Endgame I: If the investigators have uncovered John Patrick's relationship with the deceased and/or treat him as a suspect, the cook's son is rattled by the investigators' probe. John Patrick steals the good silver and thirty or so pounds of loose money from the household. If the investigators have the presence of mind to search the docks for him, they may find him if they can make a Heroic (6) Difficulty Observation roll. Proceed to the Final Confrontation. If the party cannot locate John Patrick at the docks, he books passage across the Channel to France, there to seek his fortune in the culinary field. Based on the conflicting stories, the judge declares a mistrial. Charlotte is free, but leaves the country in disgrace. Reduce the Experience Point award for each investigator by one. The Baroness pays each investigator two pounds for their efforts.

Endgame II: The investigators have concluded that John Patrick is the murderer or knows who did it. Their attempt to take him into custody resulted in a brawl. Beaten, the killer made good his escape on foot. He has nothing but the clothes on his back, however. He engages in some petty thefts to get the money he needs to get to the coast. There he hops the first ship that will take him as a stoker. His mother never hears from him again. The investigators take their evidence to the barrister, who convinces the judge to drop the charges against Charlotte. She is free, but moves to another country with relatives to avoid further shame. Reduce the Experience Point award for each investigator by one. The Baroness pays each investigator two pounds for their efforts.

Endgame III: If the investigators have nothing that leads them to implicate John Patrick, he attends the execution of Professor Thornton's will with confidence. When he discovers that the bulk of the fortune is going to an endowment at Owens College, he storms back home and performs the petty theft detailed in Endgame I. A week later, the investigators will receive a letter from his mother explaining what he did. A copy of the letter is sent to Mr. Davis Fallows, the barrister. Charlotte is released, but leaves London quickly to avoid being a social pariah. Reduce the Experience Point award for each

investigator to one.

Endgame IV: Should the investigators mistakenly implicate someone else in the household other than John Patrick, the unfortunate person is dragged into a very short, unpleasant trial. Mismatched evidence, illogical time tables, and unreasoned explanations abound. The judge declares a mistrial; no one goes to jail. Charlotte is released, but cannot show her face on the streets of London. She and her family retire to Wales, hoping the whole sordid affair will one day be forgotten. Reduce the Experience Point award for each investigator to one. Also take away one Status Die from each investigator for getting tangled up in such a scandal.

Endgame V: The investigators subdue and apprehend John Patrick, bringing him and their evidence against him to the police. Formal charges are brought forth and the trial takes place quickly. The accused man's story withers under the prosecution's attacks and a Guilty verdict is brought back within an hour. All charges against Charlotte are dropped. The young lady is free, but was still in her employer's bedroom at midnight. She discreetly leaves London and lives in the Moore family's country cottage to avoid the sideways glances of the citizenry. Award the investigators the full amount of Experience Points for their involvement in a successful case. The Status of each member of the party increases three Circles due to the good write-ups in the newspapers. The Baroness pays each investigator ten pounds for their efforts.

MASTERMIND NOTE:

The following Scenes are in a logical sequence, but do not be surprised if the investigators move through them out of order. Be flexible and let them take the path that seems right to them. Do not be afraid to advance the Threat Meter, though, if they are chasing down dead ends. For example, going to the barrister without evidence (or even a suspect) might warrant an increase.



SCENE 1 - A REQUEST FROM A LADY

The investigators have been summoned to 221b by Dr. Watson. He had received a letter from a Baroness Cynthia Moore. Her daughter stands accused of murder. She has entreated Dr. Watson to hear her side of the story. Dr. Watson has invited the Baroness to Baker Street to discuss the case with the party.

Read the following to the investigators:

"You have all arrived at 221b for a serious matter. Dr. Watson summoned you and told you the meeting was gravely important. He has advised you all that the Baroness Cynthia Moore will be arriving at 10:00 in the morning and none of you are to be late. Her Ladyship is deeply concerned about her only daughter. Everyone is to be on their best behavior and nothing but the utmost in Victorian manners will be tolerated. Her Ladyship will explain the particulars. You will render aid in a manner worthy of the Gentleman whose home you now inhabit."

The Baroness arrives promptly at ten o'clock. She is an elegantly-dressed gaunt woman in her early fifties. She is maintaining her aristocratic demeanor for the moment but looks like she is about to burst into tears. Her face is careworn

and the investigators are about to find out why.

"I would like to thank you all for meeting with me. If Dr. Watson had not agreed to this, I do not know what I would have done. The police are useless, the media is full of blackguards, even the barrister would not aid me. Someone must listen! I apologize. I am getting a bit ahead of myself.

I have a daughter named Charlotte. She was a precious child and I had high hopes for her marrying into a fine family. However, she was headstrong, like her father, and did not wish to be married. Well, I know I could never have done such a thing when I was her age, but these are different times. Her father indulged this whim of hers. He even assisted in finding a job for her. Imagine! Someone of Charlotte's upbringing working for a living! At least it was not some menial task. Charlotte worked for Professor Thaddeus Thornton, the eminent entomologist. Charlotte has always been fascinated by that particular scientific field. She has, for the last four years, assisted the Professor with his specimen collections and typing the various treatises he published. He had often commented how useful and necessary she was to his work. I never knew of any kind of trouble.

Two nights ago, my daughter, Charlotte, was found in the bedroom of the Professor. She was on top of his bed, holding a large pillow. Two of his servants made the discovery. When they checked on the Professor, he was dead. Charlotte was arrested and carted away to who-knows-where. I have had no contact with her. The barrister has assured me she is fine for the moment, but advised that he cannot win her freedom with the case against her. I have made inquiries of the police, but they will not discuss anything with me. I have no way of knowing if they are thoroughly investigating this crime or just taking it as read that my daughter could do such a thing. The local newspapers have been absolutely ghastly. They are calling my daughter "The Mantis Murderer" because of the insect's predilection

to feed on the male after congress.

It cannot be true! She is a noble, well-bred young lady of quality. There must be another explanation. Please tell me you will look into the matter and find the truth."

Her Ladyship provides the investigators the address of the deceased along with the instructions to speak to a Mr. Stagg, the Professor's butler. The name of the barrister she contacted is Davis Fallowes; his office is not far from here.

A word about Status: The Baroness is distraught and must be treated with the utmost respect or offense will be taken. Penalize rude or insensitive investigators with a two-circle reduction to their Status.

RESOLVE AWARD: The investigators receive one Resolve each for taking the case.

SCENE 2 - THE PROFESSOR'S RESIDENCE

Read the following to the investigators:

"Your party arrives without incident at the Professor's former home. It is rather a larger building than one imagines a retired professor to inhabit. A guttersnipe calls to you as you stare at the imposing edifice. "Cor, guv'ner! You know where you is? That's the house the Mantis Murderer did in that professor! I sell newspapers for tuppence; I've sold a lot more since she killed that old bloke!" The child darts off like a shot. When the investigators knock on the door, they are greeted by a red-headed young man of sixteen who states no visitors are being admitted at this time. Someone in the party will need to make a successful Oratory or Charm Skill Roll; the Difficulty is Average (3). If someone takes a different approach and makes a Menace Skill Roll, use the same Difficulty. Successful or not, reduce that investigator's Status by one Circle. Such behavior is most unbecoming.

Once they gain entrance, they will be ushered to the parlor. Read the following to the party:

"Mr. Stagg, the butler, bustles into the room after a brief wait. He is a short, broad man of nearly sixty. The poor chap doesn't look like he has slept since the murder of his master. He does seem to relax a bit when the investigators explain who they are and why they have come.

"Lord bless you, gentlefolk! To have people come from 221 b is a Godsend! Nothing makes any sense here. The young Lady Moore, a killer? How can it be true? No, good sirs and madams, there is something...Oh how would the Great Man have put it?...afoot. I always enjoyed reading about Mr. Holmes' exploits, God rest his soul. I wish I had read more; maybe I could figure out this puzzle.

"I will personally guide you about the poor Master's home. I should fancy you will want to see the bedroom. Clues and whatnot. I'll also run you by the study, where he spent most of his time. Then I can bring the servants here to the parlor. I expect you will have questions after looking about the house.

RESOLVE AWARD: The investigators receive one Resolve each for completing the scene.

SCENE 3 - THE BEDROOM

Mr. Stagg brings the investigators to the Professor's bedroom. He states simply that nothing has been disturbed save for the removal of the body. He is extremely uncomfortable being in the room and excuses himself quickly.

Clue 1: Professor Thorton's bedclothes are hanging nearby, unwrinkled

Lead 1: The Professor didn't sleep in them. (True)

Lead 2: They are a spare set.

Lead 3: The maid must have laundered them and hung them up out of habit.

Clue 2: The window will not stay closed. (False Clue)

Lead 1: The window catch was tampered with

Lead 2: It was damaged by someone climbing through it.

Lead 3: The servants that should have fixed it were negligent.

Ask each of the investigators to roll an Observation Skill Roll. Apply the normal bonus if someone has the Objects Specialty. Anyone who scores four or more successes may find a torn piece of paper. The only words on it are "...sound mind and...". This is a piece of the new Last Will & Testament that Professor Thornton had drafted shortly before his death. He had only started the document when the poison started getting the better of him and he laid down on the bed. John Patrick came in and tucked the man in bed without bothering to change him into his bedclothes. The Professor was still breathing, so John Patrick needed to return later. He planned on telling the others he had heard a noise in the old man's room and discover his body. He did not plan on Charlotte being in there as well. He took it as good fortune though, and has made sure everyone (including the newspapers) has heard about her involvement. After she was arrested, he went about the room and put it in order. He found a new will that Thornton had started and tore it up, neglecting to account for every piece.

Should the investigators determine the scrap of paper was from a Last Will & Testament, give them this clue immediately.

Clue 3: Fragment of a Last Will & Testament

Lead 1: Someone destroyed an old copy of his will.

Lead 2: Someone destroyed a current copy of his will.

Lead 3: Someone destroyed a newer version of the will. (True)

If none of the investigators come across the scrap of paper, Chloe the maid can find it later and give it to them. This should only take place if the party is well and truly stuck on what to do next. If the Moriarty die result has plagued them, perhaps a little mercy is in order.

RESOLVE AWARD: The investigators receive one Resolve each for completing the scene.

SCENE 4 – THE STUDY

This room is larger than expected, but perhaps it is an illusion because of the thousands of insect specimens collected. It rivals the collections of any museum the investigators have visited. The murder weapon (potassium cyanide) is in this room.

Clue 4: The chemical bottles are in disarray.

Lead 1: Charlotte did not tidy up before she left.

Lead 2: Someone inexperienced handled them. (True)

Lead 3: The Professor was looking for something.

Clue 5: There are quite a few empty spots in a display case. (False Clue)

Lead 1: Some rare and valuable specimens have gone missing.

Lead 2: Charlotte hid them to annoy the Professor.

Lead 3: A servant carelessly damaged them, then hid them to avoid punishment.

RESOLVE AWARD: The investigators receive one Resolve each for completing the scene.

SCENE 5 – THE KITCHEN

The kitchen itself is unremarkable, but the cook is not. She is Molly Fitzsimmons; an imposing woman whose rule is law in her domain. She was a fierce beauty in her day; now the beauty is gone but the fierce remains. The butler has brought the investigators here to ask questions because he would not dare ask her to join them in the parlor. The Rule of Four applies to this conversation.

What Molly Fitzsimmons knows:

Never cared much for Charlotte. She liked to think she was better than the servants. That did

not stop the master from dressing her down like he did. Sent her flying off in a rage it did.

John Patrick is my only son. He is a good boy; that is why the master made him the first footman. Anyone who did not like that was just jealous.

John Patrick took the master's last meal up to his room. It was not uncommon for the master to take a meal up there instead of the dining room. Usually it meant he was working on something.

The footmen took care of taking the master's body to that photographer fellow, Mr. Smythe I think?

John Patrick's father? That is nothing I would discuss with you lot. (In fact, it is the Professor. Molly will not admit that to anyone, but John Patrick is the result of Thornton's indiscretion with the cook. When she went to him afterward to tell him she was in the family way, he said he would provide for the child but was not willing to admit to any impropriety. He has given her extra money to care for the boy. Once he was old enough to join the household staff, he was given a better position than most people thought he deserved.)

SCENE 6 - INTERVIEWING THE SERVANTS

When the investigators are ready to speak with the staff, the butler leads everyone back down to the parlor. He will fetch whichever servant the party wishes to question and wait outside the door until they have finished. The Rule of Four applies to each conversation.

What John Patrick knows:

I took him up some food that evening. Put it on his little table in his room. He was at his desk and said he would have it later. That was the last thing he said to me. I did not go back to his room until Chloe and I went to see what the noise was. That is when we saw Charlotte on his bed, with the pillow in her hands!

The study? No, I have no reason to go in there. Makes my skin crawl. When I was growing up, the master would show me what he did in there, but I never fancied it.

Wallace and a couple of lads wrapped the master's body and we took him to that Mr. Smythe's studio. Mr. Smythe made the arrangements after that. Funeral is tomorrow at 2:00 I believe.

My father? Mom doesn't talk about him, so I don't care. (In fact, John Patrick has known for a while. He appreciated the first footman position, but assumed he would inherit the Professor's wealth instead of working for it. His impatience caused him to concoct the murder scheme.)

What was Chloe and I doing before we went to the master's bedroom? Never you mind. (They were sharing a moment of passion. After they finished, John Patrick claimed he heard a noise and went to investigate.)

What Chloe Cupper, the upstairs maid, knows:

I saw Charlotte with the pillow! She must have killed him!

Charlotte wasn't the only person to get the rough edge of the master's tongue. You should ask Mr. Stagg... (Give the investigators Clue 6)

Clue 6: Mr. Stagg had argued with Professor Thornton about...

Lead 1: wages.

Lead 2: a leave of absence.

Lead 3: staffing decisions. (True)

John Patrick was...nearby when I heard a noise down the hall. I asked him to come with me. What if it was a burglar?

(Optional) Mr. Stagg allowed me to tidy the bedroom after you lot were done. I found this scrap of paper. I was going to throw it away, but Mr. Stagg thought you might want to see it first.

What Wallace Post, the footman, knows:

Mr. Fitzsimmons is a bit younger than me, but cor, he's been here all his life, id'nt he? There's a good reason for him being promoted over me, I'm sure. (Give the investigators Clue 7)

Clue 7: John Patrick's promotion to First Footman

Lead 1: He is an exemplary worker.

Lead 2: His mother put in a good word for him.

Lead 3: The Professor had another reason. (True)

Me and the lads wrapped up the master's body, yeah? I ain't never done anything like that.

The will gets read tomorrow, yeah? Nobody wants to talk about it, but someone is going to be rich. The Professor's got no kids, so maybe the butler will make out alright? The bloke three houses down used to be a butler. Now he's got his own butler, and a mansion to put him in!!

What Ernest Stagg, the butler, knows:

What's all this rot about an argument? The master and I discussed everything with never a raised voice. Someone has been listening at keyholes again.

There was one other thing in the Master's room that was removed, but that was his dinner tray. It would not do to have that going off, you know. Most unsavory. John Patrick removed it. Clumsy fool must have spilled something; he was ten minutes washing up afterward. (John Patrick destroyed most of the evidence of poisoning by getting rid of the food scraps. He also spent a very long time washing his hands, thinking some residue lingered. He was not totally successful, though. A small amount of the potassium cyanide remains inside the cuff of his pant leg. If an investigator searches his person, let them make an Observation Skill Roll. Five successes will meet the Demanding (5) Difficulty and will detect the powder. Should someone in the party recognize the compound with a Medicine Skill Roll (four successes needed), John Patrick will think the jig is up and give a cry to the footmen. Proceed to the

Final Confrontation.

It's true we do not know the nature of the will. That was between the master and his solicitor, Mr. Michael Cordon. We will all learn the truth of it tomorrow, after the master is laid to rest.

Wallace has it all wrong. The man who used to be a butler is four doors down. Good chap. He even shook my hand. I doubt that would ever happen to me, but a man can dream, can he not?

RESOLVE AWARD: The investigators receive one Resolve each for completing the scene.



SCENE 7 – THE PHOTOGRAPHER'S STUDIO

If the investigators take a short cab ride, they can locate the studio of a Mr. Timothy Smythe. His business is doing quite well these days. Please explain to the players (Not the investigators since they would already know this.) that Mr. Smythe takes pictures of the deceased. Photography was an expensive indulgence for most people. Indeed, the only time many people were photographed was upon their death. The photographer posed the dead in a life-like manner and took a few pictures. There were a few tricks of the trade. A sophisticated harness was used to hold the corpse upright, giving the appearance they were just standing beside a chair. Sometimes they would paint eyes on top of the deceased's eyelids to give the illusion of life. The Victorian practice of

postmortem photography is a bit disturbing to modern sensibilities. Nevertheless, the Professor was brought here to be photographed one final time. Speaking with Mr. Smythe yields one clue.

Clue 8: The body was much harder to pose than normal...

Lead 1: because of his advanced age.

Lead 2: because of rigor mortis. (True)

Lead 3: because of severe arthritis.

The funeral director, one Mr. Lyle Rolfson, will arrive at the end of the conversation to convey the body to his parlor. The investigators may be able to examine the body if someone can make a successful Oratory or Charm Skill Roll versus a Challenging (4) Difficulty. If no one in the party has sufficient medical knowledge to examine the corpse, they may convince the funeral director to transport the body to a coroner's office. The same Skills can be used but the Difficulty is increased to Demanding (5). It is one thing to make a cursory examination of the corpse, quite another to ask the man to drive him to another place entirely.

A successful Challenging (4) Medicine Skill Roll yields the following clues:

Clue 9: There is an unmistakeable odor when compressing the chest cavity...

Lead 1: of decomposing flesh.

Lead 2: of exceedingly poor hygiene.

