

BAKER STREET CASEBOOK #2

Roleplaying in the World of Sherlock Holmes

Missions from Mycroft

My Dearest Investigators,

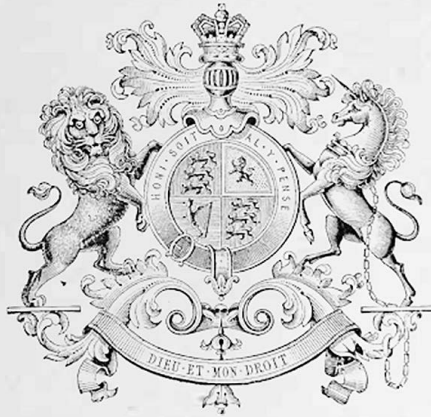
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BAKER STREET CASEBOOK #2

Roleplaying in the World of Sherlock Holmes

Missions from Mycroft



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

Fearlight Games
MMXVI

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A DAY IN **The Country**

BY BRYCE WHITACRE

"The lowest and vilest alleys in London do not present a more dreadful record of sin than does the smiling and beautiful countryside." – Adventure of the Copper Beeches

AN OFFICIAL BAKER STREET ADVENTURE

THE OVERVIEW

Dr. Watson has been invited to the country estate of his war friend, William Ashby, Esquire. The invitation has also been extended to the new investigators taking up cases out of Baker Street. During the course of the adventure a murder takes place on the estate grounds and the team of investigators must find the culprit.

THE CRIME

Margret Ashby is tired of her stuffy old English husband. She has fallen in love with Ashby's cousin, Michael. The two of them have hatched a plan to murder William during a country weekend in which she and her husband have friends visiting. What they had not planned on was William inviting his colleague from the war, John Watson and his new associates (the

investigators), along on the country weekend.

Margret married William, a man 20 years her senior, for the money. Although she originally tried to have a son, by the 3rd year of their marriage William had given up and was spending more time with his estate duties. This is when she began a torrid love affair with William's only other relative, Michael Ashby, an impressionable boy of fifteen. Over the past two years she has wrapped the young man around her little finger. She plans to have Michael kill William by smothering him with his pillow the afternoon before the dinner party.

When the investigators emerge from their rooms for dinner Margret plans to make a scene at the end of the hall outside her bedroom. The bedroom door is locked (she makes a point of rattling the door knob as she asks William if he is alright). Michael, on the roof and staring down the chimney, disguises his voice as William's. He

shouts down into the room that he is not feeling well and is not to be disturbed. William, of course, has already been smothered.

When they eventually open the room, there is a dead William Ashby with no apparent means of death, in a locked room, with a locked window. Adding to the mystery, Margret and Michael intend to frame the stable boy for the murder, leaving his shoe at the scene of the crime.

ADVICE FOR THE MASTERMIND

Watson advises the characters that they will need to take some nice clothes to change into for dinner (especially the poorer class characters). This is a special case of possibly poorer class characters being invited to a manor house for a fancy dinner. If necessary, Watson will buy clothes and offer etiquette lessons in the weeks leading up to the event. Everyone gains the Etiquette Specialty for Customs Skill Rolls even if they are Untrained in the Skill for the duration of this adventure. It is also a good idea to remind unruly groups of investigators that their reputations and jobs are on the line and they must not embarrass Dr. Watson.

Right before the dinner when the scene between Margret and "William" takes place, the party may well be suspicious that William needs medical attention since he is feeling sick. Play up during the estate tour prior to this scene that William wants nothing to do with Margret's "friends" at the party and would be happy to stay in his room until Watson arrives if he could.



THE THREAT METER

The Threat Meter has three initial levels and a fourth which is the Endgame Threat. During interview scenes, allow the investigators four questions before raising the Threat Meter.

- 1 The investigation becomes slightly more difficult. The tension reaches level 1 – Rolled 1s on the Sherlock Die no longer cause 1s to be successful.
2. Michael Ashby gets a little nervous at having the investigators about. He summons his less-than-reputable associates from the village to hang around the estate as extra protection. Two bludgers (for every 3 investigators) come to his aid if the investigators try to restrain or fight him during the course of the adventure.

3. The difficulties of the case begin to take their toll. Every investigator loses two points of Resolve.

Endgame I – Michael and Margret arm themselves with William's pistols. An extra bludger joins them, and the two decide to make a run for it. The investigators may well see them making plans or catch them trying to leave.

Any increase in the Threat Meter at this point and Michael and Margret make their escape by readied carriage and are gone before the investigators can react. They sabotage the other carriages and make sure all the horses are in a barred stable as they make their escape. Attempts to locate them are futile. Reduce overall experience for the adventure by one for each player.

SCENE 1: THE INVESTIGATORS DEPART LONDON

The train ride from London to the country is anything but uneventful. Read the following out loud:

"You find yourself in a train car this morning waiting for all the passengers to board before leaving for the country. William Ashby, a wealthy country squire has invited his friend, Dr. Watson, to his country estate for the weekend. He has graciously extended the invitation to the investigators. Dr. Watson will be along the following morning, as an emergency with his practice is keeping him in London for one more day. He has asked you to make his apologies. You are not to dally but proceed quickly to the estate. William wishes to meet everyone. Watson has even purchased attire for the less fortunate in your party and instructed everyone on simple grace and manners (tell the players about the Etiquette Specialty within the Customs Skill they have access to during the case).

The train is unremarkable. In your car sits a couple of gentlemen at each end and a lady near the middle. A vicar boards the train next."

The train car is fairly empty, aside from the investigators, but a younger attractive woman is sitting a few seats down. That is when a vicar (actually a Choker Reprobate in disguise) sits down next to one of the investigators. He has brought some backup in the form of two other gentlemen in the car (use the Dipper Reprobate stats). They take seats at other points in the train car.

The choker will chat up one of the investigators and then attempt to steal their watch as he shakes their hand. This is an opposed Perception Skill Roll vs. the choker's Criminal Artistry and Pickpocket Specialty (5). If successful, the "vicar" says, "Thank you my son, it's been nice chatting with you, may God bless you." Then he moves on. As that is happening, allow the player who has lost their pocket watch or wrist watch to make an Average (3) Observation Skill Roll to notice his watch is now missing. As soon as the player notices the watch is missing (either with the Per-

notices the watch is missing (either with the Perception or the Observation Skill Roll) the choker flips the watch to one of the dippers who makes off with it. The initiative round begins after the flip. During the round the train is now leaving the station. This leaves the investigators with some tough choices. The following is likely to occur:

- Stepping on or off of the train will require an Endurance or Jumping roll at Average (3) difficulty to get back on. This difficulty increases by +1 for every round of the scene.
- If anyone fails to get back on the train, they will be late to William's estate. This causes a loss of three status circles.
- The dipper with the watch jumps off the train as soon as he is able (as soon as it is his turn in the initiative order). He is not interested in fighting. If the investigators attempt to restrain him and he is only grabbed, he successfully throws the watch to the other dipper on board at his turn. If he is fully grappled, he unsuccessfully throws it and it lands on an empty seat.
- Dipper Reprobates that are off of the train attempt to make Hide Skill Rolls vs. the investigators Observation Skill. If the investigators fail, the dipper escapes.
- The choker will attempt to leave the train and hide on his turn as well, unless otherwise restrained.
- The lady in the car swoons during this daring daylight theft. An investigator that tends to her gains two status circles.

RESOLVE AWARD: One point of Resolve for participating. One additional Resolve for each player if they managed to stop the thieves without letting them escape. Give the investigators three points of Resolve if they managed to stop the criminals, turn them over to the authorities and still manage to arrive at the estate on time.

SCENE 2 - THE ARRIVAL OF THE CHARACTERS BY COACH AND TOUR OF THE GROUNDS

After the incident at the train station, the rest of the trip is uneventful. William Ashby has a carriage or two waiting at the train station to pick up the investigators. They travel for about five miles and arrive at the estate grounds. As soon as the investigators emerge from the carriages, they see an older man (William Ashby) arguing with a younger man (Michael Ashby). Michael is explaining that he has locked up the stable boy, Harland, for stealing money from him. William can hardly believe it, saying "The boy has been in my employ for years."

William notices the commotion that is being caused as the new guests step out of the carriages. He politely says "We will discuss this later. You may keep the boy locked up until we investigate."

A lady emerges from the house with another older lady, as William steps towards the investigators. His wife, Margret, seems shocked, "You didn't tell me you invited more guests."

"Pshaw woman," William says, "I can invite who I want to my estate. Your friends are always the most boring and irritating of company and if I could avoid them I would." Then he steps forward with introductions.

"Allow me to introduce Dr. Watson and his associates. I am William Ashby, this is my wife Margret. My mother-in-law Mildred. Welcome to Ashwood. I will have your things taken to your rooms and I will show you around the estate." William looks at the group. "Say, where is John?" The investigators will need to explain that he has been detained in London and did not believe a telegram would arrive any earlier than the investigators. This is another opportunity for the investigators to use their Customs Specialty. Have the investigator that is explaining John's absence make an Average (3) Customs Skill Roll.

Once the introductions are over, William takes the investigators on a tour of his large estate. During the tour he makes small talk and discusses how much he dislikes his wife's friends.

After the tour and some afternoon tea, William retires to his room. "I am going to go have a good lie down, please make yourselves comfortable. We are having a late dinner this evening, 8 o'clock." For the investigator's purposes the time is about 5 o'clock. He also says, "Margret's friends will be arriving soon. God help you." He chuckles and heads into the house.

RESOLVE AWARD: Give each investigator one point of Resolve. One additional Resolve for the investigator that makes a good impression on Ashby (Mastermind's decision) when explaining Dr. Watson's absence.

SCENE 3 - BEFORE DINNER

The investigators have the next two hours to meet the other guests at the estate. First to arrive are Georgia and Edward Wentworth. They have a neighboring estate. The Wentworths are old money and very much embrace the Victorian status system. If someone reveals their poor class Profession, the Wentworths will likely try to avoid that person and the rest of the investigators. If middle class Professions are revealed, the Wentworths feign a polite interest in their work. They love to gossip with Margret and her mother about other people.

The next guests to arrive are George and his sister, Jane Prince, distantly related to Margret. They have rented a place in the village for the summer to get out of London. They make no secret of their disdain for the way William treats Margret. In fact, they call the man "beastly" behind his back. They also allege to the investigators that William ruined them in an investment deal last year. (The truth, if asked of William, is that he advised them caution about their investments but thought the reward might be worth the risk. They did not heed his caution, instead just listening to the possible rewards of the deal. Handle this as a four-question interview

scene of William if need be).

The murder takes place about 7:45 PM, when Michael and Margret smother William Ashby. Both walk out the door, checking the hallway to make sure no one is in it. Michael hurries to the ladder and the roof, while Margret watches the hallway and waits for the dinner gong to sound. When the characters emerge from their rooms they notice Margret Ashby talking through the door.

"William, are you feeling alright?"

"No, I've locked the door and don't want to be bothered by you or anyone, make my excuses to your friends."

"Alright, dear, if you need anything..." she responds.

"Some damn silence woman!" he replies.

The replies are actually Michael Ashby shouting down the chimney in the room where William has already been murdered. A Perception Skill Roll against an Average (3) difficulty and the investigators can really hear the echo of Ashby's voice booming off the stone walls in his rooms.

Michael then goes to the stable boy and turns him loose saying, "Never come back here after tonight. If you do you will be very sorry." He holds up the stable boy's other shoe and threatens, "You are already wanted for your crimes, and now you are wanted for the death of your master." The boy makes good his escape.

RESOLVE AWARD: This scene sets up the events of the murder. It is perfectly acceptable not to hand out Resolve here, but if you are feeling generous, give each investigator one point of Resolve.

SCENE 4 – THE DINNER PARTY

Meanwhile the investigators should follow Margret down to the dining room. Michael is the last to arrive saying, "That boy has broken out of the cupboard and ran for his life. After dinner I should go to the village and report him to the constable. The cheeky blighter stole 10 shillings from me!"

The guests make small talk during dinner. If the investigators are asked about the trip to Ashwood, everyone is amazed at the robbers on the train. After dinner, the investigators may have a few drinks and join in a hand or two of whist. Mrs. Wentworth sings a little selection of songs.

At the end of the night, everyone ascends the stairs to go to bed. Margret Ashby knocks on her husband's door asking him to answer, but gets no reply. She asks someone to force open the door. If no investigators come to her aid, Michael kicks the door in. Margret enters the room, and after a few moments, she screams. Everyone comes down the hall to see that William Ashby is lying lifeless in his bed.



SCENE 5 - INVESTIGATION SCENE:
THE BEDROOM OF
WILLIAM ASHBY

Solutions are presented here. For cards without solutions, see the end of the adventure.

Inside the room you see the body of William Ashby. He has a look of terror upon his face. Clutched in his right hand is a small key. On the underside of the closest pillow, an imprint is found. The shape of the imprint is consistent with the contours of Mr. Ashby's face.

If asked if another key to the room exists, Margret lies. She is quite practiced at lying. The investigators must make an opposed Perception Skill Roll against Margret's Oratory (Rank 3 plus two for the Lying Specialty) Skill Roll to catch on that she is being untruthful. Failed tests should be revealed as, "You cannot be sure she is telling the truth, but she seems to be."

Clue: A Locked Window (false clue)

Lead A: Perhaps someone locked the window after the murder.

Lead B: Perhaps someone saw the murderer through the window.

Lead C: Perhaps the murderer used the window to escape.

Clue: A Man's Work Boot in the Fireplace

Lead A: The boot may be William's, accidentally kicked or thrown into the fire. The other boot may have burned.
Result: False

Lead B: Maybe this is the murderer's boot left here as he escaped up the chimney.
Result: False

Lead C: Perhaps this boot was placed here for

a particular reason.
Result: True

Clue: A Locked Bedroom Door. The Key in William Ashby's Dead Hand.

Lead A: The door locks from either side. This may be relevant as someone could still enter the room before, after, or during the murder.
Result: True

Lead B: The key might fit other rooms of the house containing the clues needed to find the murderer.
Result: False

Lead C: The key was placed in his hand by the murderer.
Result: False

Clue: A Small Chimney

Lead A: Perhaps the murderer was small, slightly larger than a child.
Result: False

Lead B: Perhaps the chimney aided the murderer in escaping.
Result: False

Lead C: Perhaps the chimney was used for some purpose in the murder scheme and not egress into the bedroom.
Result: True

RESOLVE AWARD: Give each investigator one point of Resolve.

SCENE 6 - INVESTIGATION SCENE:
OUTSIDE THE BEDROOM OF
WILLIAM ASHBY

The investigators may go outside to inspect the ladder and trigger a second investigation scene. Solutions are presented here. For cards without solutions, see the end of the adventure.

Outside, there is a narrow ladder leaning against the chimney. The grass at the base of the ladder has been flattened. Several flowers in the garden have blooms that have been broken off.

Clue: A Narrow Ladder

Lead A: Perhaps the ladder was left here at another time.

Result: False

Lead B: Perhaps the ladder was used for some purpose in the murder scheme and not egress into the bedroom.

Result: True

Lead C: Perhaps the ladder aided the murderer in escaping.

Result: False

Clue: A Small Piece of Fine Clothing Caught in the Ladder Leaning against the Chimney.

Lead A: The cloth might be part of the murderer's clothing.

Result: True

Lead B: The cloth might be part of a handkerchief.

Result: False

Lead C: The cloth might be part of a hat ribbon.

Result: False

Clue: Ten Shillings at the Base of the Ladder.
(False Clue)

Lead A: Maybe the murderer wants to make it look like someone of means did the killing.

Lead B: Perhaps some sort of transaction took place here that is important to the case.

Lead C: Maybe the money is a symbolic gesture left by the murderer.

RESOLVE AWARD: Give each investigator one point of Resolve.

FOLLOWING UP ON LEADS

If the investigators decided to take up the lead of the boot, it does not take long to figure out whose boot it is. Michael provides that he noticed the stable boy running away with one boot. Although there is no boot to compare it to, an Average (3) Reason Skill Roll confirms that it is a very possible size for a young stable boy. In comparison to the shoes of the other guests and house workers, it is very small.

Following up on the guests' clothing might reveal an interesting tidbit. After an inspection of all the guests' clothing, the tear can be attributed to Michael's dinner jacket. He tries to cover up his guilt by claiming to have a cigarette while leaning on the "blasted" thing when it "tore my clothing." Investigators can make opposed Perception Skill Rolls vs. Michael's Oratory (Rank 3 plus two for the Lying Specialty) Skill Roll.

If the investigators think to interview any of the Ashwood staff, the Gardener, Hugh Nickles, states he saw Michael on the roof (confirming Michael was lying) around 7:45 pm shouting down at someone through the chimney, although what he was shouting the gardener has no idea.

Even if confronted by this, Michael still denies any wrong doing.

"Even if I was on that roof, which I'm not attesting to at the poor eyesight of an old gardener, I couldn't have possibly fit down the chimney. The whole idea is absurd. I will tell you who could have done it, that stable boy. He broke himself out of the shed and he could have slid down the chimney. We should be looking for him."

Continued poking around of the investigators at Michael will draw the ire of Mrs. Ashby. She suggests calling for the village constable.

"I understand your hobbies with Mr. Watson, but I think perhaps this is something best left to professionals."

If called, the constable thinks the stable boy did it and it is an open and shut case. He scurries back to the office to arrange the search for the boy.

SCENE 7 - INVESTIGATION SCENE: TALKING WITH HARLAND

Given time during the case, the boy is easily discovered and apprehended at his parents' house. He can be interviewed by the investigators within a couple of hours when the constable returns to the village after the boy is apprehended, or when the investigators think to go to the boy's parents' house. It's a simple four-question interview scene (raise the meter after every four questions).

The stable boy, Harland knows the following:

1. Michael Ashby never liked him.
2. He saw Michael and Margret in a romantic embrace once.
3. This afternoon Michael threw him into the cupboard and accused him of stealing the sum of 10 shillings from him.
4. He was let out of the cupboard by Michael just prior to dinner and told to leave the estate and never return. If he did return, Michael said he would be thrown in jail.

RESOLVE AWARD: Give each investigator one point of Resolve.

SCENE 8 – CONFRONTING THE CULPRITS

By now, the investigators should be aware of Michael's guilt, possibly even implicating Mrs. Ashby. Investigation teams that are stuck can be thrown a hint by the Mastermind. Hopefully they uncovered the clue about the door and key to the bedroom earlier in the adventure. Who would have another key to open the door? Who was in a romantic embrace with Michael?

The key to cracking this case is the clue about the locked door, and the lead, "the door is lockable from either side." A second key was used by Mrs. Ashby to lock the door behind her and Michael. The key is laying in her dressing room on top of her vanity. A match can be made by using the key on the lock or by comparing it to William Ashby's key with a Very Easy (1) Observation Skill Roll. If they go through her vanity, they find a love letter she was writing to Michael saying how "soon they would be rich and could finally be together."

Confronting Michael and Margret with all of the facts in front of the constable forces them to concede themselves to the law. However, if the law isn't present, Michael will take any physical means necessary to leave the estate, as will Margret.

If the Threat Meter has not reached the Endgame Threat, Michael and the bludgers are armed with knives. Margret is unarmed, but not above resorting to fisticuffs. They attempt to reach the stables and make good their escape.

If the Endgame Threat has been reached, the situation is far more lethal. Michael and Margret have her husband's twin pistols. A third bludger joins the other two and the party attempts to flee in a carriage.

If the Threat Meter goes beyond the Endgame Threat, Margret and Michael have fled, unknown to the investigators. The bludgers have been paid to slow the investigators down. The horses have been placed in the stable stalls, and the carriage wheels have been sabotaged. This makes following them in any reasonable amount of time impossible.

APPENDIX

Non-Player Characters:

William Ashby - a man of 45 years

Margret Ashby - William's wife, she's 25 years old

Michael Ashby - 17-year-old younger cousin of William

Georgia and Edward Wentworth - neighbors invited to the estate for dinner

Harland - the Stable Boy

Hugh Nickles - the old gardener

Jane and George Prince - friends of Margret's but not of William's

William Ashby

Area Knowledge: 3

Country Estates

Commerce: 3

Investments

Customs: 3

English Upper Class

Dodge & Defense: 3

Fight: 3

Hunting: 3

Observation: 3

Perception: 3

Shoot: 3

Ride: 3

Margret Ashby

Artistry: 3

Painting

Charm: 3

Seduction

Craft: 3

Customs: 4

English Upper Class

Oratory: 3

Lying



Michael Ashby

Area Knowledge: 3

Country Estates

Customs: 3

English Upper Class

Dodge & Defense: 4

Fight: 4

Oratory: 3

Lying

Shoot: 4

Ride: 3

Edward Wentworth

Area Knowledge: 4

Country Estates

Customs: 3

English Upper Class

Endurance: 3

Perception: 3

Reason: 3

Shoot: 4

Ride: 4

Georgia Wentworth

Artistry: 3

Customs: 3

English Upper Class

Craft: 4

Sewing

Observation: 3

Oratory: 4

Persuade

Gossip

Harland, the Stable Boy

Area Knowledge: 3
Craft: 2
 Horse Care
Deduction: 3
Dodge & Defense: 3
Fight: 3
Endurance: 3
Observation: 3
Reason: 3
Ride: 3

George Prince

Commerce: 3
Charm: 3
Dodge & Defense: 3
Customs: 3
Endurance: 3
Observation: 3

Jane Prince

Artistry: 3
Charm: 3
Customs: 3
Craft: 3
Observation: 3
Oratory: 3
 Gossip

Mildred Prince

Artistry: 4
 Opera Singing
Customs: 4
 English Upper Class
Oratory: 3
 Gossip

Hugh Nickles

Craft: 3
 Gardening
Endurance: 4
Observation: 3
Reason: 3

— Baker Street Clue Card —

Clue: *A Locked Window*

Lead:	Lead:	Lead:
Perhaps someone locked the window after the murder.	Perhaps someone saw the murderer through the window.	Perhaps the murderer used the window to escape.

— Baker Street Clue Card —

Clue: *A Man's Work Boot in the Fireplace*

Lead:	Lead:	Lead:
The boot may be William's, accidentally kicked or thrown into the fire. The other boot may have burned.	Maybe this is the murderer's boot left here as he escaped up the chimney.	Perhaps this boot was placed here for a particular reason.

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Clue: *A Locked Bedroom Door. The Key in William Ashby's Dead Hand.*

Lead:	Lead:	Lead:
The door locks from either side. This may be relevant as someone could still enter the room before, after, or during the murder.	The key might fit other rooms of the house containing the clues needed to find the murderer.	The key was placed in his hand by the murderer.

— Baker Street Clue Card —

Clue: *A Small Chimney*

Lead:	Lead:	Lead:
Perhaps the murderer was small, slightly larger than a child.	Perhaps the chimney aided the murderer in escaping.	Perhaps the chimney was used for some purpose in the murder scheme and not egress into the bedroom.

— Baker Street Clue Card —

Clue: A Narrow Ladder

Lead:	Lead:	Lead:
Perhaps the ladder was left here at another time.	Perhaps the ladder was used for some purpose in the murder scheme and not egress into the bedroom.	Perhaps the ladder aided the murderer in escaping.

— Baker Street Clue Card —

Clue: A Small Piece of Fine Clothing Caught in the Ladder Leaning against the Chimney.

Lead:	Lead:	Lead:
The cloth might be part of the murderer's clothing.	The cloth might be part of a handkerchief.	The cloth might be part of a hat ribbon.

— Baker Street Clue Card —

Clue: Ten Shillings at the Base of the Ladder.

Lead:	Lead:	Lead:
Maybe the murderer wants to make it look like someone of means did the killing.	Perhaps some sort of transaction took place here that is important to the case.	Maybe the money is a symbolic gesture left by the murderer.

— Baker Street Clue Card —

Clue:

Lead:	Lead:	Lead:

Baker Street Clue Card

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Clue:

Lead:

Lead:

Lead:



THE ADVENTURE OF THE **Empty Warehouse**

ADAPTED BY BRYCE WHITACRE

Based on the Story "The Adventure of the Empty House" by Arthur Conan Doyle. This adventure is a basic two hour demo to be used at conventions and gatherings where the purpose is a quick introduction to Baker Street.

AN OFFICIAL BAKER STREET ADVENTURE

THE OVERVIEW

A brief history of the Villain, Colonel Sebastian Moran is necessary for this Adventure.

He was educated at Eton College and the University of Oxford before embarking upon a military career. Formerly of the 1st Bangalore Pioneers (Madras), he served in the Jowaki Expedition of 1877-1878 and in the Second Anglo-Afghan War, seeing action at the Battle of Char Asiab, 6 October 1879 (for which he was mentioned in despatches); the Battle of Sherpur, 23 December 1879; and at Kabul.

A devoted sportsman and highly skilled shot he is a master game hunter. At some point following his military service in came into the contact of one Professor James Moriarty. It didn't take much convincing for the Colonel to become chief agent in Professor Moriarty criminal empire. He

was paid handsomely for his services and became accustomed to a high level of living. All that changed when Sherlock Holmes dismantled the professor's criminal enterprises and Moran was left without a source of income. He swore revenge and even tried to kill Sherlock at the Reichenbach falls by toppling boulders down on him.

Now the most recent history:

Moran came back to London and used his social connections to earn a living. He partnered with a gentleman named Ronald Adair and played cards at one of Adair Card Clubs (the Bagatelle Card Club). However, the dark criminal heart of Colonel Moran wasn't about to leave a game of cards up to skill and luck. He took to cheating in his hands of whist to earn a sum of four hundred and twenty pounds from Godfrey Milner and Lord Balmoral.

Unfortunately for Moran, Adair saw his partner cheating. Rather than causing a scandal on the spot he let him take his share of the winnings and confronted Colonel Moran after the match in private. Adair made it clear Moran was to return his share of the winnings by morning, resign from the club, and swear to never play cards again. It was a fatal mistake on the part of Adair, who unknowingly threatened a master criminal and one of the best marksmen in the world.

THE CRIME

Moran took a position from a building rooftop and which he could get a view of Adair's study. Adair retired to his study early that evening. Ashamed of having money won by cheating he locked his study door, opened his window, and counted and stacked the money in preparation to return his winnings once he received the other half of the winnings from Colonel Moran.

Adair's window plays a curious role in this assassination. It is a very loose window that barely stays open. In fact, the least little disturbance causes the window to slam shut. When Moran fired the air rifle the bullet went through Adair's head and his body slumping over on the desk caused the window to shut suddenly. What remains is a body, a bullet, a window with no bullet hole, a locked door, and £210 neatly stacked on Adair's desk. It is not an easy task for the police to guess what happened. Therefore, they decide to call upon the investigators at Baker Street.

ADVICE FOR THE MASTERMIND

Reading the "Adventure of the Empty House" is helpful to any Mastermind that wants to flesh out the characters here, or provide more context for the players. The essential crime is left unchanged although the confrontation and apprehension of Colonel Sebastian Moran is changed since Sherlock is not present in this version.

This adventure works well as a basic two-hour demo where the purpose is a quick introduction to Baker Street. It is very important when running the case as a demo that time is taken to explain how the Sherlock Die works, and answer the players' questions about their characters. Also explain the basics of the Threat Meter and how it drives the story forward. Be sure to give each player three Resolve and explain how Resolve is used.

The story has been shortened to introduce the investigation mechanics and finish with an epic fight scene. If this adventure is part of a campaign, feel free to add additional components, characters, or side treks.

THE THREAT METER

The Threat Meter has been shortened for this adventure, as it really only comprises a couple of investigation scenes followed by a physical confrontation. Each time the investigators raise the Threat Meter some aspect of the case will change. The Endgame Threat makes the reprobates fairly hard to kill, which can be bothersome, especially when trying to deal with Moran shooting at the investigators.

1. Moran begins to suspect that he is being investigated. He hires a number of nobblers equal to 1/2 the number of investigators. Moran sets an ambush for the investigators in the empty warehouse at the conclusion of this adventure. If by chance the investigators never raise the Threat Meter, Moran is in the warehouse without nobbler protection when the investigators arrive.
2. The case becomes more difficult. Rolled 1s on the Sherlock die now have no effect.
3. The nobblers and Moran gain a surprise round on the investigators unless a player can make a Demanding (5) Observation Roll when entering the warehouse.
4. The tension level of the case reaches epic proportions. Rolled 1s and 2s on the Sherlock Die no longer have any effect.

Endgame – Colonel Moran decides he cannot underestimate the investigators since he knows they work for Dr. Watson, friend of his mortal enemy Sherlock Holmes. He pays the nobblers all the rest of his card winnings as a bonus. This grants Moran the benefit of the Fanatical Followers Guile. It now takes 2 hits to injure a nobbler and 3 hits to remove them from play.



