

VICTORIANA

STREETS OF SHADOW



by Kristian Bjorkelo, Chad Bowser, Walt Ciechanowski and Peter Shweighofer

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CREDITS

Line Developer: Walt Ciechanowski
Creative Director: Dominic McDowall
Art Director: Jon Hodgson
Managing Editor: Andrew Kenrick
Writing: Kristian Bjorkelo, Chad Bowser, Walt Ciechanowski and Peter Shweighofer
Additional Writing & Editing: Walt Ciechanowski

Cover Art: Jon Hodgson
Interior Art: Andy Hepworth, Scott Purdy
Graphic Design: Paul Bourne
Layout: Andy O'Hara
Publisher: Dominic McDowall

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STREETS OF SHADOW

Introduction



INTRODUCTION

Streets of Shadow has been a long time coming.

For me, the journey began a decade ago, when I ran *The Dragon in the Smoke* for my gaming group. This tale of a businessman's greed coming back to haunt him made for an exciting penny dreadful and introduced many interesting supporting characters with tantalising clues of other mysteries taking place in the shadows of the Smoke.

Later, as I became involved with *Victoriana* as a freelance writer and ultimately line developer, I learned that there was a master plan involved that wove the first edition penny dreadfuls *The Dragon in the Smoke*, *The Hounds of Hate*, and *The Rise of the Red God* with linking material to form a complete shilling shocker for the second edition.

As *Victoriana* entered its third edition, we wanted to bring that plan into fruition. We've edited and revised some of those first edition penny dreadfuls along with new material to form a complete shilling shocker. Once again the Tong arrive on London's docks to retrieve a powerful artefact,

a spectral hound haunts a proud physician, and the Cult of the Red Pharaoh strives to return Egypt to its former glory. This time, however, these penny dreadfuls build to a thrilling climax.

So without further ado, welcome to *Streets of Shadow*, a shilling shocker that takes your adventurers into some dubious neighbourhoods of the Smoke, pits them against cultists and revolutionaries, and culminates in a grand finale that threatens the Seat of Empire.

No matter what happens, London will never be the same!

HOW TO USE THIS SHILLING SHOCKER

Streets of Shadow is an investigative shilling shocker that takes place primarily in London set against the backdrop of a growing proletarian movement. While this shilling shocker works best with an investigative faction such as Willowpin & Associates or the Havering Household (as seen in *The*

Using the Second Edition

Streets of Shadow began development as a second edition shilling shocker, so there is little that needs adapting for Gamesmasters running it with the second edition. Simply change the year from 1856 to 1867, set the start of the Crimean War to 1866, and you're golden.

You can use the third edition statistic blocks with second edition rules with no conversion; if anything we've simplified them. Gone are all the dice pool modifiers; simply decide if the character's action is physical, mental, or social and use the appropriate competence dice pool. Don't worry about the Entropy and Order entries on some statistic blocks; these are ignored for the second edition.

Third edition uses a more Victorian nomenclature for magic, but most of these changes are self-evident. Mana has become Quintessence, ether is aether, runes are sigils, and mediums and sorcerers have become magnetists and hermeticists. The three types of magnetists are Clairvoyants (sensate), Spiritualists (channelling), and Goeticists (faith). Also, Beastmen and Halflings are now known as Beastfolk and Huldfolk.

Finally, there are a few technological devices and other items from various *Victoriana* products, including the third edition. When such items are added, notes have been added to enable you to use it even if you are using the second edition core rulebook or are missing the supplement from which it came.

Havering Adventures), any investigative group can be drawn in through the means provided in Chapter One - The Dragon in the Smoke. We've provided the full statistics for Willowpin & Associates adventurers if you want to hit the ground running.

Both *The Devil in the Dark* and *The Marylebone Mummy* tie directly into *Streets of Shadow*. Gamesmasters wishing to incorporate these penny dreadfuls should run *The Devil in the Dark* after Chapter One - The Dragon in the Smoke but before Chapter Four - A Revolutionary Machine. *The Marylebone Mummy* should be run prior to Chapter Five - Rise of the Red God. Similarly, the individual *Streets of Shadow* chapters can be seamlessly integrated with *The Havering Adventures* by alternating the adventures of both as Gamesmasters see fit.

Since the action takes place in London, *The Smoke* may prove an invaluable asset to tracking events, adding atmosphere, and imbuing the adventure with a better sense of location. Also both current volumes of *Faces in the Smoke* provide some interesting information on characters and organisations that are included in this shilling shocker.

The events of the final chapter of this shilling shocker are used as the catalyst for the *Concert in Flames*. If desired your adventurers can organically get caught up in the events of the *Concert in Flames* immediately following the conclusion of *Streets of Shadow*.

OVERVIEW

In general terms, *Streets of Shadow* involves the adventurers getting enmeshed in various plots that touch upon growing 'proletariat' unrest surrounding the Conscription Bill. The shilling shocker culminates in the awakening of an ancient god that inhabits a steam-driven monstrosity and threatens to destroy London!

Chapter One - The Dragon in the Smoke introduces the adventurers to Thomas Willowpin and involves the kidnapping of two Eldren children. Their father, a merchant who has made a fortune in the opium trade, has taken something from the Orient that is both valuable and dangerous. A Chinese tong aims to get it back.

Chapter Two - Wrath of the Dead sees the enigmatic Lady Miriam turning to the adventurers for help. One of her 'friends' is accused of murder and necromancy and involves Reverend Matheson. The adventurers uncover a forgotten temple beneath the city.

Chapter Three - The Hound of Hate involves Dr Johanssen, a physician that aided the adventurers in the previous chapter. Unfortunately, the Doctor's past sins have caught up to him and the adventurers must stop a demonic creature from exacting vengeance.

Chapter Four - A Revolutionary Machine involves a group of investors financing the construction of an electric carriage. Unfortunately, revolutionary Martin Croyle has his own plans for the engine, which involves the construction of a mechanical marvel that aims to further his cause. The adventurers must stop him before many are killed.

Chapter Five - Rise of the Red God involves an underground Egyptian cult's attempt to create new mummies and summon an ancient creature. The adventurers must stop the cult before Apep can fully manifest in this world.

Finally, **Chapter Six - the Electric Dragon** involves the not-quite-vanquished spirit of Apep, which fuses with Croyle's spirit and adapts his broken machine into a host body for itself. As the electric monstrosity raises a necromantic army, the adventurers must turn to an ancient god for help before the Smoke is destroyed.

PROLETARIAT DISCONTENT

London has an ever-growing lower class population. Forced to compete for scarce jobs, most lower class Londoners are lucky if their jobs offer them an even meagre living wage. More often the entire family has to work in order to make ends meet. Ironically, many lower class labourers toil in factories where the machines are being run by the coal that used to sit below the farms they once worked.

Anarchism, Bolshevism, communism, and Luddism have been spreading throughout the lower class, but thus far their influences have never been more than a periodic rally around a charismatic speaker or, very occasionally, a small riot often sparked by an over-zealous peeler or the mob mentality. The Bolshevik League is more a loose collection of like-minded cells than a major movement. Thus, while the threat of a communist revolution simmers on the Continent, it is rarely seen as a concern in the British Houses of Parliament.

That's about to change.



In 1853 the Tsarina decided to flex her muscles and expand Russia's influence in the Black Sea by seizing the Crimea from the Ottoman Empire. Fearing for their access to their Asian colonies and trade, Britain and France sent armies to aid the Ottomans in 1854. These armies, of course, were drawn mainly from the lower class. With almost half a decade of relative peace in Europe young recruits were enticed by romantic propaganda. Posters showing a well-armed modern British army decimating an ill-equipped Russian peasantry were pasted throughout the city. Factories hired more labourers as arms and supplies were churned out to support the war effort. Politicians made grand speeches about "keeping the Russian bear in the wild."

Within two years, it all came crashing down.

After great initial success, the allied armies were practically annihilated by the Tsarina's elite troops and sorcerers. The remnants retreated and regrouped, saved only by the arrival of reinforcements. While the allied generals prepare for another strike, the outcome is far from certain. Indeed, the allied commanders believe that they need a much larger force than they have in order to be successful. If they fail, then the Tsarina may be emboldened to expand

The Language of the Revolution

Bolsheviks and their sympathisers tend to use Marxist terms for the social classes. "The bourgeoisie" are the privileged classes and "the proletariat" is everyone else. While 'bourgeoisie' initially excluded the upper class, communist activists increasingly include it with the middle class in the more general sense of 'haves' versus the 'have-nots.' Like most systems of classification, communist appellations can often be fuzzy; a soldier that recently comes into money may still consider himself a "prole" while a middle class clerk slaving away for an oppressive employer would hardly consider himself a member of the bourgeoisie. The Bolshevik League is a special case. As it gets its name from the Russian bear-man Maxim Bolshevik, its members are properly known as Bolsheviks. "Bolshevik" is a soft British slur, insinuating that Bolshevism is a Russian, not British, philosophy. This term is gaining political traction in political circles as a way of preventing the development of a new Labour Party, which counts many Bolsheviks amongst its members. It is primarily due to such shenanigans that many in the League have adopted the term "Bolshevik" as a badge of honour.

Russia's borders into the Balkans and South Asia. For an Empire reliant on the riches of its overseas holdings, it is a nightmare scenario for Britain.

Unfortunately, news travels fast and newspapers across London are publishing dire stories of soldiers freezing in the snow and savage female Russian wyvern riders tearing through infantry lines like crazed valkyries. The various reform movements seized the opportunity to push their agenda. "No Blood for John Company!" and "Let the bourgeois fight their own battles to line their own pockets!" became rallying cries. They proved so effective, in fact, that the British Army is having trouble attracting new recruits and the British East India Company, in spite of a law allowing armies to be sent "overseas," is loathe to ship too many units for fear of mutiny and revolt.

Thus was born the Conscription Bill.

Recently introduced to the House of Commons, the Conscription Bill compels British subjects to join the armed forces. Of course, the Bill does not affect the aristocracy and there are enough exceptions to exempt most of the middle class as well (and those that do serve automatically get officer status). The overwhelming majority of conscripts would naturally come from the lower class, likely with more risk and less pay.

While it's currently doubtful that the bill will pass, that hasn't stopped the radical elements from using it to their advantage. All throughout Britain, and London in particular, angry rallies are being held. The communists argue that the proletariat is being forced to die for spices and tea. The Luddites warn that the government is developing new technologies to free up labourers for conscription. The anarchists and Bolsheviks demand that the government be overthrown. The Bolshevik League in particular is inspired by this turn of events and various cell leaders are implementing ambitious plans for social revolution.

It is in this highly-charged atmosphere that *Streets of Shadow* takes place. London has become a powder keg and many sparks threaten to light it. The characters have to tread carefully, as no neighbourhood is safe from an anarchist's bomb or a sudden mob. Peelers are aching for a reason to ease their frustrations and wyvern riders fly over the city, ready to disperse any mobs that arise. And, beneath all this, the Cult of the Red Pharaoh quietly prepares for a revolution of their own led by an ancient, resurrected Dragon.

It has never been more dangerous to be an adventurer.

THE ADVENTURERS

The *Victoriana Core Rulebook Third Edition* includes the association of Willowpin and Associates. These adventurers are offered here and are 'starting adventurers,' meaning that they have yet to accrue experience. Feel free to use them as written or as models for developing your own team of investigators.



Thomas Willowpin

A square-jawed gnome with dark curly hair, Thomas was born to a wealthy middle class family that his father had built on industry, specifically the spice trade. The young gnome had little desire to spend his life setting schedules, preparing inventory forms, and playing the market. He nevertheless went to boarding school to learn such things but fortuitously found an instructor that did a little investigative consulting on the side. He needed an assistant and drafted Thomas. The young gnome was immediately hooked.

Thomas graduated and set up shop in Holborn. While his decision disappointed his father, Thomas has managed to maintain good relations, no doubt aided by the fact that his elder brother Nathan was quite able to secure the future of the Willowpin Trading Company on his own. Thomas offered his services to anyone, rich or poor, aristocrat or working class. Because of his situation he's able to take cases

for free if a particular client can't pay; his altruism usually prods someone else to cover the costs.

While Thomas is a great investigator, he's also a lover of books. He maintains a modest library at home but spends much of his time in the public library, learning new facts and techniques and using them to enhance his investigations. His Gnomish nature keeps him up long into the night researching his latest case. His landlady, Ida Coates, often makes a late meal for him to consume in the wee hours of the morning. Indeed, Thomas spends so much time being an investigator that even his closest acquaintances (he doesn't have time for "friends") aren't sure what his true personality is behind his pleasant smile and constant wisecracks.

Association: Willowpin & Associates

Breeding: Middle Class Gnome

Nationality: British

Age/Gender: 25/Male

Build: Slight

Hair/Eyes: Black/Brown

Childhood Experience: Boarding School

Vocation: Detective

Social Ethics: Advocate for Justice

Personality: Dedicated and friendly, enjoys a good joke

Strength: -2

Presence: 2

Dexterity: 2

Wits: 4

Fortitude: 1

Resolve: 3

Initiative: 8

Health: 6

Movement: 4

Quintessence: 18

Fate Pool: 4

Celestial Engine: Order 1

Special Abilities: Fragile Physique, Little Legs, Night Creature

Common Skills: Bull 2, Charm 2, Conversation 2, Dodge 3, Empathy 2, Etiquette 2, Firearms 1, General Knowledge 2, Perception 2, Streetwise 2

Specialties: Criminology 2, Cryptography 2, Interrogation 2, Legal Matters 1, Pick Locks 2, Research 2

Magical Skills: None

Talents: Acute Sense (Smell), Deduction (+2)

Privileges: Friend of the Library (+1)

Assets: Income - Middle Class (1D6 shillings), Respectable Boarding House, 3 Contacts

Complications: Black Sheep

Magical Abilities: None

Personal Effects: Lined Jacket (AV 3), Sharps 4-shot derringer (4), Sleuthing gear



Peter Sloane

Peter is an unfortunate casualty of the British social class system. Born into poverty in Bermondsey, Peter never had a chance to acquire proper schooling and go as far as his intellect would take him; he'd likely be a medical doctor, hermeticist, or both by now. Instead, his father expected him to spend his life "earning a trade" thinning and tanning animal skins in the blood-soaked market courtyards. Peter also learned how to fight after being taken advantage of by the neighbourhood bullies.

While working in the courtyards Peter learned of the works of Karl Marx and Maxim Bolshev. He taught himself to go beyond his meagre schooling and devoured the literature. He hoped one day that Britain would have a communist revolution so that everyone would have an equal chance at the best life had to offer. Peter wanted to be a part of it, but again his father intervened, pointing out that no communist uprising had ever succeeded in doing more than getting its leaders hanged for treason.

Life changed for Peter when he saved a physician from being robbed. The physician, who worked at a nearby clinic, recognized Peter's potential and took him under his wing. He also introduced Peter to his nurse, who used her enchantments to aid patients. Peter learned a lot from both until a suspicious fire burned down the clinic with both physician and nurse within. The physician's family hired Thomas Willowpin to investigate, and he and Peter became fast friends. Willowpin helped Peter rebuild, and now Peter helps run the new clinic when he's not being pulled into Willowpin's latest investigation. It's at this clinic that Peter first met Garth Woodson, and was touched by his tragic story. Garth has become a steady companion, and Peter always feels safe when he has Garth covering him.

While he resents the nobility, Peter has an affection for Miranda Paxton. Not only does he keep this to himself but he often goes out of his way to insult her and her lifestyle, as if to prove to himself that he doesn't care for her.

Association: Willowpin & Associates

Breeding: Lower Class Human

Nationality: British

Age/Gender: 19/Male

Build: Wiry

Hair/Eyes: Brown/Green

Childhood Experience: Urchin

Vocation: Cunning Man



Social Ethics: Communist (Bolshevist)

Personality: Quick-tempered, self-righteous

Strength: 2

Presence: 1

Dexterity: 2

Wits: 2

Fortitude: 2

Resolve: 3

Initiative: 7

Health: 8

Movement: 7

Quintessence: 18

Fate Pool: 7

Celestial Engine: Entropy 1

Special Abilities: Adaptability, Destiny

Common Skills: Athletics 2, Conceal 3, Dodge 3, Empathy 2, Firearms 3, Fisticuffs 4, Hide & Sneak 2, Perception 3, Pick Pockets 2, Streetwise 2, Swordplay 3

Specialities: Craft (Tanner) 1, Lore 2, Medicine 3

Magical Skills: Conjure 4

Talents: Combat Sense, Conjurer

Privileges: none

Assets: Income – Lower Class (1s), Rented Terrace House, 3 contacts

Complications: Addiction (opium), Rage, Rebel

Magical Abilities: Cloak of Shadows, Healing Poultice, Instant Reload, Pebble Shine, Stone Cloth

Personal Effects: Lined Coat (AV 4), Apache 7mm pepperbox pistol (7), box of ammo, sheath knife (7), well-worn clothes, medical kit

Miranda Paxton

The beautiful Miranda was born just outside of London, but she was brought up culturally French; specifically, French pre-revolution. Miranda's mother had barely escaped the guillotines and only at the cost of her husband's own life.

She settled in England, where she worked to reinstitute the French monarchy. Miranda's mother never accepted Napoleon, as she considered his claim to noble blood "dubious," and finally resigned herself to the fact that she'd set roots in England. She married a successful barrister that had been protecting and recouping her assets and gave birth to Miranda in 1834.

In spite of her mother's acceptance of England as home Miranda was given a full French upbringing and education. She rarely left the country estate and between her mother and her French tutors Miranda never acquired an English accent; indeed, while she speaks English flawlessly she retains a heavy French accent. A hermeticist family friend suggested that Miranda learn the Art but her mother insisted that she finish her schooling in Paris. Miranda went to the University of Paris and acquired her thaumaturgical degree.

While in France, now again a republic, Miranda began to see the benefits of a more egalitarian society and this was underscored when she returned to Great Britain and its stratified society. What role the aristocracy should play in a more just society is a bit unclear, but it is only natural that they should show themselves as good examples and use the skills their breeding and training provides. She began moving through liberal and socialist circles and through these contacts met Thomas Willowpin. Miranda offered him her services whenever he could use a hermeticist's assistance. Through Willowpin Miranda has been introduced to all manner of different people who help him out from time to time. Among them the self-righteous Peter Sloane and his Ogre friend Garth Woodson. Most of these people are good people, even if they do lack Miranda's social graces. Her egalitarian view forces her to be tolerant and to embrace their differences.

Association: Willowpin & Associates

Breeding: Upper Class Eldren

Nationality: British (French)

Age/Gender: 22/Female

Build: Slender

Hair/Eyes: Mahogany/Silver

Childhood Experience: Personal Tutor

Vocation: Hermeticist



Social Ethics: Concerned for the welfare of others

Personality: Playful and flirtatious

Strength: 0

Presence: 3

Dexterity: 2

Wits: 1

Fortitude: 0

Resolve: 3

Initiative: 5

Health: 4

Movement: 7

Quintessence: 18

Fate Pool: 4

Celestial Engine: Entropy 3

Special Abilities: Artistic Eccentricity (Narcissist), Planar Empathy (Clairvoyant)

Common Skills: Charm 3, Concentration 2, Dance 2, Dodge 3, Empathy 3, Etiquette 2, Fashion 2, General Knowledge 2, High Society 2, Perception 2, Swordplay 2

Specialties: Conversation 2

Magical Skills: Clairvoyance 3, Thaumaturgy 3

Talents: Beautiful, Hermeticist, Polyglot (French)

Privileges: Thaumaturgical Degree

Assets: Income (Upper 5), Wardrobe

Complications: Impoverished Name, Personality Flaw (Devious), Stubborn

Magical Abilities: Clairvoyance (aura reading), Hermeticist (aetheric bolt, groom, instant beauty)

Personal Effects: Lined Corset (AV 2), concealable knife (4), mirror, cosmetics



Brutus Cogsworth

Brutus is the latest in a long line of technologists; his great-great-great-grandfather fought alongside Oliver Cromwell in the English Civil War (a fact he rarely brings up in aristocratic company). In fact, Brutus still carries the same blunderbuss that his ancestor used, although it's been heavily modified and refitted as it's been passed down from father to son. Brutus rarely goes anywhere without "Old Ollie."

Brutus is a gruff young Dwarf who's socially awkward in middle class gatherings, often saying exactly what he's thinking without worrying about how the person on the receiving end feels hearing it. Fortunately, he's an excellent engineer and in spite of his social uncouthness generally has little trouble securing work. He's so secure, in fact, that he gave up a lucrative position with the British East India Company because he didn't want to move to a warmer climate.

Brutus met Thomas Willowpin when the latter was investigating a murder involving rather elaborate means of execution. While Brutus managed to insult the Gnome detective no less than three times during the initial consultation, Willowpin has found Brutus' experience invaluable and often calls on him for technical expertise. Brutus gets along with most of the team except Miranda, as his family has never trusted the aristocracy. He fancies Cindy, but keeps this to himself.

Association: Willowpin & Associates

Breeding: Middle Class Dwarf

Nationality: British

Age/Gender: 22/male

Build: stocky but solid

Hair/Eyes: Rusty/Coal

Childhood Experience: Apprentice: Industrial

Vocation: Engineer

Social Ethics: Scientific Advancement

Personality: Gruff, only excited when talking shop

Strength: 1

Presence: 1

Dexterity: 1

Wits: 3

Fortitude: 2

Resolve: 2

Initiative: 4

Health: 8

Movement: 3

Quintessence: 12

Fate Pool: 4

Celestial Engine: Order 2

Special Abilities: Little legs, Stubborn as a...



Common Skills: Concentration 2, Dodge 2, Firearms 3, Fisticuffs 2, Intimidate 1, Throwing 1

Specialities: Ad Hoc Repair 4, Appraisal 2, Business 2, Craft (gunsmith) 4, Drive Carriage 2, Engineer (electrical) 1, Engineer (mechanical) 4, Research 2

Magical Skills: None

Talents: Deadly Shot (firearms), Marksman, Technologist

Privileges: None

Assets: Income - Middle Class (1D shillings), Laboratory, Shop, Trusty Rifle (+1 damage)

Complications: Hoarder (6 black dice on social interactions within home), I'm an Inventor! (3 black dice in most social situations), Irsome Neighbours

Magical Abilities: None

Personal Effects: Aetheric Goggles (+1 to ranged attack rolls), Reinforced Coveralls (AV 6), brass knuckles (3), revolving Blunderbuss (9)

Garth Woodson

Garth believes he is a London native born in 1838, but in truth he has no idea who he really is. He was left on the doorstep of an Aluminat church and placed in an orphanage, where his dim intelligence and large frame did little to endear him to the faculty or his fellow orphans. He was put to work on the docks as soon as he was deemed able.

Garth's only true friend in life was Father Timothy Woodson, one of the older priests running the orphanage. He was the one who named the Ogre "Garth St. Anthony" and was often Garth's sole source of comfort when the other orphans (and some mean-spirited faculty members) picked on him or falsely accused him of various actions. When Garth finally went to work, he insisted that his last name was "Woodson," not "St. Anthony," as he considered Father Timothy the only true parent he ever had. Garth sobbed for days when Father Timothy finally succumbed to old age a couple years ago.

As a lower class Ogre with little means, Garth needed to go to a clinic whenever he required medical attention. It was there he met Peter Sloane. Peter was touched by Garth's story, as it was, to him, a textbook example of the ills of British society. The two became fast friends and Sloane rarely answers Willowpin's calls without Garth by his side. Recently, Garth lost a hand in a pub brawl gone bad, but Sloane and Cogsworth were able to get him a mechanical replacement.

Association: Willowpin & Associates

Breeding: Lower Class Ogre

Nationality: British

Age/Gender: 18/Male

Build: Massive and muscled

Hair/Eyes: bald/bright blue

Childhood Experience: Workhouse Poor

Vocation: Navvy

Social Ethics: Chartist (with Bolshevik tendencies)

Personality: Childlike wonder but vicious in battle

Strength: 6 *Presence:* -1

Dexterity: 1 *Wits:* -1

Fortitude: 6 *Resolve:* 0

Initiative: 2 *Health:* 24

Movement: 9 *Quintessence:* 0

Fate Pool: 4 *Celestial Engine:* Harmony

Special Abilities: Blunt Wits, Iron Constitution, Long Legs

Common Skills: Athletics 3, Blunt Weapons 4, Dodge 2, Fisticuffs 4, Intimidation 3, Might 4, Perception 2, Swordplay 4, Throwing 4



Specialities: None

Magical Skills: None

Talents: Ham-Fisted, Mere Flesh Wounds, Powerful Charge

Privileges: Union Member

Assets: Clockwork Hand, Income - Lower (1D pennies), Rented Court Lodgings

Complications: Policy of Truth

Magical Abilities: None

Personal Effects: Lined Waistcoat (AV 2), large knife (12)

These Adventurers Seem Familiar...

Long-time fans of *Victoriana* may recognise most of these adventurers; they are the 'iconics' in the art for the First Edition products. They are detailed here for the first time, along with Thomas Willowpin (who appeared in the first edition of *The Dragon in the Smoke*) and a new adventurer to round out the team. As is typical of the first edition, these adventurers have a bit of a revolutionary slant to them, which perfectly complements the atmosphere and tone of this shilling shocker.



Sinjai “Cindy” Kwan

Sinjai was a child surviving on the streets of Bangkok. Her mother was a prostitute who worked in the Chinese district; she never knew her father but presumed that he was one of her mother’s clients. Her mother assumed Sinjai would follow in her footsteps. When she didn’t, her mother threw her out. Sinjai primarily survived by picking pockets and stealing unattended goods. One day, she attempted to steal dumplings from a kindly Chinese vendor.

This vendor, Kwan Da-Wei, prevented the theft but took pity on the young Sinjai. He offered to let her join him on a move to England, where he wanted to be close to his ailing brother in Limehouse. She accepted and, while on the ship, he began to teach her kung-fu. Once they got to Limehouse Sinjai found that she did not want to part with Da-Wei and he adopted her as a granddaughter. They both took English names to better blend in with their new country and chose names that sounded like their own, Cindy and David.

Sinjai soon learned that her adopted grandfather’s reputation preceded him. None of the Chinese gangs dared interfere with his business and this protection extended to her as well. She also discovered that the gang leaders would offer assistance whenever they could. This, combined with the fact that Da-wei’s brother was poisoned, is leading Sinjai to believe that her beloved grandfather may have a deep connection to the Triads.

Sinjai’s subspecies, in spite of being a foreign cat, enables her to run errands in other parts of London better than most Chinese residents in Limehouse. During one such errand Sinjai was beset upon by drunken ruffians. Before she could defend herself, Garth Woodson stepped in to protect her. Garth was impressed by Sinjai’s skill and became friends with her, using their shared bonds of childhood abandonment and benevolent father-figures. Garth shared details of his new friend to his other friends, and now Thomas Willowpin calls on her if he needs cultural advice or a little extra muscle.

Association: Willowpin & Associates

Breeding: Lower Class Beastwoman (Siamese Cat)

Nationality: Siamese

Age/Gender: 20/Female

Build: Athletic

Hair/Eyes: Cream (dark around face and extremities)/Blue

Childhood Experience: Pick Pocket

Vocation: Shopkeeper

Social Ethics: Survivor; communist sympathies

Personality: Pleasant and polite



Strength: 2

Dexterity: 2

Fortitude: 2

Initiative: 8

Movement: 7

Fate Pool: 4

Special Abilities: Night Vision

Presence: 2

Wits: 1

Resolve: 1

Health: 8

Quintessence: 6

Celestial Engine: Harmony

Common Skills: Athletics 2, Bull 2, Dodge 3, Fisticuffs 4, Hide & Sneak 3, Perception 3, Streetwise 2, Swordplay 3, Throwing 2

Specialties: Craft (cook) 1, Culture (Chinese) 2, Pick Pockets 2, Sewer Lore 2, Sleight of Hand 2, Tracking 1

Magical Skills: None

Talents: Backstabber, Blind Fighting, Combat Sense (+2), Iron Grip, Pugilist (+2)

Privileges: None

Assets: Income – Lower (1d), Rented Terrace House

Complications: Distinctive Features, Foreigner, Police Harassment

Personal Effects: Oriental attire, butterfly knife (6), 6 throwing knives (6)

STREETS OF SHADOW

The DRAGON in the SMOKE



CHAPTER 1: THE DRAGON IN THE SMOKE

The dark and smog-filled streets of the Smoke are an unwelcoming and treacherous place, not in the least bit safe for the unprepared visitor. This chapter revolves around two upper class children that have sought adventure within the East End of London and got more than they'd expected. They have been kidnapped by a group of ruffians in the employ of a Chinese Tong. The Tong seeks retribution against the children's father and it is left up to the adventurers to locate them and return them home. This leads them through the dangerous streets of London and brings them into contact with a diverse cast of adventurers; some may prove helpful, hazardous, or both. Some of them recur in the rest of the campaign.

There are several ways that the adventurers can get involved in this chapter. The most obvious is if they are playing Willowpin & Associates or a similar association. If not, then any upper or middle class adventurers may count the Doyles in their circle of business or personal acquaintances (for example, a member of the Star Chamber may personally know the Doyles). It's also possible that an

investigator's reputation is enough to attract the Doyles' attention.

In short, it should be relatively easy to pull any adventurers into this chapter, so long as they have an interest and some skill in pursuing investigations (which carries through the rest of this campaign).

BACKGROUND INFORMATION

As becomes a gentleman, Mr Henry Michael Doyle is a man of many talents, especially within the realm of finance and politics. As a businessman Henry is ruthless; his shrewd financial sense and willingness to sacrifice others for his own gain have secured an enviable family fortune. If Henry has one true weakness it is for exotic art. The importing of cultural treasures and art from around the world is a true pleasure for Henry. He frequently loans pieces to the Museums of London, securing him a reputation as a scholar as well as a gentleman amongst society circles.

Nonetheless, Henry's fortunes are made in the eastern spice trade, a polite term for running opium from India to China (he has a license from the British East India Company). Among his business associates are several Chinese Triads (criminal societies). The Triads have helped Doyle acquire much of these treasures he so loves and in return he has helped them build distribution networks to sell his opium. Recently Mr Doyle came across references to a dragon statuette purported to grant immortality to the owner. Doyle acquired the statue through his usual channels.

Unbeknownst to Doyle, the dragon statuette has a history and legacy of its own far beyond its value as a piece of art, a legacy that now threatens the lives of his children. The statuette's safekeeping is in the hands of a Chinese Tong that is willing to do whatever it takes to reacquire the statuette. Towards this end, the Tong has hired Mr Harrington to find leverage against Mr Doyle. Mr Harrington is expected to give any such leverage to the Tong delegation when it arrives.

Ironically, Mr Doyle's own children gave Mr Harrington an opportunity. Inspired by the stories of their second cousin Robert Doyle, Henrietta and Michael Doyle have on

The Tong

The Chinese Tongs are brotherhoods or secret societies. Some may be criminal (which leads to some equating the Tongs with the Triads), some political, and some both. The Tong active in this case is an ancient and secret religious organisation with political aspirations. Normally quite insular and monastic, they have been spurred to action by the theft of one of their most guarded treasures by the agents of Mr Doyle.

The Tong sent delegates to retrieve the artefact while sending ahead instructions for the hiring of indigenous local ruffians to find leverage against Mr Doyle. The Mandarin in charge of the Tong's delegation considered the hiring of local criminals a necessity to deflect attention away from his society and his countrymen residing in London, but it's a decision he regrets when he finally arrives and finds out just what 'help' his money bought. Because of this, the Tong delegates, despite their desire for secrecy, find they have to directly intervene.

frequent occasions snuck out of their secure and sheltered Kensington home to go adventuring in the dark and deadly nightlife in the lower class neighbourhoods of the city. They have blackmailed house servant Carolyn into covering for their schemes. Through their adventures the siblings have gotten the attention of a rather nasty crowd of people, among them Mr Harrington. The children slowly bonded with the Dwarf as he gained their trust through numerous night excursions. When the time was right, Mr Harrington kidnapped them.

The Tong is disturbed that Harrington decided to kidnap children, but have decided to use them as leverage regardless. The Tong plan to return the children once they recover their artefact, but Mr Harrington is worried that the children's parents will stop at nothing to find them and implicate Harrington in the process. He is unsure that the Tong can handle the situation and has decided to be rid of the children by selling them to the flesh markets of the Orient.

ACT 1: MISSING HEIRS

In this act an appropriate adventurer receives a request from Mrs Henry Doyle to meet her at her Kensington home on a most urgent matter as soon as they are able. The invitation is hand-delivered by one of her staff towards the end of the day, likely just as they are preparing for dinner.

SCENE 1: THE KENSINGTON MOB

Presuming that the adventurers indulge Mrs Doyle, they get to Kensington just after nightfall. Normally, Kensington is a quiet neighbourhood filled with upper class homes and a heavy police presence. Tonight, however, it's devolved into an unruly circus. An angry mob made up of frustrated working class labourers from Pimlico and Lambeth are marching through the streets, led by a colourful 'toy soldier' in a white porcelain mask that goes by the name of 'Tommy Atkins' (a common nickname for a British soldier).

Tommy is whipping the mob into frenzy as he points out the homes that they are passing, noting that "you and your children will be throwing away your lives so that your betters and their children can get their spices at lower prices."

The adventurers also note that the police are gathering in force just ahead of the mob. They are armed with pistols and shotguns; obviously allowing the proletariat to march

unchecked through a respectable neighbourhood isn't going to be tolerated for long. Adventurers making a Difficult (3 black dice) Wits + Perception roll notice a well-dressed man in a top hat and cape standing with the Peelers. Adventurers that belong to Scotland Yard, the Guild, the London Orientalists' Club, or make a further Difficult (3 black dice) Wits + High Society roll recognise the Eldren noble as Lord George Mace, the 5th Earl of Inversnaid who is the head of Scotland Yard's Aetheric Branch.

The Dragon Statuette

Standing two feet high, this green jade statuette is of a coiled Chinese dragon clutching a green jade orb. Its value as a historical object of art is priceless and the detail of the sculpture is breathtaking. A close observer might swear that the eyes of the dragon truly do flash with an inner fire. The reason for this startling realism is that the artefact is not a sculpture – it is an actual dragon!

While there aren't believed to be any remaining dragons in the world, that hasn't always been the case. In ancient times dragons could be found all over the globe. They were rapacious destroyers, sworn enemies of all living things. Across the globe in isolated and separate fronts a running battle took place against the devouring beasts. Most were destroyed by the time of Rome and the last few were finally hunted down in the Middle Ages. In China, however, one dragon existed whose power was beyond the abilities of the greatest hero to slay.

Eventually a small group of Mandarins came together with a plan. If they could not slay the beast, then perhaps they could imprison it. They spent years preparing their sorcery and eventually they managed to imprison the mighty dragon in a jade statue. The Mandarins soon discovered that the dragon could still mentally influence nearby minds and encourage them to perform the rituals necessary to release it. Since the statue could not be destroyed without releasing the beast, the mandarins hid the statue in a remote monastery and founded a Tong to be responsible for guarding it from the unsuspecting world.

Now, several millennia later, an ignorant Mr Doyle has stolen the statue for its artistic value and the dragon has started to twist his mind...

Lord George Mace

Lord George Mace is from Scotland, although his breeding is English. He is the Eldren son of Human parents, educated at Oxford, and spent time in India. He plays the quintessential Victorian aristocrat, although this is an act. He has an insatiable appetite for various types of physical pleasure (he is rumoured to be bisexual, a sadomasochist, and a voyeur), spurred on no doubt by his studies of tantra. Lord Mace is the head of Scotland Yard's Aetheric Branch and the founder of the London Orientalist Society (which is *not* the same as the better-known Oriental Club).

Mace is firmly against lower class causes, as his family has exploited the Highlanders for generations. In his mind the mob has no place agitating in noble Kensington and he feels that they simply need to be swatted across the nose to remind them of their place. Mace plays the cool Victorian noble to the adventurers unless one of them has great beauty or has an exotic background. He suddenly warms up to them, hoping to entice them into his 'hobbies' later.

See *Faces of the Smoke: Volume One - The Secret Masters* for more information on Lord George Mace.

LORD GEORGE MACE - ELDREN ORIENTALIST

Physical: 8 *Initiative:* 9
Mental: 12 *Health:* 10
Social: 14 *Quintessence:* 36
Armour Value: 8 (Aetherweave-lined cape; AV 4 after 4 rounds)
Special Traits: Entropy 2, Clairvoyant (psychometry), Thaumaturgy (aetheric bolt, aetheric pocket, groom, hair of the dog, instant beauty)
Complications: Hedonist, Narcissist
Damage: Sword cane (6), Aetheric Bolt (8)

If you have a copy of *Jewel of the Empire* then Lord George Mace also has the Tantric Practitioner talent (purchased twice) and the Tantra skill at +4.

Currently, Lord Mace is attempting to make the crowd disperse without bloodshed. Should the mob not heed the policemen's orders to disperse, then Lord Mace plans to unleash an Aetheric Barrage in order to make them comply. He targets Tommy Atkins, as Scotland Yard would love to know the Bolshevik's identity. Unfortunately, Lord Mace and the Peelers have miscalculated the mob's loyalty. As soon as Tommy Atkins falls, the mob swarms around him and protects him, running back to a safe house in Lambeth. The rest of the mob attacks and doesn't disperse until an ornithopter flies overhead and fires a few rounds over their heads. The ornithopter's presence is enough to break the crowd.

The adventurers can get involved in a number of ways, especially if they are just being at the wrong place at the wrong time. It's likely that they're travelling by hansom, at which point the sprawling mob prevents them from moving forward. They may get involved in some fisticuffs or even inadvertently bludgeoned by Lord Mace. If the adventurers aid the Peelers then they are thanked for their assistance after the confrontation is over. A couple of Peelers or even Lord Mace offers to escort the adventurers to their destination. Should the adventurers have aided the mob, then they have some explaining to do in order to prevent being hauled off to the local precinct for questioning.

"Tommy Atkins" - Human Radical Spokesman

Physical: 6 *Initiative:* 6
Mental: 8 *Health:* 8
Social: 12 *Quintessence:* 12
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: Secret (true identity)
Damage: Kick (3), Light military sword (8)

'Tommy Atkins' is a persona. Taking the nickname of the common British Soldier, Tommy Atkins dresses like a clownish toy soldier, complete with a garish painted face and 'redcoat' ensemble. 'He' has chosen the image of a toy soldier because that is what he believes that the Government wants him and his people to be, toys to throw at the Russians for their own amusement. His speeches are laced with Bolshevik terminology and he considers the Crimea to be a 'bourgeois war with proletariat soldiers.'

Atkins' manner is almost frantic, always moving some part of his body or other, and he speaks in a high-pitched voice, often loudly. His way is not that of debate, rather he prefers to press his own opinion upon others in a way that makes it seem like the only natural position. Despite his rather

awkward mannerism and voice, he is quite persuasive, and his obvious belief in what he's talking about is charming if not seductive.

While he has taken upon the cause of the working class upon himself, 'Tommy Atkins' comes from a wealthy bourgeois family and had a pampered life. 'He' is actually Angela Cassidy, a young Human woman who is fascinated with Maxim Bolshevik and leader of a Bolshevik League cell, in spite of being married to a successful middle class investor. A character trying to deduce her true gender when she is in costume needs to make an opposed Wits + Perception roll against her Wits + Disguise (she also gets to add Presence + Act as a complementary skill). Female characters gain a +2 to their dice pool.

Atkins firmly believes that the British system is wrong, and it has to change by any means necessary. She also believes that for the necessary changes to take place someone has to take charge of the revolution and it may as well be her. She doesn't believe in delaying, rather she argues that action must be taken sooner or later. She doesn't believe that the potential consequences of violent action are harmful to the cause; rather that they are perhaps necessary in order for the revolutionary cause to be strengthened and eventually succeed.

Giuseppe Arbonne - Lionman Bolshevik

Physical: 9 *Initiative:* 6
Mental: 8 *Health:* 14
Social: 10 *Quintessence:* 12
Armour Value: 4 (lined coat)
Special Traits: Animal Trait (claws)
Complications: Zealot (Bolshevism)
Damage: Claws (7), Volcanic Pistol (7)

Tommy Atkins' right hand man (and lover), Giuseppe Arbonne, is a Roman Bolshevik who fled to London when his activities in Bavaria resulted in a government crackdown. He fell in with a secret society known as the Agents of the Queen, but is disillusioned with the leader's change in focus to amassing wealth as opposed to fomenting social change.

He sees a kindred spirit in Tommy Atkins and hopes that perhaps they can succeed where the Agents of the Queen have failed. Should Tommy be threatened, Arbonne immediately moves to protect her. For more information on Giuseppe Arbonne and the Agents of the Queen see *Faces in the Smoke Volume Two - Shadows and Steel*.

Protester - Beastfolk Protester

Physical: 5 *Initiative:* 1
Mental: 1 *Health:* 6
Social: 1 *Quintessence:* 0
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (3), Club (4)

Peeler - Human Police Officer

Physical: 6 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 5 *Quintessence:* 6
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: None
Damage: Punch (3), truncheon (6)

SCENE 2: A MOTHER DISTRAUGHT

The DoYLES have a beautiful Kensington home. Even at night the house is very well-lit by a preponderance of gas street lights that help break the fog. A set of three beautifully carved marble steps lead to the entrance and the door-knocker is a beautifully carved obsidian dragon. The home is well staffed, led by the stylishly bearded Dwarf butler, Mr Straub. Once the adventurers arrive at the DoYLES' residence Mr Straub shows them straight in to the drawing room, as they are expected. The walls are beautifully decorated with art from around the world, much of it with an obvious oriental flair. The drawing room is furnished tastefully and a painted portrait of Mr and Mrs Doyle hangs above the mantelpiece. On the mantelpiece are several photographs of their two Eldren children at various ages. A two-seat sofa and some chairs surround a coffee table that has an ornately decorated Chinese urn atop it.

Mrs Doyle soon enters the room and asks them to be seated. She is a beautiful Eldren woman who, although in her 40s, looks like she had her coming out party yesterday. She is well known for her obsession with correct etiquette and keeps abreast of current fashion. She wears a perfectly tailored velvet Rossini dress and has her purple and gold Frendal lizard, "Fitzroy," perched on her shoulder. She is normally a quiet, reserved lady who does not like to make a spectacle and she doesn't appreciate the thought of her family becoming the centre of the idle gossip of the aristocracy.

Tea or other refreshments is served by Carolyn, one of the housemaids, while the guests are 'entertained' with polite



conversation by Mrs Doyle. Mrs Doyle dismisses Carolyn and confides in the adventurers that her children Henrietta and Michael (15 and 13 years old, respectively) have disappeared. She cannot believe that they have run away and she is distraught with worry that there is foul play afoot. Adventurers that make an easy (+6 to dice pool) Wits + High Society roll realise that if the children have indeed run away then it will cause the Doyles a tremendous scandal.

Rather than go to the police and risk the press, Mrs Doyle has decided to seek private assistance, either through a private investigator or through her more adventurous acquaintances. To professional investigators Mrs Doyle offers £1 a day for their efforts, which she doubles if they can successfully return her children. If the adventurers are friends, Patricia makes no mention of recompense. This is a courtesy; they are friends and equals – not hirelings. If adventurers broach the subject, then she's shocked at their rudeness at such a time and blusters that her husband will certainly reward them appropriately upon his return.

If the adventurers take the case, then Mrs Doyle allows them to see the children's rooms and interview staff should they require it. Mr Doyle is unavailable and his private rooms (the smoking room and office) are kept locked. Should the adventurers attempt to pick the locks (an act Mrs Doyle would see as unseemly) then it requires a Difficult (3 black dice) Wits + Pick Locks roll to open. Both rooms are connected to each other by a simple, unlocked door. Should they get into the rooms then see Act 2: Scene 8 – The Doyle Residence, Redux for details. Mr Doyle returns the next evening should the adventurers wish to see him.

Mrs Doyle knows surprisingly little about her children and their recent activities. If told that they have been leaving the house frequently for the last month, she is unable to hide her earnest shock. She had no idea that this was going on and she is surprised that none of the staff has been aware of this, especially their maid Carolyn who seemed so close to them. She makes it perfectly clear to the adventurers that if it turns out that any of the staff knew of this and kept it from her there will be severe repercussions. She suggests that they talk to some of the staff if they suspect that any of them have pertinent information. She makes sure that they are all made available to the adventurers and has a room made ready for the interviews.

Patricia Doyle - Eldren Social Martyr

Physical: 2 *Initiative:* 1

Mental: 5 *Health:* 4

Social: 06 *Quintessence:* 12

Armour Value: 1 (corset)

Special Traits: Clairvoyant (aura reading), Frenclard Lizard

Complications: Perfectionist

Damage: Kick (2)

Patricia married at the much older Henry Michael Doyle at a very young age and over time she has learned to show him the love, care and respect that such a marriage demand of her. Since her husband is often busy with his business, she relies on her staff and her children for company when she's not entertaining visitors, but such company is never emotionally intimate. The children are very precious to Mrs Doyle as they are the only things in her life that are truly hers. They are the product of her labours and love and

she cannot imagine a life without them, even though she doesn't speak of it in such crude terms herself. Victorian society stifles emotions, so she has never truly bonded with them. Her affection is hidden and her love never uttered in words nor made too apparent in deeds.

The House Staff

The Doyles' house staff is led by the disciplined, loyal Mr Straub. Mr Straub is a strict and formal character with a neatly kept greying beard. He speaks in a slow, condescending manner. The Ogre cook, Edna, has a dreadful cockney accent and is obviously dim-witted in all matters except the culinary arts. She's covered with flour and other assorted food stains, as are her two 15 year-old Human assistants, Jenny and Karina. The two girls are slim, dark-haired, and surprisingly pleasant considering the how hard Edna makes them work. Mrs Torbo, the housekeeper, is a tall, slender Human closing in on her 60th birthday. She's impatient and uncooperative, feeling that the investigation is interfering with her duties. Her girls, Humans Molly, Joanne, and Carolyn and a Gnome Martha, all live in fear of Mrs Torbo's temper, which can be formidable when she catches anyone slacking off.

Even though the staff members are told to cooperate by Mrs Doyle, they are reluctant to share their true feelings about the children, feeling that they may be considered disloyal and dismissed. This is especially the case for Mrs Torbo and Mr Straub. The younger cook's maids and the housemaids more easily state their true feelings.

The servants initially speak well of the children, what fine examples they are and fine adults they'll make. The adventurers can easily pick up on the falsehoods in this with an Average Presence + Empathy roll. If convinced to speak the truth then the servants reluctantly mention that the children are spoiled, undisciplined, annoying, and noisy, always getting in the way of their work and trying to get them into trouble.

Many servants point a finger at Carolyn. Carolyn was in daily charge of the children and she fears repercussions from both the children and her employers. Carolyn is usually a pleasant and dutiful girl, but she's been acting erratic of late, a fact that another servant wouldn't hesitate to tell an adventurer. This isn't unusual, as Carolyn was sort of a nanny to the children and their disappearance must be hard on her, but in truth she's been sloppy for weeks now. If she doesn't get a grip soon she'll likely be dismissed.

Carolyn - Human Housemaid

Physical: 3 *Initiative:* 3
Mental: 4 *Health:* 6
Social: 02 *Quintessence:* 6
Armour Value: 0
Special Traits: None
Complications: None
Damage: Makeshift bludgeon (2 Dice)

A pleasant girl with long blonde hair, Carolyn fears the adventurers. Her bright blue eyes jump nervously around as she faces them and their questions. Sporting a Kentish accent, Carolyn came to London seeking employment with few credentials. She counts herself lucky that Mr Straub and Mrs Torbo gave her a chance to serve and she has done her utmost to serve them and the Doyle family as best she can.

Her anxiety over the situation is only increased by the adventurer's presence and when they are gone she decides to find a way to help their investigation without revealing herself. She loves the children, even if they are spoiled. As she fears that an anonymous note for the adventurers may still lead back to her, she decides to ask her paramour to help find the children through the means at his disposal.

Carolyn's Information

Carolyn is usually timid, polite, and quite subservient. She answers whatever questions are posed to her and dutifully performs whatever is requested of her. She answers every question quickly, a bit too quickly, and only speaks well of the children. She expresses surprise at their disappearance and assures the adventurers that she has no idea where the children are. Suspicious adventurers can, with a Difficult (3 black dice) Presence + Empathy roll, determine that she's holding something back.

Even if the adventurers don't figure out that she's hiding something, Carolyn still seeks them out before they leave (or visits them later). Her conscience simply won't allow her to remain silent.

- Carolyn was quite young when she first came to the family's doorstep six years ago, so she was made the children's nanny. It is a duty she has performed well to this day, but as Carolyn is now fast approaching her twenties she is also quite anxious to move on and settle down. Only her loyalty to her employers has kept her from doing so.
- The Doyles don't appreciate it when members of their staff pursue too much of a social life, as it usually hurts their performance as servants. In spite of this Carolyn has



gotten quite close to a man she met in nearby Hyde Park while chaperoning Michael and Henrietta (only if pressed does she mention his name and profession – journalist Jonathan Sheffield). They are courting and she spends much of her time off with him, something of which the children are very much aware.

- Henrietta blackmailed Carolyn over her courtship and demanded that the nanny help them sneak in and out of the house at night. Fearing for her job, Carolyn agreed, sinking deeper into the plot as she has been forced to cover for them on occasion.

- Carolyn knows that Henrietta was enamoured of her Bohemian second cousin Robert Doyle. Carolyn admits the man is charming, but she doesn't believe he has an interest in her; in any event Mr Doyle would certainly disapprove. Carolyn heard Robert Doyle mention the Ten Bells Pub several times in relation to a Lady Miriam, someone of whom Robert Doyle spoke in very flattering terms.

- On one occasion about a week ago, Carolyn overheard the children snickering about a church service in the St Giles neighbourhood. Apparently Michael upset 'the Vicar' (Carolyn uses the term inaccurately) by claiming that his 'miracles' were tricks. She can't recall the name of the church, but believes 'path' is part of the title.

Carolyn begs them not to tell the Doyles about her and offers anything she can for their silence. Unfortunately, Carolyn has little to offer given her station, reducing her to pleading if the price is too high.

ACT 2: INVESTIGATION

Once the adventurers have taken the case and left the Doyle home, they should have a number of leads to follow. The obvious choices being the Ten Bells Pub and the True Path Church. Their investigations take them to a playhouse, an abandoned factory, and even a grittier pub where they unwittingly meet the kidnapper, Mr Harrison. Eventually, their investigation leads back to the Doyles, where they discover that Mr Doyle is rather unconcerned about the fate of his children, believing it to be a prank.

The adventurers also meet an old Gnome hag who has visions that are not only useful to this adventure, but to the campaign as a whole.

SCENE 1: TEN BELLS PUB

Robert Doyle, the missing siblings' second cousin, and his bohemian friends can be found drinking at the Ten Bells Pub on Commercial Street and Fournier in Whitechapel. Having brewed its own beer since 1666 and garnered a reputation for decent food, this respectable public house is a popular destination for thirsty Londoners.

In spite of the Ten Bells Pub's reputation, Whitechapel is still dangerous at night. There are several rookeries within the neighbourhood and perceptive adventurers may catch a glimpse of shady figures running over rooftops in the fog along the makeshift 'timber roads,' wooden planks that connect the roofs of row-homes. The timber roads are constantly shifting, as travellers are continually picking the planks up and placing them when needed, usually to stop an angry victim or a determined peeler from following them.

Commercial Street is better patrolled than most in the neighbourhood and several Peelers walk in pairs along the sidewalks and prostitutes line the streets. Homeless unfortunates huddle in the alleys or beneath the awnings of closed businesses, hoping to find warmth inside a bottle. Occasionally, a resident opens the door and chases one away with the whack of a broom or a few pennies thrown onto the sidewalk.

The Ten Bells Pub stands like a beacon amongst the businesses that have closed for the day. Several advertisements adorn the outside walls (including the Pavilion theatre's new play, *Aristocratic Affairs*) as the silhouettes of people enjoying good food and drink can be seen through the windows. With every opening of the door snippets of boisterous conversation pierce the evening fog. Inside, the pub is absolutely packed with largely working class patrons. It's rumoured that the barkeep is a communist and several patrons talk animatedly about the latest protest.

Robert's friends are a friendly bunch of a dozen over-indulged drunkards and aspiring artists who circle around Lady Miriam, an Eldren lady of exceptional beauty and mystery. The group, both male and female, were primarily chosen for their beauty or their artistry; unfortunately some confuse themselves for the other. They can be found seated around one or two tables in the smoke-filled public house, sharing their passions with each other. They are quite easily approached and anyone attractive or who can express themselves artistically is enthusiastically welcomed.

Robert Doyle - Eldren Bohemian

Physical: 6 Initiative: 5
 Mental: 5 Health: 10
 Social: 7 Quintessence: 6
 Armour Value: 2 (lined waistcoat)
 Special Traits: Clairvoyant (aura reading)
 Complications: Bon Vivant
 Damage: Sword cane (5)

Robert Doyle is a dashing young Eldren gentleman addicted to his indulgences with alcohol, absinthe, and opium as well as 'the good life'. The dark haired dilettante considers himself something of a poet and, though this has yet to be proven, he always considers it his duty to pursue his artistry. He is considered the black sheep of the family, but the general feeling is that it's just a phase and he will grow out of it eventually.

Robert is informal and outgoing. Any insult or accusation is met with a hearty laughter. He is very interested in helping them find the missing siblings. They are, after all, family and in the back of his mind he has a nagging feeling that he is somewhat responsible for their disappearance.

Lady Miriam - Woman of Mystery

Physical: 18 Initiative: 15
 Mental: 19 Health: 16
 Social: 20 Quintessence: 60
 Armour Value: 1 (corset)
 Special Traits: Ageless, Conjure (all), Demonology (all), Limitless Regeneration, Regeneration, Thaumaturgy (all)
 Complications: Hunger – must share a heightened emotional experience with a mortal once per day; if not, then the Peregrine loses a point of Resolve. Should her Resolve drop to 0 then she enters a bestial state and attacks those around her, feeding via fear and terror. A Peregrine regains Resolve at a rate of 1 point per hour after feeding.
 Damage: Aetheric Bludgeon (8)

Long, black hair envelops the beautiful face of this mysterious Eldren lady (in actuality, she is a Peregrine). Dressed in scarlet, she strides effortlessly through the crowd of the Pub surrounded by her loyal entourage of dilettantes and lovers. Her eyes gleam and her mouth displays a 'Mona Lisa'-like smile, as if she knows something no one else knows and finds it highly amusing. She came to London three years ago and started gathering her group of followers. They all have beauty in common, whether they are beautiful, express themselves as beautiful, or only share her love of beauty and try to emulate it. What she wants in London, however, is anyone's guess. So far she has

not made the slightest effort to be recognised in the more respectable social circuits, nor has she ever been involved in any activity that might explain her obvious financial wealth.

She is friendly, if not as outgoing as her entourage, and she shows no sign of being inconvenienced by the adventurers. She is very interested in what they have to say and she shares whatever insight she might have on the matters discussed.

Robert and Miriam's Information

Robert tells them that the children have been sneaking out for over a month. They came to him early on asking him to show them a good time, which he did. Who was he to keep them from enjoying what life had to offer? He assures the adventurers that he was quite adamant in telling his cousins about the dangers of roaming around the dangerous streets at night. When the children got tired of hanging around with Robert and his friends they started going out on their own; Robert tried to keep track of them, but he doesn't know where they are now.

- He introduced them to a chap by the name of Martin Croyle and they were fascinated by him. Croyle's an untrustworthy sort and he leads a group of Bolsheviks over in Holborn. Robert gives them the location of a derelict factory that Croyle is using as a Bolshevik headquarters. Martin is somewhat of a regular at the Ten Bells Pub, but he hasn't been seen here for two or three weeks.

- Apparently Michael loved musical theatre so Robert introduced them to the Pavilion and one of the writers, a person Robert refers to only as Dylan.

- Robert introduced the children to a Dwarf named Harrington, who'd been coming around the pub recently. He was quite a character and he heard rumours that Harrington took the children to a number of places in the city. Harrington hasn't come around here much lately, but he had many stories about taverns in Wapping.

- If they mention the children's parents, it is evident that Robert doesn't like them very much. He finds his second cousin, their father, to be a hypocritical tyrant.

- Miriam has little information to share, but she considers every question and gives whatever opinion she has while never losing her enigmatic smile. Her impression of the children was that they were quite beautiful and she



expresses concern that something ugly might have befallen such beauty. She did pick up some strange emotions from the two, from the girl directed to her cousin, Robert, and from the younger brother to his sister.

The Gnome Hag

As they leave the company of Robert and his friend, the adventurers are accosted by an elderly Gnome hag, wrapped in rags, missing her teeth and fronting a boil-covered face. She stands in their way, giving clear indication for them to stop. She looks them sternly in the eyes, one by one, before she speaks.

She mumbles a few syllables before her hoarse voice becomes decipherable: "... the city will burn! Yet, now, as you search for answers you awaken the dragon of the east! I hear the cries of children! An evil is roused beneath the streets! The Hound is hunting! Oh... no... no.... NO! It cannot be?!...A god in the machine?!" She grabs an adventurer by the coat and cries "the Dead are marching!" She then lets them go and faints.