Lead 3: of a cyanide compound. (True)

SCENE 8 – CHARLOTTE MOORE

Investigators should find it difficult to visit the young lady in her cell. It requires a successful Oratory Skill Roll against a Demanding (5) Difficulty. Once access is gained, the Lady Moore will be in little mood to talk. She thanks the investigators for looking into the matter, but says simply there is no need to trouble themselves. In her mind, she is guilty. She did not know the Professor had already died. If the party can give her some reason to believe someone had already killed her employer, she will be encouraged. She

will state the only people she believes that would be capable of murder are the First Footman and the Butler. Both have the means and opportunity, possibly the same motive. John Patrick, in her mind, is a shiftless ne'er-do-well who got his job because of his mother. He is not the kind to work for a living, so the old man's money was probably just as tempting to him as it was to her. The same with the old butler. Mr. Stagg loves the story about the rich, lonely man who died and gave everything to his faithful servant. He will bring it up in conversation any chance he gets.

After encouraging the Lady Moore, she offers to tell her mother to increase their payment by five pounds should they succeed in releasing her. Add this sum to the amount listed in the appropriate Endgame.

SCENE 9 – AT THE BARRISTER'S OFFICE

If the investigators call upon Mr. Fallows, they are greeted by a tall, slender man in his late forties. He expresses his concern about Miss Moore's seemingly impossible situation, but offers no more information than what the Baroness told them about the case. Mr. Fallows politely but quickly urges the investigators on their way, unless they have some evidence that Charlotte was not the murderer. If they can provide the barrister something he can use in court, he will contact the police to bring in the real murderer. The case will proceed to the appropriate Endgame scenario.

SCENE 10 – AT THE SOLICITOR'S OFFICE

Any inquiries at Michael Cordon's office will be met with high suspicion. He will not disclose the contents of the will to the investigators and is offended should they insist upon it. Raise the Threat Meter. Should the party take a more Criminally Artistic approach to see the will, they discover that each of the servants will be paid one-year's wages for their service. His home is to be sold, with the proceeds of the sale and the

remaining monies donated to the Professor's old college as an endowment.

SCENE 11 - FINAL CONFRONTATION

The investigators may arrive at this scene a few different ways. If confronted in the household, John Patrick will be assisted by the footmen. There is one footman for every two investigators, rounded up. Any other servants will scatter. If the investigators catch up to the criminal at the docks, a number of dock workers join the fracas. The number of dock workers in the fight will be the same as footmen in the household. Whichever reinforcements the cook's son has, treat them as Nobbler reprobates. John Patrick is a scrapper and the party will not be able to convince him to come quietly. At least, not with words...

If the confrontation goes against John Patrick, he will attempt to flee. Masterminds, this flight should take place if half of his fellows are defeated and/or he is Injured. He will not give himself up, even if Seriously Wounded. He has no desire to go to prison because he knows he would never leave it. A foot pursuit will ensue. Each round he and the investigators will make an opposed Endurance Skill Roll. If the investigators succeed, reduce the number of yards that separate them: one yard for each additional success. If the murderer succeeds, he starts to pull away from the party, again one yard per success. The investigators shall nominate one of their party to make the roll. The others may contribute one die each to the nominee. This represents their attempts to slow down their quarry (throwing objects, calling to passers-by to "Stop That Man!", and the like). John Patrick will get a 4-yard lead on the investigators. If he can extend the lead to ten yards, he makes good his escape. However the pursuit ends, proceed to the appropriate Endgame.

Example: In the first round the investigators nominate the Gentleman World Adventurer to make the Skill Roll. He does and gets two successes to John Patrick's one. The four-yard gap narrows to three. The next round, though, the killer gains four successes to the investigator's

two. Now five yards separate them.

Masterminds, try to keep the pace of these opposed Skill Roll brisk to heighten the sense of urgency.

APPENDIX

Cast of Characters

Professor Thaddeus Thornton – The deceased. Secretly the father of John Patrick Fitzsimmons.
 Charlotte Moore – The accused. She sought to kill the Professor for his wealth.
 The Baroness Cynthia Moore – The investigators' employer and Charlotte's mother.
 Ernest Stagg – The Butler. Bit of a mystery buff. Enthusiastically aids the investigators.
 Molly Fitzsimmons – The Cook. Had a moment of indiscretion with the Professor.
 John Patrick Fitzsimmons – The First Footman. The actual murderer of his father, the Professor.
 Wallace Post – The Footman. Works directly under John Patrick.
 Chloe Cupper – The Upstairs Maid. Discovered Charlotte in her master's bedroom.
 Timothy Smythe – The Photographer. Took the postmortem pictures of the deceased.
 Lyle Rolfson – The Funeral Director. Ready to fulfill his last duty to the deceased.
 Michael Cordon – The Professor's Solicitor. He will execute the will at the end of the case.
 Davis Fallowes – The Barrister. Hoping to find a way to defend Charlotte in court.

Masterminds: Many of the above characters will not have specific Skills and Ranks assigned. If a Skill Roll is needed, assume Rank 3 (Average) in a Skill that the character would reasonably have and Rank 2 (Unskilled) in anything else. So the character will be rolling either three or two dice, depending on the situation. The exception is the Oratory Skill. That is Rank 3 with the Specialty Lying for any of the servants. Seems everyone has something to hide. The particulars for the characters likely to get into a brawl are as follows:



John Patrick Fitzsimmons

(Armed with a knife after the Threat Meter advances)

Craft: 3
 Culinary Arts
Dodge & Defense: 4
 Vs. Blades
 Vs. Brawling
 Endurance: 4
Fight: 4
 Menace: 4
 Street Smarts: 3
 Strength: 4
Weapon: 4
 Knives

Wallace Post

(The same Skill set applies for Wallace and any other "assistants" in the Final Confrontation Scene. Refer to that Scene for more details.)

(Armed with a knife)

Dodge & Defense: 4
 Endurance: 4
 Fight: 3
Menace: 4
 Strong-Arm
 Strength: 5
 Weapon: 4
 Knives

— Baker Street Clue Card —

Clue: Professor Thorton's bedclothes are hanging nearby, unwrinkled

Lead:	Lead:	Lead:
The Professor didn't sleep in them.	They are a spare set.	The maid must have laundered them and hung them up out of habit.

— Baker Street Clue Card —

Clue: The window will not stay closed.

Lead:	Lead:	Lead:
The window catch was tampered with deliberately.	It was damaged by someone climbing through it.	The servants that should have fixed it were negligent.

— Baker Street Clue Card —

Clue: Fragment of a Last Will & Testament

Lead:	Lead:	Lead:
Someone destroyed an old copy of his will.	Someone destroyed a current copy of his will.	Someone destroyed a newer version of the will.

— Baker Street Clue Card —

Clue: The chemical bottles are in disarray.

Lead:	Lead:	Lead:
Charlotte did not tidy up before she left.	Someone inexperienced handled them.	The Professor was looking for something.

— Baker Street Clue Card —

Clue: *There are quite a few empty spots in a display case.*

Lead:	Lead:	Lead:
<i>Some rare and valuable specimens have gone missing.</i>	<i>Charlotte hid them to annoy the Professor.</i>	<i>A servant carelessly damaged them, then hid them to avoid punishment.</i>

— Baker Street Clue Card —

Clue: *John Patrick's promotion to First Footman*

Lead:	Lead:	Lead:
<i>He is an exemplary worker.</i>	<i>His mother put in a good word for him.</i>	<i>The Professor had another reason.</i>

— Baker Street Clue Card —

Clue: *Mr. Stagg had argued with Professor Thornton about...*

Lead:	Lead:	Lead:
<i>...wages.</i>	<i>...a leave of absence.</i>	<i>...staffing decisions.</i>

— Baker Street Clue Card —

Clue: *The body was much harder to pose than normal...*

Lead:	Lead:	Lead:
<i>...because of his advanced age.</i>	<i>...because of rigor mortis.</i>	<i>...because of severe arthritis.</i>

Baker Street Clue Card

Clue: *There is an unmistakable odor when compressing the chest cavity...*

Lead:	Lead:	Lead:
<i>...of decomposing flesh.</i>	<i>...of exceedingly poor hygiene.</i>	<i>...of a cyanide compound.</i>

Baker Street Clue Card

Clue: Professor Thornton's bedclothes are hanging nearby, unwrinkled.

Lead: The Professor didn't sleep in them.

Lead: They are a spare set.

Lead: The maid must have laundered them and hung them up out of habit.

Baker Street Clue Card

Clue: The window will not stay closed.

Lead: The window catch was tampered with deliberately.

Lead: It was damaged by someone climbing through it.

Lead: The servant that should have fixed it was negligent.

Baker Street Clue Card

Clue: John Patrick's promotion to First Footman.

Lead: He is an exemplary worker.

Lead: His mother put in a good word for him.

Lead: The Professor had another reason.

Baker Street Clue Card

Clue: Fragment of a Last Will & Testament.

Lead: Someone destroyed an old copy of his will.

Lead: Someone destroyed a current copy of his will.

Lead: Someone destroyed a newer version of the will.

Baker Street Clue Card

Clue: The chemical bottles are in disarray.

Lead: Charlotte had not tidied up before she left.

Lead: Someone inexperienced handled them.

Lead: The Professor was looking for something.

Baker Street Clue Card

Clue: The body was much harder to pose than normal.

Lead: Because of his advanced age.

Lead: Because of rigor mortis.

Lead: Because of severe arthritis.

Baker Street Clue Card

Clue: There are quite a few empty spots in a display case.

Lead: Some rare and valuable specimens have gone missing.

Lead: Charlotte had them to annoy the Professor.

Lead: A servant carefully damaged them, then had them to avoid punishment.

Baker Street Clue Card

Clue: Mr. Stagg had argued with Professor Thornton about...

Lead: ...wages.

Lead: ...a favor of absence.

Lead: ...stalling decisions.

Baker Street Clue Card

Clue: There is an unmistakable odor when composing the chest cavity.

Lead: ...of decomposing flesh.

Lead: ...of exceedingly poor hygiene.

Lead: ...of a spoiled compound.



THE CASE OF THE **Murder at the Madagascar**

By Jeff Grubb

AN OFFICIAL BAKER STREET ADVENTURE

OVERVIEW

Young Horace “Whicket” Whitby brings to Baker Street a small case of great personal import. He is a member in good standing of the Madagascar Club, whose younger members are notable for pinching policeman’s helmets and other tomfoolery. He has grabbed one of the aforementioned helmets this past Saturday, celebrated his achievement with his mates at the club that evening, and had the bad fortune to inform his uncle of his triumph over brunch on Sunday. His uncle, Horace’s main financial support, has taken a dim view of the proceedings and threatened to cut Young Horace off – unless he returns the helmet. The helmet has, however, gone missing in the celebration, and he desperately needs to recover it. Can the investigators aid?

The investigation should take the players to the halls of the Madagascar Club, where there is much consternation about the sudden death of one of

consternation about the sudden death of one of the old members in the Reading Room.

Commander Seymour Grigsby (RET) was one of the founding members of the club, and was working on a memoir that contained information embarrassing to the other members. It was common knowledge that he was working on the memoir, though none can find his copy of it. The commander was found dead of poisoning in his regular chair.

The culprit of both crimes is James Ratchet, one of the servants in the club. His grandfather served under Grigsby in Africa, and was raised with tales of the old man’s horrible treatment of both his men and the natives. He seeks revenge against Grigsby and will use the memoirs as a tool to blackmail the other club members. He stole the helmet, hid the poison within it, and slipped cyanide salts into Grigsby’s tea. He did not consider that Whicket Whitby would bring in consultants for the earlier small theft, and

thereby put himself at risk for the larger crime of murder.

THE CRIME

The Madagascar Club is located on Pall Mall not far from the Diogenes Club. It was formed in 1861 by former members British Foreign Service assigned to that island, along with British Naval Officers who had been posted in the South Indian Ocean (including Mauretania) in the 1840s and 50s. Its numbers waned with the deaths of the older members, but new generations of sons and grandsons have revitalized the club. However, they have also created a schism between the older, more staid members of the club (The Old Guard) and the younger, more energetic members (who collectively call themselves the Mads). The Mads refer to the older members as the "Fossils", but not where the Old Guard can hear them.

The Old Guard (See sidebar for names) prefers to use the club as a place to get away from it all – to sit down, read, perhaps play a game of chess, have a light meal, and relax. They tend to collect in the morning room for breakfast, then migrate upstairs to the map room and then to the drawing room in the afternoon. All three rooms are lined with unread books and dotted with writing tables and overstuffed chairs. The Mads (See sidebar for names) on the other hand, are rowdier, and tend to make the bar, billiards, and card rooms at the back of the club their domain. Activities of the Mads include darts, drinking contests, dares, and, most to the point of this discussion, the pinching of policemen's helmets. They make a show of their trophies in a display case over the bar.

The Club's staff consists of a doorman, bartender, three male members of the waitstaff, and two female cooks. The bartender, Griffon, served in Madagascar as a sergeant attached to the Foreign Service, and while enlisted men are not allowed as members, has seen to it that his staff has had some connection to the service as well. All of the male servants are dressed in red

jackets with a military cut. Griffon's wife, Natalie, runs the Kitchen, along with her sister, Mildred, whose attire is more casual because women are not allowed in the forward areas of the club. The exception to this is the laundress, who gathers the linens upstairs from the private rooms for cleaning on Wednesdays.

Members and Staff of the Madagascar Club

The club is divided into two main factions, and most of the characters do not bear much detail. The members of the Old Guard are elderly, often crotchety, and conservative in their outlook. The Mads, on the other hand should immediately strike the observer as flighty, preoccupied, and just a little dim. The Mastermind can have fun with them, so long as they don't get in the way of other matters.

The Old Guard includes a number of retired officers, some of whom served in that capacity in the South Indian Ocean, while others were promoted later. All prefer to be referred to by their title.

Commander Seymour Grigsby (RET) – recently deceased.

Sir Albert Halliway – Former ambassador to the court of Queen Ranavalona of Madagascar

Captain Peter Finch (RET)

Commander Horatio Flynn (RET)

Captain Thomas Wentworth (RET)

Commander Albert Foley (RET)

Sir John Lewis – Member of the Foreign Service, Current representative of Upper Leeds.

The Mads, in turn, are known to each other primarily by nicknames.

Horace "Whicket" Whitby – The man with the stolen helmet

Sammual "Sluggo" Henderson

Matthew "Gasbo" Finrich

Norris "Flincher" Saint-Withers

Randal "Handy" Morrison

Albert "Pinchbottom" or "Pinchy" Wooley

Gregory Cicero "Hally" Halwell

The staff is headed up by Old Griffon, who served many of the Old Guard in Madagascar Station.

William "Old Griffon" Griffon – Bartender and runs the household

Natalie "Mrs Griffon" Griffon – His wife, cook.

Mildred "Other Mrs. Griffon" Statwell – Natalie's older sister.

Justin "Harding" Bates – Hall-Porter and Doorman. The first Hall-Porter was named Harding, and the name stuck for the position.

Robert "Bob" Pennyworth – Waiter, blonde-haired

Brian Halisey – Waiter, red-haired.

James "Jimmy" Ratchet – dark-haired Waiter and our culprit.

Note that most of the club know Old Griffon and Harding by name, but the rest are just service staff that waft through the halls, filling drinks, fetching food, tidying up, and generally staying out of the way.

James Ratchet's grandfather served as both a seaman under Commander Grigsby's command and later as an attaché for the Foreign Service Office in Antananarivo in Madagascar. Ratchet was raised on tales of Grigsby's tyranny among his men and the involvement of both Grigsby and Sir Albert in the mistreatment of the natives. He came to London to find proof. He had heard that Old Griffon hired former South Indian hands for the club, and applied to him. Ratchet and the other servants have rooms in the back of the club, while Griffon, his wife, and her sister have a small house nearby.

Ratchet discovered that Grigsby was working on his memoirs, which revealed a number of scandalous incidents involving other members of the club, both living and dead. He sought to get the manuscript from Grigsby, but the old man was too vigilant. He did however, discover that Grigsby had no physical sense of taste, and so procured some cyanide salts on Friday. He was uncomfortable hiding the salts in his quarters,

where the other waiters might discover them. He pinched the policeman's helmet that the Young Mads were handing around that evening, hid the poison within it, and put it in with the other helmets already on display. On Monday morning, he put the cyanide salts in the commander's tea, relieved him of his manuscript, and put the poison back in place in the helmet. Afterward, he hid the manuscript among the unread books in the map room. Ratchet planned to wait about a week, determine that the manuscript contained sufficient information, then blackmail the older members of the club, or those descendants who would be embarrassed by their revelations.

The arrival of the investigators at the club has changed his intentions dramatically. He now wants to brazen out his crime, but already plans to escape with the manuscript. If he feels the walls closing in on him, he will flee to the continent, and seek to blackmail his targets long distance.

ADVICE FOR THE MASTERMIND

This is a case where a small matter blossoms into a larger and more serious one. The opening sequences should be played with a more light-hearted approach. Whitby is a clownish figure, elite and frightened to death of losing his uncle's patronage, but has a good heart, and will be an ally. Similarly, both the grumpy Old Guard and the generally useless Mads can be used for comedic purposes.

As the murder section of the adventure unfolds, however, the tone becomes darker. Flippancy among the Mads and grouching about the Old Guard should diminish as the seriousness of the situation becomes dire. Both groups will remain indignant, of course, that any of THEIR particular faction would be involved.

The ultimate culprit, of course, is one of the servants, but you can keep them hidden by the fact that most people consider them invisible. Beds are magically made by unseen hands, food miraculously appears when desired, and the dirty

dishes evaporate when no one seems to be watching. When talking about the servants, use passive voice ("A roast rabbit is brought to the table") and don't call out particular servants unless asked by the players themselves. Then, of course, be honest with what they observe.