SCENE 1: BAKER STREET

Mrs. Hudson has prepared a wonderful breakfast for all of you at Baker Street. You do not always get to eat her food but today Dr. Watson has asked you to meet and assist Inspector Lestrade. The Inspector contacted him earlier in the morning and wishes to get your professional expertise about a case.

Billy the pageboy will announce the inspector. Lestrade is quick and to the point:

“We have a very curious murder case that occurred last night; frankly we are baffled. A Mr. Adair was found murdered in his second floor study. The door was locked from the inside, the window shut. He was shot in the head by a soft-nosed bullet. Theft was not the motive in the crime as 210 pounds was neatly stacked on his desk. We have no idea how a murderer could have gained entry into the room. It is possible that

he killed himself but the former detective of these premises, God rest his soul, always chided me about being observant. It would be a terrible awkward angle for a bullet if it was a suicide.”

The party should accompany Lestrade to the murder scene. If you wish to introduce the players to traveling around London I suggest letting them hire a Growler Cab.

Once the investigators arrive, an investigation round can begin.

RESOLVE AWARD: Reward each investigator with one point of resolve when they take the case.

SCENE 2: RONALD ADAIR'S STUDY

5 Clues

Observation Difficulty – Challenging (4)

[Remember: if playing with less than four investigators, lower the difficulty by one for each player below four. If playing with more than four investigators raise the difficulty by one for each player above four]

Clue: A loose window that hardly wants to stay open

Lead A: The window has no lock and is easy to open. The murderer may have used it to gain entry.

Result: False Lead. The window is 20 feet up from the ground and any movement in the window was likely to bring the window down on the criminal.

Lead B: Something could have happened to cause the window to slam shut even after the murder.

Result: True

Lead C: The window may have been jimmied as an escape making it loose.

Result: False. The bushes underneath the window look undisturbed by the weight of someone leaping out.

Clue: A note on the desk that reads "420 pounds return to Godfrey Milner and Lord Balmoral – with apologies the Bagatelle 3PM"

Lead A: Half the money is missing. Perhaps he was waiting on the other half.

Result: True. He was waiting for Moran to bring his share in the morning.

Lead B: Perhaps the criminal only needed half the money for a specific purpose.

Result: False. Even if the criminal only needed half the money why not take the rest anyway?

Lead C: Maybe the other half of the money is somewhere in the study.

Result: False. The money is nowhere to be found. Not even in the safe.

Clue: An empty and broken wall safe. (FALSE CLUE)

Lead A: Perhaps someone just had time to rob the safe.

Result: False. Adair's family can confirm he never used the safe. It was broken.

Lead B: Perhaps someone disabled the lock, stealing the contents.

Result: False. Family can confirm the safe lock was faulty when they bought the house.

Lead C: Maybe the safe had more clues to this case but they were stolen.

Result: False. Nothing was stored in the safe.

Clue: The body of Ronald Adair in his chair. Back facing the window. Entry wound from behind, exit wound from the front.

Lead A: The shooter shot through the window.

Result: True

Lead B: The shooter wedged himself behind Ronald and in front of the window.

Result: False. It's not a point blank entry wound.

Lead C: The shooter moved Ronald's furniture to make it look like the bullet came from the window.

False. There are no scratches on the floor to indicate this and the family will confirm the furniture's position.

Clue: A journal noting a break-off of engagement to Miss Edith Woodley, of Carstairs. Niece to Godfrey Milner (FALSE CLUE).

Lead A: An angry rejected lover?

Result: False. It was broken off by mutual consent.

Lead B: An angry father?

Result: False. It was broken off by mutual consent.

Lead C: An angry uncle?

Result: False. It was broken off by mutual consent.

The investigators may want the bullet to be a clue. However, the mastermind should just confirm it is the murder weapon. It looks like a regular bullet with a small rubber tip. The ammunition is clearly meant for a high-powered air rifle. This information should be freely provided.

RESOLVE AWARD: Award each investigator with two points of Resolve.

SCENE 3 - INTERVIEW WITH RONALD'S SISTER AND MOTHER

During this scene the investigators should be very concerned for the grieving family. Concern and tact are needed for this questioning, as Ronald's sister and mother are near hysterics. Those that show special concern or care gain two Status circles. Those who are particularly abrasive or mean lose four Status circles.

As a team, investigators have four questions they can ask of Ronald Adair's mother or sister. They can increase the Threat Meter for an additional four questions. Here is what they know:

Ronald had no enemies that they know of.

He had no particular vices.

He plays cards at 3 clubs: the Baldwin, the Cavendish, and the Bagatelle card clubs.

His partner of late was Colonel Sebastian Moran

The door was locked from the inside and forced open late last night when he would not respond.

The only noise heard was the window slamming. That happened often since it was so loose.

Ronald returned from his club exactly at 10 and retired to his study.

He had played an afternoon game of whist against Mr. Murray and Sir John Hardy.

He was on a winning streak of late.

The road they live on is a very busy street.

He told his sister and mother he had to meet Godfrey Milner and Lord Balmoral at 3 PM today.

Ronald never locked his door to his study.

As the party leaves the murder scene a Challenging (4) Observation Roll reveals they are being watched by a beggar from across the street. This is a lurker in the employ of the Colonel. If confronted, Status will have no effect (the lurker is from the lower class). A Challenging (4) Perception Roll vs. the lurker's Acting can at least tell the investigators there is something fishy about this beggar. He will continue to lie if pressed, telling the investigators that he is just a humble man begging for any spare pennies. He knows that people who rat out Moran find themselves a tempting target of his air-rifle.

RESOLVE AWARD: Reward each investigator with one point of resolve. Two if they handled themselves as true Victorians showing compassion, charity, and grace in front of the grieving women.

SCENE 4 – INTERVIEW WITH GODFREY MILNER AND LORD BALMORAL

Barging into a card club without a membership is a grave misstep in social circles. Any investigator that attempts to just walk right into the club loses two Status circles. In addition, any investigator that just goes up to Godfrey Milner or Lord Balmoral and starts asking questions loses three Status circles.

The proper course of action is to ask the man at the door to see if Godfrey or Lord Balmoral is available and present their card or their name. An investigator must make a Challenging (4) Status Roll before the clubman will even consent to presenting the investigator's credentials and asking for an audience. If the Status Skill Rolls all fail, the Threat Meter is increased. The investigators will have to catch Godfrey Milner and Lord Balmoral on the street and take the three-Status-circle loss already mentioned.

Investigators may ask four questions of the two gentlemen (four total, not each). They may ask another round of four questions by increasing the Threat Meter. Here is what the gentlemen know:

They played cards yesterday with Ronald Adair and Colonel Sebastian Moran.

They know that Moran made a name for himself for his marksmanship in hunting game.

They lost a good deal of money to both of them, some 420 pounds.

Ronald told both gentlemen after the match that he would like to meet them at the club at 3PM on the next day to discuss something of importance. This something had to do with Colonel Moran.

They know that ever since Ronald partnered with the Colonel they have won a great deal of money.

The Colonel was a very recent member to the card club.

The Colonel does business at a warehouse by the river near Crown Wharf. They do not know his address.

They are not aware of any enemies that Ronald had.

Ronald's relationship with Miss Woodley was broken off by mutual consent.

A Challenging (4) Observation Roll by any investigator in the street (either leaving the club or talking to Miliner or Lord Balmoral in the street) notices the same beggar from before. He hightails it down an alley as soon as he is spotted. Running after the beggar is possible. Reaching the alley requires a Challenging (4) Observation Roll to see the beggar. Then opposed Endurance rolls (Beggar has a 3 Endurance with a specialty of running for 5 total dice). Anyone that makes the roll has caught the beggar. If no one can catch him he blends in with the London crowd on the street and is impossible to find.

If caught, he attempts to lie (saying he's a poor beggar) using Oratory (2) (he's not good at spinning falsehoods). An opposed Perception or Deduction Skill Roll clearly shows he is lying. If confronted with the lies he says "A gent hir'd me to watch you an' report back to 'im at a warehouse by the docks, that's all I knows. You might as well lock me up. Those that snitch on this gent don't stay alive long."

RESOLVE AWARD: Award one Resolve to each investigator. Any investigator that spots the beggar gets an additional Resolve, as does an investigator that catches him. Each investigator earns one Resolve if he confesses.

SCENE 5 - THE EMPTY WAREHOUSE AT THE WHARF

This is the final confrontation with Moran. He is hiding on the second story with his air-rifle. His nobblers are hiding behind crates preparing to strike. Be sure to check the Threat Meter. Moran and his nobblers might have earned a surprise round or worse!

Moran comes to the fight with four Resolve. Each nobbler adds one to the available pool. It is unlikely the three Resolve the Mastermind gets at the beginning of the adventure was utilized (unless the beggar used it) so there ought to be a Resolve pool to draw on for the battle. It is nice to stack the Resolve out in the open so the investigators can see it, but this is optional.

Remember NPCs can only spend one point of Resolve on a Skill Roll unless they have a special ability that says otherwise. Reprobates (the nobblers in this case) cannot use Resolve to block damage, but Moran can.

Because Nobblers are tough opponents, it is strongly recommend that the investigators have a Minor (2 dice) Combat Advantage when they gang up on a single nobbler.

The Warehouse

There are three ladders that reach the second story, all within 90 feet of the entrance. Climbing to the second story requires two Simple Actions. There are a large stack of crates in the middle of the room. The nobblers are crouched behind them (about 30 feet from the entrance).

Moran will attempt to shoot any investigator that makes for the ladders. He is not opposed to shooting anyone on the ladders either.

If the Threat Meter has been increased enough the reprobates and Moran may have a surprise round waiting for the investigators. An ambush round triggers Moran's Assassin Guile.

There are no exits from the second story so eventually Moran will be trapped if all the investigators use different ladders. He surrenders before lethal harm can come to him. If the investigators kill a surrendered man they all lose two full Status Ranks (not circles).

In the Warehouse there are crowbars lying around. Investigators can use them as clubs (Damage Level 1 plus Strength Attribute). If any investigator has a firearm and discharges it, police will arrive in 6 rounds and easily overpower the nobblers and Moran (but do not

let the investigators know that!!!).

XP REWARDS – For a successful conclusion of the Case, each investigator earns 5 XP.



APPENDIX:

Non-Player Characters:

Godfrey Miliner, a card-playing associate of Adair.
 Lord Balmoral, a card-playing associate of Adair.
 Lady Maynooth, Adair's mother
 Hilda, Adair's sister

Colonel Sebastian Moran

Skills:

Criminal Artistry: 2

Customs: 4

Afghan Natives

English Society

Dodge and Defense: 4

Hunting: 6

Tracking

Fight: 4

Hide: 5

Menace: 4

Navigate: 4

Observation: 4

People

Shoot: 5

Air guns (Weapon Rating 5)

Ride: 3

Strength: 4

Villainous Guiles:

Signature Weapon – This Villain may spend more than one Resolve when making an Attack Roll with a Signature Weapon. Weapon: Air gun
Marksman – On a successful ranged attack, a Villain with this Guile may increase their Weapon Rating by one.

Assassin – If this Villain's attack is successful in a surprise round, Resolve may not be spent to block the damage.

Characteristics:

Personal: Moriarty's Right Hand Man

Professional: Damn Fine Shot

Professional: Criminal Enforcer

Negative: Sherlock Holmes must die at all costs

**NOBBLER:**

Nobblers are criminals that specialize in bodily harm. They are primarily employed by a Villain for that one single purpose. Their life-long career of hurting people provides them with a formidable

Weapon Rank, and they may have two or even three weapon Specializations. A nobbler's Professional Skills are Dodge & Defense, Menace, and Weapon.

Special Ability: Nobblers are known for their ability with weapons. Therefore they are not restricted to the use of one Resolve when using the Weapon Skill.

Characteristic:

"My boss sends 'is regards."

Dodge & Defense: 4

(Vs. Blades)

(Vs. Boxing)

(Vs. Brawling)

Endurance: 5**Fight: 4****Menace: 4**

(Imposing Physique)

Street Smarts: 4

(Petty Criminals)

(Professional Crime)

Strength: 5**Weapon: 5**

(Clubs)

(Knives)

— Baker Street Clue Card —

Clue: *A loose window that hardly wants to stay open*

Lead:	Lead:	Lead:
<i>The window has no lock and is easy to open. The murderer may have used it to gain entry.</i>	<i>Something could have happened to cause the window to slam shut even after the murder.</i>	<i>The window may have been jimmied as an escape making it loose.</i>

— Baker Street Clue Card —

Clue: *A note on the desk that reads "420 pounds return to Godfrey Milner and Lord Balmoral - with apologies the Bagatelle 3PM"*

Lead:	Lead:	Lead:
<i>Half the money is missing. Perhaps he was waiting on the other half.</i>	<i>Perhaps the criminal only needed half the money for a specific purpose.</i>	<i>Maybe the other half of the money is somewhere in the study.</i>

— Baker Street Clue Card —

Clue: *An empty and broken wall safe behind the painting.*

Lead:	Lead:	Lead:
<i>Perhaps someone just had time to rob the safe.</i>	<i>Perhaps someone disabled the lock. Stealing the contents.</i>	<i>Maybe the safe had more clues to this case but they were stolen.</i>

— Baker Street Clue Card —

Clue: *The body of Ronald Adair in his chair. Back facing the window. Entry wound from behind, exit wound from the front.*

Lead:	Lead:	Lead:
<i>The shooter shot through the window.</i>	<i>The shooter wedged himself behind Ronald and in front of the window.</i>	<i>The shooter moved Ronald's furniture to make it look like the bullet came from the window.</i>

Baker Street Clue Card

Clue: *A journal noting a break-off of engagement to Miss Edith Woodley, of Carstairs. Niece to Godfrey Milner*

Lead:

An angry rejected lover?

Lead:

An angry father?

Lead:

An Angry Uncle?

Baker Street Clue Card

Clue: *A loose window that hardly wants to stay open*

Lead:

The window has no lock and is easy to open. The murderer may have used it to gain entry.

Lead:

Something could have happened to cause the window to slam shut even after the murder.

Lead:

The window may have been jimmied as an escape making it loose.

Baker Street Clue Card

Clue: *A note on the desk that reads "420 pounds return to Godfrey Milner and Lord Balmoral - with apologies the Bagatelle 3PM"*

Lead:

Half the money is missing. Perhaps he was waiting on the other half.

Lead:

Perhaps the criminal only had time to take half the money before he heard someone coming.

Lead:

Maybe the other half of the money is somewhere in the study.

Baker Street Clue Card

Clue: *An empty and broken wall safe behind the painting.*

Lead:

Perhaps someone just had time to rob the safe.

Lead:

Perhaps someone disabled the lock. Stealing the contents.

Lead:

Maybe the safe had more clues to this case but they were stolen.

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Lead:

An angry father?

Lead:

An Angry Uncle?



THE ADVENTURE OF THE **Peruvian Vampire**

By Bryce Whitacre

Adopted From The Sussex Vampire
by Arthur Conan Doyle.

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

The investigators are contacted by a criminal defense barrister by the name of John Mulberry. His client is the suspect in the Sussex vampire killing. She is a Peruvian woman, named Zoila, from the Amazon basin that can only speak Urarina, a very rare tribal language. She was hired by Mr. Robert Ferguson while on an expedition with his wife to the Amazon. They found out the Mrs. was pregnant and one of Mr. Ferguson's tribal friends insisted he take his daughter as a nanny. This was a year ago. Despite the language barrier she was retained as the nanny.

A week ago a great commotion in the Ferguson house awoke master and staff. They entered the nursery to find the nanny biting the neck of the baby, like a vampire. Pulling her off the baby there was a visible wound and blood around the

mouth of Zoila. She was detained and then arrested. Mulberry wants to give the woman an adequate defense but the language barrier is proving difficult. He hopes maybe the investigators can turn up something at the Ferguson household.

THE CRIME

The crime isn't at all as the papers would have you believe. This was no vampire attack. Jack Ferguson, the 10 year old boy of Robert and his first wife, is jealous of the baby. He has learned that the arrows from the assorted weapons, artifacts, and utensils brought back from the trip to the Amazon are dipped in curare. He first tested the poison on the family dog by stabbing it with an arrow. It made the dog sick, so he stabbed the baby hoping to make it sick as well. The nanny, being of an Amazon tribe, knew immediately what the boy was doing, pushed him down, and began

attempting to suck the poison from the baby in what looked like a vampire attack. The entire household was awakened by Jack's shouts and they believe Zoila to be a vampire or at least a demented killer.

ADVICE FOR THE MASTERMIND

This adventure is based off the case The Adventure of the Sussex Vampire, although several facts have been changed. First off the baby dies in this adventure, not in the story. The wife is the Peruvian woman in the adventure but in this story it's the nanny. However, the key elements are the same. Reading the story may provide some background information but isn't necessary to running this adventure.

THE THREAT METER

1. The cook does her best to convince everyone that Zoila is a vampire. She's recently picked up a book on vampires from the library. She sees this as her best method of ridding the household of Zoila. She will make up stories how Zoila hates garlic, walks the grounds late at night, is seen in town late at night, and how she hates sunlight.
2. Watson is unable to help during this adventure. The Watson result on the Sherlock Die has no effect for the investigators.
3. Jack gets nervous with the investigators around. He puts back the missing weapons, artifacts, and utensils. He wipes off the curare poison, leaving the arrows as evidence but no poison is to be found.
4. The high profile of the case starts to bring around reporters to hound and bother the investigators causing the case to become difficult. Is no longer work on the Sherlock Die.
5. Zoila hangs herself in prison.



SCENE #1: INSIDE A BANK VAULT IN LONDON

On this evening you find yourselves in the vault of a very prestigious bank. The bank owner has been awakened at a late hour and has accompanied you to his vault, only barely believing your story that thieves are about to break in. He has just about lost all his patience when several thieves tunnel in through the floor of the vault. They see you all waiting; surprised and with no fast escape route they attempt to fight you.

Reprobates equaling the number of investigators made up of 1/2 Bludgers and 1/2 Screwsman.

This scene is essentially to show off the combat system in Baker Street, the real case has yet to come, but let the investigator celebrate their victory over these bank thieves and give them each an extra point or two of resolve and a two circle status bump.

SCENE #2: BAKER STREET

A few minutes later, Billy the pageboy will announce a Mr. Mulberry to see the investigators.

"Hello, my name is Mulberry, John Mulberry, I'm a defense solicitor. I'm in charge of the defense of the Peruvian woman named Zoila, perhaps you've heard of the case? They are calling it the Sussex Vampire case? Well anyway, it's impossible to arrange a competent defense for a woman that we scarcely can communicate with. The courts will not wait for months as we attempt to locate someone that can speak her language. Mr. Ferguson would be invaluable in that regard, but seeing as he has already determined her guilt he is unwilling to help. I'm hoping to hire you to conduct an investigation of the household to see if you can turn up anything. Mr. Ferguson is allowing you access to his home for exactly two hours tomorrow; only enough to show his support of civic justice. He is convinced his nanny committed the crime."

The investigators are free to ask questions of Mr. Mulberry, although he knows little more than what the article says. "The newspapers, for once, have the reported details of the crime right, I know only what's here (he gives them the following clipping).

"Sussex Vampire Trial To Begin Next Week"

A Peruvian Nanny named Zoila is on trial for the murder of Mr. and Mrs. Robert Ferguson's infant son, Roderick. She was seen late in the witching hours by the household attacking Jack Ferguson, son of Robert and his first wife, and then attacking the infant by biting its neck and drawing out the blood. The baby died a few minutes later. Not much is known about the South American tribe to which the defendant belongs. They make their home in the Amazonian rainforest. It's entirely likely she was performing some sort of vampiric or cannibalistic ritual on the child.

RESOLVE:

Give the investigators a point of resolve for taking the case.

SCENE #3: TRAIN RIDE TO SUSSEX

You are free to skip over this scene if you are pressed for time but the train ride presents itself as a perfect time for some adventure, completely unrelated to the case. As you board the train and wait for it to depart the station, a couple of Mollishers (see the Reprobates section in the *Baker Street* Core Rulebook) pick a couple of the male investigators to target for their belongings. The Mollishers are interested in personal possessions (watch, money, whatever). They will flirt with the wealthy men in the party.

If they don't get what they want they complain that the gentleman was making "scandalous advances". They shout "How dare you ask me if I'm wearing bloomers?" or "I will not follow you to your home!" or "No you may not pay me a penny to look up my skirts!!" If necessary they swoon on cue to further their cause. A few men on the train will jump to the ladies' defense (it is Victorian times after all).

It takes the police a few minutes to figure anything out. Certainly the accused will be forced off the train and when cleared of any wrongdoing, be obliged to take a later train.

Such a public scandal reduces the target's status by 3 circles; anyone that helps their investigator friends are also seen in the public eye as scandalous and lose a circle of status. If the investigators can resolve the issue without police or the public noticing all the better.

RESOLVE:

Give the investigators 1 point of resolve; if they were the target of the mollishers and handled the incident without the public noticing or the police investigating, give them 2 points of resolve.

SCENE #4: THE HOUSEHOLD OF MR. AND MRS. FERGUSON

Outside the home is an old vicar making the sign of the cross over the façade of the house. He says "For we wrestle not against flesh and blood, but against principalities, against powers, against the rulers of the darkness of this world, against spiritual wickedness in high."

If asked what he is doing:

"The nanny here is a creature of darkness. Not once did she set foot in my church. She was seen to walk about at night. She did not seek the light of the Lord, only the Darkness and its powers. I'm blessing the house against any further injury from the forces of darkness."

If asked about the Fergusons:

"God fearing folk. Duped by foreign evil. Robert's first wife was a true supporter of the Church. She passed of the fever three years ago, God rest her soul. It wasn't the first time tragedy struck Robert's family. His boy Jack was hurt in a riding accident at an early age and now walks with a limp. But nothing could have prepared them for the devil that took their baby."

The vicar knows nothing about the case but is convinced that Zoila has dark powers.

When the investigators arrive they are shown coldly into the house. No one here likes the investigators since it's clear they are working for the defense and Zoila. Mr. and Mrs. Ferguson have decided not to be home when the investigators call. The housemaid Vivian explains they have two hours to look around, after which time they are expected to leave.

RESOLVE:

Reward the investigators a point of resolve if they successfully disarm the feelings of hostility and tension in the house.

SCENE #5: INVESTIGATION SCENE - THE COMMON ROOM

There is one very large central room. Here is a huge old-fashioned fireplace with an iron screen in front of it dated 1670. The morning fire has long ago extinguished. The half-panelled walls may well have belonged to the original yeoman farmer of the seventeenth century. They are ornamented on the lower part by a line of well-chosen modern water-colours; while above, where yellow plaster takes the place of oak, there is a fine collection of South American utensils, artifacts, and weapons on the wall.

If anyone says they are examining the fireplace a bat flies out and startles them. This is unlikely to put the house staff in any more appreciative mood unless the investigators can extract the bat from the premises.

Clue 1:

South American Weapons, Utensils, and Artifacts on the Wall. Some of the Items are Missing.

Lead 1

Perhaps the missing utensils had something to do with the murder. (False)

Lead 2

Perhaps the missing weapons had something to do with the murder. (True)

Lead 3

Perhaps the missing artifact had something to do with the murder. (False)

Clue 2:

A Family Dog, Spaniel Breed, that Walks with Difficulty, as if Suffering from some sort of Paralysis.

Lead 1

The dog is old and feeble. (False)

Lead 2

Maybe the dog was beaten at some point in its past. (False)

Lead 3

The dog looks ill. (True)

Clue 3 –

The Dog's fangs, about the Right Distance Apart to Make the Wounds on the Baby's Neck. (False clue)

Lead 1

Maybe the dog bit the baby transmitting a disease or toxin.

Lead 2

Maybe the vampire or killer is trying to make it look like the dog did it?

Lead 3

Maybe the dog hates the baby?

Clue 4 –

A Book of Vampire Lore (False Clue)

Lead 1

Perhaps mesmerism or hypnosis has something to do with this case.

Lead 2

Perhaps porphyria has something to do with this case.

Lead 3

Perhaps religion and crosses has something to do with this case.

RESOLVE –

At the end of this scene reward the investigators a point of resolve.

Vivian will offer the investigators tea at the end of this scene. The investigators may see this as an attempt to slow them down. In honesty, the maid is being polite to people in her master's house. It is perfectly ok for the party to be a little thrown off by Vivian, and consider her guilty. If questioned, here's what she knows:

Did anyone ever take the Peruvian artifacts, utensils, or weapons off the wall?

Yes. Sometimes Mr. Ferguson would get them down for Jack to play with.

Why was Zoila trying to hurt Jack the night of the baby attack?

Undoubtedly her heathen ways and customs were getting the better of her. I hear they are cannibals and vampires in the Amazon.

Did the family dog dislike Jack?

Yes. The two of them never got along. The dog was more Robert's dog than anyone else's.

How long was Zoila employed here?

Zoila has been with the family now for over a year.

Why did they hire a South American Nanny?

The Fergusons hired Zoila as a Nanny when they were in South America. A native friend of my master learned of Mr. Ferguson's wife being a few weeks pregnant and insisted his daughter be their nanny. Mr. Ferguson couldn't refuse.

Did anyone hate Zoila?

I got along with Zoila ok. We developed enough hand gestures and words to communicate. The cook and Zoila on the other hand didn't like each other.

Did Jack get along with his stepmom?

Jack dearly misses his real mom and often acts out. Mrs. Ferguson has gone out of her way to be especially nice to Jack. He's having a hard time accepting things.

What was Jack and Zoila's relationship like?

Zoila and Jack are good friends, well as good a friends that have trouble communicating would be. He is the most distraught over her arrest. He is having a rough time with it.



The party may want to question the Cook. She doesn't know much but she offers her deranged slant on things:

If asked about Zoila

The woman, isn't a woman, she's a vampire, a spawn of Satan, God protect us. I stayed awake at night praying she would leave.

Have you long have you been here? / How long have you been the cook?

I was Jack's nanny years ago. When the former cook retired I offered to look after Jack and cook. I've been here years.

What was Jack and Zoila's relationship like? / What was Zoila and Robert's Relationship Like Very Unhealthy. I think she was trying to seduce the boy to Satan. She showed him things about her heathen people, like their customs, and their claypots, and their heathen weapons. I think she was also after Mr. Ferguson to lay with him in sin and fornication.

What was Mrs. Ferguson and Zoila's relationship like?

I don't think she knew about Ziola attempting to seduce Mr. Ferguson. She most regrettably trusted Zoila.

Detecting lies on the Cook:

Because the cook has convinced herself of this things about Zoila when an investigator rolls a skill check to deduce lies the best way to answer a successful roll is "She thinks she's telling the truth".

SCENE#6: INVESTIGATION SCENE – THE NURSERY

You enter the Nursery of the Ferguson Baby.

Clue 1 – A Cracked Mirror on the Wall with Missing Shards.

Lead 1

Perhaps this was broken in the scuffle of that fateful night (True)

Lead 2

Perhaps the vampire cracked it so no one could see their reflection. (False)

Lead 3

Perhaps one of the shards was made to make the wounds on the baby's neck. (False)

Clue 2- An Arrow under the Bed, with a Strange Substance on the Tip.

Lead 1

Perhaps someone tried to shoot the arrow at the killer. (False)

Lead 2

Perhaps the substance is blood. (False)

Lead 3

Perhaps the arrow was used to make the wounds on the baby's neck. (True)

Clue 3- A Bottle of Opium on the Nightstand. (False Clue)

Lead 1

Perhaps this was used on the baby?

Lead 2

Perhaps Zoila was drugged?

Lead 3

Perhaps Opium keeps away vampires?

RESOLVE -

At the end of this scene reward the investigators a point of resolve.

SCENE #6: INVESTIGATION SCENE - JACK'S ROOM

Clue 1 – A Book on South America, Bookmarked to a spot on Tribal Weapons, namely Arrows.

Lead 1

The passage talks about shooting arrows from concealed locations. Perhaps this is relevant.

(False)

Lead 2

The passage talks about arrows being covered in curare. Perhaps this is relevant. (True)

Lead 3

The passage talks about arrows being coated in the toxic secretions of the poison-dart frog. Perhaps this is relevant. (False)

Clue 2 – A Picture of Jack with his Dad and his Mother, the First Mrs. Ferguson.

Lead 1

Perhaps Jack is jealous of the new baby or doesn't like his stepmom. (True)

Lead 2

Perhaps The family hasn't had a photo done with the new family. (False)

Lead 3

Perhaps Jack's Stepmom refuses to be in a picture with the boy. (False)

RESOLVE –

At the end of this scene reward the investigators a point of resolve.

Hopefully by now the investigators can put the pieces of the crime together and figure out that Jack stabbed a poison arrow into the neck of the baby and the nanny attacked him and then tried to suck out the poison. That is enough to get Zoila off the hook for murder. Jack will be arrested for homicide, and it creates no end to the tragedy suffered by the Ferguson family.