Unless the adventurers take care of her, some of the patrons carry her inside, put her down in a chair and try to rouse her. She doesn't come around for a good fifteen minutes and when she does she refuses to speak to the adventurers. She even shouts for help if they press the matter, resulting in the adventurers being thrown out for harassing the harmless old lady.

If the adventurers ask Robert or any of the other patrons of the pub they learn that she is a local hag, claiming to be psychic, but all she does is spout gibberish. Lady Miriam gives a worried look and fades into the crowd. If approached, she simply says that they should heed the warnings.

Barbara Collings - Gnome Drunkard

Physical: 5 *Initiative:* 7
Mental: 8 *Health:* 6
Social: 8 *Quintessence:* 32
Armour Value: 0
Special Traits: Spiritualism (all)
Complications: None
Damage: Cane (3)

Barbara Collings was born a lightly talented spiritualist. Her powers were never that well-developed and when she became a fortune teller she spent more time faking predictions than actually using her abilities. One thing she did develop was a taste for alcoholic beverages in all of their forms. As her magnetic abilities grew stronger, Barbara wrongly attributed this to 'clarity through consumption.' By the time she reached 30, Barbara was an alcoholic. By the time she was 40, she was also homeless.

Today, there is little of the original Barbara left. She shambles from pub to pub, occasionally using her skills to gain coin for drink (more begging than fortune-telling these days). Still, her mind is still clairvoyant to the spirits and occasionally they still speak through her.

SCENE 2: THE TRUE PATH CHURCH

Reverend Matheson's church is located in an old run down brick building which once might have housed a factory, one of many run-down buildings stretched along this street in St. Giles. The only things that distinguish it as a church are the white chalk crosses on the front doors and a small wooden sign that reads: 'Services and Prayers, 6 o'clock every day. The True Path is waiting.' The building's back entrance leads to a small courtyard that can only be reached by a cramped alley. The courtyard is covered with mud and

littered with pieces of wooden barrels, crates, and metal debris. A metal fire escape runs from the top of the two-storey building to the alley.

The front double doors lead straight into a large assembly area with a brick-covered floor. At the farthest end a crude stage is built with mismatched wooden boards. The stage is dominated by a pulpit built from a box crate. Several lines of crude wooden chairs fill the space in front of the stage, followed by even simpler benches closer to the door.

A staircase on the left side of the room leads to the second floor where the offices and a couple of bedrooms can be found. There's a locked door on the right-hand side of the stage that leads to a small storeroom where Matheson keeps the tools of his trade. A door leads from the storage room to the courtyard outside and a trapdoor, hidden beneath an out-of-place rug, leads to a damp cellar.

In the cellar Matheson hides his darkest secrets. The ceiling of the cellar has been torn open and a trapdoor leading to the stage above has been recently installed, along with a crude staircase that enables one to use it. Still, the tools in this room, which include picks and shovels, seem excessive and ill-suited for such works. A Very Difficult (6 black dice) Wits + Perception roll enables the characters to discover another trapdoor beneath the rug. This leads to the city's sewer system (Matheson hasn't discovered the lost temple yet, but he and his men are presently looking for it. They find it between the events of this chapter and Chapter II - The Wrath of the Dead).

Reverend Matheson and his associates can usually be found around the Church. He holds a service every day at 6pm, and it's guaranteed he'll be there from 4pm to 10pm. The services take about 90 minutes and usually consist of him speaking for half that time on the 'lies' of the Aluminat Church. Testimonials also make up a good portion of the service. Congregants speak of how following the True Path changed them and improved their lives. Often there is room for a miracle or two (thanks to Rev. Matheson's many tricks), before wild prayer and cacophonous song close the proceeding, leaving the participants quite spent at the end of the day. Usually the collection plate finds its way around the congregation once or twice during the services.

At a service a week ago, Henrietta and Michael Doyle, in the company of Mr Harrington, started making trouble. As an acquaintance of one of Matheson's trusted Ogre associates, Mr Harrington had learned some of the tricks

used during the services. He thought that showing these snotty little kids how gullible the workers were would be great fun for them. He told them of how the trapdoor was used during the miracle performed on stage, but in the middle of the miracle Michael jumped up and shouted, "Look, he's using a trapdoor. Can't you see it?!" Before Mr Harrington could get the boy to shut up they were thrown out of the church. Reverend Matheson salvaged his reputation, blaming demons spreading lies and doubt, but Mr Harrington is understandably no longer a welcome sight around there. Matheson hasn't seen any of them since.

Reverend Matheson – Human Blasphemous Pretender

Physical: 5 *Initiative:* 4
Mental: 9 *Health:* 8
Social: 12 *Quintessence:* 24

Armour Value: 3 (lined jacket)

Special Traits: Demonology (aether ribbons, whispering colours), Thaumaturgy (aetheric bolt, cure, heal, gaslight, instant beauty, steely skin)

Complications: Greedy, Lecherous

Damage: Punch (2), aetheric bolt (8)

Reverend Matheson is a tall man with refined features; his unfashionably long black hair (almost down to his shoulders!) is combed backwards. His dark eyes are piercing and his deep voice shifts between soothing and booming effortlessly to fit his words. Matheson always acts the part of the gentleman; he is never rude and tolerates neither rudeness nor lewdness in his company. He answers any questions as honestly as possible. He smiles, nods and gives advice, even offering them a private prayer session if he deems them worthy. Only when alone with his associates does his mask drop, revealing his lecherous and greedy nature.

This despicable man was once a man of the Church, but his interest in pagan religions got him excommunicated (this probably had more to do with the carnal corruption of fellow priests and nuns than theological arguments). Matheson became an Evangelical Puritan, railing against the Aluminat with fiery sermons. He also taught himself thaumaturgy along the way, usually with the help of like-minded Guild members.

Eventually, Matheson found his way to London and decided to form his own Evangelical Puritan sect. While looking for a church site, Matheson stumbled upon information regarding the remains of an underground Roman temple. His search took him to the British museum where he met



Ibrahim Yalmaz, an Ottoman scholar at University College in Bloomsbury. Dr Yalmaz shared Matheson's interests and slowly corrupted him. He encouraged Matheson to purchase the building near the location of Dispater's Temple and is subtly guiding Matheson to 'discover' it.

Matheson's Information

Reverend Matheson has difficulty showing empathy for the missing children but promises to pray for their safe return. He also offers the following information:

- The two children caused a disturbance during a service and had to be forcibly removed. They were obviously inspired by the Pale to test his faith, although he wouldn't put it past the Aluminat to cause a disruption.
- The children were in the company of Mr Harrington, a Dwarf of ill repute known to many parts of London. They can probably find him in the Ten Bells Pub in Whitechapel or The Bearded Wench Tavern in Wapping. Matheson doesn't know where the Dwarf resides at the present time. Matheson feels that he is getting even by sending the adventurers after Mr Harrington, as the Dwarf caused him such a nuisance by bringing those children.

Dr Ibrahim Yalmaz

Penny Dreadful Connection: A Doctor in the House

Dr Yalmaz is currently working with Rev Matheson to unearth an old Roman temple. While this doesn't occur until just prior to the events of Chapter II - The Wrath of the Dead, you'll want to name-check him now so that it's a reveal when he's discovered in Dispater's temple.

Dr Ibrahim Yalmaz is Matheson's partner in looking for the lost temple. He portrays himself as an interested academic in the dogma of the True Path and when the adventurers arrive he's either in attendance (if they came during services) or he's having a theological discussion with Matheson over the finer points of Aluminat doctrine.

When the adventurers approach he politely greets them, asks them if they are fellow travellers looking for the True Path, and then excuses himself.

Dr Ibrahim Yalmaz- 'The Turk' - Karakon Cultist

Physical: 8 *Initiative:* 10

Mental: 15 *Health:* 8

Social: 10 *Quintessence:* 36

Armour Value: 2 (lined waistcoat)

Special Traits: Entropy 2, Necromancy (dust, life drain, raise lesser undead, raise greater undead), Thaumaturgy (aetheric bolt, steely skin)

Complications: Zealot (Set)

Damage: Large knife (6), aetheric bolt (8)

To most Englishmen, Dr Ibrahim Yalmaz looks like a stocky Gnome with a bald, clean-shaven face. He is actually a Karakon, a race primarily found around the Eastern Mediterranean. He professes to be a member of the Orthodox Aluminat and usually attends Anglican Aluminat services with his colleagues. He is a calm, friendly, well-spoken man who immediately puts people at ease and makes friends easily.

Known amongst his colleagues as 'the Turk,' Dr Yalmaz is a professor who specialises in Middle East studies. He was hired by University College for his extensive knowledge of the Ottoman Empire and Ancient Mesopotamia. Although he is known to dabble in Egyptology he doesn't publicly consider himself an expert. Of course, his true knowledge is rather deep and he belongs to the Fellowship of the Red Pharaoh.

While it seems odd for a Turk to be a member of an Egyptian nationalistic cult, Dr Yalmaz is actually descended from an ancient line of Egyptian priests. As an Aluminat in Turkey (at least publicly), Dr Yalmaz never established a sense of brotherhood with the largely Nithami (Followers of Ismal) population. He sees Dispater as a servant of Set, if not the Egyptian god himself in Roman guise, and works for the day that the new Egyptian Empire, under Set's guidance, spreads across the globe.

The Henchmen

The associates of Matheson that can be found at the church at various times are Mr Duggle, a Ratman that who real magic to the miracles, Bjoern and Olaf, two Ogres of Nordic descent who help with security, and Mr Monty and Mr Landers, who help out during the services. Matheson's henchmen aren't particularly religious. They work for the church because Matheson pays them regularly and offers them an even bigger reward in the future.

Bjoern and Olaf - Ogre Bouncers*Physical:* 5 *Initiative:* 0*Mental:* 0 *Health:* 24*Social:* 0 *Quintessence:* 0*Armour Value:* 0 (they have Stone Cloth (AV 6); although they often forget to use it)*Special Traits:* None*Complications:* Greed, Lecherous*Damage:* Punch (6)

Bjoern and Olaf are two Scandinavian Ogres and are the backbone of Matheson's security. They are both blue-eyed and have longish blond hair (Olaf keeps his in a ponytail). They are both hard working and diligent. Olaf is rather glum and introvert, while Bjoern is playful and curious.

Mr Duggle - Ratman Conjurer*Physical:* 6 *Initiative:* 6*Mental:* 9 *Health:* 10*Social:* 7 *Quintessence:* 24*Armour Value:* 6 (stone cloth)*Special Traits:* Entropy 1, Conjure (cat nimble, edge sharp, sleep, stone cloth)*Complications:* Greed, Lecherous*Damage:* Sheath Knife (5 or 7 with edge sharp)

Mr Duggle is a leering Ratman, dressed in colourful rags - a patchy overcoat and patched shirts and trousers. He also wears an old top hat with several stitches and patches woven into it. Most notably for the adventurers, Mr Duggle lacks an earring (as well as fanged teeth), thus setting him apart from Hairy-Jones. His most valuable possession is a silver pocket watch, stolen off a Gnome a few years back, which he constantly plays with. He has prepared a stone cloth spell for each of his associates.

If he has the element of surprise, Mr Duggle uses his sleep focus on whomever he perceives is the greatest threat (he only keeps two sleep foci on hand). If forced to fight, Mr Duggle uses his stone cloth spell and pulls out his knife (with edge sharp). If given the opportunity he also casts cat nimble for the +4 Dexterity boost.

Mr Landers - Moleman Grifter*Physical:* 7 *Initiative:* 6*Mental:* 6 *Health:* 10*Social:* 8 *Quintessence:* 12*Armour Value:* 6 (stone cloth)*Special Traits:* None*Complications:* Greed, Lecherous, Poor Vision*Damage:* Small Club (2)

Mr. Landers is constantly squinting due to poor eyesight. He's short, mild-mannered and quiet, hiding an explosive and violent anger.

Mr Monty - Human Grifter*Physical:* 7 *Initiative:* 9*Mental:* 7 *Health:* 8*Social:* 7 *Quintessence:* 12*Armour Value:* 4 (lined coat)*Special Traits:* None*Complications:* Greed, Lecherous*Damage:* Punch (2), throwing knives (5)

Mr. Monty is an olive-skinned Irishman with a penchant for throwing knives when bored. Mr Monty has a bit of a bias against magic and eschews Mr Duggles' enchantment for the more 'reliable' protection of a lined coat.

SCENE 3: THE ABANDONED FACTORY

Located among the many printing houses and assorted factories in Holborn, Martin Croyle's hangout is an old fire-damaged brick building. The bricks still bear the mark of a raging fire that probably drove the last owners out of business. The factory is apparently abandoned, as the front entrance and the windows are boarded up. The fire-stairs lie rusting in a heap next to the building.

The only entrance is the back entrance, carefully guarded by Martin Croyle's comrades when they are holding a session. Usually there's one or two on the roof and a single guard hanging out by the back entrance, keeping strangers out while trying to seem as inconspicuous as possible.

Inside is a mess, cluttered with the debris from whatever catastrophe that struck the building. Pieces of wood and metal have been shoved aside and into corners to be used as spare parts. Ropes and partial chains lie on the floor. It is obvious that this building used to consist of several floors, not just one big room, but only the burned remains of the other floors remain, and the stairs don't look very safe.

An intricate system of ropes and home-made ladders lead to the roof through the skylight. All glass has been removed from the skylight, and it has been covered with an easily removable tarp. An Easy (+6 to dice pool) Dexterity + Engineer (civil) roll or a Difficult (3 black dice) Wits + Perception roll reveal that they are constructing a complex system of rope, chain and pulleys to lift something to or from the roof. If the roll fails all they see are a lot of chains and ropes and stuff hanging around.



Croyle has made room for a couple of workbenches where work is being performed on small mechanical gadgets, which could be parts of the great project or just a smaller device which they plan to use. The great project is hidden beneath a large brown tarp. Underneath the tarp are several tubes, gears, and cranks sorted in a way to ease the assembly of the finished project.

A couple of crates with tools and equipment are stored near the working area, including a crate with explosives, and a few other crates containing the tools of the revolution. The metal tubes and tools that lie around are also excellent weapons should the need arise.

Martin Croyle – Human Anarchist Revolutionary

Physical: 8 Initiative: 7

Mental: 11 Health: 10

Social: 10 Quintessence: 18

Armour Value: 4 (lined coat)

Special Traits: None

Complications: Zealot

Damage: Fists (3), Cosh (6 dice), Tricolour Derringer (4 – 4 shots, brass knuckles (4), knife (6))

Martin Croyle is not tall or particularly muscular, but he is quite intelligent and devious. His dark face is usually covered with soot and his black curly hair sticks out from beneath a bowler. He usually wears a dirty, dark, wool coat, and keeps his small hands in his pockets. His eyes always gleam mischievously as if pondering some scheme or another. Which he probably is, as his mind is always working on some issue or another. Croyle is not a truly wicked man; he is simply a man of strong principles who believes he is doing something good.

Croyle grew up in the care of an obscure aristocratic writer who plucked him from a grateful lower class family. He served his master well on his travels around Europe and as pay his master shared his vast knowledge of the world with him. His master had no love for the ways of the world and cared much for the plight of the working class. It was during these travels that Croyle had an opportunity to meet with Maxim Bolshev, and the impressionable Croyle hung on every word. As time went on, Croyle's relationship with his master became more akin to father and son.

When his master finally succumbed to consumption one would expect Croyle to inherit something, but Croyle was only kicked out by his master's family. The family considered their loving relationship improper, a scandalous abomination. If a Will promising Croyle any money or property had been made, it disappeared shortly after his master's death. Croyle was left penniless on the streets of London with an increasing distaste for the current social order.

Croyle is a violent revolutionary. He does whatever is necessary, even murder, in pursuit of his goals. There is always an underlying love for the working-man in all his actions as well as hatred towards the oppressive upper class. He is a cell leader of the Bolshevik League and counts his companions amongst his cell. His politics have joined him to revolutionary spokesman and fellow Bolshevik Tommy Atkins; the two share a friendly, if awkward, relationship. Croyle would like it to be more, but Atkins keeps him at arm's length, offering the excuse that nothing should distract them from the revolution.

In spite of this, or perhaps because of it, Croyle has hatched a scheme to ignite the revolution. It is 'the Great Project' and it involves a large mechanical device currently under construction. Croyle hopes to impress Atkins and together they can use it to lead a proletariat army against the government.

Croyle's Henchmen

Croyle has gathered a few like-minded individuals around him. His comrades consist of five disgruntled members of the working class or lower middle class. Leon Griffiths and Herman Klein are responsible for constructing mechanical gadgets. Leon is an elderly Gnome and an impoverished watchmaker from the St. Giles neighbourhood where he still lives in his closed store. The Dwarf, Herman, is a mechanical genius from Prussia whom Martin befriended on one of his frequent trips there with his master.

'Slit', the Huldu cut-throat, is usually in charge of security but Martin finds it hard to control the Huldu's violent urges. 'Pony', the horseman, sometimes acts as a buffer for 'Slit.' The two of them often work together and 'Pony' is often the target for much of Huldu's abuse, which he takes willingly. Sean O'Fahey, a balding Irish strong man, is occasionally employed doing heavy labour in the factories. Strong and wilful, O'Fahey defends Croyle and his cause with his very life.

Leon Griffiths – Gnome Watchmaker and Revolutionary

Physical: 6 *Initiative:* 10
Mental: 12 *Health:* 4
Social: 8 *Quintessence:* 32
Armour Value: 2 (lined waistcoat)
Special Traits: Order 2, Guild glass spectacles (provide 6x magnification)
Complications: None
Damage: Prefers dodging away (6) and surrenders if cornered.

Herman Klein – Dwarf Engineer from Prussia

Physical: 6 *Initiative:* 7
Mental: 12 *Health:* 10
Social: 07 *Quintessence:* 36
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1, Sowilo (sun) rune (+3 to repair rolls)
Complications: None
Damage: Iron Pipe (6)

'Slit' – Huldu Cut-throat

Physical: 10 *Initiative:* 9
Mental: 6 *Health:* 8
Social: 4 *Quintessence:* 12
Armour Value: 1 (greatcoat)
Special Traits: None
Complications: None
Damage: Large Wrench (4), Knives (4)

'Pony' – Horseman Ruffian

Physical: 6 *Initiative:* 4
Mental: 5 *Health:* 12
Social: 3 *Quintessence:* 6
Armour Value: 1 (greatcoat)
Special Traits: Clockwork Arm (3 black dice)
Complications: None
Damage: Fists (6), Sledgehammer (7)

Seamus O'Fahey – Human Irish strongman

Physical: 8 *Initiative:* 4
Mental: 4 *Health:* 12
Social: 2 *Quintessence:* 0
Armour Value: 2 (lined waistcoat)
Special Traits: Strength 2, Iron Grip 2, Pugilist 3
Complications: None
Damage: Fists (7), Knives (7)

Getting In

Getting in quietly may be difficult. 'Pony' keeps watch from the roof, and O'Fahey sits on a crate by the back entrance, twirling a crowbar in his hands. Trying to dislodge the boards on any windows or the front door probably makes enough noise to attract attention unless the adventurer makes an Extremely Difficult (13 black dice) Dexterity + Hide & Sneak roll. If the adventurers are caught breaking in then they are met with violent resistance.

The adventurers can try talking their way past O'Fahey, either by making a Very Difficult (6 black dice) Presence + Bull roll. Mentioning the children or who sent them reduces the roll to Difficult (3 black dice) as they have only limited interest in two pampered children. If the adventurers manage to get in this way, then Croyle is not very cooperative. He asks them their business and answers a few questions before he tells them to leave.

Croyle's Information

Croyle doesn't suffer fools gladly, so if the adventurers are caught breaking in or providing a weak cover story then they can expect violence, in which case Croyle only gives information under interrogation. If their bluff is not found out Martin is quite rude, answering perhaps four questions before he tires of them and tells them to leave, the exception being if they manage to intrigue him.

- He remembers being introduced to the two children by that worthless layabout Robert Doyle. He knows that they are the children of Henry Michael Doyle, a bloodthirsty parasite.

Mr Talbot

This is just a small diversion for some fun and a bit of action. If the players seem uninterested in going after Mr Talbot just ignore this part.

Mr Talbot is an excellent actor, though he spends most of his time dead-drunk in the arm of one prostitute or another. This gets him into all sorts of trouble, but he has the luck of a cat and always seems to get out of it in one piece. He dresses in filthy, smelly rags. His long, black, unwashed hair hangs limply from the top of his scalp and down beside his face. Underneath all the muck, however, an always-smiling face hides away. It's his charm and personality that makes him essential to the Pavilion plays.

Today Mr Talbot's luck has run out. The prostitute led the very drunk actor out into the alley where she performed her duties while awaiting the arrival of her pimp and his three cronies. They plan to give Mr Talbot a good beating before helping themselves to any valuables. The patrons and bartender at the pub saw Mr Talbot and the prostitute heading for the alley. When the adventurers arrive they find Mr Talbot swaying by the brick wall, keeping himself balanced with one hand while he tries to pull his pants back up with the other. The prostitute stands to the side as the four brigands circle around him. Helping Mr Talbot earns the adventurers his and Dylan's gratitude. They gladly help them out in the future should the need arise.

HARRY BATES - HULDU PIMP

Physical: 6 *Initiative:* 7
Mental: 4 *Health:* 8
Social: 6 *Quintessence:* 6
Armour Value: 1 (great coat)
Special Traits: None
Complications: None
Damage: Switchblade (4)

RUFFIANS - HUMAN BRIGANDS

Physical: 6 *Initiative:* 3
Mental: 2 *Health:* 8
Social: 4 *Quintessence:* 0
Armour Value: 1 (great coat)
Special Traits: None
Complications: None
Damage: Punch (4 dice), Truncheon (7 dice)

Croyle expresses extreme distaste towards Mr Doyle, ranting about the hypocrisy and lack of morals involved in his blood-drenched business of exploiting working men all over the world.

- He doesn't know where the children have gone, but he is sure that no good has come to them. They are two spoiled brats, crept forth from the cesspool of aristocracy demanding to be fed on the blood of the working man. That's why they were out on town, to feed on the working man and woman's experiences, their tragedies, their sweat, tears and blood. They didn't appear to have much respect for their parents or their home, but that was just the pathetic rebellion of two over-privileged children.

- The girl did most of the talking and asked a lot of questions, but nothing Croyle said seemed to have any serious effect on them. They did mention someone called Dylan as well as someone called Mr Harrington in Wapping.

SCENE 4: THE PAVILION

The Pavilion is a small theatre in Whitechapel. It is in no way a good theatre, probably not even a decent one, but its lower class patrons don't seem to mind. As the adventurers enter and ask to speak with 'Dylan', they are directed towards the stage where Dylan prepares new material for her upcoming play, *Aristocratic Affairs*. She's wearing a discreet suit for men, and her long auburn hair rests on her shoulders. Her appearance is quite indecent for a woman. Dylan gives them a welcoming smile and asks them to join her by the stage.

The players for today's rehearsal are in costume and holding their scribbled scripts, but they don't appear to be doing much rehearsing. Everyone is quite upset that one of her lead actors is missing. Dylan reckons that Mr Talbot is drunk again at the Ten Bells Pub (if the adventurers have already been there recently they may remember a Huldu of Talbot's description if they succeed in an Average Wits + Concentration roll. He was quite drunk and being handled by an unattractive prostitute).

Dylan can't send any of the actors since they are all in costume and she's reluctant to tear anyone else away from their jobs. She mentions this early in the conversation, before the adventurers begin asking questions. The implication is clear that she'd like them to collect him from the Ten Bells Pub. However, she waits for them to offer to do so and doesn't bring it up again if they seem uninterested.

Dylan - Human Playwright/Producer

Physical: 6 Initiative: 6
 Mental: 8 Health: 10
 Social: 10 Quintessence: 12
 Armour Value: 0
 Special Traits: None
 Complications: None
 Damage: blunt prop sword (3 dice)

A friendly woman in her thirties, Dylan has dark kind eyes and pale skin (there is Eldren blood in her ancestry). While she expresses herself rather unconventionally, she keeps up her appearance and is considered quite beautiful even in a man's clothes. While Dylan has had many suitors, she fancies men not at all, primarily due to her experience.

Dylan spends most of her days working at the Pavilion where she produces plays both humorous and dramatic. Her plays often have a bitter taste to them since her inspiration lies in her own life and the things she has endured since she was a child. Dylan was born to a lower middle class family that was barely making ends meet. When an elderly aristocratic widower asked for Dylan's hand in marriage, her parents readily agreed, hoping to improve their station. The 10 year-old Dylan moved in with him, to be married once she was of an acceptable age.

Dylan suffered in the hands of her cruel betrothed and this did not improve after marriage. Although she served as best she could, Dylan only received spite and molestation from her husband. This got worse as the years passed with no heir; the impotent geriatric blamed her for this 'failure'. Soon after her twentieth birthday she ran away without a word.

Dylan (not her real name) created a new identity for herself and settled in East End. She quickly gained acceptance and respect as a writer at the Pavilion where she now makes her living. She is quite content with this, but she feels the urge to write something more 'serious': the story of her life. Unfortunately she fears what will happen if anyone discovers her true identity and alerts her husband.

Dylan's Information

Dylan answers the adventurers' questions, though she seems a bit preoccupied if Mr Talbot has not been brought back:

- She remembers the two children visiting her and seeing her plays. She thought them quite delightful even if they were a bit... rude. She believes they'll grow out of it, especially if

they continue to experience the true life of London away from aristocratic hypocrisy.

- She doesn't seem too worried about the children though; she thinks maybe they've come to their senses and run away from their oppressive upper class home, away from an uncaring mother and a brutal father. At least that's what she supposes their parents were like; the children didn't talk much about it.

- They came to see the shows a few times and talk to her about what life was like outside the confines of respectability. The children seemed to enjoy her company and she enjoyed theirs. She has no children of her own.

- Robert Doyle introduced her to the children after a show. He brought them round a couple of times. Then they started coming alone, sometimes in the company of a Dwarf.

- When the Dwarf was around they didn't talk with her. She also noticed that a Ratman, who hung out at the back of the room some nights when the children were there, seemed to be following them. The only distinguishing feature she remembers was that he had a golden earring. She wishes the adventurers luck in their investigation, but warns them not to trust the Doyle family. She knows their type and they're never up to any good.

SCENE 5: FLEET STREET

If Carolyn gave the adventurers Jonathan Sheffield's name then it's likely they may check up on him. Fleet Street is the home of many of London's newspapers, including the Daily Chronicle. Here in one of the oldest parts of London City reporters of prestige and ill-repute alike make their living. At the Daily Chronicle the adventurers are informed that Jonathan Sheffield is not currently there, but can be found at the Old Wessex pub not far away (for more information on the Wessex, see The Smoke). There, Mr Sheffield sits alone at a table, enjoying a pint and a smoke while waiting for inspiration to strike him. He seems to be a very content man as he stares into empty air with a faint smile on his face.

Jonathan Sheffield - Human Dirt-Digging Reporter

Physical: 4 Initiative: 5
 Mental: 8 Health: 8
 Social: 9 Quintessence: 12
 Armour Value: 2 (lined waistcoat)
 Special Traits: Deduction
 Complications: None
 Damage: Punch (1), Sharps Derringer (4)



A handsome and well-dressed man, Sheffield has made a living on his wits and charm. To him this makes him the perfect reporter and he is always waiting for the chance at making it big. As the youngest of five children in an affluent middle class family, he knew that the family business would not fall to him, which suited him fine anyway. Still the army life did not appeal to him at all, nor did the clerical life, and his academic records were far from excellent. This has led him to pursue journalism instead. It might not be very glamorous, but he finds it amusing and worthwhile.

At this point in the adventure, Sheffield has not published his piece nor does he intend to inform the adventurers of that fact. If pressed, he admits that it has crossed his mind but that Carolyn begged him to hold off until the private investigation was concluded. Should the adventurers insist that he keeps quiet indefinitely, Sheffield pretends to indulge them. A successful opposed Presence + Empathy roll against his Social Competence indicates that he's lying, or at the very least not convinced to delay publication.

Physical threats have more weight and if threats don't work they could physically brutalise him, but that would be hard in a public place and any violence is strongly discouraged by the Oxman and Ogre bouncers. Numerous sigils on the walls add 6 black dice to any spells cast in the pub. If the investigators want to beat him up, they have to lure him outside somehow. Though Sheffield volunteers the information under physical duress he becomes an embittered enemy of the adventurers.

Sheffield's investigations mirror that of the adventurers, although if they come to him early then he may offer insights on leads they haven't followed yet. He believes that Robert Doyle is harmless, Miriam is virtually unknown in good society despite her apparent wealth and class, and Reverend Matheson is a charlatan and his associates are crooks.

However when the Dwarf Harrington of Wapping is mentioned to him, his eyes flare up. He might be wrong, he says, but there is a Dwarf by that name operating out of the docklands who is never up to any good. If this is the same Dwarf and he has been seeing the children there's more than a good chance he is involved. He is suspected of being involved in all sorts of criminal endeavours, including prostitution and white slavery. Kidnapping is probably not at all beneath him.

SCENE 6: THE BEARDED WENCH TAVERN

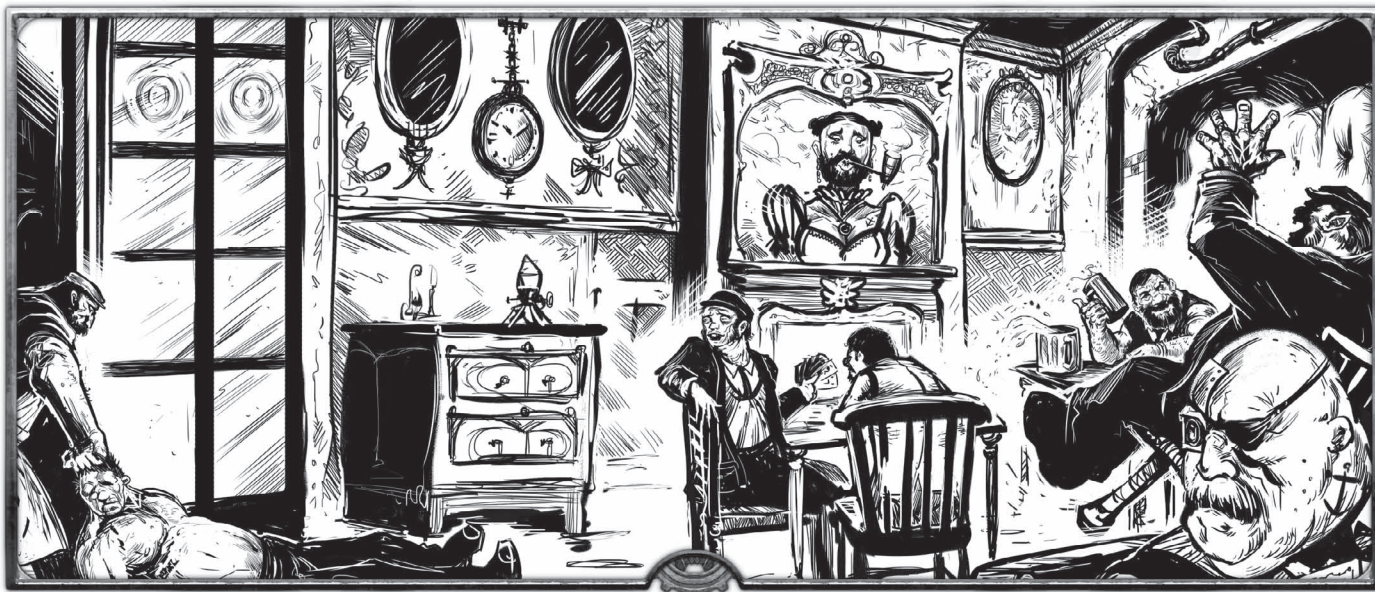
The Bearded Wench Tavern is in Wapping and primarily serves the sailors (employed or not) that frequent the docks and warehouses. The tavern isn't far from the Mariner's Employment Office and Randolph 'Red' McLaren (see The Smoke) often stops for a pint. The tavern is 'home' to every illegal activity imaginable, primarily gambling, prostitution, smuggling and even murder. Mr Harrington and his companions are regulars and he often conducts 'business meetings' here.

The tavern is buzzing with activity. There's a lot of shouting and even some drunken dancing. The putrid smell of vomit, alcohol, and unwashed seadogs wash over the adventurers as they enter the establishment. The first thing they notice is a large Ogre laughing heartily at a fight occurring by the bar. People have made room for a brawl between a rather large Human sailor and a well-dressed Dwarf. Surprisingly the Dwarf is easily beating the human. He finishes the dazed Human by forcibly bouncing his forehead against the bar.

The bartender hands the Dwarf a pitcher of ale with a muffled "Here ye go, Mr Harrington, sir" which the adventurers overhear with a Difficult (3 black dice) Wits + Perception roll or an Average Lip Reading roll. As the unconscious sailor is dragged off, the crowd disperses and the Dwarf joins the still-laughing Ogre at a corner table.

Harrington is a Dwarf of some standing in the 'community' of the tavern. People know him as a jack of all trades, someone who tries to get involved in whatever action there is. He deals in both legitimate and illegitimate businesses. Rumour has it that he owns a derelict warehouse somewhere down by the dock for smuggling. Others claim that he actually works for the government, the Aluminat Church or the Chinese in the Limehouse. In reality he's nothing but a ruffian with a sweet tongue and a few connections.

Harrington enjoys his ale and quiet conversation with Tom while fondling one of the local prostitutes, 'Freckles' Fiona. He is quite polite towards the adventurers and tries to be as forthcoming as he can.



Christopher Harrington - Dwarf Ruffian

Physical: 7 Initiative: 4
 Mental: 6 Health: 12
 Social: 8 Quintessence: 18
 Armour Value: 4 (lined coat)
 Special Traits: None
 Complications: None
 Damage: Punch (3), LeMat Grapeshot Revolver (8/11)

This stout, well-dressed Dwarf is very well behaved for a ruffian and has some very rudimentary schooling, he uses to his best ability. Harrington usually wears a dark-grey suit and a matching bowler and is never without his cigar. He attempts to speak 'proper' English, but his Northern accent usually shines through.

Originally from a middle class family, Harrington had to leave school when his father was bankrupted due to some very unwise investments. His mother died when Mr Harrington was just a child and his father moved the family to London to regain his financial security. Unfortunately this was not meant to be.

Harrington accompanied his father when he conducted business and it was on one such occasion that his father was murdered. His desperate father got involved in some shady dealings and when it all went sour in a meeting his associates beat him up, leaving him bleeding on the floor. As his suffering father cried for help, Harrington just watched him die, a failure. When the crying stopped, Harrington left and never looked back. He has made his own way since through smuggling, murder and white

slavery. He is financially secure and independent, working for whomever he wants.

Harrington sometimes works with the Chinese in Limehouse and it was through these contacts that he was contracted to do a job for the Tong. He was tasked to find something to be used to pressure Henry Michael Doyle with during some rather clairvoyant negotiations, 'clairvoyant' meaning borderline illegal. He became better acquainted with Robert Doyle, seeing him as the easiest way to get close to the Doyle family. He couldn't believe his luck when Robert actually introduced him to the children of his prey. Harrington quickly befriended them and gained their trust long enough to kidnap them.

Harrington has been in hot water before and he already knows that someone is looking for the children, so he isn't unsettled by the adventurers' questions. He's more worried about his employers arriving any day now. He has a strong gnawing feeling that this may get a bit complicated and he is looking into cutting his losses by just selling the children into slavery and fleeing with the money.

Tom - Ogre Ruffian

Physical: 4 Initiative: 0
 Mental: 1 Health: 24
 Social: 4 Quintessence: 0
 Armour Value: 0
 Special Traits: None
 Complications: None
 Damage: Punch (7), Axe (14)



Tall and strong, Tom is a rather handsome chap. He is always in a good mood; a deep, resounding laugh is never far away. He also has a disturbingly sadistic streak to him and enjoys laughing at the pain of others. Tom usually dresses in simple clothes that are quite torn and filthy (and smelling of fish). The only thing of any value he wears is a pocket watch he has attached to his shirt with a string. He keeps this beautiful Klockmocher watch in perfect, shiny condition.

Tom grew up in a cruel orphanage in Manchester, where he learned his sadistic behaviour from the best teachers he could have had, the orphanage staff and, most of all, its manager. He escaped the orphanage during a large fire that burned the place to the ground, killing most of the staff. Tom worked his way to London where he hoped to find work. Harrington adopted the Ogre after a chance meeting and soon they formed a strong bond. Harrington is the closest thing to a father-figure Tom has ever had.

'Freckles' Fiona - Human Prostitute

Physical: 6 *Initiative:* 5
Mental: 6 *Health:* 8
Social: 6 *Quintessence:* 12
Armour Value: 1 (corset)
Special Traits: Attractive
Complications: None
Damage: Concealed knife (4)

Petite and battered, Fiona should be a beautiful young lady. Unfortunately, her poor and dirty conditions and the hardship of her life have taken their toll. Though not yet fully devolved into someone undesirable to clients, Fiona is a visibly broken woman, looking like someone in her thirties while she is actually a decade younger. Her clothes are old, ragged, and dirty. Her face is dominated by large brown eyes and a small pointy nose and covered by numerous freckles which are the source of her nickname. Her red, curly hair is usually unkempt, but when washed and combed it is a divine sight. She speaks with a distinctly Irish accent mixed with cockney.

Fiona was lured away from her home in Belfast by the promise of riches and luxury in London by a seemingly kind and caring gentleman. Leaving her family without a word of goodbye at the age of twelve, she came to London only to learn the harsh truth about her gentleman. She was systematically broken down and forced to degrade herself, first with a select few of her gentleman's clients. As she matured and grew less 'interesting' to their tastes, she was sent out on the streets to work her trade, knowing quite well what would happen if she refused.

She now lives a life of perpetual degradation in fear of her pimp. She dreams of one day getting away from the streets, but knows in her heart that such dreams are folly. She is quiet and obedient, at least when she anticipates payment. Harrington is a particular friend of her pimp so she suffers his whims knowing that her pimp would be quite upset if she didn't. She knows his scheme of selling two children into slavery and she wants to help them, but she knows she only forfeits her life and probably the children's if she does. She keeps quiet while the adventurers are there, hoping to find some way to help them.

Harrington and Company's Information

Harrington and Tom (and possibly Fiona) share the following information:

- Harrington remembers the two children. He showed them a good time around town, but one night they didn't show up as planned and he hasn't seen them since. They probably found something better to do; he isn't worried at all since he knows that they can take care of themselves.
- Harrington can't give them any specific places they've been as they have been to so many places all over town.
- Harrington does remember the spectacle at the church, which he thought was great fun. He tells them how he knew about the trapdoor.
- If the adventurers mention Martin Croyle, he warns them about him. He's the sort of man who will do anything if it furthers his cause. If Croyle is involved, there's a good chance he might have done something to the children.
- Tom remembers meeting the children on a few occasions and thought they were nice. He doesn't have much to say on the subject, he just stays quietly in the background. A successful Difficult (3 black dice) Presence + Empathy roll reveals that Tom's replies seem too coherent and smooth, as if his responses are well-rehearsed.
- Fiona is visibly upset by the situation, but it appears to be because she is being fondled by Harrington. An observant adventurer might realise that something besides Harrington is bothering Fiona with a Difficult (3 black dice) Presence + Empathy roll.
- Should the adventurers interrogate Fiona she reluctantly tells them that Harrington kidnapped the children for something horrible. Unfortunately, she doesn't know

where the children are. She also likely only grants this information after Harrington has left and has gone to ground.

Getting Harrington Early

It's possible that savvy players figure out that Harrington has a role in the kidnapping and thus make it difficult for Harrington to escape. Rather than force an escape (a rather unfulfilling option), you can tweak this chapter slightly in order to accommodate.

One option is to cut to the chase. The adventurers force Harrington to take them to the children. They'll have to fight through Harrington's hired help, but they take the children home. Later, the Tong arrives just as the Dragon takes over Mr Doyle.

A second option is to promote Hairy-Jones; Harrington is his henchman, and Hairy-Jones has absconded with the children after realising that Harrington was caught. Hairy-Jones then finishes out the rest of the adventure.

A third option is to create an entirely new mastermind. Simply change Harrington's subspecies (with appropriate adjustments) and give him (or her!) a new name. In this case, a panicked Harrington claims, correctly, that he was only doing the bidding of another, one that he has little information on. It's this new mastermind that decides to double-cross the Tong.

Fight?

Naturally both Harrington and Tom are guilty. The adventurers have found the perpetrators, but smart adventurers should realise that the children aren't here and back off to trail the ruffians or at least question Fiona once Harrington and Tom have gone.

Unfortunately, adventurers that attempt to trail Harrington and Tom are ambushed (use the statistics in the sidebar) as they leave while the villains run into the night. Harrington has many friends here, much to the peril of the adventurers.

Of course some adventurers may try force of arms to get Harrington to talk while inside the Bearded Wench. Such an action is simply disastrous. Harrington and Tom cover each other's backs and fight their way to the door while their

peers in the pub intercede against the adventurers. The two villains easily slip away as they leave the adventurers to dodge the Peelers that show up to restore order (and if they don't, see Getting Harrington Early). Harrington and Tom lie low after this event, not wishing to reveal their bolt-hole.

SCENE 7: THE DOYLE RESIDENCE, REDUX

It's possible that the adventurers may wish to explore the Doyle Residence, especially after coming to the conclusion that the children were kidnapped. If they wish to explore the office or the Chinese room when Mr Doyle isn't around then they'll have two issues, the locked doors (requiring a Difficult (3 black dice) Wits + Pick Locks roll) and Mrs Doyle's disapproval. She's worried that their actions will upset her husband and they can simply wait until he returns. She's aghast at any assumption that her husband is involved.

The Office

During most of the day after he returns, Mr Henry Michael Doyle is available in his large office. A single gas-lamp on Mr Doyle's desk supplies the only light for his work. A beautifully rendered portrait of Mr Doyle's father hangs on the wall behind his desk. A portrait of Henry hangs above the area set aside for meetings; a long table with oriental carvings and matching chairs. A few small Chinese paintings fill some of the wall space, as do a couple of oriental weapons, a quiang (spear) and a dao (sabre).

The Chinese Room

If there's no pressing business to attend to Mr Doyle can be found relaxing with a good book in his smoking-room, or the 'Chinese room' as he calls it. Though adjacent to his office, the Chinese room is not as large and has a distinctly oriental feel to the furniture, artwork and even the wall panels. Incense permeates the room with exotic flavours and jade figurines cover the shelves and tables around the room. A couple of very comfortable chairs provide seating around a round table decorated with creatures and characters from Chinese mythology. Even the pipes on the pipe stand have a distinct oriental feel to them. The books in the shelves cover a wide array of topics, but most of them are about the history and mythology of the Orient.

Well illuminated by two gas-lamps, a green dragon statue dominates one wall. This is one of Mr Doyle's newest acquisitions, and by far his most prized possession. This is also the object the Tong want back.



Should the adventurers find the dragon statue without Doyle being present they may decide to steal it themselves. This is a very difficult feat to accomplish without someone noticing them and even if they do manage to get away with it, the adventurers would be the logical suspects. It won't be long before the Tong came after them.

The Dragon

The jade-coloured dragon sculpture in Doyle's 'Chinese room' is an ancient Chinese artefact that promises its owner supernatural longevity and more. Psychics with the Magic Sense ability can make an Average Presence + Perception roll to feel something odd about the dragon, as if the eyes are following them with malice.

Attempts to use proper magnetic abilities fail to garner any more information save that the item is ancient, possibly several millennia old and that potent sorcery was used to protect its secrets.

You are free to make up whatever boons the dragon may give if you want to use it in further adventures of your own making. The specific powers, beyond mind control, are not important for this chapter.

Mr Doyle

At this stage, Mr Doyle is annoyed and bordering on insulting when conversing with the meddling adventurers (a complete write-up for Mr Doyle can be found in Act 3, Scene 1: The leak). It is readily apparent that Henry Michael Doyle doesn't know much about his children. He talks about how his beautiful daughter is becoming quite marriageable and his son appears to be quite bright, according to their private tutors. He expresses concern that they might have been caught up in something relating to his business; perhaps jealous rivals seek to strike at him through his children. He reacts similarly to his wife if told that the children have been sneaking out frequently, promising punishment for both his undisciplined children and whatever members of his untrustworthy staff conspired with them. He is sure that no-good Robert Doyle has put them up to this.

ACT 3: BLACKMAIL ABOUND

As the investigation progresses, the adventurers have found many clues. Unfortunately, they still don't have answers. However, certain events take place during the investigation that draws it towards its final conclusion. The first of these events takes place on the second day of the investigation, likely after they've tracked down most if not all of the leads. This coincides with the Tong's arrival in the city and their meeting with Mr Harrington. Later the second morning Mr Doyle receives the first note of instructions. The second note follows in the same evening.

SCENE 1: THE LEAK

Carolyn, upset by the investigation and the fact that the children have not reappeared yet, tries to help the best way she can by allowing her suitor, Jonathan Sheffield, to run the story in the paper that employs him. If any of the adventurers are in the habit of reading liberal/socialist newspapers like the Daily Chronicle then they may read the article at breakfast. Regardless, the Doyles see it and soon summon them to their residence.

When the adventurers arrive, they are brought to the drawing room where both Mr and Mrs Doyle are waiting. Mrs Doyle is facing downwards and Mr Doyle is standing next to his precious dragon clutching this morning's copy of the Daily Chronicle.

He is red-faced and furious as he practically throws the paper at the adventurers and demands they look at page 5. They find the article right next to an advertisement for 'Prof. Holden's Automated Revolving Hat Stand.'

TRAGEDY STRIKES THE DOYLE ESTATE ~ CHILDREN GONE MISSING ~

The two Eldren children of affluent spice trader Henry Michael Doyle and wife, Henrietta (aged 15) and Michael (aged 12), disappeared from their home several nights ago. Mr Doyle has retained a private firm to locate his children and it is requested that any information be delivered immediately to the Doyle residence in Kensington. No information has been offered as to the nature of the children's disappearance and at this time it is unknown whether the children left of their own accord or were kidnapped.

- Daily Chronicle

After Mr Doyle allows them to finish reading the article, he demands that they explain themselves. Weren't they told to be discreet? "This does not look very discreet! We wanted to avoid a scandal! In my business we do not need this kind of attention... this household does not need this kind of press!" Mr Doyle does most of the talking or, more accurately, yelling. Patricia sits quietly shocked as an outburst such as this is extremely uncharacteristic for her husband. If any adventurers are rash enough to interrupt his torrent of abuse he may slap or strike them, so far gone in the dragon's rage is he.

This is a good time for the adventurers to practice their etiquette and being polite in the face of derision. It takes some time to explain to the Doyles that they did not cause this leak (and can they be sure that they didn't?). It is made abundantly clear that whoever leaked this story to the Chronicle has to answer to the Doyles. Regardless of how far the adventurers have come in their investigation, the enraged Doyle tells them to lay off the case completely before storming out of the room to lock himself in the Chinese Room.

Once he has left, a shaken Patricia quickly apologises for her husband. "A... fever picked up on the voyage back from China is affecting his temper. Please do excuse him" and goes on to stress that it means a lot for her husband and herself to get the children back. She requests that they continue their investigation in spite of her husband's outburst. Speaking for her husband like this is a major breach of etiquette, but one she feels is necessary if her children are to be returned.

Some adventurers may not be willing to continue the investigation without permission from Mr Doyle and likewise if the adventurers entered the adventure as friends of the Doyles they may be concerned for Mr Doyle's health. If they choose to seek out Mr Doyle then they find him in his office, sifting through his papers as if nothing had happened. He seems to have no recollection of his earlier outburst, even to the point of enquiring how the investigation is going! An Average Presence + Empathy roll reveals that he clearly doesn't remember the earlier conversation. Of course, should the adventurers dwell on it, they may spark his rage again.

It's likely that the adventurers have spoken with Carolyn and perhaps even Sheffield. If so, then this is not an unexpected development. If they have managed to avoid Carolyn thus far, then her anxiety may be noticed with a Difficult (3 black dice) Empathy roll. If any of the adventurers confront Carolyn with the leak she cracks and tells them everything, including the identity of Jonathan Sheffield. He wrote the article on her behalf. She also pleads with the adventurers not to reveal this to the Doyles.

Henry Michael Doyle - Human Merchant

Physical: 8 Initiative: 6
Mental: 8 Health: 8
Social: 10 Quintessence: 12
Armour Value: 2 (lined waistcoat)
Special Traits: Order 2
Complications: Stubborn
Damage: Sword cane (6)



Henry Doyle is a respectable gentleman well-past middle age. When in the office he dresses in formal suits, but while relaxing in his Chinese Room he wears a smoking jacket with oriental brocades. His dark-blond hair is only just slightly fading to grey, and he keeps his moustache as neat as ever; a man of great intelligence and love for art. Though his family was never highly ranked among the aristocracy, it has always been wealthy.

Henry increased this wealth considerably through wise investment in imports and exports, especially in the east. He has no qualms about the large profits the Opium War has provided to him, and he was quick to lend his full support to the war effort early on, both financially and politically. Henry is fully aware that a large amount of his profits originate from activities and relations that would be considered illegal at home, even grossly criminal, but this has never bothered him much.

Henry Michael Doyle has a great love for the exotic and he feels himself blessed for being part of the British Empire that grants him access to the cultural treasures and artefacts that satisfy his artistic senses. This love for exotic treasures leads him into trouble at times, as he is willing to do whatever it takes to get his hands on a piece that catches his fancy; even if it means stealing, murder, or the betrayal of business partners.

Usually Mr Doyle is intensely occupied with his work in the office, frequently bordering on the impolite. He hardly looks up from whatever papers are in his hands to even acknowledge his guests when speaking. He doesn't allow himself to appear unbalanced by the disappearance of his children, as it would only make him open for attacks from his business rivals. He has too much to lose to allow that to happen.

When relaxing in his Chinese Room he appears equally distant. Mr Doyle suspects the Dragon sculpture's magical potential. He has read several accounts that hint at it granting, among other things, longevity to its possessor. This would allow him to age gracefully with his wife and children. He is also aware that stealing this sculpture from his Chinese partners could be the reason for the children's disappearance. That said he is quite reluctant to think about returning his new found treasure, no matter what it costs him. While graceful ageing with his family was his initial intent, Doyle is so warped by the statue that longevity has become its own reward, even at the expense of his children's lives.

SCENE 2: THE CHRONICLE OFFICES

At this point the adventurers probably wish to visit Mr Sheffield. They can currently find him in his office. If this is the first time they've spoken with him, then see Act 2: Scene 6: Fleet Street for more information. If they've already met him, then his demeanour reflects the circumstances of their last meeting.

If asked why he published the story, Sheffield merely shrugs and says "To find the children, of course!" If pressed for more details, he admits that Carolyn came to him and insisted that the investigation was taking too long and that he should release the story. Sheffield was only too happy to oblige.

SCENE 3: RETURN TO THE BEARDED WENCH?

There's a possibility that the adventurers at this point wish to see Mr Harrington again, but if they try to find him at the Bearded Wench Tavern after their initial encounter they find that he has gone underground. He returns to his warehouse where he keeps the children as soon as he learns who they really are. His rat-faced partner, Hairy-Jones, is at the Tavern, lurking in the shadows. An appropriate social roll gets one of the regulars to point out Hairy-Jones as one of Harrington's friends.

Hairy-Jones – Ratman Backstabbing Coward

Physical: 6 *Initiative:* 6
Mental: 6 *Health:* 8
Social: 3 *Quintessence:* 12
Armour Value: 1 (greatcoat)
Special Traits: None
Complications: Cowardly
Damage: Switchblade (6), Colt 1849 pocket pistol (6)

Hairy-Jones gets his moniker from the sleek black fur that covers his rat-like face. Hairy-Jones always dresses in pitch black clothes that match his fur and he is quite adept at hiding, something he was forced to learn at an early age. His most distinguishing mark is the golden earring he wears.

Like his associate Tom, Hairy-Jones has a sadistic streak. He gets pleasure from being in a dominant position and abusing it. That said when he's outnumbered or in any way outclassed his primary instinct is to run and hide from any harm and humiliation. This cowardly demeanour has served him well. He skulks in the shadows, strikes from behind, and runs away.



Hairy-Jones speaks with a raspy voice, as if he has something lodged in his throat. When he's under pressure and there's no place to run, he acts tough – hissing and spitting excessively. This turns to begging and pleading if he's clearly outmatched. If the adventurers approach him in the tavern he refuses to speak and brushes them off. Engaging in a fight with him inside the Tavern only leads to a huge brawl as the other patrons join in, not really caring who is fighting who, and least of all, why. Hairy-Jones does whatever he can in the chaos to just get away.

The adventurers have a much easier time catching Hairy-Jones outside. He flees down the streets using every advantage, even going as far as jumping off a pier to get away. If cornered he fights until he knows he cannot get away, at which point he pleads and threatens at the same time. "Please don't hurt me sirs, I've done nothing to you. If you hurt me, you'll never see the kids alive you know. The others will kill them! If you let me go, we will let them go... it's already decided you see... you'll get the children back, you see, sirs! But... if I don't come back, they will hurt them. Especially the little girl!" And so on, and so forth.

If the adventurers release Hairy-Jones then he expects them to follow him. He meanders around the city for a couple hours in an attempt to lose them. If the adventurers insist on him taking them to the children then they may be able to bully him into leading the way to the warehouse in exchange for his life and freedom. He agrees to this but attempts to escape at the first possible moment. If that opportunity doesn't present itself he leads them into the Limehouse district where he hopes to get them into trouble with any of the local gangs. If all else fails he tries to lead the characters to a public place where he can get away without causing a scene. The adventurers can make an opposed Presence + Empathy roll against Hairy-Jones' Social Competence roll to realise that he is stalling.

Regardless, Hairy-Jones isn't likely to lead them anywhere near Harrington. His stalling, in fact, leads Harrington to spring his plan without the Ratman.

SCENE 4: BACK AT THE DOYLES' HOME

The adventurers have the possibility of returning to Kensington with what they know. As mentioned above Carolyn is quite distressed and gives in easily if confronted with what they have been told by her suitor. If they tell this to any of her employers (including the superior servants), she is called in for a dramatic meeting and thrown out into the streets without a reference. If they seek the advice of Mr Willowpin before revealing this information, he tells them that it's a tough call, but he would keep the information to himself for the time being. He doesn't want to see Carolyn dismissed.

If they tell Mr or Mrs Doyle about their suspicions regarding Mr Harrington (if they have any) then this lead brings the adventurers back into favour with them. Depending on what happened with Hairy-Jones then they are upset by the fact that they lost (or killed) him and they are anxious to find out what he meant when he said 'they' had already decided about the children.

ACT 4: CONFLICTING DEMANDS?

While the adventurers are still tracking leads, the Tong arrives in London and makes contact with Mr Harrington. Though a bit crude, they find his chosen leverage acceptable and decide to compose a letter of instructions for Mr Doyle in order to swiftly resolve the issue. It arrives at the break of dawn on the day after the story was broken to the press,



delivered either by Hairy-Jones (if the adventurers didn't incapacitate him) or an anonymous street urchin.

The note, intended for Mr Doyle, is not addressed as such and Mrs Doyle intercepts Mr Straub and receives the letter. Opening it she is shocked to find what appears to be a ransom note demanding payment for their children. She immediately instructs Mr Straub to summon the adventurers before she informs her husband. Mr Doyle, under the dragon's influence, would have preferred not to inform them, but he is forced to play the hand he is dealt.

While his wife waits for the adventurers, Mr Doyle dreams up plans for yet again cheating the Tong out of their treasure by using the adventurers.

SCENE 1: THE FIRST DEMAND

The adventurers are called back to the house later that morning by a member of the household. Upon arrival they are brought directly to Mr Doyle's office where he and an obviously anxious Mrs Doyle. Mr Doyle greets them wearing an Oriental smoking jacket, telling them it was good they could come, and asks them to follow him into the Chinese Room and take a seat. Mr Doyle seems tired and strained – an effect of the dragon's increasing influence. Once everyone is comfortable, Mr Doyle lowers the pipe

from his mouth and produces a note from his left pocket. "(Ladies and) Gentlemen, there is a new development in the case. It appears that our enemies are showing their hand and expect us to do the same. A ransom note was delivered this morning along with a piece of cloth torn from my daughter's petticoat; it makes certain demands on this household to be fulfilled tomorrow at noon."

He hands the note over to one of the adventurers. Mr Doyle continues, "I am inclined to keep the authorities out of this matter as long as possible, so it has fallen upon us to resolve this situation without any great losses. I ask you to be of assistance in this matter, as this is not something I can handle on my own."

Mr Doyle remains silent, so unless the players have immediate comments the room falls silent until Mrs Doyle excuses herself to make tea. Mr Doyle doesn't answer any questions before she leaves; whatever business is to be discussed is not for her ears. Once he does speak, Mr Doyle doesn't go into any detail on the references to betrayal and business mentioned in the letter, focussing instead on the notion that the perpetrators are probably some business rival or another who feels betrayed when in fact they were only outsmarted. These things happen in business and the request for something as strange as a piece of art only proves that this is just an act of spite.