Some investigators may sniff at taking such a small case, particularly if they have had previous successes. Watson, if available, would note that there were no small cases, only small-minded police detectives, but the players may be unconvinced. If such is the case, then you can simply let this one slide, and use it as a framework for a later case, where Old Griffon, aware of the blackmail, engages the investigators to stop it. Some rewiring would be required, as the case would be some two months cold, but it would serve as a lesson to not turn up one's nose at the potential to help.

THE THREAT METER

The Threat Meter should increase as the players close in on Ratchet. The young man is nervous as the net tightens, and his placement within the club organization allows him to know the progress of the investigation. Unless the investigators choose to keep the members of the club in the dark, their progress is regular conversation among both the Mads and the Old Guard.

Threat Level:

1. The investigators overhear club members questioning their involvement. Rolled 1s on the Sherlock Die no longer have an effect.
2. Ratchet removes several pertinent pages from the manuscript in case he needs to bolt.
3. Ratchet uses the pertinent pages to blackmail Sir John for sufficient funds to leave England with his new information.
4. Ratchet removes more pages from the manuscript. Rolled 1s and 2s on the Sherlock Die no longer have an effect.

5. Ratchet enlists the help of some friends

6. Ratchet half-burns the removed manuscript pages in the fireplace in Whitby's room to throw suspicion fully upon him.

7. Ratchet takes the manuscript and blackmail money and escapes. Proceed to the Endgame.

Endgame – Should Ratchet not be caught, he flees to the continent and proceeds to send letters to the other members of the Old Guard blackmailing them. The more cogent members of the Old Guard pull some strings to have him arrested, but the investigators have failed to prevent this tragedy, and that tragedy is known. The investigators lose one circle of Status, regardless of whether the policeman's helmet was recovered.



Rules of the Club

All men's clubs have rules as regarding membership and activities. These are fairly typical:

All members must be in good standing and up to date in their dues. (As an unspoken rule, this limits membership to Middle Class (Status 3) and higher. A letter of recommendation is also required.)

Membership is open to those who have served Her Majesty in the South Indian Station, the Mauretania, and Madagascar. (This limits it to mostly navy personnel, members of the foreign service, and their adjuncts.)

Visitors are restricted to the Reception Room. They may enter the Dining Room and Library only if accompanied by a member, who is responsible for their actions.

Women are not allowed beyond the Reception Room. (This may pose a challenge for female investigators. While women ARE allowed in the servants' area downstairs (including the kitchen and scullery), only the laundress regularly has access to the upper floor. Female investigators seeking an exemption may attempt to be allowed access by succeeding a Charm, Customs, or Oratory Skill Roll at a Demanding (5) Difficulty Level.)

The Hall Porter is responsible for keeping visitors confined to the Reception Room until a member receives them.

The privacy of the members is to be respected at all times.

Members are responsible for all damages done to the premises.

SCENE 1 - AN UNIMPOSING CLIENT

Horace "Wicket" Whitby arrives at Baker Street in great consternation and is ushered into the investigator's presence. He is a slender young man, probably in his early to mid-twenties. His manner is nervous and disposition is that of a startled rabbit, about to bolt. He claims to have a small matter of great personal import to discuss involving a stolen item.

A Sherlock Moment –

Have the investigators make Observation Rolls at a Challenging Difficulty. A success earns one of the following observations, which the players may use during the discussion to impress Whitby and each other.

Observation 1 – Whitby is dressed in a good wool suit, but the sleeves are a little threadbare and worn. He is not a man who has a lot of money, though he is neat and tidy in his appearance.

Observation 2 – Whitby does have a pair of gold cufflinks in an old-fashioned style, set with small, deep blue sapphire stones which do not match the rest of his suit. (These were a gift from his uncle).

Observation 3 – Sapphires of the type listed are found mostly around the Indian Ocean – Madagascar, Ceylon, Burma, and Australia. They are also, incidentally, found in Montana, in the United States.

Observation 4 – Whitby is clean-shaven, but the shave is uneven. He shaves himself, and probably goes to a barber shop once a week at best. Further, the unevenness says that his bathroom faces east, and he faces north when he shaves (the right-hand part of his face is smoother than the left, which would be in shadow).

Observation 5 – He has a callous on his right thumb and middle finger which indicates he currently works with, and holds in his right hand, a pen. Possibly a writer or a clerk.

The Interview:

Wicket Whitby is both excited and apologetic in his approach, and sounds almost frantic. He frankly expects the scions of the Great Detective to hear his tale, solve the mystery there in the sitting room, and send him merrily on his way. When it develops that they may want to visit the scene of the crime, he becomes very excited in participating and learning their methods of detection.

"Thank you for agreeing to see me on such short notice. I am at wit's end, and I fear I have no one else to turn to. It may seem a very minor matter, but my entire future rests in your capable hands. First, though, I must confess at the outset, for confession is good for the soul. I stand before you a criminal."

He may wait for a moment to let that settle in, and will gladly be interrupted to provide further details as he knows them, but the gist of his presentation is as follows:

"On the afternoon of this last Friday, I, Horace Whitby, did with malice and mischief aforethought, pinch the helmet of one constable Eugene Barnstable while the officer was on his appointed rounds. Having secured my prize and outrun the aforementioned Peeler, I and my companions returned to our club and proceeded to celebrate the victory, much to the consternation of the older members. Upon awaking the next morning, I found the helmet missing, taken by persons unknown."

"Still, I felt positively beamish that morning, and as such I was taken unaware when my uncle, Aloysius Whitby, hit me up on the matter at Saturday dinner at his house. Unsuspecting what was to come, I spilled the proverbial beans almost immediately, expected at worst that I would get a grumpy, "I remember doing that as a lad," sort of speech."

"Unfortunately, I underestimated my uncle's response. He not only castigated me for my crime, he demanded I turn myself over to the judgment of the magistrate, and return the



helmet forthwith. Failure to do so would result in him immediately removing my allowance, and would also destroy my future, as I am depending on his good word for a posting as a vicar."

"I turned myself in on Sunday, spent a night in the jug for my honesty, and was released this morning after paying a fiver for my sins. Only then did I discover that the helmet itself had disappeared! No one at the club remembers what happened to it. At first I thought one of the other Mads took it as a prank, but all have sworn that they didn't nick it. It could one of the Fossils, who would delight in my state, but neither they nor the staff have seen hide nor hair of it."

"I fear I am at a loss. If I do not recover the helmet, my uncle will pull his sponsorship and my future will be in tatters. I will remain a struggling clerk working in commerce. Can you help me?"

Young Horace is most helpful in filling in the bits before the real questioning begins, and will explain that his club is called the Madagascar Club, and is located on Pall Mall.

RESOLVE AWARD:

Award one point of Resolve to each investigator at the conclusion of this scene.

SCENE 2 – THE DEATH OF A FOSSIL

Upon arrival at the Madagascar, the doorman, the rather imposing Harding, admits the investigators and takes their coats. They are asked to sign in in a large book by the doorway. Guests are allowed in the public areas of the club, located on the ground and first floors. If there are women present, then Harding will be apologetic, but inform them that the club does not allow women beyond the Reception Room, and usually remain in the Parlor or, if escorted, the Waiting Room (Areas 1-3 on the ground floor). Investigators of obviously lower classes will be informed that the servants' entrance is outside and to the right as they leave the building.

Whitby volunteers that he can bring any members of the Mads out if that will help – otherwise most of his group will be found in the three rearmost rooms of the first floor (the bar, billiards, and card rooms, which is really one large vault separated by arches). Whitby also volunteers to give members a tour, though Harding will note that this will most likely disturb the older members.

During the discussion (be it about the rules of the club, whether they should meet the club members, get a tour of the building, or whether a female investigator should be granted access), one of the waiters, Brian Halisey, emerges from the morning room, in a state of agitation. "Mr. Harding," he says, "I think you should summon a doctor. Something has happened to Commander Grigsby."

Harding will tell Halisey to fetch old Griffon, and heads immediately into the Morning Room. The investigators are left to fend for themselves, and while it is likely they will follow Harding, those that follow Halisey will go to the back of the building, to the house manager's office, and fetch Mr. Griffon. Halisey will report that the commander is "stricken" and to please come at once. Griffon tells the boy to fetch a doctor and comes to the Morning Room himself. The other servants (including Ratchet) mill around the back hall at the news.

Following Harding, the Investigators enter a large room with tall floor-to ceiling windows along two sides. Heavily upholstered chairs and small tables dot the room, and there is a long table along one wall with coffee urns and warming trays. Smoke hangs in the room from cigars. Four men, looking concerned, are gathered around a table where a fifth is seated. One is trying to inexpertly check for a pulse. The fifth member is Commander Seymour Grigsby, retired and definitely deceased.

Any doctor in the group can quickly determine that Grigsby is dead. An initial diagnosis is that of cardiac arrest. If there is no doctor in the investigative party, the diagnosis will be provided once a doctor arrives. Grigsby died as he had lived the last ten years of his life – sitting in his favorite club, at the desk he always occupied. A half-eaten meal sits set aside, and should no one notice it, will be cleared away by another waiter, Bob Pennyworth.

Clue 1: The body slumped in the chair.

Lead 1: The victim was elderly and shows symptoms of cardiac arrest.

Lead 2: The victim's mouth smells of pepper and almonds. (True)

Lead 3: The victim has been dead at least six hours.

Clue 2: The victim's clothes. (False Clue)

Lead 1: The shoes are broken in, but the soles are relatively unworn.

Lead 2: The victim's clothes are well-tailored, though in an old-fashioned style.

Lead 3: The victim has a tiepin and a ring, both with the letter M on them (for Madagascar).

Clue 3: The half-eaten breakfast.

Lead 1: The dishes do not match those on the sideboard.

Lead 2: The eggs are heavily peppered. (True)

Lead 3: The portions appear too small for a man of the Commander's stature.

Clue 4: The empty teacup.

Lead 1: The cup smells strongly of almonds.
(True)

Lead 2: The tea leaves in the cup appear exotic.

Lead 3: The cup has a large chip in the rim.

Clue 5: Pen, blotter, and ink at the desk.

Lead 1: Several papers are strewn about.

Lead 2: There are no ink stains on Grigsby's fingers.

Lead 3: The word Lewis can just be made out in the impressions on the blotter. (True)

RESOLVE AWARD:

Award one point of Resolve to each investigator at the conclusion of this scene.

SCENE 3 – INTERVIEWING THE MEMBERS AND THE STAFF

This scene has investigators questioning characters using the Rule of Four. Each member of the Mads can have a couple of tidbits of information. When using the Rule of Four, each interview session can have the investigators asking up to four questions. An increase to the Threat Meter can allow another four questions.

Interviews may be conducted in the Morning Room (which will be cleared out of grumblng Fossils, who retreat to the Coffee Room). In addition, Old Griffon can make the Reading Room or the meeting rooms on the second floor available for interviews, and have the members summoned as required. The staff may be interviewed en masse or one at a time. The Old Guard will be irritated if their movements are limited or restricted, while the Mads will be agitated, particularly if the bar is not opened while they wait.

Any Member of the Club Knows:

Breakfast is served in the Morning Room until noon, but some members linger over it until two in the afternoon. In the afternoon, a cold buffet is

made available in the Coffee Room. Dinner is served at eight.

Any of the Younger group (The Mads) knows:

The Mads are proud of their collection of stolen helmets in the bar in a locked cabinet. They have a dozen there, and Whitby's would be the lucky thirteenth.

What Sammual "Sluggo" Henderson knows:

The Fossils are generally too inert to move around on their own speed. The staff brings them their meals as opposed to forcing them to brave the milling masses around the buffet.

Matthew "Gasbo" Finrich:

The wait staff is supposed to be at the beck and call of all, but the black-haired waiter (he doesn't remember the name) spends more time around the Old Guard than the Mads.

Norris "Flincher" Saint-Withers:

There was a major bender the night that Whicket brought the latest golden fleece. Everyone was there, but by the end it was mostly the core group – Whicket, Sluggo, himself, Gasbo, Handy, and Pinchy. Old Griffon was running the bar.

Randal "Handy" Morrison:

Avoid the old Fossils, unless you want to hear old stories about the horrible privations on the Mauretania Station.

Albert "Pinchbottom" or "Pinchy" Wooley:

The previously stolen helmets are in a locked glass cabinet over the bar. Griffon has the key, but it is hanging at the end of the bar and everyone knows about it. (Oddly enough, none of the other Mads present know about the key.)

Gregory Cicero "Hally" Halwell:

Halwell was not present when the helmet celebration occurred – he had arrived in the city the next morning. He can state definitely that

none of those who were there Saturday morning have left the city. Some were not conscious until Saturday night.

Any of the Older group (The Fossils) knows:

Grigsby was always writing in that damnable book of his.

Sir Albert Halliway:

Grigsby was a fine man and a credit to his uniform. He had served well both at sea and attached to the Foreign Service Office, until he was finally rotated to other duties. Grigsby and Sir Albert spent much of their time foiling French interests in the island kingdom. Sir Albert will mourn his passing.

Captain Peter Finch (RET):

Most of the original members were at the Mauretania Station, though none had served tours in Madagascar itself. Queen Ranavalona's late husband was friendly to the British, but she took over and was anti-foreigner.

Commander Horatio Flynn (RET):

Grigsby was considered a hellion back in the day. He was hard on his crew and brutal against any natives who stood between him and his goals. He was eventually rotated out to the Indian station, where he was little better liked.

Captain Thomas Wentworth (RET):

Wentworth had served under Grigsby briefly in the Indian Ocean, and found him harsh but fair. He had a memory like a steel trap, though, and never forgot a slight.

Commander Albert Foley (RET):

None of the Mad Children (his phrase for the Mads) were in the Morning Room that morning. It was only the true members of the club present, the ones who had actually served. And the waiters, of course.

Sir John Lewis:

Before the Threat Meter reaches the third Threat, Sir John is most concerned about the good name of club, and in particular that nothing of the circumstances of Commander Grigsby's death reaches Fleet Street. He prefers to offer theories of natural causes (Grigsby was quite old, you know). His responses change after the Threat Meter is increased to the third Threat.

Any member of the staff can provide the following:

The younger gentlemen tend to congregate in the back of the club near the bar. The older gentlemen are in the Morning Room before lunch, and then move upstairs to the Map and Drawing Rooms in the afternoon.

A buffet is set up in the Coffee Room on the first floor for breakfast. Most of the older members have staff bring them their breakfasts in the Morning Room.

In addition to serving the members, the staff is responsible for keeping the other common rooms clean. They clean the Map Room, Drawing Room, and Bar in the mornings (while the older members are downstairs and the younger members are recovering from the previous evening), and the Library, Coffee Room, Dining Room and Morning Room in the afternoon.

Mr. Griffon did serve in the Indian Ocean, under many of the members of the club. He has always spoken well of him. While enlisted men are not allowed as members, he does hire from families who have had men serving in that area.

RESOLVE AWARD:

Award one point of Resolve to each investigator at the conclusion of this scene.



SCENE 4 – SIR JOHN

With the third increase of the Threat Meter, Sir John finds himself being blackmailed by Ratchet. He will appear a bit nervous in conversation, and is preoccupied with thoughts of the information that Ratchet has over him.

Ratchet has not identified himself as the blackmailer. He instead created a small package consisting of several pages of the manuscript and a blackmail note, which he then delivered to Sir John, with the story that a man came to the back door with this to be delivered to him. Ratchet offers to serve as the middle-man, cashing a large check on Sir John's behalf to pay off the blackmailer.

Of course, Ratchet is the blackmailer, and keeps the money for himself. His plan is to wait for the heat to die down and then quietly put the touch on the other members of the club, again serving as the go-between.

Clue 6: Ratchet knows details of Sir John's activities.

Lead 1: Grigsby took Ratchet into his confidence.

Lead 2: Ratchet read Grigsby's Manuscript. (True)

Lead 3: Ratchet often eavesdropped on Grigsby's conversations.

Clue 7: Ratchet needs money quickly.

Lead 1: Ratchet is planning to leave the country if he must. (True)

Lead 2: Ratchet has gotten a young lady in trouble.

Lead 3: Ratchet has an abundance of gambling debts.

Clue 8: Ratchet disappeared during the investigation.

Lead 1: He was running an errand on behalf of Sir John. (True)

Lead 2: He was needed to run an errand for the kitchen.

Lead 3: He had not left the house, but was fetching things for a member upstairs.

Clue 9: Sir John had an inappropriate relationship with Ratchet's mother (False Clue)

Lead 1: Sir John treated Ratchet like his own son.

Lead 2: Sir John refused to admit the relationship to Ratchet.

Lead 3: Ratchet witnessed one of the meetings with Ratchet's Mother

RESOLVE AWARD:

Award one point of Resolve to each investigator at the conclusion of this scene.

SCENE 5 – FOLLOWING UP THE LEADS

The Bar/Trophy Room:

The bar is along one wall of the room, with a door to Griffon's Office. Behind the bar, over the mirror, is a wood-framed glass cabinet displaying the stolen helmets. The cabinet is locked, but the key is hanging from a peg next to the door to Griffon's Office.

A quick count indicates that there are thirteen helmets there, not the dozen that should be present. The stolen helmet was hidden in plain sight by Ratchet this morning. Patterns of dust

show that the helmets had been moved to make room for the newcomer. Whitby's helmet contains the empty vial that held the cyanide salts. The vial still smells faintly of almonds.

Questioning Ratchet:

When questioned, Ratchet will take on the demeanor of a frightened servant unaware that he has done anything wrong. He will admit to whatever minor sins he is accused of with an, "If you say so, sir." He describes the supposed blackmailer as a nasty-looking, big sort with a blind eye (the description matches no one at the club). He will admit that he cashed a bank check for Sir John. He doesn't know what was in the message to Sir John – it is not his place to wonder.