— Baker Street Clue Card —

Clue: *South American Weapons, Utensils, and Artifacts on the Wall.
Some of the Items are Missing.*

Lead:	Lead:	Lead:
Perhaps the missing utensils had something to do with the murder.	Perhaps the missing weapons had something to do with the murder.	Perhaps the missing artifact had something to do with the murder.

— Baker Street Clue Card —

Clue: *A Family Dog, Spaniel Breed, that Walks with Difficulty, as if Suffering from some sort of Paralysis.*

Lead:	Lead:	Lead:
The dog is old and feeble.	Maybe the dog was beaten at some point in its past.	The dog looks ill.

— Baker Street Clue Card —

Clue: *The Dog's fangs, about the Right Distance Apart to Make the Wounds on the Baby's Neck.*

Lead:	Lead:	Lead:
Maybe the dog bit the baby transmitting a disease or toxin.	Maybe the vampire or killer is trying to make it look like the dog did it?	Maybe the dog hates the baby?

— Baker Street Clue Card —

Clue: *A Book of Vampire Lore*

Lead:	Lead:	Lead:
Perhaps mesmerism or hypnosis has something to do with this case.	Perhaps porphyria has something to do with this case.	Perhaps religion and crosses has something to do with this case.

— Baker Street Clue Card —

Clue: A Cracked Mirror on the Wall with Missing Shards.

Lead:	Lead:	Lead:
Perhaps this was broken in the scuffle of that fateful night	Perhaps the vampire cracked it so no one could see their reflection.	Perhaps one of the shards was made to make the wounds on the baby's neck.

— Baker Street Clue Card —

Clue: A Bottle of Opium on the Nightstand.

Lead:	Lead:	Lead:
Perhaps this was used on the baby?	Perhaps Zoila was drugged?	Perhaps Opium keeps away vampires?

— Baker Street Clue Card —

Clue: An Arrow under the Bed, with a Strange Substance on the Tip.

Lead:	Lead:	Lead:
Perhaps someone tried to shoot the arrow at the killer.	Perhaps the substance is blood.	Perhaps the arrow was used to make the wounds on the baby's neck.

— Baker Street Clue Card —

Clue:

Lead:	Lead:	Lead:

— Baker Street Clue Card —

Clue: A Book on South America, Bookmarked to a spot on Tribal Weapons, namely Arrows.

Lead:	Lead:	Lead:
The passage talks about shooting arrows from concealed locations. Perhaps this is relevant.	The passage talks about arrows being covered in curare. Perhaps this is relevant.	The passage talks about arrows being coated in the toxic secretions of the poison-dart frog. Perhaps this is relevant.

— Baker Street Clue Card —

Clue: A Picture of Jack with his Dad and his Mother, the First Mrs. Ferguson.

Lead:	Lead:	Lead:
Perhaps Jack is jealous of the new baby or doesn't like his stepmom.	Perhaps The family hasn't had a photo done with the new family.	Perhaps Jack's stepmom refuses to be in a picture with the boy.

Newspaper Article Handout:

SUSSEX VAMPIRE TRIAL TO BEGIN NEXT WEEK

A Peruvian Nanny named Zoila is on trial for the murder of Mr. and Mrs. Robert Ferguson's infant son, Roderick. She was seen late in the witching hours by the household attacking Jack Ferguson, son of Robert and his first wife, and then attacking the infant by biting its neck and drawing out the blood. The baby died a few minutes later. Not much is known about the South American tribe to which the defendant belongs. They make their home in the Amazonian rainforest. It's entirely likely she was performing some sort of vampiric or cannibalistic ritual on the child.

— Baker Street Clue Card —

Clue: *South American Weapons, Utensils, and Artifacts on the Wall. Some of the Items are Missing.*

Lead:

Perhaps the missing utensils had something to do with the murder.

Lead:

Perhaps the missing weapons had something to do with the murder.

Lead:

Perhaps the missing artifact had something to do with the murder.

— Baker Street Clue Card —

Clue: *A Family Dog, Spanish Breed, that Walks with Difficulty, as if Suffering from some sort of Paralysis.*

Lead:

The dog is old and feeble.

Lead:

Maybe the dog was beaten at some point in its past.

Lead:

The dog looks ill.

— Baker Street Clue Card —

Clue: *The Dog's fangs, about the Right Distance Apart to Make the Wounds on the Baby's Neck.*

Lead:

Maybe the dog bit the baby transmitting a disease or toxin.

Lead:

Maybe the vampire or killer is trying to make it look like the dog did it?

Lead:

Maybe the dog hates the baby?

— Baker Street Clue Card —

Clue: *A Book of Vampire Lore*

Lead:

Perhaps mesmerism or hypnosis has something to do with this case.

Lead:

Perhaps porphyria has something to do with this case.

Lead:

Perhaps religion and crosses has something to do with this case.

— Baker Street Clue Card —

Clue: *A Cracked Mirror on the Wall with Missing Shards.*

Lead:

Perhaps this was broken in the scuffle of that fateful night

Lead:

Perhaps the vampire cracked it so no one could see their reflection.

Lead:

Perhaps one of the shards was made to make the wounds on the baby's neck.

— Baker Street Clue Card —

Clue: *An Arrow under the Bed, with a Strange Substance on the Tip.*

Lead:

Perhaps someone tried to shoot the arrow at the killer.

Lead:

Perhaps the substance is blood.

Lead:

Perhaps the arrow was used to make the wounds on the baby's neck.

— Baker Street Clue Card —

Clue: *A Bottle of Opium on the Nightstand.*

Lead:

Perhaps this was used on the baby?

Lead:

Perhaps Zoila was drugged?

Lead:

Perhaps Opium keeps away vampires?

— Baker Street Clue Card —

Clue:

Lead:

Lead:

Lead:

— Baker Street Clue Card —

Clue: *A Book on South America, Bookmarked to a spot on Tribal Weapons, namely Arrows.*

Lead:

The passage talks about shooting arrows from concealed locations. Perhaps this is relevant.

Lead:

The passage talks about arrows being covered in curare. Perhaps this is relevant.

Lead:

The passage talks about arrows being coated in the toxic secretions of the poison-dart frog. Perhaps this is relevant.

— Baker Street Clue Card —

Clue: *A Picture of Jack with his Dad and his Mother, the First Mrs. Ferguson.*

Lead:

Perhaps Jack is jealous of the new baby or doesn't like his stepmom.

Lead:

Perhaps The family hasn't had a photo done with the new family.

Lead:

Perhaps Jack's Stepmom refuses to be in a picture with the boy.



THE ADVENTURE OF THE **Submarine Blueprints**

By Bryce Whitacre

Adopted From "The Bruce Partington Plans"
by Arthur Conan Doyle.

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

The investigators are summoned by telegram to Aldgate Station. When they arrive they will receive a very important visitor and they need to do everything in their power to help him. The important visitor is Mycroft Holmes. He is accompanied by Inspector Lestrade of Scotland Yard. It seems a low level government employee named Cadogan West was found dead by the London Underground, but out in an open area of the track. On his person were 7 of 10 important blueprints stolen from the Naval Warfare office where he works. The investigators are charged with finding out what happened and returning the plans.

THE CRIME

Colonel Valentine Walter, the younger brother of the official guardian of the Bruce- Partington plans, came upon hard times. A stock exchange debt was called in and the Colonel didn't have the money. He was approached by a spy named Hugo Oberstein to steal the papers and be paid handsomely for it. The Colonel stole his brother's keys (the ones that unlock the outer door, the inner door, and the safe at the Naval Warfare office). What he didn't plan on was for the young clerk, Cadogan West, to see him steal the plans. Cadogan was taking his fiancée to the theater when he noticed someone in the Naval Office after hours. Looking through the window he was just in time to see the Colonel tuck the plans in his coat and lock up the office. He trailed the Colonel to 13 Caulfield Gardens in Kensington. He then confronted the man on the steps. Oberstein opened the door and seeing the scuffle clubbed the clerk over the head and dragged him

inside the residence. The blow was a fatal one and that's when Oberstein hatched a cunning plan. The London Underground runs outside and beneath the windows at 13 Caulfield Gardens, and often the trains are delayed there coming to a complete stop. Oberstein threw the body with the papers he didn't need on the roof of the train. The body would then be discovered somewhere else where the prevailing theory would be that Cadogan West stole the papers.

ADVICE FOR THE MASTERMIND

Reading The Bruce Partington Plans is a pretty good start for background information on the case. In addition the most key element of the story is getting the players to realize the London Underground has areas where the train runs out in the open and of course one of these areas is right under the flats at Caulfield Gardens.

In this adventure the Sherlock Result on the Sherlock Die is removed and replaced by the Mycroft result. If Mycroft is rolled he lets you re-roll any 6s if the skill isn't a professional skill. If the skill is a professional skill you can re-roll 5s and 6s for additional successes.

THE THREAT METER

1. The case is pressing on Mycroft and the government. Time is of the essence. 1s on the Sherlock Die no longer work.
2. When the PCs have Colonel Walter contact Oberstein later in the Adventure he is convinced this could be a trap. He brings along a couple of Bludgers to help protect him.
3. The Government loses faith in the investigators' ability to handle the crime. The Mycroft result on the Sherlock Die no longer works.
4. Oberstein is now convinced any contact from Walter is a full on trap. He sends Bludgers and Nobblers (as many of each as there are players)

to overpower the investigators and steal the rest of the documents.

5. End Threat – Oberstein decides not to return and sells the plans without telling the international spies bidding on the documents that a key part is missing.

SCENE #1

You receive a telegram from Dr. Watson about 7AM Tuesday morning.

Come at once to Aldgate station, meet Inspector Lestrade, render aid.

-John Watson

Arriving at the station you see Inspector Lestrade and a large corpulent fellow standing next to him over the body. You walk up as the two men are having a conversation "A most annoying business, Lestrade" said he. "I extremely dislike altering my habits, but the powers that be would take no denial. In the present state of Siam it is most awkward that I should be away from the office. But it is a real crisis. I have never seen the Prime Minister so upset. As to the Admiralty--it is buzzing like an overturned bee-hive."

Inspector Lestrade introduces the man. "May I introduce Mycroft Holmes. He works in British Government." Let the players introduce themselves.

"I hope you are up to the task; if only my brother were here. Well what you see in front of you is the body of Cadogan West, a government employee working in the Naval Warfare office. On his person are 7 of 10 papers stolen from that office. All have to do with a top secret design for a submarine. Any nation would be interested in getting their hands on the plans. I want you all to investigate and learn what has happened here. My office is putting together a list of possible spies that Mr. West might have been meeting. That list, I will telegram to Baker Street. Needless to say this all needs to be wrapped up fairly quickly and the missing papers recovered. I expect you will need to interview the

folks at the Naval Office, I have told them to be expecting you. You may also want to interview Sir James Walter. The papers are ultimately under his supervision. His residence is a fine villa down by the Thames. I'll leave you to your business."

Clues:

The Head Wound of Cadogan West has very Little Blood when there should be Copious Amounts

Lead 1

The body was dragged to the rail line to make it appear he was on the train. (False)

Lead 2

The bend in the track may have forced Cadogan West from the Train. (True)

Lead 3

Murderers might well have thrown Cadogan West from the train after killing him. (False)

A Betting Slip not far from the Body for Kempton Park. (False Clue)

Lead 1

The slip belonged to the killer(s).

Lead 2

The slip belonged to the victim.

Lead 3

The slip belonged to the spy on the train.

No Train Ticket is on Cadogan West

Lead 1 – He never had a ticket (True)

Lead 2- The killer(s) took the ticket (False)

Lead 3 – He lost the ticket in the scuffle on the Train (False)

In the Trash a Wadded up Flyer for the Royal Academy of Arts – A Drop of Blood on the Flyer (False Clue)

Lead 1 – The spy has a connection to this flyer

Lead 2 – Cadogan West has a connection to the flyer

Lead 3 – Perhaps a witness has a connection to the flyer



If the investigators ask who found the body, Lestrade presents Mr. Mason. The Rule of 4 applies to this interview:

Mr. George Mason is a plate-layer (rail-line inspector).

He found the body a little before 6 AM.

He didn't move the body.

He had the station man telephone the police.

He saw nothing suspicious.

He knows that the trains start running at 5AM

He can also describe how the London Underground is only underground at some places.

Steam vents are needed and the train goes from aboveground to underground during its run. It can often be held up at various intersections for other trains on the same lines.

At this point the investigators have three options. They can return to Baker Street for the telegram Mycroft is sending, they may head to Woolwich and the Naval Warfare office, or they may visit Sir James at his residence. Either way give them a couple of points of resolve each for a successful investigation scene. When they do reach Baker Street, Mrs. Hudson has the telegram.

There are numerous small fry, but few who would handle so big an affair. The only men worth considering are Adolph Mayer, of 13 Great George Street, Westminster; Louis La Rothiere, of Campden Mansions, Notting Hill; and Hugo Oberstein, 13 Caulfield Gardens, Kensington. The latter was known to be in town on Monday and is now reported as having left. The former is thought to still be in residence, not far from the Royal Academy of Arts. Cabinet awaits your final report with the utmost anxiety. Urgent representations have arrived from the very highest quarter. The whole force of the State is at your back if you should need it.

-Mycroft.

SCENE #2: THE NAVAL WARFARE OFFICE

At the warfare office the investigators are shown to Mr. Sidney Johnson, the Senior Clerk. Mr. Johnson is a man in his 40s, married with five children. He knows a few things about the case. The Rule of 4 is in effect. There is one thing that he will offer before the interview scene:

"First Cadogan West is killed, and then Sir James dies last night." If the party hasn't gone to the residence of Sir James they may be shocked by this news. Mr. Johnson explains that he died in his bed late last evening.

Only himself and Sir James has keys to the safe. He keeps keys to the front door, the inner door, and the safe on him at all times. Sir James keeps all three keys on a key ring he keeps on himself.

There was no visible sign of breaking and entering to the building or safe.

The three missing plans are almost enough to replicate the submarine. A fourth diagram is needed for the propulsion drive.

He is the last man to leave the Naval Office and he locks up a little after 5PM.

He knows Cadogan West to be hard working but

is often hot-headed.

The plans were locked up that night, as always.

Mr. West made reference of taking his fiancée to the theater later that evening.

RESOLVE -

At the conclusion of this scene give all the investigators a point of resolve.

SCENE #3: THE RESIDENCE OF SIR JAMES

When arriving the party may be mistaken for the undertakers. At any rate through the butler or Sir James's brother Colonel Valentine Walter they learn that Sir James has died in the evening. Colonel Valentine isn't in a talking mood with the family death. He doesn't show the investigators to a room to sit down. Instead he speaks to them from the stairs.

Here the Rule of 4 has been reduced to 2 questions. Pressing to get more information during this moment of grieving and removing of the body could have disastrous status loss for the investigators (3 circles each). If the investigators seem to not care about status loss have the real undertakers arrive and take Sir James' attention. Trying to get a body out and around the investigators should be enough to tell them this isn't the time to interview this man.

Sir Valentine knows the following:

His brother arrived home around 3PM and by 5PM was on a train for London to dine with Admiral Sinclair at Barclay Square. He arrived home around 1 AM and went to bed.

He found the body of his brother when he didn't come down for breakfast at 6AM

The keys can be accounted for, Sir James' key ring is hanging on a hook in his bedroom.

RESOLVE -

Give the party two points of resolve if they didn't cause any ruckus or lose status. Otherwise give them one point.

SCENE #4: FOLLOWING UP WITH THE SPIES

At this point the telegram from Mycroft will lead the investigators to three possible spies. Two of the spies are just red herrings. A lengthy investigation into the residence should end with a Threat Meter increase. Hugo Oberstein is the culprit the investigators are looking for. His residence is locked and it will take a dubious action of breaking and entering to find more information. The front door lock requires a Heroic (6) Criminal Artistry Skill Test. The residence has another door down the stairs below street level that requires an Average (3) Criminal Artistry Skill Test. There's a 50% chance for every round the investigators stay on the street that a constable will walk by them.

Once inside they enter a study and several things come to light.

An Easy (2) Observation Skill Test shows the window overlooking the tracks of the train.

An Average (3) Observation Skill Test shows blood on the floor.

A Challenging (4) Observation Skill Test shows blood around the window.

Newspapers are scattered around everywhere.

An Average (3) Observation Skill Test shows them to be a single page of the same paper from different dates.

A Demanding (5) Reason Skill Test shows a connection in all the newspapers. Two people are conversing through the agony column.

"Hoped to hear sooner. Terms agreed to. Write fully to address given on card. Pierrot."

Next Paper....

"Too complex for description. Must have full report, Stuff awaits you when goods delivered. Pierrot"

Next Paper...

"Matter presses. Must withdraw offer unless contract completed. Make appointment by letter. Will confirm by advertisement. Pierrot."

Next Paper....

"Monday night after nine. Two taps. Only ourselves. Do not be so suspicious. Payment in hard cash when goods delivered." Pierrot."

A Demanding (5) Deduction Skill Test gives an investigator the idea they may be able to communicate with the spy through the agony column. A trap could be set for the villain(s). Let the investigators come up with any response that makes sense. This will entice Colonel Valentine to visit 13 Caulfield. Here's what he knows:

He needed money, so he stole the papers.

A man followed him here, Oberstein killed the man, planted 7 of the 10 papers on him and threw him out the window on a train.

Oberstein told him that he could be reached at the Hotel du Louvre, Paris

He claims he didn't have anything to do with his brother's death nor did he participate in the killing of Cadogan West.

At this point the Investigators can either head to France and attempt to apprehend Oberstein or they can try to trick him into coming back to London for the rest of the plans (remember that Sidney Johnson said there was one blueprint they needed to complete the submarine). At any rate check the Threat Meter to see how much extra muscle Oberstein is bringing with him. Of course if they petition Mycroft for help there's no limit to how many men Mycroft can send to apprehend Oberstein. The final conflict may have combat, or may be a short chase scene or may just end with Oberstein giving up.

— Baker Street Clue Card —

Clue: *The Head Wound of Cadogan West has very little blood when there should be copious amounts*

Lead:	Lead:	Lead:
<i>The body was dragged to the rail line to make it appear he was on the train.</i>	<i>The bend in the track may have forced Cadogan West from the train.</i>	<i>Murderers might well have thrown Cadogan West from the train after killing him.</i>

— Baker Street Clue Card —

Clue: *No Train Ticket is on Cadogan West*

Lead:	Lead:	Lead:
<i>He never had a ticket</i>	<i>The killer(s) took the ticket</i>	<i>He lost the ticket in the scuffle on the train</i>

— Baker Street Clue Card —

Clue: *A Betting Slip not far from the Body for Kempton Park.*

Lead:	Lead:	Lead:
<i>The slip belonged to the killer(s).</i>	<i>The slip belonged to the victim.</i>	<i>The slip belonged to the spy on the train.</i>

— Baker Street Clue Card —

Clue: *In the Trash a Wadded up Flyer for the Royal Academy of Arts - A Drop of blood on the Flyer*

Lead:	Lead:	Lead:
<i>The spy has a connection to this flyer</i>	<i>Cadogan West has a connection to the flyer</i>	<i>Perhaps a witness has a connection to the flyer</i>

— Baker Street Clue Card —

Clue: *The Head Wound of Cadogan West has very Little Blood when there should be Copious Amounts*

Lead:

The body was dragged to the rail line to make it appear he was on the train.

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Clue: *In the Trash a Wadded up Flyer for the Royal Academy of Arts – A Drop of Blood on the Flyer*

Lead:

The spy has a connection to this flyer

Lead:

Cadogan West has a connection to the flyer

Lead:

Perhaps a witness has a connection to the flyer



THE CASE OF THE AMAZING CRASH OF A **Space Man**

By Melissa Petit Millar

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

Mycroft Holmes contacts the investigators about a strange case in the Americas. There have been sightings of strange airships in places all over the continent for years, but now there is a claim that one of these airships has crashed in a small town in Texas. Mycroft, on the order of the Crown, will send the investigators to America to find out if there is indeed any indication of an airship from another world or any information that would be useful to the Crown.

THE CRIME

The small town of Aurora, Texas had been facing many difficulties and was failing. The local cotton crop was destroyed by a weevil infestation, a fire on the west side of the town destroyed several buildings and killed ten people, after the fire a spotted fever epidemic hit

the town and killed almost 70% of the population, and lastly, a railroad was supposed to come through town but decided on a different route. There are very few people left in town and they are desperate to save their beloved home. There was a stroke of luck on the evening of April 17, 1897 when a small meteorite crashed into and destroyed the windmill of a local judge. The judge and another member of the town, S.E. Haydon, quickly met and hatched a plan to claim that one of the cigar-shaped ships (which had been sighted quite often in the past year throughout the area) had crashed and an other-worldly pilot had died in the landing. They quickly spoke to the doctor, as they would need his help to create a fake autopsy and death certificate. Haydon knew that O'Malley was building something as he had seen O'Malley carting a large amount of metal around a few times in the previous weeks. Haydon broke into O'Malley's barn and took the twisted and burned metal(from O'Malley's failed attempts at

building a dirigible) to scatter around the judge's windmill and look like pieces of a crashed ship. Haydon worried that O'Malley would identify these pieces as his dirigible and would reveal the hoax as O'Malley would say that he built it. Instead, they were going to frame him if anyone discovered the hoax. The group was also incredibly lucky that Haydon had recently discovered the remains of a dead circus monkey that had escaped along with several other monkeys (chimps) a few days before. Haydon shaved the monkey corpse and burned it in several places, and then placed it in a wooden coffin in case anyone tried to get a look at the dead "pilot". To hurry along the burial process so that no one would have a chance to look at the body, they stole and reused a gravestone from the older part of the cemetery for the dead "pilot".

THE THREAT METER

1. The residents of Aurora will become upset and uncooperative. They will begin to evade the questions of the investigators or outright lie to protect the town. Detecting the lies will become more difficult and will require an additional success.

2. Rolled 1s on the Sherlock Die no longer cause 1s to be successful.

3. If the investigators open the tomb of the pilot, the conspirators will be aware of the danger they are in and will have the investigators arrested. During this time they will get rid of the chimp body.

Endgame:

The perpetrators of the hoax will confront the investigators and attempt to eliminate them (they have several rifles and a pistol). As there are very few people around the town and it is very rural, this could mean the end of the investigators.

SCENE #1: THE MESSAGE FROM MYCROFT

The investigators will receive a message from Dr. Watson that they are needed at 221B Baker Street at promptly 9am on Monday. Once they arrive, they will find Dr. Watson pacing nervously in the main parlor of the flat. He will invite them each to sit and to take some tea and a biscuit. Once everyone has arrived, he will begin.

"I have recently received a letter that is of utmost importance to our investigative service. The letter was sent by Mr. Mycroft Holmes, yes, the brother of my dear friend Sherlock. Like his brother, Mycroft is a very intelligent man. In fact, it is said that he is actually more intelligent and logical than his brother. However, I have found that Mycroft prefers to remain at his home or his favorite club rather than venture out to solve crimes by looking at the evidence. He prefers to think upon a problem, rather than to investigate it himself.

This means that he has sent me a letter concerning something that he would like us to investigate for him. As he is connected to the Crown, it is quite possible that this investigation comes to us from the Queen herself. I hope that you will not feel overwhelmed by the importance of this case; because I am certain that Mycroft trusts us to be able to find the answers he seeks.

Here are the contents of the letter-

Dear John,

I know that you and my brother have worked together to puzzle out the crimes of the masses. And I know that since the departure of my brother, you have found some "replacements" to aid you in the continuation of your investigative endeavors. It has been brought to my attention that there have been a number of sightings of strange airships throughout the colonies in America. The reports of the airships are not of importance by themselves, but now there has been a report of the crash of one of these peculiar ships. This could be of great importance to the Crown. I beseech you to travel to the American town of Aurora in the state of Texas. There you should use all of your abilities to

discover the truth of this crash report. If there is indeed a ship, you should find out all that you can about it and about any technology related to it. Report back to me whatever you find.

Sincerely,

Mycroft Holmes."

Watson looks a bit pale after reading the letter and takes a long drink of his tea. He will invite the investigators to talk amongst themselves about whether they are willing to go on this case as it will require them to be out of the country for a minimum of five weeks, but perhaps longer depending on what the investigators uncover. Watson understands that this case will require more of a commitment than some cases have in the past and he understands if some of the investigators are unwilling to go for such an extended time. Once they have agreed, Watson will share a bit more information about the trip.

"I thank you for your willingness to go investigate this case, as strange as it sounds. I am unable to travel for an extended period of time, so I am sorry to say that I will not be able to accompany you. However, Mr. Holmes has provided me with the necessary funds and information for you to travel to America. You will be traveling on the Minnetonka of the Atlantic Transport Line leaving from here in London. It will leave on Saturday and the crossing takes about a week. Your rooms will be paid for and booked. You should be certain to pack warm clothing as travel this time of year can be quite chilly. I would also suggest that you pack your things in small, flat boxes so that they are easy to fit in your room. You should dress in a plain, but serviceable fashion and ladies should not forget a heavy veil. I have also found that a deck chair is almost a necessity when traveling by steamer, so I suggest that you purchase one at the dock before going on board. Money will be provided for this purpose, but ensure that your name is clearly labeled on the chair so you may find them later. Do not forget to reserve your seat for dining as you will have the same one throughout your voyage. And money will also be provided for you to give as tips to stewards, boot cleaners, and such."

Watson will answer any other questions investigators have about the sea voyage. He will then tell them about the second leg of the journey to Texas from New York. The investigators will take several trains: from New York to Chicago, then to Kansas City, then to Fort Worth, and then a coach to the city of Aurora, Texas.

RESOLVE -

Award 1 Resolve to each investigator for accepting the case.



SCENE #1.1: THE PASSAGE ACROSS THE POND

The investigators should make any arrangements that they need to before it is time to board the ship. After arriving on board, the investigators can see their rooms if they wish. All of their luggage will be taken care of and sent to their rooms. The rooms are fairly simple, but pleasant. As the British government is paying for the rooms, the investigators will find themselves in second class. If any of them feel the desire to pay for an upgrade first class, they can do so. The weather is pleasant and the investigators can go above to enjoy the air on the decks. The first

day will be uneventful. The following day will be cool and windy, so most of the passengers will stay below decks.

For supper, the investigators should dress in their best clothes and be on their best behavior. The dining room will be busy and filled with chatter. The investigators will be seated together at a table with a middle aged couple from London. The table is toward the back corner of the room, so there will not be many other people passing the table during the meal. The couple will introduce themselves as George and Esther Woods of London. They are traveling to New York to see Esther's family. Esther's brother Edward attended Oxford with George, and that is how the couple was introduced. Esther's father and brother are solicitors in New York now as Esther's mother is American and she wanted to be closer to Esther's ill grandmother. George works for a bank in London and was lucky that he was able to take the time off to travel to see his in laws. They will happily chat with the investigators and may even recognize one or more of them as working for Dr. Watson. The investigators can feel free to invent a reason for their journey as to not give away their motives for traveling.

The waiter will arrive and bring drinks and meals. The food is prepared and cooked well, and all should feel pleased with the meal. After the meal, George and Esther will invite the investigators to join them for a few hands of whist. As the group heads to the saloon, Esther will notice that her necklace has disappeared. She will be frantic, saying that it was her grandmother's necklace and though it is not the most expensive piece of jewelry, it means so much to her. She will ask her husband to go back to the dining room with her to see if she lost it there.

When the investigators return to the dining room, they will notice that many of the other dinners have left and the room is nearly empty. There are several waiters cleaning up and removing dishes. One will approach and ask if he can assist you. "What can I help with you with?" He is not the waiter who served the investigator's table, but he is happy to assist. Esther will explain that she cannot find her neck-

Esther will explain that she cannot find her necklace and the waiter will take her back over to the table. The investigators can assist with the search and looking for any clues.

CLUES:

Clue: There is a Plain Looking Hatpin with a Butterfly on the End (False Clue)

Lead 1: This belonged to the person who took the necklace

Lead 2: This is Esther's hatpin

Lead 3: This hatpin is very expensive

Clue: There is a Brass Button on the Floor

Lead 1: This was part of a man's uniform jacket (True)

Lead 2: The person who lost this does not care that it is gone (False)

Lead 3: This button fell off of one of the investigators' jackets (False)

Clue: A Small Gold Ring on the Floor

Lead 1: Someone dropped this and wants this back (True)

Lead 2: It is worth at least 100 pounds (False)

Lead 3: The owner of this ring lost it during dinner (False)

They will look around the table and under it, but they will be unable to locate the necklace. Esther will be upset, but George will suggest that they return to their room and search for the necklace there. "But, darling, I just know that I put it on when I dressed for dinner. I would never have left it in our room. What am I going to do if I cannot find it?"