We have your children. Our apologies to your family for their distress. The children are alive and relatively unharmed. We demand that you hand over a certain artefact, a sculpture shaped as a dragon, if you wish to have your heirs returned to you. Bring it to Grosvenor Square at noon tomorrow in a carriage. A representative of our organisation will meet you there and you are instructed to transfer the sculpture to this representative. When we have the sculpture safely back in our hands, we will instruct our employees to release your children in the vicinity of your home. Understand that we have their safety in mind and you cannot see them until you relinquish the dragon. If you seek to betray us again, your heirs will be lost to you – whatever happens.

Know that this situation is fully your own responsibility and you must also bear the responsibility for what happens next. Choose your course of action wisely.

We do not wish the police or any other meddling authorities involved in this and we do not think you would want it either. Please do not complicate things further, a quick and friendly resolution to this situation is preferred and it will not disturb your future business interests. However, if you do not comply with our demands know that you are placing your children and business in jeopardy. May we close this deal with dignity so we both might prosper in the future?

If asked about the sculpture Mr Doyle's eyes gleam and he proudly shows them the fine statue he has on display, sculpted from beautiful stone and so artistically carved. He explains that it is one of his most precious and recent acquisitions and has just recently arrived from China. He also makes it clear that he doesn't intend to let it go without a decent fight. That's where the adventurers come in.

"I don't care how you do it," Mr Doyle explains, "I do not want to lose this sculpture. I will send you to the drop point and you will hand those mongrels the ransom. You must then find out where they are hiding – track them down, chase them, interrogate them, I really don't care. Return the dragon me after the pay-off. I want that sculpture back here safe and sound, you hear? Bring it..." He hesitates, as if he realises that he might seem a bit uncaring, and then adds, "... and the children."

From his little speech the adventurers should understand Mr Doyle's priorities. He wants the return of the sculpture at any cost and he is allowing it to be handed off for a short while in order to locate the perpetrators and to perhaps retrieve the children. There should be no mistake he cares more about the sculpture than the children. If confronted he denies any such notion as preposterous.

SCENE 2: PREPARATIONS

You should be aware that most of the preparations the adventurers make may ultimately turn out to be useless, but the adventurers don't know that quite yet. A word of caution – don't let the players spend too much time making plans, as they may not appreciate spending a lot of time on planning something that gets dismissed by the next scene.

There are different approaches to this. The adventurers could follow the pick-up man into an ambush and force the location of the children out of him or they might try to follow him all the way to its hiding place. Either way it demands that they can plan properly and be prepared to improvise. Some may deduce that Mr Harrington is involved and have heard the rumours that he is working out of a warehouse in Wapping. In that case they even have a general direction to plan for as well. If not, they have to prepare for every direction.

They might use their contacts for resources and equipment. It's improbable that they can get their hands on a wyvern or ornithopter (unless the adventurers own one), but a horse and carriage may prove useful for a speedy, yet conspicuous chase. Travelling along the rooftops may prove difficult as

the adventurers have no idea where they are going and can't guarantee that they can travel in a direct line by rooftop to their destination. Feel free to entertain even more creative ideas from the players; if they are lucky they may come up with a plan that works even after the plans are changed.

SCENE 3: THE SECOND DEMAND

Prior to the meeting, Mr Harrington decides to make his move. He wants to get out of the grip of his foreign employers with his life and profit intact. His scheme is simple. He will make the ransom transaction without the Tong and keep the children and the sculpture. This plan has met with some disapproval from his companions, but they reluctantly go along with it. Harrington is, after all, the brains of the operation. The fatal flaw in Harrington's scheme is that the Tong are master spies and they are aware of his plans. They intend to stop Harrington and his associates after the transaction.

Upon receipt of the new demand close to midnight, Mr Doyle immediately sends Mr Straub for the adventurers. On the way to Kensington, the butler is pretty passive, just keeping his mind on the horses. If pressured he says that a Ratman delivered the note (or a foul-smelling Ogre if Hairy-Jones has already been incapacitated).

They are hurried to Doyle's office and the Chinese Room where Mr Doyle is waiting in the dim light of his pipe. Mr Straub hurries off to prepare the crate containing the dragon sculpture. The Chinese Room is currently very dark; the different lamps have been turned off and Mr Doyle is sitting quietly in his chair. He speaks as they enter.

"Please, sit down. I do apologise for the lack of light. There's a lamp over there. Feel free to turn it on." He indicates a lamp at the other side of the room, where the dragon sculpture was earlier. Observant adventurers might notice that it is gone (a Difficult (3 black dice) Wits + Perception or Wits + Concentration roll in the dark or an Average roll when the light is on). A Difficult (3 black dice) Presence + Empathy roll indicates that Mr Doyle now seems incredibly distracted and ill – he is disturbed, nervous even – and his brow shows a constant sheen of sweat (he's nervous that his bait-and-switch is in jeopardy).

He starts slowly as the adventurers are seated. "I'm sorry to call you here at this hour, but there was no other option. The situation has changed; I have received another note informing me that the kidnappers want their ransom tonight, at 3 am. So you understand we don't have much time.

Doyle

There's been a change of plan.

If you want to see the children again you'll bring the ransom to the square tonight at three hours past midnight.

Be there and be alone. No rozzers, beagles or jacks or your precious little girl gets hurt*

(*Peelers, spies or detectives)

"A small pause: "You will meet them at Grosvenor Square like before and carry out your mission as discussed earlier. I hope this change of plans does not invalidate your preparations in any way. Even if it does, it cannot be helped. Take the horse and carriage parked outside, the ransom is already in the crate there. Another carriage will meet you at Grosvenor. The instructions are that you should place the crate inside this carriage, and not interfere as it leaves.

What's in the bag, Mr Straub?

Players being players, they'll likely inspect the crate in spite of Mr Straub's warnings as to the time. In this case, they discover the bronze urn and Mr Doyle's treachery. Should they confront Doyle at this point, he angrily insists that they go along with the ruse; he has no wish to lose his prize. As he's not in the presence of the dragon statuette, Doyle may be talked into giving up the statuette, but the adventurers need to win an opposed social roll against Doyle's Mental Competence +2 (for the dragon's influence). Should Mrs Doyle join in the conversation then Mr Doyle loses the dragon bonus.

At this point, Doyle may realise what's happening and give the adventurers his blessing for the dragon to be returned to the Tong. Unfortunately, this doesn't change Harrington's plan and if the adventurers don't follow him, then the children will be lost to slavery in the East.

Remember my instructions; they must be carried out, at all costs. You will be well rewarded for your services to this household. Return the dragon to me... after securing the release of my children. Do not let them get away. I am not so sure they intend to release the children anyway." Questions are swept aside, since there is no time for such idle chit-chat. They are instructed to leave and carry out their orders.

Outside Mr Straub has prepared their carriage and a white horse. The crate rests ominously in the back; it's just the right size to contain the dragon sculpture. The drive to Grosvenor Square takes them through the fogging streets of London. Under the dim luminescence of gaslights in the fog, the carriage carrying the ransom enters the Square.

No one has had time to look (although they may suspect), but the crate actually contains a bronze urn. The dragon is safely hidden away back at the Doyle's town house, where it stays until the children are returned.

ACT 5: FINAL CONFRONTATIONS

Now the action starts, after building up over this long investigation it's time for some frustration to be released upon the villains and secure the release of the children. At first the players might get confused at the appearance of the Oriental Tongs, but if you keep them on their feet and keep the action going, they won't have time to ask the questions until they can be answered at the close of the confrontation.

SCENE 1: GROSVENOR SQUARE – THE RANSOM

Grosvenor Square lies in the fashionable Grosvenor neighbourhood just outside Hyde Park. Grosvenor Square was originally the site of an annual may fair of some reputation. It's quite possible to drive a carriage onto the square as is necessary for the transaction to take place.

About five minutes past three a closed black carriage dragged by two horses enters the square and approaches the adventurers' carriage. The driver is Hairy-Jones. His face is covered with a cloth but his gold earring gleams in the gaslight (if the adventurers have somehow incapacitated him earlier, just use the Ogre Tom instead). The carriage drives up next to the adventurers carriage and Hairy-Jones indicates with a hiss and a pointing finger that they should move the crate inside the carriage.



The crate is hard to lift by one person, requiring a feat of strength (an Average Strength + Might roll) or a joint effort. When the crate is aboard, Hairy-Jones hurries away towards the east (Wapping). If the adventurers had planned an ambush from the rooftops or some other plan, they may execute it now. Assuming he is unmolested then Hairy-Jones guides the carriage between St. Katherine and London Docks and stops by a small run-down warehouse that connects to the shoreline.

SCENE 2: THE CHASE

Depending on what plans they had already prepared, the adventurers now have to act with some measure of spontaneity due to the immediacy of the situation. Harry-Jones is driving, unless he has been somehow incapacitated, and is now much easier to coerce should they chose the direct approach of attacking him. He is quite scared by the Tong agents, who are led by a wizard of some sort, and he does not trust them one bit. Nor does he have much faith in Harrington's plan to double-cross them. Harry-Jones therefore fears for his life and any physical pressure put on him by the adventurers makes him talk in exchange of a promise to let him go. Tom might just as easily talk since he is no less nervous about betraying the Tong.

The adventurers may just attempt to follow the carriage, but doing so with a carriage of their own might prove problematic. Luckily their target takes a slow pace because of the heavy cargo, so it is quite possible to follow on foot. Hairy-Jones' carriage starts at 'close-by.'

Hairy Jones is only moving at a 15 speed. If Hairy Jones spots them then he urges the horses forward, pushing the carriage to a 25 speed. Adventurers can keep Hairy-Jones in the dark by making Hide & Sneak rolls. On foot it requires an Average Hide & Sneak roll and by carriage it is a Very Difficult (6 black dice) Drive Carriage roll. Disguising the carriage somehow might help reduce the odds of being discovered. Make an Average Wits + Disguise roll, for every extra success remove one black die from the Drive Carriage roll. This also requires the driver to be either unknown to the target or disguised (same difficulty).

A Difficult (3 black dice) Wits + Tracking roll is required if the adventurers wish to follow way behind, tracking the trails left by Hairy-Jones' carriage in the mud and filth of London's streets (there are a lot of trails). Perhaps the best alternative is a combination of Drive Carriage and Hide & Sneak; two or more adventurers follow the carriage by foot while the rest stay way back in their own carriage. One of those who is sneaking functions as a runner – going back and forth between the scouts and the carriage giving directions. Alternatively the scouts could just leave a trail for a tracker in the adventurers carriage to follow, which requires an Easy (+6 to dice pool) Wits + Tracking roll.

If you wish you may lower the difficulty of the different rolls involved by lowering Hairy-Jones' Mental Competence by 2. He's nervous and undisciplined and this could very well affect his performance.

Adding Spice to the Chase

A chase through the streets of London is a good opportunity for some fun. Whether it starts because they are spotted following the carriage, or the adventurers just start chasing their target as it leaves Grosvenor Square, the driver's goal is to reach the warehouse in Wapping as soon as possible. Though the target carriage has one extra horse compared to the one provided by Mr Doyle, it is slowed down by the heavy crate in the back. It makes them roughly even as speed is concerned, so it all comes down to the skill of the drivers and their ingenuity. Use the standard Chase rules from the *Victoriana Core Rulebook* for this section. Determine the starting distance based on the circumstances.

Adventurers with firearms or ranged magic may try to shoot out the carriage wheels or take shots at the driver whenever he looks back. Hairy-Jones probably fires a couple of shots at them as well. Shooting in the dark of night increases the difficulty by one level (so an average roll would become difficult, requiring 3 black dice). Hairy Jones has cover (6 black dice) when looking back. Targeting a wagon wheel also increases the difficulty by one level.

All manners of complications might come from failing a roll besides just falling behind or losing the target. A misplaced shot might hit something entirely different, like a sign or a window or even a pedestrian. The driver might run someone or something over, or perhaps knock over barrels and crates. Incidentally this is a good tactic for the target on slowing down his followers. Trying to manoeuvre past crates and barrels knocked over by mistake or purposefully decreases the Wits + Drive Carriage roll by two. Extreme manoeuvres or distracted movement might cause some of the standing passengers to lose their footing and you may call for an Average Dexterity + Athletics roll for them to stay on the carriage. Falling off would do 2 dice damage.

Besides crates and barrels, London's streets are full of other obstacles, including pedestrians. Most people out on the streets at this late hour are probably quite drunk and therefore quite capable of endangering themselves in the most improbable ways. Adventurers also need to be wary of cross streets, especially if they are in high pursuit, as they may suddenly find another carriage move between them and their target.

Any magic or mechanical marvel that the adventurers have at their disposal should also be taken into consideration. Animal familiars, flight of the wyvern and power of steam experiments, roller skates, and motorcycles are great assets and can drastically reduce difficulty levels.

If the adventurers don't catch up to the carriage then they either lose track of their target or they are spotted, depending on the situation and your judgement. If they are spotted a chase begins and the adventurers need a carriage or be supernaturally fast runners to keep up for long. On foot they most probably watch the carriage disappear into the misty night. If they are really lucky, they might be able to steal a carriage or some horses parked nearby (or, perhaps, make a Very Difficult (6 black dice) Wits + Streetwise roll to head the carriage off by taking a short cut). Such options are left to your discretion. Remember, even if they fail miserably the cause may not be completely lost. See below.

If All Else Fails

There's a good chance that the adventurers may lose the carriage. Their chance at redeeming themselves lies with 'Freckles' Fiona, the prostitute from the Bearded Wench Tavern. She knows about Harrington's plan and followed him to the warehouse. She seeks out the adventurers and tearfully leads them to it.

If Fiona is necessary then the adventurers arrive a bit late and have to face both Harrington's gang and the Chinese Tong immediately. Mr Harrington has been caught red-handed and is pleading his case. He claims he wasn't trying to cheat them; he was just trying to speed things up. Naturally they don't believe him. Things probably get ugly just when the adventurers arrive.

SCENE 3: THE WAREHOUSE

The warehouse itself is an old wooden building, three storeys tall. It looks to be barely supporting itself; some of the wood boards have started rotting away. There are two entrances at the front, one simple door and a larger cargo door for carriages. The back leads to water; parts of the walls there are open and allow small boats to enter the warehouse. There's also an easily accessible fire escape running up the left side of the building. From there one can access the windows of all three storeys.

When the carriage arrives, Tom retrieves the crate and carefully carries it inside. Hairy-Jones follows. If the adventurers are in obvious pursuit, Hairy-Jones provides cover fire while Tom quickly grabs the crate. They both get inside as quickly as possible to prepare for the inevitable fight.

Sneaking up to the warehouse is no problem. An Easy (+6 to dice pool) Hide & Sneak roll should be enough. Harrington has posted no guards and he and his associates aren't paying much attention to what's going on. The dock area is always noisy, even in the middle of the night. The front door is not locked, so the adventurers could just walk right through it and demand that Harrington hand over the children. If the adventurers wish to sneak in the front door unnoticed, then they need to make Difficult (3 black dice) Dexterity + Hide & Sneak rolls.

Sneaky adventurers can also peek through a window, but the glass is so filthy that one needs a Difficult (3 black dice) Wits + Perception roll to see make out what's going on inside. Sneaking up the fire-escape to either just get a better view of the situation or to sneak in the window requires an Average Dexterity + Hide & Sneak roll; it is old and loose and makes a lot of noise if one is not careful. Sneaking through the window requires a Difficult (3 black dice) Dexterity + Hide & Sneak roll for opening the window and slipping in unseen or unheard.

Inside

Most of the action is on the ground floor. Here the three (two if Hairy-Jones was incapacitated) ruffians are standing by the large crate. They are discussing how to proceed. Harrington wants to use the boat, Tom prefers to load everything into the wagon, and a nervous Hairy-Jones argues that they should separate. The children are sitting in two separate iron cages and are in bad shape. The cages are the sort used for large dangerous animals, and inside the ground is covered with straw. There's another similar cage next to them, unused. There's a small 'pier' inside the warehouse and a small rowing boat is tied there.

There are many things in this warehouse that are useful when the fight breaks out. Several empty crates are scattered around the area and provide good cover. From the ground a staircase leads to two levels of catwalks. Ropes and chains dangle from the roof. There's also a bit of debris here and there that can be used as improvised weapons.

The Big Fight!

Mr Harrington and his lackeys are not interested in talking; they are in a stressed enough situation as it is. Therefore, when the adventurers 'present' themselves or are in any way discovered, the ruffians fight for their very lives. They

know that if they cannot get away or defeat the intruders they will probably be killed or thrown in jail. The three of them fight to the best of their abilities, trying to get away with either the crate or the children: whatever is easiest. The children are too 'broken' to fight them if they are dragged out of their cages.

At the start of hostilities Mr Harrington pulls two pistols and tries to put some distance between himself and his enemies before finding cover. He's got another brace of pistols strapped on his back beneath his coat. Tom pulls out a rather large axe and charges. He waves his axe and roars, trying to intimidate his enemies. If that fails he lets his axe do the talking. Hairy-Jones tries to hide in the shadows and sneak up behind the adventurers. He then either cuts them down with a knife or gets them from a distance with a pistol. Of course, if the adventures present an overwhelming challenge, Hairy-Jones simply tries to slip away.

The fight continues until the tide has turned in the adventurer's favour, having felled at least one of the ruffians. At that point the Tong appear, see Scene 4: Enter the Tong!

Christopher Harrington - Dwarf Ruffian

Physical: 7 Initiative: 4
Mental: 6 Health: 12
Social: 8 Quintessence: 18
Armour Value: 4 (lined coat)
Special Traits: None
Complications: None
Damage: Punch (3), 2 LeMat Grapeshot revolvers (8/11), 2 Colt 1849 pocket pistols (6)

Tom - Ogre Ruffian

Physical: 4 Initiative: 0
Mental: 1 Health: 24
Social: 4 Quintessence: 0
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (7), Axe (14)

Hairy-Jones - Ratman Backstabbing Coward

Physical: 6 Initiative: 6
Mental: 6 Health: 8
Social: 3 Quintessence: 12
Armour Value: 1 (greatcoat)
Special Traits: None
Complications: Cowardly
Damage: Switchblade (6), Colt 1849 pocket pistol (6)

SCENE 4: ENTER THE TONG!

As the ruffians are clearly losing, five Chinese warriors led by a sorcerer appear out of nowhere. They have one goal, which is to seize the crate and transport it to the boat. Naturally to do this they probably have to neutralise some, if not all, of the opposition.

The Tong appear on all three levels. The wizard is on the catwalk on the top. Two fighters are on each of the two other levels. As with the ruffians they have different approaches to fighting, but they are much more disciplined and seem somewhat more ruthless when they go about their business. The Tong do not actually care about the children, though they are compassionate enough not to let them be harmed if it's avoidable. They are willing to use the children as bargaining chips if they think the adventurers are willing to swap them for the statue.

All fighting aside, the Tong are just as happy to resolve this peacefully as long as they end up with the dragon sculpture. They have nothing but contempt for Mr Harrington and his crew, who are now even more desperate to take what they can and escape.

Tong Wizard – Human Sorcerer

Physical: 4 *Initiative:* 5
Mental: 9 *Health:* 8
Social: 8 *Quintessence:* 24
Armour Value: 6 (steely skin)
Special Traits: Entropy 2, Agility, Thaumaturgy (aetheric bludgeon, aetheric bolt, ectoplasmic bonds, firespark, levitate).
Complications: Code of Honour
Damage: Kick (3), aetheric bolt (8)

He is an elderly man in a colourfully ornate and flowing oriental robe and a tall brightly-coloured hat. His grey moustache is long and grey in classic Chinese style. He uses his magic to keep his enemies at a distance while the fighters take care of them. He levitates towards the crate once it has been secured.

Tong #1 – Human Martial Artist

Physical: 8 *Initiative:* 4
Mental: 3 *Health:* 10
Social: 4 *Quintessence:* 6
Armour Value: 0
Special Traits: Combat Sense, Iron Grip, Pugilist 2
Complications: Code of Honour
Damage: Kick (6), chain (6 + entangle), throwing knife (6)

She is a petite and nimble Chinese girl, dressed all in black with no frills or ornaments. Simplicity and precise discipline is the essence of her fighting style and she doesn't utter a word as she goes about her business. The adventurers would quite well consider her attractive if it weren't for the fact that she was intent on pummelling them to death. Her speciality is the chain, but she is also quite adept at thrown blades. She starts at the level beneath the Wizard and works her way down, sweeping away opposition.

Tong #2 – Eldren Martial Artist

Physical: 6 *Initiative:* 6
Mental: 5 *Health:* 10
Social: 2 *Quintessence:* 6
Armour Value: 0
Special Traits: Combat Sense, Deadly Shot (crossbow), Pugilist, Weapon Master (+1 with knives)
Complications: Code of Honour
Damage: Kick (5), knives (6), repeating crossbow (8)

An Eldren man appears next to Tong #1, as tall and as silent as she. He wears tight green clothing and prefers to use a crossbow. When in close combat he favours two short blades. As the battle progresses, he swings down from the second level to the ground.

Tong #3 – Pandaman Martial Artist

Physical: 8 *Initiative:* 6
Mental: 4 *Health:* 12
Social: 4 *Quintessence:* 6
Armour Value: 0
Special Traits: Agility, Combat Sense, Iron Grip 2, Pugilist 2, Weapon Master (+1 with quarterstaff)
Complications: Code of Honour
Damage: Kick (7), Quarterstaff (9)

A large Beastman appears by the door; his face is round and covered with short, white and black fur. He makes his way to the crate and secures it, wielding a long staff with great precision. He wears a loose fitting beige suit, and is surprisingly agile for a Beastman his size.

Tong #4 – Steppegoblin Martial Artist

Physical: 10 *Initiative:* 8
Mental: 6 *Health:* 10
Social: 5 *Quintessence:* 12
Armour Value: 0
Special Traits: Agility, Pugilist 2, Weapon Master (light sword)
Complications: Rage
Damage: Kick (7), two light swords (10)



A tall, pointy eared woman (she looks Eldren but she's actually a Stepegoblin), presumably middle aged, emerges from the shadows near some crates at the far end of the room. She is wielding two exotic long swords (dao). Dressed in red and blue pants and shirt, she swirls through the room attempting to make her way to the children and the boat, hoping to secure them.

The Tong may seem a bit much for beginning adventurers, but luckily Mr Harrington and company have to fight them as well in order to get out (which is their only thought at this point). Furthermore the Tong are willing to negotiate, especially if one side seems to be winning; even if it is they. They inform the adventurers that all they want is the sculpture. They may even help get the children back if they're in the hands of Mr Harrington.

If the battle is really going badly for the adventurers, then the cavalry can arrive in the form of Peelers. They heard the commotion and saw the light show through the windows and now come crashing in to break it up. While the Tong is still likely to get away, the arrival of the police should stop them from pulping adventurers.

The Dust Settles

There are several ways for the fight to end. There's the possibility of a crushing defeat that leaves the adventurers in bloody pulps, the dragon back in Tong hands, and the two children on a ship to the Far East where they will be sold. The opposite is also possible (although less likely), where the adventurers gaze over the debris of the warehouse victoriously and their vanquished foes lie strewn on the floor dead. In this case they have to decide what to do with the survivors, should they just let them go or perhaps hand them over to the police? The Tong would get out pretty quickly, they have connections. The adventurers may also recall that Mr Doyle would rather have the whole business ended without the interference of the authorities. Returning both the children and the dragon to Mr Doyle makes him a very happy man and the rewards are considerably larger. If this is the case they gain a considerable ally in Mr Doyle, as well as a powerful enemy in the Chinese Tong.

However it doesn't have to end with one side decimated; the Tong are more than willing to negotiate. They are not interested in the children, so if the children are in their



hands while the crate is more or less under the adventurer's control then they gladly call for a truce and an exchange. If they get control of the crate during the fighting they try to keep everyone else away while loading it into the boat. Once into the boat they withdraw, drifting slowly into the nightly fog outside. The wizard stands at the rear, looking back at the people within the warehouse.

If there's a truce, or the situation is such that it's possible for the different parties to communicate then the wizard speaks with a booming voice and clear accent. "I apologise for the nature of our first encounter, perhaps next time will prove more peaceful. Please inform the honourable Mr Doyle that someone will be sent to renegotiate our former arrangements." The departure of the Tong leaves only the remainder of Mr Harrington's crew, if any at all, to be dealt with. This should not prove too difficult.

Escaping with the children is another possible way of doing this, which leaves the unfortunate Mr Harrington and friends in the hands of the Tong, either to be slaughtered or beaten severely and left for dead. However, dodging out of the warehouse with the children proves quite difficult as long as they are perceived as a threat by the Tong.

The Tong aren't interested in revealing their dealings if questioned during a ceasefire. The wizard does the talking and simply states that this is a matter of honour and justice, of retrieving what was stolen from them by the treacherous Mr Doyle. Mr Harrington and his crew, however, can be interrogated for all they're worth if captured. They know that the Tong apparently had dealings with Mr Doyle which went sour when he tricked them. The Tong hired Harrington to help them retrieve it by any means necessary. Harrington and company of course claim that they are nothing but innocent pawns in a game of more powerful players, and therefore they should just be let go.

All in all any outcome of the fight that ends with the children safe should be considered a success. If the adventurers manage to get the crate with them it is an extraordinary success. If they manage to get the crate and not the children, it is only a partial success and a potential scandal. If they manage to retrieve neither the children nor the dragon, then it is an abysmal failure; the Doyles are extremely upset. The adventurers' names are splattered all over the tabloids and mentioned in social circles, denounced as bungling idiots causing the premature death or disappearance of the two children.

Henrietta Doyle – Eldren teenager

Physical: 3 *Initiative:* 2
Mental: 4 *Health:* 6
Social: 7 *Quintessence:* 6
Armour Value: 0
Special Traits: Clairvoyant (magic sense)
Complications: Energetic
Damage: Kick (2)

At the age of 15, Henrietta is fast approaching womanhood and growing into an attractive lady, her long blonde hair caressing the fine pale Eldren features of her face. She dresses and behaves like the proper Victorian lady. Unfortunately she is also a spoiled and bossy brat who knows only how to demand of others and not truly give. Until now she has never experienced true hardship and her family has never given her much affection, except for her brother and, to some extent, Carolyn the maid.

Henrietta felt confined within the walls of her home so she wanted to escape; she saw in her second cousin Robert the freedom from restraint she wanted to taste herself. She actually fell in love with the handsome Robert and his rebellious ways. She wanted very much to impress him and be his equal. Her brother tagged along as always and she has always found him a very potent scapegoat.

When found in the cage she is completely broken. Her clothes are torn and stained. Her face is bruised. Curled up like a beaten animal in her cage, Henrietta has apparently suffered much at the lecherous hands of her kidnappers.

Michael Doyle – Eldren teenager

Physical: 2 *Initiative:* 0
Mental: 3 *Health:* 4
Social: 5 *Quintessence:* 6
Armour Value: 0
Special Traits: Clairvoyant (sixth sense)
Complications: Gullible
Damage: Kick (2)

No longer just a child, but not yet a man, the 13 year-old Michael is a clumsy and timid boy that never quite fits in. He holds on to his sister, whom he loves greatly, and trusts her for guidance in life. This often leads him into trouble. When Henrietta suggested they should go on adventures Michael was not convinced, but he went along with his sister anyway. In appearance Michael resembles his sister, with the same blonde hair, dark blue eyes, and pale features. He is, however, a head shorter than her and does not compose himself with as much grace as she.

When found in the cage it is apparent that he has been brutalised by his captors. Bloody scars and bruises cover his scrawny body. When rescued he just sits up in his filthy clothes and gapes at the one opening the cage. He would cry, but he has cried himself dry a long time ago.

CONCLUSION

What they do now is more or less up to the adventurers. They can wait around for the police or they could just gather the spoils and split. Unless the warehouse is a complete bloody mess the police will be satisfied by just taking the adventurers names if the children are alive. The police are gruff, but not impolite; they have read the story about the children and consider it their first priority to get them home. If the children are dead, however, the adventurers are imprisoned. Even if they are released, the Doyles are quite persistent on pursuing them for causing the children's death, especially if the statue is lost as well.

At the Doyle residence they are met by the Doyles and their senior staff, Mr Straub and Mrs Torbo. The children are received with repressed joy, hugged slightly, and ordered to bed with a promise that they will have a chat about it tomorrow. Mrs Doyle is overjoyed and is visibly fighting her tears when she hugs them before she leaves as well, leaving Mr Doyle to tend to business. Any servants and police officers present are dismissed.

Mr Doyle takes them back to the Chinese Room, where he thanks them for retrieving the children; his thanks are heartfelt if they return the dragon as well. In the event that only the children are returned his disappointment is noticed with a Difficult (3 black dice) Presence + Empathy roll. He promises to make arrangements tomorrow to see that they are suitably compensated.

If asked about the Tong, Mr Doyle dismisses it by saying "That's unfortunately the necessary evil one has to deal with if one wish to run an efficient and prosperous Empire, I am sure you understand". He's unwilling to discuss it further. Doyle excuses himself and escorts them to the door, promising to be in touch soon. If they return only with the dragon, they are thanked discreetly and sent away with the same message.

If any adventurers have the glimpse magnetic ability and the statue is returned, then they get a powerful vision of something horrible occurring in this room, something related to the dragon. If told of this, Mr Doyle dismisses it as superstition; he believes the notion was obviously planted by the Tong.

The End?

Finally the missing children have been returned; the villains vanquished. Surely it is time to rejoice and relax? Not so.

Mr Doyle is of course under the influence of the dragon statue and under its sway he is plotting to murder his children in a sacrifice to its power, an act that actually frees the dragon within. Perhaps unsurprisingly, the dragon does not grant longevity to Mr Doyle, but instead devours him, along with a great deal of London.

However in order to be freed Doyle must sacrifice both his children to it in an exacting ritual. Adventurers might already be 'suspicious' of Mr Doyle, or concerned about his behaviour enough to watch the Doyle household closely. Adventurers might equally be convinced that the Chinese 'villains' will return and insinuate themselves within the household to protect against the mysterious foe.

It's also possible that the adventurers are not watching the Doyle's at all, but are in fact searching out their Chinese assailants, in which case the trail of the Tong leads them inexorably back to the Doyle's, where they are busy trying to prevent the ritual.

Whether the adventurers are awoken in the night by the shrieks of the Doyle children being dragged to their slaughter in Doyle's Chinese room or whether they follow the Tong through London and try to foil them (the Tong may even enlist their aid), the result is one and the same: Mr Doyle is attempting to sacrifice his children to the statue with a sacrificial knife.

Doyle is easy to overpower. He is not a powerful man and the dragon's influence has blunted and twisted his mind to the point of madness. Rather, the threat in this encounter is from the dragon itself, which uses a form of mental domination to hinder adventurers that enter the den.

All adventurers entering the Chinese Room must make a Very Difficult (6 black dice) Resolve + Concentration roll or be immediately held mesmerised by the dragon. Adventurers that make the roll must still make Average Resolve + Concentration rolls whenever they take an action or the dragon's mind bending influence distracts them, causing them to lose their actions for the remainder of the round.

As the players grapple with Doyle and the power of the dragon, the Tong (who have come here to prevent the ritual



whether the players were aware of it or not) break into the room through the window.

The Chinese monks have been trained from birth to ward against the influence of the dragon and the warriors quickly work to restrain Doyle and the adventurers while the sorcerer manifests magic to counter the growing power of the Dragon. If any adventurers are actively resisting the dragon as the Tong arrive, they might fight the Tong immediately. The Tong should be able to hold off the adventurers long enough for the sorcerer to complete the evocation and once the sorcerer has ended the Dragon's influence he speaks to Doyle and the adventurers.

Firstly he turns to Doyle, "I think your covetous nature has reaped reward enough with this prize, Mr Doyle – you stole it from us once – will you keep it now or shall we return it?"

Breathlessly, an extremely shaken Doyle cries "Take the bloody thing! Take it!" before breaking down completely, Doyle continues to whimper into incoherencies, "it tried to kill my babies..."

The sorcerer then turns to the adventurers. "This was never your fight. These children were never your blood, but your dedication has not swerved – I commend you, but now I must remove this statue before my magic ends and its power is unleashed again. Please, stand down and let us leave this place."

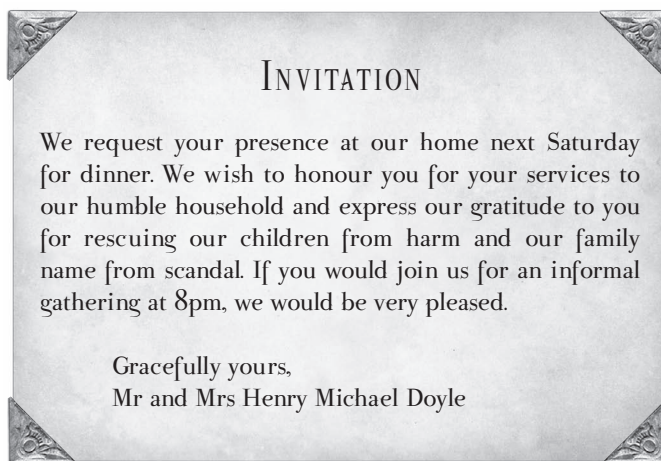
Traditionally it's at this point that someone demands a potted history of events, or at least a reason why, and the sorcerer (if only for the sake of closure) obliges. He describes the ancient war with the dragons, the capture of the last dragon, and Doyle's theft of the artefact that led to the current sequence of events.

If the adventurers seem disinclined to let the Tong leave with the statue, then Doyle himself grants them leave. "Let them have it," he says. "It's been crawling around inside my head since I first saw it – and that's enough of it for a lifetime."

Once the Tong leave with the statue Mr Doyle thanks the adventurers for all of their help and escorts them to the door, promising to recompense them shortly.

Dinner party

A few days later the adventurers receive an invitation to a dinner party at the Doyle estate.



The party is a very closed and private affair. Only the family and the adventurers attend and it's all conducted in a quiet manner. The hosts are graceful and polite, the food and service exquisite. During dinner Mr Doyle toasts the bravery of the adventurers in returning his children and saving his family name from shame, a service he will always remember (whether the adventurers believe him is another matter). "As a token of my appreciation I wish to present you with the following gifts," he says as Mr Straub comes in carrying a tray with an envelope for each adventurer.

The envelopes contain information on a trust fund in their names. The fund gives them the equivalent of a Lower Class Income asset, or 10d. If the sculpture was retrieved as well as the children then this is upgraded to a Middle Class Income, or 8s. This way Mr Doyle can reward the adventurers while at the same time binding them to him so they won't reveal any unsavoury information they may have come across (such as his dealings with the Tong). For these reasons he finds it necessary to reward them even without the statue being retrieved.

If only the statue was saved then he rewards them the same amount as if they rescued the children, but without the dinner party. They each receive a simple note sent them by messenger or by mail.

There is presumed to be at least a few weeks between this chapter and the next. Feel free to insert an adventure or two between this and Chapter II: The Wrath of the Dead; if you have a copy of *The Devil in the Dark* this would be an excellent place to insert it, as Mr Doyle's recommendation creates an opportunity for the adventurers.

STREETS OF SHADOW

The WRATH of the DEAD



CHAPTER 2: THE WRATH OF THE DEAD

In this chapter Lady Miriam hires the adventurers to exonerate a friend that has been falsely accused of murder and Necromancy. The trail starts with an undead corpse and leads the adventurers through the rookeries of St. Giles and a private club in Bloomsbury before they uncover the truth. Reverend Matheson slaughtered the prostitute in the service of a forgotten archon, not realising that his strings are being pulled by the servant of another old archon.

BACKGROUND

For all of his bluster and fiery speeches, Reverend Matheson believes no more in the True Path than he does in the Aluminat. The church is merely a scam to enrich him and his associates and allow them to indulge in their favourite pleasures. More sinisterly, Matheson selected the location for his church because it stood near a forgotten temple; he and his associates quietly dug a corridor to it in between fire-and-brimstone sermons.

Reverend Matheson was encouraged in this endeavour by Dr Ibrahim Yalmaz, a University College Professor and a member of the secret society the Fellowship of the Red Pharaoh. Dr Yalmaz presented himself to Reverend Matheson as a man with connections to the scholarly world; the preserved body parts of a fresh corpse are invaluable aids to medical schools. He also confirmed what Matheson suspected: for the cost of a human sacrifice, the old archon Dispatier could grant boons to his worshippers.

After discovering the temple, Matheson found his first sacrifice in Laura Peat, a prostitute who had lost her faith and, more importantly, had no one to miss her. He imprisoned her and murdered her in order to gain boons for himself and his associates. Dr Yalmaz conducted the ritual and Matheson allowed him to keep the body in return. Unfortunately for Matheson, what Dr Yalmaz really planned to do with the body was experiment with a mummification ritual for the Fellowship of the Red Pharaoh. The not-quite-a-mummy escaped, dropping dead on a pier in Wapping.

The victim was a prostitute that the unfortunate Mr Lawrence Holt had picked up to take to a special party. As he was the last person seen with the prostitute, he

became the first suspect. He was promptly arrested and imprisoned after being rather unhelpful to the police. Holt is a member of Lady Miriam's entourage and she comes to the adventurers for assistance in clearing his name.

ACT 1: A GRUESOME BUSINESS

This chapter begins with Lady Miriam approaching the adventurers with a mission: she wants them to exonerate Lawrence Holt, one of her entourage, who is now imprisoned for a murder she doesn't believe he committed. Once the adventurers accept the case they have two logical avenues to pursue; an interview with Mr Holt and Jonathan Sheffield, the reporter from Chapter I: A Dragon in the Smoke. From there they should collect some more leads.

It is also entirely possible that the adventurers instead jump to one of the locations in Act 2: Investigations, most likely the coroner or Scotland Yard. This is perfectly legitimate and simply throws Scene 2: The Daily Chronicle and Scene 3: The House of Detention into the mix of potential leads in Act 2. It doesn't matter how the adventurers arrive at the conclusion, as long as they get there eventually and have fun doing it.

This chapter opens on a cold October morning as a massive demonstration against the Conscription bill gathers in Hyde Park. It seems that the Host of Heaven is on Lord Palmerston's side, as an almost torrential downpour pounds the masses as they gather around several platforms to hear the various leaders of the movements speak. Still, the revolution isn't silenced, as lower class men and women, the proletariat, turn the green field into a sea of angry flesh, demanding that their voices be heard as far as Mayfair and Belgravia.

Both Tommy Atkins and Frank Myles shout fiery speeches to the throng of people, but most are interested to hear the words of Karl Marx, who has made the trip down from Highgate to attend the rally. There are even rumours that Maxim Bolshev may make an appearance, but they prove to be unfounded.



The London Metropolitan Police stand nervously around the park, their presence a subtle reminder that the Government stands ready to contain any violence. This message is reinforced by three wyvern riders circling overhead as well as the well-heeled Lord George Mace making small talk with the Peelers as he surveys the park. Lord Mace is wearing a matching top hat and cloak that are treated with the *rainguard* spell, keeping him dry in contrast to the shivering proles huddled beneath their umbrellas.

Regardless of situation and social class, an adventurer of any background may be interested in seeing the rally. Lower class adventurers may be standing in solidarity with their working class brethren, while aristocrats on their morning constitutionals may pause and gawk at the protesters from behind the safety of the blue wall. Middle class characters may stumble across it on their way to their offices. In any case, at least one of the adventurers should be at the rally or the immediate area.

SCENE 1: THE LADY IN RED

Lady Miriam seeks out any adventurers that are at the rally. If the adventurers are separated then she chooses the largest gathering of them, but has no problem approaching a single adventurer if there are no such groupings. In any case, the opening is the same.

The adventurers are close to one of the platforms where a speaker is railing against the inequities of the British government. "If Her Majesty's Government is going to send us to fight her wars, then we should have more of a say in

that Government!" he cries, eliciting an eruption of cheers and clapping. The blue line of Peelers on the outskirts tightens ranks, anticipating mob frenzy. However, as the adventurer watches, an incongruous scene occurs. Several members of the audience step back or forward, creating a path through the crowd.

And down this path walks Lady Miriam.

In contrast to the bedraggled crowds clothed in drenched and muddy re-stitched and patched garments, some little more than rags, Lady Miriam is positively immaculate in a scarlet taffeta off-the-shoulders day dress with black lace gloves and hat. She also carries a parasol that matches her outfit, but it is purely for effect, with a *Difficult* (3 black dice) *Wits* + *Perception* roll an adventurer can see that she is neither wet nor muddy. What Lady Miriam is, however, is concerned. Her worried expression mars her otherwise flawless porcelain face.

As Lady Miriam approaches the crowd fills the path behind her, apparently oblivious to what just happened. She saunters up to the adventurers and greets them by name with no hint of a smile. She apologises for her forthrightness but she is in desperate need to speak with them and asks if they can go somewhere a bit more private. If the adventurers lack an appropriate place, or simply don't want to risk taking Lady Miriam there, then she calls a carriage and asks the driver to ride around London for a while.

Once privacy is assured Lady Miriam begs for their assistance. She seems flustered and distracted; if one of



the adventurers has the Beautiful/Handsome talent then Lady Miriam focuses on them, meeting their gaze and almost scandalously touching their hand and arm (while the adventurers aren't likely to know Lady Miriam's true nature, she draws her strength from beauty; walking through an angry proletariat without her entourage is taking its toll on her). In any case, she opens a Chinese fan and cools herself, looking as if she is about to faint at any moment (she won't).

What bothers Lady Miriam this dreadful morning is that a member of her entourage, Lawrence Holt, was taken to the House of Detention this morning after being charged with murder. Lady Miriam is certain that Holt is innocent; he has some eccentric tendencies but is not a violent man. He is a sculptor and a rather fine one at that; Lady Miriam shudders to think of how horrible it would be if she could never commission another sculpture from him, especially since, as a Huldu, Holt has a short enough life already.

Unfortunately, Lady Miriam lacks details. While this could be construed as a Victorian lady's natural aversion to unpleasantness, in truth Lady Miriam can't be bothered to remember them. All that she recalls is that it had to do with the death of an attractive young woman. If she can squeeze the hand of an attractive adventurer for support then she helpfully adds that the death was in the morning newspapers; if not then an adventurer that makes an Average Wits + General Knowledge roll can come to this conclusion on his own. Lady Miriam tells them that Holt maintains a home and studio on Red Lion Square in Holborn.

WOMAN'S BODY FOUND IN WAPPING ~ NECROMANCY SUSPECTED ~

Yesterday morning a woman's body was found on St. Katherine's Docks bearing the scars of a necromantic ritual. Lawrence Holt, a sculptor residing in Holborn, was arrested last night and has been committed to trial for murder and necromancy. Inspector Henry Anson believes this to be an isolated case and no further arrests are anticipated. Guild Secretary Francis Darrow has confirmed that Mr Holt is not a member.

- DAILY CHRONICLE

Don't fret if the adventurers don't see the article; it offers them a jump on some leads but offers nothing they can't accomplish after meeting with Lawrence Holt.

Lady Miriam pleads with the adventurers to take the case. She was impressed with their handling of the Doyle kidnapping (she adjusts this if the adventurers were less than successful – she seeks them out because other investigators are unavailable and she has nowhere left to turn).

Used to living off the charity of others, Lady Miriam has little coin to spend beyond maintaining her lifestyle. She does have some jewellery and parts with it if necessary; she prefers to trade favours. Her entourage is rather diverse and she can have doors opened for adventurers or procure them a free service, such as a painting or a box seat at the opera. Failing that, she can offer an adventurer a service of a more personal nature if desired.

Assuming that the adventurers agree to take the case, Lady Miriam finally allows herself a smile. She tells the adventurers that she is currently staying at the Hotel Marionette in Piccadilly. Adventurers that make an Average Wits + High Society roll or a Difficult (3 black dice) Wits + General Knowledge roll recall that the Hotel Marionette is a rather expensive hotel favoured by upper class patrons and is known for its fine French food as well as its discretion regarding who its guests entertain. If pressed, Lady Miriam offers the slightest of smiles and simply answers 'a friend.'

Lady Miriam - Woman of Mystery

Physical: 18 *Initiative:* 15
Mental: 19 *Health:* 16
Social: 20 *Quintessence:* 60
Armour Value: 1 (corset)
Special Traits: Ageless, Conjure (all), Demonology (all), Limitless Regeneration, Regeneration, Thaumaturgy (all)
Complications: Hunger – must share a heightened emotional experience with a mortal once per day; if not, then the Peregrine loses a point of Resolve. Should her Resolve drop to 0 then she enters a bestial state and attacks those around her, feeding via fear and terror. A Peregrine regains Resolve at a rate of 1 point per hour after feeding.
Damage: Aetheric Bludgeon (8)

SCENE 2: THE DAILY CHRONICLE

The offices of The Daily Chronicle are on Fleet Street. Inquiries into the article reveal that Jonathan Sheffield is the author. He is currently writing stories about the on-going

protest in Hyde Park. If the adventurers have met Sheffield in Chapter I - The Dragon in the Smoke then the young Human reporter enthusiastically greets them, offering to take them to the Old Wessex for a drink. If he has not yet made their acquaintance then Sheffield greets them more cautiously, but still suggests that they have a drink. If there's news to be had, Sheffield prefers that his colleagues don't overhear and write it first.

In this case Sheffield has little to offer; most of what he knows was printed in the article. Early yesterday morning a young woman was discovered naked on the dock and the navy that discovered her said she was moving before he reached her. The woman's head and chest had been recently sewn up. By the time Sheffield arrived Inspector Anson was already on the case and warned Sheffield not to shock the public with the lurid details. In return, Anson promised Sheffield that he would be the first informed if any new information became available. Last night Anson sent Sheffield the identity of the suspect and that he was in custody.

Sheffield plans to meet Inspector Anson later in the day for an exclusive interview where he hopes to learn more about the case. The suspect, a sculptor with a middle class background, is currently in the House of Detention in Clerkenwell. Sheffield inquired with the Guild and found that Mr Holt was not currently nor has ever been a member.

Before the adventurers leave, Sheffield attempts to get information out of them, regardless of whether it involves the current case. He mentions that he'd gladly trade any new information he gets in return for a juicy story for his next paper (note to Gamesmasters - Sheffield can be used throughout the rest of the adventure to provide clues if the players are stumped).

Jonathan Sheffield - Human Dirt-Digging Reporter

Physical: 4 Initiative: 5
 Mental: 8 Health: 8
 Social: 9 Quintessence: 12
 Armour Value: 2 (lined waistcoat)
 Special Traits: Deduction
 Complications: None
 Damage: Punch (1), Sharps derringer (4)

SCENE 3: HOUSE OF DETENTION

The House of Detention (known amongst criminals and Peelers as 'the Tench') is a three-storey prison in Clerkenwell (part of the Islington neighbourhood). It is designed to

hold those waiting for trial (which usually takes place in the nearby Middlesex Sessions House; since Holt stands accused of capital offences he is going to be tried in the Old Bailey at Newgate - he'll be transferred to Newgate Prison after conviction).

As a holding prison both security and regimen are minimal; the adventurers are allowed to see prisoners regardless of their affiliation. They are initially shepherded into a small waiting room. Once the guards have retrieved Holt the adventurers are led to either a barrister's room (which is more spacious) or a smaller reception room, depending on how they presented themselves to the prison clerk. Obviously, no weapons are allowed in the prison and must be checked at the door.

Lawrence Holt is treated a little more harshly than other prisoners due to his status as a 'necromancer.' While he, like other prisoners here, is still wearing his own clothes, his hands are bound behind his back in a Guild-made straitjacket designed to neutralise any spell-casting abilities. He has also been given a Guild-approved elixir that makes it difficult for him to concentrate. This not only makes it difficult for him to cast spells but also dims any medium abilities he may have. Holt is escorted by a Guild thaumaturge, Felicia Gordon, to ensure that he doesn't perform magic in spite of the precautions.

When Holt is brought before the adventurers he is obviously in bad shape. His cherubic face is marred with a black eye and other bruising from his earlier 'interrogation' by the River Police. He appears to be suffering from a bad headache (the result of the drug). An adventurer making an Easy (+5 to dice pool) Presence + Empathy roll can tell that he is depressed and resigned to his fate - usually the symptoms of a guilty person or one who doesn't believe he has any chance of being released.

Holt is gently aided into the room by Dr Felicia Gordon. She has a rather striking appearance; while she is obviously an attractive Human woman in her mid-twenties, Dr Gordon takes care to downplay her appearance. She keeps her hair pulled back in a bun and wears a blue equestrian uniform, complete with tight trousers and calf boots. She does wear a wedding ring and has a Yorkshire accent.

Dr Gordon remains in the room with Holt and the adventurers as per prison rules. She informs them that Holt has been a model prisoner and has not attempted to use any magical abilities. An adventurer that beats Dr Gordon on an opposed Presence + Empathy roll against her Mental



Competence + Bluff roll notes that, while she is speaking the truth, Dr Gordon is completely disinterested in Holt and simply going through the motions. It's obvious she doesn't seem him as a threat at all. In truth (although the adventurers aren't likely to learn this), Dr Gordon is a member of the Silencius, an informal 'internal affairs' arm of the Guild, and prefers to deal with Guild members, not amateurs. For more information on the Silencius see *Faces in the Smoke Volume One - The Secret Masters*.

In his current medicated state Lawrence Holt makes for a difficult conversationalist. He asks Dr Gordon why he's here as she leads him to his seat and she gently pats his hand and tells him it is about the young lady in the river. His eyes suddenly flash understanding and he turns to the adventurers with tears in his eyes. "I didn't hurt her!"

Once Holt is seated, Dr Gordon steps back and lets the adventurers interact freely. Sentinels are assigned for protection; her testimony is inadmissible as evidence in court. She won't leave the room for any reason, even under threat. If she has to leave then so do the adventurers. As if it weren't obvious already, Dr Gordon points out that Holt has already been interrogated by Inspector Anson.

If asked about the murder, then Holt just shakes his head and babbles incoherently. Snippets of words and phrases can occasionally be heard, such as "Miriam, I'm sorry," "Bacchus," and "rookery whore." Adventurers that make an opposed Very Difficult (6 black dice) Presence + Conversation roll against Holt's Social Competence roll can sort through the babbling and extract a bit more information (Intimidation and Interrogation aren't allowed in the prison and the use of either ensures an early end to the visit).

If the adventurers succeed then they learn that Holt feels like he's betrayed Lady Miriam, whom he loves deeply, because of a failing on his own part. It's also obvious that he knows the victim in the carnal sense. The final clue that Holt offers is that 'Laura' was alive when he keeps repeating 'Rath' (pronounced 'wrath'). After that he starts babbling incoherently again and Dr Gordon suggests that the adventurers allow him to rest.

A clairvoyant with the Know Living History ability may glean more information. With a successful Presence + Clairvoyant roll the adventurer sees that Holt recently attended a very special party, or, based on the flashes of images, an orgy. He and several people participate in a variety of intimate acts, many of which would be considered unnatural in Victorian society. While the information is fragmented, the adventurer gleans that the men are well-dressed, possibly gentlemen,

while the women are in second-hand dresses and speak with Cockney accents. Holt seems particularly interested in an attractive ginger-haired woman and shared a cab with her. He asks her name and she responds 'Laura' with a coy smile.

It should also be noted that a medium with the Magic Sense ability can, with a successful Difficult (3 black dice) Presence + Goeticism/Clairvoyant/Spiritualism roll, determine that Holt is no sorcerer. If Dr Gordon is pressed on this then she informs them that the elixir may be suppressing his aetheric signature enough to mask his true nature, and it still wouldn't rule out boons, possession or artefact use. It's fairly obvious by her rote response that Dr Gordon doubts Holt's a threat, though.

The adventurers can glean no further information from Holt. Dr Gordon adds that the Guild should be sending a specialist in the morning and providing things go well Holt should be more lucid tomorrow.

Lawrence Holt - Huldu Sculptor

Physical: 6 Initiative: 9
Mental: 8* Health: 4
Social: 10* Quintessence: 12
Armour Value: 0
Special Traits: None
Complications: lack of confidence
Damage: Punch (1)

*currently Holt is in a Befuddled state, imposing 9 black dice on all actions (this is a more potent version of the befuddle experiment)

Dr Felicia Gordon - Human Sentinel

Physical: 6 Initiative: 7
Mental: 10 Health: 10
Social: 10 Quintessence: 30
Armour Value: 6 (aetheric shield)
Special Traits: Entropy 1, Spiritualist (magic sense, séance),
Thaumaturgy (aetheric bludgeon, aetheric bonds, aetheric shield, befuddle)
Complications: Dismissive
Damage: Small club (3), aetheric bludgeon (8)

Beastfolk Prison Guard

Physical: 7 Initiative: 4
Mental: 5 Health: 10
Social: 4 Quintessence: 6
Armour Value: 1 (padded uniform)
Special Traits: None
Complications: None
Damage: Punch (5), Truncheon (8)

ACT 2: INVESTIGATIONS

Once the adventurers have spoken with Lawrence Holt and Jonathan Sheffield then they probably want to track down the leads generated in those scenes. They are also likely to want to look at the body.

The scenes in this act may be played in any order, depending on the actions of the adventurers. All of these scenes lead toward Act 3: Three Faiths, where the adventurers finally return to Matheson's church and uncover the crimes beneath his building.

SCENE 1: SCOTLAND YARD

Inspector Henry Anson is a very busy detective, especially with the vast number of protest-related crimes that are continuously being added to his workload. Thus, he was fortunate when the coroner's acquaintance was able to identify the body of Laura Peat and her fellow streetwalkers were able to finger the suspect. As far as he is concerned, the case is closed and he can move on to clearing other cases from his desk.

Thus, Inspector Anson is in no mood to rethink the case when the adventurers arrive. He sees them, of course, as it would be poor form otherwise. His long-suffering junior partner Harrison Grace sees them into a reception room and asks them if they'd like any coffee or tea before the Inspector is available. Grace also provides them with a plate of biscuits, snatching most of them for himself as the Inspector arrives with a flustered look about him.

Inspector Anson is a well-dressed Human, of medium height and build, sporting a well-groomed moustache and puffing away on a cherry-wood pipe. His eyes are serious and penetrating, usually in contrast to his friendly and disengaging voice and mannerisms. Today, however, he is overworked and frustrated and has no qualms showing it, especially since he knows he's going to be reliving the case with reporter Jonathan Sheffield in a few hours.

How the Inspector receives the adventurers is, as always, according to their station. The presence of upper class adventurers reminds Anson to watch his tone and more of his usual personality shines through. He is dismissive of lower class adventurers and sees any middle class private investigators as rivals. He enjoys poking holes, real or imagined, in the theories of the latter.

Inspector Anson's Information

Inspector Anson is naturally tight-lipped about the particulars of the case, but he is a bit of a show-off. Challenging his claims or acting very interested in his methods does get Anson to open up about the details. Note to Gamesmasters – you can dole out all of the information below, none at all, or anything in between. All of the information can be discovered through other methods, including the identity of the coroner (any dockworker in Wapping knows that the 'zombie woman' went to Dr Johanssen's clinic). It's simply a question of how much you want the adventurers to track down themselves.

- Early yesterday morning a navvy on St. Katherine's Docks saw an obviously disoriented woman collapse. Her hair was matted and her slip of a dress clung to her body like she'd just emerged from the Thames. When the navvy approached, he realised that she was a corpse and summoned the River Police.

- Anson was assigned to the case within two hours of the body being discovered. She had stitching on her chest, suggesting that she either had recent surgery or she was a zombie, as it is not unheard of for necromancers to use the most accessible corpse and stitch up any 'imperfections.' Dr Victor Johanssen did the autopsy and discovered that organs were missing. In addition, there were small charms inside the cavity, suggesting a magical ritual.

- Anson notes that this would have been the end of the road if not for Dr Johanssen's nurse, Miss Reed. A former prostitute herself, Miss Reed recognised the deceased as Laura Peat, as a former 'colleague' that operated around the Seven Dials. Anson took a stroll with Miss Reed through St. Giles last evening and learned that Miss Peat accepted an invitation from a well-dressed gentleman in a hansom that another prostitute recognised as Mr Holt.

- When Inspector Anson confronted Mr Holt at his home address, Holt pleaded innocence and claimed he'd never left his studio, which to Anson's trained ears was a lie. When pressed, Holt admitted the lie but would not confess to what he did two night's prior, even under a Peeler's 'coercion'.

- Piecing together these facts, it's obvious to Inspector Anson that Holt has nefarious plans in mind. He chose a prostitute, killed her, and then practised necromancy on her.



•Anson is certain that other people must be involved; Holt's actions suggest a cult. Unfortunately, he has to wait until Guild precautions have run their course. Until then, Holt isn't worth much in an interrogation.

•If asked about Lawrence Holt's bruises, Inspector Anson gets defensive. "Obviously we can't take too many risks when arresting an unlicensed necromancer. It's unfortunate, but necessary."

Regardless of how much information Anson shares, he warns the adventurers not to interfere with his case. He is, after all, a professional and a servant of the Crown. If the adventurers have an official attachment to Holt, such as being his solicitor, then Anson is a bit more accommodating but still warns them that he won't hesitate to charge them if they overstep their authority.

Detective Inspector Henry Anson - Human Investigator

Physical: 8 Initiative: 6
Mental: 9 Health: 12
Social: 8 Quintessence: 18
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1, Deduction (2 dice)
Complications: None
Damage: Police Truncheon (5), Allen & Thurber Pepperbox (8)

Detective Sergeant Harrison Grace - Huldu Investigator

Physical: 9 Initiative: 9
Mental: 7 Health: 8
Social: 6 Quintessence: 12
Armour Value: 4 (lined coat)
Special Traits: Cloak of Shadows (purchased)
Complications: None
Damage: Police Truncheon (4)

SCENE 2: THE BODY

Dr Victor Johanssen runs a tiny health clinic out of a converted warehouse on Pennington Street in Wapping. While Dr Johanssen certainly lacks the resources that a hospital has, his cramped clinic is surprisingly comfortable for a low-cost clinic in the middle of one of the poorest areas in London. Dr Johanssen is often supported by Dr Gregory Hollingsworth, his mentor, and three volunteer nurses. One of these is Mattie Reed, a former prostitute who now acts almost as Dr Johanssen's personal assistant.

The clinic is always busy and unless the adventurers press the issue they are politely escorted to a 'private room'

(really just a curtain partition) until Dr Johanssen can free up a few moments to meet them. The clinic is rather loud; as almost a hundred people sit packed together in the waiting area with various ailments and many of the loudest voices are babies and small children. The nurses do their best to bring some sense of order to the chaos as they promise all of the patients that they will be seen by a physician.

Dr Johanssen arrives about half an hour later, stopping only to compare notes with a curmudgeonly old Gnome (Dr Hollingsworth) before apologising profusely to the adventurers. He leads them to his office, a small but proper room and apologises again for not having a body. The Guild took possession of the body after he finished his autopsy (which occurred in a nearby meat packing warehouse), presumably to be burned. He hopes that things will be different in the new larger clinic he's preparing in Whitechapel.

Dr Victor Johanssen - Human Surgeon

Physical: 5 Initiative: 7
Mental: 12 Health: 8
Social: 9 Quintessence: 24
Armour Value: 4 (lined coat)
Special Traits: Order 2
Complications: None
Damage: Sword cane (5), Volcanic Pistol (7)

While he is in excellent shape for a 31 year-old Human, Dr Johanssen appears a bit older due to his premature baldness. He dresses plainly but appropriate to his station; he gives most of what he has to the clinic and doesn't waste money keeping up appearances. He is a communist with a growing fondness for Bolshevism (much of it fuelled by his own guilt); he's beginning to believe that the only way England will ever truly be reformed is if the people rise up and overthrow the old government. More information about Dr Johanssen and his past is detailed in Chapter III - The Hound of Hate.

Matilda 'Mattie' Reed - Catwoman Clinic Nurse

Physical: 4 Initiative: 5
Mental: 6 Health: 6
Social: 7 Quintessence: 12
Armour Value: 2 (lined corset)
Special Traits: Order 1
Complications: None
Damage: Kick (4), Claws (4)

Mattie used to be a prostitute, but she changed her ways after two people affected her life. First, she began listening

to Reverend Matheson's sermons from the outside as she felt the power in his words but dared not enter his church. This would have been the extent of Matheson's influence had she not contracted small pox. Knowing it by reputation, she went to Dr Johanssen's clinic in Wapping and was shocked when he not only treated her for free but arranged to have a Guild sorcerer heal her at his own expense.

Never having known such kindness, Mattie broke down and told Dr Johanssen that she wished for a better life. He took pity on her and asked her to work as a nurse. While Dr Johanssen never asked her to give up her old life, Mattie felt she owed it to him and herself to walk away from her former profession. Her pimp, Silas Biggles, wasn't happy about it, but Dr Johanssen had influential friends and encouraged the pimp to release her.

Mattie harbours a crush on Dr Johanssen, but, as a lower class Beastwoman, she can't imagine the middle class Human doctor returning her affections. She struggles against her lazy nature to be the best nurse she can.

Laura Peat was just getting started 'in the business' when Mattie left, they only spent two months together. Miss Peat was an orphan and went 'from saint to sinner' (she fled a convent only to become a prostitute). Mattie remembers having long arguments with the young woman between Aluminat and Evangelical (New Path) doctrine, which often entertained bemused passers-by.

Dr Johanssen and Nurse Reed's Information

Dr Johanssen answers any questions the adventurers have as openly and honestly as he can. He has no secrets to keep and his knowledge of anatomy is second to none, as the numerous certifications and awards hanging in his office attest. If the adventurers request an audience with Miss Reed then he calls her in and instructs her to answer any questions as honestly as she can. Dr Johanssen asks that the adventurers ask their questions quickly, as he has many more patients to see before the sun sets.

Dr Johanssen and Nurse Reed know the following:

- The corpse was fresh. Dr Johanssen certainly believes that the host could have been killed within the past day or so of its discovery.
- The zombie's body was missing some internal organs. This in and of itself is of no consequence when animating a

zombie, as all one needs is a relatively intact 'shell.' That said the brain and all major body organs, except for a carefully wrapped heart, were carefully removed and replaced with burlap sacks of flower petals, sawdust and sand.

- Dr Johanssen also removed six small charms from the body. These were made from some sort of blue-glazed pottery. The Guild confiscated these as well, but Dr Johanssen knows that they were Egyptian symbols and that the Guild thaumaturge who took the body, Dr Saul Wyrnwood, believed powerful necromancy is involved.

- Nurse Reed identified the victim during the autopsy. Dr Johanssen tries to relate the circumstances in delicate terms; suffice it to say she recognised the victim as an acquaintance from her previous occupation in the St. Giles rookery.

- Nurse Reed relates that Laura Peat 'worked' for an Oxman, Silas Biggles, in the Seven Dials. Nurse Reed used to work for Mr Biggles as well. Laura used to be a nun and, with tears in her eyes, Reed recalls how she used to tease Laura, who was steeped in Aluminat theology, with the latest rebuttals from Reverend Matheson.

- Nurse Reed thought about canvassing her old contacts but is afraid of returning to that part of her life, especially since she can't help Laura anyway. Should the adventurers ask about potential contacts, Nurse Reed offers Jane Parker's name.

- Dr Johanssen is extremely offended that someone is taking advantage of the poor. He begs the adventurers to find out who is responsible and offers to compensate them himself above and beyond whatever their current employer is paying them to stop the killers. He has little doubt that more people are involved in this.

SCENE 3: THE SEVEN DIALS

The Seven Dials is one of the poorest areas of London. It is an intersection of seven roads with a monument sitting in its centre. The monument itself has only six dials affixed to it (as the intersection was only to be six streets when the road was commissioned) and is the second monument to sit at that spot. The original monument was torn down by an angry mob in protest of the Tea Act, which granted the British East India Company a monopoly on the North American tea trade. It was replaced with an exact duplicate in 1821 as a gift from the Tsarina in commemoration of Napoleon's defeat.

Egyptian Investigations

Once the adventurers discover that Egyptian rituals are involved, they may wish to visit some of the Egyptian experts in London. Four possibilities, the Aegyptus Society, the British Museum, Sir Reginald Haines, and Egyptian Hall, are detailed in Chapter V - Rise of the Red God. An Average Wits + General Knowledge roll or an Easy (+4 to dice pool) Wits + Culture (as appropriate) or Research roll.

At this point in the campaign none of these organisations are going to offer more than confirmation of what the adventurers already suspect; the zombie was likely a botched attempt to resurrect a mummy. The difference between them is that zombies tend to be almost mindless decaying husks, while mummies have something akin to true resurrection. Someone is looking for immortality (it's probably best to keep natron out of the conversation at this point, as Dr Yalmaz isn't using it). Professor Kassam el-Kheir is extremely interested in what the adventurers know and may send assassins to silence them.

The neighbourhood around the intersection is one of abject poverty. Shabbily dressed children play in the streets and the shops offer second and third hand merchandise. Permanently stained laundry hangs on lines that criss-cross the dials like a dusty web. Most pervasive of all is the smell; unwashed masses, discarded excrement and refuse, and rotten food (much of it for sale) all contribute to a potent bouquet that is difficult to ignore.

Well-dressed adventurers are easy pickings and many of the children flocking to them for a few half-pennies are actually pick-pockets. More than a few of the 'children' are Huldufolk, using their cherubic appearance to nip a purse or two. Occasionally a taller person may rush out of one alley, grab an adventurer's hat or cloak, and disappear down another. Only the occasional police patrol comes through the Seven Dials and it is obvious that they aren't looking too hard for people to arrest.

What the adventurers are here for, of course, are representatives of the world's oldest profession, and many such women are out in force, even during the day, under the watchful eyes of their pimps. Silas Biggles is easy to spot; he is a rather large Oxman with shoulders so broad that it is only half-joked that he has Ogre blood in his veins. He also has a clockwork hand.

If the adventurers come during the day then he makes his way around the shops and stalls in the neighbourhood, collecting the profits of his protection racket. If the adventurers come during the evening then Mr Biggles is focused on his 'girls,' making sure that no harm comes to them. At all times Mr Biggles is accompanied by 3-4 ruffians.

If the adventurers ask around about Laura Peat then they are directed toward Jane Parker. Miss Parker is a young lady that's rather new to the trade. Although she isn't fully aware of it, she is also a budding clairvoyant. It was this ability that enabled her to identify Mr Holt. Parker is a slip of a woman with a relatively unmarked face; Peat was chosen over her merely because Holt spotted Peat first and was only looking for one prostitute. When Peat looked to Parker for reassurance, Parker gave it to her. Her 'instinct' told her that Holt was a good man.

Of course, Parker now feels horribly guilty and she's been crying ever since her interview with Inspector Anson the day before. She can't believe that Mr Holt was capable of doing something horrible to Peat, especially not necromancy! She tries to help the adventurers as much as she can but unfortunately knows little. She points out that Mr Holt was brought here by Mr Grissom, a Dogman (English mastiff) cabbie with an enclosed green hansom. Perhaps he could be of some assistance? She also asks for a way to contact them if she discovers any other way to help them.

A Rookery Welcome

No matter what they do, the adventurers are going to offend Mr Biggles enough to warrant a confrontation. They may be "keeping his girls from making money" a bit too long, they may ask him for information without a large enough bribe or it might just be a case that they just walked into a poor section of the city with too many valuables. In any case, Mr Biggles sends a few ruffians to lighten their pockets.

At some point while they are in the Seven Dials, the adventurers are surrounded by an equal number of ruffians. They rudely demand that the adventurers hand over their valuables if they know what's good for them. An adventurer making a Difficult (3 black dice) Wits + Perception roll sees a couple of Peelers about to interfere, but they turn and walk away after an angry glare from Mr Biggles.

Assuming that the adventurers don't comply, the ruffians attack. They aren't expecting much resistance, so they



turn tail and run if one or two of them are defeated. It's important to note that Mr Biggles does not enter the fight and he denies having put the ruffians up to it if questioned.

Jane Parker - Human Dollymop

Physical: 6 Initiative: 4
Mental: 5 Health: 8
Social: 6 Quintessence: 6
Armour Value: 0

Special Traits: Clairvoyant (know living history)

Complications: None

Damage: Kick (2), Small Knife (4)

Silas Biggles - Oxman Criminal Boss

Physical: 8 Initiative: 4
Mental: 6 Health: 14
Social: 9 Quintessence: 12
Armour Value: 4 (lined coat)

Special Traits: Clockwork Hand (+2 damage dice)

Complications: None

Damage: Punch (7), Mace Cane (6; 8 when spikes extended), Allen & Thurber Pepperbox (8)

Seven Dials Beastfolk Ruffians

Physical: 5 Initiative: 2
Mental: 2 Health: 8
Social: 3 Quintessence: 0
Armour Value: 1 (greatcoat)

Special Traits: None

Complications: None

Damage: Punch (3), Large Knife (8)

SCENE 4: THE GABBIE

Arnold Grissom knows the Smoke like the back of his hand. He owns a green hansom with a full enclosure, making him a popular choice on rainy days. Being a stone's throw from the British Museum and Bloomsbury College, Grissom has become educated on many topics and enjoys discussing them with his passengers; coupled with his Cockney accent and Dogman nature, Grissom's knowledge can be quite jarring for new passengers.

Grissom lives in Holborn and frequents Red Lion Square because of Eliza 'Lizzie' Trotter, a Dwarf street vendor that offers hot eels and pea soup on a moving charcoal stove. Grissom claims that she has the 'best pea soup in the pea souper' and she's rumoured to be a petty mage as well. This rumour is enough to keep the ruffians away, although Lizzie can hold her own in a brawl.

If the adventurers approach Grissom at Red Lion Square then he's likely sipping a coup of pea soup while waiting for his next fare. He's a Dogman (mastiff) that dresses quite well; his broadcloth frock coat and top hat look quite new. He is quite cheery when any adventurers approach, especially well-dressed ones. No matter what the adventurer's class or title he addresses men as 'guv'ner' and women as 'lady' in thick Cockney brogue.

If you want to have a bit of fun with this scene then the adventurers can approach Grissom while he's taking another fare, causing conflict between adventurers and passengers. For added effect, the passenger could be a character known to the adventurers, for good or ill.



While well-versed in a variety of topics, Grissom does not like to speak about other passengers; it's bad for business if a cabbie can't keep his mouth shut. Adventurers can use various means of persuasion to coax information from him, but the most effective is a healthy bribe or mention that Mr Holt is probably going to be executed. If the latter is mentioned, Grissom sadly shakes his head.

Grissom's Information

Grissom can offer the following information:

- While Mr Holt was infatuated with a 'Lady Miriam,' he occasionally felt the need to "put Nebuchadnezzar out to grass" and hired Grissom, whom he trusted, to take him to meet prostitutes. Grissom took him to all the usual places around London and noted that Holt preferred dollymops (prostitutes with little experience).

- In spite of visiting prostitutes on several occasions, Mr Holt always seemed rather nervous and unsure around women, even those whom he paid to be nice to him. While he wouldn't go so far as to call Mr Holt a 'mandrake' (homosexual), Grissom has noticed a distinct increase of confidence when Mr Holt calls on male friends, such as Sir Thomas Rathbane. Adventurers that make an Average Wits + Cryptography roll realise that Mr Holt was referring to Sir Thomas when he was babbling "Rath."

- On the last occasion, however, Mr Holt wore his best clothes and seemed much more confident when he hired Grissom to find a prostitute. Rather than exit the hansom as usual when they arrived in the rookery, however, Mr Holt invited a prostitute into the carriage, assuring her that he would make it well worth her while.

- Holt instructed Grissom drop them off at Euston Square before dismissing him. Obviously, Mr Holt planned on a rather longer experience this time. They disembarked and disappeared down an alley; Grissom didn't see where they went from there as another fare beckoned, but if he had to guess he'd say they were heading to the back door of Sir Thomas Rathbane's home.

- Sir Thomas Rathbane is a wealthy barrister who fancies himself a patron of the arts, which is how he came to know Lawrence Holt. Grissom knows that Holt's done some work for Sir Thomas and naturally assumed that the prostitute was going to be the inspiration for a new sculpture.

- Grissom verifies that the prostitute matches Laura Peat's description and that she worked for Mr Biggles. In fact, a couple of his men met Grissom this morning and told Grissom to be sure to inform Mr Holt that he has unfinished business with Mr Biggles. Apparently, the pimp isn't happy that Mr Holt stole her away for several evenings without adequately compensating him.

- Grissom tells the adventurers that he'd be happy to take them to where he dropped them off (for the usual fare, of course). He does suggest that they have a quick bowl of Lizzie's pea soup before they go to warm them up.

Arnold Grissom - Dogman (Mastiff) Cabbie

Physical: 8 Initiative: 6
Mental: 8 Health: 10
Social: 8 Quintessence: 12
Armour Value: 1 (greatcoat)
Special Traits: Trivia expert (+4 dice on random topics)
Complications: None
Damage: Punch (3), Weighted Cane (5)

Eliza 'Lizzie' Trotter - Dwarf Street Vendor

Physical: 6 Initiative: 6
Mental: 10 Health: 10
Social: 9 Quintessence: 30
Armour Value: 1 (greatcoat)
Special Traits: Entropy 2, Conjure (all)
Complications: None
Damage: Punch (3), Frying pan (4)

SCENE 5: THE RATHBANE RESIDENCE

Sir Thomas Rathbane is a wealthy barrister that lives in a beautiful house near Euston Square. He is difficult to get a hold of during the day as he spends most of it arguing cases before court. Should the adventurers come calling before supper then Sir Thomas' butler, a portly Human named Colin Barnesworth, politely asks them to leave their card and his master will call them when he is available.

Should the adventurers come calling after supper then Sir Thomas agrees to see them; he's interested in discovering what they've learned so far and he wants to make it clear that he had nothing to do with Miss Peat's unfortunate situation. Mr Barnesworth leads the adventurers to the front drawing room on the first floor and leaves them to summon his master.

The front drawing room is quite spacious and connects to a back drawing room via a middle room with widened

doorways, making the three seem as one. The chairs and couches in this room are very comfortable and soft rugs adorn the floor. Several curtains hang over the windows and doorways and the walls are adorned with beautiful paintings of Greco-Roman mythological scenes. One painting depicts an Eldren woman in Greek armour standing above Greece and reaching across the Mediterranean with her spear to stab a dragon.

In the centre of the middle room stands a tall statue of Dionysus, sculpted by Lawrence Holt. Adventurers that make an Easy (+5 to dice pool) Wits + Lore or appropriate culture roll also recognise him as an Eldren version of the Roman archon Bacchus, which Holt mentioned in his mumblings.

Refreshments are provided for the adventurers and Sir Thomas arrives shortly thereafter. It is immediately apparent that Rathbane was the model for the Bacchus statue, although the statue lacks Rathbane's quite prominent goatee (which is rather unusual for an Eldren). He apologises for wearing his smoking jacket, but offers his guests an opportunity to smoke with him. Sir Thomas smokes an elaborately carved Meerschaum pipe which depicts a Bacchanalian scene. He offers the seats closest to the fireplace to any female adventurers and asks them why they've come. A successful Presence + Empathy roll against his Presence + Bluff roll indicates that Sir Thomas is clearly troubled.

Ironically, while one would think Sir Thomas would be the first one to run to Lawrence Holt's aid, Sir Thomas has thus far kept his distance. He's worried not only about scandal and his reputation, but also that he may be implicated in the murder and necromancy. Thus far Sir Thomas has managed to keep his excesses private and he has no desire to air his dirty laundry in public.

Shilling Shocker Connection: Spearing the Dragon

While not particularly important for this chapter, the painting of Athena slaying Apep plays a key role in Chapter VI – The Electric Dragon, the final chapter of this shilling shocker. While you should slip in the reference as subtly and naturally as possible, make sure it gets a mention. Otherwise, the adventurers won't have a ready clue (even if you need to jog their memories) when it comes time to defeat the final antagonist.

Sir Thomas' Information

Getting Sir Thomas to open up requires a successful Presence + Conversation roll against his Mental Competence + Conversation (appropriate skills such as Bull, Charm, or Intimidate may be used as complementary skills). Once Sir Thomas realises that it is better to be frank than deceptive, he offers the following information:

- While it's not polite to discuss an Eldren's artistic eccentricity, Sir Thomas states that he enjoys a good party more than most (it is quite evident what he means by this, especially to any Eldren and/or upper class adventurers). In order to channel his cravings, Sir Thomas created the Bacchanalium, a private organisation where the vices of society can be freely indulged. Sir Thomas holds the twice-monthly gatherings in his own home, on this very floor.

- The Bacchanalium is an exclusive club and includes only a dozen members; Sir Thomas won't divulge any names but ensures the adventurers that they would probably find at least one or two of them to be quite shocking. Members are carefully screened for suitability and any member would rather fall on their sword than risk exposing the membership.

- Sir Thomas is also a member of the Ancient and Holy Order of Sulis-Minerva, a gentleman's club that promotes Classical studies (see *Faces in the Smoke Volume One – The Secret Masters* for more information). He drew most of his Bacchanalium membership from the Order and a couple of his unaffiliated members have since joined the Order. The Grand Hall on Bloomsbury Square is unparalleled in its library of Greco-Roman literature; one of the more interesting things he's learned is that the story of St George and the Dragon may be an Aluminat reworking of a Classical story about Pallas Athena slaying the Egyptian dragon Apep. Sir Thomas fancied the tale so much he commissioned the painting hanging on his wall.

- Lawrence Holt was selected for a variety of reasons. Sir Thomas felt a connection from the moment they'd met and Holt has an unusually perceptive artistic eye, especially for a Huldu. What Holt had in artistic expression, however, he sorely lacked in worldly experience. Holt wanted to please Lady Miriam but felt that he could never live up to her expectations in an intimate situation. Touched by the fact that Holt would confide in him, Sir Thomas thought he could help by inviting him to join the Bacchanalium.



•To prove his worth, Holt had to bring an escort with the 'appropriate qualifications' to his first party. Sir Thomas realised that Miss Peat was a working girl, but she was quite a lovely young thing and not 'well-trodden.' Her inexperience showed; while she was agreeable to most of the 'usual entertainments,' Miss Peat found much of the members' behaviours to be quite shocking. Copious amounts of champagne did little to alleviate this.

•Miss Peat seemed most shocked by the late arrival of a Bacchanalium member who was highly placed in the Anglican Aluminat (Jonathan Stockard, also of the Ancient and Holy Order of Sulis-Minerva). She became almost hysterical and had to be calmed down; if Sir Thomas didn't know better he'd have thought that Mr Holt took her from a nunnery rather than off the street. Poor Mr Holt was also out of sorts; he thought Miss Peat was going to get him booted from the club, although Sir Thomas assured him that his fear was for naught; Miss Peat certainly wasn't the first person who couldn't handle the 'rigorous lifestyle' of the Bacchanalium.

•Sir Thomas decided to take control of the situation and escorted Miss Peat out of the house and arranged for his private carriage to take her wherever she wanted to go. He also apologised for any misunderstandings and offered her a sum of money to 'forget' who she saw at the party. It was almost 10 when Miss Peat left; Sir Thomas recalls the ringing of his tall-case clock in the corridor by his front door.

•The driver of the carriage, a Human named Clyde Williams, recalls that Miss Peat was constantly muttering to herself about 'blasphemy' and 'sacrilege' like a lady walking in on her daughter and a footman. She asked to be let off at St Giles near a factory where some sort of gathering was taking place and mumbled something about a 'new path.' Adventurers that were involved in Chapter I - the Dragon in the Smoke can recall with an Easy (+4 to dice pool) Presence + Streetwise roll that the True Path Church, run by Reverend Matheson, operates out of a factory building in St Giles. If the adventurers don't recall, then Mr Williams can still inform them as to where Miss Peat disembarked and where the crowd had gathered; with little investigation the adventurers should come across Matheson's church.

•If asked about why he isn't doing more to aid Holt, Sir Thomas sighs and says that his hands are tied. He risks exposing not only himself but the full membership to great scandal if he got publicly involved and, in any case, he

knows enough about police procedure to know that Holt isn't in any condition for an interview at the moment. Sir Thomas assures the adventurers that he will see Holt soon and ensure that he gets proper representation. Discovering the true villain would do a great deal more to save Mr Holt now.

Sir Thomas Rathbane - Eldren Barrister

Physical: 6 Initiative: 8
Mental: 10 Health: 8
Social: 12 Quintessence: 18
Armour Value: 0
Special Traits: Entropy 1, Clairvoyant (aura reading)
Complications: Bon Vivant
Damage: Punch (2), sword cane (6)

Sir Thomas Rathbane belongs to the minority of Eldren that do not have planar empathy and this, coupled with his ability to grow facial hair, makes Sir Thomas feel more like a Human than an Eldren. This feeling is further strengthened by the fact that Sir Thomas really is in his late twenties, so he has not had time to see his non-Eldren acquaintances grow old around him.

Sir Thomas is a handsome Eldren with short raven-black hair and a matching goatee. He wears a monocle on his right eye when reading. A true bon vivant (as it is his eccentricity), Sir Thomas created the Bacchanalium to indulge himself and his circle of close friends. He throws a party once every two weeks.

A legitimate patron of the arts, Sir Thomas finds himself mingling with Lady Miriam's entourage on occasion. It was during one such meeting that he met Lawrence Holt and the two became fast friends. While Sir Thomas would never admit deeper feelings for Holt, he is very upset that his friend could possibly be a murderer.

ACT 3: THE RED PATH

In the final act, the adventurers finally track the murder to the True Path Church. Unfortunately, they have been beaten there by Dr Johanssen and Nurse Reed, who are currently awaiting sacrifice. The adventurers must infiltrate the church, discover the ancient temple, rescue the two prisoners, and defeat their adversaries. In addition, the adventurers discover the involvement of a member of the Fellowship of the Red Pharaoh, a fact that becomes pertinent in Chapter V - Rise of the Red God.

Hunter Becomes Prey

At some point before the adventurers go to the True Path Church, Nurse Reed gets up the gumption to return to the Seven Dials. Dr Johanssen, worried for her safety, goes with her. When they speak to Janet Parker, however, another prostitute tells them that Laura Peat had been spending some time outside the True Path Church to hear Reverend Matheson's fiery sermons. The two of them went to see Reverend Matheson and promptly ended up being scheduled as the next sacrifices. Fortunately for the adventurers, the Reverend needs the participation of Dr Yalmaz, so Johanssen and Reed should still be alive (at least briefly) when the adventurers discover them.

SCENE 1: THE TRUE PATH

The True Path church is located in a run-down brick building in St Giles (more information on it can be found in Chapter I - The Dragon in the Smoke). Church services run every evening at 6pm and last until about 10pm, although Matheson and his henchmen can usually be found in the church a couple hours before and after services. Mr Monty can usually be found tending the church until breakfast, after which Mr Duggle usually arrives to prepare the 'tricks' while Bjoern guards the door.

It is up to the adventurers how they proceed. They may want to confront Matheson directly or they may want to sneak inside the Church and try to discover any damning evidence that connects it to Miss Peat's death. These two approaches are covered in the subsections here; they also serve as examples if the adventurers try a different approach.

In either case the adventurers are going to have to be careful. Thus far, Matheson has only sacrificed one victim to Dispaten; he and his men are still rather jittery about it, especially as their personal fortunes have improved. They are wary of someone taking away what they have over the death of an insignificant soul.

Because of their recent sacrifice, Matheson and his henchmen look slightly younger, more attractive and act more charming than usual. This is reflected in their statistics. An adventurer who has met them before can notice the differences with a Difficult (3 black dice) Wits + Perception roll. There's no Handsome talent bonus, as that actually works against their favour.

The Direct Approach

While enjoying their good fortunes, Matheson and his henchmen are on edge (especially since they just captured Dr Johanssen and Nurse Reed); inquisitive adventurers are only going to make them more nervous, generally drawing an extra level of difficulty to social rolls. Should the adventurers approach Matheson privately, then he offers to listen even as he gives subtle looks to his henchmen present to be ready for battle. This can be noticed with an opposed Presence + Empathy roll against Matheson's Difficult (3 black dice) Social Competence + Bull + Appear Sincere roll (he also gets the Handsome talent bonus if applicable). Olaf and Mr Landers are not here, as they are in Dispaten's Temple watching over the sacrifices.

Should the adventurers arrive while Matheson is conducting services, then they are expected to take a seat and listen as he rants about the current state of affairs being the people's fault. "We had our chance with Cromwell," he notes. "After the rest of the world returned to suckle the teats of the whore of Babylon (in his mind the 'whore' is the corrupt Aluminat) we created a paradise according to the True Will of the Heavenly Host. We lacked the fortitude to keep it, and this is the result!" He holds up his copy of the King James Version of the Aluminat Bible for emphasis.

If asked about Laura Peat, Matheson feigns ignorance. Lots of prostitutes, abandoned by the "false commandment (#12) of the corrupt Church," come to hear his sermons. He can't possibly be expected to remember them all. He is, of course, upset that the victim of a corrupt system had so ignominious a death, but he did not know her. An adventurer making an opposed Presence + Empathy roll against Matheson's Social Competence + Bull + Appear Sincere roll notices that Matheson is momentarily distracted (he is now wondering if the sacrifice and the zombie are the same person and what implications that has on his friendship with Dr Yalmaz).

While Matheson is talking, Mr Duggle tries to get close to one of the adventurers with a sleep focus (a pillow feather) in his hand. If things turn ugly, he wants to take out the most capable adventurer (from his point of view). Once Matheson gives the signal, or if the adventurers initiate violence, his henchmen activate their stone cloth spells and attack. They are fighting to subdue (no need to waste good sacrificial material), but don't hesitate to use lethal force.

If the adventurers are subdued then Matheson escorts them down to the sewer entrance. He tells them that it's their fault that they've found themselves in this situation, especially



over a prostitute. It's obvious that Matheson cares little for his worshippers. If the adventurers are winning then Matheson tries to get his henchmen to find cover while he flees to the sewer, hoping that Dr Yalmaz, or Dispaten himself, will protect him.

If the adventurers win then Matheson and his henchmen maintain their innocence; they only fought because they didn't like the way the conversation was going and figured the adventurers for Aluminat agents. They are, of course, lying and with proper coercive techniques the adventurers should get them to reveal that there is an ancient Roman temple below them and how to access it.

The Covert Approach

Should the adventurers take the stealthier approach, then they have to sneak into the building unseen. There are three entrances: the front entrance, the back door and the fire escape. The front entrance comprises two unlocked double doors that lead directly to the assembly hall and probably not the stealthiest approach unless the adventurers are aided by magic or other extraordinary talents.

The other two entrances can be reached from the back. A tight-spaced alley next to the building leads to a small courtyard covered with debris and dirt. The back entrance is located here. To get through the back entrance the adventurers can either break down the rather flimsy door (requiring an Average Strength roll) and make a lot of noise, or they can try to pick the lock, which requires a Difficult (3 black dice) Dexterity + Pick Locks roll.

Above the back door is the fire escape, an old metal staircase that doesn't reach all the way down to the ground. The adventurers have to jump (an Average Dexterity + Acrobatics roll) to get a hold of it and pull themselves up. The staircase leads to the rooftop, where there's no obvious entrance. However, the staircase goes past Matheson's office on the second floor, and they can easily break the window.

For most of the day Bjoern and Mr Duggle work in the church; Bjoern acts as a guard while Mr Duggle prepares the 'miracles' for the evening's service. Both men have a chance of hearing any noise that the adventures may generate and certainly hear any breaking glass or knocked-down doors. If it's only a couple of hours before the service then Rev. Matheson and Mr Monty are here as well. Should the adventurers slip in unnoticed then they hear Matheson and/or his henchmen swapping stories of seemingly

impossible conquests and good fortune. Only Bjoern is somewhat remorseful, wondering if they should be always listening to 'the Turk.' The others rationalise that, if the tables were turned, 'she' would've done the same to them.

Assuming that the inhabitants are avoided or dealt with, the adventurers can explore the rest of the church. The main assembly area is much like a factory floor covered with rows of wooden chairs. Simpler benches make up the last several rows. The wooden stage is crudely built. A staircase on the left side of the room leads to Matheson's office and several bedrooms used by guests and associates.

The door to the cellar is on the right side of the stage and is locked (Requiring a Difficult (3 black dice) Dexterity + Pick Locks roll to pick). Here Matheson has stashed the tools of his trade, including extra planks, shovels, pickaxes, ropes and chains. Another locked door leads to the alley outside, and a rather conspicuous rug covers a trap door leading downstairs. Attentive adventures may notice scraping and disturbed dirt on the floor. This requires a Difficult (3 black dice) Wits + Perception roll.

Beneath the trapdoor is a ladder that opens into a room beneath the stage. Many props, both magical and mundane, are stored here and a small wooden staircase leads to a trapdoor on the stage. Obviously this is where Reverend Matheson's miracles are manufactured. There are also signs of digging here, as much loose rock is piled into corners of the room. The entire room smells of sewage.

The reason for the smell is a passage that is obscured by a poorly hung curtain over the east wall. The passage itself is covered by a crude wooden 'door' that has no hinges; it must be pulled out of the hole and set aside (its primary purpose is to keep vermin out). The passage is small, requiring medium-size adventurers to crouch and large adventurers to crawl. After about ten feet the passage opens into a sewer tunnel, upon which the Temple of Dispaten lies on the other side.

Reverend Matheson – Human Blasphemous Pretender

Physical: 5

Initiative: 4

Mental: 9

Health: 8

Social: 12

Quintessence: 24

Armour Value: 3 (lined jacket)

Special Traits: Demonology (aether ribbons, whispering colours), Thaumaturgy (aetheric bolt, cure, heal, gaslight, instant beauty, steely skin)

Complications: Greedy, Lecherous

Damage: Punch (2), Aetheric Bolt (8)

Bjoern and Olaf - Ogre Bouncers*Physical:* 5 *Initiative:* 0*Mental:* 0 *Health:* 24*Social:* 0 *Quintessence:* 0*Armour Value:* 0 (they have Stone Cloth (AV 6); although they often forget to use it)*Special Traits:* None*Complications:* Greed, Lecherous*Damage:* Punch (6)**Mr Duggle - Ratman Conjurer***Physical:* 6 *Initiative:* 6*Mental:* 9 *Health:* 10*Social:* 7 *Quintessence:* 24*Armour Value:* 6 (stone cloth)*Special Traits:* Entropy 1, Conjure (cat nimble, edge sharp, sleep, stone cloth)*Complications:* Greed, Lecherous*Damage:* Sheath Knife (5 or 7 with edge sharp)**Mr Landers - Moleman Grifter***Physical:* 7 *Initiative:* 6*Mental:* 6 *Health:* 10*Social:* 8 *Quintessence:* 12*Armour Value:* 6 (stone cloth)*Special Traits:* None*Complications:* Greed, Lecherous, Poor Vision*Damage:* Small Club (2)**Mr Monty - Human Grifter***Physical:* 7 *Initiative:* 9*Mental:* 7 *Health:* 8*Social:* 7 *Quintessence:* 12*Armour Value:* 4 (lined coat)*Special Traits:* None*Complications:* Greed, Lecherous*Damage:* Punch (2), Throwing Knives (5)

SCENE 2: DISPATER'S TEMPLE

Dispater's Temple rests right alongside the True Path Church; both it and the river that flows alongside it are forgotten to history. Contrary to popular legend, Dispater's temple is not Roman in origin; rather, it is of Trojan design. The original Trojan settlers of Britain (named for their leader, Brutus) felt that their archons had abandoned them and adopted new deities along the way; Dispater was a Gaulish archon.

While worship of Dispater brought the Trojans initial victories in their wars with the indigenous Giants and

Celtic tribes, his worship ultimately brought about the Trojans' destruction. While Brutus never considered Dispater to be more than one archon amongst many, some of his children embraced Dispater more fully and fractured the Trojan state. As Trinovantium (or 'New Troy') fell and was conquered by the Celts, Dispater reached out to Celtic, and later Roman, worshippers. The temple was lost during the Pendragon dynasty, when Camelot became the centre of Britain. In truth it sank when the waters shifted and was buried. Several structures have come and gone above it.

Dr Ibrahim Yalmaz recently discovered the temple and decided to use it as a cover for his experiments. A devotee of the Egyptian archon Set, Yalmaz has disguised his true intentions from Reverend Matheson. While the sacrifice to Dispater is real, Dr Yalmaz ensures that the body is prepared for mummification. Once the woman was killed, Dr Yalmaz and his 'associates' took the body through the sewers back to his secret laboratory.

The temple can only be reached by a sewer that enables a tributary of the River Fleet to flow south. This section of sewer is rarely travelled and lies forgotten on most London sewer maps. The adventurers can reach it from Matheson's cellar and, once in the sewer, can see another recently carved tunnel on the other side of the small river.

A ten-foot long plank rests across the sewer, enabling the adventurers to use it as a bridge. This requires an Average Dexterity + Athletics roll to cross without falling, although the only detriment to doing so is to soil one's clothes in the dirty water.

Once the adventurers are inside the sewer, they may, with a successful Difficult (3 black dice) Wits + Perception roll, hear a man and woman pleading for their lives. The woman (Nurse Reed) is doing most of the screaming while fading in and out of a Cockney accent declaring that what 'they' are doing is beyond the Pale. A gruff voice tells her that if she doesn't stop screaming she's going to hurt her. The woman challenges him, arguing that as she is going to die anyway what good is his threat? This is followed by a loud smack and the woman goes silent as a man (Johanssen) hisses at the aggressor (Olaf) for striking a lady. Olaf laughs and says he rather doubts that she is a lady.

As the adventurers approach the tunnel they can see that there's a light source coming from within. All of the remaining members of Matheson's circle are here, including Dr Ibrahim Yalmaz. If the adventurers were brought here by Matheson, then Matheson immediately accuses Dr Yalmaz



of betrayal, as the deaths of animated corpses will surely lead back to his church!

The temple itself is an ancient structure and a successful Easy (+5 to Dice Pool) Wits + Culture (Greek) roll or an Average Wits + Lore skill marks much of it as Greek architecture. A Good result (3 successes) allows an adventurer to note that the architecture is Trojan.

There are many beautiful paintings on the walls and columns but these have so eroded with time that only hazy outlines and the occasional splotches of colour remain. Bits and pieces of Roman and Celtic architecture abound and one of the four columns holding up the room is clearly a Roman Doric column, likely a replacement for a crumbling original.

The room is dominated by the large stone altar, which is sculpted in a way to allow the blood from a sacrifice to pool and drain into stone cups set on a ledge that rings the altar a few inches down. Behind the altar stands a ten foot tall statue of Dispater which is in surprisingly good condition. Dispater appears as a handsome Eldren with angelic wings and a golden crown atop his head.

To the right of the altar is the large cage where Dr Johanssen and Nurse Reed are currently being held. To the left, near to the back, is a makeshift laboratory where Dr Yalmaz prepares the body before travel. In addition to the large table and cutting implements, the shelves contain numerous containers. A large barrel of embalming fluid sits against the wall.

Depending on the circumstances, the villains may be caught completely flat-footed or prepared for an assault. Dr Yalmaz is wearing a ceremonial himation (an ancient Greek cloak somewhat resembling the Roman toga). For extra drama Nurse Reed may already be chained to the altar. Assuming the adventurers arrived of their own accord, the villains don't hesitate to attack.



If the adventurers arrive as prisoners, then all seems hopeless. Fortunately for them, Lady Miriam feels a disturbance and, in a moment of lucidity, uses her vast powers to check in on them. In an instant, their bonds disintegrate, giving the adventurers the element of surprise to turn the tables on their captors.

In true villainous fashion Reverend Matheson or one of his henchmen explains the purpose of this temple while fighting the adventurers. Dr Yalmaz does not; he realises that his life is forfeit and will not betray Set even in his last moments.

What does Dispater offer?

Dispater is an 'archon' who is associated with both the Celtic and Roman pantheons, in large part because he is more demon than archon and subscribes to no particular pantheon. Dispater seduces worshippers through Haemomancy, granting his faithful powers and abilities from their victims on a magnified scale (for more information on 'proper' Haemomancy, see *Jewel of the Empire*). All that is required is the occasional human sacrifice. Dispater's 'gifts' are usually more attractive countenances, youth, vigour, and good fortunes. Of course, it also sets the worshipper down the path of corruption.

Zombie Surprises

Between this chapter and Chapter V – Rise of the Red God, the occasional zombie escapes from the Fellowship’s ‘pets’ and finds its way to the streets of the Smoke. You can use these encounters to add an element of surprise to the adventurer’s investigations as well as foreshadow the events of Chapter V. As you get closer to that chapter, you’ll want to make the zombies a bit more life-like; they begin to shed the Slow complication and a few may even ‘bleed.’ Any such zombie appearance is thoroughly investigated by Inspector Anson and the corpse removed to a Limehouse warehouse. See Chapter V for more details.

ZOMBIE - SEWER CORPSE

Physical: 4 *Initiative:* always 1 lower than lowest person’s initiative in round

Mental: 3 *Health:* 8

Social: 0 *Quintessence:* 6

Armour Value: 0

Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic

Complications: Drone, Mindless, Slow x2, Vulnerability (Fire)

Damage: Punch (2), bite (3; only when grappling)

These lesser undead were the unfortunate by-products of unsuccessful attempts by the Fellowship of the Red Pharaoh to use the Book of the Dead to fully resurrect victims. They only managed to return an angry spirit to the host body, one that violently seeks to destroy anything living. Subsequent delivery to the cult’s giant crocodile den failed to disable them, and they clawed their way up the sewers with other forgotten corpses to form the thing in the Thames.

CLAWING ARM - ZOMBIE BODY PART

Physical: 4 *Initiative:* always 1 lower than lowest person’s initiative in round

Mental: 2 *Health:* 4

Social: 0 *Quintessence:* 0

Armour Value: 0

Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic

Complications: Drone, Mindless, Slow x4, Vulnerability (Fire)

Damage: Claws (5)

Not all sewer corpses were fortunate enough to survive their undead ordeal whole and the necromancy powering them keep them animated. While the pieces come in all shapes and sizes, the arms show particularly more articulation and motivation, and endeavour to claw adventurers with their ragged fingernails (it’s also possible that a disembodied head could bite an adventurer that accidentally bumps it on the ledge or while wafting through the sewer drain).

He simply offers his last fight in honour of his archon. If in danger of being captured he turns his blade on himself, offering a final prayer to Set as he slashes his own throat. Even if captured alive, Dr Yalmaz gives no information, no matter how intense the interrogation. He really is that fanatical.

Beneath his clothes Dr Yalmaz wears an amulet with a hieroglyph etched into it. Any Egyptologist can confirm that it is the symbol of Set.

Dr Ibrahim Yalmaz - ‘The Turk’ - Karakon Cultist

Physical: 8 *Initiative:* 10

Mental: 15 *Health:* 8

Social: 10 *Quintessence:* 36

Armour Value: 2 (lined waistcoat)

Special Traits: Entropy 2, Necromancy (dust, life drain, raise lesser undead, raise greater undead), Thaumaturgy (aetheric bolt, steely skin)

Complications: Zealot (Set)

Damage: Large Knife (6), Aetheric Bolt (8)

CONCLUSION

Hopefully, the adventurers have managed to defeat Reverend Matheson as well as a member of the Fellowship of the Red Pharaoh. They also should have saved Dr Johanssen and Nurse Reed as well. Dr Johanssen offers his profound thanks and informs them that should they ever need a physician, he will provide his services for free. He also insists that they help him celebrate his birthday in a fortnight and won't take 'no' for an answer. If it weren't for them he wouldn't be having one.

Inspector Anson also wants a word with the adventurers so that he can wrap up his case. He isn't happy that they've meddled and insists on lecturing them about interfering with official investigations, but in reality he's content that the case is settled and the villains brought to justice. With his report, Lawrence Holt is freed and the adventurers soon receive a visit from a very relieved Lady Miriam. She pays

them whatever she owes them as well as a bonus. She asks them for a complete accounting; if she was responsible for their freedom in the final scene then she smiles coyly when an adventurer mentions their bonds dissolving away.

Scotland Yard, in conjunction with the Aluminat Church and the Guild, inspect and dismantle Dispaters' Temple, sending the artistic pieces to the British Museum and any questionable pieces to the Guild for disposal. Lord George Mace acts as liaison between Scotland Yard and the Guild. He may interview the adventurers to learn more about the temple.

Jonathan Sheffield, of course, hounds them for the story. If the adventurers balk then he reminds them that, without their input, he'll be forced to print whatever Inspector Anson tells him. Sheffield further informs them that Dr Ibrahim Yalmaz was a Turkish University College professor.



STREETS OF SHADOW

The HOUND *of* HATE



CHAPTER 3: THE HOUND OF HATE

Due to their success in the previous chapter, the adventurers are invited to Dr Victor Johanssen's birthday party. Unfortunately, Dr Johanssen's past has come back to haunt him and the adventurers must solve the mystery before they become victims themselves.

What if the Adventurers didn't save Dr Johanssen?

This chapter is unrelated to the main campaign arc. Should the adventurers have failed to rescue Dr Johanssen or otherwise leave on bad terms then the Gamesmaster can simply skip over this chapter and pick up with Chapter IV - A Revolutionary Machine (or *The Marylebone Mummy*, if you plan to incorporate it). Alternatively, the Gamesmaster could run another adventure in place of this one if she wants the adventurers to gain some experience before moving on with the campaign.

BACKGROUND

Ten years ago, Victor Johanssen was a young surgeon just beginning his career and looking for a quick journey to the top. Unfortunately, his journey resulted in several murders. At the time, he thought nothing of it, because his 'practice cases,' as he referred to them, were from the lower class and science had a right to know how the body worked. If they went missing, he reasoned, nobody important would miss them.

Now, however, one of his practice cases is back for revenge, in the form of a skriker. Starting tonight, the skriker is going to make Johanssen regret his earlier moral flexibility when it came to his patients. Ironically, Johanssen has since become a communist (and even Bolshevik) sympathiser and champion of healthcare for the unfortunate. He believes he has atoned for his patients' deaths by providing free healthcare for the poor and donations to charities.

An unnatural portender of death, the skriker appears to be a large black hound with saucer-shaped eyes. As the skriker approaches its victim, all that the victim can hear is sound of dripping and splattering mud – the sound of charnel ground sloughing off the skriker's legs and paws.

The skriker has been watching Johanssen for several weeks, and has determined how it will best strike fear into his heart. All of Johanssen's closest friends and acquaintances will be attending his 32nd birthday celebration tonight, and the skriker plans on eliminating the guests after they trickle away for the evening. To achieve the ultimate terror, the skriker will kill several guests per night over the course of the following week, leaving Johanssen for last. Each death will bring the skriker one step closer to Johanssen, and revenge.

ACT 1: A BIRTHDAY GIFT FROM THE PALE

In this act the adventurers attend the birthday party of Dr Victor Johanssen and meet some of his colourful friends. Toward the end of the party an ominous threat is made to one of the guests. After a sinister encounter with a supernatural presence on the way home, the adventurers awaken to the news of the guest's death.

SCENE 1: A GLORIOUS CAREER

This chapter begins innocently enough at a dinner party at the residence of Dr. Victor Johanssen. Because of Dr Johanssen's association and gratitude towards the adventurers after the events of Chapter II - Wrath of the Dead, he's sent an invitation to each of them. Given his political leanings, it's a matter of course for him to have members from all strata of society present.

Johanssen owns a home in Hammersmith, where the railway gives him easy access to the city (his clinic is in Wapping). The neighbourhood is dominated by the middle class and the row homes are well-kept. Due to its close proximity to Wormwood Scrubs in Kensal Green, Hammersmith often has an airship or two flying overhead.

Other than the adventurers, there are a few other people present; Johanssen wanted this to be an intimate party. Major characters are detailed below, but the Gamesmaster should feel free to introduce as many as he wants to make the party seem bustling, but still private. By the time the party is over, the adventurers should know all the party-goers detailed below.

The party opens with Dr. Johanssen toasting his career and guests, thanking them for their support throughout the years. He is especially thankful for their support of his clinic and prays they can continue to help him. He then encourages the guests to mingle and enjoy the various food courses laid out.

The Party-goers

Listed below are each of the party goers and what's foremost on their thoughts. Rather than provide the exact words of each party-goer in a conversation with the adventurers, the Gamesmaster should use the info below as a cue and tailor the language for the adventurers.

Dr Victor Johanssen - Human Surgeon

Physical: 5 *Initiative:* 7
Mental: 12 *Health:* 8
Social: 9 *Quintessence:* 24
Armour Value: 4 (lined coat)
Special Traits: Order 2
Complications: None
Damage: Sword cane (5), Volcanic Pistol (7)

An athletic man with premature baldness, Johanssen talks to the adventurers about any subject they desire. If given the chance to steer the conversation, he tells the adventurers that thanks to his backers he's now able to serve over two hundred patients a month. Johanssen does not charge for his services, but asks for donations. While he and his backers provide the majority of the money necessary to keep the clinic open – any little bit helps – and with his current funding running out he's no longer too proud to ask.

Vivian Glazier - Dwarf Wealthy Widow

Physical: 6 *Initiative:* 3
Mental: 5 *Health:* 10
Social: 9 *Quintessence:* 6
Armour Value: 1 (lined corset)
Special Traits: Order 1, Pugilist
Complications: None
Damage: Kick (5), Weighted parasol (3)

An attractive older Dwarf woman, Vivian is one of Johanssen's primary backers, but she doesn't like to make that fact public. Glazier's family earned its money the Dwarf way – mining. As a child, Glazier saw how many of the poor miners died early, violent deaths and hopes to prevent other unnecessary deaths by supporting Johanssen's clinic. She is a very pleasant dinner companion, and when drunk may slyly intimate to a male adventurer that she is a widow. She is constantly feeding her blue Frendal lizard 'Frosty' from the finger foods spread on the buffet table.

Peter Tillinghast - Human Revolutionary

Physical: 8 *Initiative:* 5
Mental: 6 *Health:* 10
Social: 6 *Quintessence:* 12
Armour Value: 4 (lined coat)
Special Traits: None
Complications: Zealot (Bolshevism)
Damage: Concealed Knife (6)

Stephanie Tillinghast - Human Revolutionary

Physical: 6 *Initiative:* 6
Mental: 9 *Health:* 8
Social: 9 *Quintessence:* 18
Armour Value: 3 (lined jacket)
Special Traits: None
Complications: Zealot (Bolshevism)
Damage: Concealable Knife (4)

Bolshevists through and through, the Tillinghast twins want nothing more than total revolution. These fraternal Human twins arrive at the party dressed in worker's clothes and spend the entire party urging everyone to join their cause and overthrow the oppressive regime. They were treated by Johanssen after a failed bombing, and introduced him to the world of Bolshevism.

Dr Gregory Hollingsworth - Gnome Physician

Physical: 7 *Initiative:* 10
Mental: 12 *Health:* 8
Social: 8 *Quintessence:* 36
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1
Complications: None
Damage: Walking Cane (2)

At 2'4", Hollingsworth is short for Gnome, and probably older than any Gnome has a right to be. He was Johanssen's mentor when Johanssen was learning the medical trade. He knows of Johanssen's earlier murders, and is still disgusted by them. He's never forgiven Johanssen for the



deaths, but came tonight to support the clinic, which he serves. Any adventurer that makes a Difficult (3 black dice) Wits + Empathy roll can see the contemptuous attitude Dr Hollingsworth has toward Dr Johanssen.

If the adventurers talk to Hollingsworth, they'll find a cantankerous Gnome who speaks highly of the clinic. If they ask about Johanssen's early career, Hollingsworth pulls no punches and explains that the deaths were in the name of science. He feels Johanssen should have gone to prison, but the two policemen who investigated were not interested in pursuing the matter, probably because they had been bought off.

Andre Montand - Eldren Gentleman Expatriate

Physical: 7 Initiative: 7
 Mental: 8 Health: 8
 Social: 9 Quintessence: 18
 Armour Value: 3 (lined jacket)
 Special Traits: Entropy 2, Spiritualist (séance)
 Complications: Imaginary Friends
 Damage: Smallsword (6)

A French Eldren, Montand is another financial backer who wants to help Hollingsworth, but believes Johanssen to be a pretentious snob who is acting benevolently towards the poor to appear in line with Bolshevik thought, with no real love of the masses. He lauds Hollingsworth, but speaks derisively about anyone else at the party. He feels Glazier is a rich snob whose wealth should be taken from her and redistributed among the poor. The Tillinghast twins, according to Montand, are a joke who couldn't carry out a revolution without a guidebook.

Montand is old enough to have participated in the French Revolution and recounts with glee the execution of the monarchs, raising his glass and noting "let them eat cake

indeed!" He held a curious position during the Revolution; he offered fleeing nobles safe passage out of France in return for most of their wealth, and then funnelled this money to the revolutionaries (it is suspected that he had a hand in 'putting the pressure on' these nobles, although Montand only coyly and obliquely suggests this may be true).

He met Karl Marx while in Paris and, as a Bolshevik, employs the terms 'bourgeois' and 'proletariat' for the lower two classes. He laments France's 'return to despotism' and hopes to see 'what we started almost 80 years ago' spread across Europe. He was involved in the last King of France's expulsion and currently acts as a courier between revolutionary leader Maxim Bolshevik and his contacts in Paris. When not engaged in conversation, Montand often converses with his 'dead allies' as if they are standing beside him.

In spite of his politics Montand, like many Eldren, clings to old fashions and dresses in old-fashioned clothes, most notably his breeches and slippers (he replaces the slippers with boots while travelling). He also keeps a smallsword sheathed on his belt rather than carry a more fashionable cane. Due to his helpful if self-serving assistance to many nobles during the French Revolution, Montand is a member of the Chevalier's Club.

Maxim Bolshevik - Bearman Revolutionary

Physical: 9 Initiative: 6
 Mental: 8 Health: 14
 Social: 12 Quintessence: 12
 Armour Value: 4 (lined coat)
 Special Traits: Inspiration (proletariat crowd), Natural Charisma 2
 Complications: Zealot (Bolshevism -obviously!)
 Damage: Mace cane (9, spikes out 11), Cogswell .47 pepperbox (10)

Revolutionary leader and titular head of the often fractious Bolshevik League, Maxim Bolshevik puts in a late appearance. He is a large Bearman who speaks with a thick Russian accent and is well-versed in both English and French. His presence disrupts all conversation, as most of the guests are awed by him. He takes this in stride, but it is clear that he enjoys the attention. Bolshevik has open contempt for the Tsarina, or 'the Winter Witch' as he calls her. He was involved in a communist uprising in St Petersburg in 1848 that ended with the death of the Tsarina's husband (well, one of them) and he escaped before capture; he was given asylum in London at the outbreak of the Crimean War.

The Chevalier's Club

The Chevalier's Club is a fencing club situated in the City. The original members were French nobles fleeing the revolution at the end of the 18th century; most of the club is still made up of the longer-lived ones. Membership is very exclusive; one must have 'breeding' (in other words, be at least upper middle class) and be sponsored by a member; only in the rarest instances has the breeding requirement been waived.

Bolshev offers a toast and congratulates Dr Johanssen on his birthday, urging him to continue to aid the poor while hoping one day that his services will be supported by a more sympathetic and popular government. He then mingles a bit with the guests, especially Montand, before making an early exit.

Sebastian Caul - Human Opportunist

Physical: 6 Initiative: 5
Mental: 6 Health: 10
Social: 8 Quintessence: 12
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: Lecherous
Damage: Punch (3), Sword cane (6)

Sebastian is the third backer of the clinic. While his family made most its money through shipping, Sebastian has mastered the art of marrying well and then surreptitiously becoming a widower. He's providing the money to the clinic as a means of laundering it. No one at the party is aware of his true purposes. He pretends to be a great supporter of the poor and is friendly towards everyone at the party.

Martin Croyle - Human Anarchist Revolutionary

Physical: 8 Initiative: 7
Mental: 11 Health: 10
Social: 10 Quintessence: 18
Armour Value: 4 (lined coat)
Special Traits: None
Complications: Zealot
Damage: Fists (3), Cosh (6 dice), Tricolour Derringer (4 - 4 shots, brass knuckles (4), knife (6))

Martin Croyle is a friend of the Doctor and has used his services on occasion, as his antagonistic nature often leaves him in need of patching up. As Croyle is a 'true believer' Dr Johanssen has enjoyed discussing revolutionary philosophies with him and has procured items for his project (as payments from other patients) but doesn't pretend to know what Croyle is building. Croyle has promised to let Dr Johanssen be there for the unveiling. Currently, Croyle enjoys the Doctor's hospitality while he tries to drum up financial donations from the other party-goers.

Angela Cassidy - Human Philanthropist

Physical: 6 Initiative: 6
Mental: 8 Health: 8
Social: 12 Quintessence: 12
Armour Value: 2 (lined corset)
Special Traits: None
Complications: Secret (true identity)
Damage: Kick (3), Stiletto (5), Sharps 4-shot derringer (4)

Angela Cassidy is an attractive, charming young woman who supports the clinic with her wealth. Her husband Godwin has about as much interest in her as she does in him (the rumours about each border on the scandalous and she is aware of his affair with Sir Travis' wife; see Chapter IV - A Revolutionary Machine), but they married for their families' sakes and get along as best they can. Mrs Cassidy is, of course, the revolution leader Tommy Atkins, but only Dr Johanssen is aware of her secret. To the rest of the guests Mrs Cassidy is merely a supporter of lower class causes. She steers clear of Croyle; she knows his affection for Tommy Atkins and does not want to tip off 'his' true identity. In spite of this she will rush to Croyle's aid should he need it.

SCENE 2: ENTERTAINMENT

Throughout the party, the Gamesmaster should sprinkle the following events. The adventurers should be allowed to overhear or witness these events. Some are designed to make the adventurers suspicious of everyone, while others are simply added for colour.

The only events that must occur are A Chill in the Air and The Dogs of War. It's important that Maxim Bolshev, Martin Croyle, Angela Cassidy, and any party-goers you added leave the party before A Chill in the Air; all remaining guests become victims of the skriker. If you don't mind a higher body count then you can allow your additional guests to remain, but if you've gone to the trouble of adding them then you probably don't want them dead.

Fishing Expedition

Mr Croyle mingles with the party-goers, talking about the recent protests and how he's going to ensure that they aren't ignored any longer. He has a plan, if only he could get a little financial backing. How open Croyle is about this when the adventurers are around depends on the circumstances of their last meeting in Chapter I - The Dragon in the Smoke. Dr Hollingsworth makes a joke at Croyle's expense, noting that if Croyle couldn't convince Mr Cogsworth to help his project, then it must be truly unfeasible.

If asked about Mr Cogsworth, Dr Hollingsworth tells them that Gordon Cogsworth is a Dwarf engineer of great intellect but dubious sanity. The product of a wealthy industrialist, Cogsworth spends most of his time ensconced in his St Pancras workshop, working late into the night on engineering feats of little practical value. There have been some rumours that he is developing a fire weapon of some sort for the military; he has almost burnt down his workshop at least twice.



In any event, Croyle soon leaves, making sure to take a parting shot at Mrs Cassidy for living off the toil of others. An adventurer making a Difficult (3 black dice) Presence + Empathy roll notes that Mrs Cassidy finds this greatly amusing.

Unwanted Attention

Sebastian Caul rapidly gets drunk and hits on any female adventurers in the party, as well as Stephanie Tillinghast and Vivian Glazier (he's smart enough to stay away from Mrs Cassidy). The adventurers overhear Tillinghast telling Caul to bugger off and see Caul grab her by the shoulders and tell her she'll be sorry, but he still thinks she'd be better than any woman at the Fox. At this point, Peter walks over and shoves Caul back, calling him an aristocratic fop who'll regret angering the proletariat. At that, Caul moves off and takes another drink.

A Scandalous Affair

Angela Cassidy fancies one of the adventurers and openly flirts with that person, primarily to evade Mr Montand's attentions. As she is married this is scandalous behaviour, even amongst communist sympathisers (especially if her target is of the feminine persuasion). Mrs Cassidy cares little but is relatively discreet where overt displays of affection are concerned. The affected adventurer becomes Mr Montand's target for caustic remarks for the rest of the party. In any event, Mrs Cassidy soon decides that it is better to exit gracefully than cause a scene and summons a hansom to take her home.

A Chill in the Air

At some point after Bolshevik, Croyle and Cassidy have left, magnetists may make an Average Presence + Magical skill roll. Those that make it note a sudden disturbance in the aether that permeates the room. Just as quickly as it began it is gone and no one seems the wiser. This is the skriker taking inventory before the hunt.

A Secret Admiration

The adventurers overhear Johanssen telling Hollingsworth to keep quiet and not tell anybody about something. If the adventurers approach Johanssen, he'll laugh and say that the old Gnome found out that Johanssen has his eye on Stephanie. If they approach Hollingsworth, he tells them about Johanssen's early mistakes.



Drunken 'Confession'

At some point, Peter saunters up to the adventurers, open his coat and shows them a large bottle. "It's ether, chaps, and it's for the rich bastards here. We'll take 'em down and rob 'em blind." He then claps an adventurer on the back, stumbles over to a divan, slumps down and falls asleep in a matter of minutes.

The Dogs of War (Final Event)

The adventurers overhear loud shouting in the foyer and witness Montand and Glazier shaking fists at each other. Montand tells Glazier she needs to give up her riches to the poor, or she'll fall under the feet of the proletariat. Glazier responds by rising on her tip-toes and informing Montand in a matter of fact voice that he's a hypocrite. If he's going to rile the dogs, he'd better be prepared to lay with them. To which Montand responds that he'll sic his dogs on her and that'll be the end of it.

At this point, Glazier storms into the room, offers her apologies to Johanssen and says she's leaving. She then storms out of the house.

SCENE 3: FOND ADIEUS

Glazier's leaving deflates the mood for the party and the remaining guests quickly trickle out. Johanssen is embarrassed by the turn of events and sincerely apologises to each of the guests as they collect their coats and leave.

When the adventurers leave, they find the London fog even thicker tonight than normal. They're only able to see a few feet in front of them, but sounds echo clearly through the fog. They can hear the shouts of people, the clatter of hooves and carriage wheels, and the baying of hounds.

As they fumble their way through the streets, have them make Difficult (3 black dice) Wits + Perception rolls. Successful adventurers hear the sounds of water dripping and mud slurping from the next street over, as though someone were wading through deep, wet mud.

If they investigate, they find little piles of mud that seemingly stop in the middle of the street. Now, have them make Difficult (3 black dice) Wits + Perception rolls. Those who succeed hear the same noises, coming from the street they were originally on.

If they investigate further, they find more little piles of mud that pick up on this street at coordinates that coincide with where the drops left off on the other street. The drops continue for a few hundred yards and seemingly stop in the middle of the street. By this point, the fog is rolling in even thicker, limiting their vision even further.

After they continue for a few more minutes, have them make a third Difficult (3 black dice) Wits + Perception roll. If an adventurer succeeds at the check hear the slurping and dripping noises coming from right behind them. When they whirl around, there are more droplets of mud that stop about two feet behind the adventurers. If they follow the droplets back down the street, the trail only continues for about thirty feet before it disappears.

Any adventurer with the See the Supernatural magnetic ability and makes a successful Average Presence + Magical Skill roll feels a deep, penetrating sense of foreboding doom and sees the faint luminescent paw prints of a large dog slowly fade to nothing.

From this point on, the skiker leaves the adventurers alone for the rest of the night, having already made its kill for the evening. The Gamesmaster should feel free to have the

adventurers continue to make periodic listen checks, and maybe even hear the sounds of mud slurping and water dripping. Unfortunately, there is nothing to find if they investigate those sounds.

SCENE 4: RUDE AWAKENINGS

The adventurers awake in the morning to the sounds of a street news vendor calling out the headlines. "Dockyard strike shuts down shipping!" "Queen preparing for trip to Paris!" "Socialite Vivian Glazier murdered in her study!"

That last headline should insure that the adventurers buy a paper, or at least steal one. The article reads that Glazier was found in her study around 4am by her maid. Glazier's clothes were torn and body rent, as if by a large dog or great cat.

ACT 2: THE GAME'S AFOOT

What the adventurers do now is up to them, but the Gamesmaster should encourage them to keep delving deeper. There are several possible avenues of investigation. As the adventurers head out to investigate, they notice that the thick fog has lifted and the sun gleams through the clouds.

The scene at Johanssen's residence can happen on any day as the adventurers approach it in the early evening.

SCENE 1: GLAZIER'S RESIDENCE

Glazier's home is a nice, up-scale house in Belgravia surrounded by a wrought-iron fence with a carriage house in the back. Police are still milling about inside the house and on the street. If the adventurers want to gain access, Average Bull or Charm rolls should get them past the police; the adventurers do spot Detective Sergeant Harrison Grace milling about outside, examining windows (he's looking for signs of forced entry).

Once inside, the adventurers have no trouble finding the body; they need simply look for the largest congregation of police. Inspector Anson is here studying the room; he acknowledges the adventurers and mentions that they seem to have a habit of showing up at the strange cases. He's nonetheless thankful for the assistance and allows the adventurers to look around.



The body is still where the maid found it. If the adventurers examine the body, an Easy (+5 to dice pool) Perception roll reveals the claw marks. No windows are broken in the study, so the attacker must have come in through the front door. If they decide to search outside the house, a Difficult (3 black dice) Perception roll turns up several dried piles of mud outside the study windows. A Sense the Supernatural roll turns up some additional, luminescent blue claw marks on the body. It takes the adventurers a few hours to fully search everything of interest.

Adventurers with Criminology or an appropriate Science skill may wish to identify the claw marks. A Very Easy (automatic) roll identifies them as some sort of clawed animal. An Easy (+5 to dice pool) roll identifies it as some sort of dog. A Difficult (3 black dice) roll rules out any known dog. Gamesmasters should be careful when considering allowing an adventurer to use a Lore roll to identify the creature as it would strip away some of the horror and mystery. Regardless, a Lore roll won't tell the adventurer why the skriker is hunting.

The police have already determined that the claw marks are canine and assume a rabid hound slipped through an open window, attacked Glazier, and then slipped out again. Should the adventurers suggest a preternatural cause, Inspector Anson sighs and notes that Lord George Mace is at a conference in Geneva this week.

Detective Inspector Henry Anson - Human Investigator

Physical: 8 *Initiative:* 6
Mental: 9 *Health:* 12
Social: 8 *Quintessence:* 18
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1, Deduction (2 dice)
Complications: None
Damage: Police Truncheon (5), Allen & Thurber Pepperbox (8)

Detective Sergeant Harrison Grace - Huldu Investigator

Physical: 9 *Initiative:* 9
Mental: 7 *Health:* 8
Social: 6 *Quintessence:* 12
Armour Value: 4 (lined coat)
Special Traits: Cloak of Shadows (purchased)
Complications: None
Damage: Police Truncheon (4)

Peeler - Human Police Officer

Physical: 6 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 5 *Quintessence:* 6
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: None
Damage: Punch (3), Truncheon (6)

SCENE 2: MONTAND'S RESIDENCE

The adventurers may recall Montand's statement that he should sic his dogs on Glazier. The easiest way for the adventurers to find Montand is to go to Johanssen's, since he knows the address, and Montand also left his card at the door. In either case the adventurers learn that Montand lives in Marylebone.

If the adventurers hunt down Montand at his residence, they're greeted by several large Irish Wolfhounds prowling around outside. Regardless of the time of day the adventurers approach Montand's, a chill wind starts to blow, clouds blot out the sun and a fog rolls in. When the adventurers arrive at the gate, the dogs begin barking and growling, their hackles rising. The adventurers can push through the throng of eight dogs with little to fear. They won't attack until ordered by their master.

There's no answer to a knock on the door. If the adventurers begin to search around the house, a Difficult (3 black dice) Wits + Perception roll turns up more mud droppings. Should an adventurer peep through a window, they see Montand's body spread on the floor, blood seeping into the thick Persian carpets.

An Average Wits + Pick Locks roll gets the adventurers through the door. Bashing in a window is another viable route of entry, but runs the risk of attracting attention. Montand's body has been torn apart in the foyer. What looked like his body lying on the carpet was actually several pieces of his body in close proximity to each other. A See the Supernatural roll results in another feeling of impending doom and enables the magnetist to see more phantom claw marks and fading paw prints. The fading prints lead away from the body to the northern wall of the foyer, where they stop. A Difficult (3 black dice) Wits + Perception roll turns up nothing unusual about the wall where the paws stop. The skriker merely chose that wall to teleport through. Other than the adventurers, no one knows Montand's fate yet, because he chooses not to keep servants.

SCENE 3: JOHANSSSEN'S RESIDENCE

As the adventurers approach, they see Johanssen usher in an obviously upset woman. If they decide to listen in on the conversation, Average Wits + Perception rolls allow them to overhear the heated conversation. The woman accuses Johanssen of killing her sister several years ago and is threatening to make him pay. Johanssen explains it was an accident.

The woman then storms out, cursing Johanssen and promising him he'll find an early grave and his clinic will never see the light of day. As the adventurers approach the front door, an Easy (+5 dice to pool) Wits + Perception roll shows several large drops of mud. If Sense the Supernatural was used when the woman was still in view, a successful Average Wits + Perception roll once again reveals the overwhelming presence of evil.

If See the Supernatural was used when the woman was still in view, a successful Average Wits + Perception roll shows the woman to actually be a large spaniel-like dog.

If the adventurers try to follow the lady, she turns a corner. By the time the adventurers round the same corner, she's gone but the fog is beginning to roll in.

If the adventurers continue to Johanssen's residence, he greets them with a forced smile. An Average Empathy roll reveals that something is obviously bothering him. If asked, he tells the adventurers that Vivian Glazier is dead. He doesn't bring up the woman the adventurers saw unless pointedly asked. Then he explains that in his early career, his inexperience resulted in a few unfortunate deaths. This woman was apparently the sister of one of those accidents and is now threatening to expose him.

If the adventurers tell him that Andre Montand is also dead, Johanssen takes a step back, looking even more shocked. So far, two of his backers are dead; what does that mean for the clinic? He tells the adventurers that he needs to find Sebastian Caul and could use their help.

If the adventurers search out any other party-goers during the course of the first day, they find them safe in their homes, sleeping off the after effects of the party.

ACT 3: SINS OF THE PAST

In the final act, the adventurers finally confront the beast that's been threatening Dr Johanssen and hopefully destroy it before it claims the rest of his friends and acquaintances.

SCENE 1: RED VELVET

Johanssen ushers the adventurers into his hansom and tells the driver to take them to Sebastian Caul's residence. As the hansom heads into Caul's neighbourhood, the fog rolls in again. The driver comments "'Tis an unnatural soup we been having lately, tain't it sir?" Johanssen looks out in the fog, and, as dogs begin to howl, says "Yes, Thomas. Yes, it is."

When the hansom arrives at Caul's palatial estate in Highbury, the fog is again so thick that the adventurers can only see a few feet in front of them.

Johanssen exits the hansom and goes to the door, firmly gripping his bronze-headed cane like a club. The adventurers are free to accompany him to the door, but do not have to. Either way, Johanssen soon returns to the hansom. Caul wasn't home. The butler suggested they check the City of London Gentleman's Club.

When the adventurers arrive, the club is practically deserted. The doorman explains that the fog is keeping away most of the regulars. Johanssen demands to know if Caul's there. The doorman responds that he was here, but left about an hour ago. If pressed on Caul's destination, the doorman says that he's not sure, but he thinks Caul was off to meet a lady. Johanssen snorts that Caul would never meet a lady over her own volition; they'd never have him unless his coin was good and plenty.

Johanssen returns to the hansom and tells the driver to head home, there'd be no finding Caul tonight. Any adventurer who remembers Caul's conversation with Stephanie Tillinghast recalls Caul telling her that she'd be better than any woman at the Fox. If the adventurers don't remember Caul's comment, an Average Resolve + Concentration prompts them. Johanssen responds that he has no idea who or what the Fox is. Thomas turns back to the cab and says "The Fox? 'Tis a brothel, sir. Over in the West End." Johanssen gazes at Thomas and says "To the Fox, Thomas. I gather you know where it is?"

As the hansom arrives at the Fox in Pimlico, the front doors of the brothel burst open and several naked men and women run screaming into the fog. As the adventurers enter, they're greeted by an entry room draped in thick red velvet. On the carpet is a path of muddy paw prints. The path leads to room off the main hallway. If the adventurers push the door in, the first thing their eyes set upon is Sebastian Caul, naked and eviscerated on the bed. On the floor is a naked woman. The blue velvet curtains are stained red with Caul's blood.

An Easy (+5 to dice pool) Wits + Medicine roll reveals that the woman has merely fainted and is not dead. A second Average Wits + Medicine roll revives her. As soon as she opens her eyes, she sees Caul and starts screaming. Several minutes of the adventurers trying to soothe her nerves is necessary to end her hysteria. If the adventurers ask her what happens, she starts sobbing "A hound it was! A great shaggy beast! It appeared in the corner, knocked me off my John and tore into him. As it finished, it gazed at me with huge eyes and said... the damned beast spoke like a man, it did... it said (4+the number of adventurers) to go! Then... then... then it walked over to the door and disappeared. That's when I passed out."

Johanssen checks her over quickly, tells her she'll be alright and suggests she acquires a robe. He then turns to the adventurers and says, "It looks like the clinic's done for. All my backers are gone."

Johanssen tell the adventurers to take his hansom and go home. He'll take care of everything here. If they leave, their adventuring is done for the night.

Compressing the Timeline

If the adventurers figure out early on that the skriker is after the party guests and attempt to visit the remaining guests, then you have two options. First, you can simply advance the timeline; the skriker has hit multiple victims and the final confrontation takes place at the remaining house.

Secondly, you can simply roll with the consequences. Just because the adventurers try to warn the other party-goers about Johanssen doesn't mean they'll heed the warning. Even if precautions are taken, at some point the skriker simply cuts its losses and goes after Johanssen directly when the adventurers are with him.

If they stay, Johanssen checks Caul's body and sends a runner for the police. Interviewing any of the other employees or guests only reveals that they ran screaming when a large bloody dog started walking down the hallway.

SCENE 2: ANOTHER DAY

The morning's headlines shouldn't surprise the adventurers. All the papers are awash with headlines talking about the murders and a murderous dog on the loose. If a citizen sees a large dog, they're to stay away and contact an officer immediately. It is particularly dark and overcast, as if an ominous storm hangs over London, but there is no rainfall. The yellow smoke is ever-present today, limiting visibility.

If the adventurers travel to Johanssen's residence, he's not there. The butler says he took the hansom early this morning and hasn't been back since.

The adventurers should be surprised when Johanssen shows up around 10 am. Regardless of where the adventurers actually are, he's able to find them. Johanssen's white as a ghost and mumbles that he needs a drink.

Johanssen takes a long drink, followed by a long drag on a cigarette before turning to the adventurers. "This morning, I went to Hollingsworth's residence. He's gone, without a trace, although his back gate was open and dog footprints followed him. I couldn't find the body and I summoned the police. I then came over here to see if you were still... alive."

Someone suggests checking on the Bolshevik twins. If they don't, an Easy (+5 to dice pool) Resolve + Concentration roll suggests it. The autumn sky is already darkening when they get into the hansom to race to the Tillinghast home. The Tillinghasts live in a ramshackle dive by the docks in Wapping that is more of a hovel than a home. Chickens prowl the front yard, searching the dirt for seed, and a couple of tosher hounds wander aimlessly through the muck.

As Johanssen hops out of the hansom, grabs his cane, and walks to the door, a fog begins to swirl around his feet. He raises his fist to knock and the door opens awkwardly a few inches at his touch. As the adventurers approach, he looks toward the stoop and takes a step back. Just behind the door is a woman's leg. Johanssen recovers and pushes inward. The door gives and the leg, just the leg, spins to

a stop in the doorway. Scattered through the one room dwelling are the remains of Stephanie Tillinghast. By the back door, still clutching the handle, is the arm of Peter Tillinghast. The smell of cordite still fills the air. Apparently they fought the beast, and not long ago.

Where is Dr Hollingsworth?

Dr Hollingsworth was lucky. He'd outwitted the skriker by exiting his home from the back rather than the front as was his wont. He therefore had a few steps on the skriker when it realised its mistake. Panicking, Dr Hollingsworth ran for the nearest church and has remained inside.

The skriker will not enter a church. It, however, has no qualms about chewing on anyone entering or leaving the church, granting its victim only a temporary respite. At some point, the minister in charge is going to eject the victim for the well-being of his church-goers.

SCENE 3: DENOUEMENT

An Average Wits + Perception roll allows the adventurers to hear moaning coming from near the back door. If the adventurers open the door, Peter slumps out into their arms. A Difficult (3 black dice) Strength + Might roll for the person opening the door is necessary to keep them from getting bowled over by Peter as he tumbles out of the pantry. He's lost a great deal of blood and is barely conscious, but his eyes show recognition when he sees the adventurers. If they ask who did this, he responds with "It was...damnedest thing...big dog appeared...nowhere...Stephanie...tried...run...managed...hide...dog said...be back..." and then coughs up blood all over the adventurers.

As Peter sputters, the adventurers hear an unearthly howl come from outside. Everyone must make an opposed Resolve + Concentration roll against the skriker's Howl roll. If the skriker wins, the adventurer is horribly unnerved and is at a -3 pool modifier for all rolls for the remainder of the day. If they go look, the density of the fog is amazing. The adventurer could not see his hand at arm's length but, glowing in the fog is a large bluish-black hound with huge round eyes, mud dripping from its legs and jaw. It gazes at the adventurer in the doorway and says, "Send out Johanssen." If the adventurer complies



and sends out Johanssen, despite Johanssen's pleading to not let the dog have him, the skriker lunges at Johanssen, tearing out his throat.

If the adventurer asks the dog why it wants Johanssen, it responds with "He killed me ten years ago, and now I'll take him back with me to the Pale. Now, send him out!" The skriker, an undead portent of doom, cannot be dissuaded from its revenge.

If the adventurers refuse to send out Johanssen, the skriker lunges at them, and they have to fight the skriker. It is not an easy fight. Statistics for the skriker, as well as its methods of attack, are presented at the end of the book.

The skriker always tries to attack Johanssen, but doesn't ignore the adventurers if they successfully hit it. If it manages to kill Johanssen before the adventurers kill it, then the skriker melts into the ground, never to be seen again. If the adventurers inflict enough damage to reduce the skriker to 0 health, it erupts in a blue gout of hellfire that burns all within 10 feet for 2 dice lethal damage.



The skriker is only momentarily set back; it returns for revenge in ten years, with the adventurers now on its list as well.

Skriker

Physical: 12 *Initiative:* 8

Mental: 9 *Health:* 16

Social: 0 *Quintessence:* 18

Armour Value: 6 (tough hide)

Special Traits: Ageless, Immunity: Poison, Immunity:

Sleep & Sleep Magi, Skriker Traits (see the appendix),

Unstoppable, Vulnerability: Fire

Complications: None

Damage: Bite (6), Claws (5)

If the adventurers ask him to turn himself in, Dr Johanssen hotly refuses. He can be persuaded with an opposed skill check, at which point he thanks the adventurers for their assistance and sends a servant to summon the police. Once alone, Dr Johanssen drafts a letter confessing to his crimes, has a final drink of scotch and shoots himself in the head.

If the adventurers fail to persuade Dr Johanssen to turn himself in, or they thwart his suicide attempt, then Dr Johanssen is still due to meet a grisly fate. Perhaps one skriker is giving him a ten-year reprieve, but there are others. Also, if Dr Johanssen's crimes become public, then he may discover that one or more of his victims actually were missed, and their loved ones are out for revenge...

As for Dr Hollingsworth, he discovered that the skriker was after him and ran for the nearest church. He'd been cowering there for the rest of the morning and Dr Johanssen simply overlooked him. He promises to continue Dr Johanssen's work in the clinic.

If you are planning to run *The Marylebone Mummy* as part of this campaign, this would be an excellent place to insert it.

CONCLUSION

If the adventurers manage to save Dr Johanssen then he breaks down in tears, his emotions finally overwhelming him. Then, as now, he was only trying to help, but his overzealousness had gotten the better of him. His early techniques and curiosity caused the death of several lower class patients, but they were never missed. He's since made amends for his actions (at least in his mind), why can't the Heavenly Host see that?



STREETS OF SHADOW

A REVOLUTIONARY MACHINE



CHAPTER 4: A REVOLUTIONARY MACHINE

In this chapter, the adventurers are tasked with discovering who is behind the sabotage of a revolutionary new engine that could change the future of transportation. During their investigation the adventurers must face saboteurs, a preternatural presence and an old acquaintance. Just as the adventurers close in on the mastermind behind the sabotage, a tragic event sparks a rally around an electric-powered war machine.

BACKGROUND

Professor Holden and Associates, a Sussex-based 'think-tank' that deals with technological innovations, has recently designed an electric engine for small cabs. The firm contracted Donaldson's Engines, a small workshop nestled amongst the many printers of the district of Holborn. The firm also retained Duquesne & Cassidy to arrange the financing, promising them a stake in the profits if the engine proved successful.

Soon after work began, Donaldson's workshop was subjected to protest from radical labour activists spurred on by the Conscription Bill and their employment in general. The protests were peaceful enough at first and didn't hamper production, but that soon changed. Workshop employees were attacked on their way to and from work and threatening notes attached to bricks were flung through windows. These tactics were designed to halt production of the electric engine.

In addition to outside pressure, Donaldson has noted certain production issues with the engine. Important bits and pieces tend to go missing. Thus far, nothing has been taken that can't be replaced, but the thefts are certainly slowing the production schedule. Donaldson mentioned this to Sir Travis Duquesne, who decides to employ investigators to protect his investment.

In truth, Sir Travis doesn't have to look far for the culprit. His own accountant and partner, Godwin Cassidy, is responsible. Cassidy is having an affair with Sir Travis' wife, a scandal uncovered by Bolshevik revolutionary Martin Croyle. He offered his silence in return for a copy of the engine plans as well as the occasional engine part that he could not duplicate on his own.

Croyle is now almost finished with his 'grand design,' a mechanical walker that he believes will lead the revolution through the streets of London. Of course, if he is threatened with arrest before this can happen, the mechanical walker will ensure that he has a glorious last stand.

Unbeknownst to any of them, there is also the added complication that Donaldson's foreman has been entranced by a vampire named Vivian, who has been using the workshop to both devour and dispose of her victims - victims that aren't staying strictly quiet after death...

ACT 1: PROGRESS THREATENED

In the first Act, Sir Travis Duquesne has decided to employ private investigators to look into his current problem; he has learned of the adventurers through their exploits (most likely through Henry Doyle at the Oriental Club, but if Chapter I didn't end well then it's easy enough to contrive another way Sir Travis has heard of them; he's fairly well-connected. He invites them to a soiree he is throwing for the investors of the Holden Toranos, an electric horseless carriage (Toranos is a variant spelling of Taranis, the Celtic God of Thunder) at his home in Kensington in order to discuss a business proposition. Adventurers with the Business or High Society skills (a Very Easy task) realise that this is quite unusual, as gentlemen don't mix business with pleasure. Even so, the invitation suggests that they are invited as guests, so proper attire is expected.

SCENE 1: A MATTER OF INVESTMENT

The weather is quite ominous on the night of Sir Travis' party. Heavy sheets of rain bombard the cobblestone streets while a rather wicked wind whips around buildings and threatens to steal poorly held umbrellas and hats. At the very least the rains keep people off the streets, making carriages, while uncomfortable, move a bit more quickly than usual.

Sir Travis' three-storey home looks positively utopian through the rain as gaslights and candles beckon to the

carriages. The drivers stop beneath the awning as Sir Travis' servants guide them inside. They take outer garments while washing the muck off shoes and the bottoms of trousers and skirts (for those guests that didn't bring along indoor clothes). In addition, a hired Guild hermeticist stands ready with groom spells for any guests that had a particularly difficult experience getting to the party; obviously Sir Travis has spared no expense.

Inside, the adventurers are announced and led into the ballroom, where the guests mingle. The room is tastefully decorated for the season. French maids serve champagne and appetisers while a small band plays in one corner.

Sir Travis and his wife Annalise warmly greet the adventurers. Sir Travis informs them that the guests are primarily investors in a new electric carriage that promises to revolutionise the industry. He invites the adventurers to enjoy his hospitality for a while and he will fill them in on the "reason for their invitations" a bit later.

At that point, Sir Travis and his wife politely excuse themselves to greet other guests. The adventurers are free to mingle and perhaps enjoy a dance or two. Keep in mind that, although invited, an adventurer's social class is taken into account when socialising and that many of the middle class investors consider themselves upper middle class.

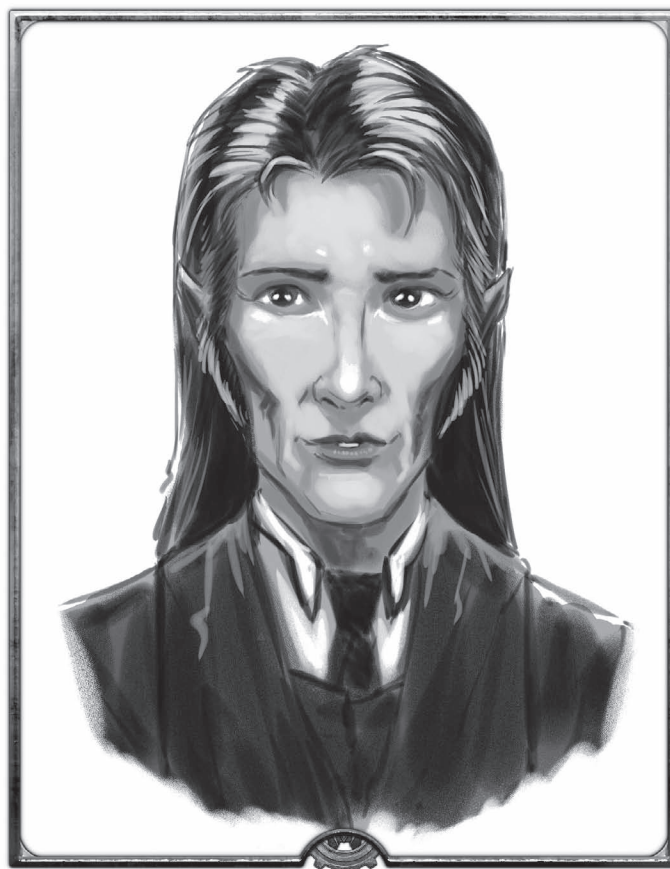
Hosts and Guests

There are several colourful guests at the party and a few are detailed here; feel free to add your own if appropriate for your campaign. For any guest not listed here, simply use the statistics for the Fashionable Gentleman or Fashionable Lady in the *Victoriana Core Rulebook*.

In addition to the guests, Sir Travis also employs an automaton. A marvel in its own right, this humanoid automaton is aetherically-powered and follows only the commands of Sir Travis and his wife. It is incapable of speech, but politely opens doors and offers refreshments, using a clicking sound when it needs to get a guest's attention. Martin Croyle seems particularly impressed with the automaton, which Sir Travis has dubbed 'Talos'.

Sir Travis Duquesne - Eldren Financier

Physical: 9 Initiative: 8
Mental: 8 Health: 8
Social: 10 Quintessence: 12
Armour Value: 2 (lined waistcoat)



Special Traits: Ancestral Sword (rapier, +2 accuracy, +1 damage), Clairvoyant (magic sense)

Complications: Optimistic

Damage: Rapier (10), Allen & Thurber .36 (8)

Sir Travis Duquesne is an Eldren man impeccably dressed in this season's Italian fashion. While he is making an effort to appear courteous and genial during the party, it's easy to tell that it is just an act. Sir Travis is a cold man and shrewd investor and all he really wants to know is whether his fellow investors are still on board. He constantly checks his pocket watch, as he is literally counting the minutes before the presentation so he can end the charade and send everyone home.

Annalise Duquesne - Human Dilettante

Physical: 4 Initiative: 4
Mental: 6 Health: 6
Social: 8 Quintessence: 12
Armour Value: 2 (lined corset)
Special Traits: Edge Sharp on fan
Complications: Secret (affair)
Damage: Edge Sharp Fan (3)



Annalise Duquesne is Sir Travis' beautiful Belgian wife, although at 35 she looks a bit older than her husband. Annalise is well aware of this and feels that Sir Travis is growing distant from her; while he has said nothing, she feels it is only a matter of time before he divorces her. It is because of this fear and her own lack of self-esteem that she's allowed herself to become involved in an affair with Godwin Cassidy, whom she avoids at the party while taking longing glances from afar.

Professor Martin Banks – Human Aristocratic Poseur

Physical: 3 *Initiative:* 4
Mental: 6 *Health:* 8
Social: 8 *Quintessence:* 12
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: Class Envy
Damage: Punch (2), sword cane (6)

Professor Martin Banks is an odd fellow; he is a well-groomed and well-dressed middle class gentleman who acts the role of the true-born aristocrat. He's suave and well spoken, if a bit quiet. He seems incapable of being bored by any topic of conversation and gladly speaks on any issue that is brought up. He is a firm believer in technology and industry, believing that magic is not only antiquated but also disappearing from the world.

Peter Reynolds – Gnome Transportation Investor

Physical: 6 *Initiative:* 7
Mental: 6 *Health:* 8
Social: 8 *Quintessence:* 24
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: None
Damage: Punch (2), Volcanic pistol (7)

Peter Reynolds is a dumpy looking Gnome in a dark-green suit and proudly wears his Freemason's ring. A sometime business partner and masonic brother of Sir Travis, Mr Reynolds is naturally quite interested in the project. He is invested in several stables in London and would like to cut back on costs if the project works out well. Mr Reynolds engages in any conversation dealing with finance and investments, but prefers to keep his opinions on social and moral issues to himself. This gives the impression that he's disinterested or cold-hearted, which is far from the case. Mr Banks is simply a private man and he considers these topics private matters. Any character involved in Freemasonry may be known to Mr Reynolds and greeted appropriately.

Ian Donaldson – Human Workshop Owner

Physical: 8 *Initiative:* 6
Mental: 8 *Health:* 10
Social: 9 *Quintessence:* 12
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1, Clockwork Hand (+2 dice damage; fine detail modification)
Complications: None
Damage: Punch (6)

Ian Donaldson looks rather out of place at a refined party. He wears an ill-fitting suit that his squat but well-muscled body looks ready to burst through and his shaggy red hair looks like he combed it back with his thick fingers. Those would have to be his right fingers, because his left hand is obviously mechanical. Donaldson speaks with a thick Scottish accent and spends most of the evening reassuring guests that the project should meet the 'adjusted' schedule. He plays down concerns about worker agitation ("They're good folk; just worried for their futures. Aren't we all?"), but an adventurer making an opposed Presence + Empathy roll against Donaldson's Social Competence can tell that he's not being truthful. If confronted, Donaldson admits that there is always the possibility of complications.

Gordon Cogsworth – Dwarf Gentleman Engineer

Physical: 8 *Initiative:* 7
Mental: 12 *Health:* 10
Social: 6 *Quintessence:* 30
Armour Value: 3 (lined jacket)
Special Traits: Order 2, Revolver Cane (4 shots)
Complications: Bad Reputation
Damage: Punch (3), revolver cane stick (5), revolver cane bullet (6)

Gordon Cogsworth looks the part of mad inventor. He is a wiry Dwarf that lacks the solid frame typical of his subspecies. His Dwarf-cut suit hangs on his bony body and his shock white hair sticks out in all directions. His ruddy face is dominated by a wispy goatee and dark goggles that he refuses to take off, even in pleasant company. If asked, he explains that the bright lights and occasional explosion in his workshop have rendered his eyes extremely sensitive to light. That's why he lives a nocturnal existence. Most of the other guests keep him at arm's length; he has a reputation for being dangerous company.

Cogsworth has a small stake in this project; as an early adopter of electricity he is curious as to whether it can be efficiently harnessed to run a carriage. His own project,

modestly labelled the 'Chimera,' is an armoured horseless carriage that contains two cannons that shoot goutts of flame. Both vehicle and weapons run on a non-aetheric substance he calls 'petroleum.' He is very excited to speak about his project and invites the adventurers to visit his workshop in St Pancras if they are so inclined. He also mentions that he was supposed to unveil the Chimera at the Exhibition. If asked why he did not, he sheepishly admits that he's having difficulty finding the proper mixture – his last three prototypes met an explosive end.

Charles Claypool – Cyclops Engineer

Physical: 6 Initiative: 6
Mental: 9 Health: 10
Social: 9 Quintessence: 24
Armour Value: 3 (lined jacket)
Special Traits: None
Complications: Stubborn
Damage: Punch (3), sword cane (7)

Charles Claypool is a peculiar character. He is a rather large (Ogre-sized) gentleman who wears a modest grey suit and a finely carved pipe protrudes from his mouth. Most curious of all is the single large eye set above his nose. Mr Claypool (a corruption of his true name, Cayupul; he chose an English forename for convenience) is a Patagonian Cyclops who works in the aerostat industry although he has an affinity for automobiles.

Mr Claypool speaks with a slight Spanish accent (he learned English from a Spanish-speaking teacher) and is very polite. He loves his craft and gladly pontificates on any engineering subject at the slightest provocation. He finds electricity fascinating but still believes it to be an inferior substitute for aether. Sir Travis courted his investment because having a Cyclops involved increases the perception of its viability.

Dennis Moore – Irish Eldren Businessman

Physical: 6 Initiative: 7
Mental: 8 Health: 8
Social: 8 Quintessence: 12
Armour Value: 4 (lined coat)
Special Traits: None
Complications: Policy of Truth
Damage: Walking cane (4)

Dennis Moore is a visiting Eldren businessman from Dublin. Born to English parents, he shifts accents quite easily. Moore is a good friend of both Sir Travis and Doyle. He is quite affable, even funny when appropriate, but he

is both brutally honest and irate over the Luddite protests that currently hound the project. He believes that all this talk about workers' rights is nonsense. They are unable to see that what benefits society as a whole also benefits them as well. Unfortunately, they are blinded by their own short-term self-interest and misled by anarchists who carry some sort of grudge against civilised society.

Dame Francine Callow – Huldu Artificer

Physical: 6 Initiative: 10
Mental: 10 Health: 8
Social: 8 Quintessence: 30
Armour Value: 3 (lined jacket)
Special Traits: Thaumaturgy (all)
Complications: None
Damage: Kick (1), aetheric bolt (8)

Dame Francine Callow is a hermeticist and artificer. She is a Huldu of English and French heritage. While only 30, Dame Francine looks closer to 40, her otherwise cherubic face showing more than a few wrinkles. While not an investor (she owns an aetherically-powered carriage), Dame Francine is very interested in electricity and sees it as the 'mundane' energy source of the future. Should the engine work, she'd like to purchase one for her own studies. While considered part of the bourgeois, Dame Francine actually sympathises with the lower or working class, as she was born into it. More a student of Marx than Bolshev, Dame Francine believes that the system should be reformed from within, not violently overthrown.

Godwin Cassidy – Gnome Accountant

Physical: 4 Initiative: 7
Mental: 9 Health: 6
Social: 6 Quintessence: 18
Armour Value: 3 (lined jacket)
Special Traits: None
Complications: Secret (affair)
Damage: Weighted cane (3), Sharps 4-shot derringer (4)

Godwin Cassidy is Sir Travis' business partner. He is a thirty-something Gnome who appears middle-aged and wears a modest suit while sporting a whisker-moustache. An adventurer that makes an Average Presence + Fashion test notes that Cassidy is taking pains to preserve older outfits while his wife sports a new dress. If asked, Cassidy sheepishly 'admits' that the cards haven't been kind to him lately, and he does what he can to ensure that his wife doesn't suffer (in truth, he's cutting back due to Croyle's extortion).



Angela Cassidy – Human Philanthropist

Physical: 6 Initiative: 6
 Mental: 8 Health: 8
 Social: 12 Quintessence: 12
 Armour Value: 2 (lined corset)
 Special Traits: None
 Complications: Secret (true identity)
 Damage: Kick (3), Stiletto (5), Sharps 4-shot derringer (4)

Angela Cassidy, or ‘Tommy Atkins’, plays the part of dutiful wife, exchanging pleasantries and generally not drawing attention to herself. If the adventurers don’t know her secret identity then she thanks them for dealing with “that dreadful business with Dr Johanssen.” If the adventurers do know, or she knows that they know, then she tries to minimise the damage. She takes an adventurer aside and politely asks them to keep her secret, “for Godwin’s sake.” Should she be outed, however, she makes it into a joke as the notion of an investor’s wife being a closet clown revolutionary is “quite preposterous.”

Angela is quite aware of Croyle’s extortion; she is complicit. Having learned of her husband’s affair with Annalise she arranged for Croyle to get the incriminating evidence and blackmail her husband. Angela is horrified at what a mass-produced electric engine could do to the proletariat while the Crimean War is on-going and she’s finally found a way to use her and her husband’s wealth to support the cause without worrying about Godwin.

Because of this, Angela is concerned as to why Sir Travis has hired investigators, but the fact that there is sabotage going on at the steam works actually puts her mind at ease. She believes another radical group is causing trouble and that’s just fine with her. She’s unaware that Croyle has Godwin stealing parts, which she views as sloppy.

The Offer

At some point, Sir Travis tires of playing host and leaves it to his wife so that he can speak privately with the adventurers. He discreetly offers to meet them in the trophy room for a quick word and has a servant bring them refreshments. The trophy room contains the heads of many animals, exotic and mundane, from all over Europe and Africa, as well as a varied assortment of hunting weapons.

Sir Travis settles into a comfortable chair and confesses to the adventurers that he has a problem. He is handling the financing of Donaldson’s production of Professor

Holden’s engine and there are problems at Donaldson’s Holborn facility that threaten to shut down the project and cost the investors a lot of money.

The arrangement worked well at first, but two circumstances have arisen that have cast the production of the engine into doubt. First, Conscription Bill agitators have taken up a Luddite cause and want the project shut down, threatening violence if it isn’t. While none of Donaldson’s workers have been attacked, Cassidy believes that it is only the police presence that keeps the Luddites at arm’s length. As the crowd grows, as it appears to be doing, Cassidy fears that the police will no longer be able to control them.

Second, Donaldson’s project has been delayed beyond the promised deadline. He insists that the delays are simply technical issues that he is resolving, but the investors are growing impatient, especially as they are well aware of the growing Luddite unrest. This party is an attempt by Sir Travis to reassure them that their money is safe. It’s the reason why the adventurers are here; Sir Travis wants to introduce them as extra ‘insurance’ that the engine will be completed by Donaldson’s revised deadline.

Sir Travis asks the adventurers to investigate the matter and ensure that Donaldson is able to complete the project. Because of the adventurers’ recent cases, Sir Travis has full confidence that they are the people for the job. He is willing to pay any reasonable fee that protects his investment. Should they need to consult him, Sir Travis offers a card with his firm’s address in the City.

Should the adventurers agree then Sir Travis thanks them and introduces them to Mr Donaldson, even if they’ve already been introduced, as his private investigators. The adventurers are sure to have questions but Mr Donaldson begs them off; this is not the time or place for them. The adventure shouldn’t have much time for discussion; Sir Travis asks for representative that can speak for them and leads him or her, along with Donaldson, up the stairs to the landing overlooking the ballroom.

Sir Travis calls for quiet and announces that Mr Donaldson has assured him that the project will meet the adjusted schedule and that private security has been retained to ensure it. He then turns the floor over to Donaldson and the adventurers’ representative to answer any questions. Most of the questions directed at the adventurers are about their experience and success rate in handling such matters.

When the inquiry is over Sir Travis instructs the band to start playing and the party continues for another hour. Donaldson asks the adventurers when he should expect them the following morning and takes his leave. The adventurers should probably do so as well; they'll need their sleep.

SCENE 2: THE PROTESTS

Donaldson's steam works is a small factory nestled in between the many printers of the district of Holborn. As the name implies the factory focuses on steam engines and the sounds of hissing steam can be heard from within. The adventurers have a bit of trouble getting inside as the building is surrounded by protesters.

The protesters consist mainly of worried cab drivers, stable hands and sympathisers who fear for their jobs and have been easily swayed to the Luddite cause. They are joined by members of the growing communist movement that's been galvanised by the Conscription Bill. After all, if the electric engine puts more people out of work, then they'd be drafted straight away and put on a boat to Sevastopol.

The protesters can be divided into two separate camps: the moderates, who are mostly peaceful and civil, and the radicals, who argue for the use of direct action in order to stop production. The moderates are trying to get the attention of the press as well as the labourers at the workshop. They implore the labourers to stand by their working class comrades. They stand in the way of people entering the workshop, but they don't take action when pushed aside. The majority of the protesters are becoming more and more radical. The radicals' tactics involve physical harassment of anyone entering or leaving the steam works, including the workers, and the obstruction of carts delivering tools and materials.

Donaldson has hired half dozen a off-duty Peelers to guard the building. These are rather burly officers, mostly Orcs and Ogres, who stand guard by the entrances and walk the perimeter. These guards carry shotguns (Donaldson instructed them to use the butt as a first resort if possible) and their menacing appearance currently keeps even the most ardent Bolshevik at bay.

The protesters are scattered around the brick building but the largest portion of them are hanging around the front, standing in the way of traffic. Here shouts and yells can be heard from the crowd and its protest leaders, Thomas Malone and Tommy Atkins (derisively known by Donaldson's team

as 'the two Tommies'), egg them on. Calls for fairer labour practices and safe employment, accompanied with written demands for the same on posters, fill the air. "No blood for John Company!" is a common chant. Clenched fists rise to the sky along with ever growing tension. The protesters come in every size and shape, dressed in everything from dirty rags to the slightly less dirty suits of the more respectable cabbies. When addressing the crowd the leaders either use old wooden soap boxes to elevate them above their audience or rely on the shoulders of willing Ogres.

Across the street a couple of Peelers lean against the brick wall of a printing house, watching carefully. A few more policemen are always in the vicinity in case trouble arises and the way things are going this may be at any time. For the moment they leave the protesters alone, fearing any intervention or forceful dispersion of the crowd might spark a violent riot. The Peelers only interfere to prevent violence from erupting, and even then they act with extreme caution. Of course, Ian Donaldson, the workshop owner, wants the crowd dispersed as soon as possible, but he understands the situation well enough not to press the issue.

Thomas Malone - Human Lord Knight of Ludd

Physical: 9 *Initiative:* 7
Mental: 8 *Health:* 14
Social: 12 *Quintessence:* 12
Armour Value: 4 (lined coat)
Special Traits: Entropy 1
Complications: None
Damage: Weighted Cane (7), Colt 1849 Pocket Pistol (6)

Thomas Malone is more than just a rabble-rouser; he is the leader of the Knights of Ludd, an organisation dedicated to reversing the industrial revolution and restoring the pastoral economic system of the previous century. A very charismatic speaker dressed in modest, but fashionable, clothes, Malone wishes to draw support for Luddism and doesn't want radical action to harm it. He argues for non-violent protest in the hopes that work stoppages and product boycotts, as well as sympathetic elected officials, lead to the change he envisions.

A true Luddite, Malone considers Tommy Atkins and his supporters to be strange bedfellows. The communists and Bolsheviks want the workers to control the machines of industry, while the Luddites wish to remove the machines altogether. The two groups are currently united in purpose, but they also bleed each other and, should they ever succeed in overthrowing the current society, they would become enemies. Recognising this, most of Malone's speeches extol the virtues of pastoral life, where every family owns its own home, free from the smog of

Protest Complications

Adventurers moving through the protest crowd to enter or exit the workshop invite heckling and scorn. Well-dressed adventurers are heckled and spat at for 'killing jobs' while obviously lower class adventurers are denounced as 'traitors to the cause of the working-man.' If the adventurers take offence then this leads to violence, causing the standoffish Peelers to finally wade in swinging their clubs.

Another source of tension is between the two protest camps. Tommy Atkins is a Bolshevik, while Thomas Malone is a Luddite. Tommy Atkins is stirring up the crowds to take control of the industry, while Malone wants to see it destroyed and, frustratingly, both leaders are speaking in opposition to their natural instincts. It's likely that the crowd may turn on each other in confusion or attack Donaldson's workshop.

Finally, other lower class workers are plying their 'trades' with the crowd. Cut-purses and pickpockets use the mass of bodies as cover as they take what little the protesters have while prostitutes wade in to see if any protesters can use a few minutes to take the edge off. In some cases such acts may lead to complications, as pilfered protesters blame neighbours or an angry protester assaults a prostitute. Such encounters, of course, may involve or draw in the adventurers.

the city and living above and below their neighbours. For more information on Thomas Malone and the Knights of Ludd see *Faces in the Smoke Volume Two - Shadows and Steel*.

"Tommy Atkins" - Human Radical Spokesman

Physical: 6 Initiative: 6
Mental: 8 Health: 8
Social: 12 Quintessence: 12
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: Secret (true identity)
Damage: Kick (3), Light Military Sword (8)

Tommy Atkins is in a bit of a moral quandary. Threatened with conscription, many of her followers are sympathising with the Luddites, but Atkins wants an urban paradise where everyone shares in the benefits of industry. Given Malone's moderate stance, however, Atkins is being forced to advocate the destruction of a workshop for the greater good. Her

rhetoric is an ill fit for her beliefs and her speeches ring a bit hollow. She leans on Giuseppe Arbonne perhaps a bit more than she should as he calmly reminds her that this is but one battle in the struggle for revolution.

Giuseppe Arbonne - Lionman Bolshevik

Physical: 9 Initiative: 6
Mental: 8 Health: 14
Social: 10 Quintessence: 12
Armour Value: 4 (lined coat)
Special Traits: Animal Trait (claws)
Complications: Zealot (Bolshevism)
Damage: Claws (7), Volcanic Pistol (7)

Protester - Beastfolk Protester

Physical: 5 Initiative: 1
Mental: 1 Health: 6
Social: 1 Quintessence: 0
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (3), Club (4)

Peeler - Human Police Officer

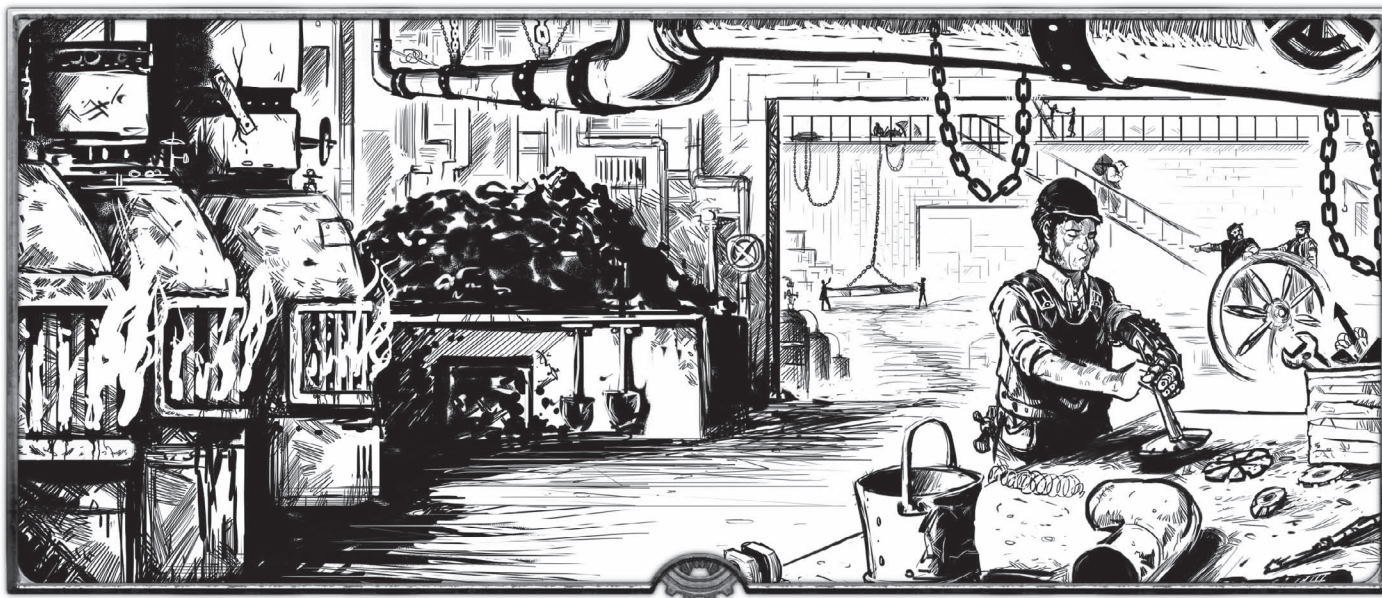
Physical: 6 Initiative: 3
Mental: 3 Health: 8
Social: 5 Quintessence: 6
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: None
Damage: Punch (3), Truncheon (6)

Security Guard - Orc Copper

Physical: 9 Initiative: 4
Mental: 3 Health: 12
Social: 6 Quintessence: 6
Armour Value: 4 (lined coat)
Special Traits: None
Complications: None
Damage: Punch (5), Double-barrelled Shotgun (12), Shotgun Butt (9)

Security Guard - Ogre Copper

Physical: 3 Initiative: 0
Mental: 0 Health: 24
Social: 6 Quintessence: 0
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (8), Double-barrelled Shotgun (12), Shotgun Butt (12)



SCENE 3: DONALDSON'S STEAM WORKS

Assuming that the adventurers get through the protesting crowd then they can enter the steam works two ways. From the street they can enter the steam works through a large sliding door, which is big enough to accommodate a couple of carriages. There's also a small door leading to the alley outside. Donaldson has hired several off-duty Peelers to stand guard.

As the adventurers are expected, Donaldson is waiting for them. If they have trouble getting through the crowd then he sends his security forces to escort them. Otherwise, they reach the security guards and identify themselves, at which point the guards let them through.

The first thing to hit entering adventurers is the heat. It is sweltering inside the steam works. Compared to outside, it is oppressively hot in here (a lady may take the opportunity to swoon), although not dangerously so. Adventurers wearing heavy clothes feel uncomfortable and start sweating, but otherwise suffer no ill effects. Only adventurers actually exerting themselves in the steam works need to make at least one success on a Fortitude roll per half hour or suffer 2 pips of bruise damage. Those tending the furnaces add 3 black dice to the roll and a foul failure means unconsciousness.

Donaldson immediately rushes over to greet them and tells them that he hopes their services aren't needed for long; he thinks the engine should be complete within a few days. An adventurer glancing at the mess of engine parts scattered

across the floor next to an open chassis would doubt that claim, but apparently this doesn't slow the work being done.

Donaldson offers them the run of the workshop and promises that any of his men will answer their questions openly and honestly. He knows his reputation is on the line and he's upset that he had to miss the original deadline. He promises to finish the electric engine if he has to fend off the 'damned Luddites outside' with one hand while fine-tuning the engine with the other.

Touring the Steam Works

Next to the alley door there are two separate rooms, a moderately sized office and a smaller archive. On the wall opposite the office and archive there are two more rooms, their doors locked with sturdy padlocks requiring a Difficult (3 black dice) Wits + Pick Locks rolls to open. One contains heavy tools and the other - marked with a very clear written warning not to enter - contains more volatile commodities, such as gunpowder and explosives.

At one end of the workshop there's a large bin of coal, and three furnaces burn next to it, constantly tended to by workers. Finished products, primarily small pipes, cogs, and gears, sit sorted on tables in front of them. Several loose materials are stored on the other end of the room; piles of wooden boards and strips of metal, as well as small boxes and large crates containing all sorts of useful building material.



The work area takes up most of the room in the steam works. It is basically a large space in the middle of the building, divided into two parts. One part contains two workbenches where smaller parts are put together, while the other is where larger contraptions (like coach chassis) are constructed. The latter construction area often makes use of the handy catwalk system that is essentially the next floor up; it can be reached by two metal staircases, one next to the archives and one next to equipment storeroom.

The catwalks line the walls of the workshop and allows crossing from one side to the other in three places. It also provides access to the roof of the two blocks; here additional material and tools are stored, including ropes and chains. From the catwalk one can use a system of chains and pulleys to more easily move heavy and/or large parts around during construction. Eli Kaufmann usually oversees the work from here when he is not hard at work with his men. There are windows to the outside on both floors, dirtied by soot.

During the daytime the Donaldson workshop is bustling with activity. Workers and engineers run back and forth with metal tubes and wooden planks. Scattered around the work area are several half-finished chassis for cabs in addition to the big project. Engineers and labourers work together under Kaufman's watchful eye, sometimes joined by the guiding hand of Mr Donaldson. All in all it seems like the steam works runs pretty efficiently with little conflict or distraction.

Ian Donaldson - Human Workshop Owner

Physical: 8 *Initiative:* 6
Mental: 8 *Health:* 10
Social: 9 *Quintessence:* 12
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1, Clockwork Hand (+2 dice damage; fine detail modification)
Complications: None
Damage: Punch (6)

Ian Donaldson is a short and hairy man that speaks with a heavy Scottish accent. Given his squat but well-muscled body, red hair and beard, he is often mistaken for a giant Dwarf. Donaldson usually wears a fine suit, though the heat often compels him to strip to his waistcoat and roll up his shirtsleeves, making his burly arms stand out all the more. While Donaldson is prone to angry rants, especially when off-schedule, his clockwork hand shows another side of him. He lost his real one saving a careless worker from pouring molten metal on himself.

Donaldson is a hands-on kind of a man that has no problem taking part in the engineering work alongside his employees, though his aid is hampered by the limitations of a clockwork hand. Usually, Donaldson sits at his drafting desk creating innovative designs for new engines. He is quite adamant about getting the current project finished, and while he has a respectful relationship to his own workers, he absolutely loathes the working class protesters outside who have the gall to hamper his work. If it was up to him they would have been wiped out a long time ago.

Ironically, and due to his respectful friendship with Eli Kaufmann, Donaldson allowed his workers to organise themselves and be heard. Donaldson's opinion when it comes to workers' rights is that hard work enables people to prosper. Donaldson himself comes from rather modest middle class conditions in Scotland and, upon arriving in London to make his fortune as an engineer, he changed his surname to 'Donaldson' from the original 'MacDonald.'

Elijah "Eli" Kaufmann - Human Foreman and Union Spokesman

Physical: 8 *Initiative:* 6
Mental: 8 *Health:* 10
Social: 9 *Quintessence:* 12
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: None
Damage: Hammer (6)

A tall, blond man with lean muscles, a long face and dark-green eyes, Kaufmann looks almost Eldren. Kaufmann wears a white shirt with rolled-up sleeves and black trousers with matching braces with such elegant ease that it looks like a regal costume, even when quite dirty and

Workshop Complications

There's always room for interesting stuff at a busy workshop; accidents happen, things fall over and tools slip. If you wish you can make a sport out of the adventurers trying to weave their way through the workshop without bumping into anyone or getting involved in (or cause) any mishaps. This could involve a number of *Dexterity* + *Dodge* rolls at varying levels of difficulty. If more action is wanted there's always the chance that a radical protester may sneak in, perhaps alongside the adventurers, to cause havoc.

covered with soot. Kaufman's face and hands are covered in soot, concealing scars on his left cheek and right arm from a couple of brawling incidents. He speaks with a slight German accent and practices the Lutheran Aluminat.

While he has a very good and friendly relationship with his employer, Kaufmann also has a strong sense of justice and a strong conviction for fighting for workers' rights. This is why he was elected by his co-workers to be their spokesman in the few conflicts that have popped up between them and Donaldson. Unlike some of his colleagues though, he does not sustain a radical belief in the necessity of workers seizing control of the means of production. For him, the situation at the steam works proves that employers and employees can both benefit by working together to address concerns. Some of his colleagues, however, argue that the reason that the 'union' works so well is because Kaufmann exerts strong influence on Donaldson.

Kaufmann sympathises with the protesters outside, understanding that how they might see things, but he believes that the Luddite view is mistaken. In his opinion any new technological innovation that frees the working man from the hardships of menial labour and offers an opportunity for educating the working class has to be considered a very good thing.

Terry Warner - Gnome Handyman

Physical: 6 *Initiative:* 7
Mental: 6 *Health:* 8
Social: 4 *Quintessence:* 24
Armour Value: 4 (lined coat)
Special Traits: None
Complications: Gullible
Damage: Kick (1), Concealed Knife (3)

An uncharacteristically muscular Gnome with curly brown hair and beady blue eyes, Warner has found a stable workplace as a handyman at Mr Donaldson's workshop. Donaldson needed someone that could tend to late night projects and a muscular Gnome was a natural fit. Warner also made quick friends with the foreman, Eli Kaufmann and is in many ways his right-hand man.

Warner has never been the talkative sort, either because he has nothing to say anything to say or because of the large cigar he usually has in his mouth. He is usually at Kaufmann's side but dives in wherever needed. Kaufmann refers to Warner as 'Mum,' a reference to both Warner's habit of guiding workers through problems as well as his uncanny ability to fix problems as they arise.

Shop Engineer - Human Tinkerer

Physical: 5 *Initiative:* 4
Mental: 6 *Health:* 6
Social: 4 *Quintessence:* 12
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (2)

Shop Worker - Beastfolk Labourer

Physical: 7 *Initiative:* 4
Mental: 4 *Health:* 10
Social: 3 *Quintessence:* 6
Armour Value: 0
Special Traits: None
Complications: None
Damage: Wrench (5)

SCENE 4: INITIAL INVESTIGATIONS

At this point, the adventurers may wish to interview the workers and examine the scene. The workers leave them be for the most part, as Donaldson and Kaufmann continually remind them that time is not on their side.

Interviews

Donaldson himself is likely the first person interviewed and he invites them to use his office, away from the noise of the workshop floor, as a place for the adventurers to conduct their interviews:

Donaldson is worried that the Luddites and their allies may try to destroy the factory, as they've already caused him aggravation. There are essentially two problems. One is that he's starting to believe that widgets (gremlin-like creatures that destroy machinery) have infested his shop, as he's found on several occasions that work he did the previous day is undone or, worse, broken. No one on the late shift claims to have even touched the offending parts and it always seems to be work he's personally performed.

Donaldson also admits that several key parts, all imported from Holden & Associates, have gone missing. Donaldson doesn't understand the technology and reports such pieces 'broken beyond repair' in order to get Holden & Associates to ship him new parts. If he didn't know better, he'd say the Luddites knew exactly what they were looking for and where to find it. If asked, Donaldson notes that the thefts are one-off instances; none of the replacement parts have ever been stolen.



There have been no signs of a break-in. Sir Travis had new Klochmacher combination locks installed on all the doors in order to protect his investments. Only Donaldson, Kaufmann and Warner know the combination (they are mistaken; Cassidy knows it as well).

Warner usually closes the shop late at night, ensuring that the fires are properly put out and cleaned for the next morning. Warner has been acting strange of late as he's fallen head over heels for a Huldu he refers to as "my Lady." No one else in the shop has seen her.

If asked about his paramour, Warner goes on and on about how beautiful, courteous, and noble she is, although the only concrete information that an adventurer can get out of him is that she is a beautiful Huldu woman. If pressed, he confirms that her name is 'Vivian,' but he almost seems unsure. An adventurer that succeeds at an opposed Presence + Conversation roll against Warner's Social Confidence notes that Warner is very sketchy about any of the details of their relationship, save that he meets her frequently after work.

One or two of the late workers reluctantly report that they've seen ghosts manifest inside the steam works. They are certain that these ghosts are responsible for the damage, but they fear reporting it to Donaldson or Kaufmann.

Observations

During the day the adventurers have free reign to look around the shop.

Adventurers examining the door looks can, with a Difficult (3 black dice) Wits + Perception (Pick Locks is a complementary skill) roll determine that the locks have not been picked. Neither have any of the windows been forced open.

Adventurers with the Psychometry medium ability and use it in the workshop can tell that people have recently died here. If the ability is used near the furnaces, then the medium knows that the dead people burned. Psychometry used on some of the damaged pieces reveals that something preternatural affected them.

Adventurers with the Know Living History medium ability can tell that Warner has blood on his hands. Unfortunately, no amount of interrogation can get him to reveal why; he really has no idea.

Adventurers looking around the furnace can, with a Difficult (3 black dice) Wits + Perception roll, notice something odd in a crack in the floor. It is a charred tooth. An Easy (+5 to dice pool) Wits + Medicine roll identifies it as a small subspecies' tooth, likely from a Gnome or Huldu.

SCENE 5: MEETING WITH TOMMY ATKINS

Given the threat of proletarian violence to the steam works, the adventurers would probably look first to Tommy Atkins, who seems to be doing everything in his power to make himself a suspect. While his angry rants aren't currently calling for the steam works' destruction, he clearly makes it known that if Donaldson does not voluntarily shut down the project, then he will feel the sting of the revolution.

While Tommy Atkins isn't interested in talking (and Giuseppe Arbonne not so gently discourages the adventurers from making him), the adventurers likely have an ace up their sleeve; the revolutionary leader fears being unmasked. Thus, if Tommy Atkins has reason to believe that the adventurers know 'his' secret, then he will be most agreeable to speak with them privately. She offers her Bloomsbury home tomorrow at noon. Should the adventurers insist on a meeting, then she refuses, claiming that by pulling her away from the crowd they are effectively pulling off her mask anyway. Should this be the case, then a riot erupts in the street that 'Tommy Atkins' probably won't survive.

If the adventurers do manage to speak with Tommy Atkins early, then go directly to Act 2: Scene 2: A Revolutionary Conspiracy. This means that the adventurers will likely go to Croyle's warehouse early, but the Gamesmaster should be able to adjust events accordingly.

In any event, Tommy Atkins quickly sends a message to Martin Croyle – the plan is compromised, and he needs to finish his project as quickly as possible.

SCENE 6: THE DUQUESNE & CASSIDY FIRM

It may occur to the adventurers that the damage is an inside job or otherwise wish to visit Sir Travis with early observations. The Eldren investor is eager to hear about any progress they've made. The default meeting place is his firm in the City (the Square Mile), but he can make arrangements to meet them elsewhere.

Duquesne & Cassidy's Firm is a short walk from St Paul's Cathedral on Newgate Street. The offices are rather large, dominated by two desks and several filing cabinets. One of the desks is extremely tidy, almost naked, showing little or no sign of use; this belongs to Sir Travis. The other is filled with papers and envelopes; this is Cassidy's workstation and he spends most of his days here working the books and keeping the wheels of the company turning (something Sir Travis isn't much interested in doing).

There are a couple of paintings on the walls (one of which hides the safe) as well as full bookshelves. A small fireplace keeps the offices warm during winter and at night. Cassidy has a small photograph of his family on his desk.

Sir Travis is eager for the adventurers to solve the situation as soon as possible and rid him of these radical labour activists who are hampering the project. He can't afford any delays or setbacks in the process, as most of his resources are tied up elsewhere. Complicating matters is the fact that, according to Cassidy, this year hasn't been as profitable as he would have wished.

He is quite irritated at the police for not dispersing the troublesome protesters and this irritation turns to fury after the first attempted sabotage. He shows clear contempt for the police who are not doing their job and he promises there will be hell to pay once he has convinced some of his connected friends of his predicament. Until then he wants the adventurers to do whatever they can to get the dirt on these lousy scoundrels stirring up troubles and find the evidence linking them to the crime so that they can be easily arrested. Sir Travis pledges to reimburse and reward them handsomely.

If an adventurer makes a Difficult (3 black dice) Presence + Empathy roll, then Cassidy seems a bit on edge. If asked, Cassidy does mention that one of the workers, Terry Warner, makes a habit of being the last man to lock the doors. Cassidy has heard rumours that Warner is letting people inside, perhaps to steal parts. He's been unable to catch Warner red-handed as of yet.

If the adventurers ask Cassidy to look at the account book then he refuses unless they receive Sir Travis' permission. Should they do so then the adventures discover with an Average Wits + Business roll that everything is in order (thus far Cassidy has been dipping into his own pockets, not the firm's).

ACT 2: A TRAITOR IN THE MIDST

Once the adventurers have had a chance to interview the workers and make their observations, they've probably developed some theories. Warner is the most likely suspect, but accusing him at this time gains them little headway, as it will not stop ghosts from tampering with the work and Cassidy has already finished stealing for Croyle. In any event, the adventurers will likely wish to stake out the steam works at night.

Donaldson is certainly amenable to allowing the adventurers to spend the night, but this only puts Warner on notice that the adventurers are watching him. While Warner doesn't have a problem with this, Vivian is used to asking Warner if anyone remains inside. Should Warner answer her affirmatively, then Vivian decides to wait unless she feels the opposition can be easily overcome (e.g. a single adventurer versus an entire party). The adventurers' best bet is to clandestinely watch this steam works and catch Warner inviting Vivian inside.

SCENE 1: BLOOD ROMANCE

As she has on so many occasions, Vivian has brought along a snack tonight. Her victim is Godfrey Stevens, a young lower middle class Dogman who makes a living as a clerk. Vivian caught his eye at a local pub and convinced him that she could 'entertain' him privately for a few shillings. The eager and naïve clerk has accepted her offer. He is understandably concerned by the appearance of Warner in the alley, but Vivian's hold on Godfrey is strong enough to overcome his reservations.

Vivian is beautiful (perhaps alarmingly so, given the cherubic look of the Huldfolk), wearing a brand-new taffeta dress in the latest fashion. She holds herself like an aristocrat and never seems to stop smiling. It's obvious that both Warner and Godfrey are enraptured with her as they walk inside the steam works, Warner locking the door behind them. Picking the lock requires a Very Difficult (6 black dice) Dexterity + Lock Pick roll.

Once inside, Vivian wastes little time in walking an entranced and confused Mr Stevens to the furnaces, where Vivian wraps her arms around him and bites hard into his neck. If she isn't stopped, she drains Mr Stevens completely before she and Warner dump the body into a furnace. The smell of burnt flesh permeates the air.

An Unfortunate Incident

If the Gamesmaster feels the need to spice things up, then the two protest factions can be set against each other with an assassination attempt on Giuseppe Arbonne. The assassin ironically works for the same secret society to which Arbonne belongs, the Agents of the Queen. Their leader, William DeHavre, has moved the society away from championing revolutionary causes and more towards outright burglary to line his pockets. Arbonne has been a bit too vocal in his opposition lately.

The assassin is Trevor Banks, an army marksman who was drummed out after an injury that took his left leg. He was left with a peg leg and this job will pay for an adequate replacement. He's not worried about killing Arbonne because, as far as he is concerned, Arbonne is an enemy of Britain (in spite of his faith being shaken, Banks still is a patriot). Trevor's plan is simple: he mills through the crowd and remains near Thomas Malone with his rifle hidden in his walking cane. Banks waits until Tommy Atkins hurls an accusation at Malone and then takes his shot; as Arbonne frequently shares the stage with Atkins he makes for an easy target. Whether the assassin is successful is up to the Gamesmaster, but in any event pandemonium breaks out and the two sides clash with the hapless Peelers trying to maintain order. This is a good time for angry protesters to storm Donaldson's, turning the steam works into a besieged fort. Adventurers trying to find the assassin can make a Difficult (3 black dice) Presence + Streetwise roll to discover that a Human with a peg leg fired a bullet from his cane. Spotting the fleeing assassin requires an Extremely Difficult (13 black dice) Wits + Perception roll. If captured, Banks can be coerced into saying he was hired by an unknown Dwarf to perform the assassination and was paid half in advance.

Information on William DeHavre and the Agents of the Queen can be found in *Faces in the Smoke Volume Two – Shadows and Steel*.

TREVOR BANKS – HUMAN ASSASSIN

Physical: 10 Initiative: 7

Mental: 8 Health: 12

Social: 4 Quintessence: 12

Armour Value: 2 (soldier's coat)

Special Traits: None

Complications: Peg Leg

Damage: Punch (4), Sharps 4-shot derringer (4), Sniper Rifle Cane (10)*

*This is a single-shot rifle set in a walking cane. The rifled barrel and sight built into the handle give the shooter an effective 100 yard range. It takes a .36 calibre bullet and 1 round to reload.

If the adventurers try to stop Vivian, then Warner springs to her defence while the vampire fights to the death. Warner's rants about "harming my lady", likely tip the adventurers to his delusion. If rescued, Godfrey helps the adventurers as best he can. Perhaps fortunately, the furnace provides a way to ensure Vivian's death.

As it turns out, the furnace is inhabited by the spirits of the vampire's victims, and they do what they can to aid the adventurers. Flying tools may impale themselves into her body, or a furnace door may open at an opportune moment. A psychic may see the spirits for what they are and note that they are friendly to the adventurers.

Vivian - Huldu Vampire

Physical: 6 Initiative: 11

Mental: 8 Health: 16

Social: 12 Quintessence: 24

Armour Value: 4

Special Traits: Entropy 2, Ageless, Demonology (aetherial cloak, demonic dominion, the revelation of all), Immunity: Poison, Immunity: Sleep & Sleep Magic, Life Drain (blood drain via bite), Necromancy (raise lesser undead, raise greater undead, voice of control, warp dead), Regeneration (x2), Rise Again (may be stopped by decapitation, so long as both head and body are burned), Thaumaturgy (botheration, darkness, farspeech, flight of the wyvern, instant beauty, steely skin), Unstoppable

Complications: Bane (garlic, wild rose, and other wholesome herbs), Hunger (must feed on 6 pints of sapient blood per night (enough to kill most sapients); a pint from a sapient with the same sin of the vampire is worth 3 pints), Requirement (nocturnal; a vampire can only regenerate and use her vampiric talents during the night), Repelled (holy symbol held by a believer), Vulnerability (wooden or iron stake through the heart paralyzes it).

Damage: Punch (3), bite (4; when bitten, the victim suffers either a wave of euphoria or a draining paralysis; they must make a Resolve roll and score at least 2 successes to take any action while being bitten).

Godfrey Stevens – Dogman Victim

Physical: 2 *Initiative:* 3

Mental: 6 *Health:* 4

Social: 3 *Quintessence:* 12

Armour Value: 2 (lined waistcoat)

Special Traits: None

Complications: None

Damage: Punch (2), walking cane (3), Robbins & Lawrence 0.28 pepperbox (7)

Once Vivian dies the spell is broken and Warner collapses to the floor, sobbing. He can't believe how blind he's been and how many men died due to his delusion.

The grateful spirits are also free to move on now that their killer has met justice. One of them, Terrance Moor, a young law student, manifests in front of the adventurers. If none of the adventurers have an ability to see spirits then Porter whips up enough ashes to make his silhouette visible. His voice can be heard through the whipping ghost winds.

He thanks the adventurers for destroying their murderer; they all refused to move on until she was destroyed (whether this is a lingering effect of her 'charm' or a desire for justice is uncertain). He and the other spirits have been trying to get the worker's attention for weeks, but they've scared too easily. Warner in particular was too enraptured and 'the Gnome gentleman' was too busy burgling the place to notice them. Now that they've contacted someone, they can rest in peace.

If the adventurers press Moor as to the identity of the Gnome gentleman, they get a pretty accurate description of Godwin Cassidy. If he's settled down, then Warner can confirm this, noting that Mr Cassidy has been making irregular visits to the steam works to 'look over paperwork.' Given that Mr Cassidy is a Gnome, Warner thought nothing of it.

Terrance Moor's Ghost – Human Victim of Vivian

Physical: - *Initiative:* 2

Mental: 5 *Health:* -

Social: 6 *Quintessence:* 6

Armour Value: 0

Special Traits: Ageless, Fear (Flee), Rise Again, Telekinesis

Complications: None

Damage: Small club (3)

SCENE 2: A REVOLUTIONARY CONSPIRACY

The Cassidy home is a tasteful terraced house in Bloomsbury, surrounded by other families of like means. Presuming the adventurers know of Tommy Atkins' relationship to Godwin Cassidy then the adventurers may come calling on her first.

If the adventurers made previous arrangements to meet her here then, true to her word 'Tommy Atkins,' or rather Angela Cassidy, receives them in her parlour. Judging by the paintings and décor the Cassidy's have a comfortable life, although a few ostentatious pieces speak to a desire to 'move up.'

The adventurers are received by Edwina Larson, a Dwarf maid-of-all-work who has a pleasant demeanour in spite of her workload. She is also aware of her mistress' double life as is all of the remaining staff (a cook and a carriage driver); Angela coaxed her husband into relieving the butler and, given his financial woes, has yet to hire a replacement.

If the adventurers haven't revealed anything, then Angela plays coy, acting the proper hostess (even if they know her secret identity) and asking them why they are investigating her. She certainly hopes that Donaldson reconsiders his "assault on the proletariat," but fears that drastic action may be necessary. There will be casualties, but how would that be any worse than if the blood were spilled in the Crimea while fighting a bourgeois war?

If the adventurers know about Godwin Cassidy's visits to the steam works, then Angela realises that the plan is falling apart. She continues to play coy at first, but she takes 3 black dice on social rolls to resist telling the truth. When all seems hopeless, she throws her hands up in defeat and admits that she's been allowing her husband to be blackmailed. While she does care for him, she wishes she could do more for the proletariat with the money he's made off their backs.

Angela admits that their marriage was arranged by their families in order to better the standing of both. While they

Help from an Old Friend

It's possible that the adventurers may get stuck in this Act. Perhaps they've decided not to get involved in Cassidy's affairs so long as the parts are no longer going missing, or perhaps they go down the blind alley thinking that Warner and the vampire have something to do with it. In this case you can use Lady Miriam to get them back on track. Lady Miriam is well aware that Godwin Cassidy has been meeting with Martin Croyle and knows that Croyle is about to unleash something partially funded by the gentleman Gnome. She shares this with the adventurers, warning them that many lives are at stake if they don't take action.

care for each other, Godwin and Angela don't love each other and they typically ignore each other outside of social situations. Angela hasn't exactly been faithful herself and currently dallies with Giuseppe Arbonne. When Angela learned that Godwin was having an affair with Annalise Duquesne, Angela saw an opportunity. She arranged for Martin Croyle to blackmail him and has been using Godwin's money to further his revolutionary machine.

Angela is quite shocked to learn that Godwin has been stealing from Donaldson; that wasn't part of the plan. So long as the blackmail was limited to the Cassidy finances, Angela's plan was safe. Now that Croyle has forced Godwin to actually steal parts it's no wonder Sir Travis called in investigators! That stupid Bolshevik fool!

In any event, Angela has no further useful information to add other than that Croyle can be found at his building in Holborn and that Godwin occasionally meets him at the Ten Bells' Pub to pay for Croyle's silence.

SCENE 3: THE TRAITOR REVEALED

If the adventurers go looking for Godwin Cassidy then they'll either find him at the firm, his home, or the Ten Bells Pub (where he meets Croyle). Cassidy is surprised to see the adventurers as he thought they'd go directly to Sir Travis with any information; he thought he was in the clear since they were hired after he stole his last part for Croyle.

Still, he knows that it's possible that Warner pointed a finger at him and he's counting on his cover story, that of

a sleepless Gnome looking into the firm's investment, to satisfy the adventurers. If pressed, he caves if he loses a social roll. He admits that he's always admired and desired Annalise Duquesne and he took advantage of her probably not-unfounded insecurity. He's been forced to pay for it ever since, but he does not want to dissolve his partnership with Sir Travis.

Cassidy further admits in a moment of weakness that he funnelled some information to Inspector Henry Anson about Croyle to ease the strain on his bank account, but he worried that Croyle would use the scandalous information against Cassidy if the revolutionary thought Cassidy betrayed him. Cassidy has been less than forthcoming with Inspector Anson as a result and gave him little to go on when the detective paid him a visit this morning. Anson informed him that he and a few Peelers were going to pay a visit to Croyle today and Cassidy hopes that whatever Croyle's cooked up it won't be a threat to the police.

What is Croyle Thinking?

At first glance, Croyle's project and ultimate goal seem rather far-fetched. In truth, they are; Croyle has never had a realistic chance of successfully overthrowing the current Government even if his plan had reached full fruition. So why is he doing it?

Croyle is a true believer and a zealot for his cause and he's gathered a group of equally zealous dreamers. In his heart of hearts he truly believes that all the proletariat needs is a symbol of resistance to rally around. His machine is tangible proof that sorcery is not necessary for society to function; everyone can reap the benefits of technology. With this proof, the proletariat, who vastly outnumber the aristocracy and the bourgeoisie, would rise up en masse and overthrow the government and class system, replacing it with Bolshevik's vision of a workers' utopia.

Now that his plan is threatened, Croyle has decided to make himself a martyr. He realises that the game is up and he'll never get the opportunity to build a fleet of war machines to lead the proletariat. He now vainly hopes that his glorious last stand inspires them to revolt even if he won't live to see it.

ACT 3: MAKING SPARKS

At this point, the adventurers should know that Croyle is plotting something big and that it's almost ready to be unleashed, likely with hapless Peelers in its path. Unless the adventurers get to Croyle's building quickly, he's about to mow them down with experimental machine guns and go out in a blaze of glory.

The first scene occurs whenever the adventurers arrive, unless you want to unleash Croyle's machine first. In this case the Peelers are already gunned down as the walker slowly makes its first steps out into the street, surrounded by the angry proletariat. Inspector Anson is down and bleeding, but a little magical healing will patch him right up.

SCENE 1: UNEXPECTED RESISTANCE

When the adventurers arrive at Croyle's safe house they discover a threatening scene. Several dozen protesters have gathered in front of the building, holding picket signs and looking rather well-armed; there are pistols, shotguns, and axes distributed amongst the crowd. They are all chanting communist and Bolshevik slogans, although they've yet to directly threaten the police.

Two dozen Peelers are gathered across the street, led by Inspector Anson. They weren't expecting this much resistance and they're poorly armed in comparison. Inspector Anson is deliberating his next move when the adventurers arrive. Several civilians have gathered along the street to watch the spectacle.

Should they choose to speak with him, the adventurers find Anson cordial but on edge. He tells them that he's certain Croyle has something dangerous inside; the well-armed crowd is proof that Croyle has stockpiled weapons. A Peeler soon arrives and informs Croyle that the Guard is sending a 'Dragonfly' (a common term for a well-armed military ornithopter) to clear the street. The Peeler has brought a few pistols and shotguns with him and these are hastily passed around. Croyle gives the order for his Peelers to step back into the alleys and find cover; he suggests that the adventurers do the same.

Should the adventurers try to storm the safe house on their own, they meet stiff resistance from the protesters. Adventurers that try to enter the back way or via the

roof discover that Croyle's men, specifically Slit, Pony and Seamus, as well as a few other protesters, are stationed at strategic points and don't hesitate to shoot or otherwise engage anyone that gets close. Should the adventurers be lucky enough to get inside, then they get an early glimpse of Croyle's marvel just as Herman Klein and Leon Griffiths points them out. Croyle pivots his machine to use his Gatling guns to deal with the intruders before smashing out onto the street.

Presuming the adventurers choose discretion, a military ornithopter arrives within a few minutes and 'buzzes' the street, hoping to disperse the crowd without violence. While this act does cause a few protesters to run, most steel their resolve as a couple take pot shots at the ornithopter. Not having any of this, the ornithopter pilot strafes the centre of the street, clipping a few protesters but scattering most. A few protesters take shots at the Peelers, hitting a couple as Inspector Anson orders his men to return fire.

The adventurers can use their abilities to help the wounded or drag people to safety as the ornithopter prepares another strafing run, this one designed to rip through the protesters. Adventurers aiding the wounded find themselves caught in the crossfire between Anson and the protesters. Several civilians may also be at risk of cross-fire as they scatter for cover.

And then all the Pale breaks loose...

Detective Inspector Henry Anson - Human Investigator

Physical: 8 Initiative: 6
Mental: 9 Health: 12
Social: 8 Quintessence: 18
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1, Deduction (2 dice)
Complications: None
Damage: Police Truncheon (5), Allen & Thurber Pepperbox (8)

Detective Sergeant Harrison Grace - Huldu Investigator

Physical: 9 Initiative: 9
Mental: 7 Health: 8
Social: 6 Quintessence: 12
Armour Value: 4 (lined coat)
Special Traits: Cloak of Shadows (purchased)
Complications: None
Damage: Police Truncheon (4)

**Peeler - Beastfolk Police Officer**

Physical: 6 Initiative: 3
 Mental: 3 Health: 8
 Social: 5 Quintessence: 6
 Armour Value: 2 (soldier's coat)
 Special Traits: None
 Complications: None
 Damage: Punch (4), truncheon (7)

Protester - Beastfolk Protester

Physical: 5 Initiative: 1
 Mental: 1 Health: 6
 Social: 1 Quintessence: 0
 Armour Value: 0
 Special Traits: None
 Complications: None
 Damage: Punch (3), Club (4)

Leon Griffiths - Gnome Watchmaker and revolutionary

Physical: 6 Initiative: 10
 Mental: 12 Health: 4
 Social: 8 Quintessence: 32
 Armour Value: 2 (lined waistcoat)
 Special Traits: Order 2, Guild glass spectacles (provide 6x magnification)
 Complications: None
 Damage: Prefers dodging away (6) and surrenders if cornered.

Herman Klein - Dwarf engineer from Prussia

Physical: 6 Initiative: 7
 Mental: 12 Health: 10
 Social: 07 Quintessence: 36
 Armour Value: 2 (lined waistcoat)
 Special Traits: Order 1, Sowilo (sun) rune (+3 to repair rolls)
 Complications: None
 Damage: Iron Pipe (6)

'Slit' - Huldu Cut-throat

Physical: 10 Initiative: 9
 Mental: 6 Health: 8
 Social: 4 Quintessence: 12
 Armour Value: 1 (greatcoat)
 Special Traits: None
 Complications: None
 Damage: Large Wrench (4), Knives (4)

'Pony' - Horseman ruffian

Physical: 6 Initiative: 4
 Mental: 5 Health: 12
 Social: 3 Quintessence: 6

Armour Value: 1 (greatcoat)
 Special Traits: Clockwork Arm (3 black dice)
 Complications: None
 Damage: Fists (6), Sledgehammer (7)

Seamus O'Fahey - Human Irish strongman

Physical: 8 Initiative: 4
 Mental: 4 Health: 12
 Social: 2 Quintessence: 0
 Armour Value: 2 (lined waistcoat)
 Special Traits: Strength 2, Iron Grip 2, Pugilist 3
 Complications: None
 Damage: Fists (7), Knives (7)

SCENE 2: CROYLE'S WAR

As both Peeler and protester flee or take stronger positions, the windows and large doors at the front of Croyle's safe house explode outwards along with parts of the wall, as a large black and bronze-coloured monstrosity close to 20-25 feet tall (depending on the leg extension) slowly marches out of the building on six massive legs. This is Croyle's machine and he howls in triumph as he sprays the peeler line across the street with his twin automated Gatling guns. The machine, fully powered by electricity, makes no hissing sounds or belches of smoke as it moves and fires. It is a beautiful marvel in spite of its obvious danger.

Croyle triumphantly pilots the machine out onto the street, where he turns and faces the ornithopter swooping down and firing at him. The protesters rally around the mechanical beast, but stray shots from the ornithopter's Gatling gun mow down several of them. Undeterred, Croyle turns his Gatling guns toward the ornithopter and let the bullets fly; the pilot is torn apart before the damaged flying machine crashes into a nearby building. Howling in victory, Croyle returns his attention to the Peelers, many of whom are either aiding or being aided by civilians.

It's up the adventurers what they wish to do at this point. Clearly, Croyle has gone mad; in spite of his 'glorious plan' an armoured walker doesn't have an unlimited supply of bullets nor will an electric engine run forever. Given time, Scotland Yard should be able to marshal enough firepower to neutralise the machine. The problem is that Croyle is currently threatening police officers and civilians, and unless the adventurers do something dozens more people may die before Croyle can be stopped.

While it's possible to simply batter the machine with weapons until it runs out of Health pips (Structure pips),



creative adventurers may come up with different ways to immobilise the machine; simply determine the number of black dice garnered and let them have at it! This is Croyle's last stand and he wants to go out in a blaze of glory; he fights until he no longer can. His henchmen are loyal and do what they can to help their boss, although they are more than willing to surrender if they face certain death.

Feel free to add complications and situational modifiers to the scene as the adventurers chase and attack the machine. The streets are ill-suited to a giant spider-like machine and many of the smaller streets and alleys are criss-crossed with laundry lines. Coaches and hansom may inadvertently ride onto the machine's path, and stray bullets kill horses as easily as people. The only saving grace is that the electric engine actually proves less effective than Croyle had hoped and the machine barely clears a block before it slows to a stop. Croyle can still move the cockpit and fire the machine guns, so he remains a stationary but dangerous threat.

When all seems hopeless (or when he is mortally wounded), Croyle plays his final card. If nothing else, he does not want the Government to get his prototype, so he curses them as he sets off an explosive. This completely ruins the engine and kills Croyle in the process (Croyle needs to die in order to set up Chapter VI - The Electric Dragon).

If the adventurers help defeat Croyle, then Inspector Anson approaches them and gives them his heartfelt thanks for doing their bit for Queen and country. He assures them

that their efforts will be rewarded, but asks them to go home for now, and put this nasty bit of business behind them. Scotland Yard will clean up the mess.

Martin Croyle – Human Anarchist Revolutionary

Physical: 8 *Initiative:* 7
Mental: 11 *Health:* 10
Social: 10 *Quintessence:* 18

Armour Value: 4 (lined coat)

Special Traits: None

Complications: Zealot

Damage: Fists (3), Cosh (6 dice), Tricolour Derringer (4 – 4 shots, brass knuckles (4), knife (6))

Croyle's Machine

Handling: 1 (Croyle has an 8 Initiative when piloting it)

Movement: 20 mph

Scale: Large

Health: 28*

Armour: 5

Crew: 1

Range: up to 2 days

Passengers: 0

Traits: Intimidating (Croyle has 11 dice on Intimidate rolls), Noisy (+1 black die on Stealth rolls)

Armament: 2 automatic Gatling Guns (Damage 20, Range 150 yards)

* Croyle may be targeted through the cockpit, which has small slits to allow him to see. This is an Extremely Difficult shot (13 black dice) to make, in addition to any other modifiers.

CONCLUSION

Croyle's ill-fated last stand has proved detrimental to the communist cause; a series of measures are quickly passed through Parliament giving Scotland Yard and the military more latitude in rooting out 'treasonous associations.' This crackdown deals a mortal blow to the unified reform movement, as known leaders are quickly arrested and any gatherings are quickly dispersed by the police. The biggest news is the arrest of Maxim Bolshev, as many reformers were also members of the Bolshevik League; the Russian expatriate is taken to the Tower of London. Tommy Atkins can no longer effectively threaten Donaldson and his work goes on as normal.

Perhaps paradoxically, the Conscription bill is taken off the table as the military finds new recruits amongst the workers that have given up on reform. This helps quell the flames of revolution and daily life in London gradually returns to normal.

If the adventurers have defeated the vampire and fingered Cassidy, then a shocked but relieved Sir Travis thanks them and pays them for their services, throwing in a bonus as well. He promises to invite them to the unveiling of the Toranos when it is ready for production.

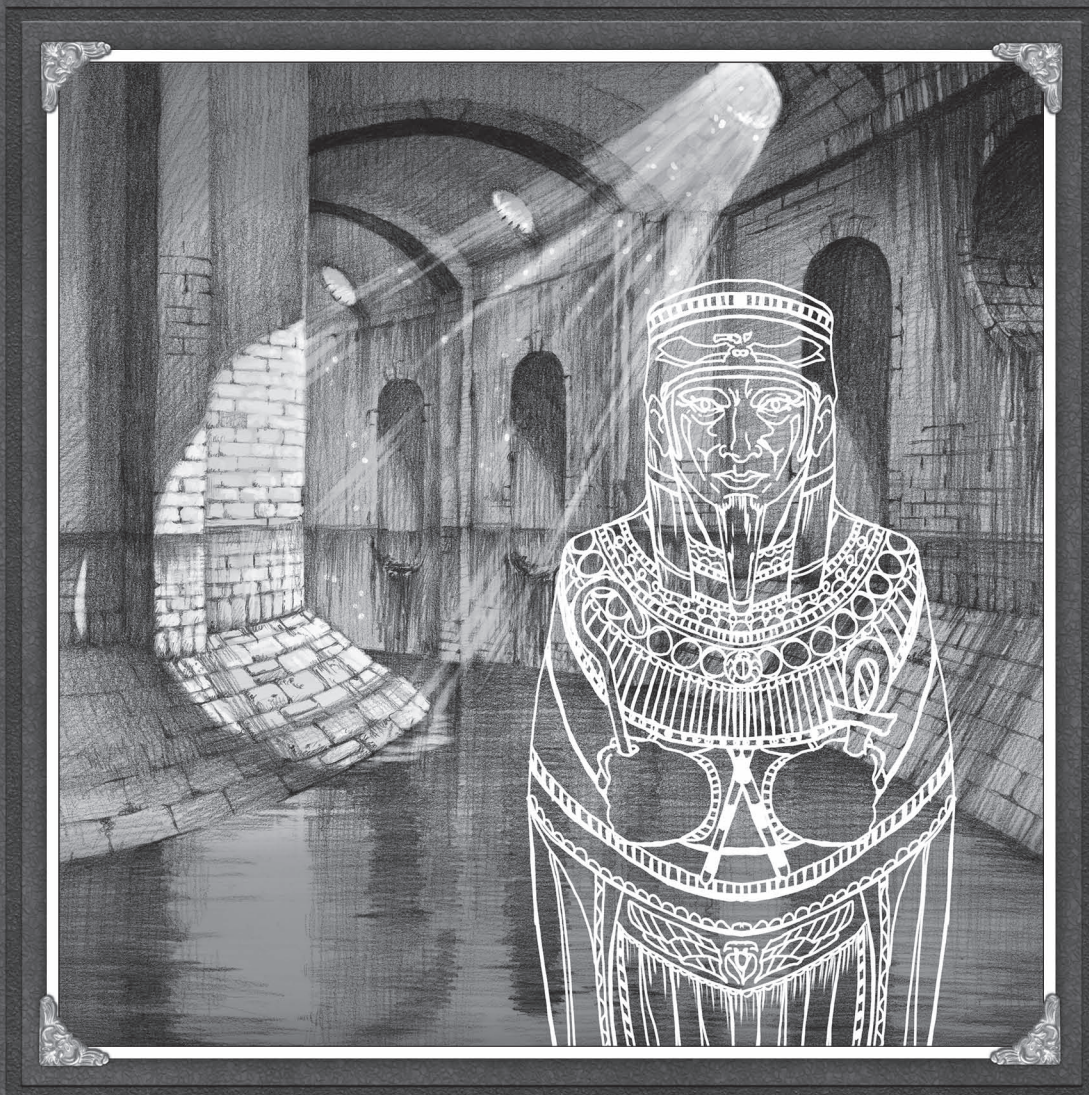
If the adventurers helped defeat Croyle, then they are treated as heroes in the local newspapers (Jonathan Sheffield is the first to arrive on their doorstep for an interview). Even newspapers sympathetic to reform treat the adventurers lightly; they are embarrassed by Croyle's ill-conceived plan and hope that his actions haven't permanently harmed their cause. The adventurers also receive a visit from Inspector Anson, who gives each of them a letter of thanks from the Prime Minister along with £50, a somewhat modest but not improper award.

It certainly seems that all is well, but there is still trouble brewing beneath London...



STREETS of SHADOW

RISE *of the* RED GOD



CHAPTER 5: RISE OF THE RED GOD

In this chapter, the adventurers are relaxing as the revolutionary fervour in London dies down, only for a new problem to arrive at their doorstep. Lord Mace employs them to look into the disappearance of a Guild hermeticist, leading them to uncover the machinations of the Fellowship of the Red Pharaoh.

BACKGROUND

The principal adversary in Chapter V: Rise of the Red God is a sinister cult bent on building Egypt, now dominated by Britain and France, into an independent political and military power — as it was in the ancient world — by using arcane magic from the time of the Pharaohs. The Fellowship of the Red Pharaoh believes that by combining such arcane artefacts as the Book of the Dead with the correct rituals and spells, they can resurrect a high priest of the archon Set. This will enable the cult to summon Apep, an ancient dragon in Set's service, into the world.

Although the Fellowship has a vast, secretive following in Egypt, enclaves in most major European capitals work to further the cult's aims. They maintain contacts with Egyptians living far from home, monitor relevant political matters, re-acquire previously pillaged artefacts and generally carry out the group's clandestine agenda. The enclave in London, one of the more powerful offshoots, has a diverse assemblage of loyal minions and a labyrinthine base far beneath the city streets complete with a hidden temple to Set (you can read more about the Fellowship of the Red Pharaoh and its minions in *Faces in the Smoke Volume Two – Shadows and Steel*).

In Egyptian mythology Set occupied the role of a villainous archon, a force of entropy and chaos within the world. In most legends Set serves as the antagonist responsible for murdering Osiris and defying his son Horus. His epithet of 'Red God' comes from his supposed domain, the red desert wasteland (as opposed to the life-giving black soil of the fertile Nile valley). Scholars debate whether Set was truly a demonic figure or a necessary deity whose strife and chaos brought balance

with peace and stability. The Fellowship of the Red Pharaoh views Set's awesome power as a force for change. Through strife, torment, and conflict, they intend to transform the world into a place where Egypt and its people no longer serve foreign empires, but become a dominant nation.

The Fellowship's current experimentation with the magical enchantments contained within the ancient Egyptian Book of the Dead requires bodies prepared at death according to the specific instructions and rituals detailed in the papyrus scrolls. Corpses stolen from mortuaries have already been tainted, so the Fellowship relies on its minions to surreptitiously prey on wayward and insignificant members of the lower class. This practice has served to fine-tune the rituals, but has not satisfied the Fellowship's leader, Professor Kassam el-Kheir. To successfully resurrect Maatseti (literally 'Justice of Set'), high priest of Set during the reign of his illustrious master, Ramses the Great, el-Kheir must ensure the spells work on one already imbued with magical talent.

The Fellowship's activities in corpse animation were brought to light in Chapter II: The Wrath of the Dead. Since that incident, Scotland Yard has been investigating anyone and anything related to Egypt in London. The occasional 'mummy mishap' has also escaped, leading Scotland Yard to bring in Lord Mace. Lord Mace, in turn, employed Dr Simon Hawthorne, a Guild hermeticist and budding Egyptologist, to investigate the recent disappearance of a mummy from a private collector.

El-Kheir saw an opportunity when Dr Hawthorne's snooping got too close. Desiring a hermeticist with which to test the Book of the Dead's effectiveness, he captured the young investigator for use in the cult's latest experiment. This, coupled with several unexplained disappearances amongst the lower class, has inclined Lord Mace to seek outside assistance. It is this that has led him to the adventurers, who must now look into the cult's affairs.

ACT 1: A BREAK IN FELLOWSHIP

This chapter begins with Lord Mace wishing to employ the adventurers. While he wishes to retain them in an official capacity, he does not wish to visit them at their homes or place of business; nor does he wish to approach a fellow Guild hermeticist at the Guild House. Instead, he manipulates events for a private meeting.

If one of the adventurers has actually joined Lord Mace's London Orientalists Club, then this is a trifle matter; he approaches the appropriate adventurer at the next meeting. He may also arrange for Henry Doyle or Sir Travis Duquesne to host a dinner party for which he and any appropriate adventurers are invitees. If this is the case then the host is instructed to give Lord Mace and the adventures some private time for him to discuss his business.

SCENE 1: A PARLOUR MEETING

At the appropriate time, Lord Mace chooses a comfortable chair and conjures a meerschaum pipe out of thin air. He also conjures a special blend of tobacco that he sprinkles into his pipe bowl and ignites with a finger. The air is soon thick with a sweet and pleasing scent that loosens everyone's inhibitions (adds 3 black dice to resist any Seduction rolls, Lord Mace included). Lord Mace sheepishly apologises for using his special Ottoman blend; he prefers the taste.

Lord Mace notes that he was involved with the destruction of Disputer's Temple (see Chapter II: Wrath of the Dead) and believes that Dr Ibrahim Yalmaz was involved with a group called the Fellowship of the Red Pharaoh, an Egyptian nationalist group that's been stealing artefacts and, most recently, mummies (he also mentions Al Gareeb and the events of The Marylebone Mummy if appropriate).

Since that event there has been the occasional zombie crawling out of the sewers or popping out of the Thames; Scotland Yard called on Lord Mace's expertise. Noting that all of the zombies seemed to be animated through Egyptian ritual, Lord Mace enlisted an Egyptologist and fellow Guild hermeticist, Dr Simon Hawthorne, to aid in the investigations (Guild hermeticist adventurers may recall Dr Hawthorne). Presuming the adventurers aren't familiar with Hawthorne, Sir George produces a tintype of a handsome young fellow in frock coat and top hat.

Almost two weeks ago, Dr Hawthorne attended an event at Egyptian Hall in Piccadilly, after which he disappeared. Lord Mace made an inquiry to Scotland Yard and they discovered that he'd accompanied Dr Hewitt on a voyage to Port Said, Egypt, aboard the *Atlantia*. The vessel docked yesterday and Lord Mace made an inquiry to the British Consulate. He was surprised when they telegraphed back that Dr Hawthorne was not on the ship manifest nor had he booked into any hotels. In fact, no one they interviewed that was aboard the *Atlantia* had met Dr Hawthorne or remember anyone matching his general description.

Lord Mace reaches into his waistcoat pocket and produces a handbill, which he hands to the investigators, noting that it was the last place Lord Mace knows that he visited with certainty.

DOCTOR EVELYN HEWITT PRESENTS A LECTURE ON ANCIENT EGYPTIAN TEMPLE ARCHITECTURE

To Accompany the Unveiling of His
Diorama of the GRAND TEMPLE OF
AMON-RE at Thebes

EGYPTIAN HALL, No. 22 PICCADILLY
13 May, 6pm

Lord Mace notes that Dr Evelyn Hewitt is a member of the Aegyptus Society, which is dedicated to the study of Ancient Egypt. It's certainly possible that they, or someone in their organisation, are involved with the Fellowship. Egyptian Hall is an Egyptian-themed exhibit hall, although as it is no longer an ancient Egyptian showcase most of its prized possessions were sold to the British Museum years ago.



Lord Mace then pulls out a carefully folded article cut from yesterday's Daily Chronicle. He notes that the theft occurred two nights ago. He can't help but wonder if Dr Hawthorne's disappearance and this latest mummy theft are related.

~ MUMMY STOLEN ~ FROM KENSINGTON HOME

It was reported this morning that thieves broke into the Kensington home of noted orientalist and collector Sir Reginald Haines. Members of the household staff noticed signs of the burglary and promptly reported it to the authorities.

Despite the presence of numerous antiquities from Persia, India and the Far East, the thieves stole the bulky coffin and mummified body of an ancient Egyptian priest. Sir Reginald expressed surprise at the choice of purloined artefact, since the burglars passed over far more valuable and portable objects to abscond with a bulky and rather unimportant souvenir.

Sir Reginald acquired the mummy and its decorated sarcophagus in 1841 during a tour of Egypt, where he participated in an excavation of the vast temple at Karnak. The deceased priest, Maatseti, was interred in the courtyard of a small shrine dedicated to Set, the Egyptian archon of Evil.

- DAILY CHRONICLE

Lord Mace asks the adventurers if they'll accept the case to root out and foil the Fellowship of the Red Pharaoh's scheme and retrieve Dr Hawthorne, if possible (his tone suggests he suspects Hawthorne is dead); he offers them a generous fee that allows them to begin play at one Income level higher for the next adventure (so an adventurer that normally has a Middle Class Income (2) would start the next adventure at Middle Class Income (5); an adventurer with a Middle Class Income (10) would start the next adventure with a Lower Class Income (2)).

Should the adventurers agree, then Lord Mace offers them two more aids in their investigation. Inspector Anson of Scotland Yard has been working in tandem with Lord Mace on these incidents, and Dr Gregory Hollingsworth

is employed as the regular coroner for the zombies. The adventurers should be familiar with both of these individuals.

With that, Lord Mace thanks them for taking the case and either leaves or, if this is a social occasion, returns to lighter topics. Lord Mace tells them that his library is at their disposal should they need it and he is available at his home in Portman Square, Marylebone should they need to speak with him. He also supplies them with a letter indicating that they are in his employ, although he cautions that discretion may be the better course.

Lord George Mace - Eldren Orientalist

Physical: 8 Initiative: 9
Mental: 12 Health: 10
Social: 14 Quintessence: 36

Armour Value: 8 (Aetherweave lined cape; AV 4 after 4 rounds)

Special Traits: Entropy 2, Clairvoyant (psychometry), Thaumaturgy (aetheric bolt, aetheric pocket, groom, hair of the dog, instant beauty)

Complications: Hedonist, Narcissist

Damage: Sword Cane (6), Aetheric Bolt (8)

If you have a copy of *Jewel of the Empire* then Lord George Mace also has the Tantric Practitioner talent (purchased twice) and the Tantra skill at +4.

SCENE 2: SCOTLAND YARD

By this point, unless they've gone out of their way to antagonise him, Inspector Anson is happy to see the adventurers. He is a little upset that Lord Mace felt the need to hire private investigators, but he understands the inclination for a fresh set of eyes and the adventurers have an established reputation. Due to this Anson is happy to share any information that may help them.

Unfortunately, Inspector Anson has little to share that hasn't already been covered by Lord Mace. Dr Hawthorne has gone missing but there are no leads. Anson has established through eyewitnesses attending the lecture that Dr Hawthorne did indeed attend. He also offers that he's been funnelling all of the zombie corpses to Dr Gregory Hollingsworth in a special facility in Limehouse. Dr Hollingsworth sent him a letter this morning about an interesting discovery, but Anson hasn't had time to see him yet (canny adventurers may ask to escort Inspector Anson to the mortuary; this is fairly easy to do since he plans to go there anyway).

As for the Haines mummy, Anson is at a loss. Thus far it hasn't appeared in the antiquities market, nor have any rival collectors claimed any knowledge of it.

After the adventurers leave, Inspector Anson decides that he'd like to have them shadowed, if only to get the jump on any Fellowship agents that may try to harm them. He receives permission from Sir John Arthur (head of the Criminal Investigations Division) to assign his junior partner Harrison Grace, a young Huldu with a fascination for uncovering secrets. While following the adventurers Grace generally keeps to the shadows but reveals his motives if discovered. While not a magician himself, Grace has a petty conjurer contact that grants him the cloak of shadows enchantment.

Detective Inspector Henry Anson - Human Investigator

Physical: 8 Initiative: 6

Mental: 9 Health: 12

Social: 8 Quintessence: 18

Armour Value: 2 (lined waistcoat)

Special Traits: Order 1, Deduction (2 dice)

Complications: None

Damage: Police Truncheon (5), Allen & Thurber Pepperbox (8)

Detective Sergeant Harrison Grace - Huldu Investigator

Physical: 9 Initiative: 9

Mental: 7 Health: 8

Social: 6 Quintessence: 12

Armour Value: 4 (lined coat)

Special Traits: Cloak of Shadows (purchased)

Complications: None

Damage: Police Truncheon (4)

SCENE 3: LIMEHOUSE MORTUARY

When it became obvious that the zombies were something of an epidemic Inspector Anson deemed it best to have a single doctor conduct post-mortem examinations on them for evidence. In order to avoid scandal and anxious crowds Scotland Yard purchased a building near Hollingsworth's clinic and has been covertly sending the zombie corpses here ever since.

A couple of Orc Peelers ostensibly patrol the street but they are really guarding the mortuary. It is normally a bit of a boring post but today they are arguing with a reporter, whom the adventurers recognise as Jonathan Sheffield!

Sheffield is here following up on his mummy article that was published this morning (astute adventurers making an Average Wits + Perception roll note that he is wearing a gold wedding band). Through his contacts Sheffield knows about the mortuary and wants to follow up on his story. He has a theory that the mummy stolen from the Haines residence may have ended up here, in spite of the Peelers' protestations to the contrary. When he sees the adventurers, Sheffield breaks away from the police officers and welcomes them, explaining his position and imploring them to help him gain access.

Of course, being acknowledged as friends of Sheffield does not endear the adventurers to the Peelers. If the adventurers show them the letter from Lord Mace then they gruffly step aside; otherwise they need to make a Difficult (3 black dice) opposed Presence + Bull or Charm roll against the Peelers' Social Competence + Empathy to the roll. Mentioning Inspector Anson imposes 3 black dice on the Peelers. Trying to get Jonathan Sheffield access adds 3 black dice to any roll (so even with Lord Mace's letter it's a Difficult roll; without using it the roll becomes Very Difficult).

If the adventurers have brought Inspector Anson with them then any rolls are moot. The Peelers take their orders from Anson.

Presuming the adventurers don't get Sheffield access, he asks them to visit him at his newspaper office in order to compare notes.

Peeler - Orc Police Officer

Physical: 6 Initiative: 3

Mental: 3 Health: 10

Social: 5 Quintessence: 6

Armour Value: 2 (soldier's coat)

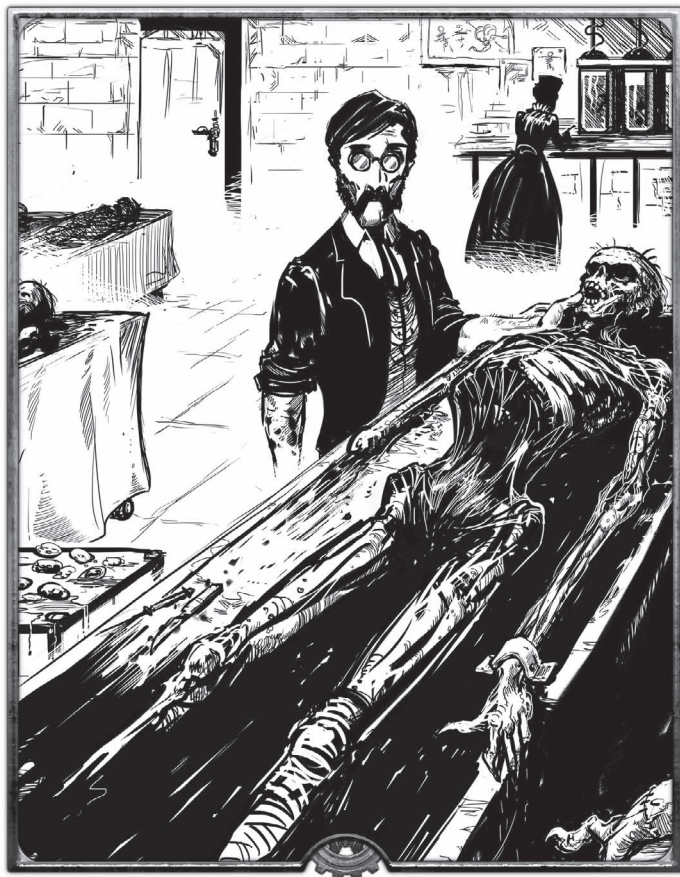
Special Traits: None

Complications: None

Damage: Punch (4), Truncheon (7)

The mortuary was once a store and both front and back have been converted to zombie desiccation. There are 10 zombies here, not including a few zombie parts floating (and moving!) inside jars. Several tools line the walls and sigils are marked on all the doorways in case a zombie decides to animate again.

Dr Hollingsworth is currently working on the bodies. His reaction to the adventurers depends on how events went in Chapter III: The Hound of Hate, as he was a colleague of Dr Johanssen. If Dr Johanssen was still alive at the end of that



chapter, then Dr Hollingsworth matter-of-factly informs the adventurers that he shot himself in the head not long thereafter (in Hollingsworth's eyes Johanssen finally did the proper thing). Nurse Matilda 'Mattie' Reed is also here working for Hollingsworth; she is rather less forgiving of the adventurers.

In any case, Doctor Hollingsworth shows the adventurers a few of the corpses. All of them are similar to the 'Laura Peat case' (Hollingsworth catches himself from saying 'dollymop' for fear of upsetting Nurse Reed); the brain and all major body organs were carefully removed and replaced with hessian sacks of flower petals, sawdust, and sand. Each body also contained six small charms with Egyptian hieroglyphs on them. They've all also been treated with an unknown chemical, likely for preservation.

The charms are made from a fired, blue-glazed pottery known as faïence. All resemble similar trinkets buried with ancient Egyptian mummies to ensure resurrection in the afterlife, including a scarab, ankh, djed pillar, wadjet eye and various unidentified symbols. Bits of formerly crusty, now soggy, linen bandages also cling to portions of the skin on both corpses.

Hollingsworth also notes that many of the zombies exhibit evidence that a large beast attacked them at some point after they were apparently mummified. Doctor Hollingsworth doesn't have much experience treating animal wounds, but identifies two kinds of lacerations: one made by a large, scimitar-like tooth, and one made by a line of incisors.

Hollingsworth has noted some peculiar differences amongst the zombies. Most of them have leathery skin and muscle and are completely bled dry. There are also slight differences in the charms used and the amount of material in the sacks. Two of the corpses are more life-like; at first glance Dr Hollingsworth presumed they were fresher, but upon closer inspection the doctor has noticed two peculiarities. First, the life-like corpses bleed and bruise normally; they look for all intents and purposes like sleeping people. Second, the charms and amounts of hessian are identical. Finally, the animated pieces are all of the leathery variety, indicating a necromantic operation that had been discarded at some point.

Hollingsworth muses that he wishes Dr Hawthorne, who'd been offering him magical and necromantic advice, was here, but he hasn't seen him in a couple of weeks. He notes that Hawthorne had a theory that Hollingsworth, with the collection of the second life-like body, confirms. Whoever is creating these zombies is trying to develop a 'purer' version, one that emulates living flesh. The Peat corpse was one of the more advanced zombies, but not quite there. It appears that they've finally succeeded.

If Jonathan Sheffield is amongst them, then he gets really excited when he sees one of the bodies. The young man, now a 'leathery' zombie, greatly resembles a young dockworker whose family declared him missing some weeks ago. Sheffield has an artist's copy of a tintype and notes that some facial scarring and the hairline, as well as a missing tip of his right forefinger, matches the description (unfortunately, he worked in Lambeth and is in no way connected with Garrick Tailors).

Dr Gregory Hollingsworth - Gnome Physician

Physical: 7 *Initiative:* 10
Mental: 12 *Health:* 8
Social: 8 *Quintessence:* 36
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1
Complications: None
Damage: Walking Cane (2)

Matilda 'Mattie' Reed – Catwoman Clinic Nurse

Physical: 4 Initiative: 5
 Mental: 6 Health: 6
 Social: 7 Quintessence: 12
 Armour Value: 2 (lined corset)
 Special Traits: Order 1
 Complications: None
 Damage: Kick (4), Claws (4)

SCENE 4: DAILY CHRONICLE OFFICES

It's possible that the adventurers decide to visit Jonathan Sheffield at his office. He is sitting at his desk familiarising himself with the new Hansen Writing Ball, a typing device with a hemisphere-shaped keyboard. In addition to his gold band Sheffield has a wedding picture on his desk – he finally married Carolyn (the Doyles dismissed her with a reference due to her part in Chapter I: The Dragon in the Smoke).

Given their past association Sheffield is freer with his information than usual. He mentions that he's been keeping tabs on the dramatic increase in zombie activity in London lately and wondered if a rogue necromancer is involved. He's also aware of the incident in Marylebone (see The Marylebone Mummy) and now with the Haines mummy he's wondering if there is a connection. Sheffield learned that Scotland Yard has enlisted the aid of a Limehouse surgeon, Dr Hollingsworth, and Sheffield wants to know if the two are related.

Sheffield has done some digging and has come upon various reports over the past year of unaccounted disappearances, mostly among the city's lower classes in the poorer districts. In cases where police reports were filed, no further action was taken, presumably because of the victim's low status and inconsequence in society. Since bodies were never found, the authorities assumed the 'victims' vanished to flee debts, bad jobs, nagging spouses or other unpleasant circumstances.

Despite his best efforts to track the homes and workplaces of those who disappeared on a now-smudged map of London, Sheffield has found only one connection: three of the many women who vanished worked at Garrick Tailors, a Pimlico 'slop' shop (a sweat shop where women slave away manufacturing cheap garments). When he brought this information to police, they conducted a brief investigation. Their queries to the manager, Thomas Barnes, revealed that the unmarried women probably left abruptly and without notice to avoid shame because they discovered they were 'in the family way.'

Sheffield can confirm Inspector Anson's information about Haines' mummy not turning up. If the adventurers want to pursue the Egyptian connection, Sheffield suggests three resources they might visit: the British Museum, the smaller Aegyptus Society, and obviously the home of Sir Reginald Haines (if they can get an appointment).

Jonathan Sheffield - Human Dirt-Digging Reporter

Physical: 4 Initiative: 5
 Mental: 8 Health: 8
 Social: 9 Quintessence: 12
 Armour Value: 2 (lined waistcoat)
 Special Traits: Deduction
 Complications: None
 Damage: Punch (1), Sharps Derringer (4)

SCENE 5: BRITISH MUSEUM

One of England's première institutions, the British Museum allows members of all levels of society access to the public galleries for a small fee.

Adventurers making Very Difficult (6 black dice) Wits + Perception rolls learn enough strolling the Egyptian galleries to understand how the Ancient Egyptians mummified their dead, drying the bodies out with a caustic salt (called natron), removing most of the internal organs and stuffing the cleared body cavities with rags, sacks, and small charms in the shape of Egyptian archons and holy symbols. Several unwrapped mummies on display bear a frightening resemblance to the zombies in the Limehouse mortuary.