Ratchet was in the Morning Room serving the older gentlemen, but does not remember if he served Grigsby or not. Other than that, his duties were to clean up the Bar, and dust the Library, Drawing Room and Map Room.

If the Threat Meter is increased to the sixth Threat, Ratchet will add that he was up on the fourth floor, near Whitby's room, and was surprised that it was warm - the young gentleman had lit a fire in his hearth.

Whitby's Room:

Should the investigators choose to check out Whitby's room at the sixth Threat or after, they will find that the fireplace has been used, and there are several pages from the manuscript in there. It is apparent that there are not enough ashes for the entire manuscript to have been burnt. If the investigators leave Ratchet alone at this point, he will retrieve the manuscript, take the money from Sir John, and light out.

Servant's Quarters/Ratchet's Room:

Investigating Ratchet's room yields a stash of money in a drawer. The money is more than someone of Ratchet's social station should have lying about. This may support the blackmail of Sir John.

The Map Room:

Grigsby's manuscript is here, tucked on a shelf between a set of large nautical maps of the South Indian ocean. The investigators may discover it either by tracking Ratchet's movements, or when Ratchet attempts to make some sort of a deal. Doing a full search of the building after Ratchet has been found out may also turn up the manuscript.

RESOLVE AWARD:

Award each investigator with two points of Resolve once they have concluded following up on the leads.

SCENE 6 – THE FINAL CONFRONTATION

Once the investigators have accused Ratchet of murder, he will flee the club as soon as possible, and by the final Threat in any event. He will remain resolute through the questions of the manuscript or the police helmet.

The investigators can chase Ratchet out the back and confront him in the alley behind the club. If the Threat Meter has reached the fourth Threat, Ratchet has already enlisted the support of some friends. These will be Nobblers or Bludgers based on the number of investigators (usually a number of reprobates equal to half the number of investigators rounded up).

Should Ratchet escape with the manuscript, he will head for the port of Calais, make for Antwerp, and conduct his blackmail long-distance. He can be tracked down (and indeed Sir John will make use of his connections to see to it, once it becomes clear he had been deceived by a waiter), but the investigators will have failed in their investigation.



Ratchet

Waiter turned Blackmailer

Area Knowledge: 4

Madagascar Club

Pall Mall

Dodge and Defense: 4

Fight: 5

Strength: 4

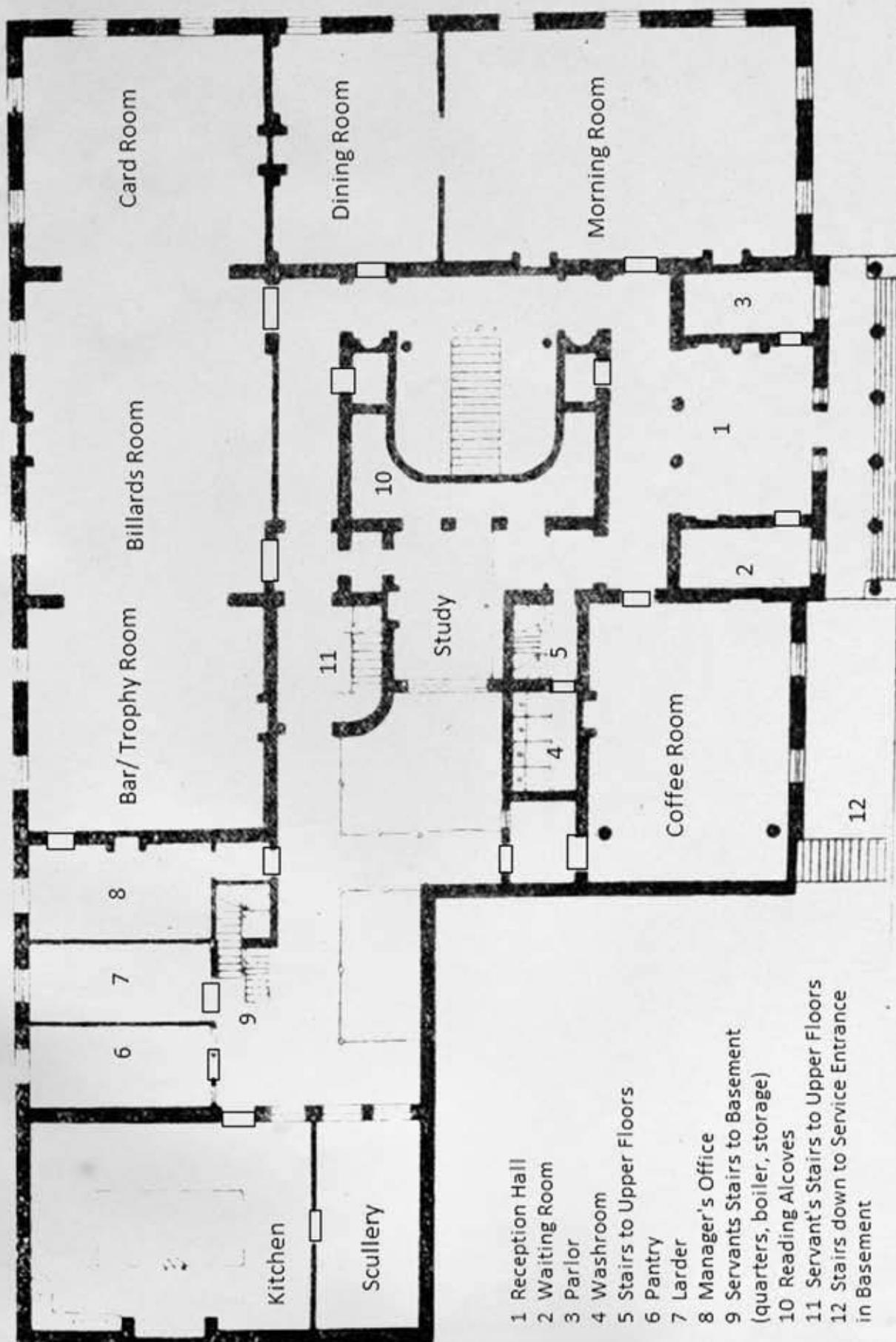
Endurance: 4

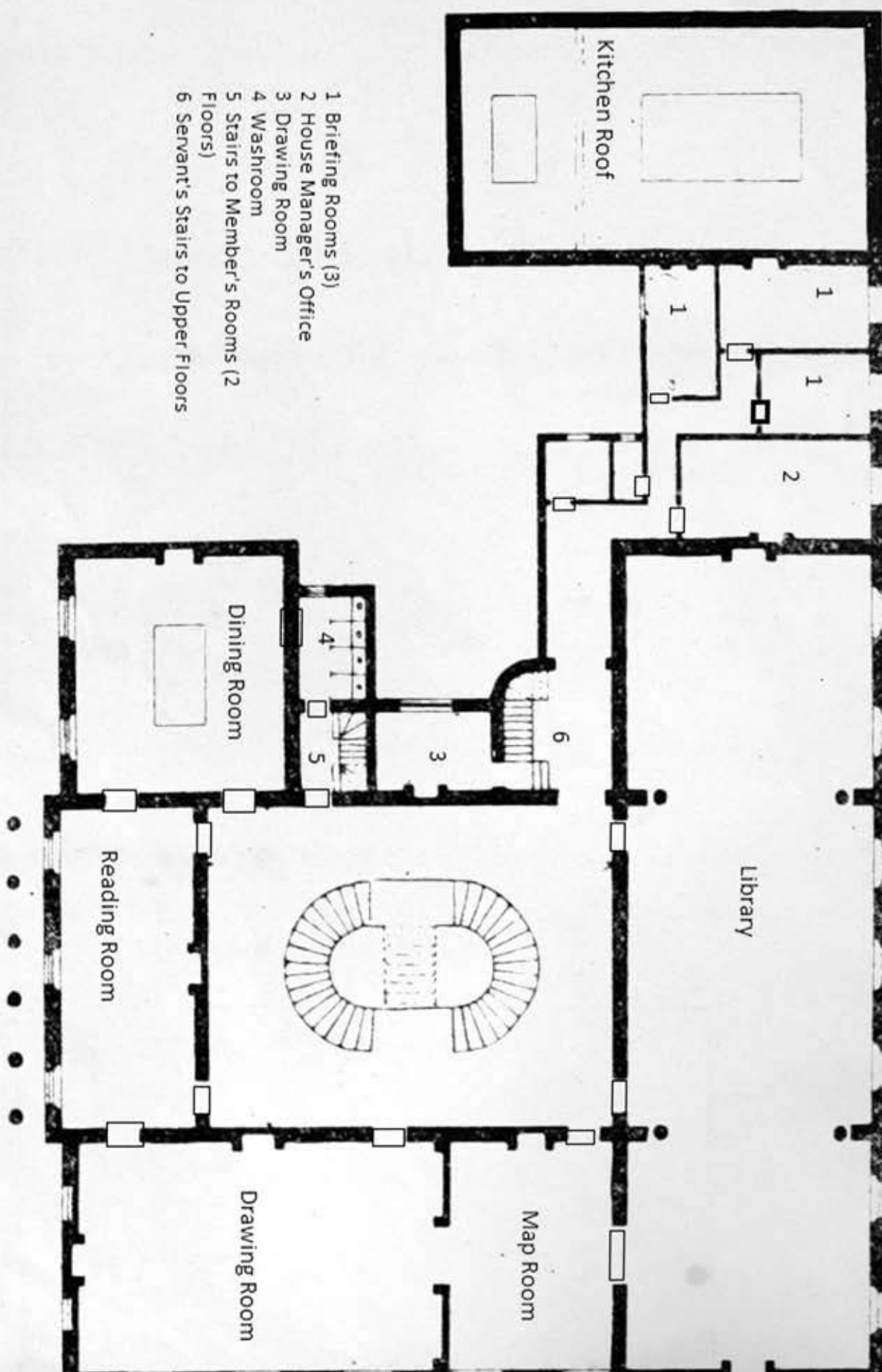
Observation: 4

Weapon 2: (whatever is at hand, weapon
damage 1+ Strength)

Personal: Deference to the upper classes

Guile: Vanishing Villain





— Baker Street Clue Card —

Clue: *The body slumped in the chair.*

Lead:	Lead:	Lead:
<i>The victim was elderly and shows symptoms of cardiac arrest.</i>	<i>The victim's mouth smells of pepper and almonds.</i>	<i>The victim has been dead at least six hours.</i>

— Baker Street Clue Card —

Clue: *The victim's clothes*

Lead:	Lead:	Lead:
<i>The shoes are broken in, but the soles are relatively unworn.</i>	<i>The victim's clothes are well-tailored, though in an old-fashioned style.</i>	<i>The victim has a tiepin and a ring, both with the letter M on them (for Madagascar).</i>

— Baker Street Clue Card —

Clue: *The half-eaten breakfast.*

Lead:	Lead:	Lead:
<i>The dishes do not match those on the sideboard.</i>	<i>The eggs are heavily peppered</i>	<i>The portions appear too small for a man of the Commander's stature.</i>

— Baker Street Clue Card —

Clue: *The empty teacup.*

Lead:	Lead:	Lead:
<i>The cup smells strongly of almonds.</i>	<i>The tea leaves in the cup appear exotic.</i>	<i>The cup has a large chip in the rim.</i>

Baker Street Clue Card

Clue: *Pen, blotter, and ink at the desk.*

Lead:

Several papers are strewn about.

Lead:

There are no ink stains on Grigsby's fingers.

Lead:

The word Lewis can just be made out in the impressions on the blotter.

Baker Street Clue Card

Clue: Ratchet knows details of Sir John's activities.

Lead:	Lead:	Lead:
Grigsby took Ratchet into his confidence.	Ratchet read Grigsby's Manuscript.	Ratchet often eavesdropped on Grigsby's conversations.

Baker Street Clue Card

Clue: Ratchet needs money quickly.

Lead:	Lead:	Lead:
Ratchet is planning to leave the country if he must.	Ratchet has gotten a young lady in trouble.	Ratchet has an abundance of gambling debts.

Baker Street Clue Card

Clue: Ratchet disappeared during the investigation.

Lead:	Lead:	Lead:
He was running an errand on behalf of Sir John.	He was needed to run an errand for the kitchen.	He had not left the house, but was fetching things for a member upstairs.

Baker Street Clue Card

Clue: Sir John had an inappropriate relationship with Ratchet's mother

Lead:	Lead:	Lead:
Sir John treated Ratchet like his own son.	Sir John refused to admit the relationship to Ratchet.	Ratchet witnessed one of the meetings with Ratchet's Mother

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Clue: *Ratchet needs money quickly.*

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THE CASE OF THE **Murder of Crows**

By Jeff Siadek

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

Young Lady Natalie Wilkinson is to have an engagement party this Sunday to celebrate her betrothal to the son of Lord Fairfax. A disappearance of one of the servants at the manor has raised concerns. Lord Wilkinson wants the investigators to ensure there is no trouble that would endanger a fortuitous engagement. He has given them specific instructions that the party must go off without a hitch. No hint of scandal can be tolerated.

THE CRIME

Yesterday, Wesley the 17-year-old stable-boy gathered up his belongings. He packed them onto a horse at the stable, then trekked on foot through the snow to the manor. He then climbed the trellis to Natalie's window and begged her to run off with him instead of going through with

"this awful engagement." Lady Natalie is fine with getting engaged to James, the son of Lord Fairfax; she only saw Wesley as a brother-type. A lady's maid outside the door thought she heard voices, and went to get the butler. Wesley, not wanting to get caught, and a proficient climber, went out the window and scampered up to the roof to wait until the coast was clear. When the butler investigated, he closed the open window. Lady Natalie was too distraught to realize that Wesley had climbed up rather than down. After the butler left, she threw Wesley's coat out the window, where it landed on top of the well. Wesley waited on the roof in the cold and died of exposure. She thought he had climbed down and run off. The crows have been picking at Wesley's corpse. That is why they have congregated around the corner of the house near Lady Natalie's window. If the dead body is not found before the party on Sunday, the last of the thaw will allow his frozen, crow-pecked corpse to slide

off the roof and into the punch bowl at the engagement party. This of course, would ruin the party.

ADVICE FOR THE MASTERMIND

There is not an actual villain here, but there are serious matters to address. It is too late for young Wesley, but Natalie's life will be full of woe if her engagement party is wrecked by an icy cadaver to the punchbowl. This adventure is more about investigation with social graces than only solving the case. The investigators are expected to conduct themselves as true Victorians. Specific instructions are given not to do anything that could jeopardize this union and the party.

Just about everybody is distrustful of the outsiders. While Lord Wilkinson needs the investigators, he really doesn't want them prying into his family affairs; particularly the fact he is losing money and needs to get his three daughters (he has no sons) married off. Lady Wilkinson is so absorbed in hosting duties that she will be totally distraught if anything disturbs her planning and arranging. The gardener and his boy are the only ones willing to express themselves physically, and they really do not care for the investigators. Mortimer (the family butler of the groom to be) is not a bad man, but if he gets suspicious, he will put in a word and the engagement will be canceled. Try to keep the characters off of the roof. Mortimer will be prowling around watching for trouble, and Williams will admonish the investigators that "there is no earthly reason to go up there." Also warn them that it is a formidable drop and they face grave consequences if they fall from a slushy, snowy roof to the gravel forty feet below (use the standard rules for falling on a hard surface).

Mortimer will be prowling around watching for trouble, and There are a good number of investigation scenes in this story. Breaking these up to avoid going through Investigation Scene after Investigation Scene is acceptable. Remember that this is an engagement party and the investigators are under the guise of regular guests. They will be expected to participate like

proper members of Victorian society (we have included a list of events later in this section that can be incorporated).

PARTY EVENTS

Here are some of the events that Lady Wilkinson has planned for the festivities.

THE BALL - A formal dance will be held Saturday night. Formal dancing involves complicated steps and moves that one must perform with precision. To perform these dances well, an Artistry Skill Roll against a Challenging (4) Difficulty is required. The Dance Specialty would be tremendously helpful. If no successes are rolled, the dance has been brought to a standstill. Raise the Social Threat Meter if this occurs (see the Threat Meter on page XXX).

A SONNET CONTEST - Several of the ladies in attendance have arranged for a sonnet contest. Each contestant is to put forth their best love poem. Those that succeed with an Artistry Skill Roll against a Challenging (4) Difficulty may find themselves the target of affection from one of the guests and as a result, gain a Status Circle. For the role-player that actually take time to compose and read a sonnet, give them a three dice advantage to their roll. Those that roll no successes will lose three Status Circles. A very polite but underwhelming applause is given to them.

MUSIC FESTIVITIES - Only people of known talent are invited to participate. Since everyone has some skill only those with an Excellent (5) Skill Rank or better in Artistry will be singled out for their talents. A Music or Singing Specialty is also required. Participants in the festivities will gain three Status Circles.

A HUNT - Winning the Quail hunt requires a Demanding (5) Hunting Skill Roll. If an investigator wins give them two status circles. If more than one investigator succeeds the roll, they all get one Status Circle.

VITCORIAN PAROLR GAMES

Here are some classic Victorian party games that can be included in the festivities. Masterminds are encouraged to award players with a bit of Resolve for roleplaying the activities.

POOR PUSSY - Guests line the parlor, and one of the throng is nominated to be the pussy. That "cat" must go over to the other guests and meow. The guest is required to pet the head of the cat and say three times, "poor pussy" without laughing. The first guest to laugh becomes the new cat.

PASS THE SLIPPER - One player is chosen to be "it." The other players form a circle around that player and choose an object to use as the "slipper." The player in the center of the circle closes their eyes while the "slipper" is passed around and hidden behind the back of one of the other players. The person in the middle opens their eyes and attempts to guess who has the slipper. If they guess correctly, the person holding the slipper becomes the center player and the game begins again. If they guess incorrectly, they close their eyes and the slipper is passed again.