George will try to calm his wife and take her back to their room. She will go with him reluctantly, casting glances back to the table where the group ate dinner. If the investigators ask, George will admit that he does not remember if his wife was wearing the necklace at dinner, but that he believes her that she did wear it. He doesn't recall anyone near his wife and cannot think of where it may be.

The investigators can follow the couple back to their room and can assist in looking for the necklace.

Clue: There are several necklaces in a jewelry box
(False Clue)

Lead 1: They were placed here by the thief

Lead 2: They are all very expensive

Lead 3: They are very old and look like they might belong to royalty

Clue: There are Fancy Ladies' Undergarments in George's Trunk (False Clue)

Lead 1: They are very expensive

Lead 2: They belong to his mistress

Lead 3: They were hidden here by the thief

Esther will still be unable to find the necklace and will continue to insist that she was wearing it during dinner.

"I just do not know what could have happened. I looked at the floor as we were walking back and I did not see anything. I suppose it is possible that it fell off someplace between our room and the dining room. If someone saw it, they could have taken it. Oh, I just cannot believe that I lost it. How will I tell mother?"

Hopefully the investigators will offer to help her find out what happened to the necklace. If not, Esther will remember that they work for Watson and ask for their help locating the necklace. "I know that you have solved so many crimes and something like this should be so easy for you to solve. Please, I would be ever so grateful."

Esther will describe the necklace as a small square emerald on a thin gold chain. She and George will then bid the investigators goodnight and George will tell them that he would still enjoy a game or two of whist once this horrible business has been resolved.

As there is nowhere else to search at the moment with the evidence that has been found, the investigators should retire to their rooms or can have a few drinks or play some cards. If they decide to search the ship looking for the jacket with a missing button, they will lose valuable time as it will take more than a day. Many guests on board will not allow their rooms to be searched or if they do, they will be quite upset about it. The investigators will not find the

jacket and will raise the threat meter.

RESOLVE -

Reward the investigators with one point of Resolve for helping the Woods.

SCENE #1.2

In the morning, the investigators will rise and prepare themselves for breakfast in the dining room. On their way to the dining room, they will see George returning to his room. He will tell them that his wife is so worried about the missing necklace that she does not feel up to going for breakfast. He ate and then ordered a tray to be brought to their room for her. He will ask that the investigators tell him as soon as they discover anything. The investigators may be interested in watching what is going on and looking for anyone who is wearing a jacket with a missing button. A Challenging (4) Observation roll will allow the investigators to notice that the buttons on the waiters' jackets look very much like the button that they found on the floor the previous evening. However, they will not see any jacket that is missing a button.

The meal will be uneventful, but afterward, they will be approached by a young woman. She will introduce herself as Millie Knight. She heard that the famous Sherlock Holmes Investigators were on board and she very desperately needs their help. Yesterday morning, she noticed that her gold wedding ring was missing. She was wearing it the night before at dinner, but noticed it was missing after dinner. She searched the dining room the next morning and also her own room, but was not able to find it. Her husband hasn't noticed that it is gone, but she must find it before he does.

The investigators should remember the gold ring that they found the night before near their table and show it to her. Millie will be very excited that they have found her ring and will ask them where they found it. She will be

surprised that the ring was on the floor over by their table as she was not seated at or near that table, and she is certain that she searched the floor thoroughly the morning before. Despite this, she is grateful to have the ring back.

If the investigators ask her about the evening when she lost her ring, she will not be able to offer any useful details. She dined with her husband and they spoke with several of the other guests. The food was fine and the waiter unremarkable. She is sorry that she cannot remember anything helpful.

After breakfast, the investigators can choose to share this information with George and Esther, though it will not spark anything useful. If the investigators mention the button they found which matches the type of button the waiters wear, Esther will remember that the waiter bumped into her when pouring a drink the night before, but nothing was spilled so she did not think anything more of the event.

The party will probably be interested in investigating the waiters at this point and need to decide how they will do so. They may decide to wait until dinner, as that is when the items seem to have gone missing. If they decide to look for the waiters' jackets, they can try to search the closet near the dining room where the wait staff keeps their uniforms. Entering without being seen will be difficult during the times just before and after meals, but less so the rest of the time. The door will be marked "Staff Only", but will not be locked. Inside, there are several cupboards for the male wait staff to leave their own clothes and a place for the uniforms to be hung up when not in use or for cleaning.

They will find that none of the jackets in the room are missing any buttons. However, while they are inside, a young man will enter. He will seem very surprised to see the investigators and will say "Who are you? You're not supposed to be in here you know. This is just for the staff." He will go on to say that he is just putting away a pair of trousers. They were in need of repair and he did the

sewing. If the investigators ask about the jacket with the missing button, he will tell them that the waiters will repair their own uniforms if they are able. The owner of the jacket might have taken it with him to repair and that is why it is not there.

"Well, I hope he was able to find his button. The ones on our jackets are a bit fancy and it would be hard to find a replacement if the button was lost. But, if you show up with a missing button, the steward will have your head. We have to look sharp, you know," he will reply. He will then usher the investigators out of the closet.

RESOLVE -

Award the investigators 1 resolve.

SCENE #1.3

If the investigators wait until dinner, they will find themselves seated at the same table as the night before. This will be their table for the voyage. They find that George and Esther are still absent and no one else will be seated at the table. The waiter will bring the menu and wait for the investigators to make their choices. He is a young man in his early to mid-twenties, tall and thin. His hair is black and his eyes brown. He is rather unremarkable. If the investigators make an Average (3) Observation test, they will notice that his jacket is missing a brass button which has been replaced with a black button of the same size. If they roll four successes, they will notice that he keeps looking toward the floor as though looking for something in particular.

If the investigators do not confront him at the moment, he will continue about his duties. During dinner, the investigators make a (5) Observation test (anyone with Pickpocket or a similar skill should receive a bonus) to notice the waiter slipping something in his pocket as he is serving at the table next to them. Toward the end of dinner, before the investigators have finished their meal, they will hear a woman at the table next to them complain to her husband that her bracelet is missing. Her husband will try to calm her down and remind her to keep her voice down. However, she will continue to say that

her bracelet is missing and she will look around the area to try and find it. The dining room steward will notice that something is wrong and approach the woman.

"I know that I wore my bracelet to dinner. My husband bought it for me for our anniversary and this voyage was to be my first chance to show it off. But now it is missing. I cannot see it on the table or near the table. I think that there may be a thief on board, though I saw no one," she will tell the steward.

The steward will seem puzzled and will tell her that he will take care of this. At that time, the waiter will return to the room with dessert for the investigators. The investigators might try to confront him themselves, but he will deny everything and even turn out his pockets to show that he has nothing. The investigators should involve the steward, who will take them and the waiter to a small office nearby. The investigators should present the steward with the button they found and the testimony of the women who had "lost" jewelry during dinner. If one of the investigators saw the waiter putting something in his pocket, that should also be shared. As the waiter is new on the ship, the steward will hold him and have someone fetch the purser to help deal with this problem. Once the purser arrives and is apprised of the situation, it will be suggested that the waiter's room be searched for the stolen items.

The waiter will try to talk his way out of this situation by explaining that he can't have taken anything and that he already emptied his pockets. Nonetheless, a search of his room will be made and the missing necklace and bracelet will be found. Several other pieces of jewelry will also be found. The purser will confine the waiter to his room by securing him and locking the door, and then informing the investigators that the waiter will be taken care of when they reach New York. The investigators will be thanked for their help in stopping this criminal. "It is just awful business. The ship requires so many to help run all of the day to day affairs. I suppose it is quite impossible to keep all the criminals off the ship, though it is a shame, he was showing the signs of being an excellent waiter," the

steward will remark.

The investigators can feel free to play some shuffleboard on the deck when the weather is pleasant after they have solved the crime or to participate in the sports day that is scheduled for the following day aboard the ship. The rest of the voyage will be happily uneventful aside from passengers trying to talk to and congratulate the investigators for a job well done. Some passengers from London may try to strike up a conversation with the investigators about the cases they have solved in the past or even about Dr. Watson and the famous Sherlock Holmes.

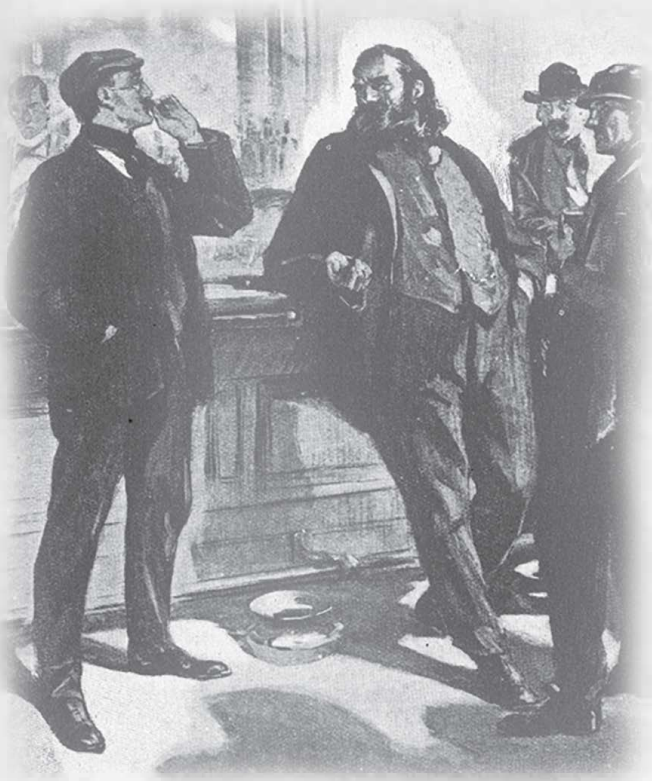
RESOLVE -

Award 1 point of Resolve to the investigators for successfully solving the crime.

SCENE #2: ARRIVAL IN AURORA AND A STRANGE SIGHTING

After their adventures on board the Minnetonka, the trip by train will seem a bit dull. The investigators will travel several days by train and arrive in Fort Worth in the afternoon. A coach will take them the last leg of their trip. The investigators will arrive in the town of Aurora in the early evening. The coach ride will have been long, dusty and bumpy. They will find themselves in a small town that will most likely seem foreign to them in its contrast to London and more so to the English countryside. But it is not the barren desert that they may have imagined, though there are many abandoned buildings and homes. They will find themselves on the main street of the town, which is populated by almost a dozen buildings that show signs of being occupied and several more that look abandoned. There is one building bearing a sign that reads "Aurora Hotel" and another building across the road with a simple sign that reads "Waterstone Boarding House".

If the investigators enter the boarding house, they will be met by Wallace Waterstone.



Waterstone will ask if they are looking for a room and then inform them that he is quite sorry, but he is full at this moment. He will suggest that they check for a room across the street at the hotel. He will tell them that Miss Caster runs a fine establishment.

When the investigators enter the hotel they will be met at the front desk, which fills most of the entrance space, by a middle aged woman. She is slight and tall, with her hair in a tight bun. She will greet them and ask if they need a room. This is Miss Emma Caster and she has enough rooms for the investigators to stay. She will inform them of the rate and the times that meals are offered. The investigators will also be informed that she runs a Godly establishment and that alcohol is forbidden on the premises.

Just as the investigators are getting signed in and receiving their room keys, there will be a commotion in the street. They will hear a man shouting "You spacemen aren't gonna take me!" and "Not my wife, not my whiskey, you spacemen!" Miss Caster will seem unconcerned and will say, "Oh my, that is Orville. This happens every few weeks. He drinks too much and then wanders the town,

shouting and raving. I suppose someone should go get the Sheriff to take him home. Would one of you folks be so kind as to find the Sheriff?"

If any of the investigators ask about the spacemen, Miss Caster will reply that ever since the crash, Orville has been going on about spacemen and strange ships. Although there was a little talk about the ships before the crash, Orville never said anything about it until after the crash. He is a nice man, but his wife died of the spotted fever and he took to hard drink after her death. Miss Caster feels bad for him and thinks that all the drinking is making him see demons, not spacemen. She does not think that there are any more of the strange ships and honestly thinks that the ship that crashed was actually some kind of demon. She has been praying more since the crash and hopes that the town will safe and protected in the future.

Once the investigator (s) get out into the street, they will see that Orville has passed out and is lying face down in the road. He seems to have passed out and is snoring. As they turn to go find the Sheriff, they will hear something that sounds like a motor. If they look up to the sky, they will be able to make out a cigar-shaped object. It is heading west, but not at a very fast pace.

If the investigators can follow the craft on its heading west, they will be able to watch it land in a field about a mile outside of town. The craft will land in a field and a single figure will exit the craft. The figure will proceed to examine the craft and make some notes on a pad of paper (using the light of a lantern) and then will drag it into a barn before going to the the farmhouse.

The investigators can enter the barn and look for clues.

Clue: There seems to be a Place for a Pilot in this Ship (True)

Lead 1: A long cord runs from the ship to controls on land in order to fly (False)

Lead 2: This ship is powered by using one's thoughts (False)

Lead 3: There are levers and knobs that contros this ship (True)

Clue: There are Pieces of Metal Lying near the Walls (True)

Lead 1: The pieces are burned and twisted (True)

Lead 2: They were damaged in the spaceman's crash (False)

Lead 3: They were part of the crashed airship and are from another world (False)

Clue: Plans for the Ship on the Table Written with Symbols (True)

Lead 1: These contain demonic symbols (False)

Lead 2: They contain chemical equations for a strange new type of metal (False)

Lead 3: They are Greek mathematical symbols (True)

Clue: A Train Ticket dated April 19th from Dallas to Fort Worth on the Fort Worth & Denver Railway (False Clue)

Lead 1: Perhaps someone was coming to see the crash site

Lead 2: Perhaps a survivor from the crash left on the train

Lead 3: Perhaps someone was coming to steal this ship

If the investigators are loud, a man with a shotgun enters the barn, asking who they are. Otherwise, they can go up to the farmhouse and talk to the owner of the barn. If they try to sneak into the farmhouse, they will also be met by O'Malley and his shotgun. He will ask questions first and not shoot them on sight.

The investigators, if they question the man, will find that he is Hiram O'Malley. He is a local farmer, but after the cotton crops were decimated, he turned to inventing in hopes of making some money and keeping his land. His wife died in childbirth two years ago and his daughter was sent to live with his sister's family in Dallas. He has had a hard time in the last few years, but he believes that his advances in dirigible design might bring him some fame and money to bring new life to his farm and the stability to bring his daughter home. O'Malley will give this information freely, but the following

information should be garnered using the Rule of 4.

He has not told anyone in town about the dirigible and he has only flown it twice before. It is not easy to see at dusk or just around dawn, when he usually takes a short flight. It does make some noise as it is powered by petrol. He has had crashes with previous prototypes of airships, but that has only happened on his property very late at night. He does not know of anyone else who might have created the airship which crashed into Judge Proctor's windmill.

When the crash of the spaceman occurred, Hiram was visiting his daughter in Dallas and did not return to town until after the "pilot's" burial. When he did return and heard what happened, he was very worried that someone in town had broken into his barn and stolen his dirigible. The crash and destruction of his dirigible would have been a major setback for him. However, he found his dirigible just as he had left it and found no evidence that anyone had used it or even entered his property while he was gone. He keeps all of his drawings and information about his dirigible and his flights hidden and secret. He did not find any evidence that anyone had uncovered his drawings or schematics for his dirigible. As far as he knows, no one in town is aware of what he has been doing. He will acknowledge that it is possible that someone may have seen or heard his dirigible during his flights.

He does not know anything more about the crash and tells the investigators that he would like to go to bed. Hiram will ask that the investigators do not tell anyone about his dirigible and that he will be revealing it to the public very soon as it is nearly perfect. He still hopes to make money by selling his design to the government or some company. He has not meant to frighten anyone and does worry that his dirigible will be tied to the crash. If asked, he will admit that he does not think that there was a spaceman on the crashed ship, but that he really does not know anything about it and was never able to see the wreck. He and the judge had a disagreement in the past and the judge will not allow O'Malley on his property and vice versa. He does express a wish to have

been able to see the ship if it truly was a ship from another planet because it would be interesting to see airship designs that were so much more advanced than the ones on Earth. He will also say that airships are going to become more important and it was hard to say who might be working on one and what another inventor might create.

RESOLVE -

Give the investigators each 1 point of Resolve following the interview of O'Malley.

SCENE #3: QUESTIONING THE RESIDENTS OF AURORA

In the morning, the investigators should begin speaking to people in town to find out more about the strange ship that crashed and the burial of the pilot. The town is small and there are a half dozen empty buildings on the main street. The town also has several abandoned schools, many empty homes, and an abandoned cotton gin or two. Many of the farms spreading out from the town look abandoned as well. There are two saloons, a jail, a general store, a blacksmith, a small church, a doctor's office, the hotel with six rooms to rent, a boarding house, a post office (with Haydon's small office for the town's monthly newspaper), and a dress shop.

The information that each town member can provide is found in the Appendix. Remember that the group needs to follow the Rule of 4 for each person they interview. Asking more questions will require raising the Threat Meter.

The jail is manned by the Sheriff's teenaged son, Jimmy Marsdon, as the Sheriff and deputy are taking turns at the cemetery and they currently have no prisoners in the one cell in the jail. The Sheriff is guarding the cemetery during the day and the deputy is there at night. Jimmy was ill during the crash and does not remember anything about what happened that night or the next two days

The town cemetery is a very busy place and will be guarded during the day by the local Sheriff and at night by the local deputy. There is a rough stone fence around the cemetery and a metal arch over the entrance. There seem to be quite a few headstones in the cemetery. Although the investigators will not be able to enter the cemetery, they will be able to get close enough to observe a few things about the headstones.

Anyone who would like to make a Challenging (4) Observation test will be able to read many of the nearby headstones. There seems to be an even distribution of males, females, old and young buried in this area of the cemetery. A large number of the headstones show that the individual died in the second half of 1888. These headstones seem to have been made in a hurry and without as much care as some of the other headstones.

The Sheriff is working hard to keep people back from the gravesite of the space man. If the investigators try to speak with the Sheriff, Eddie Marsdon, he will give them quick answers. An Easy (2) Observation test reveals that he is obviously overwhelmed by all the visitors to the town and seems tired of talking about the crash. Marsdon remembers hearing a loud noise on the evening of the 17th, but he was very tired and went back to sleep as his deputy was on duty at the jail. The next day, he went over to Proctor's property to see the windmill after hearing word about the crash. He saw that the windmill had been destroyed and there was some twisted metal littered around the area. Proctor told him about the ship and the pilot, and that the doctor had come and pronounced the pilot dead. A coffin had been found for the body and the townsfolk decided to give it a proper burial. Marsdon never saw the body but did see the coffin put in the ground. He will not allow the investigators to go beyond the entrance (which has been roped off) no matter how they try to seduce/coerce/intimidate him.

If the investigators speak with any of the out of town visitors to Aurora, they will be told about the newspaper article that spoke about the strange ship crash. Many of the visitors also will have stories about seeing the strange ci-

shaped ships in the air in the last few months.

*Note- The investigators can feel free to speak with people of the town in this scene and this scene can be treated as ongoing until the investigators wish to move to the final scene of this case. Returning to speak with the townsfolk will not raise the threat level unless the investigators return to speak with Haydon, Proctor, Oscar Evans, or Jack Carson a second time- these men will become suspicious and nervous, leading them to remove evidence and cover their tracks.

RESOLVE -

Award 1 point of Resolve to the investigators once they have spoken to four people of the town. They may gain another point of Resolve for every four people they speak with in the town. This will help add Resolve throughout the case.

SCENE #4: THE CEMETARY INVESTIGATION

If the investigators search the cemetery, which they can do without actually disturbing the burial, they will be able to find some clues.

Clue: The Newspaper Article Dropped in the Cemetery

Lead 1: It tells of the crash and was written by a member of the town (True)

Lead 2: It was probably dropped by one of the many visitors to the town (False)

Lead 3: This was left here on purpose (False)

Clue: There is Blood Near the Gravestone of the Pilot (False Clue)

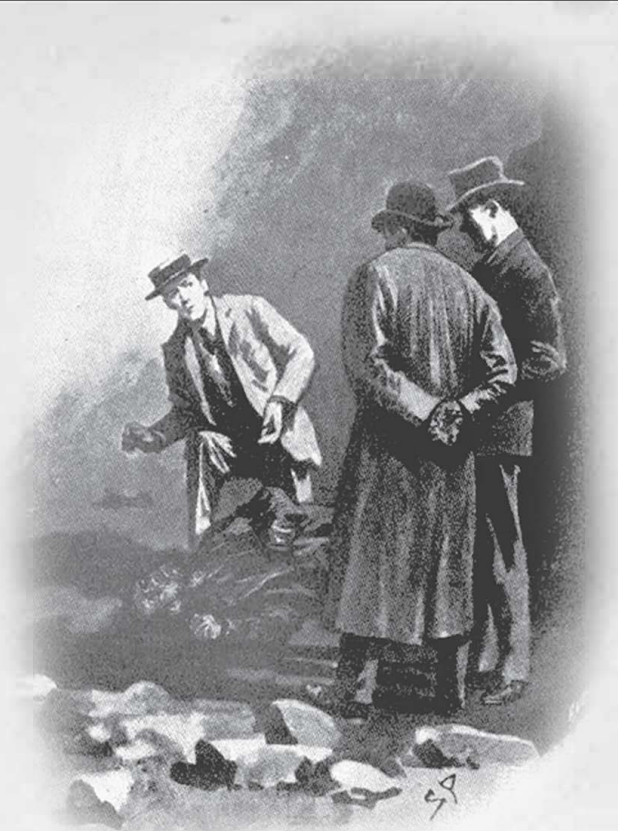
Lead 1: The blood came from the space man

Lead 2: The blood came from one of the grave-diggers

Lead 3: The blood is a strange color

Clue: The Gravestone of the Pilot

Lead 1: It looks like some letters or numbers have been sanded off (True)



Lead 2: The stone might have been a part of the spaceship (False)

Lead 3: It was carved in a hurry (False)

If the investigators decide to come back at night to get a better look at the burial site, they will have to be very careful not to be seen. The men involved in the burial of the space man are very nervous and have a great deal invested in no one ever looking in the coffin. Billy Green is the deputy responsible for watching over the cemetery at night (especially since the crash) as there are so many people in the town visiting and everyone wants to get as close to the burial as possible. Deputy Green is young and handsome, and although he is not completely devoted to his job he will not be persuaded to allow anyone to dig up the gravel. He knows little about the crash or the burial. Since he takes the night watch, he was asleep during the burial. He is one of the only people in town who really does not care about the crash or pilot. He thinks it is the only interesting thing that has happened in the town since he arrived a year ago, but there was almost nothing to see at the crash site and with the pilot dead and buried there is nothing of interest left. He is tired though, and if the investigators wait until 3am, he will fall asleep.

If the investigators examine the gravestone of the pilot, they will find that there seem to be other letters and numbers on the stone that were sanded down. It appears that the stone was a marker for someone else and was changed in a hurry. It looks like some of the older stones in the cemetery.

If the investigators do dig up the coffin, it will take about 30 minutes. They will need to use shovels and at least the light of a lantern to be able to see as the cemetery is on the very edge of the town and it is quite dark as it is a cloudy night. They should make sure to set a guard, in case Deputy Green should wake up. Once they open the plain wooden coffin, they will need to remove the nails holding it shut. This will probably require a crowbar. Inside the coffin they will see a figure that is burned in several places and has little hair on its body. Anyone with knowledge of animals or animal anatomy can make a test to identify the body. On 5 successes, they will realize that it is the body of a chimp, not a space man. If they get 3-4 successes, they will have a strong feeling that it is not a spaceman and that it is some kind of small person or animal, but they won't know anything specifically. In order to not alienate anyone in town who is responsible, the investigators should not tell anyone about opening the burial site and they should try to return everything to the way they found it. They should not reveal their knowledge of the "space man" until they are certain they know who is responsible.

While they are digging up the burial site, have the lookout make a Demanding (5) Perception test against young Charlie Stevens who has been hanging around the cemetery to see if the space man would come back to life. If the investigators fail, or if they have no lookout, Charlie will race back home and tell his parents. This will lower the investigators' status by 3 dots (only for this town - so temporary). If they succeed, they can talk to the boy and try to convince him not to talk (3 successes).

RESOLVE -

Give the investigators 2 Resolve for this scene, reducing to 1 if they disturbed the grave. No Resolve reward if they have been spotted digging up the burial site.

SCENE #5: WINDMILL CRASH AREA INVESTIGATION

The investigators should spend a little time looking over the crash area near the judge's windmill for clues. Judge Proctor is on hand to show visitors the crash site. He tells everyone that they are welcome to look around, but not to touch the windmill as it could collapse further, and that they must not take any of the metal as it might be dangerous since it is from another world. If the investigators have not yet spoken to the judge, they can do so now. He will answer the standard four questions, but will be distracted by trying to watch the visitors on his property. Anyone with Criminal Artistry may make an Average (3) Pickpocket or Shoplifting test to try and take some of the metal without the Judge noticing.

Anyone with a background in metalworking or metallurgy can take a Challenging (4) test to identify the metal as iron that has been burned and painted green.

Clue- Twisted Pieces of Metal Found Around the Area Near the Windmill

Lead 1: The metal looks like the burned and twisted metal in O'Malley's barn (True)

Lead 2: The metal looks like it is not from earth (False)

Lead 3: The metal is glowing a bit (False)

Clue- Axe Near the Remains of the Windmill (False Clue)

Lead 1: The axe may have been used to damage the windmill

Lead 2: The axe was thrown here by the force of the ship crashing

Lead 3: The axe looks freshly sharpened

Clue- Hoe Near the Destroyed Flowerbed (False Clue)

Lead 1: The hoe was left by a visitor to the property

Lead 2: The hoe was in the space ship

Lead 3: The hoe was used to destroy the windmill

Clue- Destroyed Water Tank

Lead 1: The water tank was damaged in the crash and has bits of stone in it (True)

Lead 2: The water tank looks like there is blood on the outside (False)

Lead 3: The water tank is filled with a mysterious substance (False)

Clue- A Cricket-ball Sized Rock Found Near the Windmill

Lead 1: It has a strange, rusty odor (False)

Lead 2: It is dark grey overall and there are many small circles of tan, white, and light grey making up the stone (True)

Lead 3: It feels cold to the touch (False)

RESOLVE -

After the investigators have finished looking over the crash site, give them each 1 point of Resolve.

SCENE #6: CONFRONTING THE CONSPIRITORS IN THE SPACE CRASH HOAX

The investigators should know at this point that the crash is a hoax. Once the investigators have figured out which of the townsfolk were involved in the creation of the crash hoax, they should confront these men. Or perhaps they will choose not to do so, they were instructed only to find out what happened in the town- whether there was actually a crash of a ship from another world. If they confront the conspirators: Haydon, Proctor, Evans, and Carson, the investigators will need to decide whether they wish to allow the hoax to continue or to expose it.

Haydon is close to desperate to save the town and if confronted about the hoax, he is at first willing to pay the investigators to keep the secret of the crash so that the town will gain some fame and perhaps be saved. If the investigators refuse the money, Haydon will pull out a pistol and try to shoot the investigators to stop them from exposing the hoax. Proctor and Carson will defer to Haydon, but they will not join in the gunfight. They will back away if Haydon pulls the gun, but they will not actively try to stop him. The Sheriff wants to save the town, but he will arrest and detain Haydon if he pulls a gun on the investigators.

Give the investigators 5 experience points if they were able to discover the crime without digging up the body, give them 4 points if they dig up the body.

APPENDIX

CHARACTERS:



Samuel Edward Haydon-

Also known as S.E. Haydon. He wrote the article that appeared in the Dallas Morning News on April 19th about the crash. Haydon is a journalist (and an investor in the cotton industry) who has a small office and tiny printing press located in the post office. He prints a small monthly paper for the town and sometimes sends articles to nearby towns and cities. His family has lived in this town for decades and he is very much in love with his

hometown. On the evening of the crash he will say that he was in bed early as he had just finished a long article to the newspaper (false - if the investigators are able to catch the lie, he will say vaguely that he might have been out with friends). He did not go to the crash site, but he did attend the funeral hosted by the town.

Characteristics:

Crafty and Well-Respected in the town.

Artistry 3 (Writing)

Charm 3 (Friendly Persuasion)

Observation 3

Oratory 3 (Lying)

Perception 3

Shoot 4 (Revolvers)



Judge James Proctor-

The judge is a hearty man in his fifties with a long silver beard and cold gray eyes. He is the owner of the property on which the ship crashed. The crash destroyed his windmill. He remembers on the night of the crash that he was inside the house and was looking over papers of a current case he was presiding over. He heard the crash about 8:30 in the evening and took a lantern to investigate. He was shocked to see the wreckage of the ship and of his windmill (false). He looked around a bit, but was frightened by the idea of a space man. He did find the pilot of the ship, but the pilot did not move or speak. Proctor then went to find the doctor, Jack Carson. Carson came and

pronounced the pilot dead. They moved the body to the doctor's office and got a coffin the next day. Proctor found the space man terrifying and did not think it would be good for others to see it. It was so terrible that he refuses to describe the body(false).