The museum secretary controls access to the storage galleries, offices, and scholarly curators, forbidden territory to those of the middle and lower classes. Unless the adventurers use their letter from Lord Mace, only distinguished members of the upper class who can convince the secretary to allow them access – with a Difficult (3 black dice) Wits + Appraisal, Presence + Bull, Wits + Business, or Presence + Charm roll – can arrange a brief interview with Samuel Birch, the Keeper of Oriental Antiquities charged with overseeing the museum's ancient Egyptian artefacts.

Assuming upper-class adventurers establish a friendly rapport with him or at the very least use their connection with Lord Mace (which grants only grudging cooperation if they aren't upper class – if there is an upper class member amongst them Birch speaks exclusively to him or her), Birch elaborates on some of the information they might have learned in the galleries. Authentic natron (as opposed to



plain rock salt) is found only in one place: the Wadi Natron in Egypt's western desert. He explains that the charms placed within a mummy were intended to further preserve it for the afterlife. Blue faïence charms were common, though ones fashioned from precious metals or stones might adorn a royal mummy.

Samuel Birch - Human Keeper of Oriental Antiquities

Physical: 4 *Initiative:* 6
Mental: 10 *Health:* 6
Social: 7 *Quintessence:* 18
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: None
Damage: Improvised bludgeon (5)

Appointed to a post at the British Museum in 1836, Samuel Birch became the institution's first Egyptologist. He rose to become Keeper of Oriental Antiquities by organizing, cataloguing, and publishing material on the museum's collection of more than 10,000 artefacts.

Although he's never been to Egypt, Birch corresponds with many Egyptologists, encourages collectors to donate or sell antiquities to the museum and follows developments in archaeology. He continues his mission of enlarging the institution's holdings and sharing them with scholars and the public alike through gallery exhibits and frequent publications.

Birch takes every opportunity to expand his own knowledge of ancient Egypt. Since he never travels outside the country, he relies on regular correspondence with scholars at other museums and universities, private collectors and antiquities dealers at home and abroad, and archaeologists working in the field. Birch takes particular interest in acquiring and deciphering the hieroglyphics on papyrus scrolls in the museum's holdings.

SCENE 6: AEGYPTUS SOCIETY

Since it caters to a varied public, particularly those of the middle class seeking to expand their knowledge, the Aegyptus Society might better suit a group of adventurers from different social backgrounds. Part club and part scientific institution, it serves as an amateur association dedicated to the study of ancient Egypt. Society members do not aspire to the pretentiousness of academics, but seek to improve common knowledge of Egypt through lectures, pamphlets, access to the club's specialized library, and sponsorship of an annual archaeological expedition.

The society building stands near the corner of Haymarket and Pall Mall East, beyond the domain of the more fashionable clubs. Its façade incorporates stylised elements of Egyptian architecture: stone sphinxes, lotiform columns, obelisks and hieroglyphic carvings. Upon entering the main lobby, a footman dressed in an exotic Follower's robe, sash and turban greets them and inquires about their business (other similarly attired footmen guard the doorways that lead to other portions of the society).

Unless they already have a membership, the adventurers get no farther than the main lobby without producing Lord Mace's letter. They must convince the footman with a Difficult (3 black dice) Presence + Bull, Presence + Charm, or Wits + Etiquette roll that they have urgent or official business and must consult with one of the experts at the club. If the adventurers want a membership, they will be expected to pay the yearly due of £10 up front, provided they are of the upper class, or can pass themselves off as members of the chosen caste. Middle class and lower class adventurers who dress the part of the station, or show no shame in belonging to a class other than the elite will not be given the option of joining the club. At the Gamesmaster's option, an upper class compatriot could agree to sponsor his less-fortunate brethren, and purchase a membership through their patron. Regardless, the club will want to investigate any potential member's references before allowing them admittance. The adventurers cannot expect to lay down £10 and get instant access.

If they get this far — or possess membership — a fastidious Gnome appears and introduces himself as Archibald Paget, Society president and the local Egyptology expert. Wearing his smoking jacket and fez, along with a rainbow-coloured Frendal lizard (named 'Alex') perched on one shoulder, he invites the adventurers into the palm room parlour, offers them seats, and asks how he may serve them. Paget provides the same wealth of information as the British Museum's Samuel Birch (see above), depending on what evidence the adventurers share with him.

Should the adventurers mention the archon Set, Paget perks up even more and directs their attention to a foot-tall stone statuette standing atop a pedestal between two windows. It depicts an Egyptian archon as a canine Beastman with a wicked snout and tall, squared-off donkey's ears. Paget scurries around the statue reading aloud the hieroglyphic inscription on its base and back: "I am Set, Lord of the Red Land, who brings chaos and confusion to the world."

Paget offers them access to the rest of the Society's facilities (particularly the well-stocked library) only if one of the adventurers is a member or they make a sizeable donation (at least £10). For more information about Archibald Paget and the resources available at the Aegyptus Society, see *Faces in the Smoke Volume One – The Secret Masters*.

Archibald Paget - Gnome Egyptian Enthusiast

Physical: 7 Initiative: 8
 Mental: 9 Health: 8
 Social: 6 Quintessence: 18
 Armour Value: 2 (lined waistcoat)
 Special Traits: None
 Complications: None
 Damage: Cogswell 0.47 (10 Dice)

SCENE 7: SIR REGINALD HAINES

The famed collector of ancient relics and artist of oriental subjects lives in a grand house on Melbury Road, Kensington. Although directly involved with a missing mummy and an authority on many subjects about the ancient Middle East, Sir Reginald Haines does not grant the adventurers an audience unless they are members of the upper class and have an impressive-enough reputation; even Lord Mace's letter only grants a promise to "meet with them at a later time." An Incredibly Difficult (9 black dice) Presence + Bull, Wits + Bureaucracy, or Presence + Charm roll can convince the butler to let them in the door, though Sir Reginald won't see them personally unless their social standing speaks for them.

Once they pass beyond the entry foyer, the adventurers realise that every room contains some antique artefact Sir Reginald obtained on his travels, a glass case displaying smaller items and jewellery, or some painting inspired by his journeys to Egypt, India, and the Far East. When asked, he muses about the now-stolen coffin and mummy of Maatseti. "Had the thing for years, but it's rather worthless, I would think," he says. "Most of the detail is gone; I preserved it as best I could in a painting. Don't know why thieves would want a peeling sarcophagus and a musty old mummy, especially with rings, necklaces, jewelled collars, statuettes, coins and other fiddly knick-knacks that are quite a bit more valuable and much easier to pocket."

The large painting of the sarcophagus he referred to hangs on the wall. The scene shows several embalmers preparing a mummy, with an ornate coffin propped up against the

wall awaiting its eternal inhabitant. Sir Reginald claims he painted an exact copy of the sarcophagus, though he filled in some areas that were damaged or faded. Anyone closely examining the painting and making an Very Difficult (6 black dice) Wits + Lore roll (perhaps with an appropriate complementary Culture or History skill) recognizes several hieroglyphics proclaiming the coffin holds Maatseti, devoted high priest of Set; several bands of inscriptions also proclaim he will rise again to summon [unreadable] to protect Egypt in its great hour of need. Sir Reginald believes that the unreadable portion pertains to Set.



Sir Reginald Haines - Human Collector

Physical: 7 Initiative: 6
 Mental: 9 Health: 10
 Social: 8 Quintessence: 18
 Armour Value: 3 (lined jacket)
 Special Traits: None
 Complications: None
 Damage: Sword Cane (8 Dice), Darling Pepperbox (8)

SCENE 8: EGYPTIAN HALL

The adventurers might visit Egyptian Hall seeking information about Egyptian-themed clues they've discovered or investigating the site where Simon Hawthorne was last seen.

The hall's façade appears as the entry pylon to some Egyptian temple, as evidenced by additional architectural motifs like lotiform columns, statues of ancient archons, papyrus-patterned cornice, and carved hieroglyphic symbols. The entrance leads into a vestibule that opens into the main gallery. A one-shilling fee grants admission to the exhibit: a sprawling diorama of the Temple of Karnak in Luxor as it might have looked in the heyday of the Egyptian New Empire Pharaohs. A large dog (actually a sha) sleeps curled up in one corner.

Beyond that, however, Egyptian Hall has little to offer the adventurers. The manager, a curt churl named Donald Stapleton, only concerns himself with collecting admissions and extolling the virtues of the exhibit – he denies entry to the hall's other areas, primarily managerial offices and storage rooms, claiming the facility offers exhibits and lectures and serves no other purposes to the public. If asked if he recalls Hawthorne attending the lecture in January, Stapleton claims he cannot remember every ruddy face that walks through the turnstile. If the adventurers seek some source of information on ancient Egypt, he suggests they visit the British Museum or their local lending library.

Should they express no interest in paying to see the diorama exhibit, Stapleton bluntly asks them to leave (even with the letter from Lord Mace). If they persist, he sends for the curator, Professor Kassam el-Kheir, a bespectacled and paunchy fellow in a fez. Professor el-Kheir glowers at the adventurers and asks why they're causing a ruckus. He sternly repeats Stapleton's claims that he doesn't recall ever seeing Hawthorne and that Egyptian Hall is not a research institution. He tells them that he's already answered Inspector Anson's questions and emphatically suggests they go elsewhere to seek information. The last thing he needs is bad publicity; it decreases the bookings.

Although initially an unhelpful resource, Egyptian Hall pays off for persistent adventurers. If they watch the building the rest of the day (easy enough from shops across busy Piccadilly Street), they notice that el-Kheir never leaves, even after Stapleton locks up for the night around 6pm. After closing they may try to break into the hall through one of the high windows – requiring a Very

Difficult (6 black dice) Dexterity + Athletics roll to reach and a Difficult (3 black dice) Strength + Might roll to jam open – or the side service entrance down an alley – using an Extremely Difficult (12 black dice) Dexterity + Pick Locks roll.

Inside they find the darkened gallery and vestibule, a few small meeting rooms, and private galleries displaying the hall's permanent collection of Egyptian antiquities: a sad assortment of chipped statues, crumbling papyrus scrolls, mildewed mummies, and pottery shards of no significance. Locked offices on the second floor offer no information, even in el-Kheir's study, a functional room obviously intended for immediate business and not a permanent professorial abode. An Extremely Difficult (12 black dice) Wits + Perception roll turns up a piece of paper that may not seem important at the moment. It is a letter with el-Kheir's home address written on its face.

The basements yield the most promising clues. Several chambers contain cluttered remnants of past exhibitions or material for revolving ones: plaster walls from the reproduction of an Egyptian tomb, a rotting carriage with no wheels, a mound of mouldering tent canvas, a pile of used lumber, glass display cases encrusted with fingerprints, and empty wooden crates.

Adventurers thoroughly inspecting the basements cannot miss the pile of discarded Egyptian sarcophagi heaped in the darkest, farthest corner. A close inspection with a light source shows they are wooden or papier-mâché props, but some are deteriorated originals left in splintered fragments.

Those who visited Sir Reginald Haines and noted the appearance in his painting of Maatseti's sarcophagus may – on a Difficult (3 black dice) Wits + Perception roll – realise that one of the wooden coffins belongs to that ancient high priest of Set. The once-finely decorated surfaces are worse for wear and recent mishandling, and reveal nothing more than the image rendered in Sir Reginald's painting. The lid sits off to one side, a huge crack splitting its length. No corpse resides within the sarcophagus, although crusty pitch residue inside indicates a mummified individual once rested here.

A Difficult (3 black dice) Wits + Perception roll or an Easy (+6 to dice pool) Wits + Tracking roll reveals that the ever-present dust encrusting every surface is worn clear on the floor from the basement stairs directly to a huge wooden sarcophagus propped up against the wall, the only one stored in so orderly and respectful a manner. Opening the hinged lid – a characteristic usually absent from Egyptian coffins – reveals a dark passageway and staircase beyond

leading deeper beneath Egyptian Hall. Adventurers that have light sources and courage enough to descend eventually approach the secret subterranean lair of the Fellowship of the Red Pharaoh: consult Act 2: Into the Sewers to continue this chapter.

Donald Stapleton – Dwarf Manager

Physical: 8 *Initiative:* 4
Mental: 6 *Health:* 12
Social: 6 *Quintessence:* 12
Armour Value: 2 (lined waistcoat)
Special Traits: Entropy 1
Complications: None
Damage: Punch (3)

Professor Kassam el-Kheir – Human High Priest of Set

Physical: 6 *Initiative:* 7
Mental: 10 *Health:* 10
Social: 8 *Quintessence:* 30
Armour Value: 4 (greatcoat and sigil)
Special Traits: Entropy 2, Necromancy (all), Sigil (Set – destruction 3, Sobek – protection 3), Thaumaturgy (aetheric bolt, ectoplasmic bonds)
Complications: Zealot (Set)
Damage: Sword cane (6), Volcanic Pistol (7)

SCENE 9: SHIPPING OFFICES

The adventurers might feel obliged to visit the offices of the London & St. Katherine Docks to confirm Simon Hawthorne's supposed travel plans to the Middle East and – assuming they've become aware that the only source of natron is in Egypt – try finding evidence that someone in London has been importing natron.

The company, with its labyrinthine complex of docks and warehouses, conducts trade with India, the Continent and the Mediterranean (common knowledge for those native to London). Luckily the adventurers don't have to travel to the docks, just to the company offices on Leadenhall Street in the City.

Only those who can somehow prove they have business there (Lord Mace's letter is enough) can convince the clerks to allow them access to company records. Middle and upper class adventurers can pose as merchants, government inspectors or importers, a feat requiring a Very Difficult (6 black dice) Wits + Appraisal, Presence + Bull, Wits + Business, or Presence + Charm roll and some colourful roleplaying (office staffers are apt to consider unaccompanied lower class adventurers as roustabouts,

ruffians and street trash subject to immediate removal.) Under a clerk's watchful eye, successful adventurers can peruse the company files for information on Simon Hawthorne's departure and importation of natron from Egypt.

A Motley Assortment of Ruffians

After visiting several locations – and certainly if their investigation needs an infusion of excitement – the adventurers slowly realise that the same band of Beastfolk labourers seem to be discreetly tailing them through the city. Any row they cause at Egyptian Hall also attracts the attention of these ruffians. Any adventurer succeeding at an Extremely Difficult (12 black dice) Wits + Perception roll not only notices that a group of shabbily dressed Beastfolk seem to be tailing him, but recalls that seeing the same group of Beastfolk at several other spots in the city: always appearing disinterested in the adventurers, but casting furtive glances their way on occasion.

The adventurers may directly accost these ruffians, or wait to see what they do. The ruffians keep their distance while tracking the adventurers, and move in to rough them up should they wander into any area away from the public: dark alleyways, deserted locations, or lonely stretches of the street after dark. The ruffians – one for every adventurer plus two to make things challenging – split up for their assault, half directly confronting the adventurers and half circling around to attack from an unexpected quarter.

BEASTFOLK BULLIES

Physical: 6 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 3 *Quintessence:* 6
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (4), Life Preserver (6)

If the adventurers instigate the confrontation, half the ruffians put up a fighting retreat while the others run. Pursuit leads them to one of several entrances to the Fellowship of the Red Pharaoh's underground lair: the service door to Egyptian Hall, Garrick Tailors or a sewer grate near the Thames banks. Consult Act 3: Into the Sewers to continue the adventure.



Finding the appropriate passenger manifest of the Atlantia requires a Very Difficult (6 black dice) Wits + Perception or Wits + Research roll. Adventurers who manage to win over a clerk's loyalty (by gaining 4 successes on the previous roll) gain his assistance and add 2 dice to this roll. Although the rest of the list shows passengers by their surnames in alphabetical order, Hawthorne's appears as the very last entry. A Difficult (3 dice) Wits + Forgery roll allows an adventurer to note that the check mark in the 'boarded' column seems to have been added with a lighter ink and a fatter pen nib, unlike all the rest of the passengers.

Sifting through the shipping manifests of all the company ships that took on cargo in Egypt's mercantile centre, Port Said, takes several hours, robbing the adventurers of time to investigate other leads. To identify a pattern requires an Extremely Difficult (12 black dice) Wits + Business, Wits + Perception, or Wits + Research roll (don't forget to add two bonus dice if a loyal clerk assists). Twice a month a shipment of ten 50-pound bags of natron arrives aboard different ships. Their final destination varies, but includes two notable addresses adventurers might have come across before: Egyptian Hall in Piccadilly and Garrick Tailors in Pimlico.

SCENE 10: GARRICK TAILORS

The adventurers might arrive at Garrick Tailors after following clues from Jonathan Sheffield's investigation of disappearances or mention of it in shipping manifests (if the adventurers encountered the motley assortment of ruffians sent to discourage their investigations, they might also have followed any retreating ruffians here).

The sweat shop occupies a rickety old building on a Pimlico back street. The ground floor of the two-story structure consists of a vast warehouse storing completed clothing, bolts of fabric, and sewing supplies. The upper storey – accessible from an exterior staircase – houses the main 'slop shop' operation, where scores of women sit cutting and sewing cheap garments from early morning well into the night.

Gaining access to the tailors proves challenging. A stout padlock secures the double doors into the warehouse, requiring a Very Difficult (6 black dice) Dexterity + Pick Locks roll to disable. A large dumb-waiter in the corner allows workers to transfer cloth and garments between the two floors, though a single person could conceivably ride it to the upper level.

On an Average Wits + Perception roll, adventurers climbing the outside stairs to reach the office and workroom overhear raised voices coming from the open office windows above. A stern voice says, "I'm tired of reading about your incompetence in the papers! You're supposed to make sure they're dead before tossing them to the beasts." A deeper but much more timid voice stammers, "I did, sir, but they just wouldn't go down. They kept waking up and squirming." The argument concludes as the adventurers reach the top of the stairs.

The upper door leads to an anteroom with closed double doors leading back onto the main sewing and cutting floor, and a side door to the manager's office. As the adventurers enter, a hulking Ogre steps out of the office, head held low with a shamed expression on his face. Crimby the Ogre asks them their business. He serves as a sentry, a standard feature in sweatshops meant to head off inspectors and other nosy sorts interested in ensuring labourers receive fair treatment, good working conditions, prescribed tea breaks and sufficient payment. Crimby has standing orders to admit nobody to the office or work area; the manager, Thomas Barnes, stays alert so he can intervene in any ruckus outside. Should the adventurers produce Lord Mace's letter it makes no difference to Crimby; Barnes, however, quickly opens the door and allows them inside.

Crimby – Ogre Sentry

Physical: 6 *Initiative:* 0
Mental: 4 *Health:* 28
Social: 5 *Quintessence:* 0
Armour Value: 0
Special Traits: Pugilist (+2 damage dice)
Complications: Blunt Wits
Damage: Punch (9)

Thomas Barnes – Apophid Slop Shop Manager

Physical: 7 *Initiative:* 7
Mental: 6 *Health:* 10
Social: 9 *Quintessence:* 18
Armour Value: 5 (lined waistcoat and sigil)
Special Traits: Clockwork Eye (Owl's Eye – Night Vision), Elongated Neck (bite attack has the reach of a sword cane), Enchantment (Scarab Sand), Sigil (Sobek – protection 3)
Complications: Coward, Foreigner
Damage: Punch (2), Bite (4), Aetheric Bolt (8)

Thomas Barnes is an English-born Apophid who has learned to meld into the British lower class. He is devoted to Set and the Fellowship, but his cowardly streak

prevents him from going far within the organisation (this stems from the last time he stood his ground and lost an eye). As it is his duty is cleaning up, disposing of the failed mummy experiments, he's also had to deal with a few women who discovered his involvement (hence their conversions into zombies). While Barnes' natural form is an Apophid, he uses his Conjunction magic to appear Human; his body has an aetheric glow that may be detected by any magician with the appropriate ability.

Barnes dismisses any queries about missing workers, stolen linen, or mysterious shipments of natron salt to the tailors. He claims to know nothing of such things and then requests Crimby remove the adventurers. Should they press the matter or mention the incriminating conversation they heard from the office, Barnes starts sweating, blushing and shaking, and then bolts into the bustling shop floor, using scarab sand to cover his escape. Crimby steps forward to delay the adventurers.

Dodging women at sewing machines and cutting tables, Barnes drops his human guise and slithers toward the dumb-waiter in the back corner. He slides down the ropes to the warehouse, opens a trapdoor in the floor, and plunges into the catacombs below. Even if Crimby slows them, the adventurers easily find evidence of Barnes's escape and – with the aid of a light source – can follow him into the labyrinth beneath the city leading to the Fellowship of the Red Pharaoh's lair. Consult Act 2: Into the Sewers to continue the adventure.

If subdued and questioned (assuming he doesn't flee, too), Crimby the Ogre only admits that he didn't do anything wrong, he just doesn't like working in the dark place with all the chanting.

ACT 2: INTO THE SEWERS

Once they've found an entrance into the sewers, the adventurers can follow frequently used trails toward the Fellowship of the Red Pharaoh's underground lair. If they're tracking el-Kheir from Egyptian Hall or Barnes from Garrick Tailors, they need only make an Easy (+6 to modifier) Wits + Sewer Lore roll, an Average Wits + Tracking roll or a Difficult (3 dice) Wits + Perception roll, to find signs (and in the case of Barnes fleeing, sounds) leading towards the subterranean temple.

SCENE 1: SEWER ENCOUNTERS

The adventurers might encounter several obstacles on their way to the temple complex proper. Use as many of these as appropriate (and even multiple times) to challenge the adventurers as they make their way through the sewers of London. For additional encounters and more information on the Undercity of London, see *The Smoke (second edition)*.

Remember that sewers tend to be dark, unlit areas, requiring the adventurers to bring light sources. This still isn't the same as daylight and the looming shadows should prove unsettling to the adventurers and allow the sewer's various denizens to surprise them.

Parts and Pieces

It is entirely possible that not all of el-Kheir's experiments successfully floated into the Thames. As the adventurers make their way through the sewers, they may encounter more zombies and detached, but moving body parts.

Zombie - Sewer Corpse

Physical: 4 *Initiative:* always 1 lower than lowest person's initiative in round
Mental: 3 *Health:* 8
Social: 0 *Quintessence:* 6
Armour Value: 0
Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic
Complications: Drone, Mindless, Slow x2, Vulnerability (Fire)
Damage: Punch (2), Bite (3; only when grappling)

Clawing Arm - Zombie Body Part

Physical: 4 *Initiative:* always 1 lower than lowest person's initiative in round
Mental: 2 *Health:* 4
Social: 0 *Quintessence:* 0
Armour Value: 0
Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic
Complications: Drone, Mindless, Slow x4, Vulnerability (Fire)
Damage: Claws (5)

A Ghoulish Discovery

The experiments of el-Kheir have not only awakened the dead, but those who feed on the dead. Deep in the bowels of London's Undercity is a clan of ghouls that feed upon the



forgotten dead who wash down the sewers. Normally, they are content to remain in the lowest levels of the Undercity passages. El-Kheir's depraved work, however, has aroused the ghouls' curiosity and ire for two reasons. First, el-Kheir has intercepted many of the dead bodies that the ghouls would normally feed upon for his own purposes. The ghouls are angered by their food supply suddenly drying up and have begun moving into the higher passages to search for more food and determine why the bodies have stopped flowing downstream to them. Once the ghouls reached the upper levels, however, they found a reason to stay; el-Kheir has created a wealth of dining options. Even though the ghouls are now closer to the land of the living, who they fear, the dead bodies produced by el-Kheir are too plentiful to make them think of heading back into the deeper recesses under the city. El-Kheir does not know about the ghouls feeding on his experiments, but would not care if he did; they are doing him a service by cleaning up after his failures.



As the adventurers move through the sewers, they hear the sound of crunching and snapping with a Difficult (3 black dice) Wits + Perception roll. As they near a blind corner, the

noises become loud enough to hear without needing to check. If the adventurers round the corner, they see what appear to be several men bent over a shape on the ground. The 'men' turn toward the adventurers, guttural hisses escaping their dog-like faces. The blood dripping from the fanged faces and the occult symbols carved into the foreheads of the creatures quickly clue the adventurers into the fact that these beasts are not human. The human corpse upon which they are feeding further hints that these beasts do not have wholesome intentions.

The ghouls are fearsome foes and have no compunctions against attacking 'warm food', as they call the living. They will not fight to the death, however, preferring to slip back into the darkness and return with reinforcements. There is one ghoul for each adventurer.

Ghoul - Carrion Eater

Physical: 6 *Initiative:* 3

Mental: 3 *Health:* 8

Social: 0 *Quintessence:* 6

Armour Value: 0

Special Traits: Fear (Howl), Mere Flesh Wounds (x3)

Complications: None

Damage: Claws (4*)

*Any character wounded by a ghoul claw has a very good chance of catching some nasty disease, given the sort of thing a ghoul's claw tends to be covered in...

The ghouls are by no means stupid foes, and can serve as excellent guides to the tunnels beneath the cities if the adventurers can get past their unwholesome nature. All the ghouls ask in return is that they be allowed to clean up after the adventurers are done slaying all that is to be slain. Since the ghouls are actually ancient demons, they delight in taking names from the pre-history of the Aluminat fate such as Mordecai and Nebuchadnezzar.

Creatures in the Sewers

Some of the Fellowship's creatures have escaped into the sewers, leading to the bizarre possibility that the adventurers may encounter a wayward crocodile or hippopotamus. In addition, rat swarms and even *Rattus rexes* aren't uncommon sights in the sewers and may attack the adventurers.

Crocodile

Physical: 6 *Initiative:* 4

Mental: 4 *Health:* 12

Armour: 3

Damage: Bite (6)

Hippopotamus

Physical: 4 Initiative: 2

Mental: 2 Health: 20

Armour: 1

Damage: Bite (8)

Rat Swarm

Physical: 6 Initiative: 4

Mental: 5 Health: 10

Armour: 0

Damage: Flurry of rodent bites (3)

Rattus Rex

Physical: 6 Initiative: 6

Mental: 8 Health: 10

Armour: 0

Damage: Bite (4)

The Broken Rat-Catcher

Some time ago, a well-to-do middle class gentleman had the misfortune of wandering into the wrong alley and was assaulted and murdered. He had with him one of his prized possessions, a clockwork Frenal lizard, which was damaged in the assault. While its master is dead, the small machine now scours the sewers, taking revenge on any sapient that crosses its path. It can't be reasoned with, only destroyed.

Automaton, Frenal Lizard – Rogue machine

Physical: 8 Initiative: 4

Mental: 3 Health: 8

Social: 0 Quintessence: 6

Armour Value: 2 (mechanical skin)

Special Traits: Breathe Fire

Complications: Won't take orders

Damage: Bite (2), Fire breath (4)

SCENE 2: HIEROGLYPHIC PORTAL

Presuming the adventurers are following signs or a fleeing Fellowship member, then they soon take a short side passage that leads to an Egyptian-style portal, beyond which lies dryer, more carefully hewn corridors. Hieroglyphic symbols line the portal's posts and lintel. When the adventurers proceed, however, they bump into an invisible aetheric field that delivers 4 dice stun damage and prevents them from proceeding. A Clairvoyant that successfully uses Sixth Sense can warn the affected adventurers (thereby negating the damage)

Anyone making a Very Difficult (6 black dice) Wits + Cryptography or Wits + Lore roll can read the hieroglyphics and identify them as some kind of ward against strangers. Those that succeed by two or more successes recognise that two distinct signs – a kneeling man with one hand on his chest and another raised behind his head, and the seated archon with Set's long-snouted head and distinctive squared-off ears – compose the phrase "Henu Setekh," literally "Praise Set" in the Ancient Egyptian tongue. The paired hieroglyphs appear once on each post and again on the lintel. Touching each one in rapid succession removes the aetheric field long enough for everyone to pass before it re-establishes itself.

Touching more than three of the wrong hieroglyphs causes a trapdoor in the stone floor to open, causing anyone within 10 feet of the portal to plunge into a pit trap. The slippery slopes eventually deposit the adventurers in the hippopotamus pits along one side of the secret temple of Set below. If the adventurers can successfully fight off the hippopotamuses that immediately lunge at the adventurers, they can gain access to the ceremonial chamber where the newly resurrected Maatseti is summoning Apep. Although they've lost the element of surprise, the adventurers bypass many of the inherent security features of the secret complex.

2a. Sentry Beast

While following a well-hewn corridor, the adventurers suddenly find themselves in a chamber much like the sewers, with water two-feet deep covering the floor. They clearly see a passage entrance about 40 feet across the room. As they slog through the water, however, they realise they're not alone. An oversized Nile crocodile with a metal collar and a slackened chain leash lunges for the lead adventurer. Any adventurer making a Difficult (3 black dice) Wits + Perception roll is not surprised when the crocodile attacks.

Crocodile

Physical: 6 Initiative: 4

Mental: 4 Health: 12

Armour: 3

Damage: Bite (6)

Only if they carefully search the corridor leading to the chamber – and make a Very Difficult Wits + Perception roll – do they notice a removable stone panel that conceals a lever. When pulled down, the stanchion fixing the chain to the chamber wall retracts enough into a recess that people can safely pass. A similarly concealed lever on the opposite side enables one to extend the chain again, allowing the crocodile to roam the chamber to prey on intruders.



If the adventurers are pursuing the retreating ruffians or Thomas Barnes, you might choose to describe a prelude to this encounter. As the adventurers approach the chamber, they hear a low rumbling roar, frantic splashing, and frenzied screaming. Their quarry was in such a hurry to flee that they forgot to retract the chain and dashed directly into the crocodile's jaws, enabling the adventurers to be alerted to the crocodile's presence in a most graphic manner.

2b. Guardian Statues

At the far end of a carved chamber the adventurers espy an entryway flanked by two granite statues of the Egyptian war archon Bastet. Cold eyes stare out from the leonine heads and the Beastwoman bodies show a regal grace.

Each of the statues holds a large, and real, Egyptian war axe. Should the adventurers approach within 10 feet of the passage entrance, the statues' eyes glow red. The magically animated guardian statues come to life and immediately attack.

Animated Bastet Statues - Guardians

Physical: 6 Initiative: 4
Mental: 2 Health: 12
Social: 0 Quintessence: 0
Armour Value: 8 (solid stone)
Special Traits: None
Complications: None
Damage: Punch (4), Battle Axe (10)

Other Entrances

Adventurers have other opportunities to enter the subterranean catacombs leading to the Fellowship's secret lair: If they somehow discover where Professor el-Kheir lives (from papers on his office desk at Egyptian Hall, perhaps), they might find the door concealed within a pantry in the basement of his Bloomsbury town house. Any adventurer sneaking through el-Kheir's home does not go unnoticed. El-Kheir keeps several pet Egyptian cobras in his abode. There is nothing supernatural about the cobras, but any Clairvoyant with the Sixth Sense ability may pick up on their slithering presence with a successful casting. If there are no magnetists in the party or a psychic's sixth sense proves ineffective at detecting the snakes, the cobras hide throughout the house lunging at the adventurers before slinking back into hiding.

EGYPTIAN COBRA

Initiative: 6

PC: 9

MC: 7

Health: 10

Armour: None

Damage: Bite (4 + poison (Potency 7, Fortitude success: Nausea, -1 Strength, -1 Dexterity, Fortitude failure: -2 Strength, -2 Dexterity, -2 Health pips/potency/half hour))

The adventurers might check along the Thames for evidence of bodies emerging from a sewer outlet into the river. A Very Difficult (6 black dice) Wits + Perception roll while inspecting the riverbank from the water reveals a cavernous hole with traces of pitch-soaked linen wrappings and bits of flesh. It leads into the sewers and ultimately to the crocodile pens in the temple. Adventurers gaining entrance this way must fight their way through the crocodiles and hippopotamuses that occupy the pens, but eventually emerge into the ceremonial chamber while el-Kheir is finishing his ritual to revive Maatseti. It is impossible for the adventurers to sneak in this way. The sounds of fighting and roaring beasts echoes down the tunnels, alerting everyone in the complex that someone has angered the beasts.

If the adventurers suspect Fellowship members (either the ruffians, the manager of Garrick Tailors or even el-Kheir) of using the sewer system for surreptitious travel, they might remove a street grate used to drain run-off and descend into the system of subterranean tunnels channelling waste-water to the Thames. Entry in this manner, after several hours of wandering through the sewers, leads the adventurers to one of the storage rooms outlined below. They bypass the entry chambers and may never realise that Simon Hawthorne is down in the sewers.

Perceptive adventurers that succeed at a Difficult (3 black dice) Wits + Perception roll notice that each statue has two hieroglyphs on a pectoral decoration carved into their chests (the same two as described on the hieroglyphic portal above). Anyone making an Extremely Difficult (12 black dice) Wits + Cryptography or Wits + Lore roll recognizes that these signs compose the phrase “Henu Setekh” (“Praise Set”). Anyone boldly uttering these Ancient Egyptian words in the presence of the statues provides the password necessary to proceed. If already engaged, the statues immediately cease their attack and return to their posts flanking the doorway that leads deeper toward the secret sanctuary.

2c. Hawthorne Awaits

Just before the adventurers enter the subterranean temple complex of Set, they reach a surprisingly cosy chamber radiating warmth from a burning hearth and several glowing candles. The passage opens into what could pass as a middle-class scholar’s study: bookshelves, desk, table with books, magnifying glass, and oil lamp, heavily curtained false windows and a door to the passageway beyond. A young man sits in the comfortable chair by the fireplace. From Lord Mace’s tintype, the adventurers identify him as Simon Hawthorne.

When they enter, Hawthorne rises from his chair and stares at them fiercely. “What are you doing here?” He barks. “What is the password?” Assuming the adventurers have already encountered at least the guardian statues or the hieroglyphic portal, they should know the password as “Henu Setekh.”

Hawthorne attacks if they do not immediately utter the password. A victim of the Fellowship’s gruesome experiments, Hawthorne was kidnapped, killed, mummified and resurrected using spells in the Book of the Dead, proving the process could revive a person with his magical abilities intact. He still retains the greater part of his mental capacities, though his secret masters have thoroughly mesmerised him into thinking he’s in his study at home. He earnestly believes that any intruders who don’t utter the password are violent thieves seeking to harm him. He defends his ‘study’ using his magical abilities, primarily aetheric bolt. Although still recovering from his ordeal, he doesn’t hesitate to engage adventurers in fisticuffs should they venture too close.



Simon Hawthorne - Human Mummy Hermeticist

Physical: 6 Initiative: 6
Mental: 8 Health: 10
Social: 6 Quintessence: 18

Armour Value: 0

Special Traits: Entropy 1, Ageless, Immunity (Poison), Immunity (Sleep & Sleep Magic), Thaumaturgy (aetheric bolt, farspeech, firespark, gaslight, heal), Unstoppable

Complications: Mesmerised, Requirement (mummification), Vulnerability (Fire)

Damage: Punch (2)

If the adventurers provide the password, they can reason with him in any logical manner. He invites them to pass if they wish. Hawthorne does not, however, have any desire to leave his ‘study.’ Adventurers seeking to take him along or return him to the surface must convince him to go with them, a task that requires some reasonable roleplaying and an Extremely Difficult (12 black dice) Presence + Bull, Presence + Charm, or Presence + Intimidate roll. Any spell that might lift the veil of mesmerism and brainwashing covering his consciousness might also work.

On Being a Mummy

Egyptian mummies are perfectly preserved but they are also partially eviscerated; their internal organs have been removed. The heart is usually left in a bag (bags of natron substitute for the other organs) and, if destroyed, destroys the mummy as well.

The downside is the preservation. A mummy is animated by its spirit and the flesh is preserved through its magical oils and enchanted bandages (which also act as AV 2). Removing the bandages and oil exposes the body, depriving the mummy of one Health pip per day uncovered. Wrapping the mummy heals it at a rate of one week per pip, although this may be reduced to one day per pip if the mummy rests completely in its sarcophagus. The sarcophagus puts the mummy in a torpor from which it can only awaken if the sarcophagus is opened by someone else. A mummy that is reduced to 0 Health enters a torpor and its body returns to its dehydrated state – it takes a proper mummification ritual to reanimate it again.

The Necromantic operations required to raise or preserve a mummy are not detailed here and require access to Ancient Egyptian works as well as copious amounts of natron. Otherwise, the best a necromancer can hope for is to raise the spirit as a greater undead.

sinister red-flickering light. A faint and exotic chanting wafts through the air, a distant echo that grows as adventurers near the central sanctuary.

There is no map for the temple, the adventurers might encounter any of the locations below before arriving at the central temple – the amount and order of these encounters is simply up to you the Gamesmaster, you may put your players through each location in sequence as written, or if they are faring badly you may decide to cut to the Main Sanctuary sooner. Gamesmasters that wish to include enough foreshadowing should ensure that the adventurers visit the mummification chamber (3g) and the library (3h; although it's actually el-Kheir's attacked study in 3i that provides the clues).

Raising the Alarm

Should the adventurers somehow allow anyone they encounter to escape and alert others to their presence, a great gong sounds from the temple. All ruffians immediately congregate at the entrances to the main sanctuary and bar entry to any obvious strangers. While the resurrected Maatseti attempts to summon Apep, the ruffians send out parties of four or five to search the catacombs for intruders. The artisans hole themselves up in their workshop, but do not offer any resistance if the adventurers barge through there.

Alternatively, the adventurers may decide to only deal stun damage, and thereby knock Hawthorne out. If they succeed, Hawthorne crumples to the floor of his study, leaving the adventurers with a limp, unconscious body on their hands. What the adventurers wish to do with Hawthorne while they explore the secret temple is up to them.

SCENE 3: THE SECRET TEMPLE COMPLEX

The sanctuary dedicated to the worship of Set stands at the centre of a labyrinth of antechambers, storage vaults, quarters, and other locations supporting operations for the Fellowship of the Red Pharaoh. Reaching it requires the adventurers to find one of the entrances to the subterranean passages and overcome several obstacles outlined above.

Candles, torches in wall sconces, braziers and lanterns illuminate all locations and passageways in this area with a

3a. Sentry Post

Small guard rooms stand at each point where outer tunnels lead into the temple complex. Each chamber is lit by a brazier, sparsely decorated with a table, some chairs, and a cot, and populated by two or three bored ruffians engaged in some activity to while away the tedium: throwing dice, playing cards, telling lewd jokes, or snoring rather loudly as they doze (possibly sounding much like a growling beast). These ruffians serve as the Fellowship's heavy labour among the catacombs, and look much like street ruffians in manner of dress.

Unless the adventurers can successfully slip past sleeping brutes on a Very Difficult (6 black dice) Hide & Sneak roll, they must confront the hooligans directly. The sentries challenge anyone passing, threatening violence on those who don't leave. They might succumb to fancy talk on an Extremely Difficult (12 black dice) Presence + Bull

or Presence + Charm roll, especially if the adventurers can prove some familiarity with the temple complex, its purpose, or those associated with it. Otherwise the ruffians apply the persuasive power of sheer violence against those who won't leave. If they aren't quickly subdued, the ruffians retreat in the face of overwhelming strength and alert others that strangers have penetrated the catacombs.

Sentry Ruffians - Beastfolk Cultists

Physical: 6 Initiative: 4

Mental: 4 Health: 8

Social: 4 Quintessence: 6

Armour Value: 1 (greatcoat)

Special Traits: None

Complications: Zealot (Set)

Damage: Punch (3), Light military Sword (9)

3b. Storage Rooms

A row of storage rooms holds a variety of supplies: tinned foodstuffs for basic nourishment with minimal preparation; casks of oil and bins of coal for heat and light; clay, plaster, paints, faux papyrus, and other materials for artisans crafting fake antiquities; piles of straw (to feed the hippos); and linen for wrapping mummies. One vault at the end of a deep staircase holds huge slabs of meat suspended from the ceiling on hooks – these eventually feed the immense Nile crocodiles when other food isn't available. Adventurers might encounter artisans or ruffians collecting supplies if they make enough noise to attract attention or need incentive to move elsewhere.

3c. Natron Vault

This vaulted room connects the passage leading past the storerooms to the mummification chamber. Heaps of natron salt sacks – with their shipping markings indicating their origin in Egypt and arrival in London – line the walls, while a mountain of loose salt rises in the middle of the chamber. Wheelbarrows and shovels allow workers to load salt from the open pile and transport it to the nearby mummification operation. Since no temple servants lurk here and the natron sacks stand in varied piles, the vault makes a good hiding place.

3d. Artisans Workshop

This long chamber contains small workshops for artisans creating facsimiles of ancient Egyptian antiquities to sell to dealers and collectors, earning money to help fund the Fellowship's nefarious activities. They slave away at long

Using Natron in Combat

Natron by itself isn't harmful, though it desiccates anything it touches for long periods. Quick-thinking adventurers with easy access to a nearby handful of natron can use it as an impromptu weapon to disorient opponents. Like any granular salt, it exacerbates existing wounds and irritates the eyes. The uses described below are rather underhanded and quite unthinkable among upper-class adventurers who believe in fair play.

To aggravate open wounds, an adventurer must clamp a handful of natron directly onto the open injury; this usually requires an extra 3 black dice on a Dexterity + Brawling roll (this assumes a gaping wound, such as a sword slash or wicked knife cut. You may adjust the black dice penalty if the victim is suffering from multiple wounds or has only been scratched). This further intensifies the wound, causing an additional 2 lethal damage (not counting successes), and sending the victim into a writhing fit of anguish for the next round, eliminating any possibility of other action. Throwing a handful of natron into an opponent's eyes is an easier trick. This manoeuvre requires a Difficult (3 black dice) Dexterity + Throwing roll; success temporarily stuns the opponent for the subsequent round, and blinds him (a 6 black dice penalty to all vision-based actions) for 1 round per success. After taking that time to clear his eyes, the enemy takes all feasible measures to protect himself against a similar attack.

tables, making their copies of amulets, charms, statues, and papyrus scrolls based on small models or pictures from books. An immense trough of sand at one end helps give fakes buried within the proper 'aged' look. Workers heap raw materials in boxes at one end of the chamber, while a kiln in a far corner fires pottery and faience amulets. The artisans – composed of lower class and destitute Humans, Beastfolk, Gnomes, and Huldudfolk of both British and Middle Eastern origin – labour in a dazed stupor, many too weak to fight or in opium-induced delirium. They take little notice of anyone passing through unless the adventurers cause some commotion or interfere with their work.

3e. Quarters

This hall holds bunk beds and cots on which the ruffians and artisans take their rest (at least those who don't return to



the surface). A handful of exhausted unfortunates languish here at any given time, too drained to notice intruders, raise the alarm, or even care about anything but their own slumber. Several private cells at one end offer temporary quarters to the lesser priests and other dignitaries who venture into these depths to assist el-Kheir in his despicable schemes. These accommodations offer little evidence of their inhabitants' true identities, and only provide the most minimal comforts: a bed, table and chair, lamp or brazier, a pitcher and basin, chamber pot, and pegs for hanging clothes. When the adventurers arrive, these cells remain empty, their occupants all assembled in the main temple helping el-Kheir and Maatseti perform the summoning ritual.

3f. Prison Cells

A small sentry post (see above) guards a dead-end hallway with six prison cells. Each heavy wooden door has a small barred window, padlocked closure, and a metal panel at the bottom through which meals pass. The ring of keys that opens the padlocks hangs on a peg in the sentry post. A brazier smoulders in each occupied cell, offering warmth and, with a sprinkle of opium, delirious and weakening calm, preventing prisoners from effectively employing any magical abilities to escape. Two shas patrol the hallway; they immediately attack anyone that enters it.

Sha

Physical: 9 *Initiative:* 6

Mental: 6 *Health:* 12

Armour: 0

Damage: Bite (6)

Only two cells hold occupants: a decrepit old man and a withered Eldren lass, both of whom wear tattered rags on their bodies and a dazed expression on their faces. Their long imprisonment erased the memory of their own names and pasts; adventurers who rescue them can eventually return them to families eager to reward their bravery with money or favours.

If the adventurers choose to take the two prisoners with them, it can prove potentially dangerous. The two are physically very weak and add 3 black dice to any attempts of the adventurers to Hide & Sneak. If the adventurers take the two prisoners with them and are making short work of the temple complex, the Gamesmaster may choose to have one of the two suffer a coughing or sneezing fit or knock something over, alerting some of the complex's denizens to the presence of the intruders.

3g. Mummification Chamber

Various devices, tables, and racks strewn across this vaulted room assist el-Kheir and his associates in properly mummifying victims intended for his experiments. Since the research has come to a close, and el-Kheir has successfully used his experimental knowledge to resurrect the body and soul of Maatseti, the chamber remains unoccupied.

Of most import in this room is Maatseti's sarcophagus, easily identifiable to adventurers that have visited Sir Reginald Haines. It leans against one wall and can be easily opened; unfortunately there is nothing inside, as the mummy has already been resurrected.

Grooves cut into the top of a heavy granite table serve to drain fluids from bodies. A massive trough still filled with natron further desiccates corpses buried within. Several tables contain linen scraps and bits of resin, remains of the mummification process. The walls are lined with containers holding the materials necessary for the operation: boxes of folded linen, vats of resin and pitch, jugs of palm wine, bags filled with onions, sacks of dried flowers, jars of scented oils, and small chests of incense, myrrh and frankincense (the most valuable substance in the chamber with a combined worth of £200). Several chests filled with small charms – real antiquities collected or stolen from various sources – also provide authentic elements for mummification rituals.

3h. Library

A padlock seals the heavy, iron-bound wooden door to the library, requiring a Difficult (3 black dice) Dexterity + Pick Locks roll to open. But if the adventurers do not successfully search for a hidden safety catch in the arch framing the door – recognised on a Very Difficult (6 black dice) Wits + Perception roll – they cause all the low-burning lamps in the library to tumble off their perches, creating a conflagration that begins consuming the numerous tomes stored within and blasts forth when the adventurers open the door, inflicting 12 dice lethal damage.

Once ignited, the library becomes impassable unless the adventurers can somehow quench the flames or ignore the effects of intense heat. This vault holds the Fellowship's sizeable collection of texts on Ancient Egypt, from current publications strewn with handwritten notes to papyrus scrolls stolen from tombs along the Nile Valley. Bookshelves line the walls, while tables, benches, and lamps offer places for researchers to work. A door in the far wall leads to Professor el-Kheir's study.

3i. El-Kheir's Study

Protected behind a heavy locked door — opened with a Very Difficult (6 black dice) Dexterity + Pick Lock roll — stands Professor el-Kheir's personal study (the shut door also protects the room from the effects of any fire in the library). The study provides a cosy haven within the temple complex's dank and dark labyrinth. Oriental carpets insulate the floor and decoratively carved wooden screens conceal the stone walls. Dripping candles, musty manuscripts, pipes, scrawled notes, and a spare pair of spectacles litter the surface of a massive wooden desk. A musty fringed blanket languishes over the back of a well-stuffed chair. A bookshelf holds several reference volumes and tomes too precious to leave in the library should someone set off the fire trap within. Several fat rats scurry around a cage atop the bookshelf.

The study is not without its own danger. Anyone pulling the desk drawers open to search for documents yanks the attached cord that pulls the woven cover off a nearby basket hiding a Egyptian cobra. The serpent slithers forth and attacks a random adventurer. Anyone thinking to toss it a rat from the cage on the shelf distracts it for a moment and gives the victim a chance to escape.

The desk drawers hold writing utensils, some paper, a couple reference works and some notes that hint at el-Kheir's plans to return Egypt to its former glory under the guidance of the Judgement of Set. Adventurers making a Difficult Wits + Perception roll (with any appropriate complementary skill) note that el-Kheir seems to be correlating several texts in various languages about a mummy, Maatseti, that was purported to be the last sorcerer-priest to know the ritual to summon Apep the Destroyer, Set's greatest minion. Should he be released Apep would "purge and purify the new land in chaotic bliss for his master."

Egyptian Cobra

Physical: 9 *Initiative:* 6

Mental: 7 *Health:* 10

Armour: None

Damage: Bite (4 + poison (Potency 7, Fortitude success: Nausea, -1 Strength, -1 Dexterity, Fortitude failure: -2 Strength, -2 Dexterity, -2 Health pips/potency/half hour))

SCENE 4: MAIN TEMPLE SANCTUARY

Three passages — one along each of three walls — link the temple with corridors leading to other areas within the subterranean complex. This high-vaulted chamber serves

as the central sanctuary where the Fellowship of the Red Pharaoh gathers to worship Set and conduct its dreadful experiments. Lotiform columns carved with hieroglyphics support the high ceiling, while colourful paintings reminiscent of those adorning Egyptian tombs cover the walls. An immense statue of Set, with a human body in linen kilt and sha head, glowers over the temple from the far wall. Two massive Sobkeen dressed in leather kilts and gauntlets and armed with Egyptian-style khopesh swords stand guard at the statue's feet. A huge fire pit before the statue fills the sanctuary with a hellish glow. Several steps lead to a raised dais upon which stands a sacrificial altar. Large iron gates on each side of the chamber lead into dank caverns where hippopotamuses and crocodiles lurk amidst the darkness and murky pools of water.

When the adventurers arrive (whether or not they've caused the inhabitants to raise the alarm), they find Professor el-Kheir and a host of lesser priests (one for each adventurer; they are English Beastfolk that are devoted to Set and the Egyptian pantheon) gathered around the dais, chanting in a strange language and making gestures of obeisance toward an unidentified 8-foot tall Apophid high priest (Maatseti), who is standing before the altar holding a sceptre and chanting up at the statue of Set. Sitting on the altar is a canopic jar, the lid of which is shaped like a dragon.

An adventurer that looks up at the ceiling and makes a Very Difficult (6 black dice) Wits + Perception roll or an Average Wits + Engineer (Civil) roll notes that the top of the ceiling looks like floorboards. Given the height of the ceiling, it's likely that smashing through those boards would lead inside a large building (it's a disused but well-kept factory — should Apep manifest, it flies up through the boards and blasts its way out of the building and into the London sky).

If the adventurers make it this far — and did not turn back after rescuing Simon Hawthorne — they have several choices: escape while they can; observe the results of the ceremony; or interrupt the ritual. If any adventurers happen to understand Ancient Egyptian (or Coptic), then with an Easy (+6 to dice pool) Wits + Language roll they understand that the ritual is designed to summon Apep the Destroyer, an ancient dragon and servant of Set!

Maatseti, el-Kheir and the priests continue the ceremony for several moments, until the flames in the fire pit leap up, the canopic jar briefly emits aetheric glow, and the eyes of the Set statue glow and emit red light that bathes the jar. Maatseti opens the jar and aetherically-charged dust blows out of it, forming into the vague shape of a huge dragon above the dais!



Should the adventurers at any point make their presence known – or run into a group of ruffians, artisans or other servants of Set passing along the outer edge of the temple – the ritual continues, but el-Kheir motions for two of the lesser priests to deal with any problems that arise. The two Sobkeen champions of Set charge into the melee while the priests ring a nearby gong to summon several ruffians (see stats above) to their aid, after which they supplement the assault with appropriate magic, or protect their persons with ritual daggers.

If el-Kheir believes the adventurers threaten the ceremony's completion, he orders the massive iron gates open, and the crocodiles and hippopotamuses (twice the number of adventurers in total) emerge to feast on or trample everyone in the chamber. An adventurer that spots this may intercept a lesser priest before he can open the gate.

As the combat progresses Maatseti tries to finish the ritual, which is becoming unstuck as lesser priests, or even el-Kheir, leave the dais. Still, the dragon outline continues to strengthen until the adventurers destroy or immobilise

Maatseti. At that point, there is a blood-curdling roar as red aetheric energy blasts upwards and shatters the floorboards, bringing down bits and pieces of factory tools and equipment into the chamber (perhaps requiring a Dexterity + Dodge roll of variable difficulty to avoid being hit and taking 2-10 dice of damage depending on the size of the equipment).

If the combat is going badly for the Fellowship then el-Kheir tries to slip away through a secret door in the Set statue's base. A Ridiculously Difficult (20 black dice) Wits + Track roll permits an adventurer to follow his trail for several twists and turns. This could become a running battle and the sewers are still full of their own dangers. If the adventurers head into the doorway before clearing the ceremonial chamber of foes, they find themselves pursued into the sewers by el-Kheir's men and must fight their way out.

To make matters worse, el-Kheir may occasionally appear to manifest magic at the adventurers while they are engaged with his men. If el-Kheir is caught or killed then

the Fellowship is dealt a major blow, but it will ultimately rise again).

Champion of Set - Sobkeen Sentinel

Physical: 8 Initiative: 2
Mental: 3 Health: 14
Social: 4 Quintessence: 0
Armour Value: 0

Special Traits: Entropy 1

Complications: Zealot (Set)

Damage: Punch (5), Khopesh (sickle sword) (11)

Lesser Priest of Set - Beastfolk Necromancer

Physical: 4 Initiative: 4
Mental: 6 Health: 18
Social: 4 Quintessence: 18
Armour Value: 1 (heavy robes)

Special Traits: Entropy 1, Necromancy (death's cold touch, death's lingering stench, dust, marsh lights), Thaumaturgy (aetheric bolt)

Complications: Zealot (Set)

Damage: Punch (3), ritual dagger (6), aetheric bolt (8)

Professor Kassam el-Kheir - Human High Priest of Set

Physical: 6 Initiative: 7
Mental: 10 Health: 10
Social: 8 Quintessence: 30
Armour Value: 4 (heavy robes and sigil)

Special Traits: Entropy 2, Necromancy (all), Sigil (Set - destruction 3, Sobek - protection 3), Thaumaturgy (aetheric bolt, ectoplasmic bonds)

Complications: Zealot (Set)

Damage: Sword cane (6), Volcanic Pistol (7)

Maatseti - Ancient Apophid Sorcerer-Priest of Set

Physical: 8 Initiative: 9
Mental: 12 Health: 10
Social: 9 Quintessence: 36
Armour Value: 3 (magical bandages)

Special Traits: Entropy 4, Ageless, Immunity (Poison), Immunity (Sleep & Sleep Magic), Necromancy (all), Thaumaturgy (aetheric bolt), Unstoppable

Complications: Zealot, Requirement (mummification), Vulnerability (Fire)

Damage: Punch (2), Ritual Sceptre (5), Aetheric Bolt (8)

Crocodile

Physical: 6 Initiative: 4
Mental: 4 Health: 12
Armour: 3
Damage: Bite (6)

Hippopotamus

Physical: 4 Initiative: 2
Mental: 2 Health: 20
Armour: 1
Damage: Bite (8)

EPILOGUE

After their adventures in the catacombs, the adventurers should return Simon Hawthorne to Lord Mace, who can confirm that Hawthorne is now a fully resurrected mummy (although any adventurer can conclude this with an appropriate average Wits + Medicine roll - he has no heartbeat, digestive sounds or need for much food or water, but still outwardly exhibits a picture of good health). Hawthorne seems to recover quickly once released from his mental and physical imprisonment, though his body still remains somewhat weakened from his ordeal (and he'll need regular mummification treatments to remain preserved). Lord Mace happily pays the adventurers' fees and informs them that he owes them a favour.

Lord Mace and Scotland Yard, if informed, are certainly interested in destroying the Fellowship's secret temple in the sewers and erasing their presence. Any captured Fellowship members prove surprisingly tight-lipped, although Inspector Anson assures the adventurers that he will make them talk in due course. The factory was positioned in St Giles and caused a fire to break out when the spirit of Apep burst through it, killing potential sympathisers and torching several homes before the fire brigade can get it under control.

If they ask about Apep's spirit Lord Mace assures them that, with the ritual botched, Apep is no longer a threat save for the occasional dream visit to Set's followers. It is now merely one of several angry spirits inhabiting London. He encourages the adventurers to take 'spiritual' precautions to prevent Apep from haunting them. An adventurer making a Presence + Empathy roll against Lord Mace's Social Competence (and Lord Mace receives 6 black dice) can sense that Lord Mace, while not lying, is still troubled by the turn of events. Apep is certainly more than 'just another angry spirit,' although at this point Lord Mace isn't sure what that means for the future.

STREETS of SHADOW

THE ELECTRIC DRAGON



CHAPTER 6: THE ELECTRIC DRAGON

It is the final chapter for this shilling shocker. After dealing with social unrest, angry ancient spirits, diabolical cults and a war machine, the adventurers are about to face a monster that combines many of these events together. The spirit of Apep the Destroyer merges with Martin Croyle's angry spirit, which still inhabits the wreckage of his glorious machine. The spiritual gestalt animates the machine and warps it into the embodiment of Apep, fuelled by Croyle's rage against the government and society. It burns its way through London, its aetheric shadow animating the corpses of the dead as a chaotic army in order to create a social upheaval of epic proportions. It is up to the intrepid adventurers to find a way to stop it before it is too late.

BACKGROUND

Deep down inside, Martin Croyle was a bubbling cauldron of hate, anguish and impotency. He loathed class society, acceptable mores and the British Government, but felt powerless to stop it. He knew that the people had the power to rise up against it, but only if they were united in purpose. Croyle hoped that his mechanical walker, or more accurately a fleet of mechanical walkers, would be the spark that ignited a revolution. Instead, caught before he was prepared, Croyle found his dream unobtainable and he died humiliated, not a revolutionary hero, but a mad engineer who had no chance of winning. His actions, rather than stoke social change, repressed it.

Acting separately, the Fellowship of the Red Pharaoh also had an unobtainable dream; they wished to bring Western society to its knees with a new Egyptian golden age. Key to this was Apep the Destroyer, an ancient dragon in the service of Set whose mortal remains were cremated but whose spirit lived on, awaiting the day in which he would be resurrected. The Fellowship thought that by resurrecting the sorcerer-priest they could complete the ritual to bring Apep back, but it was all for naught. A group of adventurers interrupted the ceremony at a critical moment, causing Apep's half-conjured spirit to explode in a beam of energy.

Now floating through the city as a disembodied spirit of chaos, Apep needed something to latch onto. He found it in Martin Croyle's spirit, which still resided in the broken shell

of the mechanical walker. The two spirits, drawn together by painful rage, bonded into a gestalt of chaotic fervour. All it needed was a vessel to focus that rage and the Apep-Croyle spirit found it in the remains of the mechanical walker. Drawing upon its own draconic heritage, Apep-Croyle aetherically manipulated the walker, twisting and adding bits to it, until it became a spirit-driven mechanical representation of ancient Apep. The Electric Dragon was born.

Fuelled by Croyle's hate and Apep's desire to destroy, the Electric Dragon bursts from its warehouse and begins attacking the symbols of London. In its wake it unleashes the power of Set over the church cemeteries in the city, causing the dead to rise and join in Apep's destruction. And while Croyle may not get the army of the proletariat that he wants, Apep can ensure that London is destroyed in flames. All that stands between the Electric Dragon and the Smoke's destruction is a hardy band of adventurers.

ACT 1: THE DEAD RISE

This chapter begins with the adventurers having accepted Dylan's invitation to see the inaugural showing of Aristocratic Affairs at the Pavilion. It's a cold, rainy night in Whitechapel, but the adventurers can hardly turn away an invitation, especially one that offers a celebratory feast afterwards!

SCENE 1: CURTAIN CALL

Dylan greets the adventurers at the door and gives them preferred seating in an upper box. She thanks them for coming and tells them to come down to the stage at the end of the show. They may also be surprised to find Lady Miriam and Robert Doyle in attendance; pleasantries are exchanged so long as the previous meetings ended cordially (if Lady Miriam was pleased with their investigation in Chapter II – The Wrath of the Dead then she shares the box with them). Lady Miriam, looking stunning in a blue taffeta dress, notes that there is an “ill aspect in the aether tonight” and hopes that it will simply pass.



Angela Cassidy may also be in attendance in a neighbouring box. Should the adventurers approach her then she fills them in on the fate of her husband, whose partnership with Sir Travis dissolved after being outed. She hasn't been playing Tommy Atkins since the crackdown and laments the smouldering embers of what was not too long ago a growing movement. While she doesn't mention it, adventurers winning a Presence + Empathy roll against her Social Competence note that the way she speaks of her husband it is obvious that they are going through a divorce.

The play itself is rather entertaining, although upper class adventurers may find it a bit uncomfortable; given the venue and the audience, Dylan completely vilifies the aristocracy and portrays them as, at best, incompetent, spoiled children; exactly what the lower class enjoys watching. Every comedic situation involves harming the lower class in one way or another, either directly or indirectly. In the end, of course, the aristocratic leads get their comeuppance.

The curtain call comes and the actors take their bow. Dylan thanks everyone for coming and the audience begins milling out. The adventurers are expected to meet her at the stage. Before they leave, Lady Miriam (who is either with them or in an adjoining box), crumbles into Robert Doyle's arms. She looks up at him with a pained expression on her face and says "Apep. The destroyer is here."

Adventurers making a Difficult (3 black dice) Wits + Perception roll hears commotion outside. It's a frenzied scene in the lobby, as theatre-goers try to get outside for a glimpse as those already outside are standing still and gawking at the sky; a few frightened souls fight against the crowd to try to get back inside. Adventurers have to muscle their way through the crowd (a Very Difficult (6 black dice) Dexterity + Dodge or Strength + Might roll) in order to catch a glimpse of a dragon silhouetted against the moon.

The dragon swoops down into the street with an angry growl as people scatter. Adventurers making an Average Wits + Perception roll note that the dragon is a machine – those making the roll by 3 successes (they may use Engineering as a complementary skill) recognise Croyle's machine as the core of the dragon, twisted into something far more horrific.

The Electric Dragon – Lower Powered Form

Physical: 12 *Initiative:* 12
Mental: 15 *Health:* 20
Social: 12 *Quintessence:* 40
Armour Value: 16 (armour plates + aetheric shield)

Special Traits: Entropy 6, Aetheric Shield (AV 8), Fear, Flight, Huge, Immunity (Mind-affecting magic), Immunity (sleep & sleep related magic), Regeneration, Regeneration (Limitless), Unstoppable

Complications: Spirit Gestalt, Vulnerability (special – Athena's Spear)

Damage: Claws (7), Bite (11), Tail (6 + entangle), Electric Breath (10)

SCENE 2: THE RESTLESS DEAD

No sooner do the adventurers spot the Electric Dragon then it hovers over a nearby cemetery that faces the street as it glares at the Pavilion with bright red eyes. As it hovers, it casts an aetheric shadow onto the cemetery ground, which starts rumbling. As the theatre-goers look on in horror, undead hands burst through the ground and zombies crawl out, heading into the street!

Unfortunately for the adventurers and bystanders, these aren't slow-shambling zombies. They are infused with the power of the Red God and are a cross between a zombie and a true mummy. Their heads stretch and contort into a canine shape made of bone-and-muscle with a toothy maw. They are fast, cunning and can regenerate injuries. Anyone slain by a Set-fuelled zombie rises as one within minutes.

Set-fuelled Zombie

Physical: 6 *Initiative:* 5
Mental: 6 *Health:* 8
Social: 0 *Quintessence:* 12

Armour Value: 0

Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic, Infection*, Regeneration (1 pip per round), Wall-Crawler

Complications: Drone, Mindless, Vulnerability (Fire)

Damage: Claws (5), bite (5; only when grappling)

*Anyone killed by a Set-fuelled zombie and bitten at least once raises as a zombie in 5- Fortitude successes rounds

The zombies easily scale the cemetery wall and pounce on fleeing Londoners, killing them and turning them into zombies. There are about a dozen at first, but with each kill they increase their numbers. Unless they flee back inside, the adventurers have their hands full trying to stem the tide amongst the frightened, fleeing crowd. One hansom takes off down the street, the horse's hooves trampling people, as a zombie drags the driver off the carriage.

Give the adventurers a few rounds to contain the threat or at least put down some of the zombies before moving to Scene 3: Lady Miriam's Gambit.

SCENE 3: LADY MIRIAM'S GAMBIT

During the adventurers' initial conflict with the zombies, Lady Miriam recomposes herself, strides outside, and looks at the angry Electric Dragon. "Apep senses me," she tells the nearest adventurer. "He knows I'm a threat. I sense something else in it as well; anguish, anger, revenge. There is another spirit bound to Apep. They are feeding off of each other."

At this point, one of the adventurers may recall the painting in Sir Thomas Rathbane's drawing room of Athena/Minerva striking down Apep with a spear. An average Wits + Criminology roll (or, if you're feeling generous, another appropriate roll) enables an adventurer to theorise that a helpful legend may exist in the private library at the Grand Hall of Sulis-Minerva in Bloomsbury Square. If the adventurers somehow miss this, then Lady Miriam helpfully informs them that Apep was defeated only once before by Minerva and that it's likely the Grand Hall may contain the ritual. In either case, Apep breathes crackling electric fire at them that is deflected by Miriam's tired arm.

"He knows," she hisses, "or at least he senses you have a plan. You'll never make it to Bloomsbury with Apep running you down." As if for emphasis, she deflects another electric bolt. "And he's raising an army that can't be killed. London won't survive the night."

She offers a weak smile. "Luckily for you, he currently sees me as the bigger threat and he's in a weakened state. I can hold him here for a while; hopefully it'll be long enough for you to find what you need. Be quick about it, though. I may have the beauty in this battle but Apep grows stronger by the minute. Good luck."

With that, Lady Miriam rises from the ground and sets herself atop the Pavilion's roof as she hurls an aetheric bolt at the Electric Dragon that bounces harmlessly from the aetheric shell surrounding him.

Presuming the adventurers wish to get to Bloomsbury they need to get transportation unless they wish to run the entire way. Fortunately, there are several abandoned carriages along the street. Unfortunately, the street is still infested with zombies.

Airborne Adventurers

Adventurer engineers and magicians may have aerial means to cross London, theoretically bypassing the chaos in the streets. In reality, taking to the skies only exposes them to new dangers. Taking off in Whitechapel risks alerting Apep, who briefly disengages from Lady Miriam to hurl an electric bolt their way before Lady Miriam regains his attention.

As the adventurers travel further away, they may be menaced by an undead wyvern and its rider or a zombie piloting an ornithopter. It's also possible that Apep uses a little more magic to enable some of his zombies to sprout wings, bringing the fight to the adventurers. In fact, being exposed may make hitting the ground running seem more attractive after a few waves of aerial assaults (although the 'don't beat up on the adventurers too badly' rule still applies in the sky).

ACT 2: GETTING ACROSS THE SMOKE

After Lady Miriam's self-sacrifice, the adventurers are going to need to get from Whitechapel to Bloomsbury while the Smoke is thrown into turmoil. The scenes in this act can be played in any order based on the manner in which the adventurers choose to navigate to Bloomsbury. Feel free to skip scenes or add new ones as necessary (see *Zombies and Chaos Everywhere!* Sidebar).

SCENE 1: DEFENDING THE CITY

As the authorities try to grapple with the situation they start drawing lines between infected and unaffected areas. City and Metropolitan police officers trying to maintain some semblance of order walk through the streets urging residents to bar doors and board up windows. Hastily constructed barricades cross streets and alleys believed to be behind the zombie menace, only to be torn up and replaced as a new cemetery explodes or the zombies cross the line. The Peelers are hopelessly outmatched, aided by only a few guns handed out by the precinct stations and a few thaumaturges that have joined them.

The adventurers make it to one of these barricades as the Peelers stand guard, weapons drawn. Luckily, the

Zombies and Chaos Everywhere!

The Electric Dragon's flight from Holborn to Whitechapel has animated many local cemeteries and these zombies are multiplying as they feed. Whenever you want to give the adventurers an extra obstacle you can have another zombie leap from the shadows. You can also have them hear the screams from a street or two over, where another cemetery has come to life or a rogue zombie is spreading its curse. Several houses are burning as fearful inhabitants use the only weapon they have against the undead monsters.

There is also terror in the skies. While Lady Miriam and the Electric Dragon light up the night hurling energies at each other, ornithopters and wyverns take to the air to deal with the threat. The adventures may see crashing flying machines and plunging wyverns with burning wings as they futilely attack the enraged Apep.

In short, until the Electric Dragon is destroyed, the adventurers should not feel safe within London.

adventurers don't look like zombies (unless one of them is a canine-looking Beastman) so the adventurers should have no trouble getting through. Unfortunately, a coach carrying several residents rounds a corner, heading to the barricade, when it topples over. As the residents try to get out of it and make a run for the barricade, zombies run towards them from the other streets.

There are two coaches being loaded behind the Peelers to evacuate residents (perhaps to the nearest large church, for reasons spelled out in Scene 2: Sanctuary, or out of town) and the Peelers are counting bullets. They quickly come to the grim conclusion that they are better off picking off the zombies that head toward the barricade, aiding the faster residents but leaving the rest to their fate. The adventurers must decide whether to aid the others or leave them to the zombies.

Should the adventurers try to help, then there should be two or three zombies for each adventurer.

Peeler - Human Police Officer

Physical: 6 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 5 *Quintessence:* 6
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: None
Damage: Punch (3), Truncheon (6), Allen & Thurber Pepperbox (8)

Frightened Resident

Physical: 3 *Initiative:* 2
Mental: 3 *Health:* 6
Social: 1 *Quintessence:* 6
Armour Value: 0
Special Traits: None
Complications: None
Damage: Punch (2), Club (3)

SCENE 2: SANCTUARY?

As the zombies rise from their graves to attack the living, a few pious and lucky souls have discovered that the zombies won't approach a church, even when they arise from that church's cemetery. The adventurers may learn this while being chased by zombies and inadvertently getting close to a church, or they may witness Londoners being chased as they flee towards a church, only to have the zombies stop as they get too close. This information is obviously invaluable to frightened Londoners.

Set may be a god of evil, but he is only one archon amongst many. The Heavenly Host in particular, while divided between Karabim and Ophanim, are united against the archons of evil and their protection extends to Levantine houses of worship. Similarly, Apep is still in a weakened state, enabling Old Faiths to provide protection against Set as well. The problem for all faiths is that Set's power is manifest through Apep and grows stronger as chaos is sown, negating law and the faith that goes with it. As Apep's power strengthens, the protection weakens.

Any adventurer engaging a religious leader in front of his house of worship can glean this bit of information. For now, the zombies are keeping away by about 30 feet around the building, but only a few minutes before it was closer to 40. The zombies are slowly creeping closer and the religious leader fears that they'll enter the sanctuary soon. When they do, those inside stand little chance of surviving.



While this is grim news, the adventurers can at least take heart that there are many churches and other houses of worship in the city that can provide a temporary refuge while the adventurers seek something that can stop Apep. Hopefully, it will be enough.

SCENE 3: THE DOGS OF WAR

Apep's necromantic curse doesn't only affect sapient. Certain animals, especially those with aggressive tendencies, are also affected. The adventurers first learn of this when a pack of dog zombies make an appearance. If the adventurers are taking carriage transportation then these dogs attack their carriage (and the horses, which aren't vulnerable to the curse). If not, then the adventurers may come across another carriage in trouble or they may simply find themselves being pursued by a pack while moving on foot. Luckily, these canine zombies aren't as cunning as sapient zombies, nor can they regenerate or crawl up walls.

These zombies contort into the body shape of a sha; a large jackal-like dog with squared-off ears. There shouldn't be more than three dogs per adventurer if you want to give them a sporting chance.

Set-fuelled Canine Zombie

Physical: 9 Initiative: 4
Mental: 3 Health: 10
Social: 0 Quintessence: 6

Armour Value: 0

Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic, Infection*, Regeneration (1 pip per round), Wall-Crawler

Complications: Drone, Mindless, Vulnerability (Fire)

Damage: Claws (6), bite (6; only when grappling)

*Anyone killed by a Set-fuelled zombie and bitten at least once raises as a zombie in 5- Fortitude successes rounds

SCENE 4: A WYVERN FROM THE PALE

At some point, the adventurers see a wyvern in the sky. This isn't unusual; all of the wyvern riders protecting London are either engaged with the Electric Dragon, aiding Londoners from zombie attacks or already slain. This wyvern and rider, however, seems to be circling over the adventurers. A Difficult (3 black dice) Wits + Perception roll enables an adventurer to see that there is still a rider atop it, so it's not circling in search of orders.

The wyvern soon swoops down to cheering Peelers in the vicinity, at least until its claws rip through the coppers. The adventurers can see that its head is distorted into a jackal-like face, as is that of the uniformed rider. Both turn and hiss at the adventurers as the wyvern tears itself away from the coppers (some of whom are also starting to rise as zombies) and pursues the adventurers.

Set-fuelled Wyvern Zombie

Physical: 12 Initiative: 8
Mental: 8 Health: 12
Social: 0 Quintessence: 12

Armour Value: 3 (hide)

Special Traits: Ageless, Flight, Immunity: Poison, Immunity: Mind-affecting Magic, Infection*, Regeneration (1 pip per round), Wall-Crawler

Complications: Drone, Mindless, Vulnerability (Fire)

Damage: Claws (9), Bite (10; only when grappling), Tail Stinger (6)

*Anyone killed by a Set-fuelled wyvern zombie and bitten at least once raises as a zombie in 5- Fortitude successes rounds. If stung by the tail stinger the victim may become a set-fuelled zombie without first being killed. Such victims are still considered alive and may be subsequently cured, especially if Apep is destroyed.

Cogsworth's Workshop

Gordon Cogsworth is working on an invention that has resulted in a convenient working prototype, the Chimera. Adventurers may recall that he boasted about building an engine capable of shooting flames, something that might come in handy when facing zombies. It will, in fact, prove especially helpful to cut a path through the crowd of zombies in front of the Grand Hall.

If the adventurers do decide to visit Cogsworth they find that his workshop is a large, three-storey building (with only one floor) that sits only five blocks from Bloomsbury Square. As with the rest of the city a few zombies bang on his large doors, only to be ploughed over as the Chimera bursts through them! Cogsworth recognises the adventurers and tells them to climb aboard.

Even if the adventurers don't remember Cogsworth, they may encounter him on the streets, torching zombies as he helps the police rescue Londoners and keep the dead at bay. He also provides a convenient deus ex machina if the adventurers find themselves with more trouble than they can handle.

GORDON COGSWORTH – DWARF GENTLEMAN ENGINEER

Physical 8 *Initiative* 7
Mental 12 *Health* 10
Social 6 *Quintessence* 30
Armour Value 3 (lined jacket)
Special Traits Order 2, Revolver Cane (4 shots)
Complications Bad Reputation
Damage Punch (3), 12-Gauge Shotgun (12)

CHIMERA

Handling 4 (added to Wits + Pilot to determine initiative)
Movement 20mph
Scale Medium
Health 4 dice (20 pips)
Armour 4
Crew 3/1*
Passengers 4
Range 1 (up to 4 hours)
Traits Hanger Queen (a Difficult (3 black dice) Health test is required to start it up after it's turned off), Scarce Fuel (needs Cogsworth's blend), Unreliable (3 black dice on all tasks)
Armament 2 Flame Cannons (8 fire, 10 yard range)

*the driver takes a 3 black dice penalty when firing the flame cannons himself

The Chimera is a closed carriage that runs on petrol (a fuel that is in its earliest stages of development). At its most effective, there are three crew members, one to pilot the carriage and one to operate each flame cannon. The carriage doors can be locked from the inside and have an effective Strength of 10 to resist being wrenched open. The various window slits require an Extremely Difficult (12 black dice) Dexterity + Firearms roll to shoot through.

Set-fuelled Wyvern Rider Zombie

Physical: 8 Initiative: 6
 Mental: 8 Health: 8
 Social: 0 Quintessence: 12

Armour Value: 0

Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic, Infection*, Regeneration (1 pip per round), Wall-Crawler

Complications: Drone, Mindless, Vulnerability (Fire)

Damage: Claws (5), Bite (5; only when grappling)

*Anyone killed by a Set-fuelled zombie and bitten at least once raises as a zombie in 5- Fortitude successes rounds

SCENE 5: EVOLUTION

As Apep grows in power his zombies get stronger as well. Apep begins modifying some of his newly risen zombies as per the warp dead necromantic operation. In Apep's case, the Set zombies adopt a semi-bipedal state that make them faster and stronger, while a few sprout reptilian wings in addition to the other adaptations.

While these advanced zombies act similarly to their lesser counterparts, you should reduce the numbers of these zombies encountered to one per adventurer.

Set-fuelled Advanced Zombie

Physical: 9 Initiative: 7
 Mental: 8 Health: 10
 Social: 0 Quintessence: 12

Armour Value: 0

Special Traits: Ageless, Flight, Immunity: Poison, Immunity: Mind-affecting Magic, Infection*, Regeneration (1 pip per round), Wall-Crawler

Complications: Drone, Mindless, Vulnerability (Fire)

Damage: Claws (6), Bite (6; only when grappling)

*Anyone killed by a Set-fuelled zombie and bitten at least once raises as a zombie in 5- Fortitude successes rounds

ACT 3: FACING THE DRAGON

In this Act the adventures discover the ritual necessary to weaken the Electric Dragon and deal with it once and for all. This requires a trip to the Grand Hall of the Ancient and Holy Order of Sulis-Minerva and then a battle in the skies. Once Apep is destroyed, his zombies lose their power and London can begin its recovery from the long night.

Going to the Rathbane Residence

The adventurers may decide to visit Sir Thomas Rathbane before going to the Grand Hall (perhaps thinking that he may aid them in getting inside his gentlemen's club). If this is the case it is likely that the adventurers will pass Bloomsbury Square first and see him in the entranceway, negating the need to go to his home.

If, however, the adventurers do go to Rathbane's home without passing through Bloomsbury Square, then the Gamesmaster has two options. The first is that they arrive at a barricaded residence where dutiful butler Colin Barnesworth informs them that his master is already at the Grand Hall, or the adventurers could arrive at the besieged residence with Sir Thomas still inside, necessitating that they escort him to the Grand Hall themselves. Sir Thomas has already fought off two zombies and is looking for more secure ground; he promises to help them any way he can once they get to the Grand Hall.

SCENE 1: THE GRAND HALL BESIEGED

While not publicly advertised as such, the Grand Hall of the Ancient and Holy Order of Sulis-Minerva is technically a house of worship. In fact, the Set zombies actually have more of a problem getting close to the Grand Hall than they do most Aluminat Churches (perhaps only St Paul's Cathedral has a stronger line of resistance). This is, of course, because Apep considers the Greco-Roman pantheon to be more of a threat to its existence than the Heavenly Host.

When the adventurers arrive they discover that the Hall is surrounded by a crowd of zombies. Apep isn't taking any chances and has sent a large force to prevent anyone from getting in or getting out. As result the residents of Bloomsbury are relatively safer; few zombies here are breaking into their homes or chasing down fleeing coaches, at least for now. The adventurers can see several members of the Order standing at the entrance way, brandishing pistols and swords in case the zombies approach the entrance. Sir Thomas Rathbane and the Order's leader, Matthew Hauptberg, are among them.



How the adventurers get through the zombies is up to them. The Grand Hall is a standalone building, although adventurers that scale a nearby building may be able to cross with a grappling hook. Hermeticists may have access to the Flight experiment or could carve a path with an Aetheric Inferno. Adventurers with a mechanical marvel or allied with Gordon Cogsworth can plough through the zombie crowd. They may even be able to flag down aid from an ornithopter pilot or a wyvern rider. In all cases, the zombies should still be a threat, albeit a much lesser one than if the adventurers make a suicidal run into the zombie horde.

Sir Thomas recognises them as they approach and vouches for them to Matthew Hauptberg. The adventurers are quickly ushered to relative safety inside the Grand Hall, the atrium of which opens into a grand, two-storey marble main hall with Roman columns and daybeds surrounding it. Several Roman jars, tapestries, paintings, and statuettes are spread throughout. A working fountain with a life-size statue of Minerva sits in the centre.

Matthew Hauptberg is tickled to learn that the secret to destroying the Electric Dragon and ending the zombie nightmare may be in Minerva's hands and ushers the adventurers into the main library below. Several members of the club are already researching magic to dispel zombies in greater numbers and Hauptberg refocusses their efforts on aiding the adventurers.

Sir Thomas Rathbane - Eldren Barrister

Physical: 6 Initiative: 8
Mental: 10 Health: 8
Social: 12 Quintessence: 18
Armour Value: 0
Special Traits: Entropy 1, Clairvoyant (aura reading)
Complications: Bon Vivant
Damage: Sword Cane (6), Volcanic Pistol (7)

Matthew Hauptberg - Human High Priest

Physical: 7 Initiative: 8
Mental: 12 Health: 10
Social: 12 Quintessence: 36
Armour Value: 1 (heavy robes)
Special Traits: Entropy 2, Conjure (create heartstone, edge sharp, rainguard, sleep stone, stone guard)
Complications: None
Damage: Silver Walking Cane (5), Allen & Thurber pepperbox (8)

Matthew Hauptberg is a tall, blond Human with bright blue eyes behind his silver spectacles. He is wearing his ceremonial green robes which makes him look like a Celtic or Roman priest holding back the zombie hordes through his sheer force of will, in spite of the fact that he's holding a pepperbox. Hauptberg's allies call him 'Uwe,' as his proper name is 'Uwe Matteus Hauptberg' and he speaks with a slight German accent. For more information on Hauptberg and the Ancient and Holy Order of Sulis-Minerva, see *Faces in the Smoke Volume One - The Secret Masters*.

SCENE 2: THE RITUAL AND PREPARATIONS

Once the adventurers are in the library, finding the ritual requires an extended test of Very Difficult (3 black dice) Wits + Research rolls (an applicable Culture or Lore skill can be used as a Complementary skill). The adventurers can get 10 extra dice as complementary skills from the various club members. If no adventurer has the Research skill then Hauptberg makes the rolls for them, although they may complement his roll.

While the adventurers will ultimately find the necessary ritual, the number of rolls it takes them to do so increases the danger. After the first roll, the club members announce that the zombies are advancing on the Grand Hall. On the third roll, the zombies have made it to the doors. On the fifth roll, they have broken through some of the windows and are infiltrating the building in several places. On the seventh roll, they are making their way down to the sub-levels. By the ninth roll the zombies are at the library door and they break through after the tenth roll.

The advancing zombies are designed to provide tension and a sense of urgency for the adventurers, not to overwhelm them. If they need more time, Hauptberg notes that there are two more sub-floors (which contain several chapels dedicated to Minerva and various other Celtic and Roman deities) and secret exits into the sewers. While they may have to face a few zombies, the adventurers should have time enough to get what they need.

Once an Impressive success (6 successes) has been achieved the adventurers find the ritual in a Roman scroll that had been saved from the pillaging of Alexandria in the 7th century. Written in Latin, the scroll contains a story from the Roman Civil War in the mid-first century BCE, when Julius Caesar came to Egypt to put down the rebellious Pharaoh Ptolemy, who'd seized power from his wife Cleopatra. Prior to Caesar's arrival, Roman general Pompey, a former ally and son-in-law to Caesar, had fled to Egypt for refuge. Seeing an opportunity, Ptolemy's regent, the sorcerer-priest Pothinus, unearthed ancient rituals and bound Apep's spirit to Pompey. Pompey's Human body morphed into a draconic form.

When Caesar arrived, Apep-Pompey made short work of Caesar's fleet, torching them with his fiery breath. All seemed lost until Caesar's own sorcerer-priests prayed to Minerva for aid. She instructed them on how to defeat the dragon using a binding ritual, an enchanted spear and bait.

Caesar's forces captured Pompey's wife and pretended to begin her execution. This tore Apep-Pompey away from the battle as he swooped down to save her. At that moment, the Roman sorcerer-priests performed the ritual, which sapped Apep's power. As Pompey hovered helpless in his human form, Julius Caesar regretfully apologised and ran him through the heart with the enchanted spear, pushing Apep's spirit back into the aether. Apep was destroyed.

Hauptberg helpfully notes that the Grand Hall contains several consecrated (and enchanted enough for the purposes of the ritual) spears dedicated to Minerva hanging in several places in the Grand Hall, supplying the 'spear' requirement for the ritual. Hauptberg also mentions that the spear has to pierce the heart; it must have manifested itself somewhere in the mechanical body and likely where one might expect a heart to be on a dragon.

The binding ritual requires at least six participants, although only one needs to be a magician (of any stripe). If none of the adventurers are magicians then Sir Thomas offers his services (Hauptberg needs to protect the Hall and its members). If the adventurers number less than seven (as one of them needs to wield the spear) then they can recruit anyone that's available on-site. Hauptberg hates to risk any more club members, but begrudgingly allows some to go with the adventurers if they stress that it is truly necessary.

If the adventurers remember previous events or make a Very Difficult (6 black dice) Wits + General Knowledge roll (which drops to Average if they focus their thoughts on revolutionary events), then they recall that internationally noted communist revolutionary Maxim Bolshevik is currently a 'guest' at the Tower of London. If not, then they probably head back towards the Pavilion, where the fighting is still fierce between Lady Miriam and the Electric Dragon.

Travelling through the sewers is dangerous, as it's littered with zombies and animal zombies (if you want to be truly sadistic you can have rat swarms being converted). If the adventurers use the sewers to escape the Grand Hall then they'll want to get back on the street as quickly as possible.

SCENE 3: FINDING THE BAIT

Regardless of the direction the adventurers take, they are soon met by an ally. An autogyro flies overhead, dropping Greek Fire bombs on zombies that are getting close to the adventurers. They then hear a friendly voice shouting at them as the marvel touches down. It's Inspector Anson!



While gathering intelligence on the unfolding situation, Scotland Yard noted the gathering of zombies around the Grand Hall and sent Inspector Anson to investigate. Unfortunately, the Grand Hall was overrun before the autogyro could get there and Anson spotted the adventurers. He notes that the Guild has begun supplying the soldiers and police with alchemical Greek fire bombs, but they simply don't have enough to stem the tide. Unfortunately the situation looks hopeless and thus far the military efforts have been limited to securing important locations, government officials and the royal family.

One curious piece of news that Anson has received is that a group of revolutionaries have been attacking the Tower of London. While the Yeoman Warders (Beefeaters) have thus far kept the Tower secure (with Beefeater Giant Ben slapping away any revolutionaries that manage to scale the wall), they've also noticed that the revolutionaries are unmolested by the zombies except for those few that break ranks and flee when the revolutionaries meet armed resistance. The Electric Dragon even spewed an electric bolt at the Tower earlier, breaching the wall but thus far the Yeoman Warders and military reinforcements have kept the revolutionaries at bay.

If asked why the revolutionaries are interested in the Tower, Anson notes that the Tower has been refortified as a result of the Chartist and other movements and is something of a symbol to the communists and their sympathisers. Anson presumes the revolutionaries are after Maxim Bolshevik, who's been interred in the Tower since the revolutionary round-up after Chapter IV - A Revolutionary Machine.

With this information, the adventurers should realise that the Croyle part of the Electric Dragon is probably aiding the revolutionaries and that Croyle 'loves' Maxim Bolshevik at least as much as Pompey loved his wife. The Tower of London would be the best place to lay a trap for the Electric Dragon.

Detective Inspector Henry Anson - Human Investigator

Physical: 8 *Initiative:* 6
Mental: 9 *Health:* 12
Social: 8 *Quintessence:* 18
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1, Deduction (2 dice)
Complications: None
Damage: Police Truncheon (5), Allen & Thurber Pepperbox (8)

Autogyro

Handling: 7
Movement: 50mph
Scale: Medium
Health: 5 dice (15 pips)
Armour: 0
Crew: 1
Passengers: 1
Range: -1 (1 hour)
Traits: None
Armament: Greek Fire Bombs (8, area effect, fire damage)

Captain Edmund Brough - Dwarf Autogyro Pilot

Physical: 9 *Initiative:* 5
Mental: 6 *Health:* 12
Social: 6 *Quintessence:* 12
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: None
Damage: Punch (5), Whitworth Pistol (11)

Captain Brough is normally an ornithopter pilot, although he eagerly requested testing duties for the new autogyro design. A bit of a daredevil, Captain Brough loves to see just how well his marvel can perform. This reckless streak has been the butt of numerous jokes amongst his peers, who claim he must have some Huldulfolk blood in his veins.

SCENE 4: SETTING THE TRAP

As the adventurers make their way towards the Tower, they may witness a tragic scene. Adventurers making a Difficult (3 black dice) Wits + Perception roll note that most of the aetheric energies lighting up the sky is coming from the Electric Dragon. Lady Miriam has primarily adopted a defensive stance and only occasionally throws out an offensive bolt. It's obvious that the Electric Dragon is winning.

As the adventurers get close to the Tower, the game is lost for Lady Miriam. The Electric Dragon lets loose an electrical barrage that pummels Lady Miriam and she crashes into the Pavilion. The Electric Dragon roars in triumph and blasts the building several times until a fiery inferno erupts where the theatre once stood.

The revolutionaries, now held back by a strengthened wall of soldiers, erupt into applause as the Electric Dragon, a dubious symbol of the revolution, wins its battle. It swoops across the city until it reaches the Palace of Westminster, home of Parliament, and unleashes its electric breath on

the symbol of Croyle's hate and Western Imperialism. The adventurers, of course, understand that everyone is running out of time.

Once the adventurers get to the Tower they are introduced to Major Raymond Duncan, the officer in charge. Getting to him is much easier if the adventurers came with Inspector Anson; Major Duncan is also a member of Sir Thomas Rathbane's Bacchanalium. Major Duncan is bereft of ideas beyond shooting at anyone that comes too close and is more than willing to entertain any plan that has a chance of ending this evening's nightmare.

Should the adventurers outline their plan, the Yeoman Warders offer to be the extra people needed for the binding ritual. If the adventurers need a ceremony leader then Sir Thomas Rathbane offers his aid; if he is unavailable then Lord George Mace arrives on the scene just in time. If needed, Captain Brough offers to fly the spear-wielder into the heart of the Electric Dragon. Major Duncan agrees that using the autogyro is a good idea; the machine is more durable and less likely to spook than a wyvern.

All that's needed now is the bait. While simply marching Maxim Bolshevik out into the yard for a hanging isn't likely to catch the Electric Dragon's attention, there is a whole crowd of revolutionaries outside. An average Presence + Empathy roll enables an adventurer to realise that inciting the revolutionaries with news that their hero is about to be executed should attract Croyle's attention.

Major Duncan also points out that Minerva's spear is not a throwing spear and, in any event, the wielder is going to want to get up close and personal to ensure a direct hit. Even if the Electric Dragon is bound and its defences are down, it can still knock down the autogyro before it gets close. The autogyro needs a distraction. How the adventurers accomplish this is up to them. The most obvious route is to continue to threaten Bolshevik, drawing the Dragon's fire, but any offensive action likely keeps it occupied.

Major Raymond Duncan – Human Officer

Physical: 6 Initiative: 7

Mental: 10 Health: 12

Social: 12 Quintessence: 18

Armour Value: 5 (lined soldier's coat)

Special Traits: None

Complications: Secret

Damage: Heavy Military Sword (10), Adams & Thurber pepperbox (8)

What Happened to Lady Miriam?

We've left Lady Miriam's ultimate fate a bit nebulous. Peregrines are difficult to kill (and may be impossible), but Apep, even in its current state, has power that rivals an archon. It is possible that the Electric Dragon managed to destroy Lady Miriam with electric fire and the burning ruins of the playhouse.

Whether Lady Miriam survives is up to the Gamesmaster. If she'd become a well-liked character then her sacrifice may be a poignant reminder of the fragility of life. However, it's just as likely that her burned, regenerating body staggers out of the flames engulfing the playhouse. A third option is that her physical body is destroyed, but in time her aetheric self rebuilds it. In short, if you want to keep Lady Miriam around, then the report of her death may be greatly exaggerated. Alternatively, if you have no plans to use her, then her death serves to show that even the powerful may fall in the darkest days of the Smoke.

Major Raymond Duncan is head of the 1st Wing of the Queen's Aerial Lancers (colloquially known as 'Phoenix Squadron') and the officer in charge of the soldiers defending the Tower of London. His wyvern wing, led by Captain Rowan Chapman, is busy taking shots at the Electric Dragon and aiding stranded Londoners, while the Major coordinates from the ground.

Major Duncan is a model military officer and Scotsman whose accent gets thicker the angrier he gets. He has thinning red hair, impressive moustache and sideboards, and a pudgy midsection, all of which highlight his usual duties as a desk jockey. That said, Major Duncan is no stranger to war and is open to hearing and implementing any reasonable plan (and, as the leader of Phoenix Squadron, the major's definition of 'reasonable' casts a wide net).

For more information on Major Duncan Phoenix Squadron see *Faces in the Smoke Volume Two – Shadows and Steel*.

Yeoman Warder – Orc Tower Guards

Physical: 8 Initiative: 5

Mental: 6 Health: 12

Social: 4 Quintessence: 12

Armour Value: 5 (lined soldier's coat)

Special Traits: None

Complications: None

Damage: Knife (8), Allen & Thurber pepperbox (8), Baker Rifle (10), Rifle Bayonet (8)

Beefeater Ben – Giant Guardian

Physical: 6 *Initiative:* 0

Mental: 3 *Health:* 32

Social: 6 *Quintessence:* 0

Armour Value: 4 (patchwork soldier's coat)

Special Traits: Huge, Iron Will

Complications: Clumsy

Damage: Punch (18), Giant's Club (24)

SCENE 5: A SNAG IN THE PLAN

With the plan set, everyone gets into position. Those that need to scale the wall in order to prepare for the Binding ritual do so, while two Yeoman Warders retrieve Maxim Bolshevik from the Tower and march the bound revolutionary to the gallows. Major Duncan takes it upon himself to announce the execution of the "traitor to Her Majesty's Realm" and exhorts the crowd to get inside before the zombies claim them.

Adventurers keeping an eye on the Electric Dragon soaring over the burning Palace of Westminster can, with a Difficult (3 black dice) Wits + Perception roll, note that the mechanical beast is turning back towards them. Shouts from the Yeoman Warders and other soldiers surrounding the perimeter inform the adventurers that zombies are advancing on the Tower. This time around they don't seem to mind ripping through revolutionaries to get there (Croyle is focused on Bolshevik, not the proletariat as a whole).

While the trap is laid and all the adventurers need the Electric Dragon to do is fly into it, a few Bolsheviks have other ideas. With their leader in danger of imminent death a Bolshevik cell has decided to try a daring jailbreak. Unfortunately, should they succeed then Maxim Bolshevik will no longer be in danger and the trap would be for naught.

The leader of the cell is Dorian Hunt, a soldier drummed out of the army when his knee was shattered during an expedition in Africa. Hunt was an excellent sniper and managed to bag a wyvern (sending its African rider to his death) and kept some of the bones from the corpse. He employed a petty conjurer to make the necklace focus he needed to transform.

Hunt plans to simply swoop down and grab Bolshevik in his paws and has brought along two fellow cell members to keep others from interfering. Bryce and Roger are two Beastfolk (Ferret and Hare, respectively) that ride atop Hunt and snipe at the soldiers. They shoot the Yeoman Warders first and then take aim at anyone else shooting at them.

It takes Hunt three rounds to fly into the Tower grounds and get to Bolshevik. Adventurers on the lookout may notice a wyvern with two soldiers atop it flying towards the wall with a Difficult (3 black dice) Wits + Perception roll. Two riders is unusual but not out of the question – it's possible that the rider picked up a fallen soldier. Once the wyvern coasts over the wall in the second round, however, its intention becomes obvious as the riders take aim at the Beefeater guards and fire.

While this action is likely to result in a battle, perceptive adventurers may note that the zombies are now killing the revolutionaries and may be able to talk sense to Hunt's team, especially given that they have no real intention of killing Bolshevik. It takes a Difficult (3 black dice) Presence + social skill roll against Hunt's Average Social Competence to get him to listen and, if he does, he's likely to barter for Bolshevik's freedom in return for calling off the attack. Given the small window the adventurers have, Major Duncan grants the request if consulted.

In any event, the adventurers need to ensure that Bolshevik remains on the Tower grounds by the 10th round after Hunt begins his assault, as that is when the Electric Dragon swoops into the yard.

Dorian Hunt – Wyvern-shaped Revolutionary

Physical: 9 *Initiative:* 7

Mental: 8 *Health:* 12

Social: 7 *Quintessence:* 18

Armour Value: 3 (hide)

Special Traits: Flight

Complications: Zealot (Bolshevism)

Damage: Claws (6), Bite (6), Tail Stinger (5 + poison)

Bryce and Roger – Beastfolk Sharpshooters

Physical: 9 *Initiative:* 5

Mental: 5 *Health:* 12

Social: 4 *Quintessence:* 6

Armour Value: 2 (soldier's coat)

Special Traits: None

Complications: Zealot (Bolshevism)

Damage: Large Knife (10), Allen & Thurber pepperbox (8), Baker Rifle (10)

SCENE 6: DEFEATING THE ELECTRIC DRAGON

The Electric Dragon roars as it soars over the Thames, blasting a few boats with its electric breath. As the adventurers and their allies prepare for the binding ritual, the Electric Dragon hovers over the Tower of London, its mechanical wings flapping and red eyes glaring, as it waits...

Adventurers making a Difficult (3 black dice) Wits + Perception roll realise that the Electric Dragon may not be fooled. If it doesn't descend into the yard to rescue Maxim Bolshevik then the adventurers won't be able to trap it. As if to emphasise the point the Electric Dragon lets out another blast of electricity against the wall. The targeted adventurer may make a Dexterity + Dodge roll to get out of the way. The targeted adventurer also receives an additional AV 6 from the cover he or she has on the wall.

Adventurers making a Difficult (3 black dice) Wits + Empathy roll (Deduction dice count) notice that the Electric Dragon is still keeping an eye on Bolshevik, but it's waiting for something. A Good Success (3 successes) enables the adventurer to figure out that it's not sure that Bolshevik is really threatened. Any move to harm or appear to harm Bolshevik finally makes the Electric Dragon descend, although it fires its electric breath at the perpetrator of the perceived harm.

Once the Electric Dragon drops to the level of the wall the characters involved with the Binding ritual can quickly chant. The lead adventurer makes a Difficult (3 black dice) Resolve + Concentration roll, using any magical skill as a complementary skill. If she is successful, blue energy crackles around the wall before aetheric beams erupt from each character and hit the Electric Dragon, shattering its aetheric shield. The Dragon roars as it's held, flailing its limbs as its neck strains to look for another target. If he is unsuccessful, then he only has another attempt before the dragon rises from the trap (although threatening Bolshevik brings him back down).

While the Electric Dragon is still dangerous, it is held in place, imposing a Very Difficult (3 black dice) penalty on any Dodge or Melee actions. It has also lost its aetheric shield, which drops its AV to 8. If the adventurer with the enchanted spear is in the autogyro then it takes three rounds to get close enough to use the spear. The Giant Ben makes himself a target, charging at the Electric Dragon



with his club (this likely gets him severely injured or killed, but his loyalty sustains him). Captain Brough lets out a hearty battle cry as he pilots the craft straight at the Electric Dragon's chest.

The adventurer holding the spear can see the 'heart' beating; it is glowing an aetheric red against the blue energy ensnaring it. The adventurer with the spear is immune to the Dragon's Fear (this extends to Captain Brough as well). Hitting the heart with the spear requires an Extremely Difficult (12 black dice) Dexterity + Swordplay or Throwing skill. If the adventurer misses, then remove the black dice; if it would still be a hit, then the adventurer simply does 8 points of damage (plus any successes) and the Electric Dragon is considered to have an AV of 0. If the spear was thrown, then the adventurer needs to spend two rounds retrieving it before he or she can try again.

If the spear hits the heart, then the Electric Dragon screams as its body explodes in a blast of purple energy. All characters within the Tower of London must make a Very Difficult (6 black dice) Resolve + Fortitude roll



to remain conscious. After this, the empty husk of the Electric Dragon collapses in a heap on the Tower ground and falls apart. Apep and Croyle's spirits have been sent to 'the other side.'

Fortunately, the destruction of the Electric Dragon reverberates through the city and all Set-fuelled zombies, animal and sapient alike, lose their undead state. Jackal-headed corpses now litter the streets of the Smoke. London has been saved, but at a great cost.

The Electric Dragon

Physical: 15 *Initiative:* 15

Mental: 18 *Health:* 28

Social: 15 *Quintessence:* 60

Armour Value: 18 (armour plates + aetheric shield)

Special Traits: Entropy 6, Aetheric Shield (AV 10), Fear, Flight, Huge, Immunity (Mind-affecting magic), Immunity (sleep & sleep related magic), Regeneration, Regeneration (Limitless), Unstoppable

Complications: Spirit Gestalt, Vulnerability (special - Athena's Spear)

Damage: Claws (8), Bite (12), Tail (7 + entangle), Electric Breath (15)

Maxim Bolshevik - Bearman Revolutionary

Physical: 9 *Initiative:* 6

Mental: 8 *Health:* 14

Social: 12 *Quintessence:* 12

Armour Value: 0

Special Traits: Inspiration (proletariat crowd), Natural Charisma 2

Complications: Zealot (Bolshevism -obviously!)

Damage: Punch (6)

EPILOGUE

The civil and military authorities work round the clock to clear the streets and return London to some semblance of order, but the scars remain. Many people have died and parts of the city have burned, including the Palace of Westminster. It is going to take a while to pick up the pieces. Major Duncan and Lord George Mace both offer their thanks the adventurers on behalf of the Crown.

In the coming days there is an announcement that the Government has employed noted Dwarf architect Charles Barry to design the new palace and, with some help from the Guild, promises to finish the work in record time (regardless of what happened to Beefeater Ben, the new clock is going to be named in his honour). On a more personal front, theatre sponsors have stepped in to rebuild the Pavilion. The military, Scotland Yard, and the Guild all receive accolades in the newspapers; Jonathan Sheffield pays a visit to the adventurers to get their side of the story.

After a few days, as things are finally settling down, the adventurers receive a royal invitation to Buckingham Palace where an event is being held in their honour. Presuming that the adventurers (as well as friends and family) attend, the Queen receives them, thanks them for saving Britain from a necromantic horror, and knights them for their service. They also receive £150 each as a gift from the Crown.

The adventurers have done well in this shilling shocker and deserve a much-needed rest - at least until the next one! The adventurers are now known for their investigative skill (and likely improvements to their Reputation) and it won't be long before Lord George Mace, Inspector Anson or other notables in London call on their services again!



APPENDIX

NEW ENCHANTMENT

Scarab Sand

Ritual Cost: 2
 Difficulty: 3
 Ritual length: 2 hrs
 Activation range: Thrown
 Activation cost: 2
 Duration: Minutes

During the ritual, the conjurer collects living scarab beetles and grinds them into powder. This is mixed with natron and the mixture is poured into a bag. When activated, the conjurer throws the sand into the air, which then turns

into a living swarm of scarab beetles. The conjurer cannot control the swarm, but it will move in the direction thrown. When the duration is over, the beetles disintegrate back into ground parts and sand.

EGYPTIAN PANTHEON

The Egyptian pantheon is perhaps the oldest postdiluvian set of archons that influenced the Mediterranean civilisations and Classical Europe. It influenced a civilisation that thrived in the Nile Valley while nomadic tribes wandered Europe. Some scholars believe that the Egyptian empire predates the Great Flood and that Egyptian merchants traded with those of Atlantis, Kumandu and Thulia.

BULLFINCH'S PANTHEONS, OR RELIGIONS OF THE ANCIENT WORLD

THE EGYPTIAN PANTHEON

This is a short selection of the many archons in the Egyptian pantheon. Their most common depictions are given in parentheses (a haru has avian features, and a sha, or Typhonic beast, resembles a jackal-dog). Magicians usually use the archon's hieroglyph when creating sigils.

ANUBIS (JACKAL)

Archon of the dead, mummification, judgement, the afterlife

APEP (DRAGON)

The Destroyer, darkness, chaos, champion of Apophids

BASTET (LION)

Archon of protection, warrior archon

BES (LION)

Protector of the household, entertainment, pleasure

GEB (APOPHID)

Father of the Apophids, archon of vegetation

HATHOR (COW)

Archon of the stars, fertility

HORUS (HARU)

Archon of the sky and hunting, son of Isis, conqueror of Set

ISIS (ELDREN OR HARU)

Archon of nature and magic

KHONSU (HARU)

Archon of the moon and travellers

NEPHTHYS (ELDREN OR HARU)

Archon of rites and rituals, the death journey, necromancy

NUT (COW)

Archon of the night sky

OSIRIS (HUMAN)

Archon of the afterlife, spirits of the dead, resurrection (or reincarnation)

RA (HARU OR RAM)

Archon of the sun, the creator, order

SET (SHA)

The Red Archon, desert, storms, entropy, darkness, demonology, the usurper

SHU (LION)

Archon of the air, calm, peace

SOBEK (CROCODILE)

Archon of life, healing, protection

TEFNUT (LION)

Archon of rain, the weather

THOTH (BABOON OR HARU)

Archon of knowledge, wisdom, magic



Perhaps the most remarkable thing about the Egyptian pantheon is the depiction of its archons. Unlike those of the Greeks, Celts, Norse, and Slavs, the Egyptian archons are primarily Beastfolk. Not only does this challenge the theory that most pagan archons are ascended Eldren, but it raises the possibility that Beastfolk once stood atop the social ladder. Even more interestingly, many of the archons are reptilian, which opens the possibility that Egyptian civilisation predates the rise of Sapiency.

More radical scholars embrace the latter view and note that the fragmentary evidence regarding the ancient Egyptian dynasties may be due to design; there's evidence that later Egyptian scholars rewrote their history and cosmology, giving their archons sapient faces (erasing both reptilian and Beastfolk influences). The Greeks attempted to equate the Egyptian archons with their own archons and Pharaoh Akhenaten's adoption of the Yehudi faith (subsequently rejected by his nephew Tutankhaten) required reimagining the Egyptian archons as karubim of the Heavenly Host. Aluminat-sponsored treasure-hunting expeditions and Levantine tomb robbers would have destroyed much evidence of the past, allowing 'learned scholars' to make more socially acceptable hypotheses.

Regardless of the truth, the Egyptian pantheon has become quite popular amongst British Beastfolk. Many get Egyptian symbol tattoos and Beastfolk petty conjurers tend to draw on Egyptian traditions.

NEW SAPIENTS

The following are three new subspecies for *Victoriana*. Note that Apophids and Sobkeen are not considered Homo sapiens but rather as sentient reptiles (or 'Reptilefolk'); Charles Darwin has tentatively classified them as Reptilo sapiens. Whether Apophids and Sobkeen are subspecies of this species or two separate species altogether is a matter for conjecture; there are no records of interbreeding between the two.

These Beastfolk and Reptilefolk have been given specific animal traits. This is in keeping with the assumption in the *Victoriana Core Rulebook* that a player would choose an animal trait that best represents the animal represented. Feel free to swap these out for individual characters if you want to vary characteristics. For example, a particular Sobkeen may lack the Scales trait but have Claws instead (of course, nothing prevents her from having both!).

Apophid *Reptilo ophid*

Apophids take their name from the Greek translation of Apep or Apophis, and the prevailing theory is that they are a servitor species created by alchemy; a minority view holds that they are an ancient species from before the time of Homo sapiens. They call themselves 'per-sef,' literally "coming out of the snake." Their scaly skinned bodies retain the snake-like characteristics in their head, facial features, and tail, though their lithe bodies employ arms. Apophids are reptiles and as such are cold-blooded and generally don't need to eat as much as their mammalian counterparts, enabling them to hide for long periods. Apophids moult, fully shedding their skins, at least twice a year and they never stop growing; some older Apophids are three times the size of Ogres!



Rare even in their homeland of the Middle East, Apophids live apart from society, often in the criminal underworld where they can more easily disguise their true appearance. Apophids stick to the shadows, avoid casual contact with others and hide their snake faces beneath broad-brimmed

hats, hoods and even masks. Lone Apophids congregate with others of their kind in poverty-stricken areas for survival. Many rely on various forms of magic to disguise their presence when absolutely necessary to venture out in public.

They also ally themselves with criminal elements that can help ensure their survival and give them meaningful employment slowly undermining the society that spurns them. Religious fanatics in Egypt and India, where cobras and other asps are revered as archonly messengers, often shelter them and provide useful work in their own radical agendas (in India Apophids are known as Nagas although they may be a separate subspecies). Several Apophids work for a shadowy organisation in London seeking to steal Egyptian artefacts and use them to summon magical powers to free Egypt from the yolk of foreign powers.

Constrict: Your lower body is that of a snake which you can use to coil around your opponent and squeeze the life out of him. You do 3+Strength dice damage to your opponent each round he is grappled.

Distinctive Features: Without the aid of magic, you have a snake-like lower torso that makes it difficult to disguise what you are.



Sobkeen *Reptilo crocodilos*

The Sobkeen are large reptilian sapients that hail from the Nile valley, although different subspecies or varieties of crocodile-folk can be found in warm areas all over the world. The Sobkeen aren't very prolific although they do live long lives; Sobkeen communities tend to be small but change little over time. Most Sobkeen tend to live a solitary lifestyle – one could go for months or years without contact with another sapient and that would suit them just fine.

The Sobkeen are named after the archon Sobek and resemble large, broad humanoids with scaly skin and crocodile-like heads. Requiring little beyond sustenance, Sobkeen were popular as palace and temple guards in ancient times. Sobkeen are often found in the company of Apophids and it is suggested that they share an ancestral bond; it may even be possible that Sobkeen and Apophids can interbreed. Like Apophids, Sobkeen moult, but their moulting comes in frequent small scaly clumps rather than a full-body moulting. Sobkeen, already a large race, get bigger with age. There are legends of giant-sized Sobkeen living far up the Nile.

Those few Sobkeen that find their way to Great Britain can often find work when physical labour or protection is involved, although few sapients enjoy working with them. Like Ratfolk, many Londoners believe that the Sobkeen haunt the sewers of London and are cesspools of disease. At least one Sobkeen, Alexander Al-Rhud, is a well-known and usually heavily favoured bare-knuckled boxer.

Scales: Sobkeen have scaly skin that gives them a natural armour value of 2.

*Subspecies Abilities Table*

Subspecies	Social Class			Lifespan*	Special Abilities
	Upper	Middle	Lower		
Apophid	No	No	Yes	70	Constrict, Distinctive Features
Sobkeen	No	No	Yes	120	Scales

Subspecies Attribute Modifiers Table

Subspecies	Attribute Adjustments					
	Strength	Dexterity	Fortitude	Presence	Wits	Resolve
Apophid	-1	+1	None	+1	None	None
Sobkeen	+2	None	+2	-2	-1	-2

Beginning Attribute Scores

Subspecies	Attribute Adjustments					
	Strength	Dexterity	Fortitude	Presence	Wits	Resolve
Apophid	0 (2)	2 (4)	1 (3)	2 (4)	1 (3)	1 (3)
Sobkeen	3 (5)	1 (3)	3 (5)	-1 (1)	0 (2)	0 (2)

NEW MONSTERS AND CREATURES

Set-Fuelled Zombie

Physical: 6 Initiative: 5
 Mental: 6 Health: 8
 Social: 0 Quintessence: 12
 Armour Value: 0

Special Traits: Ageless, Immunity: Poison, Immunity: Mind-affecting Magic, Infection*, Regeneration (1 pip per round), Wall-Crawler

Complications: Drone, Mindless, Vulnerability (Fire)

Damage: Claws (5), bite (5; only when grappling)

*Anyone killed by a Set-fuelled zombie and bitten at least once raises as a zombie in 5- Fortitude successes rounds

A Set-fuelled zombie is a corpse animated by the power of Set. It is more than a zombie but something less than a mummy, having the speed of the latter and the cunning of the former. The heads of Set-fuelled zombies stretch into a canine visage. While most Set-fuelled zombies are sapient, the curse can be put on animals. It is possible to become a Set-fuelled zombie without dying; the sting

from a Set-fuelled wyvern transforms the victim without killing her. An advanced cure spell (known only to a few) can cure a living Set-fuelled zombie, so can the driving of Apep from the mortal plane. Cured victims immediately suffer 4 dice damage from their heads popping back into shape.

Skriker

Initiative: 8

Physical Competence: 12

Mental Competence: 9

Social Competence: 0

Health: 8 Dice

Quintessence: 3 dice (18 pips)

Special Traits: Ageless, Immunity: Poison, Immunity: Sleep & Sleep Magi, Skriker Traits (see below), Unstoppable, Vulnerability: Fire

Complications: None

Armour: Tough Hide (AV 6)

Damage: Bite (6), Claws (5)

Assume Previous Form: For 1 hour a day, the skriker can assume the form it had in life. The skriker is able to speak and understand any languages it knew when alive.

Fog: Any time the skriker is out and about, the surrounding landscape fills with an impenetrable fog. The skriker has no control over this ability; it is merely an aspect of it returning from the grave.

Gaze: The skriker can catch a victim's gaze and stun them. If the adventurer fails an opposed Resolve + Concentration check against the skriker's Gaze (7 dice), then he is stunned for 2 rounds.

Howl: The skriker can emit a howl that unnerves people. Any adventurer that hears the howl must make an opposed Resolve + Concentration check against the skriker's Howl (11 dice) or be unnerved (-3 to all dice pools) for the remainder of the day. Whether or not it's successful, the Howl may only be attempted against a particular adventurer once per day.

Teleport: The skriker is also able to teleport at will, up to one hundred yards away. It must make a successful Difficult (3 black dice) Teleport roll (10 dice) or it is unable to teleport.

The skriker is the undead manifestation of a person wronged. Appearing as a large bluish-black hound with

saucer shaped eyes; the skriker is a fearsome foe. It is constantly dripping remnants of its internment in the earth. In combat, the skriker prefers to attack with its powerful jaws in order to cause as much pain as possible. It likes to stalk its foes, using its howl to unnerv them. It then uses its gaze to make powerful foes more susceptible to its attacks as it moves in for the kill.

CREATURES

Scarab Swarm

A scarab swarm is a horde of large scarab beetles that hunt together. They have a taste for sapient flesh and can frequently be found in tombs or graveyards snacking on the deceased; they also have no qualms hunting living creatures, especially small mammals or lone sapients that wander into their feeding ground.

Scarab Swarms are nocturnal and flee any sources of light. If intense light (such as a torch or lantern) is brought close to them, then the swarm must make a Mental Competence roll or immediately lose a point of Health.

Beast	Initiative	Physical	Mental	Health	Armour	Damage (Dice)
Crocodile	4	6	4	6	3	Bite (6)
Egyptian Cobra	6	9	7	5	0	Bite 4 + poison)
Hippopotamus	2	4	2	10	1	Bite (8)
Scarab Swarm	3	6	3	6	1	Flurry of tiny scarab bites (2), Irritation (3 black dice on all Dexterity rolls)

* Potency 7, Fortitude success: Nausea, -1 Strength, -1 Dexterity, Fortitude failure: -2 Strength, -2 Dexterity, -2 Health pips/potency/half hour



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