THE BALL OF WOOL - The players are all seated around a table. A small piece of wool is rolled up into a ball (in some cases a feather is used) and placed in the center of the table. At the start of the game, the players all begin blowing at the object with the intention of pushing it away and off of the opposite table edge. The player whose table edge the object is forced over, loses the round and must sit out the next.

A character that is of the poor or servant class still has the opportunity to participate in events. The investigator finds himself escorted to a small, rude structure on the grounds that houses the servants. Its slightly run-down appearance on the outside belies the great deal of effort made to give the interior a homey feel. The staff members here regard the interlopers warily.

GAMBLING - Some of the serving staff is staying up late betting on hands of Whist. Those that can make a Street Smarts (Gambling) roll at a Challenging (4) Difficulty Level manage to win a whole month's wages.



STORYTELLING - Several of the servants tell their best ghost stories. An investigator that joins in with one of their own gains friends and connections among the serving staff that could be useful in future adventures. Telling the best story is not important; just telling a scary story is enough. An investigator that participates in the storytelling learns through their new connections that Natalie's room is located in the northwest corner of the manor house.

On Sunday morning everyone will be expected to go to church. There are only two options for the investigators. The first is that the investigators go to church. The investigators lose time and thus increase the Standard Threat Meter, but gain two Status circles. The second is that the investigators stay behind to investigate and raise the Social Threat Meter as the guests, staff, and family, doesn't trust an ungodly bunch at their event. In addition, anyone not going to church loses two Status circles. See the Threat Meter section for more information.

Finally, don't forget that the gardener and his boy are just itching for a fight. This adventure lacks physical altercations, so if your investigation team is craving a good fight, let the gardener and his boy vent their frustrations on the party. Use Bludger stats for them. It is possible that they have a few of the manor hands with them to make the fight even more interesting.

THE THREAT METER

This adventure is unique in that it uses two Threat Meters. The first Threat Meter is the standard indicator of how well the investigators are faring, and concerns itself with the length of time until the corpse drops. We have included an approximate time, the condition of the body, and a description of what is happening to the investigators. Use whichever is appropriate to the Threat Meter increase.

The second is the Social Threat Meter; it is a measurement of how the case goes against the investigators if they begin to disturb the party.

Keep in mind that the investigators have a strict time-line that they must adhere to. No matter how many Threat Meter increases there are, if the body has not been found before the end of the party on Sunday night, Endgame Threat I is triggered.

THE STANDARD THREAT METER

Use the Standard Threat Meter whenever the characters investigate a scene or NPC. The standard rules for Investigation Scenes and the Rule of Four apply.

1. Sunday morning. The body is beginning to thaw. Let the players know that something is beginning to happen. If it is seen to its conclusion, it will spell the doom of the party.

2. Sunday mid-day. The body thaws. Explain that the stress of the investigation is beginning to take its toll. All investigators must give up a point of Resolve.

3. Sunday afternoon. The body slides slightly to the rooftop edge. The investigators begin to feel uneasy with the case. All investigators must give up a point of Resolve.

4. Sunday evening. The body slides even further to the rooftop edge. The tension continues to build. All investigators must give up a point of Resolve.

5. The party begins. The body teeters on the edge. A feeling of dread begins to seep in. All investigators must give up a point of Resolve.

6. Endgame I/II

Endgame I – If the body is not found, it crashes into the punchbowl at the party on Sunday Night (the investigators arrive Saturday). The investigators all lose two Ranks of Status as this case is mentioned throughout England and the scandal and fallout causes disaster for all involved.

Endgame II – If the body is found and removed without the guests knowing, the investigators earn a Rank of Status and one extra Experience Point each. If the body is removed and the guests find out about it, the case is solved, but there is no extra Experience Award or Status bonus.

THE SOCIAL THREAT METER

Increases to the Social Threat Meter happen whenever, however small the intrusion, the investigators disturb the party or the guests.

1. The investigators begin to feel unwelcome. Rolled 1s on the Sherlock Die no longer cause 1s to be successful.

2. An occasional icy stare is glimpsed amongst the other guests. Rolled 1s and 2s on the Sherlock Die no longer cause 1s and 2s to be successful.

3. Conversations amongst the other guests hint at their displeasure with having the investigators' company. Rolled 1s, 2s, and 3s on the Sherlock Die no longer cause 1s, 2s, and 3s to be successful.

4. Everywhere the investigators turn, it seems as if they are under a critical stare. The Sherlock Result on the Sherlock Die no longer works.

5. Endgame III

Endgame III – Lord Wilkinson cannot tolerate the investigators disturbing the party any

further. He throws them out. Each investigator loses a Rank of Status and earns no Experience Points for the adventure.

SCENE 1: THE INTRODUCTION

Dr. Watson shares the following invitation with the investigators.

My good man,

I am delighted to extend an invitation to you for the event of the season on this Sunday, four days hence at Endsgate. Unfortunately, someone on staff mislaid the original guest list and you must accept my apology for the tardiness of this invitation by allowing us to have you as the first to arrive. If your schedule cannot be reasonably rearranged on such short notice, please do send a party of representatives who can exact their toll on my hospitality. It would be most entertaining if they share your fondness for mysteries and discretion. It would be greatly appreciated if you arrive as soon as can be reasonably hoped as there are preparations to be made for the event. We are making arrangements for yourself and your guests immediately. Please do not trouble my wife under any circumstances. She must not be bothered in making preparations and entertaining the guests.

Wilkinson, Lord of Endsgate Manor

Watson cannot attend due to his practice, but he asks the investigators to go in his stead.

RESOLVE AWARD: Award one point of Resolve to each investigator that attends the event.

SCENE 2 - ARRIVING AT ENDSGATE

Read the following to the investigators:

"You are turning over the invitation in your hands as your carriage bumps along to arrive at sunset at the Endsgate estate. A well-situated manor house sits atop a low hill. Gardens flank the house to the east and west. A number of outbuildings lie on the grounds as well. A murder of crows circles one corner of the manor

near the well. Technically, it is spring, but a late winter storm has made one last heroic effort to frost the grounds in the past couple of days. Luckily, it has warmed up rapidly today, and it is likely warm enough for the engagement event to take place outside tomorrow."

The carriage arrives at Endsgate late in the day on Saturday. The investigators are to be met by the Wilkinson's butler, Williams, as they exit the carriage. Williams is in a butler's prime. His demeanor hints at some displeasure in the early arrival, but he will greet the investigators with a smile regardless. More staff can be seen being hastily assembled as the carriage approaches. The investigators may notice a lady's maid, two footmen, and someone else who looks like a butler, but does not utter a word during the scene (this is Mortimer).

"Good day, Sir. I'm afraid we weren't expecting visitors yet as the event isn't until tomorrow." Williams takes the invitation and reads it. "Of course, this is his Lordship's special invitation. We can't have you perishing in this cold air. Johnson will show you to the parlor, and we'll notify his Lordship of your arrival." Williams turns to the gardener and says, "I'm afraid, Lytle, that since your boy Wesley hasn't turned up yet, you'll need to be so kind as to tend to the horses for now." Those who are obviously not of high social status will be shown to the servant's hall (See Scene 3 below). Clues are available on the grounds if the characters investigate, but since they are hurried into the house, their investigation will have to wait.

RESOLVE AWARD: Award one point of Resolve to each investigator at the conclusion of this scene.



SCENE 3 - LORD WILKINSON SPEAKS

Once the socially fit group is seated within the parlor, Lord Wilkinson shuts the door behind him, opens his hands, and speaks openly.

"Thank you for coming. You must forgive my skullduggery, but we have a delicate situation. Two nights ago, one of our staff went missing, and it could pose a problem for my daughter's engagement party. The party tomorrow must go off without a hitch. You've met Williams and no doubt have been under the icy glare of Mortimer. Mortimer is here to assist with preparations, but I'm certain the Fairfax family sent him here to spy on us. They would call off the engagement in a heartbeat if anything tawdry came to light. I've taken the liberty of keeping even my own man, Williams, in the dark. I am charging you with keeping Mortimer and Williams unconcerned while making certain this missing boy does not make a hash of our carefully arranged plans. I trust you will maintain discretion above all else. This engagement is much more important than the disappearance of a stable boy, so you must take care in your investigations. Now if you'll excuse me, I must return to my preparations. I'll send Williams in to see you to your rooms and he can find food for you if you are hungry after your journey."

RESOLVE AWARD: Award one point of Resolve to each investigator at the conclusion of this scene.

SCENE 4 - THE NORTHWEST GROUNDS

This location is where the formal engagement party will be held. This place must hold some special significance to the family, since it does not look the part of a charming venue. The trellis is bereft of vegetation this early in the season. The servants will have to decorate it with some bunting to give it a more festive appearance. The same goes for the old well. It will also need some beautification. A mob of black birds are congregating on the corner of

the roof. More than likely the whirlwind of activity will shoo them away before the party begins.

Clue: Crows Are Circling One Corner of the Manor.

Lead 1: It is a supernatural sign of murder. (False)

Lead 2: Crows always migrate in early spring. (False)

Lead 3: Perhaps something nearby is attracting the crows. (True)

Clue: The Broken Rung of the Trellis

Lead 1: It was broken by gardening. (False)

Lead 2: It was broken by age and neglect. (False)

Lead 3: It was broken by misuse. (True)

Clue: A Small Gardening Shed (False Clue)

Lead 1: Several tools are missing.

Lead 2: The shed has a window facing the manor house.

Lead 3: The floor of the shed is freshly-turned dirt.

Clue: A Servant's Coat Lying Beside the Old Well

Lead 1: It is displayed here as a warning. (False)

Lead 2: It fell here haphazardly as if by chance. (True)

Lead 3: It was hidden here on purpose. (False)

The party may wish to investigate the well because they think that Wesley is down there. The well is situated in the middle of all the outdoor tables that have been arranged for the event. Opening the well and going down in it will surely disturb party planning or the event itself. The investigators best choice is to investigate it during the night while everyone is asleep.

SCENE 5 - THE KITCHEN

The kitchen seems to contain every member of the household staff...and perhaps a few other households! It is reminiscent of a beehive. It is difficult to find a place to stand where the investigators will not be in someone's way. The most delicious combination of smells in this room is the only reason one would want to linger here.

Clue: Wesley's Was Here Gathering Extra Food

Lead 1: Wesley was harboring a fugitive. (False)

Lead 2: Wesley was preparing to go on a trip. (True)

Lead 3: Wesley was bulking up to fight Edbert. (False)

Clue: A Map on the Wall Details Endsgate Manor House

Lead 1: Natalie's Room is in the Northwest Corner. Perhaps that's important. (True)

Lead 2: Mary's Room is in the Southwest Corner, Perhaps that's important. (False)

Lead 3: Edith's Room is in the East Wing, Perhaps that's important. (False)

Clue: Wesley and Edbert Were Observed Shouting About Something

Lead 1: Wesley offended Edbert's father. (False)

Lead 2: Edbert is a bully. (False)

Lead 3: Natalie's name was mentioned in the argument. (True)

SCENE #6 – THE STABLES

The stables are fairly nondescript and utilitarian in nature. There are half a dozen stalls, ample room to store tack, and a roomy hayloft overhead. Several horses nicker and hooves stomp at the arrival of the investigators.

Clue: Wesley Slept in the Loft

Lead 1: It appears that Wesley has been keeping company in the loft. (False)

Lead 2: Wesley is an excellent climber. (True)

Lead 3: Wesley has a fear of horses. (False)

Clue: A Heart With Barely-Legible Initials Carved in the Ceiling Above the Bed

Lead 1: W+N (True)

Lead 2: W+E (False)

Lead 3: W+M (False)

Clue: The Horse Wesley Was Fond of is Skittish

Lead 1: It is spooked by the crows. (False)

Lead 2: Lytle has been mistreating the animal. (False)

Lead 3: It missed Wesley. (True)

Clue: A schedule of Extra Duties (False Clue)

Lead 1: The list includes mending the well.

Lead 2: The list includes painting the interior of the gardening shed.

Lead 3: The list includes fixing Lady Wilkinson's gazebo.

SCENE 7 – NATALIE'S ROOM

One of the larger bedrooms in the manor, Natalie's room has everything a young lady needs. A sitting area is framed between an ornamental mirror and armoire. A large four-post bed claims the center of the space. One wall supports a small bookcase that has been overwhelmed with worn volumes of literature.

Clue: A Missing Coat Hook

Lead 1: It was used as a weapon. (False)

Lead 2: It was ripped out in haste. (True)

Lead 3: Servants have been nicking small things and selling them. (False)

Clue: Muddy Shoe Prints in Lady Natalie's Room

Lead 1: The prints look like a strange kind of workboot. (False)

Lead 2: The prints go back and forth from the window. (True)

Lead 3: The prints look like the man favored his right foot. (False)

Clue: An Unsigned Love Note (False Clue)

Lead 1: The note is well written to have been penned by a stable boy.

Lead 2: The note appears to have stains on it as if from tears.

Lead 3: The note makes mention of meeting at the Endsgate Cliff and falling in love.

SCENE 8 – CHARACTER INVESTIGATIONS

Refer to this scene whenever the investigators question any of the staff or guests at Endsgate Manor. Use the Rule of Four to determine if Threat Meter increases are required.

Williams – The Wilkinson's Butler
Here's what he knows:

1. Wesley was a good lad; he was a proficient stable boy.
2. Lord Wilkinson never had a problem with the lad. They often fished together. The Lord enjoyed his company since he did not have a son of his own.
3. He loves Natalie dearly.
4. Natalie, Mary, and Wesley used to play together when they were younger.
5. Williams says this engagement is a must for Lord Wilkinson, although he refuses to tell the investigators why. (The truth is Lord Wilkinson has lost a sum of money and needs to see his daughters married off.)
6. He closed the window, telling Lady Natalie, "It would not do to catch cold on this important week."

Mrs. Johnson – The Cook (or any of the other kitchen staff)
What the staff knows:

1. Wesley was always sneaking food. Mrs. Johnson didn't mind.
2. Wesley's mother passed away a few years ago. Lord Wilkinson was quite upset at her passing.
3. Young Wesley told Mrs. Johnson that he was in love, and he planned to ask the girl to run away with him.
4. Wesley avoided Edbert whenever he was able.

Edith Wilkinson
What she knows:

1. Her sister Mary is scared of crows.
2. She didn't know Wesley very well. He was four years her junior.
3. Wesley enjoyed spending time at Endsgate Cliff, about a mile from the manor house.
4. Wesley recently asked her how to write poetry. He said it was for a girl.

Mary Wilkinson
What she knows:

1. Mrs. Johnson, the cook, acted like a mother to Wesley after his mother died.
2. She, Natalie, and Wesley were the best of friends while growing up.
3. Edith is jealous of Natalie for getting married before her.
4. Her father, Lord Wilkinson, has been very stressed by something recently, but he will not share that with the family.

Lady Wilkinson
Any attempt to interact with Lady Wilkinson will disturb her preparations for the event. This will increase the Social Threat Meter.

Lytle and Edbert - the gardener and his son

Lytle and his son are convinced that the investigators have some sort of hold over their master. Why else would he suddenly invite strangers to such an event? Both of them are itching for a reason to fight the investigators. If physical altercations break out, treat the gardener and his son as bludger reprobates. It is likely that some of the party guests will hear of the fight. This will increase the Social Threat Meter.

Natalie Wilkinson
What she knows:

1. She admits that Wesley loved her, but she loved him only as a brother.
2. She lies about Wesley being in her room to avoid any scandal. She dismisses the footprints as belonging to workers; fixing the window that

would not stay shut. (Natalie has an Oratory Skill of 3, with a Specialty in Lying.)

3. If caught in her lies, Natalie asks for complete discretion from the investigators to avoid any scandal. She then relays the story of Wesley climbing up the trellis. (Remember that she has no idea he went to the roof.)

4. She loves James and believes that they will be a perfect match.

The Lady's Maid
What she knows:

1. She is the maid to all three of the daughters.
2. If prompted, she gives the account of the voices heard in Natalie's room. She has no idea if the male voice belonged to Wesley. She simply heard voices and fetched the butler, Williams.
3. She has little contact with outdoor hands. Particularly dirty stable boys.



SCENE 9 – REMOVING THE BODY

Once the investigators have located the body, the first order of business will be removing it from the roof. Then there is the matter of moving the body to a location where it will not disturb or interrupt the proceedings. There are several different options available to the investigators for removing the body, but they are limited when it comes to the matters of concealment and discretion when moving it. Getting caught with Wesley's corpse by anyone other than Lord Wilkinson would certainly spell disaster for the investigators. See the Threat Meter section for more information.

Here are some suggested difficulties for potential solutions to the problem:

- Succeed at a Challenging (4) Difficulty Criminal Artistry Skill Roll to tie up the corpse and an Average (3) Difficulty Climb Skill Roll to lower it from the roof.
- A Demanding (5) Difficulty Strength Roll allows an investigator to sling the body over a shoulder and navigate back down the trellis.
- Due to the condition of the body, a Heroic (6) Difficulty is required for a Craft Skill Roll to disguise the corpse.
- Trying to convince someone inside the manor that they really did not just see a made-up corpse requires a Nigh Impossible (7) Difficulty Charm Skill Roll.

While this adventure is not designed to be a slapstick affair, it is not as grim as some other Baker Street adventures. Therefore, removing the body from the roof and then the manor grounds can be as comedic as desired. Use Hide or Criminal Artistry Skills to duck in and out of rooms and keep away from the staff and guests. Acting, Charm, or Oratory are ways that the investigators could try to misdirect or fool witnesses. When the body has been taken care of, the investigators are free to enjoy the rest of the festivities.