Law 4

Observation 3

Oratory 4 (Public Speaking)



Mary and Robert Johnson-

Owners of the general store. Mary remembers seeing the strange cigar-shaped ships in the sky several times over the last few months. They both heard the loud noise the evening of the crash, but did not go to investigate. She and Clara Hansen organized the funeral for the space man, though neither woman was able to see the body since the coffin was already nailed shut when it arrived at the churchyard.

Ruth Smith-

Owner of the dress shop- Remembers hearing a loud noise on the night of the crash. She hasn't seen any of the ships in the sky, but knows that others in the town have. She was ill the days following the crash and was not able to attend the burial of the pilot. Lost her husband and daughter in the spotted fever epidemic, but stayed in the town as she has lived here all her life.

Jack Carson-

Local doctor. Remembers hearing the loud noise sometime after 8pm, but did not do more than look out a window. He did see a bright light, but did not think much of it at the time. He received a visit from Judge Proctor around 9pm and rode out to the judge's land to see what the problem was. As he was there to check the pilot, he did not take time to look around at the wreckage. He looked over the dead pilot and could not find a pulse. There were burns on the body, but it did not seem human. Proctor helped him bring the body back to the doctor's office until they could get a coffin the next day. He performed a basic autopsy, but as he did not want to frighten the people of the town, he did not do a detailed autopsy of the pilot. Also, some of the ladies of the town wanted the pilot to be given a Christian burial and that was done quickly and did not allow for time to study the body. The doctor would have liked to have had time to closely study the body (false, but this is the point where the doctor has almost convinced himself that there really was a space man, so detecting lies will be very difficult). He did attend the burial.

Medicine 5 (Diagnosis, Surgery)

Observation 3

Oratory 5 (Persuade, Believes own Lies)

Research 3

Ezra and Clara Hansen-

Own and run the post office. She remembers seeing a very bright light in the sky as the ship was crashing to the town. She also remembers hearing a loud noise. Because they worked long hours, neither went to investigate. Ezra did take a look at the Judge's property when he delivered the mail the next day. He remembers that the windmill was in a sorry state and there seemed to be bits of smoke still near the crash area. The Judge was outside watching to make sure nobody got too close to any of the bits of the ship or other debris, so Ezra was not able to take a closer look. Clara and Mary Johnson organized the funeral and burial for the space man, but neither saw the body.

Walter and Martha Stevens-

Farmers living near where the crash occurred. Walter and his 10 year old son, Charlie, were finishing chores when they saw the ship fly overhead with a bright light coming out behind it. They heard an explosion and saw a cloud of smoke. Charlie wanted to go and see what it was, but Walter insisted that they finish chores as they needed to make up for the loss of cotton. Walter did go the next day and noted the debris scattered around the judge's property. Since the judge was walking around the property, Walter did not get a chance to look closely at the mess.

Oscar and Helen Evans-

Oscar is the blacksmith of the town. He and his wife have a 15 year old daughter named Mary. The family was sitting around reading the Bible after dinner when they saw the bright light in the sky. They went outside to watch and then heard a loud noise. Oscar set out to investigate, but his horse was spooked and it took a bit to get it back under control. By then Oscar was tired and returned home. The Evans family attended the burial. They lost a son and Helen's sister's family in the spotted fever epidemic.

Peter Ryder-

Owens the saloon. Peter is a large man of about 6 foot 4 inches and is quite broad. He has a handlebar mustache and short black hair. He was busy at the saloon the night of the crash. There were a few cowboys in town that night and they kept the saloon busy. He did hear a loud noise, but there was music being played at the time and he was more concerned with pouring drinks. His brother died in the spotted fever epidemic.

Eddie Marsdon-

Sheriff. He has been standing watch over the cemetery since the crash (at least during the day). He grew up in Aurora and loves the town even though it has gone into decay after the recent troubles. His wife and daughter both died in the

spotted fever epidemic and are buried in the cemetery. It is possible that when the investigators are in the cemetery and observing the gravestones, they may notice the stones for Mary and Elizabeth Marsdon.

Jimmy Marsdon-

He is the fifteen year old son of the Sheriff. As the Sheriff and deputy are busy keeping people out of the cemetery, Jimmy has been recruited to watch the jail during the day. As there is no one in the cell, Jimmy is there to take note of anything for his father to look into later and to be a presence in the jail. He is a large, strong boy and knows his way around a six shooter (which he wears whenever on duty at the jail).

Billy Green-

Deputy Billy has only been a deputy for a year and sometimes doubts that he actually should be a deputy. He loves playing cards and sometimes dreams of becoming a well-known gambler. He is shy when speaking with the fairer sex and believes that being a famous gambler would help him find a wife. He gets to stand watch over the cemetery at night since the crash as there are so many visitors to the town. Because of the night shifts and his desire to play cards at one of the saloons during the day, he is growing very tired and often falls asleep during his night watches.

George Baylis-

Owns the other saloon. His family has lived in the town for decades and he is sad that he will have to close the saloon. He has been planning to move to Houston, but as the town has been quite busy since word about the crash got out he is hoping to stay open a bit longer. On the night of the crash, he had closed the saloon early, as there was no business. He had a few drinks and doesn't really remember much about any light or noise. He did not attend the burial as he's not really a religious man. He

lost his wife and two children in the spotted fever epidemic.

Father Waldo Flint-

A tall, balding man of about 50 years, Waldo is the local priest. He was not in town the night of the crash as he was in a neighboring town giving last rites. He has to take care of several towns these days as the populations are so small, there just aren't enough priests to go around. When he returned, he was approached by Mrs. Johnson and Mrs. Hansen to perform a funeral service for the space man. Flint found it quite odd and protested that they did not know if the pilot was a Christian. The ladies argued that it was the Christian thing to do, even if the space man was a heathen. So, a short funeral was arranged and the body was buried. He did not see the body.

Emma Caster-

She is a thin mousy woman of around thirty years. Her hair is usually in a tight bun and her clothes are spotless. She owned a boarding house in town, but after the recent disasters, she found herself without boarders. She tried to make money washing clothes for some of the single men in town. With the recent crash of the spaceman, people were starting to come to the town to try and see the crash site and the cemetery. Emma decided to try to reopen one of the town's two abandoned hotels. She has seen a great deal of business. She is also a strong proponent of the teetotalism movement, so while she cooks and serves meals at the hotel she does not serve any alcohol. She has been thinking about buying the empty building next to hers so she can have more rooms to rent if things continue to be so busy in town. Her friends, Louise Waterstone and her husband own the boarding house across the street and have been renting out some rooms to the visitors as well. Emma remembers the sound of the crash and the light in the sky, but she had laundry to wash and did not have time to find out what had happened. She did see Louise go out into the street right after the crash.

Louise and Wallace Waterstone-

They own a boarding house in town. They have been renting out rooms to the visitors who are coming to town after the crash, along with their two normal renters: Billy Green and Samuel Haydon. They will not let the investigators look in their renter's rooms. They remember the night of the crash and Louise went out into the street to see what had happened. She wanted to go closer to see what it was that crashed, but Wallace called her back to finish some work. They both attended the burial, but never saw inside the casket. Wallace doubts that it was actually a spaceman, but he is pleased with the visitors to town. He has no idea what it might have been if it was not a spaceman, but it just seems a bit too strange to be true.

Hiram O'Malley-

He is a local cotton farmer and inventor. Short and sturdy, Hiram has curly red hair and often wears a worn brown bowler hat. He has been working on a petrol-driven airship/dirigible. He does not know anything about the crash of the spaceman or about anyone else flying or creating dirigibles in the area. During the time when the spaceman crashed, he was in Dallas visiting his daughter and his sister's family. He was not in town for the burial either. He did confirm that there was no evidence that anyone in town entered his property while he was gone or knew about his dirigible.

Baker Street Clue Card

Clue: *There is a Plain Looking Hatpin with a Butterfly on the End*

Lead:	Lead:	Lead:
<i>This belonged to the person who took the necklace</i>	<i>This is Esther's hatpin</i>	<i>This hatpin is very expensive</i>

Baker Street Clue Card

Clue: *A Small Gold Ring on the Floor*

Lead:	Lead:	Lead:
<i>Someone dropped this and wants this back</i>	<i>It is worth at least 100 pounds</i>	<i>The owner of this ring lost it during dinner</i>

Baker Street Clue Card

Clue: *There is a Brass Button on the Floor*

Lead:	Lead:	Lead:
<i>This was part of a man's uniform jacket</i>	<i>The person who lost this does not care that it is gone</i>	<i>This button fell off of one of the investigators' jackets</i>

Baker Street Clue Card

Clue:

Lead:	Lead:	Lead:

Baker Street Clue Card

Clue: *There are several necklaces in a jewelry box*

Lead:	Lead:	Lead:
<i>They were placed here by the thief</i>	<i>They are all very expensive</i>	<i>They are very old and look like they might belong to royalty</i>

Baker Street Clue Card

Clue: *There are Fancy Ladies' Undergarments in George's Trunk*

Lead:	Lead:	Lead:
<i>They are very expensive</i>	<i>They belong to his mistress</i>	<i>They were hidden here by the thief</i>

Baker Street Clue Card

Clue:

Lead:	Lead:	Lead:

Baker Street Clue Card

Clue:

Lead:	Lead:	Lead:

Baker Street Clue Card

Clue: *There seems to be a Place for a Pilot in this ship*

Lead: <i>A long cord runs from the ship to controls on land in order to fly</i>	Lead: <i>This ship is powered by using one's thoughts</i>	Lead: <i>There are levers and knobs that control this ship</i>
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Baker Street Clue Card

Clue: *Plans for the ship on the Table Written with symbols*

Lead: <i>These contain demonic symbols</i>	Lead: <i>They contain chemical equations for a strange new type of metal</i>	Lead: <i>They are greek mathematical symbols</i>
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Baker Street Clue Card

Clue: *There are Pieces of Metal Lying near the walls*

Lead: <i>The pieces are burned and twisted</i>	Lead: <i>They were damaged in the spaceman's crash</i>	Lead: <i>They were part of the crashed airship and are from another world</i>
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Baker Street Clue Card

Clue: *A Train Ticket dated April 19th from Dallas to Fort Worth on the Fort Worth & Denver Railway*

Lead: <i>Perhaps someone was coming to see the crash site</i>	Lead: <i>Perhaps a survivor from the crash left on the train</i>	Lead: <i>Perhaps someone was coming to steal this ship</i>
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Baker Street Clue Card

Clue: *The Newspaper Article Dropped in the Cemetery*

Lead:	Lead:	Lead:
<i>It tells of the crash and was written by a member of the town</i>	<i>It was probably dropped by one of the many visitors to the town</i>	<i>This was left here on purpose</i>

Baker Street Clue Card

Clue: *There is Blood Near the Gravestone of the Pilot*

Lead:	Lead:	Lead:
<i>The blood came from the space man</i>	<i>The blood came from one of the gravediggers</i>	<i>The blood is a strange color</i>

Baker Street Clue Card

Clue: *The Gravestone of the Pilot*

Lead:	Lead:	Lead:
<i>It looks like some letters or numbers have been sanded off</i>	<i>The stone might have been a part of the spaceship</i>	<i>It was carved in a hurry</i>

Baker Street Clue Card

Clue:

Lead:	Lead:	Lead:

— Baker Street Clue Card —

Clue: *Twisted Pieces of Metal Found Around the Area Near the Windmill*

Lead:	Lead:	Lead:
<i>The metal looks like the burned and twisted metal in O'Malley's barn</i>	<i>The metal looks like it is not from earth</i>	<i>The metal is glowing a bit</i>

— Baker Street Clue Card —

Clue: *Axe Near the Remains of the Windmill*

Lead:	Lead:	Lead:
<i>The axe may have been used to damage the windmill</i>	<i>The axe was thrown here by the force of the ship crashing</i>	<i>The axe looks freshly sharpened</i>

— Baker Street Clue Card —

Clue: *Hoe Near the Destroyed Flowerbed*

Lead:	Lead:	Lead:
<i>The hoe was left by a visitor to the property</i>	<i>The hoe was in the space ship</i>	<i>The hoe was used to destroy the windmill</i>

— Baker Street Clue Card —

Clue: *Destroyed Water Tank*

Lead:	Lead:	Lead:
<i>The water tank was damaged in the crash and has bits of stone in it</i>	<i>The water tank looks like there is blood on the outside</i>	<i>The water tank is filled with a mysterious substance</i>

 Baker Street Clue Card

Clue: *A Cricket-ball Sized Rock Found Near the Windmill*

Lead:	Lead:	Lead:
<i>It has a strange, rusty odor</i>	<i>It is dark grey overall and there are many small circles of tan, white, and light grey making up the stone</i>	<i>It feels cold to the touch</i>

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Lead:

It feels cold to the touch



THE CASE OF THE **Indian Impostor**

By Jessica Geyer

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

Some very important documents have been stolen from Captain Percival G. Hannity. During his engagement party at his estate, someone broke into the safe in his bureau, taking both some personal letters and jewels. It's the letters that has the Captain concerned, to the point of asking Mycroft Holmes for help. Were the letters to come to light, it would ruin the Captain's foray into politics as well as his upcoming marriage. To complicate matters, it appears as if one of the invited guests, an Indian friend of the Captain's, was killed--before his supposed appearance at the party.

THE CRIME

The Captain had a few dalliances with the local women during the Anglo-Afghan War, leading to an illegitimate son. For obvious reasons, he'd

like to keep this a secret from society and his new fiancée. He managed to succeed in this endeavor until now, and the only tangible evidence of the affair is a few letters he kept locked in his bureau.

Enter Hershel Goldstein. The Captain is one of Goldstein's targets for misplaced vengeance. He hopes to shame the Captain by revealing the affair and the child in a public manner.

After hearing of the Captain's engagement party, Hershel first contacted an old acquaintance and mutual friend with the Captain, Surat Singh. Though Surat and the Captain hadn't been in contact apart from the occasional exchange of letters, he was invited to the party as a way of reconnecting. Hershel believed Surat would be sympathetic to his cause considering the Indian also lost much during the war. However, Surat was outraged at the idea of betraying his friend. To keep him from warning the Captain, Hershel

shot him and stole his invitation.

Without a friendly face to get into the party, Hershel turned to the next best thing--an actor, John Waites, who moonlights as a safe-cracker for his crime ring. Tempted by the possibility of pilfering jewels from the Captain's bureau, Waites accepted. He disguised himself with dark stage makeup which, combined with his bushy beard, rendered the imposter undetected.

During the party, Waites was able to gain access to the Captain's quarters, steal the letters and some jewelry from his safe, and finish the evening without arousing suspicion. After returning to his stage company the next day, he learned of Surat's murder and went into hiding, abandoning his theater production for fear of his life. Hershel currently has his associates on the hunt for Waites.

THE THREAT METER

1. Rolled 1s are no longer cause 1s to be successes
2. Waites gets rid of any evidence that connected him to Hershel Goldstein, making it impossible for the investigators to tie Hershel to the crime. Reduce the experience points for this case by one.
3. Waites sells the jewels he stole from the captain, which are now irrecoverable by the investigators and reduces the chances of tying him the theft. Reduce the experience points for this case by three.
4. Rolled 1s, 2s, and 3s on the Sherlock die no longer cause 1s, 2s, and 3s to be successful.

Endgame I: Waites checks out of town, leaving the letters behind for Hershel. Without him, there is no evidence that Hershel was truly behind the crime. All Hershel has to do is abscond with the letters and he is successful in ruining the captain's name. If he can't manage to do this, Surat's murder goes unpunished.

Reduce each investigator's status by one circle.

Endgame II: Hershel is successful and sends copies of the captain's letter to his father-in-law, which ruins not only the captain's future marriage, but also his political career. Reduce each investigator's status by two circles.

SCENE #1: INTERVIEW

The investigators have been called to assist Mycroft Holmes on a case. As always, Mycroft has refused to pay 221B Baker Street a visit and rather expects you to meet him at the Diogenes Club.

If this is the first time the investigators have encountered the Diogenes Club, give ample description of the club. The club itself is completely silent, and the men inside don't even look at each other as they read the paper, smoke a pipe, or have a drink. If the investigators walk silently through the club to the basement door where Mycroft holds his meetings, they will not be given any trouble. If any of the investigators are disruptive in any manner, they will be asked to leave, and the Mastermind may choose to require them to find a new way inside.

Once inside Mycroft's meeting room, the investigators are greeted by two men. One is Mycroft, who is reading a newspaper. Across from him sits Captain Percival G. Hannity, a thick-shouldered and handsome man in his 30s. He watches the investigators as they come into the room.

Mycroft is the first to speak. "Thank you for coming. This is Captain Percival Hannity, a friend of mine. Let us cut to the chase, shall we? I've got quite a bit of business to take care of, today. Take a seat, everyone. Captain Hannity, please explain why we are all here."

Captain Hannity takes in a deep breath and begins. "It would all be embarrassing if it weren't for what happened to poor Surat." He pinches his nose between his eyes. "I feel just terrible about it all. I should have recognized something was wrong."

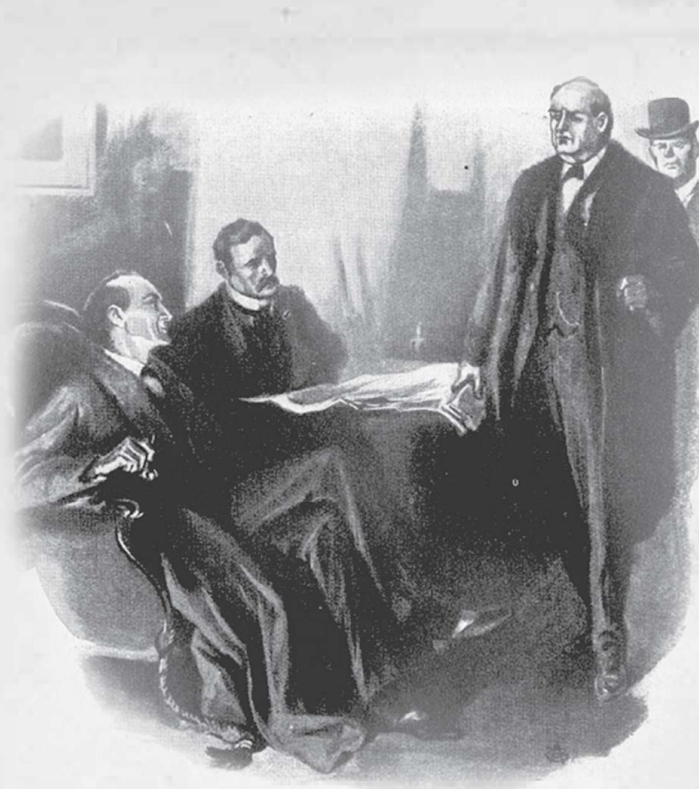
"Surat and I were dear friends when I was in the Navy. One of my best friends, I'll say. After the war, though, we went our separate ways and with the distance, we corresponded less and less. We sent letters to each other on occasion, but I'm sad to say that I let our friendship dwindle. I was just so terribly busy here, especially trying to enter politics.

"But once I became engaged, I had an opportunity to reconnect. My fiancée Anna insisted we throw a party to celebrate our engagement. Of course I agreed. It would make her happy, and it would be a great way to gain interest in my campaign for the House of Commons. I sent Surat an invitation and was actually quite surprised when he returned an RSVP. He was already planning on being in London during the time--it was serendipitous.

"The party, I thought, went off without a hitch. My fiancée is an excellent hostess, you see, so I didn't have to worry about anything. When Surat arrived, I was able to spend a good portion of an hour reminiscing and catching up. He looked and sounded just like I remembered all those years ago. He even had Surat's invitation to the party. I just simply don't understand how I could have been fooled like I was.

"At some point during the party, someone broke into my bureau and robbed me. The thief stole a few jewels from my safe. He broke the lock on my safe when he cracked it, and he must have been in a hurry because he left a few expensive pieces behind. However, he also took some extremely important letters. They were non-descript, in simple envelopes. Aside from being locked away, there wasn't any reason to believe the letters were anything but simple correspondence. That's why I suspected Surat at first..." The captain trails here. He swallows hard and glances over to Mycroft.

Mycroft peers over the newspaper he is reading. "This is where your absolute discretion is required. The letters in question contain information about an affair Captain Hannity had during the war. The affair resulted in a child, to whom he regularly sends money." The captain and Mycroft exchange looks, and Mycroft shrugs before going back to his paper.



The captain clears his throat and continues, a little red in the face. "Yes. I suspected Surat at first. He knew about the child and he was the only one at the party who did, or so I believe. I was furious that an old friend would betray me, but then the police informed me of Surat's death. He was found dead the morning of the party. Which means whoever was at the party couldn't have been Surat."

He gestures to the table in front of him, where there is a scarf and torn piece of paper. (See the handout.) The scarf in question has a brown smear in the center where it would rest around someone's neck. "I found the paper and scarf in my bureau and thought they might be helpful. I don't want police or investigators around my home because it might make my fiancée suspicious. I'd like to keep this as quiet as possible. It's bad enough that someone out there could expose my secret without having Anna asking questions, too."

Mycroft peers over his paper once again. "Captain Hannity here, I believe, will be quite a friend to us if he were to enter the House of Commons as planned. I expect you all to retrieve these letters at haste, lest his secret be exposed."

SCENE #2: QUESTIONS

1. Relationship with Surat

"Surat and I were inseparable during the war. He was a friend and confidant. But as things go, the distance made it difficult to keep up our friendship. He knew about my child, of course, but we never spoke about it directly in our letters. We weren't in frequent contact; just two or three letters a year. I hoped inviting him to my engagement party would allow us to revive our friendship."

2. Other guests at the party

"My fiancée and I invited so many people. Her friends and family attended, of course, as did mine. Of course, I also invited a few members of Parliament and some local businessmen in the area. I thought it would be a good way to promote my candidacy."

3. Time in the Navy

"I spent several years with the Royal Navy. I may have had my youthful indiscretions, but I gained a sense of character during that time, as well. I would say I was quite well-known, both by my fellow soldiers and the natives. Being an officer has helped propel me into politics, as well."

4. Papers stolen

"They were simply letters detailing the money I sent to my son, his schooling papers, and so on. I never had direct correspondence with him or his mother, and I hope to keep it that way, but the letters make my relationship clear to anyone who would read them. I only kept them for my own records. I never expected they'd be stolen. They just look like normal letters, nothing a thief would want."

5. Who knows about the child?

"Of my friends, I only discussed the child with Surat. He was the one who helped me arrange to care for the boy. I did my best to keep everything mum, though I'd wager a few of the other officers had their suspicions. That's all just hearsay, of course, unless the right person reads those letters."

6. Becoming a politician

"I thought entering Parliament was the best choice for my career. My fiancée was the one who really pushed to enter politics. Her father served in the Parliament, you see, and he was more than eager to help me with the connections he has. That will all be ruined, of course, if Anna finds out about the child. I'll never be able to show my face in London again."

"I'm a member of the Liberal party, which might rub some people the wrong way. My future father-in-law Franklin is a member of the same party. He used to be a Whig, you see, but split from them early on."

7. Why was Surat going to be in England

"Surat had investments in a few Indian textile manufacturers. I'm glad for that. After the war, he fell on some hard times. He wrote he had some business to see to in London, but he didn't state what. Surat was always a charming man with a good head on his shoulders. It doesn't surprise me his dealings expanded into England."

8. Surat's hard times

"Many of Surat's business partners didn't agree with him fighting on the British side. It cost him quite a bit in the way of personal and business connections. It took him years to rebuild his fortune. I hope his family is taken care of now that he's gone."

9. Sure it was during the party?

"I noticed my bureau had been broken into right after the party was over, so it couldn't have been later. Before the party, the only people who were around were the servants, none of whom would have cause to break into my safe."

10. Surat's appearance

"It had been quite a long time since I'd seen Surat, but this imposter did a good job of convincing me. Surat has, or rather had, darker skin and of course a thick beard and turban as Sikh's do. He was nothing out of the ordinary in height or weight. Quite similar to my build."

11. Who had access to the bureau?

"During the party, it could have been anyone. I was quite busy being a host. Anna introduced me to someone new every few minutes, so I barely had time to sit down and have a smoke."

12. Fiancee

"I met Anna through my cousin. She was absolutely perfect. I was smitten at first meeting. I've had a few people hint that I married her because of her father's office, but that had nothing to do with it. I couldn't be happier with her."

13. Stolen jewels.

"There were a few sentimental pieces in there but nothing of incredibly significant value. There was a diamond necklace I had planned to give to Anna on our first anniversary, for example. Luckily my grandmother's engagement ring is on Anna's finger. I'm not as concerned about the financial loss but the potential social ruin if these letters come to light."

14. Brown smudge

"Oh?" The captain peers at the scarf. "I didn't even notice that. I hope I didn't ruin any important evidence with mud."



SCENE #3 FOLLOWING UP ON LEADS

Several possibilities for leads exist for the investigators.

1. Speaking to the captain's fiancée is a fruitless effort. She didn't know Surat and only spoke to him briefly at the engagement party. She is quite distraught that someone broke into her fiancé's bureau during the party, but assumes it was a member of the help rather than an invited guest. She has heard about Surat's death, but nothing detailed. Pressing the issue further with her could tip her off about her future husband's secret. If Anna feels the investigators have gotten too pushy with her, she becomes suspicious.

Raise the threat meter.

2. Talking to the captain's future father-in-law is another false lead. Franklin Birch heard about the robbery through his daughter and, like her, believes it was likely a servant rather than a guest at the party. If he's asked about Surat, he tells the investigators he's not surprised it would be "the Indian." Pressing the issue further goes nowhere and only leaves him suspicious.

Raise the threat meter.

3. Speaking to other guests

The other guests at the party don't have much information for the investigators. None of them knew Surat well and only spoke to him briefly. Talking to every single guest on the invitation list or casting suspicion on anyone other than the imposter Surat takes too much time from the investigators.

Raise the threat meter.

4. The help

Talking to Captain Hannity's servant staff is investigating a false lead. The servants have no clue who broke into the captain's bureau and none of them know about the letters. Raise the threat meter if the investigators ask questions

beyond whether they saw someone break in.

5. The child's mother

Trying to contact the child's mother or anyone associated with her proves very difficult for the investigators. It will take a lot of convincing for Captain Hannity to reveal how to contact her, and even then, sending a telegram and receiving a reply takes time and receives no fruitful answer.

Raise the threat meter.

6. House of Commons

Visiting Parliament is investigating a false lead, as well. No investigators of the lower class will have much luck speaking to an MP. Any politically-minded investigators or members of the upper class will have a chance to speak to one. The MP will tell the investigators that the captain's campaign is nothing more than ordinary. It's expected that he will be elected, particularly considering his future father-in-law is an MP.

If the investigators continue looking into the captain's politics beyond this, raise the threat meter.

7. Captain Hannity's Bureau

If the investigators choose to visit the scene of the theft, they won't be able to discover much in the way of evidence. The lock on the safe is indeed broken, but there is no lock on the bureau door, so anyone could have entered.

Lingering too long in the captain's home arouses suspicion, so the Mastermind should raise the threat meter if the investigators begin to dawdle.

8. Surat's murder scene/police

If the investigators want to look at Surat's murder scene, speaking the police in charge of his murder investigation is a likely path. The police are more than happy to share what information they have so long as the investigators drop the right names. They will reveal that Surat was killed in his hotel room at Langham Hotel by gunshot. He was discovered

the morning of the party, which rules out the real Surat being in attendance at the the captain's estate. There wasn't sign of forced entry into Surat's room, so the police believe the killer was someone that Surat knew.

If the investigators ask questions of the police about Surat's belongings, they won't be able to determine for certain if any of Surat's clothing was stolen. They may choose to do another investigation scene at the scene of the crime if they are hard up on evidence.

The police will, however, be able to tell the investigators that an invitation to the party was not found in Surat's effects.

9. Surat's contacts in London.

A little digging into Surat's personal business finds that he wasn't in London for business at all. Speaking to any of the textile manufacturers in the city reveals he had no business connections there. No one claims to have even met the man.

10. The investigators may discover Surat's hotel after speaking to the police about his murder or by asking the right questions of Hershel. Like the House of Commons, lower class investigators will be looked down on in this establishment. They may use persuasion tactics to get in without much fuss, or blend in as staff. Intimidation could also work, but may result in loss of status.

Inside, the investigators will be able to speak to Langham Hotel's clerk. The clerk won't be willing to divulge there was a murder, so the investigators will have to convince him that they're working with the investigation in some way. Again, any intimidation tactics will result in loss of status.

The hotel clerk tells the investigators that the night before Surat's death, a man named Hershel came to see him. The clerk has few details about what the man looked like, but Surat seemed to recognize him. It is up to the Mastermind to decide how the investigators can use this information. Perhaps the investigators have encountered Hershel before, or you could have the investigators roll challenging difficulty roll to test their knowledge and determine if they recognize the name.

10. Another option is to follow through with Mycroft or speak to the captain. Do not allow the investigators to abuse the privilege of access to Mycroft--the man will not be willing to assist them on what he thinks are simple case details. However, for the purpose of this case detail, you may wish to suggest this option. If the investigators do return to Mycroft to tell him about this information, the following conversation will take place (adjust the conversation if the investigators have already encountered Hershel in a previous investigation):

Mycroft raises an eyebrow when the name Hershel is mentioned. "Hershel? That must be Hershel Goldstein. The man has a grudge against people like Captain Hannity. You'd do best to recover those letters as quickly as possible. Goldstein is a slippery fellow. I would be surprised if you found enough evidence to incriminate him."

If the investigators contact the captain about this new information, he will reveal the following: "I knew a man named Hershel Goldstein during the war. It's possible he knew about my child. There were rumors, after all. But he and I were not close at all."

11. Slip of paper

Once it is clear the slip of paper is part of a script, there are several options to follow up. One option is going to the library to investigate. The librarian will have no idea about the play, which may reveal to the investigators that it is not a well-known play or quite contemporary. Searching the library shelves for themselves to match the play will take far too long and prove a fruitless effort. Raise the threat meter if the investigators choose this route.

Another way to determine the nature of the script would be speaking to a playwright, an actor, or someone in the theatre district. Anyone who has knowledge of contemporary theatre will be able to tell the investigators that it is a scene from "The Duchess of Padua." It's an Oscar Wilde play which ran in New York that year, but it didn't match his previous popularity, so almost

all the theatre houses in London refused to produce it, but the rumor is one stage in the city bought the rights to it.

Another option is If any of the investigators are well-versed in theater or literature, they may roll a demanding difficulty roll to determine if they recognize the small excerpt from the play.

It won't be difficult to determine which theatre is producing "The Duchess of Padua." It's the only one in town, and directs the investigators to Waite's theatre house.

12. Convincing Disguise

If the investigators are clever, they'll figure out that anyone who has a good enough disguise to fool an entire party must have some sort of skill in it. Going to a costumier will reveal that the clothes Indians wear are normally sewn at home by wives or at a few specific stores that cater to London's Indian populace. However, a few theater houses have decent Indian costumes.

13. A good place to search either to look into the costume or to the scarf that was left behind would be to go to a tailor. The tailor will be able to tell the investigators that the weave of the fabric is not authentically Indian.

Wise investigators may then determine, in combination with the other clues at the scene, that a trip to the theater district is the best follow up option. The investigators will have to ask the right questions to get them in the direction of any theater house with good Indian costumes, or use their knowledge with the combination of other clues to find Waites's theater house.

14. Brown Smudge

Following up about the brown smudge on the scarf, provided that the investigators learned during the first investigation scene that it was stage makeup, will point them to the theater district in London. If they bring the scarf to a costumier, the costumier can also tell them it is stage makeup. This should lead investigators to realize they are not searching for an Indian man because the thief needed to disguise his complexion.

15. If the investigators discover and visit the theater house where Mr. Waites worked, they'll speak to the director and owner. He seems quite distraught and is hesitant to spend any time discussing affairs. His lead actor playing Guido Ferranti, has abandoned the stage, and a few other actors and actresses have followed suit. The director has been scrambling since then to replace them.

Questioning the director further reveals that his lead was John Waites. He was shocked when Waites didn't show up for rehearsal that day. Waites was usually hard up on money and took any role he was offered. The other actors could possibly be replaced, but because "The Duchess of Padua" already had trouble in New York, not many actors were available to replace Waites.

The director will become leery when the investigators begin asking questions, especially in relation to a theft or murder, for two reasons. First, having his theater house associated with a crime could ruin his reputation and put his already-tenuous house out of business. Second, if Waites were arrested for a crime, it means he wouldn't be able to continue production with the house. Therefore, the director will be very resistant to talk if any discussion of murder or theft comes up. Intimidation on this end will only produce negative results and will result in a loss of status. Bribing the director could work if framed as a favor and is enough to cover payment of a new actor to replace Waites. If there are any male actors in the party of investigators, they could offer their services to replace Waites. They could also promise to return Waites to the theater house after finding him, but this lie would require meeting a challenging difficulty roll and a loss of status for breaking the deal. Any of those routes will lead the director to be more inclined to discuss Waites. He will reveal where Waites often lived, but that no one had been successful in finding him.

16. If Waites hasn't left town, paying him a visit will still result in finding an empty apartment. Allow the players to search around the home. If the jewels haven't been sold, yet, you may also give the investigators a chance to recover these. Have the investigators make an Observation test at a Challenging difficulty, and for each success, give them one of the following observations to use.

Observation 1: Waites keeps his home rather free of clutter, implying he is a careful man.

Observation 2: The books on one shelf of the bookcase in the sitting room are tipped over.

Observation 3: There are scratches on the wooden floor near the bookshelf, showing the furniture has been moved.

There is a safe hidden behind the bookshelf, where the investigators will be able to find the jewels if they manage to open it.

Waites is cowering in the closet. When the investigators open it, he begs them not to hurt him. He isn't going to fight and gives himself up fairly easily. He swears he was going to send Hershel the letters. The investigators have a choice. They can either go along with the ruse that they are with Hershel, using an intimidation roll, whereupon Waites easily gives up the letters, or they can assure Hershel that they are not with Hershel. The second option calms him down enough to explain himself. Stat Waites as a Confidence Man.

Waites admits to stealing the jewels and the letters, but only because Hershel told him to. He had no idea about Surat's death and had nothing to do with it. He explains that he went into hiding when he found out about the Indian's death, fearing that Hershel would kill him, next. He shows the investigators the letters, begging them to help him. The investigators should arrest Waites and prepare to bring him to the police for theft--or whatever other arrangement they make with the man. As they leave, the door to the house opens and Hershel steps inside. "Waites? I'm here to collect."

If Waites has already left town, the investigators will not have a chance to have their Sherlock moment. Hershel and his associates are inside, and Hershel has the letters in hand.

SCENE #4: FINAL CONFRONTATION

Hershel has come to collect the letters. Regardless of whether Waites is there or not, he has no intention of leaving without the letters in hand. If Waites or the investigators are in possession of the letters, his strategy will be to take them by force and escape as quickly as possible. If he already has the letters, the investigators are likely to be between him and the door, so he will try to force his way out.

If the investigators manage to stop Hershel and his cronies from getting the letters, they've saved the captain's reputation. However, it is necessary to have both Waites and Hershel in custody in order to pin down a conviction for both the theft and the murder. If Waites has skipped town, there is little evidence against Hershel. If Hershel escapes but the investigators still have Waites, Waites is hesitant to testify against Hershel for fear of his life. He is likely to become the scape-goat for Surat's murder, as well. This may be the premise for a future case.

Hershel will try to grab the letters and escape with them. If he does, he has a carriage outside for his getaway. Once the letters are in his possession, he will try to escape.

Hershel has a Nobbler with him for one or two investigators, three if there are three to four investigators, and a Bludger for each additional investigator.



Hershel Goldstein

Shoot: 4

Revolver

Fight: 3

Dodge and Defense: 4

Endurance: 3

Perception: 4

Charm: 4

Villainous Guiles:

Criminal Mastermind, Fanatical Following,
Honourable Scoundrel, Resolved to the Cause.

~ Baker Street Clue Card ~

Clue: *Brown smudge on the scarf*

Lead:	Lead:	Lead:
<i>The thief works in a profession that involves dirt or soot.</i>	<i>The thief was wearing dark brown makeup on his neck.</i>	<i>The thief broke in from outside and use the scarf to wipe off dirt</i>

~ Baker Street Clue Card ~

Clue: *Only a Few Jewels Stolen*

Lead:	Lead:	Lead:
<i>The jewels were the true motive of the crime</i>	<i>The jewels were stolen as a distraction.</i>	<i>The jewels were pay-went for the thief for stealing the letters</i>

~ Baker Street Clue Card ~

Clue: *House of Commons*

Lead:	Lead:	Lead:
<i>An MP wants to ruin the captain's career.</i>	<i>The Captain's competition for the House of Commons want to ruin his reputation.</i>	<i>The Captain's politics have made him enemies.</i>

~ Baker Street Clue Card ~

Clue: *Convincing costume*

Lead:	Lead:	Lead:
<i>The thief is an Indian.</i>	<i>The thief has access to detailed costumes.</i>	<i>The thief stole clothing from Surat</i>

Baker Street Clue Card

Clue: *The Captain was Recently Engaged*

Lead:	Lead:	Lead:
<i>The crime was romantically motivated</i>	<i>The Captain's future in-laws do not approve of him.</i>	<i>The party was used as the best opportunity to steal the letters.</i>

Baker Street Clue Card

Clue: *Surat" was Able to Blend in Easily*

Lead:	Lead:	Lead:
<i>The thief is an excellent actor.</i>	<i>The thief was in the Navy with the captain.</i>	<i>The captain was too busy to notice anything was wrong.</i>

Baker Street Clue Card

Clue: *Slip of Paper*

Lead:	Lead:	Lead:
<i>The slip of paper is related to Surat's business dealings.</i>	<i>The slip of paper is related to the thief's profession.</i>	<i>The slip of paper is the thief's calling card.</i>

Baker Street Clue Card

Clue: *Illegitimate Child*

Lead:	Lead:	Lead:
<i>The captain is being extorted for more money?</i>	<i>Someone wants evidence of the child destroyed?</i>	<i>Someone wants information about the child to kidnap him?</i>

~ Baker Street Clue Card ~

Clue: *Surat's Murder*

Lead:	Lead:	Lead:
<i>The thief was an invited guest at the party</i>	<i>Surat was killed because of his friendship with the captain.</i>	<i>Surat was killed because he was uncooperative</i>

~ Baker Street Clue Card ~

Clue: *The Thief had an Invitation*

Lead:	Lead:	Lead:
<i>The thief was an invited guest at the party</i>	<i>The thief had Surat's invitation</i>	<i>The thief forged the invitation</i>

~ Baker Street Clue Card ~

Clue: *The Lock on the Safe was Broken*

Lead:	Lead:	Lead:
<i>The thief is not a professional safe-cracker</i>	<i>Someone interrupted the safecracking.</i>	<i>The thief only had a small window to crack the safe.</i>

~ Baker Street Clue Card ~

Clue:

Lead:	Lead:	Lead:

Baker Street Clue Card

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Clue:

Lead:

Lead:

Lead:



THE CASE OF THE LOST NOTEBOOK OF **Professor Moriarty**

By Matt DeForrest

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

Unlike most cases, the Case of the Lost Notebooks of Professor Moriarty is not a single investigation. Instead, it is a story arc that begins during earlier cases -- perhaps the cases found in this sourcebook. This series of short encounters over the course of a longer campaign will lead to a final investigation, upon which hangs the fate of the economy that is the foundation of the British Empire.

THE CRIME

Before he was the Napoleon of Crime, James Moriarty was a Professor of Mathematics and the author of two mathematical treatises: a famed text on the binomial theorem and *The Dynamics of an Asteroid*. His understanding of mathematics was deep and profound. While his

public work focused on the movement of astronomical bodies, he also undertook a study of the mathematics underlying the new and growing field of economics.

While he was Chair of Mathematics, he began to experiment with some of his initial mathematical models for manipulating the economy. His experiment was successful, in that he was able to amass the money necessary to begin his criminal empire. It came at the cost of several local fortunes and at least one suicide.

Nothing could be proved, of course. Moriarty, even then, was smarter than that. The source of his newfound wealth, however, could not be entirely hidden and it proved a scandal for his University. He was allowed to quietly resign his post and leave -- for London.

While his burgeoning criminal empire consumed

much of his attention, he would return to the the mathematical complexities of this early success when more mundane challenges proved an insufficient challenge for his intellect. He quietly tested some of his ideas through entirely legal means, increasing his personal wealth and providing a public justification for his growing financial status.

These legal gains, which amounted to a portfolio sufficient to provide a comfortable income for the rest of his life, would have been enough for most. For Moriarty, however, it was not a pursuit of wealth. He was interested in the intellectual challenge. For him, only the extraordinary would do. His successes, however, were sufficient test cases for a nefarious but cunning plan -- a plan sufficient to bring an Empire to its knees through one of its cornerstone institutions: The Funds.

What are the Funds?

The Funds are the structured debt of the British Empire, which has been grouped into investments that return set interest rates of three and five percent (and known, colloquially, as the three percents or five percents). They have been safe and stable since the time of Napoleon -- safe and stable enough that the good and great of Victorian society have trusted them to provide the returns that fund trusts for daughters, widows, and orphans. They help to form a financial bedrock for those at the heart of Empire.

If the funds were to begin to destabilize -- or collapse -- it would be sufficient to bring down the government and throw the greater Empire into chaos.

Yet Moriarty knew that no matter how intoxicating such a world-shattering success would be, it would also kill the goose that laid his golden eggs. He had no desire to live in the kind of era such an economic collapse would engender and,

AFTER THE FALL

Unlike many regional criminal syndicates, which lay claim to a tradition and code to bind its membership together, Moriarity's criminal organization revolved around, and depended upon, his towering intellect. After his death at Reichenbach Falls, his empire splintered into factions as his lieutenants laid claims to parts of the organization. As one of Moriarty's private secretaries, Bernard MacDonald understood he was not a viable pretender to Moriarty's throne but could serve as a go between between the various factions. It was in this role that he came across Moriarity's encoded notebook, detailing his plan to profit hugely through the destabilization of the Funds -- either through direct manipulation of the markets or through extortion of the Exchequer. MacDonald did not understand the formulae but his own interest in mathematics was sufficient for him to follow the broad outlines of the theory and, more importantly, know how to implement it.

But before he could put his former employer's plan into action, he needed to obtain control of a sufficient number of shares in the Funds. He has obtained a small stake through respectable means but, if he is to pull off Moriarty's scheme, he will need control of substantially more. It is these efforts that will attract the attention of the investigators and Mycroft Holmes.

ADVICE FOR THE MASTERMIND

Although the subject matter of this case is of a very different kind of story, those looking for a sense of how this longer story arc is designed to play would do well to consider the overarching structure of the second season of Sherlock -- how Jim Moriarty constituted an ongoing presence throughout the series even when he was a minor player in the particular episode. Likewise, the linked, episodic nature of the episode "The Woman" wove the tale of an adversary over an extended period of time instead of adhering to an Aristotelian Unity of Time. While MacDonald may not be as worthy of the game as a Professor Moriarty or an Irene Adler, he should be a threat

who slowly comes into focus over time rather than as a result of a single client appearing with a single case.

In the case of this story arc, there are two interludes, three scenes, and a denouement that make up the whole investigation. The interludes represent moments when the overall story intrudes into the investigators' other, unrelated efforts. These moments may be used at the will of the Mastermind, of course, but it is recommended that they are separated from the two scenes by a separate investigation or two. The two scenes are the moments when the investigators focus their whole attention on MacDonald's efforts. The denouement is when Mycroft Holmes fills in any missing pieces for his confused agents.

THE THREAT METER

As always, the Mastermind should review 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 is increased past the fifth threat, the appropriate endgame happens, and the Investigators are out of luck as the case goes against them.

Because this story stretches across multiple cases, however, the Threat Meter can be modified in several ways. These instances -- and their impact on the case -- are details at each stage of the process.

1. As the Threat Meter increases, the case becomes more difficult. The tension reaches level one. tested 1s on the Sherlock Die no longer cause 1s to be successful.
2. MacDonald has caught wind of the investigation, although he has not been able to determine if

2. the investigation is coming out of 221B Baker Street, Scotland Yard, from a foreign power, or a rival criminal. Nevertheless, he becomes more cautious. The first Watson test connected with his plot to manipulate the Funds (but not other actions in a case where his plots appear) is negated.

3. "Just in case". MacDonald chooses to determine who is investigating him and sends some of his minions to investigate. The nature of this investigation is up to the Mastermind. Perhaps the investigators encounter some toughs who try to beat the information out of them. Perhaps a young gentleman encounters a femme fatale who tries to trick the information out of him. If the investigators get the better of their opponent in the, at minimum, Challenging encounter, the Threat Meter drops by one. If they fail, the Threat Meter remains at three and MacDonald begins to keep an eye on his pursuers.

4. MacDonald begins to use his network to resist the efforts of the investigators. All Moriarty results are now worth one and a half, rounded down (e.g., one Moriarty remains a one but two Moriarty results are treated as if three Moriarty results were tested).

5. "I want in!": MacDonald begins to grow desperate -- desperate enough to have become indiscreet in certain circles. Some criminal elements approach him and are brought in as junior partners. Not only are Moriarty results treated as Sherlock results for the criminal element, Watson results now benefit them as well.

6. Imperial Entanglements: MacDonald begins to grow desperate -- desperate enough to have become indiscreet in even more circles. As a result, other investigations are undertaken by various groups within the Empire -- reducing the investigators flexibility as they discover clues and keep information to themselves. As the Threat Meter increases, the case becomes more difficult. The tension reaches level three. tested 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 case depends on how comfortable the Mastermind is with creating an alternate history for his players. If he is not interested in such things, MacDonald escapes to the Continent. It appears that he has destroyed the Notebooks by burning them -- although the Investigators cannot be certain he no longer possesses the information they contain.

If the Mastermind feels up to the challenge, however, the Investigators begin to read disturbing reports in the Monday morning papers about fluctuations in the financial markets. By Wednesday, the financial crisis has become international and there are reports of runs on banks. By the Monday after, the economy collapses and the Great Depression of the 1920s and 30s begins early. MacDonald and his cronies become wealthy and leave the country to enjoy their ill gotten gains beyond Mycroft's reach. This can either serve as a campaign-ending event or a chance for a very different world -- one where Sherlock Holmes may hasten his return to Baker Street to assist his brother as he scrambles to adjust to this new world.

INTERLUDE ONE - AN UNEXPECTED RESULT

The first indication that something is happening should come as a chance encounter in the course of another investigation -- one that is unrelated to MacDonald's plans.

During the denouement, add this additional piece of information:

"Indeed, I am doubly grateful for your involvement as my predicament appears to have drawn the attention of an opportunist. This note arrived with the post this morning. Given the desperate nature of my situation, I might have taken the blackguard up on his offer."

The note is made up of letters and words clipped from the *Times*.

I have become aware of your situation and believe I can be of some assistance. My assistance, however, does come at a price. I note that you possess a sizable investment in the Funds. If you wish to avail yourself of my services, please make yourself known to me by placing a fresh, white lily on your father's grave. Should I see it there, I will make certain inquiries.

Once the situation has resolved itself, you will transfer your holdings in the three percents to me (Your holdings in the five percents will, I suspect, be more than sufficient to maintain your lifestyle -- so long as you are modestly frugal.)

You will note, of course, my familiarity with your crisis. Should you agree and not be willing to pay, I will make the matter at hand, and your unwillingness to pay your debts, publicly known.

The gravestone in question is easily seen from the street, meaning that anyone could walk by and view the grave without rousing suspicion. The sole physical clue to be found (Moriarty trained MacDonald well) requires a trip to a Baker Street, where Dr. Watson can confirm the paper is Swiss in origin and of the type used by the late Professor Moriarty when he wished to



avoid easy detection -- although the paper is certainly not exclusive to him.

Enterprising investigators willing to go over the prior few days edition of the Times will find that many of the words could have been taken from a brief report of a dispute between a lawyer, a broker, a trust agent before a probate judge about the amount of holdings that should be in the Funds. Some of the shares in the three percents had, according to the report, gone missing.

SCENE #1 - GETTING GREEDY

The second investigation centers on Bartholomew "Saw" Smith, a two-bit tough who occasionally works for MacDonald. He has understood enough to be aware that MacDonald has a strong interest in the Funds but does not understand what they are to capitalize on what he thinks he knows. He has put into action a despicable plan to kidnap one of MacDonald's potential targets -- a recently orphaned school-boy named Eliot Drumm -- and force young Master Drumm to hand over his shares in the Funds. The boy, however, has not reached the age of majority and, therefore, cannot transfer the shares -- even if he wanted to.

While tragic, this affair would not usually come before Watson's protégés. In this instance, however, the late Lieutenant Roger Drumm of the Queen's Bays died while "on leave" in Portugal at the request of Mycroft Holmes. The spymaster, as a result, has taken a special interest in the case -- both out of some loyalty to the boy's father, who died in his service, and because he wants to be certain that there are no repercussions from Lieutenant Drumm's mission. In addition, Mycroft already suspects a connection between the note in Scene One, and has asked Watson to send in the same investigators.

Watson will not divulge their client, saying only that a well respected personage of some note has taken an interest in the case. Should it matter, he will imply to those who have shown an interest in such things that the payment will be made by this personage rather than the boy's middle class uncle.

PART ONE - AN OPEN WINDOW

The Investigators will arrive at the home of Lieutenant Drumm's brother, William. The household is in an uproar over the kidnapping, although Scotland Yard's presence is offering them some reassurance. Fortunately for the investigators, they are expected. The case is being headed up by Inspector Lestrade, who has been contacted by Watson. Given that his old friend has stressed the importance of the case and its importance to unnamed personages, he is willing to assist the investigators as best he can.

Upon arrival at the respectable Westminster residence, they will learn that Lestrade has separated the household into several rooms for questioning. William Drumm is an unmarried senior clerk in an accounting firm. He is understandably shaken by the disappearance of his nephew and explains that he was alerted to the disappearance by the boy's governess, Miss Kelly Little, at just after 9:30 PM. He immediately reported the incident to the policeman who, fortuitously, has been in the area more recently of late.

Miss Little is in a nearby room, where she is attempting to regain her composure. While she genuinely appears to care for her young charge's safety, investigators making a Challenging (4) Observation test will suspect there is more to her reaction than a fear for her young charge.

Miss Little explains that she had put the young boy to bed somewhat earlier than usual because he was feeling indisposed. She had read to Eliot to soothe him to sleep. She then retired to her room down the hall. Within an hour, however, she heard an odd noise from his room. When she cracked the door to make a sure all was well, she discovered his bed empty and the window open. She immediately alerted Mr. Drumm.

The room in question is a small but well appointed room on the second floor. The room is well stocked with toys and books appropriate to a twelve year old. A book lays open on a table near the bed. The window, as reported is open. There is a straight drop to a cobbled back courtyard. A

book lays open on a table near the bed. The window, as reported is open. There is a straight drop to a cobbled back courtyard. A ladder is propped up against the wall just below the window.

Clue: An opened window

Lead: The window is on the second story. Although it is relatively easy to access, it's the work of second story man like Elliot Pramm. (False)

Lead: The window shows scoring where the miscreant lifted the latch. Bartholomew "the Saw" Smith is famed for his use of such a weapon. (True)

Lead: The window is an obvious clue. Too obvious. It points to an inside job. (False)

Clue: A rumpled bed

Lead: The bed is rumpled but shows no signs of a struggle. It appears he knew his kidnapper. (False)

Lead: The bed is rumpled but shows no signs of a struggle. The kidnapper must have used ether or a similar substance. (False)

Lead: The bed is rumpled but shows no signs of a struggle. Was the boy drugged before he went to sleep? (True)

(Eliot Drumm has been suffering from headaches recently and was given a small dose of opium to help him sleep.)

Clue: A muddy footprint

Lead: There is a faint outline of a muddy footprint on the floor next to the window! Come now, inspector: You must instruct you men to have greater care while at a crime scene. (False)

Lead: There is a faint outline of a muddy footprint on the floor next to the window! It appears

to be similar in size to the butler who let us in when we first arrived. We must see if it matches the soil in the back garden. (False)

Lead: There is a faint outline of a muddy footprint on the floor next to the window! Whoever came through the window has left us something to work with. Based on its smell, the miscreant appears to come from the Devil's Acre. (True)

Clue: A well-thumbed book (False Clue)

Lead: The book that lays open on the nursery table is Oscar Wilde's *The Happy Prince and Other Tales*. Why was the nurse reading him "The Selfish Giant"? Is there a connection to the dead father?

Lead: The book that lays open on the nursery table is Oscar Wilde's *The Happy Prince and Other Tales*. The book falls open to "The Remarkable Rocket" -- a parody. Is there class strife lurking in the background of this case?

Lead: The book that lays open on the nursery table is Oscar Wilde's *The Happy Prince and Other Tales*. There is a page corner turned down at the story of "The Nightingale and the Rose." Is there a relationship between the hound nurse and the uncle?

(While there is a kernel of truth behind in the first and third of these leads, all three are false.)

PART TWO - A NARROW ROOM

Devil's Acre is a notorious slum in the shadow of Westminster that has been the focus of reform efforts for several decades. Nevertheless, there remain less than nice places in the neighborhood. In one of the tenements, boy and kidnapper can be found. If the investigators have identified the Knife, they can track him through the streets on an appropriate Streetwise test. They can also ask around about young Master Drumm. Many have seen him, although they are unlikely to give up that information without having an appropriate bribe or withering threat. If the investigators don't have the appropriate skills or lack someone from a

Social Class that can safely or easily approach the denizens of Devil's Acre, you may wish to allow them to get the information they need from one of the Baker Street Irregulars, who happens to be nearby.

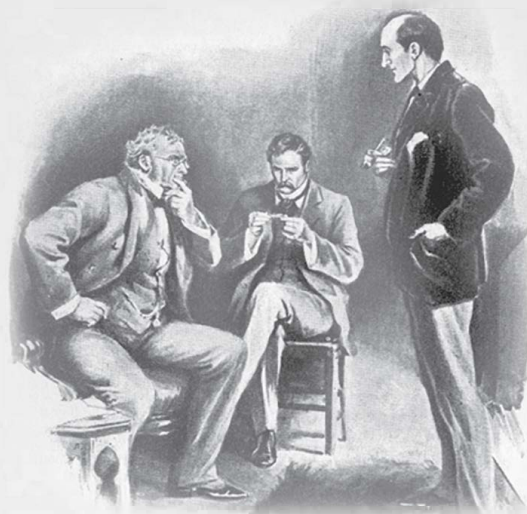
However they obtain the information, they will be directed to a seedy, single room, second floor flat. There, as they may learn after the fact from young Master Drumm, Smith has learned from a friend that Drumm's assertion that he cannot access his fortune is correct and is now desperate. Although he is not a kidnapper by trade, he knows that he has been seen by too many to remain hidden for long.

Unless the Investigators take precautions, Smith will grab the still groggy Drumm and hold his knife to the boy's throat the moment they enter the flat. He has no intention of killing the boy (he's not afraid to kill but he knows killing a boy from the middle class will mean the gallows the next time he is picked up), and is willing to negotiate his escape. Given the choice, he will surrender rather than harm the boy. Use the Nobbler from page 126 of *Baker Street: Roleplaying in the World of Sherlock Holmes* for Bartholomew "Saw" Smith with the addition of his signature "frighteningly wicked, serrated knife." Should it become necessary, use the Street Urchin (Newspaper Boy) profession -- substituting Theology for Street Smarts -- found on page 30 for Eliot Drumm.

After being taken into custody, Drumm is accidentally released twelve hours later because of a strange paperwork error. This convenient mistake may or may not attract the attention of the investigators. Any investigations made will be stonewalled by Scotland Yard, who explain that it is a purely internal matter and under investigation. Should one or more of the investigators have some kind of appropriate direct or indirect access (e.g., they work for Scotland Yard or know someone in Scotland Yard who trusts them with their career), they will learn that the document ordering his release was perfectly in order and seemingly appeared out of nowhere. The signatures are perfect forgeries. There are whispers, among those who are in the know, that nothing of this kind has been seen since the deaths

of Holmes and Moriarty.

Whether they notice these things or not, his unexpected release does, for a moment, attract the attention of Mycroft Holmes -- who decides it is a coincidence worth noting and remembering.



INTERLUDE #2: ANOTHER NEWSPAPER CLIPPING

At some point in another investigation, an envelope arrives at 221B Baker Street. Within the envelope is a newspaper clipping of a recent murder. Stanley Donnovan, a known forger, was found murdered. The wound is reported to have been surprisingly large, and messy -- as if someone had taken a thin saw to him.

That such a murder might take place is not the cause of the story. What made the press take notice is that a single, bloodstained share of three percent stock was found on his person. The stock was a good, but detectable, forgery and the newspaper recommends that all readers take care in their choice of an agent for such matters and be on the lookout for such things.

The injunction to be on the lookout is circled in red. Those who achieve a Challenging success on an Observation test will know that the pen and ink used are both of exceptional quality. A Heroic success will allow investigators to either recognize that they have never received a note from this individual or that the handwriting belongs to Mr. Mycroft Holmes.