APPENDIX:

Non-Player Characters:

Lord Wilkinson, the client
Lady Wilkinson, the wife of Lord Wilkinson
Edith Wilkinson, eldest daughter of Lord
Wilkinson
Natalie Wilkinson, the betrothed
Mary Wilkinson, youngest daughter of the
Wilkinson family
Williams, the Wilkinson's butler
Fiona, the Lady's Maid
Mrs. Johnson, the cook
Wesley, the unfortunate stable boy
Lytle and Edbert, the gardener and his son
James Fairfax, Natalie's intended
Mortimer, Lord Fairfax's butler

— Baker Street Clue Card —

Clue: *Crows Are Circling One Corner of the Manor.*

Lead: <i>It is a supernatural sign of murder.</i>	Lead: <i>Crows always migrate in early spring.</i>	Lead: <i>Perhaps something nearby is attracting the crows.</i>
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— Baker Street Clue Card —

Clue: *The Broken Rung of the Trellis*

Lead: <i>It was broken by gardening.</i>	Lead: <i>It was broken by age and neglect.</i>	Lead: <i>It was broken by misuse.</i>
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— Baker Street Clue Card —

Clue: *A Small Gardening Shed*

Lead: <i>Several tools are missing.</i>	Lead: <i>The shed has a window facing the manor house.</i>	Lead: <i>The floor of the shed is freshly-turned dirt.</i>
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— Baker Street Clue Card —

Clue: *A servant's Coat Lying Beside the Old Well*

Lead: <i>It is displayed here as a warning.</i>	Lead: <i>It fell here haphazardly as if by chance.</i>	Lead: <i>It was hidden here on purpose.</i>
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— Baker Street Clue Card —

Clue: Wesley's Was Here Gathering Extra Food

Lead:	Lead:	Lead:
Wesley was harboring a fugitive.	Wesley was preparing to go on a trip.	Wesley was bulking up to fight Eddert.

— Baker Street Clue Card —

Clue: A Map on the Wall Details Endsgate Manor House

Lead:	Lead:	Lead:
Natalie's Room is in the Northwest Corner. Perhaps that's important.	Mary's Room is in the Southwest Corner. Perhaps that's important.	Eddie's Room is in the East Wing. Perhaps that's important.

— Baker Street Clue Card —

Clue: Wesley and Eddert Were Observed Shouting About Something

Lead:	Lead:	Lead:
Wesley offended Eddert's father.	Eddert is a bully.	Natalie's name was mentioned in the argument.

— Baker Street Clue Card —

Clue: *Wesley slept in the Loft*

Lead:	Lead:	Lead:
<i>It appears that Wesley has been keeping company in the loft.</i>	<i>Wesley is an excellent climber.</i>	<i>Wesley has a fear of horses.</i>

— Baker Street Clue Card —

Clue: *A Heart With Barely-Legible Initials Carved in the Ceiling Above the Bed*

Lead:	Lead:	Lead:
<i>W+N</i>	<i>W+E</i>	<i>W+M</i>

— Baker Street Clue Card —

Clue: *The Horse Wesley Was Fond of is Skittish*

Lead:	Lead:	Lead:
<i>It is spooked by the crows.</i>	<i>Lytle has been mistreating the animal</i>	<i>It missed Wesley.</i>

— Baker Street Clue Card —

Clue: *A schedule of Extra Duties*

Lead:	Lead:	Lead:
<i>The list includes mending the well.</i>	<i>The list includes painting the interior of the gardening shed.</i>	<i>The list includes fixing Lady Wilkinson's gazebo.</i>

— Baker Street Clue Card —

Clue: *A Missing Coat Hook*

Lead:	Lead:	Lead:
<i>It was used as a weapon.</i>	<i>It was ripped out in haste.</i>	<i>Servants have been nicking small things and selling them.</i>

— Baker Street Clue Card —

Clue: *Muddy Shoe Prints in Lady Natalie's Room*

Lead:	Lead:	Lead:
<i>The prints look like a strange kind of workboot.</i>	<i>The prints go back and forth from the window.</i>	<i>The prints look like the man favored his right foot.</i>

— Baker Street Clue Card —

Clue: *An Unsigned Love Note*

Lead:	Lead:	Lead:
<i>The note is too well written to have been penned by a stable boy.</i>	<i>The note appears to have stains on it as if from tears.</i>	<i>The note makes mention of meeting at the Endgate Cliff and falling in love.</i>

— Baker Street Clue Card —

Clue: *Crows Are Circling One Corner of the Manor.*

Lead:	Lead:	Lead:
<i>It is a supernatural sign of murder.</i>	<i>Crows always migrate in early spring.</i>	<i>Perhaps something nearby is attracting the crows.</i>

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Lead:	Lead:	Lead:
<i>It was broken by gardening.</i>	<i>It was broken by age and neglect.</i>	<i>It was broken by misuse.</i>

— Baker Street Clue Card —

Clue: *A Small Gardening Shed*

Lead:	Lead:	Lead:
<i>Several tools are missing.</i>	<i>The shed has a window facing the manor house.</i>	<i>The floor of the shed is freshly-turned dirt.</i>

— Baker Street Clue Card —

Clue: *A Servant's Coat Lying Beside the Old Well*

Lead:	Lead:	Lead:
<i>It is displayed here as a warning.</i>	<i>It fell here haphazardly as if by chance.</i>	<i>It was hidden here on purpose.</i>

— Baker Street Clue Card —

Clue: *Wesley's Was Here Gathering Extra Food*

Lead:	Lead:	Lead:
<i>Wesley was harboring a fugitive.</i>	<i>Wesley was preparing to go on a trip.</i>	<i>Wesley was bulking up to fight Edbert.</i>

— Baker Street Clue Card —

Clue: *A Map on the Wall Details Endigate Manor House*

Lead:	Lead:	Lead:
<i>Natalie's Room is in the Northwest Corner. Perhaps that's important.</i>	<i>Mary's Room is in the Southwest Corner. Perhaps that's important.</i>	<i>Edith's Room is in the East Wing. Perhaps that's important.</i>

— Baker Street Clue Card —

Clue: *Wesley and Edbert Were Observed Shouting About Something*

Lead:	Lead:	Lead:
<i>Wesley offended Edbert's father.</i>	<i>Edbert is a bully.</i>	<i>Natalie's name was mentioned in the argument.</i>

— Baker Street Clue Card —

Clue:

Lead:	Lead:	Lead:

— Baker Street Clue Card —

Clue: *Wesley slept in the Loft*

Lead:	Lead:	Lead:
<i>It appears that Wesley has been keeping company in the loft.</i>	<i>Wesley is an excellent climber.</i>	<i>Wesley has a fear of horses.</i>

— Baker Street Clue Card —

Clue: *A Heart With Barely-Legible Initials Carved in the Ceiling Above the Bed.*

Lead:	Lead:	Lead:
<i>W+N</i>	<i>W+E</i>	<i>W+M</i>

— Baker Street Clue Card —

Clue: *The Horse Wesley Was Fond of is Skittish*

Lead:	Lead:	Lead:
<i>It is spooked by the crows.</i>	<i>Lytle has been mistreating the animal</i>	<i>It missed Wesley.</i>

— Baker Street Clue Card —

Clue: *A schedule of Extra Duties*

Lead:	Lead:	Lead:
<i>The list includes mending the ovel.</i>	<i>The list includes painting the interior of the gardening shed.</i>	<i>The list includes fixing Lady Wilkinson's gazebo.</i>

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Clue: *An Unsigned Love Note*

Lead:	Lead:	Lead:
<i>The note is too well written to have been penned by a stable boy.</i>	<i>The note appears to have stains on it as if from tears.</i>	<i>The note makes mention of meeting at the Endsate Cliff and falling in love.</i>



THE CASE OF THE *Stable-Yard Tragedy*

By Mark Plemmons

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

The body of John Small, an 8-year-old boy, was discovered in a severely mutilated condition nearly two days after an unexplained disappearance in the London district of Bermondsey, south of the River Thames. The boy was last seen in the company of milkman Samuel Griggs, whom he accompanied on his deliveries. The father, a cab driver and nephew of Jonathan Small ("The Sign of the Four"), calls upon the investigators in Baker Street to tell his story and asks for their help in locating the murderer of his son. His four-wheeled carriage (a well-worn "growler" or "four-seater") stands outside, should they desire transport to the scene.

THE CRIME

Alice Small, the murdered boy's 13-year-old sister, has been secretly having a relationship with Joseph Brook, a local butcher's assistant some 9 years her senior. She is completely infatuated with this beau, and her love for him overshadows the love she feels for all others. Her obsession will let nothing stand in her way – unfortunately for her family.

Three days ago (a Thursday), with only one milk delivery remaining, John Small and Samuel Griggs fell into an argument over a trivial insult, which the boy took more seriously than was intended. Stating that he was going home for breakfast, he left Griggs, but rather than going directly home, he wandered the area until finally arriving at the small stable-yard which was less than 100 yards from his home. Glancing up at the dirty windows of the small flats above the

stables, he was shocked to see his sister Alice pass by one window in a state of partial undress. Rapidly ascending the stairs, he reached the room and opened the unlocked door to find his sister and Brook beginning an intimate act. Confronting them, he began to raise his voice, calling them names and threatening exposure. Knowing that her future rested upon her brother's silence, and fearing his cries would be heard, Alice quickly took up a butcher's knife from a nearby table and thrust it into her brother's left breast. Though seemingly mortally wounded, her brother was not yet dead – but Alice was momentarily frozen in shock at what she had done. Brook then took the knife from her with his left (primary) hand and grimly finished the deed with a second thrust to the opposite breast. The blood gushed from the wounds and spilled across the floor, but also drips between the slats to leave trace drops on a canvas tarp hanging in the stable bay below – a fact unknown to the murderers.

Now guilty of murder and fearing discovery, the pair reacted quickly, moving a rug to cover the blood stain, wrapping the body in a sheet, and hiding it in the closet. Brook was to wait until nightfall and remove it to a public place where it would be sure to be discovered, after mutilating it in the manner of Jack the Ripper in order to throw suspicion elsewhere and distract the police. However, Brook fell badly ill with flu, and was unable to dispose of the body that night – or even the night thereafter – despite Alice's visits and urgings.

In an act of desperation, Brook rose early Saturday morning and, using his vantage point and knowledge of the stable-yard inhabitants, selected a spot dangerously near home. Rather than risk carrying the body through the stable-yard, he simply tossed the body from his window to land in the corner of the coach-house, feeling sure that no one would connect him with the crime.

Impatient for the corpse to be found after the unexpected delay, he then went downstairs to 'discover' the corpse and alert the police. The

police investigation quickly leads in the direction of Samuel Griggs, in whose stable bay the blood-stained canvas was found, and who was known to the victim. Brook and Alice plan to leave the area and find a new job under assumed names in some distant town once the hue and cry has died down. They feel no qualms over Griggs' arrest, especially Alice – who was once shunned by Griggs. Should they feel the heat of the investigation falling upon them, however, they may accelerate their plans, with Brook burgling his employer's safe in order to secure the funds for their escape.

ADVICE FOR THE MASTERMIND

In the Victorian Age and earlier, poor and working class children helped their parents pay the bills by laboring in factories, mills, farms, and other trades (even prostitution). The investigators will know this, and should not be very surprised to learn that the young victim had a job. While the Factory Act of 1891 raised the minimum working age from 10 to 11, this was not necessarily enforced outside of the factories where inspectors are more routine. Although it may be impossible for the players to disabuse themselves of their modern thought patterns, it is worth noting that Victorian society found it difficult to conceive of a woman as a violent criminal, unless insane or otherwise seriously lacking in mental faculties. When conversing with the investigators, characters will naturally refer to the undiscovered murderer as "he."

This case requires a significant amount of crime scene and evidence examination, each forging a link in the chain of reasoning. The investigators may question witnesses and other related persons as desired, but there are no eyewitnesses to the crime other than the murderers themselves. Thus, the final resolution to the case will best be, as Sherlock Holmes would say, "founded upon the observation of trifles."

The case as written assumes that the victim disappeared on a Thursday, the body was discovered Saturday morning, and the investigators are called in on Sunday. These days

can be changed as desired, but take care when doing so – some text references and character conversations may refer to events as happening “two days ago” or “Friday” and so on; change these accordingly.

THE THREAT METER

The Threat Meter for this adventure follows the standard rules. If increased beyond the fifth threat, Brook robs his employer's shop and flees with Alice, stealing her away in the middle of the night.

1 – Despite police suppression, news of the ‘Ripper Murder!’ appears emblazoned across newspaper headlines, bringing throngs of curiosity seekers to the area. Even with a small police presence, the investigators find themselves badgered by inquisitive reporters and onlookers. Their investigation is interrupted at inopportune moments, and they may feel like the intrusive reporters are continually hampering their progress. Rolled 1s on the Sherlock Die no longer cause 1s to be successful.

2 – Brook gets paranoid the law might be closing in. He gains the friendship of some Bludgers who will be present for the final confrontation (one Bludger for every two investigators + every two policeman the investigators might bring).

3 – Sir Edward Bradford, Commissioner of Police, believes the investigators are abusing the public interest in this new “Ripper Murder” in order to promote their own names and careers. He orders the police force not to cooperate with the investigators or allow them to examine any prisoners or evidence they possess, even if they allowed the investigators access previously. The investigators must use a show of Status or offer a bribe in order to gain access to anything in the hands of the authorities. Regardless of status or bribery, the police cannot provide the investigators with any protection against reporters or crime enthusiasts.

4 – The public outcry and lack of cooperation from the police makes the case even more difficult. Neither rolled 1s nor 2s on the Sherlock

Die cause 1s or 2s to be successful.

5 – Brook and Alice believe the investigators are too close to discovering the truth, and make plans to flee. Tension increases, and rolled 1s, 2s, or 3s on the Sherlock Die no longer cause 1s, 2s, or 3s to be successful. This is the final increase to the Threat Meter before triggering the Endgame Threat.

Endgame 1 – If the investigators accuse Brook (without discovering Alice's part in the murder), he states that Alice actually killed her brother and that he (Brook) merely put the boy out of his misery. When Brook accuses Alice, or if the investigators accuse Alice only, she fakes a mental breakdown and blames the killing on Brook, and between them the two reveal all. Whether or not the full truth is revealed, the investigators did not completely unveil the mystery on their own, and so lose one circle of Status.

The case languishes in the court of law through a mistrial as each defendant blames the other. Under most circumstances, Brook would be found guilty and Alice set free, but so convincing is her mental breakdown, the court rules that she is quite insane. Brook is set free, and Alice is sent to an insane asylum (where she uses her wiles to ingratiate with her male overseers and eventually gains her release).

Endgame 2 – If the investigators fail to deduce the identity of either murderer, Brook robs his employer's safe (to which he has the combination) and flees with Alice in the early morning hours between midnight and 3 am. Public opinion believes that Brook was guilty and kidnapped the girl as he fled in order to cast a final evil blow against her family, with whom he must have had some secret grudge. The investigators lose two circles of Status, even if they can somehow prove the truth. Although the truth is summarized without the criminals in custody, the investigators have performed poorly. Reduce each investigator's Experience by one point.

SCENE 1 – A PLEA FOR HELP

Thomas Small, cabman, calls upon the investigators in Baker Street in order to ask for their help in convicting “the fiend that slaughtered my boy.” He is obviously distraught, and investigators may find it helpful to offer the Watsonian prescription for calming emotions – a glass of brandy. During this calming period, the investigators may find it useful to observe and deduce some facts from the man’s appearance. Investigators that make an Easy (2) Observation Skill Roll discover Observation 1. Each additional success reveals one extra fact to the investigator making the roll.

Observation 1:

The man’s arrival in the sitting room was almost immediately heralded by a rumbling sound that stopped in the street below – the typical sound of the four-wheeled carriage, or growler. Furthermore, his trousers are abraded in the manner of a person with a sedentary desk job, while the remainder of his clothing testifies to days spent out of doors, and carry a distinctly ‘horsey’ smell. Therefore, he is a cabman.

Observation 2:

A single folded piece of crinkled, edge-curved newspaper protrudes from his left coat pocket; Friday’s date is clearly visible. However, several crisp, freshly-printed newspaper pages protrude from his right coat pocket. It may be deduced from the first sheet that while the man’s trouble started at least two days ago, but the fresher sheets indicate that something new has happened to bring him to Baker Street.

Observation 3:

The man’s initials (T.S.) are written upon the inside brim of his hat. In this time period and location, Thomas is the most common name beginning with T for a man of his age. Therefore, it is extremely likely that his name is Thomas.

Observation 4:

The man performs most actions with his left hand, indicating that he is left-handed.

Observation 5:

The man’s accent holds traces of the West Midlands, specifically the county of Worcestershire, now obscured with a touch of London. Should an investigator deduce this, it provides an indication of the man’s family background. This is only relevant if the investigator’s doubt the man’s connection to Jonathan Small, as Watson’s own account of the case (“The Sign of the Four”) mentions the family origin.

THE INTERVIEW

Questioning Thomas Small is difficult, due in parts to his hunger, fatigue, and shock. If the investigators proffered liquor instead of food and drink, it reacts quickly on his empty stomach, causing him to pass out in the midst of his story. (Should this occur, Police Constable Simpson arrives shortly thereafter. He has been following Small and can provide all of Small’s information plus his own, as revealed in Scene 3.) Thomas Small knows only the information listed below, which you can reveal in any particular order depending on the investigators’ questions.

“I came to Baker Street because Mr. Holmes once had dealings with my uncle, Jonathan Small. I don’t fault Mr. Holmes for sending him to Dartmoor, for he was guilty sure enough, even though there’s little doubt that he was sorely provoked.”