Before the investigation into the clipping becomes too much of a distraction, return the focus of the evening to the investigation at hand. If pursued with Watson at a later time, he confesses that he is unfamiliar with the case mentioned and that he does not know why the clipping would have been sent. Mycroft himself will remain unavailable for comment.

SCENE TWO - A BREAK IN THE CASE

MacDonald has made all too human a mistake -- a mistake that results in a break for the investigators. For years, he has enjoyed the affections of Kathy Stark, a singer whose voice is more impressive than her looks -- a severe limitation in the small music halls where she performs. Sensing he is on the way up, MacDonald has taken up with Carla de Veri, a young stage actress and ingenue whose looks are more impressive than her acting. Unfortunately for MacDonald, Stark is observant enough to have seen the writing on the wall and aware enough to know he is up to something big. And although London is a big city, the world of professional entertainers isn't so big that she was not able to confirm MacDonald's infidelity.

During her last visit to MacDonald, she was able to commit to memory a portion of Moriarty's formula. She has taken it to Scotland Yard, along with enough pieces of information to make her credible enough to gain an audience with Inspector Lestrade. While he questioned her, the formula was sent to Mycroft Holmes by one of his agents on the force. While there is not enough information in the fragment to know how and when MacDonald will strike, there is enough for his encyclopedic mind to reel back in horror at the implications and immediately send for Watson.

While Lestrade is more than willing to admit that he cannot make heads or tails of the formula, his instincts tell him that this is something big -- bigger than him -- and that he will both need to move fast and to get help. He

dispatches a plainclothes unit to watch MacDonald's residence and brings Miss Stark to Baker Street. Should it become necessary, use the Opera Singer profession from page 23 of *Baker Street: Roleplaying in the World of Sherlock Holmes*, with the addition of the Quick Study Personal Characteristic, the Pretty Voice Professional Characteristic, and the Plain Jane Negative Characteristic.

Mycroft Holmes' telegram, informing the investigators they will take the case, arrives before him.

But what does the telegram say?

As much as we would like to provide you with a single text of Mycroft's telegram -- for dramatic effect, if nothing else, too much depends on how you have used Mycroft in your campaign at this stage. Have the investigators become agents of his? Is he coldly aloof? Has he remained in the shadows? Has he not appeared at all?

Agents of the Crown:

Lestrade bringing you case. Accept it. Highest priority. Remember warning about the Saw. = M

Aloof or distant:

Lestrade bringing you a case of great importance. For the sake of the Empire, accept. Remember clipping re: the Saw. = M

Shadowy or Unseen:

Lestrade is coming with a case. It is urgent that you accept for the sake of the Empire. Remember clipping re: the Saw. = Watson

There is one clue card associated with the telegram:

Clue: An Urgent Message

Lead: The sending address is from Barrel Station. Has anyone heard of that Telegraph Office?

Lead: The telegraph receiving location is listed as Baker Street IR. Has anyone heard of THAT telegraph office?

Lead: This doesn't feel like standard telegraph paper. Could this be a trick?

All three clues are accurate descriptions of the situation. What the investigators may or may not know, depending on how often they have worked with Mycroft, is that the Barrel Telegraph Office is a secret station in the depths of the Diogenes Club -- a reference to both the philosopher for whom the club is named and the tun in which it is hidden. The Baker Street IR station-- IR being Mycroft's nod to his brother's status as an irregular in his service much like Holmes' own Irregulars -- is a secret station using a line contained in the telegraph cables that stretch across London reserved for high priority, coded government communication. The paper used is slightly different from other telegraph paper, allowing Mycroft's agents to determine by touch if the telegram is of the highest priority or not.

PART ONE: A WOMAN SCORNE

Soon after the investigators finish discussing the telegram, Mrs. Hudson announces that Inspector Lestrade and a lady (observant investigators may notice a pause before she says the word) have arrived and would like to speak with them. Following the usual introductions, Miss Stark offers them the following:

"You must understand that a woman in my place doesn't have as many options as some. I admit that I knew Mr. Bernard MacDonald was involved in some less than reputable business, but I dismissed it. How bad a business could an archivist at a private library be involved in? And, in truth, I confess to you, like I did to the Inspector, that I still don't know. All I know is that it is something big.

"I realize my coming to you with this may seem



petty. After all, I am here because of an injury he has done to my heart rather than because he has murdered someone. But he is planning to leave the country with...with..... Well, he has cast me aside. For an actress. Named Carla di Veri. It's not her real name, of course. Who knows what she was called before she decided to ply her looks upon the stage in the hopes of finding something better.

"Given that he has left me for her, I cannot help but think that Bernard...that is, Mr. MacDonald, no longer qualifies as better, in my estimation. He and I were well matched, in terms of our looks. You wouldn't give him a second glance were you to meet him on the street. But word's begin to spread that he has something big afoot. And he has more money over the past year -- from investments, he told me.

"I had hopes that they were being set up to maintain us in our declining years.

"I trust you won't put me through the details of how his increasing distance made me suspicious and how friends who I initially did not want to believe alerted me to his interest in Miss di Veri. Eventually, I had no choice but admit that it might be true. When I went to his home to

confront him, he admitted it and ended things.

"I was able to commit some things to memory before I left. He had been puzzling over some mathematics for several months -- some things he found in some notebooks where he worked. I committed some of them to memory and have provided them to the Inspector.

"Whatever he has planned, it is going to happen soon. My friends tell me that Miss di Veri has left her role and is leaving for France by packet tonight."

As she is concluding her explanation, Lestrade passes the investigators the fragment of a formula that she has written down. The formula clearly indicates that it applies to the Funds. The ability to identify it as a portion of a formula to calculate how often to buy and sell a certain number of shares to create an increasingly unstable market requires a Heroic (6) Commerce or Science skill test. Understanding how it works requires a Nigh Impossible level success.

Clue: She Mentioned a Notebook

Lead: A private library? A perfect place for mathematical mastermind to quietly work on their master plan! (False)

Lead: A private library? Didn't the Countess of Lovelace's papers end up in a private library? (False)

Lead: A private library? Didn't the Countess of Lovelace's papers end up in a private library? (True)

If asked, Miss Stark knows the name of his place of employment is the New Occident Library.

Clue: The Packet to Calais, you say?

Lead: Calais? Good Heavens, the Bonapartists are attempting to bring us to our knees! (False)

Lead: Calais? He's on the run! Thank Heaven his plots were uncovered before he could put them into action. (False)

Lead: Calais? What does it matter? If his target is the Funds, he could attempt to manipulate them from anywhere. (True)

Clue: Tonight, you say?

Lead: To Dover? Then all is lost! We have no way to reach them. (False)

Lead: To Dover? We must telegram to have them taken before they leave the country! (See Note)

Lead: To Dover? They will have to travel on the 6:40 from Victoria Station if they have not already left! We must hurry if we are to catch it! (True)

Note: The second lead might be possible but they would be trusting the local constabulary to be skilled enough to identify a man so plain and so likely to disappear.

As they discuss this clue, Lestrade will comment that they need not overly concern themselves because he had sent a plainclothes unit to pick him up when he arrived home. "I hope you told them to change out of their boots," Miss Stark observes. "That's how he taught me to pick your men out in a crowd."

The investigators do not need to test to successfully observe the blood drain from Lestrade's face.

PART TWO - ALL ABOARD!

Unless you wish to increase the tension, the investigators can reach Victoria's Station in time to purchase tickets with some time to spare. Of course, getting there and to the train will not entirely solve their problem. There are three classes on the Dover train (£0 22/0, £0 15/6, or £0 10/0 depending on the class, for a return fare). And while the relatively closed confines of the train will give them time to search, the ease with which their quarry can leave the train will require the

investigators to remain on their guard.

Of course, there is an additional problem. The rail carriages' compartments are not connected by a shared hallway. Each compartment is entered through a door that opens directly onto the platform. Also, investigators will have to determine how willing they are to adhere to status. Unaccompanied ladies are expected to sit in the ladies-only carriages appropriate to their class. Adhering to the expectations of their society, despite the added complications it brings here, is easily worth a circle.

STATION	DEPARTS	STATION	DEPARTS
Victoria Station	6:40	New Brompton	8:22
Crystal Palace	7:04	Rainham	8:30
Beckenham	7:11	Sittingbourne	8:44
Shortlands	7:14	Teynham	8:52
Bromley	7:17	Faversham Jct	9:02
Bickley	7:23	Selling	9:10
St. Mary Cray	7:29	Canterbury	9:30
Farmington	7:43	Bekesbourne	9:37
Meopham	7:55	Adisham for Wingham	9:44
Sole Street	7:58	Shepherd's Well	9:54
Rochester Bldg	8:13	Dover	10:10
Chatham	8:17		

Investigators who ask will certainly expect MacDonald to be in one of the second class cars -- which is where he is. Despite being a member of Moriarty's inner circle, he is observing certain proprieties by traveling alone while Miss di Veri rides in the ladies car. While she is adventurous and worldly enough to have shared a carriage with him, he is also aware that he is being sought by the authorities (He noticed the plainclothes officers by their boots.). It wasn't difficult for him to learn that Miss Stark was seen visiting Scotland Yard. By sitting in a different carriage than Miss di Veri he is simultaneously sheltering her and reducing his chances of having her arrested if he is caught and reducing his chances

of being caught if she is identified (He is aware that she is innocent of any crime and, thus, can be questioned but unlikely to be arrested). Should it become necessary, use the Stage Actor profession from page 28 of Baker Street: Roleplaying in the World of Sherlock Holmes, with the addition of the Pretty Face Personal Characteristic, the Poised and Polished Professional Characteristic, and the Just a Pretty Face Negative Characteristic. She is traveling with a suitcase and a hat box.

If the investigators look for a couple acting suspiciously in second class, they will discover one on an Average success. On a Challenging success, they will notice that the couple, who are making it difficult to identify them, do not match the description they were given. (The lady, in this case, is a brunette, while di Veri is a blonde.) On a Demanding success, they will be able to deduce that this couple is in the process of eloping.

The approach taken by the investigators will determine the course of events. They can try to persuade di Veri of her true situation (Like Stark, she is willing to look the other way about MacDonald's criminal connections. This is primarily because he is such an improbable criminal mastermind.). They can try to corner and capture MacDonald at any point along the line. He is, initially, watching carefully to make sure he isn't being followed. Unless the Threat Level has reached an appropriate level, he will not recognize the investigators. He will only begin to lower his guard at St. Mary Cray. One of the few things that might make him stand out is that he's traveling with a briefcase and a new, soft-sided bag that, on a Challenging (5) Observation test, appears surprisingly empty.

Disturbingly, Investigators who have the opportunity to search MacDonald's briefcase will discover that there is a timeline and some notes on what to sell when. The notebook that Miss Stark mentioned is nowhere to be found. If appropriately pressured, MacDonald admits that it remains in the stacks of the New Occident Library. Investigators with the Research skill may attempt to make an Easy (2) test to remember to ask him for the box number (PrJM 23) that contains the notebook. Whether he attempts to

deceive the investigators depends on how successful they were in persuading him to reveal the location of the notebooks. As a rule of thumb, four successes will be enough for him to provide investigators with truthful information. Success built more on good role playing should lead to success as well.

Taking MacDonald off the train poses certain difficulties as well, unless one of the investigators have some kind of title, legal authority, or connection. They can, of course, try to coordinate with Lestrade or Mycroft via telegraph and have local constables waiting at any station -- assuming they keep an eye on the timetable and give sufficient time for everyone to organize and mobilize. The local constabulary will, at least, be able to recommend local accommodation for the Investigators who, unless they capture him before Meopham, will have to wait for the morning train back, putting them into London no sooner than 9:45 AM.

For Masterminds whose particular campaign style leans more towards a "ripping yarns" feel, or have an investigator whose role is to engage in fisticuffs who has been left out of the evening's action, or if you think his presence will add a narrative completeness, feel free to add Bartholomew "Saw" Smith to the mix. He will be seated in the third class carriage compartment immediately adjacent to MacDonald's Second Class carriage compartment. Unlike MacDonald, he will recognize the Investigators the moment he spots them.

SCENE #3: LOST NOTEBOOK FOUND

Following the capture of MacDonald, the Investigators will need to obtain Moriarty's notebook. Unfortunately, they are not the only ones who have taken an interest in the notes. No matter how well, or how quietly, the Investigators have managed to apprehend MacDonald, word has leaked out in certain circles that a tool of the late Professor Moriarty that could destabilize the Empire is up for grabs. One radical Indian Independence cell, led by a man

with an interest in mathematics, has deduced the first place he should look for this economic super-weapon.

PART ONE - I'D LIKE TO READ A BOOK

The first challenge faced by the investigators will be getting in the door. The New Occidental Library is a private library rather than a public one. As such, it is as much an academic club as it is a building housing books -- one that will feel warm and welcoming on what has turned out to be a damp, pea souper of a day. This is not to say the door is closed to everyone. There are ways for investigators to legitimately enter:

- 1) By some freak chance of fate, they are already members in good standing of the New Occidental Library Society. While this is exceedingly unlikely, upper class investigators with an established history of giving broadly to learned societies could have a legitimate claim to having given -- and gained membership -- prior to the investigation.
- 2) They are sufficiently established scholars or researchers to be welcomed in as guest researchers. Any investigator with a skill of 6 or above in Research, Science, Social Science, or Theology is immediately recognized and granted a guest pass. They may bring in with them one assistant.
- 3) An investigator with less than a 6 in the skills mentioned immediately above can attempt to achieve a Heroic success. (Those making this attempt can only be assisted by investigators with a 6 or more in the skill.) If they do, the librarian checking credentials happens to recognize their name from some work and will let them in -- again, with the extended courtesy of allowing a single research assistant.
- 4) An investigator has an appropriately impressive title -- a knighthood, being a member of the peerage, or being a professor of a recognized university.

Exceptions can, of course, be made based on prior actions in your campaign or appropriate back stories. Famous antiquarians or adventurers who

have added to the body of scholarly knowledge will find welcome.

All investigators who enter in this manner are expected, of course, to behave appropriately, based on their station and title. This will, of course, give a certain greater leeway to known men of action as events unfold.

The second problem, which everyone who achieves a Very Easy (1) Research test knows, is that a library of this type is generally not a circulating library and that, circulating or not, they are highly unlikely to let manuscripts be removed from their archives. Undoubtedly, Mycroft Holmes can arrange it but it will take an hour and a half for the appropriate letter to reach the library. This is not to say it is impossible to request Moriarty's notebooks. It will, however, take a Heroic(6) Charm (or similarly appropriate) test to convince the library to allow the notebook to leave. It is Nigh Impossible to get permission to access the stacks -- a request that will result in the loss of a circle in Status, whether the test is successful or not.

Mr. Bhavin Simhan, the founder of the Order of the Avenging Python and a student of mathematics at the University of London, has heard rumors of Moriarty's Notebooks, and what they might contain, through both academic and revolutionary circles. The most benign theories involve statistical analyses of how traffic in London could be manipulated to improve traffic flow (or constrict it, for nefarious purposes). The most outlandish posit the use of an asteroid to sink vessels as large as a dreadnought. He had discounted such rumors until word went out that MacDonald had been captured because the girl he cast aside had turned over a scrap of formula. In most circles, this report has been cause for amusement. For a student whose own passion for mathematics was excited by an early reading of *The Dynamics of an Asteroid*, it was as clear an indication as possible that he should take the rumors very seriously. He has assembled his entire Order -- they total four in number, including Simhan -- and two hired Thuggees to obtain whatever notes are required by any means necessary. In this case, what is necessary is breaking in through the back door and stealing all six boxes of Moriarty's papers.

How the investigators learn of these plans depends on their own actions. If they are requesting access to the papers through traditional means, the first indication that something is wrong is a cry for help from a librarian in the stacks -- a cry that requires a Challenging (4) Observation test. If any investigators are prowling the stacks, they come across the Thuggees as both round a corner on opposite ends of an aisle of books.

Whichever of these triggers the start of the encounter, one of the Thuggees barks an order that is relayed through a door at the bottom of a rear stairwell, where one of the four members of the Order turn off the supply of gas to the building. For a brief moment, the gas lamps that illuminate the reading room and the stacks flicker, gutter, then go out.



The stacks are three stories tall. Each floor has five aisles of shelves, going left to right. There are three aisles going front to back (two at either end and one bisecting the shelves at the midpoint of the room). There are spiral staircases at each corner of the room. The four members of the Order carry shuttered lanterns. One is stationed at the back door. Simhan is consulting the catalog at the back of the second floor, trying to determine where Moriarty's papers are kept. He will uncover their location six rounds after the Thuggees are spotted -- whether they are spotted by an investigator or the librarian who cries out. He will then signal his compatriot at the back door to come up by tapping on the railing of the spiral stairwell three times. They will then make their way to the boxes, located on the front half of the first aisle of the third floor. Once they have collected the boxes, they will retreat down the back stairwell and, once at the bottom, whistle to their comrades so that they can make their escape.

The other two are in the company of the Thuggees, who are stalking the first and second floors, seeking out anyone who would oppose them. Use the Professor of Science profession from page 28 of *Baker Street: Roleplaying in the World of Sherlock Holmes* for the members of the Order of the Avenging Python. Bhavin Simhan has the addition of the Revolutionary Fervor Personal Characteristic, the Up and Coming Mathematician Professional Characteristic, and the Flexibility of a Fanatic Negative Characteristic. For the Thuggees, use the Choker from page 119 of *Baker Street: Roleplaying in the World of Sherlock Holmes*, with the addition of Weapon 4: Garrote. Both carry Silent but Deadly versions of the weapon.

THE DENOUEMENT - A WORD WITH MR. MYCROFT HOLMES

Following the capture of MacDonald and the recovery of Moriarty's Notebooks, the investigators are invited to a meeting with Mycroft Holmes at the Diogenes Club. Watson

escorts them to the meeting, briefing them, if necessary, about the rules of the Club and the critical need for their absolute discretion in this matter. If the investigators have demonstrated an inability to be discrete in the past, they will find Mycroft waiting for them in 221B Baker Street one evening. Whichever location they are escorted into by Watson, they will find Mycroft reading Moriarty's Notebooks.

"It is the greatest of tragedies that such a mind was twisted to evil rather than employed for the common good," he begins without any preliminaries. "The late Professor Moriarty's mind was not only deep and subtle but pre eminently gifted in his field of study. Indeed, it has taken me the better part of a week to come to grips with the theories he has outlined here. They are diabolically clever and, if put into action, would without question have caused the collapse of the Funds and the ruination of the British Economy.

"That such a thing is possible must, of course, remain the highest of state secrets -- lest even the theory inspire others to explore this kind of study. But whether or not others take up that possibility is a matter for a different time. What matters now is what to do about all of you.

"The Great and the Good of the Empire, whether they know of it or not, stand in your debt. And it is certainly the case that the overwhelming majority will never know the service you have rendered the Empire. Nor am I permitted to let you know with any degree of precision those personages who now recognize your names. Rest assured, however, that they are in most elevated positions.

"I would say that I am at your service but my service is spoken for. I am, however, in a position to make you an offer. Much like my late brother, I am a man who is approached when puzzles need solving and problems need fixing. I draw my clientele from a much narrower, and much more official, circle. They are cases that require the utmost of discretion and willingness to have one's greatest successes remain out of the public eye.

"Should I have need of your services, would you be willing to answer the call?"

Bernard MacDonald

Too oily to be dashing and too bookish to be rakish, Bernard MacDonald is not unpleasant to look at but eminently forgettable. While he bristles at having lived his life in the shadow of others, he has come to recognize that his anonymity is one of his greatest assets. His peers in the criminal world, like Colonel Sebastian Moran, continuously overlook him. As a result, he is not perceived as a threat by any of them and he is in a position to easily manipulate them to his own ends.

While Moriarty was alive, MacDonald was part secretary, part amanuensis and (very) occasional sounding board. He was never quite good enough to become a Watson-like figure but Moriarty did recognize he was more than a mere minion.

After Moriarty's death, MacDonald quickly learned he was not in the running to become the heir apparent to any portion of Moriarty's vast criminal network. He was clever enough to notice that he could serve as an indispensable nexus point between the factions that formed -- a role that afforded him little power but some respect and a great deal of security. He may not be able to pull the strings from his position at the center of Moriarty's web, but he can sense the vibrations as others do. He has begun to notice that some of the more distant threads have begun to go slack -- without explanation or reason. He has no inkling that Holmes is out there, dismantling the network one piece at a time. Nevertheless, he does perceive the threat and is looking for a way to quietly and comfortably retire -- preferably to a city in Mexico or on the United States' Pacific coast, where he believes no one will find him.

To that end, MacDonald has put into practice Moriarty's theories. He discovered Moriarty's mathematical notebooks quite some time ago. The formulas and steps to the plan outlined there were simple enough for him to follow -- although he cannot fathom their theoretical underpinnings.



Charm 4

Ingratiating Manner

Commerce 4

The Funds

Criminal Artistry 6

Knowledge Broker

Customs 5

Criminal Underworld

Dodge and Defense 3

Hide 6

Disappear in a Crowd

Observation 4

People

Perception 5

v. Hide

v. Menace

Reason 6

Logic

Research 7

Archives

Catalogue Searches and Cross Referencing

Library Science

Street Smarts 5

Professional Crime

Class: Middle Class

Status: 5 dice

Characteristics:

Personal: Knows Where All the Bodies are Buried

Professional: Knows the Right Man for the Job

Professional: At the Center of the Web...

Negative: ...but Not Quite a Spider.

Negative: Eminently Forgettable

Villainous Guile: Fades into the Background

Villainous Guile: Owed Many Favors

Baker Street Clue Card

Clue: *An opened window.*

Lead:	Lead:	Lead:
<i>The window is on the second story. Although it is relatively easy to access, it's the work of second story men like Elliot Prunum.</i>	<i>The window shows scoring where the miscreant lifted the latch. Bartholomew "the saw" Smith is famed for his use of such a weapon.</i>	<i>The window is an obvious clue. Too obvious. It points to an inside job.</i>

Baker Street Clue Card

Clue: *A muddy footprint*

Lead:	Lead:	Lead:
<i>There is a faint outline of a muddy footprint on the floor next to the window! Come now, inspector: You must instruct you men to have greater care while at a crime scene.</i>	<i>There is a faint outline of a muddy footprint on the floor next to the window! It appears to be similar in size to the butler who let us in when we first arrived. We must see if it matches the soil in the back garden.</i>	<i>There is a faint outline of a muddy footprint on the floor next to the window! Whoever came through the window has left us something to work with. Based on its smell, the miscreant appears to come from the Devil's Acre.</i>

Baker Street Clue Card

Clue: *A rumpled bed.*

Lead:	Lead:	Lead:
<i>The bed is rumpled but shows no signs of a struggle. It appears he knew his kidnapper.</i>	<i>The bed is rumpled but shows no signs of a struggle. The kidnapper must have used ether or a similar substance.</i>	<i>The bed is rumpled but shows no signs of a struggle. Was the boy drugged before he went to sleep?</i>

Baker Street Clue Card

Clue: *A well thumbed book*

Lead:	Lead:	Lead:
<i>The book that lays open on the nursery table is Oscar Wilde's <i>The Happy Prince and Other Tales</i>. Why was the nurse reading him "The Selfish Giant"? Is there a connection to the dead father?</i>	<i>The book that lays open on the nursery table is Oscar Wilde's <i>The Happy Prince and Other Tales</i>. The book falls open to "The Remarkable Rocket" -- a parody. Is there class strife lurking in the background of this case?</i>	<i>The book that lays open on the nursery table is Oscar Wilde's <i>The Happy Prince and Other Tales</i>. There is a page corner turned down at the story of "The Nightingale and the Rose." Is there a relationship between the hound, nurse and the uncle?</i>

— Baker Street Clue Card —

Clue: *An Urgent Message*

Lead:	Lead:	Lead:
<i>The sending address is from Barrel Station. Has anyone heard of that Telegraph Office?</i>	<i>The telegraph receiving location is listed as Baker Street IR. Has anyone heard of THAT telegraph office?</i>	<i>This doesn't feel like standard telegraph paper. Could this be a trick?</i>

— Baker Street Clue Card —

Clue: *She Mentioned a Notebook*

Lead:	Lead:	Lead:
<i>A private library? A perfect place for mathematical mastermind to quietly work on their master plan!</i>	<i>A private library? Didn't the Countess of Lovelace's papers end up in a private library?</i>	<i>A private library? Didn't Professor Moriarty's academic papers end up in a private library?</i>

— Baker Street Clue Card —

Clue: *The Packet to Calais, you say?*

Lead:	Lead:	Lead:
<i>Calais? Good Heavens, the Bonapartists are attempting to bring us to our knees!</i>	<i>Calais? He's on the run! Thank Heaven his plots were uncovered before he could put them into action.</i>	<i>Calais? What does it matter? If his target is the Funds, he could attempt to manipulate them from anywhere.</i>

— Baker Street Clue Card —

Clue: *Tonight, you say?*

Lead:	Lead:	Lead:
<i>To Dover? Then all is lost! We have no way to reach them.</i>	<i>To Dover? We must telegram to have them taken before they leave the country!</i>	<i>To Dover? They will have to travel on the 6:40 from Victoria Station if they have not already left! We must hurry if we are to catch it!</i>

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The window is on the second story. Although it is relatively easy to access, it's the work of second story man like Elliot Pramm.

Lead:

The window shows scoring where the miscreant lifted the latch. Bartholomew "the Saw" Smith is famed for his use of such a weapon.

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Lead:

To Dover? We must telegram to have them taken before they leave the country!

Lead:

To Dover? They will have to travel on the 6:40 from Victoria Station if they have not already left! We must hurry if we are to catch it!

Handout:

I have become aware of your situation and believe I can be of some assistance. My assistance, however, does come at a price. I note that you possess a sizable investment in the Funds. If you wish to avail yourself of my services, please make yourself known to me by placing a fresh, white lily on your father's grave. Should I see it there, I will make certain inquiries

Once the situation has resolved itself, you will transfer your holdings in the three percents to me (Your holdings in the five percents will, I suspect, be more than sufficient to maintain your lifestyle -- so long as you are modestly frugal.)

You will note, of course, my familiarity with your crisis. Should you agree and not be willing to pay, I will make the matter at hand, and your unwillingness to pay your debts, publicly known.



TO HUNT FOR A Thief

By Tom Welch

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

Shops are being broken into. One by one, various shopkeepers go to the local authorities, but have found them unable to achieve satisfactory results. Through their frequent trips to the police station, they each discovered that they were not alone in these crimes. Feeling unsatisfied with the current affair of things, they hire an outside consultant to assist with their mutual problem. He in turn, has decided to seek the help of a certain Mr. Sherlock Holmes.

THE CRIME

Three criminals have been sought out and wooed separately by a Lady Ariadne of Leeds. Even though they have never met her, she has convinced them that she is in love with them and if they assist her with a "tiny" problem, she will be theirs forever. As she does not wish to reveal

her true identity, they are individually approached by her maid and right hand, a lady known only as Dart. As the criminals go by the names Porter, Arthur, and Arnold, she privately refers to them as her "four musketeers".

She gives each one a list of specific items that she wishes acquired, such as jewelry, rare coins, and antiquities. So that they never cross paths, she separates her thieves by item type. While they are gathering her material items, she is sending Dart into the homes of the head of Scotland Yard, a high ranking judge, and a member of parliament. She seeks to obtain financial resources through her men and gain important leverage to be used at a later point with blackmail. The movements of Dart are always timed with the thievery so as to keep as much attention as possible away from her endeavors.

ADVICE FOR THE MASTERMIND

At this stage of development, many of the aforementioned crimes have already occurred. The main point of this adventure is not to stop the lawbreaking, but to unravel Lady Ariadne's plan before more is set into motion. They need to connect the pieces of the puzzle together in a timely manner before the truth slips away.

Anything in parenthesis is Mastermind information, to be completely kept from the group or revealed, as the Mastermind sees fit.

THE THREAT METER

The Threat Meter will increase each time the investigators take an extra investigation scene or spend too much time on false leads. If it goes past the fourth threat, the appropriate endgame shall occur.

1. The case becomes more difficult. 1s on the Sherlock die no longer cause 1s to be successful.

2. Lady Ariadne becomes aware of the investigator's actions. She instructs Dart to silence the connections to her. Remove one unresolved clue that is tied to one of the three thieves.

3. Lady Ariadne becomes concerned that the inspectors are drawing close to uncovering the truth. Remove one unresolved clue that connects her to the blackmail attempts.

4. Rolled 1, 2, and 3s on the Sherlock die no longer cause 1s, 2s, or 3s to be successful.

Endgame 1 – If the investigators were unable to connect Dart to Lady Ariadne, she cuts ties to anyone they have spoken with and begins to work on a new plan.

Endgame 2 – If the investigators were able to connect Lady Ariadne to the blackmail attempts, she will be apprehended. If they were unable to find all three, she will call in a favor and leave the country the following night.

SCENE #1: INTRODUCTION

The guest is announced as Mr. William Rutherford. He appears to be in his late twenties and a casual observation makes it uncertain what his financial standing is.

(Have the inspectors make a Challenging (4) Observation test. Each success allows an observation to be made during the interview process. Due to the given information, hand out the observations in the order outlined..)

Observation 1

It is recalled when he entered that he had quietly remarked (as if to himself) that "it was a lovely night for a walk".

Observation 2

His clothing seems to be casual and worn, but a rather expensive ring is observed on his left hand.

Observation 3

His hands sit at rest, but seem to twitch as if they want to reach for something.

Observation 4

As he enters the room, his eyes dart around, seeming to take in every detail.

The Interview:

Feel free to have the interviewers interrupt with their observations. Each observation will reveal one more addition to the interview, designated at the end.

"I have come to you, inspectors, with a case that to this point has the local authorities confused. Not that I am too surprised by this, I have never had much faith in their accomplishment of anything profound. I have come to you not with news of a robbery. Nay, of many robberies occurring within our fine city!"

"I represent a group of local shop owners that have suffered from the same predicament of recent. They come from the fields of antiquities, rare coins, and jewelry. They have all been burglarized within the past month. But, I am getting ahead of myself,

allow me to take a mental step backward and bring you up to speed."

"A little over three weeks ago, a seller of rare coins opened his shop to find a quantity of his merchandise missing. He went to the local authorities and reported the crime. Time passed, and they still had not made any progress. When he returned to acquire an update, he discovered other shop owners there as well, suffering the same problem as he was. When they spoke with each other they discovered the depth of the situation."

"As the police were not having much of any luck, they decided that they needed to seek other options. I was brought in as an outside consultant. I looked into their problem and it became clear that I as well needed assistance. This is why I have come to you, to bring the case to your door."

"The thievery has been limited to three arenas: Rare coins, antiquities, and jewelry. In every case, the individual was never fully cleaned out. It was almost as if the thieves were focused on specific items. I need you to determine who did it, what happened to the merchandise, and to discover if there is a motive behind this or if it is just a random rash of robberies."

(If they did not make the third or fourth observation, have him make this remark:)

"It is my recommendation that you start your investigation at the police station. While they have not been able to uncover any substantial leads, they might have some information that you may work with. I recommend that you ask for Inspector MacDonald. He seemed the most willing to work with me on my prior visits to the station."

1. (If they comment on his remark about the walk) "I seem to have the worst luck at obtaining carriages. When I don't need them they are everywhere. The moment I need one it seems there are none to be found. Luckily, it was a clear and peaceful night."

2. (If they comment on the contrast of the ring to his overall outfit) "It was a gift from one of the owners, kind of an incentive to inspire me to achieve results."

3. (If they comment on his hands) "Sorry, I hope I do not make you nervous by my demeanor. I come from a background of action. I guess you could say that I wasn't always a law abiding member of society. I can say that this sometimes gives me the ability to see things that the local police may not. I investigated multiple crime scenes and noticed something that stood out. I cannot put my finger on it, but the methodology of the robbery seemed to differ a little from the rare coins to the antiquities to the jewelry. I do have a suggestion to make. There is a local pub known as The Bottomless Tankard. Gentlemen of, shall we say, questionable, walks of life frequent this establishment. You might be able to find a more in depth view of the overall situation there than the cops might lead you to."

4. (If they comment on his awareness) "It is my business to be aware of everything around me. This might be a minor thing, but at the fresher scenes I thought someone in the crowd stood out. I couldn't make out details other than it was a girl in very nice clothing with ivory skin and ebony hair. You might want to pay a visit to The Daily Sun. I believe that they covered a number of the break-ins and someone there might be able to validate the existence of this woman."

Award the party 2 Resolve each for accepting the case.

SCENE #2

Note for the Mastermind: It is at this point that the case can branch into different paths, based on what the inspectors pick. They shall have up to three different options for the next scene. Each one has the possibility of giving them different leads to assist with the case, but they need to know that time is of the essence. They need to be warned that if they choose to move to more than one scene that they will raise the Threat Meter by one each time. For your personal information, this is because the plans that Lady Ariadne has set in motion are moving

forward and time is of the essence to discover the truth, The more time that is taken, the closer she gets to accomplishing her goals and removing herself from the reach of the investigators.

The Police Station

This is one of the smaller police stations, geared to handle the local area of small business and personal homes. There is a desk sergeant present upon entering the front door, and various police can be seen coming and going while the investigators wait. Once they are noticed and motioned forward, they can present why they are there and what they hope to achieve.

If they specifically ask to speak with MacDonald, they will be taken back to his desk and are allowed to once again explain why they are there. Once they explain themselves, he will take a moment of his time.

MacDonald will tell the investigators that he is pressed for time and has been called to head out. They may ask four questions. If they do not ask a question that will tie into the underlined answer, they can be gently led to it.

This is the information that Inspector MacDonald has to offer.

There have been a reported 15 burglaries within the past month

There seemed to be a curious trend in the break ins. There were similarities in the methods used with the jewelry stores. The style with the antiques were similar, but different from the other two. This weird situation occurred with the coin stores as well. There is a local bar called The Bottomless Tankard. It is a less desirable location, but may be able to provide them with answers.

One weird thing stood out about the robberies. At more than one of the investigations, there was always one specific girl within the crowd watching the proceedings. She was dressed in fine clothing. "The main thing I recall is her ivory skin and ebony hair. I cannot put my finger on it, but

there was something about her that looked familiar. I feel like I have seen her in a different situation before, but I just don't remember it well enough to say more. You may want to get more details at the local paper, The Daily Sun. They have been diligently covering every one of the robberies."

None of the stores were completely robbed. It seemed that the thieves were after specific items.

There have been no recent leads with the case.

There have been no reported robberies for three days.

The robberies always happen after hours. No one has been injured.

Award the investigators 2 Resolve for completing the scene.



THE BOTTOMLESS TANKARD

The pub has the following information, to be gained through interviewing and Observation tests. All tests should be made at a Challenging (4) difficulty in order to get any answers from the bartender or Ned.

Clue: The Bartender Usually Knows Everything
Going on in his Pub

Lead: Perhaps the thefts were planned here
(False)

Lead:: Perhaps someone was bragging of their
accomplishments (False)

Lead: Alcohol leads to loose lips (True)

"A beautiful girl was here one night and had quite a few drink. She got into a conversation with the bartender and told him she was proud of her "Three Musketeers".

Clue: Maybe There was More than One Thief
(This clue is presented if they gain the information from the police station or at the initial interview)

Lead: Maybe different methodology was used to throw off the police.

True (Bartender) - "I've heard things that doesn't make that sound true to me. If you want more details on that though, I recommend you take a trip down to the Daily Sun, you know the local newspaper. They have had the same reporter present on almost every one of these crime scenes."

Lead: Different hands in the till -

True (Bartender) - "Well, no one has come out and directly admitted to everything here, but I get the feeling that many robberies couldn't happen if only one group was involved."

Lead: The Bartender Knows more than He's Telling

True (Bartender) "I might at that. I was talking with Ned -- Oh, he's one of my regulars, over there in the corner."

Clue: Maybe this Ned Knows Something

Lead: He's just a local drunk (False)

False - "Just piss off, you wankers. I didn't come here to look at your ugly mugs!" (If they try this approach then Ned will refuse to talk unless they think of something quick to calm him down.)

Lead: Sometimes wisdom can be found in the most unlikely of places. (True)

True (Ned) - "Ah, so you lot are smarter than first impressions lead to! Yeah, you hit the nail on the head with that one. Of course the cops are going to fail at this one, and they are going to fail big. There is more than one group working these crimes. Do you want to know something juicy? There are actually three different groups hitting these places, and I don't think they even know about each other's activities. But someone does, oh yes he does. Or rather, I should say that SHE knows! There's this hot little number that comes in here from time to time. I have never actually talked to her but I watch her, oh yes I do that! I have seen her talking to three different men on separate nights. I never hear what she is saying, but it is something big and they always hustle out of here when she is done. Sometimes she passes them a sheet of paper. I heard her one night when she was here by herself. She had this big grin on her face and I heard her say, "My three musketeers are working out very well."

-If one of them presses for more information about the girl-

"She was a beauty, that one! A vision to stare at, even from across the room. The purest white skin and this long black hair that fell all the way down. I have never met her personally, but one night when she was here I did hear someone refer to her by name. They called her Dart."

Lead: I think he knows something

Partial (Ned) - "Yeah, I know what's going on. The cops see, they are running around in circles trying to put everything together and their problem is, they are trying to connect all the crime scenes together to catch one crook! I know there's more than one! Dumb cops... There's three separate groups running around making all kinds of mischief, but do you want to know a secret? They are as children, dancing to the haunting melody of their piper.

Maybe you can catch one of them. Hell, you might catch all three, but that would mean absolutely nothing! Unless you find the one playing the music, you would only cause a brief

cessation to the mayhem because the piper would only find more to carry on in their place. Chase the thieves if you insist, but I recommend that you focus on the bigger picture. Stop running around in circles and focus on the hunt”

(At this he slips them a plain white card that only has three words on it - “The Pissed Foxhound”. Have someone make an Easy (2) Area Knowledge test and they might recollect that this is the name of a local hunting club. Inquiring amongst the locals will give them the address to the location).

Award the party 2 Resolve for successfully gaining the information from Ned.

THE DAILY SUN

(Depending on their information and decisions, they will end up at either The Daily Sun or The Pissed Foxhound. The timing will not allow both. If they end up here then it will be too late in the day to go to the other location).

This encounter is set up to occur after The Bottomless Tankard or immediately after the initial interview if the investigators were able to obtain certain information from the client. If they come here straight from the initial interview, they gain a threat cool down. Due to the speed that they made it here, the criminals are going to be caught slightly flat-footed and thus will be a little slower to react. If the investigators already have at least one threat level raised, then remove one. If they have not raised the level any yet, this shall sit and wait for the first time it occurs. At that point it will be used to prevent the raise. Also, their immediate trip to the Daily Sun is the only way to open up the encounter at The Mounted Stag (the hunting lodge).

Once you walk through the front doors, you realize that this is a place that never sleeps. Reporters are sitting at their desks furiously working on stories or rushing out the door as if their lives depended on it. There is constant yelling around the entire building and you get the

feeling that every single story that comes through the door is treated like liquid gold. You approach the front receptionist, who is going through a stack of papers. Before you get to the desk, a reporter pushes in front of you and talks with her for a few minutes. She speaks with him and then hands him a sheet of paper. After he quickly reads it, he rushes out the door, possibly following up on a hot lead. The receptionist appears to be in her late thirties and acts as if she has worked this position for quite a few years, as she exudes a level of professional calm in the middle of all this chaos.

Another worker walks up to her and hands her a new stack of papers, which she begins to scan through. As she reads each one, she takes a pencil and writes a name in the upper left corner. Once this is done, she places the sheet into an outgoing bin and continues her work. You take a moment to observe the room around you before walking up to the desk.

Treat the newspaper as an interview and investigation scene, similarly to the pub. Investigators should make Challenging (4) Observation tests to gain clues which aid them in their questions.

Clue Maybe There was More than One Group of Thieves(given if they already gained this information)

Lead: Something seems to be throwing the police off in this investigation.

False (Crime Reporter) - “The main body of the police force seem to be thrown off more often in not. I don’t believe that they are training them to think for themselves anymore. They are expected to show up and say the right words to make the common population happy and move on. And, who is to say that they aren’t contaminating their own crimes scenes through their sheer incompetence?”

Lead: I have a suspicion that there may be more than one mind at work here.

True (Crime Reporter) - “You as well? I have been covering crime scenes for five years now, and I think I have a better eye for them than most cops. The one thing I learned early on in the game is that your garden variety thief usually has a certain set of methodology that he prefers to fall back on. It is

what he is the most experienced and comfortable with. It leaves a kind of signature on certain crime scenes. Now, I am not saying that I can point you to specific crooks based on this knowledge, but I can give you some insights on what I observed. When I went to each of the three different types of shops, I noticed small discrepancies. The style of entry, the tools used, and the overall crime scene seemed slightly different each time. To me, it felt as if a different set of hands was behind the thefts between the antiques, coins, and jewelry stores."

Lead C: Why weren't any of these places cleaned out?

False (Crime Reporter) - "Do you really think that these were random thefts?"

Clue What Stood Out About the Crime Scenes?

Lead: Did anything about the robberies catch your eye?

False (Crime Reporter) - "They just looked like normal robberies to me."

Lead: Was there anything about the crowd of spectators that stood out?

True (Crime Reporter) - "They were just your normal assortment of spectators overall. You know that people love to stop and look whenever someone other than them is caught in the middle of a bad situation. You get used to them after a while, there are even some who seem to show up at one crime scene after another. I almost get the feeling that they wait for these things to happen. In fact, there was this one girl I noticed at almost every one of these crime scenes. It was kind of hard not to notice her, she was quite the beauty. Flawless skin and this beautiful long black hair." (This leads to the clue, "Tell me about the girl.")

Lead: Do you think that this could be an inside job?

False (Crime Reporter) - "No, I believe that the shop owners are innocent victims in this situation."

Clue Could There be More Going on than Just the Robberies?

Lead: Has something on this magnitude happened before while you were working here?

False Lead (Crime Reporter/Receptionist)- "Not in the time that I have been here."

Lead: There may have been other seemingly unrelated stories that came through here the same time as the robberies. Thinking outside the box, do any of them have any possibility of being related?

True (Crime Reporter/Receptionist) - "Now you are asking the right questions! Now, all of this has to be off the record, because a lot of what I am about to say is based upon my personal opinions and speculations. Now I know that I have a less than stellar opinion of the police, but I think that not all of their failings can be related solely to their sheer incompetence. I have spoken with many of the officers investigating the crimes and they have been rumbling about their own frustrations. Some of them claim that whenever they seem to be getting close to a lead that their Sergeant starts acting a little weird. He either tells them that they are going in the wrong direction or he states that something of greater importance has surfaced and immediately sends them in a direction opposite of where they are heading. I have also heard of a couple of police saying that whenever they have evidence that could lead to a closer scrutiny that their search warrants keep getting declined. Ordinarily I would not pay too much attention to this, but every time I have heard complaints about this happening it always seems to be the same chief judge denying them their warrants. This has started making me wonder that something might be going on in the background. Now, I ask you, when a sergeant and a chief judge start acting strange whenever it seems that the police are getting closer to breaking a case, why would that be? At first, I wondered if they might be in on this string of robberies themselves, but then my mind got to wandering in a different direction. What if there is someone behind them gently pulling the strings and influencing them to act in a way contrary to their normal behaviors? When I start thinking that route, one thing comes to mind very quickly. Blackmail."

Lead: Has any individual been showing interest in this, maybe talking about the robberies?

False (Crime Reporter/Receptionist) - "Other than the police, not many people have been talking."

Well, other than idle gossip and rumors. I admit, I do try to listen to those for leads, but nothing of importance has been spoken yet."

Clue Has any of the Stolen Merchandise Resurfaced?

Lead: Have any pawn shop owners went to the police with stolen merchandise?

False (Crime Reporter) - "If anything has been sold at the local level, news of it hasn't come to my ears."

Lead: Has anything been reclaimed by the owners?

False (Crime Reporter) - "Not that I know of."

Lead: Do we even know everything that was stolen?

False (Crime Reporter) - "I am sure that the police know of some of the stolen merchandise and I would speculate that the insurance companies would have an even more detailed list. Though just between you and me, I have the suspicion that not everything in these shops are legally the property of those selling them."

Clue Tell Me About this Girl

Lead: Do you think she was involved in the crimes?

False (Crime Reporter): "I have no idea. To me, she was just a girl watching a crime scene."

Lead: Did you recognize the girl?

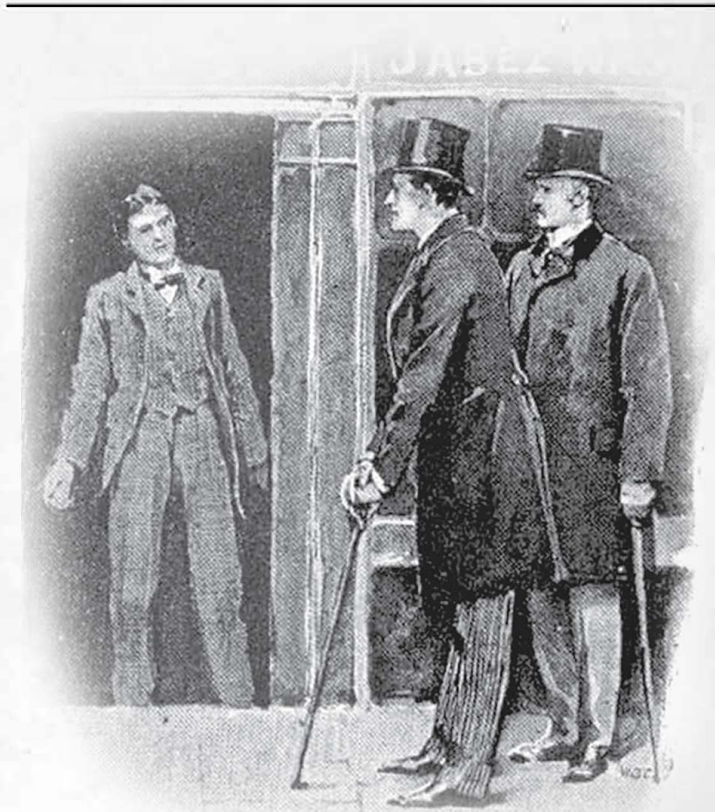
True (Crime Reporter) - "Truth be told, she did look a little familiar, like I saw her somewhere before but in a different situation. Let me think about it for a second... It wasn't when I was covering the crime beat, well at least not before the recent events. Wait, now I remember! I was helping out a sick friend and covering a story on the upper class, some kind of royal to do. I saw that girl there. She was the maid of that noblewoman that has become all of the talk of recent. Have you heard of her? Well, she goes by the name Lady Ariadne of Leeds. She seemed to be considered of high importance from many of the guests there. I saw her talking with the girl you asked about there. Her name was Dart and I think she

serves as the Lady Ariadne's maid."

Lead: What did she say?

False (Crime Reporter)- "I never spoke a word to her, just observed her from a distance."

Award the investigators 2 Resolve for the interview at the Daily Sun.



THE PISSED FOXHOUND (Hunting Club)

(Depending on their information and decisions, they will end up at either The Daily Sun or The Pissed Foxhound. The timing will not allow both. If they end up here then it will be too late in the day to go to the other location)

Upon pulling up to the club, they first thing that is noticed is a gorgeous 10 foot tall statue of a prancing fox. It is located in the middle of a circle drive that goes right up to the front oaken double doors of a statuesque manor.

When they walk up to the front door, they are greeted by a butler. After stating their purpose for arriving at the lodge, they shall be granted entrance. Once in the main hallway, the purpose of

the club becomes evident. Upon the walls are trophy after trophy, regaling the many hunts that the member have been on. Deer, elk, lion, tiger, bear, and even elephant heads adorn the walls, all frozen in time for all eternity.

Again, clues should be gained through a mixture of interview and Challenging (4) Observation tests.

Clue A lot of Shops Have Been Victimized. Have You Heard About the Recent Rash of Robberies?

Lead: Are any of the owners members of this club?

False - "We are a group of hunters here, we don't sit in tiny little shops selling conquests gained by others! No, every member of this club is high society!"

Lead: Has anyone been contacted here by someone trying to sell high end products?

False- "Not that I know of."

Lead: Does anyone here have, shall we say, a darker past?

False - "Every member of this club is a proper gentlemen. We do not engage in petty larceny."

Clue Have You had any New Members or Visitors in the Last Month?

Lead: Have any police been here asking anyone questions about the robberies?

False - "We don't get many visits from the police here. They respect our club and leave us to our own business."

Lead: Have there been any new members admitted to the club of recent?

False- "It's been over a year since we had any new blood enter this club."

Lead: How about a beautiful girl with black hair?

True - "Hmmm... oh yes! In the past month, we have had visits from Lady Ariadne's maid. I believe that her name is Dart. She has been here a few times, but she always seems to be here with a goal in mind. She spoke with three members of our club. Let's see... Maylor Smith, he is a police sergeant. She also met with high court judge Ashley Higgins and the minister Roland Snell. I

can't really tell you what they spoke about, it was always done in private."

Clue Have You Noticed Anything out of the Ordinary Recently?

Lead: Has anyone been a little distracted, maybe a little off of their game of recent?

True - "Actually, yes. It seems that every time Dart came here and spoke with one of the members, they would be quiet afterward. They would either keep to themselves and ignore the rest of us, or immediately leave.. Maybe you should ask them yourselves. The honourable Mr. Snell is here today, he is in the billiards room (This opens up the Snell clue).

Lead: Have you had anything stolen?

False - "We are filled with nothing but the finest and best armed hunters in all of London. Do you think that anyone would be foolish enough to try to steal something from this place?"

Lead: Has anyone here been talking a lot about the robberies?

False: No, just casual mentions during conversation. Nothing too serious."

Clue Maybe Snell Knows Something

Lead: What can you tell us about your visits with Miss Dart?

Half Lead: (Acting ignorant and mildly offended) "I have no idea who you are talking about. This is a gentleman's club and we do not take audiences with women within these walls!"

Lead: Have you heard of any improvements with the recent rash of robberies that we have been having?

False: "Only what I read in the papers."

Lead: We know what she is doing

True - "My god, keep your voices down! It isn't my fault, so don't go giving me those looks and acting like I did something wrong! And really, it isn't like I am the only victim here, she went after Maylor and Ashley as well! She has all three of us firmly grasped by our nethers. I don't know when or how, but she has information on all of us that could ruin our careers for the rest of our lives. She keeps coming in here and asking us to do little things for

her mistress, Lady Ariadne of Leeds. So far, she hasn't had me do too much, but she keeps reminding me that my services might be needed someday and for me not to forget what information that she has. I just want this to be over."

Award the party 2 Resolve for completing this scene. They may gain 1 status circle if they successfully navigate the social customs of the gentleman's club.

FINAL CONFRONTATION

Lady Ariadne's Home

With their evidence and the support of the police, the investigators approach the home of the Lady Ariadne. Depending on what they have gathered, different results will occur.

1. They connected Dart with the robberies. Dart is arrested by the police. Lady Ariadne expresses shock and indignation that someone in her employ would commit such a heinous act and she says that she had no idea of what was going on. Award 1 experience point to the investigators.

2. They connected Dart with the robberies. They learned of at least one blackmail and connected Dart with Lady Ariadne.

Both Dart and Lady Ariadne are arrested. The investigators find out later that Lady Ariadne was released two days after her arrest on a "legal technicality" and that she left the country. Award 2 experience points to the investigators.

3. They connected Dart with the robberies. They learned of all three blackmails and connected Dart with Lady Ariadne.

Both Dart and Lady Ariadne are arrested. The investigators found out later that while en route to the police station, they both attempted to make their escape. Lady Ariadne was successful in her attempt, but Dart was killed as she attempted to run. Award 3 experience points to the investigators.

— Baker Street Clue Card —

Clue: *Maybe There was More than One Group of Thieves*

Lead:	Lead:	Lead:
Something seems to be throwing the police off in this investigation.	I have a suspicion that there may be more than one mind at work here.	Why weren't any of these places cleaned out?

— Baker Street Clue Card —

Clue: *What Stood Out About the Crime Scenes?*

Lead:	Lead:	Lead:
Did anything about the robberies catch your eye?	Was there anything about the crowd of spectators that stood out?	Do you think that this could be an inside job?

— Baker Street Clue Card —

Clue: *Could There be More Going on than Just the Robberies?*

Lead:	Lead:	Lead:
Has something on this magnitude happened before while you were working here?	There may have been other seemingly unrelated stories that came through here the same time as the robberies. Thinking outside the box, do any of them have any possibility of being related?	Has any individual been showing interest in this, maybe talking about the robberies?

— Baker Street Clue Card —

Clue: *Has any of the Stolen Merchandise Resurfaced?*

Lead:	Lead:	Lead:
Have any pawn shop owners went to the police with stolen merchandise?	Has anything been reclaimed by the owners?	Do we even know everything that was stolen?

 Baker Street Blue Card

Clue: *Tell Me About this girl*

Lead:

Lead:

Lead:

*Do you think she
was involved in the
crimes?*

*Did you recognize the
girl?*

What did she say?

Baker Street Clue Card

Clue: *A lot of shops have been victimized. Have you heard about the recent rash of robberies?*

Lead:	Lead:	Lead:
Are any of the owners members of this club?	Has anyone been contacted here by someone trying to sell high end products?	Does anyone here have, shall we say, a darker past?

Baker Street Clue Card

Clue: *Have you had any new members or visitors in the last month?*

Lead:	Lead:	Lead:
Have any police been here asking anyone questions about the robberies?	Have there been any new members admitted to the club of recent?	How about a beautiful girl with black hair?

Baker Street Clue Card

Clue: *Have you noticed anything out of the ordinary recently?*

Lead:	Lead:	Lead:
Has anyone been a little distracted, maybe a little off of their game of recent?	Have you had anything stolen?	Has anyone here been talking a lot about the robberies?

Baker Street Clue Card

Clue: *Maybe Snell knows something*

Lead:	Lead:	Lead:
What can you tell us about your visits with Miss Dart?	Have you heard of any improvements with the recent rash of robberies that we have been having?	We know what she is doing

Baker Street Clue Card

Clue: *The Bartender Usually Knows Everything Going on in his Pub*

Lead:

Perhaps the thefts were planned here



Lead:

Perhaps someone was bragging of their accomplishments



Lead:

Alcohol leads to loose lips

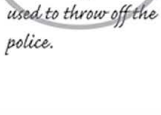


Baker Street Clue Card

Clue: *Maybe There was More than One Thief*

Lead:

Maybe different methodology was used to throw off the police.



Lead:

Different hands in the till



Lead:

The Bartender Knows more than He's Telling



Baker Street Clue Card

Clue: *Maybe this Ned Knows Something*

Lead:

He's just a local drunk



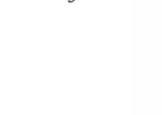
Lead:

Sometimes wisdom can be found in the most unlikely of places.



Lead:

I think he knows something



Baker Street Clue Card

Clue:

Lead:



Lead:



Lead:



Baker Street Clue Card

Clue: *Maybe There was More than One Group of Thieves*

Lead:

Something seems to be throwing the police off in this investigation.



Lead:

I have a suspicion that there may be more than one mind at work here.



Lead:

Why weren't any of these places cleaned out?



Baker Street Clue Card

Clue: *What Stood Out About the Crime Scenes?*

Lead:

Did anything about the robberies catch your eye?



Lead:

Was there anything about the crowd of spectators that stood out?



Lead:

Do you think that this could be an inside job?



Baker Street Clue Card

Clue: *Could There be More Going on than Just the Robberies?*

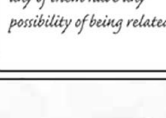
Lead:

Has anything in this neighborhood happened before while you were working here?



Lead:

There may have been other seemingly unrelated stories that came through here the same time as the robberies. Thinking outside the box, do any of them have any possibility of being related?



Lead:

Has any individual been showing interest in this, maybe talking about the robberies?



Baker Street Clue Card

Clue: *Has any of the Stolen Merchandise Resurfaced?*

Lead:

Have any pawn shop owners went to the police with stolen merchandise?



Lead:

Has anything been reclaimed by the owners?



Lead:

Do we even know everything that was stolen?



— Baker Street Clue Card —

Clue: *Tell Me About this Girl*

Lead:

Do you think she was involved in the crimes?

Lead:

Did you recognize the girl?

Lead:

What did she say?

— Baker Street Clue Card —

Clue: *A lot of Shops Have Been Victimized. Have You Heard About the Recent Rash of Robberies?*

Lead:

Are any of the owners members of this club?

Lead:

Has anyone been contacted here by someone trying to sell high end products?

Lead:

Does anyone here have, shall we say, a darker past?

— Baker Street Clue Card —

Clue: *Have You had any New Members or Visitors in the Last Month?*

Lead:

Have any police been here asking anyone questions about the robberies?

Lead:

Have there been any new members admitted to the club of recent?

Lead:

How about a beautiful girl with black hair?

— Baker Street Clue Card —

Clue: *Have You Noticed Anything out of the Ordinary Recently?*

Lead:

Has anyone been a little distracted, maybe a little off of their game of recent?

Lead:

Have you had anything stolen?

Lead:

Has anyone here been talking a lot about the robberies?

— Baker Street Clue Card —

Clue: *Maybe Snell Knows Something*

Lead:

What can you tell us about your visits with Miss Dart?

Lead:

Have you heard of any improvements with the recent rash of robberies that we have been having?

Lead:

We know what she is doing

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