“I really don’t know how to begin, sirs, but I’ll do the best I can.” He takes the single sheet of newspaper out of his left coat pocket and hands it to them. The paper bears the following circled advertisement: “Lost on Thursday morning a boy, John Small, aged eight. Was last seen near Grange Walk at 8:30 a.m. Had on navy blue top coat (with brass buttons on), midshipman’s cap, plaid knickerbocker suit, laced boots, red and white stockings; complexion fair. Home, 41, Crimscott

Street." This is what I'm here about. But my boy ain't lost no more. He's dead – butchered by the Ripper or some fiend just like him!"

"The last time I saw Johnnie was Thursday morning at about a quarter to seven, when I left the house for work, for I go cabbing six days a week. He was carving a little wooden horse when I sent him to the stable-yard to tell the horse-keeper to ready a horse for my cab. He brought himself back shortly, no more than a few minutes, and said the horse is in its stall ready. Then I went to work, leaving him in the house."

"My wife Liz – Elizabeth – says Johnnie left the house only a few minutes after that. Samuel Griggs, one of the local dairyman, was leading his horse and cart down the street, and Johnnie went outside and joined him. Sam stopped the cart and Johnnie got in. Then they went off together like usual."

"Sam claims Johnnie left him at half past eight, before completing his rounds, to go to breakfast. Liz says that has never happened before in the weeks that Johnnie's been working with Sam. He used to come home just before dinner with the intimation that Sam had given him some bread and milk, but this time he never did."

"Lizzie saw Sam that evening, when he was putting his horse and cart in at about five o'clock. She thought the lad might have gone to join him there. She asked him if he had seen him, but he replied, "No." We waited all night, and I even took to wandering the streets hunting him out, but had no luck, so Friday morning we put that advertisement into the paper and went to the police. They told me that detectives would be looking out for Johnnie."

"Sam came by our house Friday morning about seven o'clock, and stopped in to ask if Johnnie had come home, then went on his rounds. He was in a great hurry and looked a little cross, and Liz said he smelt a little of rum, though he did not look any the worse for it. He said he thought Johnnie would turn up soon and no worse for wear."

"Sam came to our house again late last evening about half past ten and inquired again in his

casual way, and Liz fair lost her patience with him and threatened him with the police. He retreated rapidly, yet he called again this morning – though he would not come in. He opened the door and said, "Have you heard anything of Johnnie?" I replied that I had not, but that I had been to the police and that detectives would be looking out. Sam then walked away, I suppose to his home since that was his general direction."

"Mrs. Kirkham, a neighbor, came to the house this morning about half-past eight o'clock to tell Liz that Johnnie had been found murdered, but I knew nothing of it until a constable spotted my cab and told me to go home. Then the police came and took me to the morgue in order to identify the body. When I saw his face, I knew it to be my boy."

"The police have investigated the stables where Johnnie was found, and Griggs' home, but I don't know if they have found anything that proves him to be a killer. Myself, I don't think it could have been him, though Lizzie and the police seem fixated on it. I can find no reason for him to do such a bloody deed, for he and Johnnie were always fine friends. He was brought before the magistrate last night, and the events were reported in this morning's paper, which I have here." When Small draws the paper from his pocket, he points at the article entitled 'Body Found by Joseph Brook'. It reads as follows:

"On Saturday the body of a boy was found in Bermondsey horribly mutilated. About 7:30 in the morning one Joseph Brook, a butcher's assistant, went to his master's stable and saw a heap of something in the corner outside near the coach-house. Getting a light, he found it was a dead body, and on his fetching a policeman it was found to be that of a boy, John Small, aged eight, the son of a cabman, who resides about 100 yards off. Chief Constable Nagle and the police surgeon, Dr. Lewis, were summoned to the scene, and one of the first things done was to photograph the body before its removal and also its surroundings. As soon as the police surgeon, Mr. Lewis, had seen the remains the coat was replaced as nearly as possible in the position in

which Brook found it, and the bundle was photographed, after which it was carried on a foot ambulance to the mortuary, where a careful examination was made. The boy appears to have been stabbed to death and his body dismembered. Also one ear had been cut off. Mr. Davis, the chief detective-inspector, set to work and every inquiry as to the matter was made. No trace of blood could be discovered, and it seemed pretty evident that the actual murder had taken place elsewhere, and the remains were subsequently brought to the spot where they were found. The boy had been missing since Thursday morning, when, as he frequently did, he accompanied a milkman called Griggs, on his rounds. As Griggs was last seen with the boy, he was arrested by the police. But the evidence against him does not amount to much, so far as it has been disclosed. Some canvas and other things in his stable are being examined. In his house was found a large bread knife which was cleaned by Mrs. Griggs on Saturday. On the one hand it is said that Griggs cannot account for all his time, and on the other that he can. The police have been diligent in canvassing the area for witnesses and many persons have appeared voluntarily to give evidence. It is rumored that the following persons have been interviewed and may be called for next week's inquest: dairy customer Catherine Donaldson, mill hand Eleanor Siddal who lives next door to the prisoner, and Griggs's employer Mr. Whitlock. Also expected to appear are Police Constable Simpson who with Mr. Brook found the body and in whose custody the prisoner was given after his apprehension, Chief Constable Nagle, the police surgeon Dr. Lewis along with his report, Chief Detective-Inspector Davis, Mr. Joseph Brook who first found the body, and Mrs. Griggs as well as Mr. and Mrs. Small and daughter Alice Small. Daughter Jane Small, 11, is not yet of age to give evidence. The police are said to have much evidence as to the crime, but there is an impression in the district that Griggs is innocent."

RESOLVE AWARD: Taking the case awards every investigator with one point of Resolve.



SCENE 2 – THE FIRST INVESTIGATION SCENE

The investigators should nominate a Lead Investigator to roll for an Observation Skill Roll on Thomas Small and his statements. This Observation Round begins with four undiscovered clues, with a Demanding (5) difficulty. Remember to adjust this difficulty based on the number of investigators, if necessary. The rest of the investigating party may assist as usual. After clues are discovered, proceed to the Reason and Deduction Rounds as normal.

Clue 1: The Corpse

Lead 1*: What other information might the body reveal?

Lead 2: Has Jack the Ripper have come out of retirement?

Lead 3: Did the boy have any enemies?

Clue 2: The Stables

Lead 1*: Might a visit to the stable-yard provide more evidence?

Lead 2: Have any of the horses seems unusually restless lately?

Lead 3: Are there valuable animals lodged at the stables?

Clue 3: The Police Evidence

Lead 1*: What were the items taken from Griggs' stable?

Lead 2: Why did Mrs. Griggs wash the knife?

Lead 3: What secrets might the police photographs reveal?

Clue 4: Suspects and Witnesses

Lead 1: Can Griggs provide an alibi for all the time the victim was missing?

Lead 2*: What do the persons named in the newspaper article have to say?

Lead 3: Might there be other witnesses unknown to the police?

RESOLVE AWARD: Give each investigator two points of Resolve for participating in this Investigation Scene.

SCENE 3: FOLLOWING LEADS

Thomas Small can transport up to four investigators to the scene, after which he will have to leave them in order to earn his daily fares. Fortunately, all of the leads and clues are contained within a fairly small area. The distance between most locations is no more than a half-mile (roughly an 11 minute walk). The exception is the police station and dairy, both of which are just over a mile away, or a 26 minute walk, though in different directions.

The persons listed in the newspaper fragment can be questioned individually, or their statements retrieved from the police evidence. No one has an absolutely unbreakable alibi for the times that the victim was missing; most have ordinary lives that take them between work, home, and the Red Lion (a local pub).

If you need to speed the process along, you may change the date of the coroner's inquest and move it closer to the present, so the investigators can go to court and conveniently watch all the witnesses answer questions in a single sitting. However, without the investigators' evidence, the coroner's jury concludes that Griggs is to be

held for trial, and this raises the Threat Meter. Outside of the inquest, the investigators may ask four questions of any of the following involved persons. They can ask an additional four questions by raising the Threat Meter.

1) Samuel Griggs. The prisoner is a tall, well-built young man, and might aptly be described as a typical agricultural laborer.

The Last Sighting of John Small

"Johnnie left me about half past eight, I believe. We had just delivered at 9, Grange Walk, where we usually delivered at about that time. He was in a prickly mood that day – I do not know why – and went off in a temper saying he was going home to have his breakfast."

Griggs' Whereabouts on Thursday

"After Johnnie left, I had only to deliver to numbers 11 and 13, and then I returned to the dairy as usual to see what else needed to be done. I saw Mrs. Small again that evening, when I was putting my horse and cart in at about five o'clock. She had come to the stables and thought Johnnie might be with me, but I had not seen him. Then I went to my home, which is at 17 Bateman Street. That evening I went back out to the Red Lion for a pint or two, but I returned home by 10 and I did not leave again until half past five Friday morning."

Griggs' Whereabouts on Friday

"I went to the stables as usual, then stopped my cart to pick up Johnnie, figuring that he had come home, but went on my rounds when I knew he had not. I said I thought he would turn up soon but in truth I wondered. Alice offered to take Johnnie's place but I said no once again. I went on my rounds just as I did the day before but was engaged much later than usual that evening printing butter for Saturday's market. On my way home, about 10:30 at night, I came again by the Small house and seeing that the windows were lit I stopped to see if Johnnie had returned. Mrs. Small fair lost her temper and accused me of doing away with her boy, which I chalked up to

the stress of him being missing and so I beat a hasty retreat, then walked home. I did not leave again until perhaps a quarter after five o'clock Saturday morning."

Griggs' Whereabouts on Saturday Morning

"I went a few minutes early to the coach-house because I'd noticed a loose board on the cart. I wanted to nail it back proper before setting off on my rounds, but I could not find my hammer. I also had to load some empty bottles and milk cans that I had forgotten to return to the dairy. I did so and then went to the dairy to load the cart and begin my rounds."

The Crime Scene

"I did not see the body and my path did not take me close to where you say it was found. I did not see anyone carrying a large package but if there was one then someone must have seen the murderer because after five o'clock the workers in the various mills are all astir. I can name some of them who saw me, and if I did anything so horrible as carrying around a body it could hardly have escaped unnoticed. I also said good morning to the stable lad as he went in to handle the mucking out, as they do every morning. I do not know why there was blood on the canvas, and I knew nothing of the murder until Constable Simpson came to fetch me."

Griggs' Relations with the Smalls

"I never had any troubles with the Smalls. Johnnie was a fine worker for a boy of his age. He took over when his sister – Alice – stopped. She went with me to the station several times for milk, but having read of outrages on girls I would not have her any more, and sent her away from the cart whenever she wanted to accompany me."

Telling about Alice (if he is pressured)

"I sent Alice away because her private conduct with me was becoming unacceptable. Frankly, she has an interest in men that is rare in a girl of her age. No doubt she has found herself a substitute for my affections, but I will not speak

of this anymore, and I suggest that you do not either. I see no need to upset her parents further in their time of grief."

About Catherine Donaldson, residing at 15 Dunton Road

"I don't know that woman or that address personally. I believe it's around half-a-mile from Grange Walk and is certainly not on my delivery route."

2) Mrs. Griggs. A rough woman with a hard tongue.

The Bread Knife

"The bread knife never left the house, as I should well know. Had it done so, I surely would have missed it. There is nothing unusual about my cleaning the knife on Saturday, for I clean it regularly with the other cutlery at the end of the week."

Her Husband's Alibi

"Samuel could have nothing to do with this crime. I am an unusually light sleeper, and if he had left unexpectedly in the middle of the night then I would have known."

3) Joseph Brook. A handsome, husky butcher's assistant. He only reveals his place of residence (in a flat above the stables) if directly asked. If questioned about why he chose to muck out the stall, he simply says that if he sees that his employer's bay needs mucking out, then he does so.

His Occupation

"I am employed by Mr. George Penn, a butcher of the Market-hall, Bermondsey, who rents a stable and coach-house in Crimscott Street near to where the body was found."

How He Found the Body

"I went down to the stable, and after attending to the horse I took some manure out into the yard in front of the coach-house, where there is a

manure pit. I had thrown the manure in when I saw a heap of something propped up in the corner between the wall and the coach-house door. I could not make out what it was at the time, so I got a light and then saw it was a dead body. I just noticed that one ear was cut off, and was alarmed, and went for a stable lad. He saw the body, and we went for a policeman together. We soon found one. I believe his number was 56. He saw the body, and sent me to the station for the chief constable, who came with the police surgeon and saw the body. I noticed that the body was tied up in a jacket or some piece of clothing with a leather belt buckled round it. I stopped at the place for some time and did not care to look at the body. I did not know it was cut up or injured. I left it in charge of the policeman."

Brook's Relations with the Small

"Allie is a fine young lady who I sometimes see in the shop. I do not know the rest of her family except by name, but I am sure I have never met the dead boy under any circumstances."

4) Alice Small. Alice is an attractive blond girl who appears several years older than her 13 summers.

About Her Brother's Disappearance

"I saw my brother last on the Thursday morning before I went to do some shopping, since I did not have to work at the mill that day. I knew that afterward he went away with the dairyman, with whom he was a great favourite."

Her Relations with Samuel Griggs the dairyman

"Myself I find Sam – Mr. Griggs – handsome, but too familiar. He makes unwanted advances to all the local girls. I once accompanied him at his work, but soon realized that he was not someone I cared to be with."

5) Jane and Elizabeth Small, the latter known to her friends as Liz or Lizzie. Neither the 11-year-old girl nor her mother know any more about the crime than they have been told.

Relations with Samuel Griggs

"Until now, I thought the best of Mr. Griggs, but now – I do not know. My mind is a-whirl."

Motives for John Small's Death

"I'll not believe that anyone could have held an honest grudge against Johnnie. He is – was – the kindest boy in the neighborhood. He was quite protective of his sisters and would even stand with younger children against the older boys that teased them. No, whoever killed Johnnie must have been a madman or some criminal whose plans Johnnie interrupted."

Family Alibis

"Our neighbor Mrs. Kirkham and her daughter called on us Thursday and we spent many hours chatting while her girl and Janie played together. Tom was driving the growler and Alice would have been at the mill, I believe. She works in the office there most mornings."

About Alice

"Alice? What could you wish to know about her? She's a fine girl, if a bit restless. She's also very generous with her earnings. Many's the day she'll come home with an extra bit of bread from the baker's or meat from the butcher's."

6) Catherine Donaldson. A single woman residing at 15 Dunton Road, half-a-mile from Grange Walk where the prisoner says the boy left him. She has hunched shoulders, thick spectacles, and a peering gaze. From these three facts, the investigators may deduce that she has difficulty seeing, and that without her spectacles, she misidentified another dairyman and assistant as Samuel Griggs and John Small.

Her Eyewitness Account

"On Wednesday night I slept at my sister's house in Peckham. The following morning I returned via train, and from thence walked home, and arrived there about 10 minutes to 10. I took my jacket off and began to clean my spectacles, which had gotten dusty from the journey, and

then went to the door and received the milk from the boy. The milkman remained with the cart. The police asked me to view the body at the mortuary, and I identified it as the same boy."

6) Eleanor Siddal. An attractive young wife and mother, newly moved to the area. She validates Griggs' first movements on Saturday morning.

Seeing Griggs on Saturday Morning

"I went out about a quarter past five on Saturday morning, and saw the man next door coming out of the gate leading from his own house. He went down the street and turned in the direction of the stables. When I told this to the detectives, they took me to view the prisoner, and I identified him as being the man I saw."

7) Mr. Whitlock. Griggs' employer is a stout, short, red-whiskered and solemnly respectable person.

Griggs' Movements on Friday and Saturday

"Indeed, the man was kept late on Friday printing butter for Saturday's market. I stopped to observe the work, and saw him hard at it as usual. I did not stay to watch him, but if he had rushed the job or stopped it early then surely I would have noticed. I take great pride in the quality of our products. He arrived to work as usual on Saturday morning, bringing some bottles and cans for cleaning."

8) Police Constable Simpson. A stalwart constable of average intelligence. The investigators may notice that Brook's story does not match that of the constable; Brook said "I did not know it [the body] was cut up or injured" but he slipped up and told the policeman that the body had been "butchered" (in this case, a perfectly accurate statement).

Early Saturday Morning

"My time is from midnight to eight in the

morning. At half past four on Saturday morning I decided to take a look round the coach house and see that all was right. Now, I stood on the very spot where the body was found and I can swear that not a thing I did see there. Later – about half past seven – I was approached by a man and a boy with a tale of finding a butchered body. I returned to the stable-yard with the lad, sending the man to the station for the chief constable, who came shortly with the police surgeon. They uncovered the body and took photographs of the body and of the area around it."

Apprehending Griggs

"The prisoner came quietly. He showed no surprise at being arrested, and even seemed to expect it."

10) Chief Constable Nagle. A wiry, middle-aged man with a formidable mustache. Unless the investigators can coerce or bribe another member of the force, they must approach the Chief Constable to gain access to the police photographs of the crime scene. The photographs show the horrific condition of the body but provide no clues to the murderer's identity. The Chief Constable may be the first person to mention the flats above the stables, unless the investigators have already seen the flats for themselves.

About the Crime Scene

"For once the newspapers do not exaggerate. It was a terrible sight – a young boy ripped to pieces. The murderer might be a true fiend to have done such a thing. Certainly he seems to have the very powers of darkness to have carried his foul package unseen through the streets. The stable lads and all the visitors to the yard profess total ignorance, and even the inhabitants of the flats over the stables can provide nothing better."

11) Dr. Lewis. A tall, respectable man with graying hair. The investigators can approach him for the full medical report as well as a viewing of the corpse, the bread knife from the Griggs home, and the bloody canvas from Griggs' stable.

The Corpse

"The cause of death was multiple vertically-placed penetrating injuries to the chest – one stab wound in the middle of the left breast and another wound slightly higher in the right breast. The wound in the right breast was certainly the finishing blow, struck with such force that the knife tip penetrated the victim's back. Conversely, the wound in the left breast, while enough to kill, was certainly not delivered with as much force. These facts, in addition to the convexity of each wound, offer several paths for speculation. The victim may have changed positions between each wound, the murderer may have switched the knife from his right to his left hand, or – perhaps more likely – each wound was struck by a different person."

"The dismemberment occurred post-mortem and very likely after rigor mortis had dissipated, perhaps a day or more after death. Both his legs had been hacked off and laid beside the body, all of which was found wrapped up in the boy's coat. Parts of the abdomen had been removed and the heart had been plucked out and thrust under the chin. The right ear had also been cut off."

"Other than the dismemberment, there were no unusual bruises, abrasions, or other indications of violence, though the toy horse in the victim's coat pocket was broken in several places as if it had been stepped on. There are no pieces missing."

The Clothes

"The damage to the victim's clothes – both cuts and blood stains – correspond precisely with the knife wounds. He was certainly undressed – save for his drawers and stockings – and then mutilated. The rest of his attire – a plaid knickerbocker suit, footwear, cap, and undershirt – was wrapped in his top coat along with the body. A broken wooden toy horse was also in his coat pocket. As far as I know, nothing's missing."

The Bread Knife

"You can clearly see that the bread knife in question has a serrated blade. Had it been used on the victim, the abrasions left on the ribs should

show a distinctive mark – but no such corresponding mark exists. Furthermore, the characteristics of this blade do not precisely fit the wounds. I cannot say that the prisoner did not slay the boy, but if he did so then the bread knife was not the knife he used."

The Bloody Canvas

"The canvas taken from Griggs' stable bay is stained with what is certainly human blood. However, this does not appear to be the canvas on which the boy was dismembered, for the blood originates in one relatively small location – you can see the splatter of the drops as they struck the canvas – and then traveled in one direction only, more like a river than a pool. This indicates to me that the body fell backward or was placed on a table or other above-ground platform. There the blood was allowed to run off one side and drip onto the canvas, which must have been hanging underneath – perhaps on a horizontal table support or some other object."

12) Chief Detective-Inspector Davis. A stereotypical DI, he has little time or interest in the questions of private investigators. He brushes them off to his subordinates if approached, and will share little information.

Davis's Suspects

"I'll tell you this for nothing, sirs. You can leave Thomas Small out of your inquiries. Our inquiries have located all of his passengers for Thursday, giving him an alibi for the time his lad went missing."

"Griggs is our man, to be sure, and the circumstantial evidence will convict. No doubt he had some secret that the lad discovered – a mistress, or a criminal deed, or some such. He did the deed in a moment of rage and then, his mind inflamed by reading the reports of the Whitechapel tragedies, he imitated the work of the fiend in order to disguise his hand. It's clearly evident if you'll but look at the facts."

RESOLVE AWARD: When the investigators have followed up with the leads, award them each three points of Resolve.

SCENE 4: THE STABLE-YARD

The stable-yard is the primary scene, and a great deal of information can be gleaned from this area. The yard owners claim it to be the largest in Bermondsey, and it includes multiple plain yellow brick buildings, with a tack room, coach-house, provender store, 'horse hospital,' and four stable blocks with room for 162 horses. The stable bays house delivery horses for local businesses, and the coach-house has space for several carts and carriages. Like many stables, there are cheap flats above the carriage house and stables. These are used by staff and can be rented by tenants willing to abide the noise and smells. Leads can come from examining the location where the body was discovered, investigating Griggs' stable bay, and talking to the stable lads. The investigators may ask four questions of the stable-yard staff, and can ask an additional four questions by raising the Threat Meter.

Where the Body was Found

Observation here finds a slight depression in the earth where the body fell, in the corner between a stable wall and the coach-house door. Since it has been proven that the body did not lie here for very long, there may be another way to account for the depression. The scene has not been cordoned off, and boot prints are evident everywhere.

Griggs' Stable Bay

The structure of the horse bay is unremarkable, only differing from its neighbors in minor ways – such as slight variation in placement of wall pegs, cleanliness, amount of hay, and so on – but these differences add nothing to the investigation. If the investigators visit the bay in the evening or at night, the horse will be present and a stable lad will have to remove it for the bay to be inspected.



Clue 6: The Impression in the Earth

Lead 1: Is something buried here?

Lead 2: Was something heavy stored here?

Lead 3*: Was someone or something lying or forced down here?

Clue 7: Dried Blood That Ran Down the Back Wall of the Stall

Lead 1: The blood is from an injured horse rubbing against the wall.

Lead 2: The blood is from the butcher's apron.

Lead 3*: The blood is from something that was hanging on a peg.

Clue 8: Blood Stains on the Ceiling Boards Above Griggs' Stable Bay

Lead 1: Perhaps the blood splatter of the murder sprayed the boards.

Lead 2*: Perhaps the room above was the actual murder site.

Lead 3: Perhaps the body was dragged to the stable bay after the murder and blood sprayed to make it look as if the murder was committed here.

If the investigators inquire as to whose flat is above Griggs' stable bay, almost any of the stable-yard staff can tell them that the flat is Joseph Brook's. Investigators wishing to gain entry may seek out the yard owners and make a Status Roll against an Average (3) Difficulty. An investigator attempting to break into Brook's flat should be cautioned that a Status loss may be in order if anyone witnesses the event.

The Stable Lads

The duties of feeding, exercising, grooming, and mucking out may be the shared or exclusive responsibilities of the horse owner and stable boys, depending on the agreement in place between the stable-yard and the horse-owner. Mr. Whitlock (dairy) and Mr. Penn (butcher) both have their bays managed exclusively by the yard staff, so their employees (Griggs and Brook, respectively) do not need to muck out the stall or clean the horse and its leathers. The fact that Brook actually did so – as an excuse for going out in the stable-yard to ‘discover’ the body – should be a clue for the investigators to look more closely at him.

Morning Duties

“We start working about five in the morning, with whatever mucking out and brushing needs doing, as most of the jarveys and carters come at six or thereabouts. Some owners are particular about the mucking or cleaning – or just want to hire out a stable bay only with no ‘frills’ – and so have their own men do those chores, but there aren’t many as such. Others don’t come so early and so we can leave them for after breakfast. We have thirty minutes for breakfast at seven o’clock, unless one of us is needed for something.”

About Penn’s Horse

“We brush, feed, exercise, and muck out after ol’ Butcher Penn’s horse – unless he needs it for a delivery. Then we don’t exercise it that day. He usually sends Mr. Brook to fetch it, as he lives above. Oh, and Mr. Penn keeps a cart in the coach-house.”

About Brook Mucking Out the Stall

“Mr. Brook muck out a stall? I’ve never known him have time nor interest to practice that skill, not as many months as I’ve been here.”

About Alice Small or Brook’s Acquaintances

“Well, Brook’s a man that rarely goes to bed cold, I can tell you that. His last was just some dollymop,

if you ask me, but this one looks to be more tickle than slap. She’s a fine figure of a young woman – blonde, slim, and perhaps sixteen or seventeen years. I’ve seen her slipping into the yard and up those stairs for a few weeks now – and I know she’s going to see him because they aren’t always so careful to close their windows, if you know what I mean. Then she’s only there for a couple of hours before she’s gone again. Don’t know her name, but I’d know her face for sure.”

About Whitlock’s horse

“We clean, feed, and muck out after the dairy master’s horse like most others. We don’t exercise him much, since Mr. Griggs calls for him – and the cart – nearly every morning.”

RESOLVE AWARD: Award each investigator one point of Resolve.

SCENE 5: BROOK’S FLAT

The flats are reached by entering through the archway to the stable-yard and going up the stairs in one corner to reach a very long corridor lined with coconut matting. All the rooms are on the side overlooking the yard. It is well traveled, and there is no chance of finding the boy’s footprints. Brook’s flat is over Griggs’ stable bay, and is very close to where the body was found – not directly above that location, but one flat away, within tossing distance for a muscular man like him.

Fingerprint Evidence

The investigators may be somewhat familiar with Holmes’ use of fingerprint evidence, either from Watson’s own mouth or from reading ‘The Sign of the Four’ when it appeared in the Strand Magazine. The fingerprints of Brook, John Small and Alice Small can all be found on the door of the flat, should the investigators decide to dust Brook’s door for fingerprints. However, both Brook and Alice avoid giving the investigators any samples for comparison. Furthermore, the only way to get the victim’s confirmed prints is to take them from the corpse, and few persons at Scotland Yard will be willing to accept the

evidence of this very new science – at least for several years!

Dogs

Should the investigators find a reliable tracker like Toby (The Sign of the Four) and retrieve some of the victim's unwashed clothing from the morgue or his home, then take the dog to the stable-yard, it leads them up to the flats and to Brook's door. Though this evidence is not admissible to Scotland Yard, it certainly provides a new area of investigation!

The Corridor Outside the Flat

The coconut matting in the corridor, though dirty from the passing of many lodgers, reveals a trail of tiny reddish droplets. These occasionally blurred and smeared droplets lead to the door of the flat that is, coincidentally, next to Brook's and directly above where the body was found. It may be deduced that these are bloodstains leading to the door of the murderer. In fact, the drops fell from a small pot of red paint being carried along the corridor. Confronting the inhabitants of the flat (a millworker, his wife, and young son) reveals the truth – and a recently painted rocking horse.

Inside Brook's Flat

This one-room flat contains little more than a bed, rug, a small table, and a few clothes and amenities.

Clue 9: Stains in the Corridor (FALSE CLUE)

Lead 1: Perhaps these are bloodstains from the victim.

Lead 2: Perhaps these stains are from a second body.

Lead 3: Perhaps these stains are not blood.

Clue 10: A Well-Made Bed

Lead 1: Perhaps he pays someone to clean his room.

Lead 2: Perhaps he likes a nice bed.

Lead 3*: Perhaps someone else made the bed.

Clue 11: The Rug

Lead 1*: Perhaps the rug is concealing something.

Lead 2: Perhaps the rug was used to move the body.

Lead 3: Perhaps the rug was a gift from a lady friend.

Moving the rug reveals a significant rust-colored stain on the floor boards, with a corresponding stain only on the underside of the rug. It may be deduced that this rug once adorned the bedroom floor and was moved to obscure a bloodstain not yet dry.

Clue 12: A Broken Chair with a Leg Missing (FALSE CLUE)

Lead 1: Perhaps the leg was used for some sort of violence.

Lead 2: Perhaps the chair was involved in a struggle between two people.

Lead 3: Perhaps the murderer sat in the chair, and is so burly that he snapped the chair leg.

RESOLVE AWARD: Each player participating in this investigation earns two points of Resolve.



SCENE 6: THE FINAL CONFRONTATION

The investigators' suspicions should eventually turn to Joseph Brook or Alice Small. For a daylight confrontation, they can both be found together in a yard or alley behind the local butcher shop, having a discreet word or even a quick cuddle (Alice having gone there under the pretense of being a customer). In the evening, they can both be found in Brook's room, but are not together during the late night or early morning. Brook has also made the acquaintance of some underworld characters in order to help him burgle his employer's safe. If the investigators cannot present physical evidence, Alice scoffs and threatens them. Should the investigators present Brook with strong evidence of his guilt, such as the bloody stain in the ceiling of Griggs' horse bay, then Brook, Alice, and his allies will attack.

Scaling the Final Encounter to the Number of Investigators

If there are one or two investigators, Alice rushes to help Brook. For three or four investigators, Brook and Alice are joined by a Screwsman. If the Threat Meter has been increased two or more times, Brook and Alice are joined by Bludgers as well. Add one Bludger for every two investigators and every two policeman the investigators might bring.



Joseph Brook

Artistry: 3
 Merchandizing
 Commerce: 3
 Dodge & Defense: 3
 Endurance: 3
 Fight: 3
 Oratory: 3
 Sales
 Strength: 4
 Weapon 4
 Knives
 Guiles: Bruiser

Alice Small

Acting: 3
Charm: 5
 Friendly Persuasion
 Seduction
 Dodge & Defense: 3
 Fight: 3
 Perception: 4
 vs. Charm
 Guiles: Escape Plan, Master of Deceit

— Baker Street Clue Card —

Clue: *The Corpse*

Lead:	Lead:	Lead:
<i>What other information might the body reveal?</i>	<i>Has Jack the Ripper come out of retirement?</i>	<i>Did the boy have any enemies?</i>

— Baker Street Clue Card —

Clue: *The Stables*

Lead:	Lead:	Lead:
<i>Might a visit to the stable-yard provide more evidence?</i>	<i>Have any of the horses seems unusually restless lately?</i>	<i>Are there valuable animals lodged at the stables?</i>

— Baker Street Clue Card —

Clue: *The Police Evidence*

Lead:	Lead:	Lead:
<i>What were the items taken from Griggs' stable?</i>	<i>Why did Mrs. Griggs wash the knife?</i>	<i>What secrets might the police photographs reveal?</i>

— Baker Street Clue Card —

Clue: *Suspects and Witnesses*

Lead:	Lead:	Lead:
<i>Can Griggs provide an alibi for all the time the victim was missing?</i>	<i>What do the persons named in the newspaper article have to say?</i>	<i>Might there be other witnesses unknown to the police?</i>

— Baker Street Clue Card —

Clue: *The Impression in the Earth*

Lead:	Lead:	Lead:
Is something buried here?	Was something heavy stored here?	Was someone or something lying or forced down here?

— Baker Street Clue Card —

Clue: *Dried Blood That Ran Down the Back Wall of the Stall*

Lead:	Lead:	Lead:
The blood is from an injured horse rubbing against the wall.	The blood is from the butcher's apron.	The blood is from something that was hanging on a peg.

— Baker Street Clue Card —

Clue: *Blood Stains on the Ceiling Boards Above Griggs' Stable Bay*

Lead:	Lead:	Lead:
Perhaps the blood splatter of the murder sprayed the boards.	Perhaps the room above was the actual murder site.	Perhaps the body was dragged to the stable bay after the murder and blood sprayed to make it look as if the murder was committed here.

— Baker Street Clue Card —

Clue: *Stains in the Corridor*

Lead:	Lead:	Lead:
Perhaps these are bloodstains from the victim.	Perhaps these stains are from a second body.	Perhaps these stains are not blood.

— Baker Street Clue Card —

Clue: *A Well-Made Bed*

Lead:	Lead:	Lead:
<i>Perhaps he pays someone to clean his room.</i>	<i>Perhaps he likes a nice bed.</i>	<i>Perhaps someone else made the bed.</i>

— Baker Street Clue Card —

Clue: *The Rug*

Lead:	Lead:	Lead:
<i>Perhaps the rug is concealing something.</i>	<i>Perhaps the rug was used to move the body.</i>	<i>Perhaps the rug was a gift from a lady friend.</i>

— Baker Street Clue Card —

Clue: *A Broken Chair with a Leg Missing*

Lead:	Lead:	Lead:
<i>Perhaps the leg was used for some sort of violence.</i>	<i>Perhaps the chair was involved in a struggle between two people.</i>	<i>Perhaps the murderer sat in the chair, and is so busy that he snapped the chair leg.</i>

— Baker Street Clue Card —

Clue:

Lead:	Lead:	Lead:

— Baker Street Clue Card —

Clue: *The Corpse*

Lead:

What other information might the body reveal?

Lead:

Has Jack the Ripper come out of retirement?

Lead:

Did the boy have any enemies?

— Baker Street Clue Card —

Clue: *The Stables*

Lead:

Might a visit to the stable-yard provide more evidence?

Lead:

Have any of the horses seems unusually restless lately?

Lead:

Are there valuable animals lodged at the stables?

— Baker Street Clue Card —

Clue: *The Police Evidence*

Lead:

What were the items taken from Griggs' stable?

Lead:

Why did Mrs. Griggs wash the knife?

Lead:

What secrets might the police photographs reveal?

— Baker Street Clue Card —

Clue: *Suspects and Witnesses*

Lead:

Can Griggs provide an alibi for all the time the victim was missing?

Lead:

What do the persons named in the newspaper article have to say?

Lead:

Might there be other witnesses unknown to the police?

— Baker Street Clue Card —

Clue: *The Impression in the Earth*

Lead:

Is something buried here?

Lead:

Was something heavy stored here?

Lead:

Was someone or something lying or forced down here?

— Baker Street Clue Card —

Clue: *Dried Blood That Ran Down the Back Wall of the Stall*

Lead:

The blood is from an injured horse rubbing against the wall.

Lead:

The blood is from the butcher's apron.

Lead:

The blood is from something that was hanging on a peg.

— Baker Street Clue Card —

Clue: *Blood Stains on the Ceiling Boards Above Griggs' Stable Bay*

Lead:

Perhaps the blood splatter of the murder sprayed the boards.

Lead:

Perhaps the room above was the actual murder site.

Lead:

Perhaps the body was dragged to the stable bay after the murder and blood sprayed to make it look as if the murder was committed here.

— Baker Street Clue Card —

Clue: *Stains in the Corridor*

Lead:

Perhaps these are bloodstains from the victim.

Lead:

Perhaps these stains are from a second body.

Lead:

Perhaps these stains are not blood.

— Baker Street Clue Card —

Clue: *A Well-Made Bed*

Lead:

Perhaps he pays
someone to clean his
room.

Lead:

Perhaps he likes a nice
bed.

Lead:

Perhaps someone else
made the bed.

— Baker Street Clue Card —

Clue: *The Rug*

Lead:

Perhaps the rug is
concealing
something.

Lead:

Perhaps the rug was used
to move the body.

Lead:

Perhaps the rug was a
gift from a lady friend.

— Baker Street Clue Card —

Clue: *A Broken Chair with a Leg Missing*

Lead:

Perhaps the leg was
used for some sort of
violence.

Lead:

Perhaps the chair was
involved in a struggle
between two people.

Lead:

Perhaps the murderer
sat in the chair, and is
so burly that he
snapped the chair leg.

— Baker Street Clue Card —

Clue:

Lead:

Lead:

Lead: