

# Shades of Night

A Call of Cthulhu® Investigation

by

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## A Note to Keepers

Shades of Night is a complete mini-campaign of linked investigations for Call of Cthulhu® investigators.

Throughout the investigations, certain game functions calling for the investigators to test their skills will be described with plus (+), minus (-) or fractional (x) signed values attached to them. These values indicate the relative ease or difficulty of carrying out the described activity: a plus value adds to an investigator's ability with the skill; a minus value subtracts from his ability; a fractional value reduces the investigator's skill to the indicated fraction of its actual value (round remainders up). You should note that no subtractions will take an investigator's skill to below 1%, nor will additions add to a skill which he does not already know to at least 1%.

Throughout the text of the investigations there are sections of boxed information labelled (Chapter Name) Papers. These are player aids of one sort or another. Boxed information labelled Keeper Papers is for your information only. Most maps and all player aids are reproduced separately at the end of the investigation so that, as the investigators uncover an item of information, you can give them the relevant map or player aid.

## Shades of Night: Introduction

*Shades of Night* is a series of Call of Cthulhu® investigations set in the mid-1920s in and around the south-west of England, particularly in the counties of Devon and Cornwall.

The first two investigations engage the players with the character and plots of Rodger Baskerville, the villain of *The Hound of the Baskervilles* by Sir Arthur Conan Doyle. The third investigation involves the machinations of Dr Nathaniel Wardle, a fellow-conspirator of Rodger's. A supplement to the three main investigations may lead investigators into the Dreamlands.

In Chapter 1, *Return of the Hound*, the investigators are drawn for the first time into the web of Rodger's conspiracies through his efforts to destroy the family of his cousin, Sir Henry Baskerville. Their involvement will be sparked by one investigator's friendship with Sir Henry's youngest son, Charles.

In Chapter 2, *Dark Seas, Dark Dreams*, sees the investigators following up leads and clues uncovered in the first adventure which will draw them into investigating strange incidents off the north-east coast of Cornwall. With skill and luck the investigators will smash Rodger's plans for good in the course of this adventure.

Chapter 3, *The Living Bones*, pits the investigators against another thread in Rodger's evil scheming as a result of discoveries made during the course of *Dark Seas, Dark Dreams*. They will encounter an insane psychiatrist and a powerful new Mythos monster.

Chapter 4, *The Ruins of Golthoth*, is a Dreamlands supplement that investigators experienced in dreaming may find an illuminating sidelight on Rodger Baskerville's various activities. The investigators will uncover evidence of Rodger's Dreamlands' activities in the course of each of the other three investigations. At what point they enter the Dreamlands is entirely up to them. You may ignore the Dreamlands' experience entirely by deleting all references to it.

The contents of *Shades of Night* are not meant to be used as a device to steer investigators from one prescribed incident to another, but rather as a set of descriptions

and information which attempts to provide for the likely circumstances of the investigators' inquiries. The order in which the investigators progress through *Shades of Night* is not vital, although they should complete *Return of the Hound* before plunging too far into the depths of *Dark Seas, Dark Dreams*. Similarly, the intricacies of the latter should be all but exhausted before the investigators find themselves enmeshed in the events of *The Living Bones*. Also, although the investigations are inextricably linked with the Mythos, in both *Return of the Hound* and *Dark Seas, Dark Dreams* the puzzle is more important than myriad encounters with alien monsters and your intention should be to help the investigators in their efforts towards solutions, rather than continually frightening them witless with all manner of terrifying creatures. This is less true in *The Living Bones*, where the role of a fearsome Mythos being is crucial to events.

There is terror and horror in *Shades of Night*, but much of it is suggested, latent, hidden, and should feed upon the investigators' own fears and phobias. Deep Ones, Star Spawn of Cthulhu, Hounds of Tindalos and other creatures of nightmare may all be encountered under certain circumstances, some perhaps inevitably, but their appearance in the investigations is by no means a necessity.

There is extensive non-player character biographical and background information throughout the investigations. Much of this will have no direct relevance to the investigators' inquiries, but it is an invaluable source of material for you to use to help understand the experiences that motivate and impel these major players. Use this understanding to enhance and direct your role-playing of the characters as the events of the scenario unfold and they have to react to the actions of the investigators.

Although things will begin gradually, the investigation should develop to the point where you have to monitor several plot-lines simultaneously. This will require careful orchestration. The timeline provided is meant to help guide you with this orchestration. If you have a firm grasp

of the elements of this timeline you should find your task as keeper eased measurably.

The investigators' actions during the course of the investigation will give rise to a variety of incidents. How these incidents develop depends very much on the manner in which the investigators pursue their inquiries, what they discover through them and what action they take thereafter.

*Shades of Night* attempts to cater for the most likely of such incidents, but it is your responsibility to determine whether, when and under what circumstances they occur and how they develop thereafter. You must also be ready to accept the challenge of situations that are not covered in precise detail; the depth of background information is intended to help you in this task.

#### Deep Background

In the mid-1880s, the famous consulting detective Sherlock Holmes became involved in the case which his chronicler, Dr John Watson, recorded for Sir Arthur Conan Doyle to draw on in *The Hound of the Baskervilles*. Many years after the events noted by Dr Watson and recounted by Sir Arthur, the family of Baskerville again comes under a malign threat.

If you're not familiar with the story of *The Hound of the Baskervilles*, either from reading the novel or through the several movies dealing either more or less faithfully with the tale, I recommend it as a thoroughly good yarn. If in spite of your best efforts you can't get hold of a copy of the book, a synopsis is provided in the box nearby as Keeper Papers #1.

#### Rodger Baskerville/John Stapleton

Indeed, Rodger did not die in the black ooze, but escaped the clutches of Grimpen Mire, Sherlock Holmes and Inspector Lestrade of Scotland Yard. Fleeing abroad a lonely, bitter, twisted man, Rodger was a fruit ripe for plucking by the Mythos. In the course of several disreputable adventures over a period of some five years, Rodger made his way back to South America and eventually took up residence in a small town on the Caribbean coast of Guatemala, where he built up a successful trading business.

It was while here that Rodger began to develop an awareness of the Mythos and all that it promised and threatened. His first understanding came through Carlotta Rivero, his half-Indian, half-Spanish mistress.

#### Keeper Papers #1: The Hound of the Baskervilles

This is perhaps amongst the best-known of Holmes's cases. The Baskervilles are a wealthy, land-owning Devon family. In the 19<sup>th</sup> Century Charles Baskerville inherited the family estate and title; his younger, unnamed brother had earlier fled *with a sinister reputation to South America*. Rodger Baskerville, the son of this younger brother, returns to Devon to murder those of his relations who stand between him and the Baskerville fortune.

Aware that only two lives prevent him from inheriting great wealth, in the guise of John Stapleton Rodger began to search for a way to achieve his objective. Learning of the legend of the Hound of the Baskervilles (*a foul thing, a great, black beast, shaped like a hound, yet larger than any hound that ever mortal eye has rested upon*) that tore the life from Hugo Baskerville at the end of the eighteenth century, Rodger bought the largest and most savage dog he could find. Keeping the animal in a secret hiding-place at an abandoned tin-mine in the middle of Grimpen Mire, a find from his expeditions into the marsh in pursuit of his genuine interest in entomology, he brutalized and starved the dog to heighten its savagery, treated it with a phosphorous paint to make it seem a supernatural monster, and unleashed it upon Sir Charles Baskerville, whose heart was unable to bear the strain. But for Holmes's intervention, Rodger would have visited a similar fate upon Sir Henry Baskerville, Sir Charles's heir.

With his plot uncovered and in imminent danger of arrest and thence facing the hangman, Rodger fled into Grimpen Mire where, as far as Holmes and Watson could determine, he lost his way and was drowned: *Somewhere in the heart of the great Grimpen Mire, down in the foul slime of the huge morass which had sucked him in, this cold and cruel-hearted man is forever buried*, wrote the Doctor.

But this is all surmise; there is no proof that Rodger perished and one day he may return.....

The daughter of an illicit relationship between a Guatemalan priest and an Indian woman, Carlotta was brought up by her mother's people until she was seven, when her father insisted that she be given a Christian upbringing and education. But the seeds of corruption had already been sown.

The Maya-descended tribe from which Carlotta's mother came was infamous even amongst its pre-conquest contemporaries for the peculiarities of its tribal gods and the forms in which they manifested themselves and were worshipped, although there is no written record to testify to their rituals and beliefs. The tribe honoured Shub-Niggurath and her many servants, particularly Dark Young, Hunting Horrors and Servitors, and this practice has been carried forward to the present day.

#### Rodger Baskerville

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 10 | CON | 14 | SIZ | 11 |
| INT | 16 | POW | 17 | DEX | 12 |
| APP | 13 | EDU | 17 | SAN | 0  |
| MP  | 17 |     |    |     |    |

#### Weapons:

|             |     |     |
|-------------|-----|-----|
| Dagger      | 75% | 1D4 |
| 7.63mm auto | 65% | 1D8 |

Spells: (Awful Doom of Cerrit), Contact Cthulhu, Contact Deep Ones, Contact Ghoul, Contact Spawn of Cthulhu, Create Gate, Create Mist of Releh, (Creation of Venerability), Curse of the Stone, Dominate, Dread Curse of Azathoth, Enchant Bowl, (Eviscerator), Eye of Zulan-Thek, Flesh Ward, Gate of Oneirology, Grasp of Cthulhu, (Mandrake), Nightmare, Power Source, (Summon Shade), (Vortex of Far Journeying) [*spells in parentheses are Dreamland spells*]

Skills: Cthulhu Mythos 80%, Dreaming 85%, Dream Lore 75%, Entomology 90%, Occult 70%, Read/Write Latin 75%, Read/Write Spanish 70%, Speak Spanish 75%

At first, as he learned of her people's strange gods Rodger looked on his mistress's beliefs as no different from the cult-based religions of many other primitive tribes, but gradually he began to understand that there was more to the strange beings she worshipped than simple superstition and

ignorance. With growing excitement, Rodger's already warped, unstable personality became aware of a force in the Cosmos that promised undreamt of power if he could but learn how to control and use it.

For the next fifteen years Rodger bent himself to the task of learning everything that he could of the Mythos, becoming initiated as a member of his mistress's tribe as the first step along the path to complete insanity. Coupled with his undoubted genius and the relative wealth generated by his business acumen, Rodger was able to extend his education in the ways of the Mythos through the acquisition of arcane tomes and artifacts, bringing him to a knowledge of the existence of beings even more strange and terrible than those worshipped by Carlotta's people. By the time that two decades had elapsed, Rodger was well on his way to becoming a powerful sorcerer, wise in the ways of evil. Plans and plots began to take form in his twisted thoughts.

Rodger still nursed a hatred for his cousin Henry, but even his warped mind could see that the wealth he had hoped to gain by murdering the baronet was as nothing compared with the different riches that his knowledge promised. Revenge was something to be worked towards and plotted for, but it was now incidental to other, wider schemes for grander objectives. For the next decade he developed and honed his Mythos powers, perfecting his skills in a number of vile crimes. In 1914, just before the outbreak of the Great War and following the death of Carlotta from a mysterious wasting disease, Rodger at last returned to England.

In the climate engendered by the war, Rodger was able quickly to establish a reputation as an ardent patriot for his chosen identity, Leonard Northedge, and to advance his plans more easily than he would have been able to do so in peacetime. With the wealth derived from his earlier exploits, Rodger took over and expanded a small shipyard, Jones-Underwood, on the north coast of Devon, building warships and merchant vessels for the British war effort. He also invested heavily and wisely in the munitions industry and increased his fortune several-fold, but it was Jones-Underwood that was to be the ideal cover for the advancement of a project which he had been conceiving for many years.

### New Spell: Power Source

This is a rare spell enabling a caster to regain POW up to the highest level that his characteristic POW has previously attained. In other words, if the caster currently has a POW of 10, but previously it has been 15, Power Source will regain POW up to 15 but not beyond.

The spell costs 1 SAN and requires an enchanted bowl (see below) in which certain rare herbs and powders must be burnt, the resulting fumes to be inhaled by both the caster and his victim. The caster must be in physical contact with his victim, who must be a being of his own species. He recites the appropriate formula (taking perhaps twenty seconds) and matches his current POW against his victim's on the resistance table. If he is successful, he gains and his victim loses the difference between their respective POW (to the limit of the victim's POW); if the difference is greater than that needed for the caster to regenerate his POW as described above, excess points are lost to the cosmos. If the caster is unsuccessful, he loses one-half of the difference between his and his victim's POW, rounding fractions up (but his victim does not gain it; it is again lost to the cosmos). Casting Voorish Sign with this spell will increase the POW of the caster by one for the purpose of the resistance table match only. Each point of POW sacrificed in the Enchant Bowl ceremony (see below) will also increase the caster's POW by one for this match.

Because the spell can easily backfire, resulting in POW loss rather than POW gain, most sorcerers will seek POW-weak victims against whom to cast it; this will often result in the victim's death when his POW is reduced to nil by the effects of the spell.

### New Spell: Enchant Bowl

An enchanted metal bowl is a necessary adjunct to the spell Power Source. This bowl may be made from any pure metal, which must then be enchanted in a complex, two-hour ceremony requiring the blood sacrifice of an animal and at least one point of the maker's POW. The caster also loses 1D3 SAN.

Each point of POW sacrificed in the enchanting of the bowl will add to the POW of the caster of the spell Power Source for the purposes of matching his POW against his victim's on the resistance table. This 'bonus' POW holds good even if the caster of Power Source is not the person who created the bowl in the first place.

When used in the spell Power Source, the enchanted bowl must have rare herbs and powders burned in it to make the casting successful. The exact nature of these herbs and powders is left to the discretion of keepers in support of the needs of their own campaigns, but ingredients might include such exotic and/or costly things as frankincense, ground muntjak horn, cocaine, dried black bryony berries, powdered snake fly, saffron, etc.

Amongst Rodger's earliest forays into the Mythos beyond the teachings of Carlotta Rivero's tribe were writings and rituals that led him to a knowledge of the Deep Ones and, ultimately, Father Dagon, Mother Hydra and Great Cthulhu himself. Rodger became obsessed with the idea of being able to live and work under the sea, allowing humans and Deep Ones to cooperate together efficiently and effectively to serve the Mythos and understand the secret of Deep One immortality. To accomplish this objective, Rodger sought a means whereby humans could dwell on the

seabed beyond the limitations of diving-suits and diving-bells. He hit upon the idea of an underwater settlement, a mighty steel dome anchored to the ocean floor, with airlocks to enable humans and Deep Ones to pass from the air within to the water beyond. Oxygen for the dwellers within the dome would be generated from the seawater by electrolysis. Like the *Nautilus* of Captain Nemo, the hero of Jules Verne's *20,000 Leagues Under the Sea*, Rodger's submarine community would harvest all it needed to exist from the limitless sea.

### **New Spell: Eye of Zulan-Thek**

Using the spell Eye of Zulan-Thek, a sorcerer can create arcane devices and sigils to contact a Hound of Tindalos, doing away with the contact spell that is normally required. The advantages of these constructs are twofold: first, they are permanent devices and once they have been created they can be used over and over again in the manner devised by the sorcerer without further magic-point cost; second, they may be used by anyone, even unintentionally and by someone ignorant of either the purpose of the device in question and/or the normal contact spell: thus they can be used to direct a Hound against a victim without the sorcerer risking a personal encounter with the monster in order to persuade it to do his bidding.

For unfathomable reasons Eye of Zulan-Thek may be learnt only in the Dreamlands, but functions only in the waking world. All attempts to learn the spell from writings and teachings in the non-dreaming world have failed, usually disastrously for the pupil, as have castings of the spell in the Dreamlands. Some principle of balance seems to demand this asymmetry, but what that principle is remains unknown.

Devices and sigils can take many forms and are usually appropriate in one way or another to the nature of the race which they are intended to contact. A typical construct is a magical mirror which, at certain times and under certain conditions, opens a window to the past through which a Hound may be seen, even as the result of just a casual glance; alternatively, a sorcerer may inscribe symbols and patterns in and around a sharp corner which may result in random appearances of a Hound as its life-force brushes against the discontinuity thereby established in its own time and space.

The chance that an Eye contacts a Hound at any given moment is small, much less than one hundredth of one per cent, but the cumulative percentage over time is high, so that the chance per week of a contact being established is about 10%. That this contact will be made with someone looking into a mirror will be lower, however, depending on the frequency of its use. In both cases, of course, there is also the possibility that contact will not be made immediately or even at first with the intended victim.

To learn Eye of Zulan-Thek an individual must pass into the Dreamlands and journey to Zulan-Thek, close by the Forbidden Lands. In the case of investigators seeking to learn the spell (if they ever learn of its existence, that is), you may make this journey as difficult and dangerous as you please. The ritual is taught only by Librarian Sha-bath Takash if the pupil can succeed with Oratory and even then only in return for an unspecified payment to be collected at some point in the future. Takash will explain this condition carefully: the cost will only be discovered when the Librarian demands it and it is not negotiable; if a pupil declines payment when it is called for, Takash will wreak an awful vengeance.

It is left to your discretion what particular cost may be called for; for your guidance, typical demands made by Takash have been the creation of a doppelgänger of the pupil to act as his servant in the non-dreaming world; in the case of women students impregnation with a child of Takash's (which may prove to be of almost godlike beauty or an abominable sport, but always an unbridled evil genius with an unquenchable lust for life and strange, unearthly powers); the performance of a specified task (either sanity-sapping or highly illegal, and often both); and so forth.

The material component of an Eye of Zulan-Thek may only be created in the waking world. The time taken to construct one is variable: a new device may take several days to make, for example, while a ready-made mirror or patterns and symbols may be prepared in little more than an hour. Otherwise, creating an Eye requires the loss of two points of POW to 'energize' the device (this POW must be expended while dreaming) and costs 1D3+1 SAN. An Eye remains effective until it is totally destroyed, erased, or otherwise obliterated; if a magical mirror is broken, there remains a chance that individual fragments may still retain the power to view a Hound, the likelihood and desirability of this being left to the needs of your own campaign, but 5-10% is a likely probability for any given piece.

But Rodger had little chance of pursuing this dream in technologically backward

Central America. He needed shipyards, iron and steel foundries, skilled craftsmen

and all the paraphernalia of an advanced industrial society. So it was natural that he would seek to return to Britain.

Physically, Rodger remains much as described by Dr Watson, *small, slim . . . prim-faced . . . and lean-jawed* and though well into his seventies he is still alert and active.

### Rodger's New Spells

A number of new spells are introduced in *Shades of Night*. Those that Rodger Baskerville knows are described nearby for convenience.

### The Grand Scheme

Rodger's plots against the Baskervilles in *The Return of the Hound* are of small moment in relation to the broader scheme of things that he plans. Rodger aims for nothing less than the kidnapping and conversion to the cause of the Mythos of King George V, a pivotal move in the villain's megalomaniac design to subvert the leadership of the British Empire. A crucial component in this plan is the existence of Rodger's undersea settlement and his close alliance with the Deep Ones dwelling off the Cornish coast.

In the course of the development of his Mythos awareness, Rodger came more and more into contact with Deep Ones, both in their pure form and through human hybrids. Over the years Rodger has developed an almost telepathic empathy with the amphibious creatures and has come to admire, even to envy them. He is one of the few non-hybrid humans to begin to gain an understanding of the complex nature of Deep One society, how the multiplicity of undersea communities interrelate and communicate with one another. This knowledge has helped Rodger to prosper and has been directly responsible for his project to develop a submarine community in which humans can live and work in close relationship with Deep Ones. In turn, this has provided the underpinning for his plot against the British King.

George V is a keen yachtsman and often sails his yacht *Britannia* in competitive races and for relaxation and amusement. Through his complex network of spies, agents and contacts, Rodger has learnt that, following a visit to Wales, King George will be sailing on board *Britannia* from Cardiff through the Bristol Channel and

round Land's End into the English Channel to take part in Royal Yacht Club races off the Isle of Wight; the voyage will provide His Majesty with a chance to relax and hone his skills before the races. The *Britannia's* route will take her close by Rodger's undersea settlement south-west of Bude and provide a golden opportunity for Rodger's plan to be put into effect. Using the submarine *Karakal*, Rodger will intercept the *Britannia*, sink any escorting vessels, seize the King and sink the yacht to conceal the evidence of the crime. Confined in the cells of the underwater dome, King George will be systematically converted to the service of the Mythos, partly through the use of techniques developed by Dr Nathaniel Wardle, until such time as he becomes an unthinking disciple of Cthulhu and can be returned to the throne, the most powerful pawn in Rodger's plot to turn the British Empire into the Mythos' most powerful human agency.

### The Personas

In pursuit of his various plots in England, Rodger Baskerville has established a number of personas to permit himself freedom of movement in society, in much the same fashion that he used the character of John Stapleton in *The Hound*.

- **Leonard Northedge:** This is the identity used by Rodger when he returned to England in 1914 and through which he established his position as a businessman and industrialist. In the character of Northedge, Rodger negotiated the purchase of the Padstow ship-building company of Jones-Underwood.

Rodger uses this persona in the investigation *Dark Seas, Dark Dreams* in his plan to kidnap the British king.

- **Joshua Somerville:** The elderly Joshua Somerville is the alias Rodger has taken on to pursue his scheme for revenge against Sir Henry and his family. Ostensibly Somerville is a retired dealer in antiques and bric-à-brac who has come to spend the last years of his life in a cottage in Grimpen, on the edge of the Moor that he visited and fell in love with many years past. The section describing Grimpen village details Joshua's activities more fully.

### Rodger Baskerville and Guatemala

Although it is over ten years since Rodger left the Central American republic,

he has maintained many of the contacts that he built up in the quarter-of-a-century that he spent in the country. These contacts reach into the highest echelons of the Guatemalan Government and have enabled him successfully to pass off the construction of the *Karakal* as a contract for the Navy of that country. Rodger also passes off fabrication work for his undersea settlement as components ordered for a military project in Guatemala.

### The Dreamlands' Connection

Although the situations faced by the investigators in *Return of the Hound* and *Dark Seas, Dark Dreams* are fully able to be resolved by characters entirely ignorant of the existence of the Dreamlands, there is a connection with the enchanting lands of sleep and Rodger Baskerville that is raised in the first investigation. If either you or your investigators wish to pursue the

Dreamlands connection, *The Ruins of Golthoth* is a Dreamlands' supplement that will allow dreamers to pursue Rodger beyond the waking world.

### Other Sources

Much useful background information on Britain at this time can be found in *Green and Pleasant Land*, a Call of Cthulhu® supplement published by Games Workshop in 1987. If you can, you should refer to this.

### Motoring in 1920s Britain

The investigators will almost certainly need to drive their own, hired or borrowed cars during the course of *Shades of Night*. Information on driving in 1920s Britain is provided in this section. Also, several specific motor vehicles are mentioned in the investigation and statistical details of these are gathered here for convenience.

| Vehicle         | Speed | Points | Handling | Passengers | Acceleration |
|-----------------|-------|--------|----------|------------|--------------|
| Alvis 12/50     | 4     | 25     | 4        | 2+2        | 2X           |
| Humber 8/18     | 5     | 30     | 4        | 4/5        | 2X           |
| LanchesterForty | 6     | 40     | 6        | 7          | 2X           |
| Napier 40/50    | 5     | 35     | 5        | 4/5        | 2X           |
| RR Silver Ghost | 5     | 40     | 7        | 7          | 2X           |
| Vauxhall 30/98  | 6     | 35     | 6        | 4/5        | 3X           |

RR = Rolls-Royce

Between 1922 and 1926 the number of motor vehicles in Britain more than doubled to 1,042,000. Generally, as far as motoring in Britain in the 1920s was concerned, investigators should be aware of a number of points that may affect them:

- While roadside petrol-pumps began to appear as early as 1921, outside towns and cities they were few in number and motorists driving any distance would carry a number of two-gallon tins of petrol with them.
- Motor tyres were not very reliable and inner tubes could burst with what today would be distressing frequency. If you want a game-mechanic to reflect this, assume a 10% chance of a tyre-burst for every one hundred miles motored.
- There was no driving test and anyone who paid five shillings for a driving licence could take to the road freely.
- There was an overall speed limit of 20mph, the method of enforcement calling

for police constables to hide behind suitable cover and time offending vehicles with stop-watches.

- Traffic-light control was virtually unknown and, lacking modern braking systems, accidents at junctions and crossroads were comparatively frequent. In the major towns point-duty policemen would direct the traffic at the more heavily-used junctions.

### Awards

No detailed instructions are given for granting SAN gains to the investigators through the course of the adventures of *Shades of Night*. Generally you should use your own discretion without being too generous. Success is its own reward in Call of Cthulhu® and SAN gains should be limited to little more than off-setting unavoidable losses incurred in the course of a successful resolution of the adventures. If the investigators suffer too seriously, however,



without compensatory opportunity for reasonable gains in the process, you may reward them 2D6 SAN for successfully thwarting the schemes of the villains in

each of the three main adventures; if you are particularly generous, you can make this award anyway.

## Shades of Night, Chapter 1: Return of the Hound

### Introduction

In the mid-1880s, the famous consulting detective Sherlock Holmes became involved in the case which his chronicler, Dr John Watson, recorded for Sir Arthur Conan Doyle to draw on in *The Hound of the Baskervilles*. Many years after the events noted by Dr Watson and recounted by Sir Arthur, the family of Baskerville again comes under a malign threat.

In this escapade the investigators will be called in to help solve the mystery concerning a series of strange deaths at Baskerville Hall in 1925.

### The Baskerville Nemesis

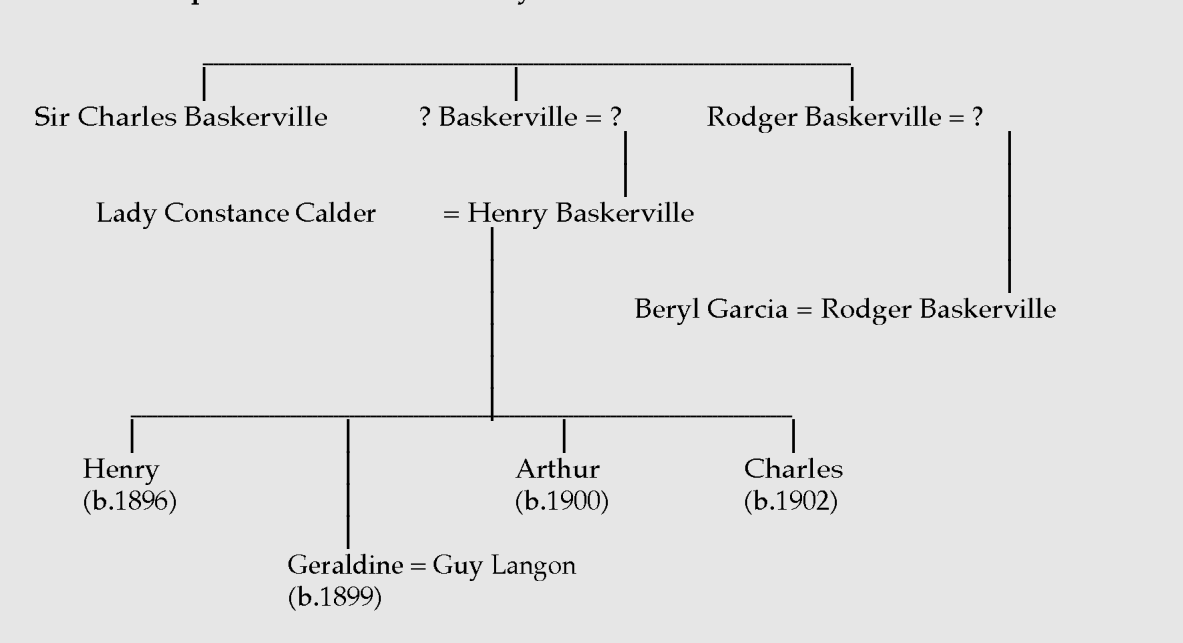
While Sherlock Holmes established the mundane reality of the hound that brought about the death of Sir Charles Baskerville and almost did for Sir Henry as well, at no point in *The Hound of the Baskervilles* is any theory offered to explain the earlier manifestation that

killed Sir Hugo Baskerville and established the legend of the hound of hell. What was this awful creature? Rodger Baskerville believes that his studies of the Mythos have led him to the truth that lies behind the monster and plans to re-conjure a similar creature to plague the Baskervilles anew.

The beast was a Hound of Tindalos, what else could it be? – ...*as it turned its blazing eyes and dripping jaws upon them, the three shrieked with fear and rode for dear life, still screaming, across the moor. One, it is said, died that very night of what he had seen, and the other twain were but broken men for the rest of their days.*

What had brought it to seek out Hugo, how it had contacted him, Rodger neither knew nor cared, but he knew how to devise a method of attracting such a monster to Sir Henry and his family.

### Baskerville Papers #1: Baskerville Family Tree



### The Baskerville Family

Following his experiences as a result of Rodger's murderous plottings, Sir Henry left Baskerville Hall to travel round the world with his friend, Dr James Mortimer - partly

to recover from the nervous shock brought on by the attack of his cousin's devilish hound, partly to get over his misguided love for Beryl Garcia, Rodger's wife. Returning to Devon, Sir Henry was determined to carry

on the improvements to the estate begun by his uncle. This he did, extending and repairing the gloomy Hall and introducing improved farming methods and land management to the estate's farms. Immersed in his work around the estate, the earlier memories associated with Baskerville Hall were gradually forgotten and, in time, the Hall became a place of happiness and good humour and Sir Henry's hospitality became famed throughout the county and beyond.

In 1893 he met and fell in love with the stunningly beautiful Lady Constance Calder, the youngest daughter of the Earl of Earn. His love was returned and the two were married on New Year's Day in 1895. For the past thirty years the couple have enjoyed an almost ideal marriage; they have four children, Henry, Geraldine, Arthur and Charles. The Baskervilles are described more fully below, together with Guy Langon, Geraldine's husband; you should note that Charles's description is given separately in the section *Introducing the Investigators*.

Baskerville Papers #1 provides a recent family tree that investigators can construct easily with Library Use +25%.

### **The Dreamlands' Connection**

Amongst the many works that he has read in the waking world Rodger has come across a number of references to the strange spell known as Eye of Zulan-Thek, a powerful conjuration for cursing an enemy. All references stressed the difficulty and danger of learning the spell and spoke of the horrific fates which befell the vast majority of those who tried to cast it. In his journeyings in the Dreamlands, Rodger heard of the city of Zulan-Thek and drew the obvious conclusion, connecting the name of the spell with the sombre city. He devoted much waking and dreaming time to understanding the manner and perils of learning the spell, described above, and, once he was confident of his strengths and abilities, he undertook the hazardous journey to Librarian Takash and paid the price demanded.

In this adventure the investigators should find no need to venture into the Dreamlands for they can achieve nothing there. During the course of the events of *The Return of the Hound*, Rodger remains in the waking world and although the investigators may run across traces of his activities in the Dreamlands (these are

described further in the next two investigations), this will avail them nothing in their efforts to solve the Baskerville mystery.

### **The Plot Against the Baskervilles**

Rodger prepared an Eye of Zulan-Thek, using an exquisite Georgian mirror and frame. Having already established in the persona of Joshua Somerville a reputation with Sir Henry's wife, Lady Constance Baskerville, as a supplier of the fine items of this type of which she is a connoisseur, Rodger is certain that she will be unable to resist purchasing the mirror, for it is a rare and superb example of its kind. Once installed in Baskerville Hall, it is then only a matter of time before the Eye begins to work its diabolical magic. Rodger does not care that its victims will be selected almost randomly, for so long as they are connected with the Baskervilles this is enough; besides, it can only be a matter of time before a member of the family falls foul of the mirror's fearsome secret.

As Joshua Somerville, Rodger did not offer the mirror directly to Lady Constance, thereby establishing an innocent involvement in the matter for the Somerville persona in the event of the plot misfiring in any way. Rather, he simply placed the mirror in a fairly prominent place in his 'shop' (see the description of Grimpen for details of Somerville's home and place of business) and waited for Lady Constance to come on one of her regular visits. Naturally, when she did she saw the mirror and, enraptured with it, insisted on buying it. At Baskerville Hall, Lady Constance decided to hang the mirror in the bedroom that was her daughter's before her marriage, for this room is already decorated and furnished in Georgian style.

### **The First Deaths**

The prelude to involving the investigators in the events in and around Baskerville Hall is a series of strange deaths affecting the Baskerville family and their retainers. The cause of these deaths is the Eye of Zulan-Thek. Baskerville Papers #2-#6, #11, #12 and #16 provide the known details of these deaths as reported in the various sections of the press. The actual circumstances of the deaths, to be discovered or inferred by the investigators, are described here.

- **Joseph Binns:** Of the Baskerville's

servants, a groom would seem to be the least likely to have had the opportunity of looking into the mirror, for estate staff rarely enter any part of the Hall other than the ground floor of the servants' wing. The circumstances under which Joseph was unfortunate enough to see a Hound arose from his illicit affair with Dorothy 'Dot' Foljamb, chamber-maid at Baskerville Hall.

Although several other servants frequent the first floor of the wing of the house used by the Baskerville family and their guests (the valets, footmen, house-maids and Lady Constance's maid all have duties that take them there), Dorothy has most reason for being alone in that part of the Hall, especially in the afternoons for the cleaning and bed-making is done in the mornings. Whenever one or more of the Baskerville family is away from the Hall, often the relevant servants will be absent with them (Lady Constance's maid Moira Donaldson always accompanies her mistress on shopping expeditions to Exeter and Plymouth, for example); this reduces even further the number of servants likely to be around the family's bedrooms in the afternoon. When the Hall has no guests, there is even less activity on the first floor of the north wing. Naturally this gives Dorothy far more opportunity to do things away from the prying eyes of the other servants, and she has taken full advantage of this in her affair with Joseph. They both also enjoy the thrill of carrying on their illicit relationship in the grand surroundings of their employers' private chambers: even a slight chance of discovery adds to the excitement of their affair.

Whenever they have had the opportunity, the two lovers have met in the afternoon in a room in the north wing of the Hall. Often this has been in the room that was Geraldine Baskerville's before she left to marry Guy Langon, for there is even less risk of discovery here. And Rodger's magicked mirror hangs here.

So, some twenty-nine days before his disappearance, Joseph met Dorothy secretly in Geraldine's room. It was just before he was about to leave his lover that, pausing before the mirror to comb his hair, he saw a Hound and sealed his doom. Although what he saw made him cry out with surprise, he would not tell Dorothy the details of what he had seen. After a day or two, he began to believe that it was just an

imagining anyway.

### **Baskerville Papers #2: *The Devon County Chronicle*, Thursday, 21st May, 1925**

#### **BASKERVILLE SERVANT MISSING**

We have recently received a report from the Coombe Tracy police concerning the disappearance in strange circumstances of Joseph Binns, groom in the service of Sir Henry Baskerville at Baskerville Hall.

Binns began his duties as normal last Tuesday morning, tending to the feed and care of the horses in Sir Henry's stables. He was last seen at about 8.30 a.m., but thereafter was not missed until lunch-time, when his absence was noted. After lunch, Mr Albert Lamb, head groom at the Hall, sought Binns in the stables, thinking that perhaps some difficulty with the horses had detained him. However, on reaching the stables Mr Lamb found that there was no sign of the groom, upon which he investigated the nearby barn with similar lack of success. Mr Lamb reported this to Mr John Turnbull, lodge-keeper at the Hall, and Mr Turnbull, aware of Binns's good character and reliability and fearing that he may have met with an accident, immediately organized a search of the estate.

Despite an extensive search, of Binns there was no sign. Mr Turnbull informed Sir Henry of the groom's disappearance and Sir Henry decided immediately that the police should be contacted to investigate the possibility of foul play. At the same time he organized his sons and the servants to form a search party in case Binns, injured in some fashion that might have affected his senses, had wandered onto the Moor. In the hours before night fell the searchers were unable to find any trace of Binns. The search was renewed in the morning, but again no trace of the groom was found.

Binns is a bachelor with no family in the area and there is a suspicion that he may simply have taken it into his head to leave. However, he took none of his clothes or possessions with him and the strongest possibility remains that he has wandered onto the moor and fallen foul of the perils of Grimpen Mire.

• **Joan Mattingly:** Joan Mattingly made contact with a Hound in the course of her normal household duties. Four weeks before she died, Joan was working in Geraldine's room, giving it its daily dust and turning back the sheets to ensure that the bed was aired. It was while polishing the mirror that she had the misfortune to see a Hound. She let out an involuntary scream and Lucy Harvey, working at that time in Arthur's room, came running to see what the problem

was. She found Joan shaking and crying and listened to her tale with disbelief. Like Joseph before her, Joan's death was now certain.

**Baskerville Papers #3: *The Devon County Chronicle*, Monday, 25th May, 1925**

### **HORRIFIC DISCOVERY AT BASKERVILLE HALL**

The hamlet of Grimpen is in shock following the discovery of the body of Joseph Binns, the groom at Baskerville Hall who was reported missing on Tuesday.

The body of Mr Binns was found by Mr Frederick Sutton, under gardener at the hall, on Friday during the course of his duties. Mr Sutton recovered Mr Binns's body from the lake at the rear of the Hall. The body had presumably lain on the bottom of the lake, so evading the earlier search, held down by weeds and plants before breaking free and drifting under the concealment of overhanging trees and shrubs at the north-east corner of the lake. Mr Sutton was engaged in clearing part of this overhang when he noticed the awful thing floating before him.

It was obvious that Mr Binns must be dead, but Mr Sutton used a rake to pull the body to shore and then ran to the Hall and reported his find to Mr Percy Crutchley, butler. Mr Crutchley informed Sir Henry Baskerville and, at Sir Henry's instructions, contacted the police.

Examining the body of the unfortunate groom, Sergeant Parminter of the Coombe Tracy police confirmed the identity of the victim and arranged for an inquest to be held. Although no details are confirmed, it appears that Mr Binns probably drowned after falling into the lake, perhaps after a fainting fit. Of some concern to Sergeant Parminter, however, were a number of severe bruises and a strange wound in the thigh of Mr Binns, which seemed to have been made by a deep, penetrating weapon, although there was no indication of bleeding on Mr Binns's clothes.

It is understood that the County Coroner will hold an inquest next Thursday.

- **Arthur Baskerville:** Arthur is the first member of the Baskerville family to fall victim to Rodger's fiendish plot. Although he was much healthier than he had been, Arthur still found difficulty sleeping at night and would often wander from his room to sit and muse elsewhere in the Hall. One of his favourite places for this was Geraldine's room, which he found particularly restful and soothing. It was during one of his nightly sojourns here that he chanced to view a Hound in the fatal

mirror, an experience that he recorded in the pages of his diary but about which he told no one.

### **Introducing the Investigators**

If your players' investigators are based in Britain you should have little difficulty in contriving circumstances so that at least one of them knows and is friendly with Sir Henry Baskerville's youngest son, Charles, through school, university, club or whatever. However, with investigators normally resident in the USA or elsewhere you may have some problems. The following background information is intended to provide you with a reasonable set of circumstances to explain how American investigators might become embroiled in events in Devon and Cornwall. You should modify and adapt this as necessary to fit the background and experience of the investigators.

**Baskerville Papers #4: *The Devon County Chronicle*, Friday, 29th May, 1925**

### **NATURAL DEATH IN BASKERVILLE HALL INQUEST**

In the case of the recent tragic death of Mr Joseph Binns, groom at Baskerville Hall, a verdict of death from natural causes was recorded.

Mr Pridgin Taylor, County Coroner, instructed the jury that, in spite of a number of peculiarities concerning Mr Binns's death, no medical or other evidence was forthcoming that indicated any suggestion of suspicious death. The lack of water in Mr Binns's lungs showed that he had not drowned, but the mortification of several of the body's internal organs indicated a process of advanced aging that pointed to a constitutional weakness to which Mr Binns had probably succumbed. Mr Taylor said that Mr Binns had almost certainly felt the imminence of the failure of his body and staggered outside in the hopes that fresh air would revive him; in a daze he had struggled to the edge of the lake, where he had collapsed and died, falling into the water and so concealing his body from the searchers. The bruising noted by Sergeant Parminter of the Coombe Tracy police was consistent with injuries that could have been sustained in his normal work around the stables. The lack of bleeding around a deep hole in Mr Binns's thigh indicated that the injury had been inflicted after death, either by a sharp object on the bed of the lake, or perhaps even by an eel feeding on the body.

### Baskerville Papers #7: Charles Baskerville's Telegram

GRIMPEN, DEVON, ENGLAND

URGENTLY NEED HELP TO SOLVE MYSTERIOUS DEATHS AT BASKERVILLE HALL. YOUR SPECIAL KNOWLEDGE VITAL. YOU AND YOUR FRIENDS ONLY ONES WHO CAN ASSIST. PLEASE COME AT ONCE. WILL PAY ALL EXPENSES=

CHUCK

#### Charles Baskerville

Charles is the youngest of Sir Henry Baskerville's four children. He is named for his father's uncle, the restorer of the Baskerville family fortune through investments in South Africa and, in the 1880s, the first victim of the evil Rodger's schemes.

In common with his elder brother Arthur, Charles was sent to North America to complete his education (the Great War interrupted Sir Henry's plans for his eldest son), and it was while he was in the United States that he met and became the best of friends with at least one of the investigators (and became known as 'Chuck'). The exact circumstances of this friendship are left for you to decide, but an obvious connection would be through the American university which Charles attended (see Baskerville Papers #7 below; the investigator could be a professor or a fellow-student, or perhaps just someone with contacts with the university whom Charles has met and formed a friendship with socially).

Charles has kept in close touch with his American friend(s) since leaving the US and returning to Britain, and he knows of the investigator's researches into occult and supernatural phenomena, even if he is not altogether aware of the awful realities of the Mythos.

With an amateur interest in the occult himself, Charles has become convinced that there is some paranormal cause behind the recent occurrences at Baskerville Hall. His theories have been discounted, if not actually ridiculed, by his parents and brothers, although in letters exchanged with his sister, Geraldine, she has shown sympathy for and some acceptance of his theories. However, because of her marriage,

Geraldine can be of little direct assistance to her brother and Charles determines to contact the only people he can think of who may be able to help solve the mystery and prove the reality of the supernatural causation. He telegraphs to his American pal shortly after the second death at the Hall.

The investigator who is Charles's closest friend receives a telegram from England. Give the player Baskerville Papers #7. Most investigators will instinctively accept this as the legitimate starting point for an investigation and arrange to travel to Britain as soon as possible. However, some difficulties may arise, especially if you have not been able to introduce Charles to the investigators earlier; Baskerville Papers #8 attempts to provide 'cold' investigators with some substance to their relationship with the young Englishman.

If any of the investigators have employment difficulties concerning a prolonged absence from the United States, Keeper Papers #2 suggests some reasonable explanations for sample professions; self-employed or otherwise independent investigators should have no difficulty in arranging time to visit abroad. Baskerville Papers #9 provides typical details of passenger services between the USA and Britain.

You should note that Charles's telegram is an equally likely device with which to contact the investigators if they are already in Great Britain. In this case, however, you should allow the investigators to already be aware of some strange happenings going on in Devon; the national newspapers will have picked up the news of the mysterious deaths near Grimpen and reported them accordingly and

any investigator familiar with Charles Baskerville should have noted the items. In this case, give the investigators Baskerville Papers #12 and #13 before they receive the telegram.

**Baskerville Papers #5: *The Devon County Chronicle*, Monday, 22nd June, 1925**

### **SECOND SHOCKING DEATH IN GRIMPEN**

For the second time in less than one month a servant at Baskerville Hall has died unexpectedly. Housemaid Joan Mattingly's body was found on Friday in a bedroom at the Hall by Thomas Toland, hall boy, apparently the victim of heart failure. However, there are several strange circumstances about Mattingly's death.

First of all, Mattingly was a young woman, generally accepted to be of excellent health and strong constitution. There has never been any hint that she suffered from a weak heart.

Second, Thomas, the hall boy, was bringing coal to the bedrooms when he heard a strange noise from one of the rooms. He investigated this sound and found the body of Mattingly. Thomas says that the noise was like a violent tearing or ripping of canvas or similar tough material. It was followed by what sounded like a stifled cry and then a peculiar snuffling, according to Thomas like a rooting pig. Thomas, being a plucky lad, was determined to find out the cause of these noises and, as he approached the door of the room, again he heard the tearing sound. He knocked and, receiving no reply, entered the room and beheld the awful sight of Mattingly's body sprawled grotesquely on the floor.

Third, there were a number of patches of a peculiar fluid on Mattingly's face and hands and also on her clothing; these could not be explained by anything in the room with her.

The police and doctor were both sent for and Sergeant Parminter and Dr Verrier both attended. Although both agreed that Mattingly's death was unusual, neither could find anything to suggest that she had been the victim of an attack, for any murderer would have had to pass Thomas to escape from the room, the windows being latched from the inside.

An inquest will be held on Thursday.

It is while the investigators are travelling to Great Britain that the death of Charles's brother will occur and the news will almost certainly reach the liner they are travelling on via the ship's radio (Baskerville Papers #10); however, they will have to wait until they reach England before they can uncover any but the most sketchiest of details.

For investigators already in England, Arthur's death will take place while they are en route to Devon.

**Baskerville Papers #6: *The Devon County Chronicle*, Friday, 26th June, 1925**

### **CORONER'S OPEN VERDICT IN BASKERVILLE HALL DEATH**

Mr Pridgin Taylor, County Coroner, instructed the jury to return an open verdict in the case of the death of house maid Joan Mattingly, whose body was discovered last Friday at Baskerville Hall. He pointed to a number of disturbing similarities about the death of Mattingly and the earlier death of groom Joseph Binns.

A number of Mattingly's internal organs showed a similar corruption to that previously encountered in the post-mortem examination of Binns. The Coroner also pointed to a number of bruises on Mattingly's body that had not been noticed when the body was found. As far as could be determined, these bruises appeared to coincide with the patches of fluid that had been observed on discovery of the body.

Mr Taylor said that although there was no evidence to suggest that Mattingly was the victim of an attacker, the circumstances surrounding her death and the testimony of hall boy Thomas Toland, whom he praised as a courageous and honest lad, gave rise to doubt that the cause could be entirely natural. Mr Taylor also questioned his earlier findings concerning the death of Mr Binns. 'One such death may be not unusual,' he said, 'but the premature passing of two young people, to all intents and purposes in the best of health, and whose deaths share a number of disturbing, common features, must give rise to suspicion.' He asked the police to make further inquiries concerning both deaths.

### **Getting to Baskerville Hall**

Although it is possible to travel by train from Plymouth to Coombe Tracy, the halt for Baskerville Hall, freshly-arrived investigators from the United States may prefer to remain aboard their liner until it docks at Southampton, take the boat train to Waterloo and thence to Paddington to follow the route described by Dr Watson. Alternatively, if the investigators have cabled ahead their intention to debark in Plymouth, Charles Baskerville will have sent a car to meet and collect the investigators. The choice is yours and will depend upon the imperatives of your own campaign.

Whatever route the investigators

follow, they should have a relatively trouble-free journey. If they travel via London, they may choose to stay overnight in the capital. In this case they can, if they wish, take the opportunity to read up on happenings at Baskerville Hall. London bookshops also offer the chance to purchase a copy of *The Hound of the Baskervilles*. Anyone who can succeed with Credit Rating can use the back-number files of a Fleet Street newspaper; a journalist by profession should double his Credit Rating chance.

#### Baskerville Papers #10: Item from the Liner's Newspaper

##### DEATH IN DEVON

The tragic death of Arthur Baskerville, son of Sir Henry and Lady Baskerville, is reported from Devon. It is understood that the body was discovered in the ballroom by a servant, but whether or not suspicious circumstances are involved is uncertain. The police are pursuing further investigations and a Coroner's Inquest will be held.

#### Baskerville Papers #8: You and Charles Baskerville

You first met the Englishman Charles Baskerville at \_\_\_\_\_ University where he was gaining an American perspective to his education at his father's insistence. You took an immediate liking to the outgoing, cheerful and generous young man, a strong friendship developed and you soon came to know him as 'Chuck', much to his amusement. Unlike many of your acquaintances, Chuck took a genuine interest in your occult studies and developed a keen amateur enthusiasm for the science, surprising you occasionally with the perceptiveness of some of his insights and ideas, even if he could not always explain how he developed these. It was with some sadness that you said goodbye to him when he left to return to Britain, but you have kept in regular touch with him by letter ever since, exchanging information on the occult and the paranormal (although naturally you have kept the horrors of the Mythos from him), as well as more mundane and worldly news.

#### Keeper Papers #2.1: Absence from the USA

- **Doctor:** Any doctor who can arrange for a locum to cover his period of absence can be away from a practice for almost as long as he chooses. However, a member of staff at a hospital may have problems, especially if he is a houseman or other junior member; consultants and similar lofty types may absent themselves freely - *'Godammit, Gillespie, the hospital will just have to manage without me. Grünfeld's latest technique can save dozens of lives here if I can study it at first hand.'* If necessary, call for a successful Treat Disease to allow a doctor to persuade his superiors that a long period of absence is all right.
- **Journalist:** If there isn't a hot story already available in England, a successful use of either Fast Talk or Persuade will persuade the editor that a trip to Great Britain won't be wasted. Reporters working for a publication specializing in the occult may have an easier task than others and should receive skill bonuses.
- **Lawyer:** A lawyer's position is analogous to that of a doctor and a similar procedure can be followed to allow for absence, substituting Law if a skill use is required.
- **Policeman:** A cop has extensive commitments. A senior officer who can succeed with Law will be able to arrange a trip to study the operations of the English police force with his Department's blessings. Otherwise, future leave will have to be mortgaged if none is available.
- **Politician:** A politician who can't arrange an all-expenses paid fact-finding trip at the drop of a hat isn't worth the votes that he conned out of the electorate in the first place. Too prolonged an absence from the ward, district or whatever may have the unfortunate consequence of leading the voters to forget who the devil the fellow is anyway, resulting at the next election in the well-known phenomenon of the vanishing majority.
- **Professor:** During vacations senior staff at colleges and universities can absent themselves without raising too many eyebrows. In other cases, temporary sabbaticals may be arranged by any academic who can make a successful skill use with his principal subject.



### Keeper Papers #2.2: Absence from the USA

• **Soldier:** In the 1920s the US Army mouldered as its strength was reduced, officer-promotions became almost moribund and the possibility of action was a remote prospect on a distant horizon. Given the generally quiet and somnolent life led by US garrisons at home and abroad (one of the few interesting postings was to the Boxer Protocol 15th Regiment in Tientsin, China), even relatively junior officers will have little difficulty in arranging for extended leaves, albeit unpaid ones and at possible risk to their chances of promotion in the seniority stakes. Enlisted men will have greater difficulty in getting permission for long furloughs and may, if the worst comes to the worst, have to go over the hill.

### Baskerville Papers #9: Liners to England

#### *COMFORT - COURTESY - SAFETY - SPEED*

In the 1920s many shipping lines ran passenger services between North America and Europe. Typical of these lines is the United States Lines, whose promotional slogan is reproduced above, with five vessels sailing from New York to Cobh (Queenstown), Plymouth, Southampton, Cherbourg and Bremen; fares quoted are from:

| Liner                  | 1st      | 2nd      | Tourist 3rd |
|------------------------|----------|----------|-------------|
| SS George Washington   | \$210.00 | \$136.25 | \$97.50     |
| SS Leviathan*          | \$265.00 | \$147.50 | \$102.50    |
| SS President Harding   | \$145.00 |          | \$95.00     |
| SS President Roosevelt | \$145.00 |          | \$95.00     |
| SS Republic            | \$140.00 |          | \$95.00     |

\* Formerly Hamburg-American Line's *Vaterland*

In the national press the deaths of Joseph Binns and Joan Mattingly warrant no more than a paragraph tucked away inside the newspaper and each of those provided as Baskerville Papers #11 and #12 requires a successful Library Use to find. The report on Arthur Baskerville's death is more newsworthy, however, and reports similar to that in the *Devon County Chronicle* (Baskerville Papers #16) may be found automatically. The more detailed reports of the Chronicle on the deaths of the servants (Baskerville Papers #2-#6) must wait until the investigators get to Grimpen.

Beyond these reports there is nothing that can be learnt in London. Should the investigators delay leaving for Baskerville Hall, they will soon have Charles on the telephone pleading with them to come as soon as possible.

If the investigators travel from Plymouth to Grimpen in one of the Baskerville motor cars (a capacious Lanchester Forty), chauffeur Eric Partridge will drive them. The investigators can take this opportunity to question Partridge about

events at the Hall, but the chauffeur is a loyal employee and disinclined to discuss Sir Henry's business with his social betters. However, if someone of his own status is a member of the investigators' party then he will be more forthcoming with any successful use of a communication skill (servants should travel in the front with Partridge, where they can engage him in conversation, while the ladies and gentlemen travel in the separately compartmented rear). The chauffeur's observations are provided as Baskerville Papers #13.

In addition to these rather uninformative comments, however, a further use of Fast Talk can learn something of interest from the chauffeur. On the morning of Binns's disappearance, Partridge was working on one of the Baskervilles' cars when he heard what sounding like a hound baying from the vicinity of the barn. He didn't investigate the noise as he had no reason to, but he is sure that it wasn't one of the estate dogs barking 'cause it didn't sound nuffin' like one'.

**Baskerville Papers #11: *The Daily Telegraph*, Monday, 25th May, 1925**

#### DEATH OF GROOM

The drowned body of a groom was recovered from the lake at Baskerville Hall in Grimpen, Devon, on Friday. The groom, Joseph Binns, had been reported missing some days previously. There seem to be no suspicious circumstances concerning this tragic death.

**Baskerville Papers #12: *The Times*, Monday 22nd June, 1925**

#### SECOND BASKERVILLE DEATH

A second unexpected death amongst the servants at Baskerville Hall has been reported from Grimpen, Devon. The body of Joan Mattingly, a house maid, was found on Friday in one of the bedrooms, apparently the victim of a seizure. The death would be unremarkable, although tragic, save for the earlier death of groom Joseph Binns. The County Police are pursuing inquiries to determine whether the two deaths are related.

#### Baskerville Hall

Should the players have access to a copy of *The Hound of the Baskervilles* by Sir Arthur Conan Doyle, their investigators may properly treat it as a source of information to which they can refer. If you feel the circumstances warrant, however, you may rule that a successful Library Use is needed to discover the book.

*The Hound of the Baskervilles* has considerable detail on the circumstances which faced Holmes and Watson in Stapleton/Baskerville's plot against Sir Henry. Some of this material will be of help to the investigators, but most of it is hopelessly outdated and inappropriate to the horror that now threatens Sir Henry's family. However, Watson's descriptions of the approach to Baskerville Hall and some of his other observations are more useful. A number of these are reproduced as Baskerville Papers which may be handed out as the situation warrants; most of these should be researched through Library Use, but you may, if you choose, hand them out freely as readily available.

In sharp contrast to Dr Watson's description, however, the appearance and atmosphere of Baskerville Hall and its

grounds have changed almost beyond recognition. The new lodge has been completed and the ruins of the old one totally removed; the wrought-iron gates and stone pillars have been repaired, the gates re-painted and the boars' heads gilded. Dead and dying trees have been uprooted and the grounds thoroughly landscaped and improved; a large ornamental lake has been added at the back of the Hall.

While it is by no means the grandest of English country houses, under Sir Henry's wise management and Lady Constance's impeccable good taste life at Baskerville Hall has developed a style, graciousness and elegance that should come as something of a culture-shock to most American investigators who hale from backgrounds other than the most exclusively wealthy; the severely stratified relationships that even the British servant classes seem ready to fall into amongst themselves should appear totally alien.

Although nothing has been done to remove or conceal those aspects of the Hall which testify to its ancient heritage, the interior has been completely refurbished and redesigned, where possible, to give a lighter and more airy interior and to provide extensive quarters for servants and guests; this has modified the lay-out of parts of the Hall from Dr Watson's description. Dark colours have given way to light, cheerful shades; over-stuffed, heavy, dark-stained furniture has been replaced by less oppressive styles; electric lighting has been installed inside and out, so that at night the front of the Hall is a blaze of light; there is central heating in many of the rooms. The portraits of the less savoury Baskerville ancestors have been removed and replaced by paintings by famous artists like Constable, Turner and Reynolds; the smoke-darkened ceilings have been cleaned and painted and the black beams sanded and re-stained to a lighter shade.

The nearby maps and plans of Baskerville Hall, Grimpen and the surrounding countryside provide further details for the investigators. There is no reason why the players should not have sight of these immediately and you may show them freely.

#### The Ground Floor

- **The Hall:** The lay-out of the hall remains as described by Dr Watson, but

re-decoration and electric lighting has done a great deal to dispel the sombre dimness of this chamber. The oak panelling, stags' heads and coats of arms continue to decorate the walls; chairs and side-tables have been added and a telephone also features (the number is Grimpen 3).

#### Baskerville Papers #13: Eric Partridge's Comments

'Course, I've bin wiv Sir 'Enry for years. Proper gent 'e is, too. Known the children since they wus nippers, and I've 'ad to give the lads a clip rahnd the ear'ole - and wiv Sir 'Enry's blessin', too, 'e wouldn't 'ave 'em givin' no lip nor cheek to no-one, not even a servant like wot you and me are. 'Course, it's terrible wot's 'appened dahn at the 'All and Arfur coppin' it 'as just abaht knocked the stuffin' aht o' Sir 'Enry and Lady C. I 'ear yer nob's is 'ere to 'elp - well, it'll be a bloomin' miracle if they can, but the rozzers ain't fahnd nuffin' so they can't do no worse.

Me, I puts it dahn to bad luck, although there's some that don't, mind you, but they're just a bunch of old women - of one sort or anuvver, if you takes my drift. Well, I mean, Binnsie - e's the groom wot they dragged out of the lake, 'orrible it was, wiv 'im all bloated and swollen after all that time in the water - well, 'e liked 'is nip and I reckon 'e wus probably one over the eight, you know, drinkin' on the job. As for poor little Joanie, well, I've known 'em much younger and fitter than wot she wus just drop dahn dead for no reason at all, bright and chirpy one minute, dead as mutton the next - it 'appens all the time. And Arfur weren't never strong, you know, 'e could've gone at any time, really, everybody knew that.

- **The Dining Room:** Like the hall, the dimensions of the dining room have not been altered from the visit of Dr Watson, although the room has been extensively modernized, with the family dais being removed and folding doors added to make

the size of the room more appropriate to the needs of the Baskerville family when no or few guests are at the Hall. The dining table is late 18th century and can be used in a variety of shapes and sizes, including square, circular, oval, rectangular, or even as two separate tables. A large chest of oriental hardwood is used to store china and everyday silver. There are also a number of side tables around the walls that can be used to serve food from.

- **The Music Room:** After formal dinners at the Hall, the ladies will retire to the music room while the gentlemen remain in the dining room to pass the port and smoke their postprandial cigars. The room has a panelled oak ceiling and a splendid fireplace. There is a full-size piano and plenty of comfortable chairs and sofas, amply provided with side-tables.

- **The Library:** Kept here is a wide-ranging collection of books built up by the Baskervilles over the centuries; many of these books are valuable historical works. The investigators may expect to find at least one obscure Mythos work amongst the many old tomes, but they will be disappointed. The library is also the morning sitting-room for gentlemen at the Hall, where they can read the newspapers, write letters, and so forth.

- **Sir Henry's Study:** Essentially this is the office from which the estate is managed and although Sir Henry spends time here, during the day his son Henry is now more likely to be in residence keeping the Hall's paperwork up to date. A mid-18th century mahogany bureau graces the study although it is not used for day-to-day work, a more functional desk being provided for this purpose.

- **The Smoking Room:** Sir Henry is sufficiently old-fashioned to believe that a gentleman does not smoke in the presence of ladies and the smoking room is reserved for those male guests and members of the family who wish to smoke elsewhere than in the privacy of their own rooms, the billiard room or the dining room after the ladies have withdrawn. There is a sufficiency of deep, comfortable armchairs, side-tables, ash-trays and cigar and cigarette boxes.

- **The Drawing Room:** This is the room usually used by the Baskervilles during the evenings. It is comfortably appointed with armchairs and sofas. There is a large circular rosewood table dating from the

Regency. During the day Lady Constance may occupy the drawing room, reading, writing, doing needlework, and so on.

- **The Cloak Room:** Outdoor clothes, boots and galoshes are kept here and hall boy Thomas Toland pursues his daily shoe-polishing duties here.

- **The Billiard Room:** A keen player of snooker and billiards, Sir Henry has preserved the modern billiard room installed by his uncle, Sir Charles. The

room contains a full-sized snooker table, chairs and side-tables.

- **The Ballroom:** The ballroom is an addition to the Hall since Sir Henry returned to manage the estate. It is a large, glass-roofed structure, with a dais for a small orchestra and a profusion of exquisite potted-plants around the perimeter, amongst which are interspersed comfortable chairs and side-tables.

#### Baskerville Papers #14: From Dr Watson's Notes on Baskerville Hall

The wagonette swung round into a side road, and we curved upward through deep lanes worn by centuries of wheels, high banks on either side, heavy with dripping moss and fleshy hart's-tongue ferns.....Still steadily rising, we passed over a narrow granite bridge and skirted a noisy stream.....Both road and stream wound up through a valley dense with scrub oak and fir.....

We had left the fertile country behind and beneath us.....The road in front of us grew bleaker and wilder over huge russet and olive slopes, sprinkled with giant boulders. Now and then we passed a moorland cottage, walled and roofed with stone.....Suddenly we looked down into a cuplike depression, patched with stunted oaks and firs which had been twisted and bent by the fury of years of storm. Two high narrow towers rose over the trees.....

.....[T]he lodge gates [were] a maze of fantastic tracery in wrought iron, with weather-bitten pillars on either side, blotched with lichens, and surmounted by boars' heads of the Baskervilles. The lodge was a ruin of black granite and bared ribs of rafters, but facing it was a new building, half constructed, the first fruit of Sir Charles's South African gold.....

[The hall was] large, lofty, and heavily raftered with huge baulks of age-blackened oak. In the great old-fashioned fireplace behind the high iron dogs a log-fire crackled and snapped.....we gazed round us at the high, thin window of old stained glass, the oak panelling, the stags' heads, the coats of arms upon the walls.....

A square balustraded gallery ran round the top of the old hall, approached by a double stair.....[T]he dining-room which opened out of the hall was a place of shadow and gloom. It was a long chamber with a step separating the dais where the family sat from the lower portion.....At one end a minstrel's gallery overlooked it. Black beams shot across above....., with a smoke-darkened ceiling beyond them.....A dim line of ancestors, in every variety of dress, from Elizabethan knight to the buck of the Regency, stared down.....

- **Laundry Room:** The domain of Nina Miller and Mary Roper, who attend to the laundering requirements of the Hall, the laundry room is well-equipped with modern washing and ironing facilities.

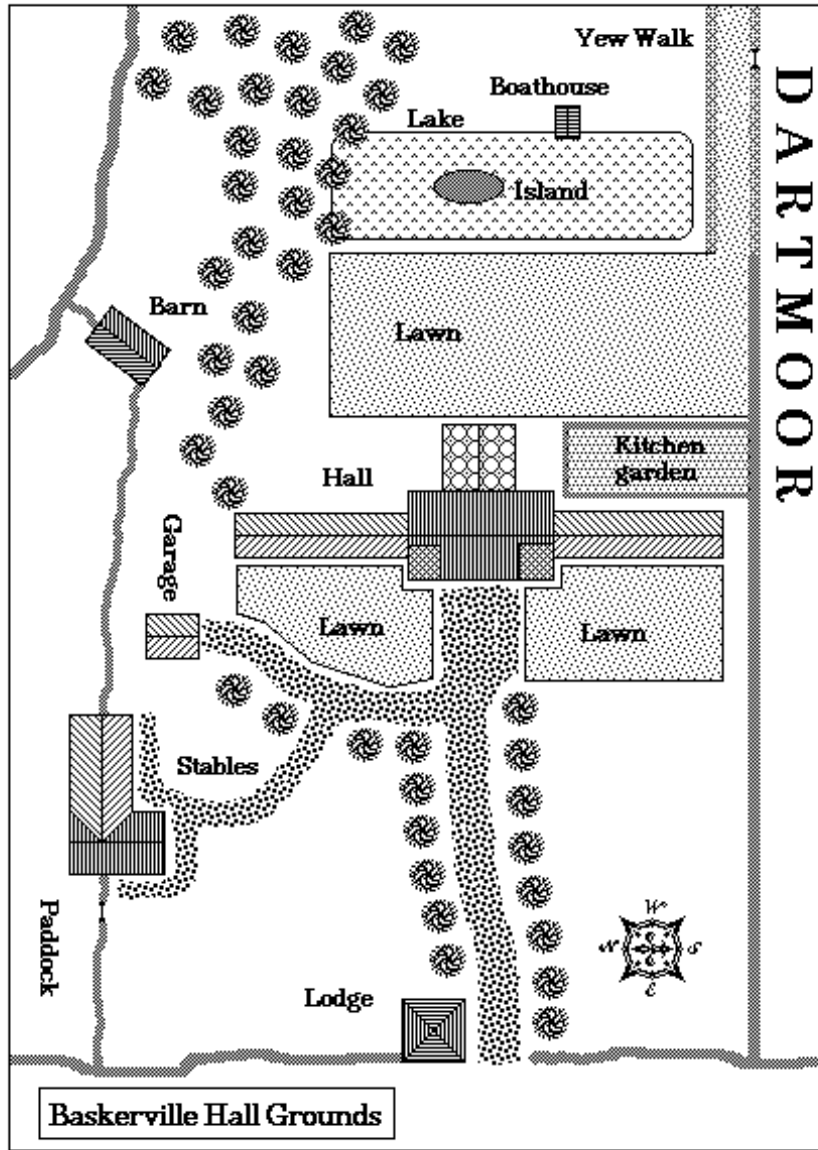
- **Scullery:** The cleaning and washing of pots, pans, crockery and silver is carried on here; there are water heaters and two large sinks with extensive draining surfaces.

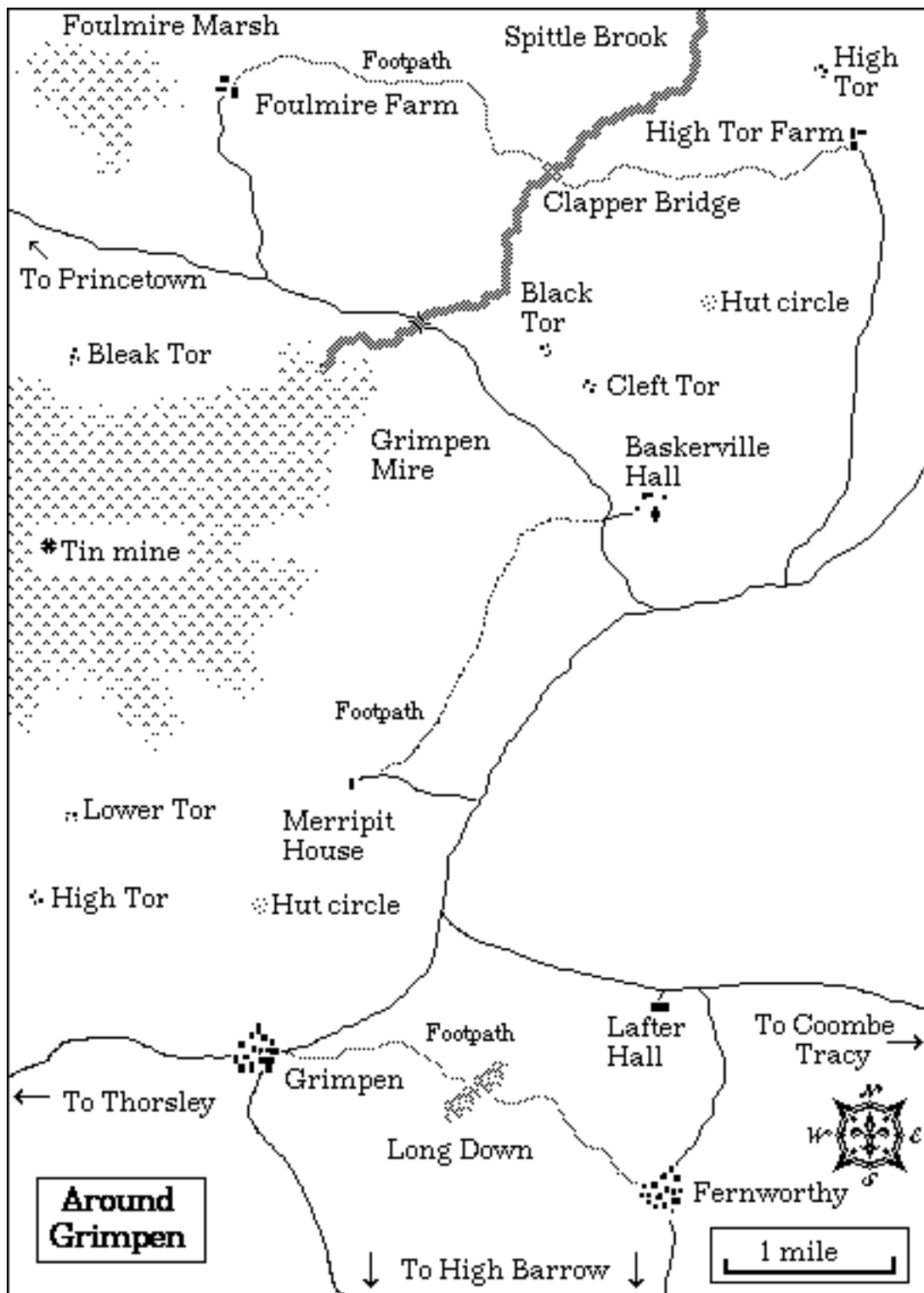
- **Kitchen:** The kitchen is a large, well-equipped room with everything that is needed to keep the Baskervilles, their guests and their servants fed in the best of styles. Amongst the books on the shelf are *Mrs Beeton's Household Management* and *Mrs Beeton's All About Cookery*.

- **Stillroom:** The stillroom is essentially a specialized kitchen where cakes, jams, pastries, cordials and the like are prepared by Emily Geddings, the stillroom maid, under the direction of the housekeeper.

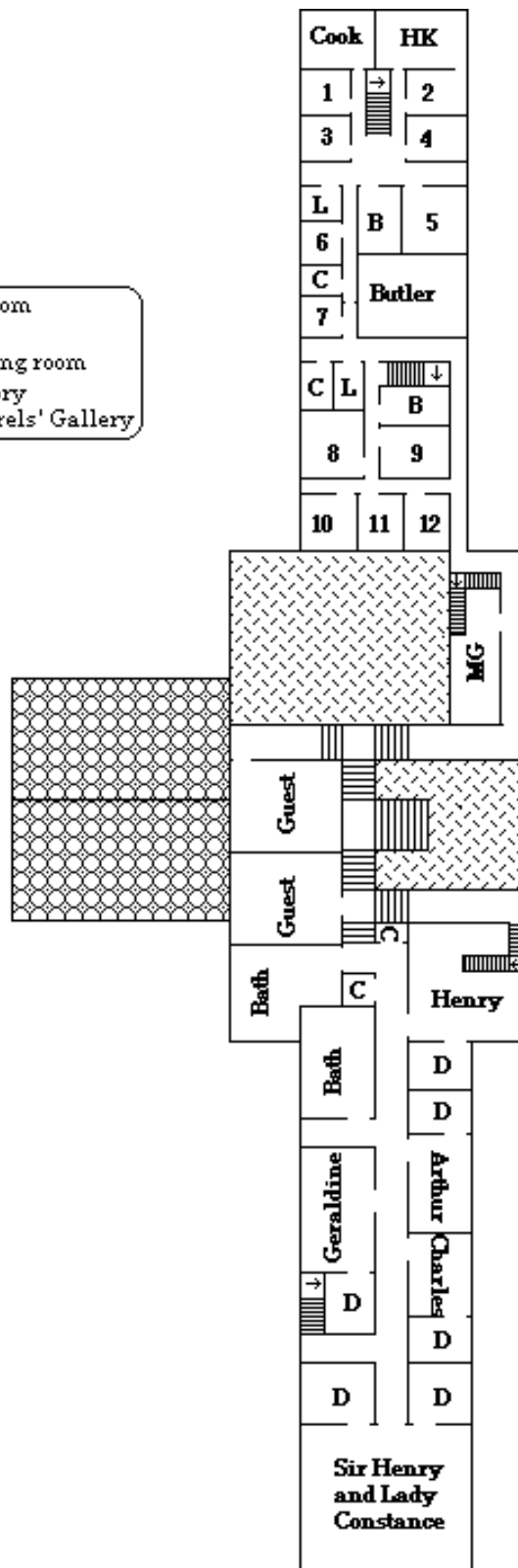
- **Butler's Pantry:** This is the exclusive domain of Percy Crutchley and he can usually be found in residence through the day when he has no duties elsewhere. There is a safe to hold the valuable silver.

- **Servants' Hall:** Only the more senior servants have rooms of their own (the butler, housekeeper, cook, Lady Constance's maid and the four valets). For the remainder, this common room is provided in which they can relax and amuse themselves in the evenings when most of their duties are done. Generous employers, Sir Henry and Lady Constance have ensured that the servants' hall is cheerful, welcoming and comfortable. There is a radio, wind-up gramophone and an upright piano. The servants' hall is also used as a dining room by the upper and lower staff of Baskerville Hall.





B = Bathroom  
 C = Closet  
 D = Dressing room  
 L = Lavatory  
 MG = Minstrels' Gallery

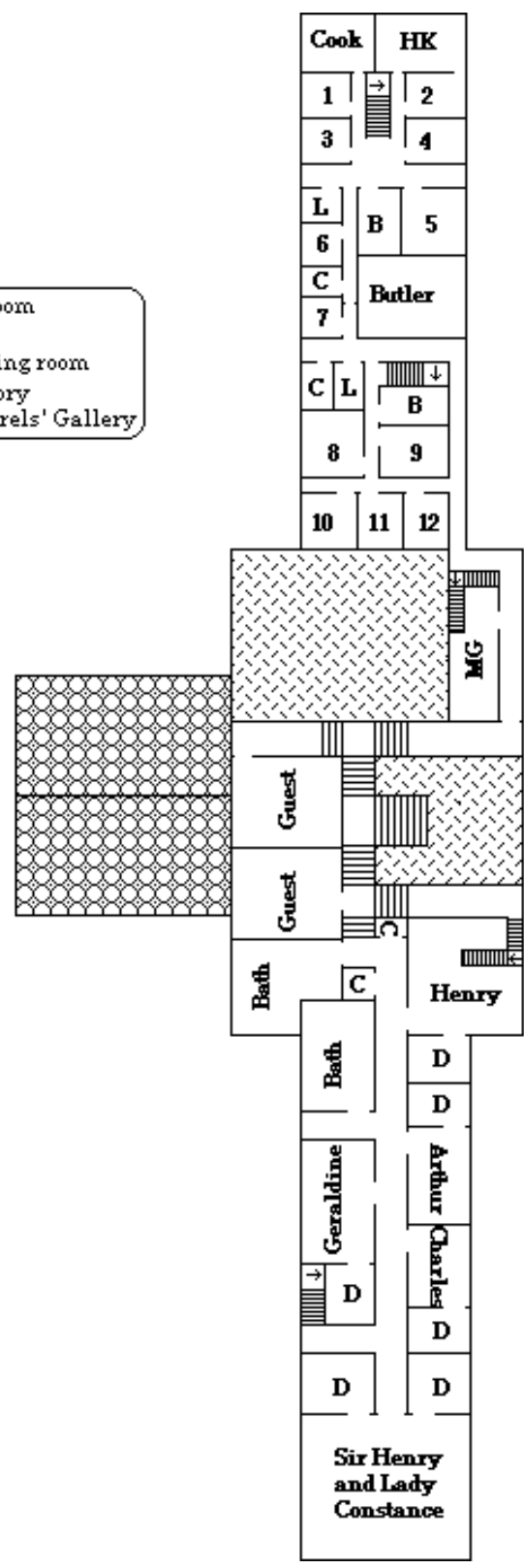


- 1 Under Cook
  - 2 House Maids
  - 3 Kitchen/Stillroom Maids
  - 4 Chamber/Parlour Maids
  - 5 Lady Constance's Maid
  - 6 Laundry Maids
  - 7 Hall/Stable Boys
  - 8 Footmen
  - 9 Sir Henry's Valet
  - 10 Henry's Valet
  - 11 Charles's Valet
  - 12 Arthur's Valet
- Non-residents  
 Scullery Maids  
 Chauffeur  
 Gardeners  
 Grooms

**Baskerville Hall:**  
**First floor**

**45 ft**

B = Bathroom  
 C = Closet  
 D = Dressing room  
 L = Lavatory  
 MG = Minstrels' Gallery



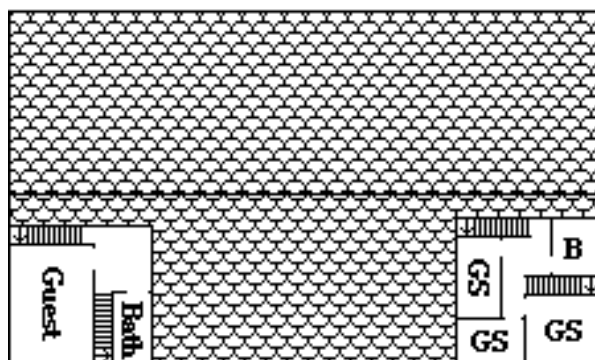
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**Baskerville Hall:**  
**First floor**

**45 ft**



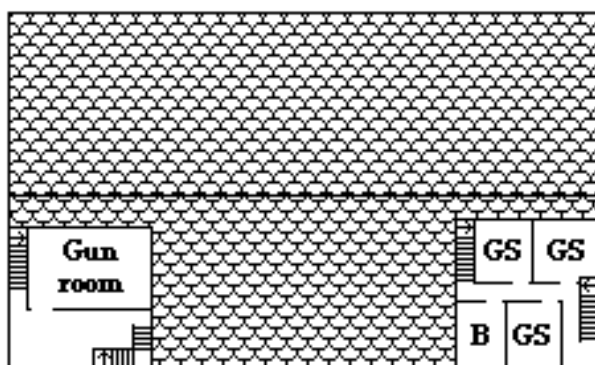
## Baskerville Hall: Tower floors



Second floor

B = Bathroom  
GS = Guest servants

45 ft



Third floor

### The First Floor

All of the bedrooms used by the Baskerville family have attached dressing rooms with toilet facilities.

- **Sir Henry and Lady Constance's Room (The North Room):** This is the principal bedroom of the Hall. It is wood-panelled. Sir Henry and Lady Constance have separate dressing-rooms opening off the bedroom. There is no reason why the investigators should want to examine this room and to be caught here would be a gaff of the worst sort.

- **Geraldine's Room (The Georgian Room):** Although only used now when Geraldine and her husband are at the Hall (or when there is an especially large number of guests), Geraldine's room is kept properly made up all the time. It is important for the investigators because of the secret of the Georgian mirror that hangs on one of its walls.

- **Arthur's Room (The Green Room):** Arthur's room is neat and tidy and has about it an atmosphere of desertion. His

diary is kept in a drawer in the roll-top writing-bureau.

- **Henry's Room (The Blue Room):** There is nothing remarkable about Henry's room. It takes its name from the predominantly blue theme of its decor.

- **Charles's Room:** The investigators can find nothing of interest to their inquiries in Charles's room, although he keeps his small collection of books and articles on the supernatural and the occult here, much to the disapproval of his parents. None of Charles's books will be of any surprise to the investigators.

- **Guest Rooms:** Sir Henry and Lady Constance are determined that any guests at the Hall should feel as comfortable as possible and the guest rooms are fitted out to ensure this.

- **Servants' Rooms:** There are two types, namely those occupied singly by the senior servants (butler, housekeeper, etc) and those shared by two or more servants. The rooms of the senior staff are, naturally, larger and fitted out more finely, but all are

comfortable and cheerful. The men's and women's quarters are separated by a locked door, to which both Percy Crutchley and Winifred Maitland have keys.

#### Other Floors

- **Guest Room:** The guest room in the South Tower is similar to those elsewhere in the Hall.
- **Gun Room:** Sir Henry's extensive collection of firearms is housed in this room. Most of the weapons are shotguns and rifles, but there are several pistols also.
- **Guests' Servants' Rooms:** These rooms in the South Tower are fitted out for use by the servants of any guests staying at the Hall. Unlike the quarters of the Baskerville staff, there is no intentional physical separation between men's and women's rooms, although as far as possible the sexes are separated between the two floors of the tower allocated to them.

#### Charles's Story

The investigators should arrive at Baskerville Hall in the late afternoon or early evening and Charles will be on hand to greet them. Investigators who come with their own servants will see these turned over to the care of the butler and housekeeper to ensure that they settle in satisfactorily, while the guests will be shown to their rooms by the house-maids and footmen.

After the investigators have settled in, unpacked their suitcases and cleaned up after their journey, Charles will await them in the library to discuss the reason he has asked them to come to Baskerville Hall. The investigators should not imagine from Charles' manner of speaking that he is just another silly ass (his friend from university should know this already): this is the way young men of his class and background tend to speak. Baskerville Papers #15 provides the gist of Charles' remarks. The cuttings he gives to the investigators are Baskerville Papers #2-#6 and #16.

Charles can add nothing more from his personal knowledge. He will co-operate fully with the investigators, joining them on their inquiries if invited, facilitating investigations around the Hall, helping them search Arthur's room, and so on. However, he will be wary of upsetting his parents in the light of Arthur's death and do his best to steer the investigators' activities away from the notice of Sir

Henry and Lady Constance.

#### Sir Henry Baskerville

Sir Henry Baskerville is the man against whom Rodger Baskerville plotted in *The Hound of the Baskervilles*. He is now aged about seventy, but still very much the alert, dark-eyed man described by Dr Watson, even though his thick black hair has long since changed to a distinguished silver. His features show the weather-beaten appearance that testifies to a continuing love of the outdoors and he rides almost every day, except in the most severe weather when his abstinence is more from concern for the health of his horses than for his own constitution. He retains a steady eye, the quiet assurance of a gentleman and strong traces of the Canadian accent he acquired in the first thirty years of his life on the other side of the Atlantic Ocean. He is a good shot with both pistol and shotgun and, in the past few years, has developed a special interest in photography, becoming something of an expert in the hobby with his own darkroom in the cellars of the Hall.

However, recent events at Baskerville Hall have begun to trouble him and there is a hesitation in his manner that has echoes of the nervous collapse he experienced forty years ago.

#### Lady Constance Baskerville

Lady Constance is almost twenty years her husband's junior and although in her fifties she still retains a youthful zest for life. The touches of grey in her fine golden hair and the faint lines of age have scarcely marred her beauty at all. A keen collector of the finer examples of works of art and antique furniture and ornaments, Lady Constance is very much responsible for the transformation of Baskerville Hall from the sombre pile encountered by Watson and Holmes forty years previously into a house of brightness, gaiety and laughter. She is an excellent performer on the piano and has a much-admired contralto singing voice.

When the investigators meet her she will still be in mourning for the tragic death of her son, Arthur, but unlike her husband she has a strength of character that can weather any crisis.

(As the daughter of an earl, Constance Calder enjoyed the title of 'Lady' in her own right and she would have been known as Lady Constance even before she married

Sir Henry. A baronet is of lesser precedence to an earl, but his wife also enjoys the title of 'Lady', in this case coupled with her husband's surname; in other words, for example, the wife of Sir Henry Baskerville becomes Lady Baskerville. In the case of the daughter of an earl, however, her earlier title is of higher rank and so takes precedence.)

### **Henry Baskerville**

Henry is the eldest Baskerville son and heir to his father's estate. At the outbreak of war in 1914 he volunteered for the Army and fought throughout the conflict on the Western Front, being one of the lucky few to emerge from the carnage of the trenches alive and uncrippled, in spite of being wounded on a number of occasions. He was decorated several times for gallantry and left the army with the rank of major.

Since the Great War he has increasingly taken over the management of the Baskerville estate and fortune from his father, a task which he has carried on effectively and efficiently.

He is engaged to be married to Amanda Lumley, daughter of Colonel George Lumley, VC, DSO, late of the Indian Army and currently resident in Exeter.

### **Geraldine Baskerville**

A lovely woman with her mother's finely-formed features and her father's dark eyes and hair, Geraldine Baskerville no longer lives at Baskerville Hall, but in Herefordshire with her husband, the Honourable Guy Langon, younger son of the Earl of Thorpeford.

Amongst the Baskerville children, she and Charles are perhaps the closest. In letters to his sister, Charles has disclosed his fears about the recent awful happenings at the Hall and, trusting her brother's judgement, Geraldine believes that there is substance to Charles' theories. The investigators will meet Geraldine and her husband Guy at the Hall, for they have come to Devon on learning the news of Arthur's tragic death.

Geraldine will co-operate readily and willingly with any friends of Charles' who have come to help solve the mystery of her brother's death and those of the servants.

### **Guy Langon**

A Baskerville only by marriage to Geraldine, Guy Langon is sceptical to the

point of derision about the occult and, if he learns of Charles' theories and Geraldine's sympathy for them, he will do nothing but heap scorn upon them. Of rather limited intelligence, he makes up for his lack of brain-power by being terribly handsome and very much the dynamic man of action, the latter rôle serving him well during his time on the Western Front. He is an expert horseman and a fine shot. If he can be recruited to help the investigators, he will be a good man in a fight and absolutely reliable (so long as his SAN holds out).

### **Arthur Baskerville**

Arthur is the middle of Sir Henry's three sons and the third child of his marriage to Lady Constance. He is the first Baskerville victim of Rodger's renewed plotting against his cousin. Although as a consequence the investigators will not encounter the unfortunate young man, his background may be thought important for the clues it can give to his fate.

Of the four Baskerville children, Arthur was the weakest and, despite Charles's interest in the occult, probably the most sensitive and spiritual of them all. He suffered from poor health through most of his childhood and at one time it was feared that he had contracted tuberculosis. However, this proved a false alarm and as he entered adulthood his strength and general well-being showed distinct signs of improvement.

Nevertheless, Arthur's constitution always remained of some concern to his family and there was a nervousness and hesitancy about his personality that caused them at times to worry about his mental stability. As far as this latter condition is concerned, of the Baskerville family only Charles will readily refer to it voluntarily in conversation with the investigators; Sir Henry and Lady Constance will deny it; Henry and Geraldine will admit to their fears for Arthur if the investigators show that they are already aware of his condition, but equally both will be annoyed that Charles has told strangers about Arthur's problem.

Arthur has no knowledge of the Mythos and, like the two servants who are destroyed by Rodger's scheme, it is simply bad luck that leads him to his doom.

### **The Baskerville Staff**

Despite the impact of the Great War,

which did so much to undermine the apparent immutability of Edwardian middle- and upper-class life, even as late as 1931 there were something like one-and-a-half million people employed in private domestic service in Britain. Following the Armistice in 1918 many of the more well-to-do families reverted to their pre-war lifestyles, with large homes staffed by numerous servants. Country homes were more fortunate in this respect than their urban counterparts, for work in munitions factories and other war work gave many city girls a taste for personal freedom that

domestic service could not cater for and the post-war period saw something of a servant crisis. The home of Sir Henry Baskerville is one establishment which does not suffer unduly from this problem as yet.

Baskerville Hall has a small army of some thirty-five servants and retainers, including those whose responsibilities are the maintenance of the grounds and the care of Sir Henry's extensive stable of horses (the Baskerville family rides in the local Hunt). Of these staff, the majority live in the servants' wing of the Hall, the others in nearby cottages belonging to the estate.

#### Baskerville Papers #15: Charles Baskerville's Remarks

Thanks awfully for coming. I'm really more grateful than I can say and don't forget that I'm paying all your expenses while you're here; just let me know what you need and I'll see you get it. If you need a car or anything, Partridge can drive you in the Napier or the Vauxhall. You can use mine if you want to drive yourselves, but I'm afraid that's just a little two-seater Alvis which may be a bit cramped, what.

Well, I don't know how much you know. It's been jolly awful, you know, and jolly rum too, and now poor old Arthur has gone west we're all pretty choked up. I've saved these newspaper reports for you, as they're pretty accurate [*He gives you a number of articles cut from the Devon County Chronicle*] on the basic details, don't you know.

As you can see, there must be a connection amongst the deaths. I mean, there are too many things for it just to be coincidence. The Coroner's inquest on poor old Arthur is the day after tomorrow, and if they don't find his innards in pretty much the same shape as Binns's and Joan's, well I'll be jolly dashed surprised.

I don't know what you make of it all, but I'm dashed if I don't think there's something supernatural going on. Did you know we had a witch? Well, not *us* exactly, but Grimpen, you know, or so the servants say, and the Moor has always been a site for covens and that sort of thing. I know you've looked into this sort of thing over in America and I was rather hoping you could do a similar job here, don't you know. Of course, no one else will listen to me, well, except for Geraldine, but she's only a girl, after all, and can't really do much what with being married and everything. I daren't mention it to Father and Mother again now that Arthur has gone, and Henry and the police just pooh-pooh the idea and refuse even to consider it.

For the most part the servants will probably have little impact on the investigators and their activities, but they should be encountered directly as they are questioned about the circumstances of the macabre deaths and as the investigators pursue their inquiries about the Hall, and some of them have information of use. Also, in certain circumstances one or more of the servants may prove a useful and willing ally for the investigators.

The social ranking of servants was as

important amongst themselves as were the class rankings of society in general, and in some senses was probably more complex. Keeper Papers #3 provides a precedence list for the staff at the Hall; within each grouping, the order shows greater to lesser status and, between domestic and outdoor staff, outdoor staff rank somewhat lower than domestic servants. For most purposes, domestic and outdoor staff inhabit two separate worlds, the exception to this being chauffeur Eric Partridge, who though part

of the outdoor staff dines with and is part of the social order of the domestic household.

The upper servants will dine together, tended by the lower staff. In their turn, the lower servants will be looked after by the skivvies. The latter have to see to their own needs.

Amongst the outdoor staff, their food is prepared and brought to them by the appropriately ranked domestic staff and they eat after the domestic staff have finished. Turnbull, the lodge keeper, is an exception, eating at home with his wife.

### Keeper Papers #3: The Staff at Baskerville Hall

#### Domestic Staff

Percy Crutchley, Butler  
Moirá Donaldson, Lady's Maid  
James Lake, Senior Valet  
Winifred Maitland, Housekeeper  
Henrietta Atkinson, Cook

Ronald Watson, Senior Footman  
Walter Aitken, Henry's Valet  
William Bailey, Arthur's Valet  
Hugh Skinner, Charles's Valet  
Sylvester Wilks, Footman  
Noel Reynolds, Footman  
Emily Geddings, Stillroom Maid  
Dorothy Foljamb, Chamber Maid  
Connie Whitaker, Parlour Maid  
Lucy Harvey, House Maid  
Annie Foljamb, House Maid  
Joan Mattingly, House Maid  
Jane Willoughby, Kitchen Maid  
Jessie Attwood, Kitchen Maid

Nina Miller, Laundry Maid  
Mary Roper, Laundry Maid  
Gladys Tozer, Scullery Maid  
Sarah Lawrence, Scullery Maid  
Thomas Toland, Hall Boy

#### Upper Servants

John Turnbull, Lodge Keeper  
Albert Lamb, Head Groom  
Eric Partridge, Chauffeur

#### Lower Servants

George Holden, Senior Groom  
Harold Gooch, Senior Gardener  
Basil Collis, Groom  
Joseph Binns, Groom  
Alfred Pendle, Under Gardener  
Frederick Sutton, Under Gardener

#### Skivvies

Samuel Apps, Stable Boy  
Ernest Hancock, Garden Boy

The following sketches describe the individual servants in more detail. Character statistics and skills for male and female servants are meant as guidelines only, except in the cases of more detailed treatments such as butler Percy Crutchley and housekeeper Winifred Maitland, and you should feel free to customize individual servants as you see fit.

In the descriptions below, unless a direct reference to the fact is made the servant in question will have no information of use to the investigators. Most will have something to say about the various deaths,

but this is largely speculation and rumour. Where a servant does have something important to say, the circumstances under which they will reveal it are detailed. Servants who can be relied on in a crisis are also noted.

#### The Domestic Staff

The domestic staff are tasked with the day-to-day running of the Hall itself and all are resident there, except for the scullery maids. Butler Percy Crutchley and housekeeper Winifred Maitland are the senior servants in charge of the staff,

although in terms of status Mrs Maitland is outranked by Moira Donaldson, Lady Constance's personal maid. Crutchley has overall responsibility for the smooth running of the household, with full charge of the pantry and cellars, making all purchases concerning wines and spirits; he oversees all the male staff amongst the domestic servants, including chauffeur Eric Partridge. Mrs Maitland has complete control over expenditure concerning food and household supplies, and over all the female staff.

• **Walter Aitken, Henry's Valet:**

Aitken is the young Henry Baskerville's personal manservant. During the war Aitken served as Henry's batman. He is absolutely loyal to the eldest Baskerville son and will gladly risk life and limb in his service and, by transference, in aid of any of the Baskervilles.

• **Henrietta Atkinson, Cook:** Mrs Atkinson's domain is the kitchen and within its walls her word is law and she is deferred to there even by Mrs Maitland. Mrs Atkinson is a widow.

**Baskerville Papers #16: *The Devon County Chronicle*, Friday, 17th July, 1925**

**TRAGIC DEATH OF BASKERVILLE SON**

Following the deaths of two servants at Baskerville Hall reported by this newspaper during the last two months, a more serious tragedy has struck at the home of Sir Henry Baskerville in an equally distressing and horrible manner.

The body of Arthur Baskerville was discovered in the ballroom yesterday morning by footman Sylvester Wilks. The corpse lay on the floor, its face frozen in a grimace of terror. As in the earlier deaths at the Hall, the doctor and Coombe Tracy police were sent for.

Dr Verrier and Sergeant Parminter noted that Arthur Baskerville's death had similarities to the previous deaths of Mr Joseph Binns and Miss Joan Mattingly at the Hall. The young Baskerville's body was both bruised, like the bodies of Binns and Mattingly, stained with patches of strange fluid, as was Mattingly's, and bore two deep, blood-less wounds, resembling that found on Binns's corpse. Dr Verrier said that he was sure that a post-mortem would show a senility of internal organs similar to that in the previous cases.

Sir Henry and Lady Constance are deeply grieved at the terrible death of their son and were unable to speak to the newspaper.

• **Jessie Attwood, Kitchen Maid:**

Attwood both assists Mrs Atkinson in her catering duties, cleaning food and preparing less complicated dishes under the cook's supervision. As a kitchen maid, Attwood is also responsible for preparing and serving food for the senior servants.

• **William Bailey, Arthur's Valet:**

Although his master will be dead by the time that the investigators come to Baskerville Hall, Bailey remains in residence thanks to the generosity of Sir Henry, who is giving him as much time as he needs to find another position. Bailey is aware that in the few weeks before his death Arthur had appeared both nervous and depressed, certainly much more so than previously. When he brought Arthur his morning tea, on a number of occasions the young man was still asleep and obviously experiencing a nightmare for he was muttering in his sleep. Under interview Bailey will not at first admit to this to strangers, but Psychology will show that he is hiding something about Arthur. If urged to by Charles, Bailey will recount the facts of his master's depression and disturbed sleep. Unusually for the normal relationship between servants and the family that employs them, Bailey and Arthur formed almost a friendship and the valet is aware that the young man was depressed and experiencing a recurring nightmare in the days before he died. He does not know the details of the dream, but understands it had something to do with a vision that Arthur had experienced one night 'in Miss Geraldine's room'.

• **Percy Crutchley, Butler:** Crutchley is butler to Sir Henry's household. He is in his 50s, an imposing, imperious figure, with a high-domed, balding head and a large waistline amply fortified by the best of wines, the tenderest of meat and the tastiest of pastries that can be supplied by the cellars, kitchen and stillroom of Baskerville Hall. Crutchley is a bachelor and has a great interest in the history of all periods, a subject on which he reads extensively in his spare time. Like the immortal Mr Beach, butler to Lord Emsworth at Blandings Castle (the first of P.G. Wodehouse's novels to deal with that ancestral pile is *Something Fresh*), Crutchley suffers from a virtual medical dictionary of minor ailments which he will

recount at the drop of a hat to fellow-servants of sufficiently high status to warrant such intimacy. He is loyal to the Baskervilles and will do his best to help them in any way he can.

- **Moira Donaldson, Lady Constance's Maid:** Donaldson is the most senior of the maids and ranks in status ahead of both Mrs Maitland and Mrs Atkinson amongst the female servants at the Hall.

- **Annie Foljamb, House Maid:** As a house maid, Annie Foljamb sweeps, polishes, dusts and makes up the grates throughout that part of the house used by the Baskerville family. She also sews, mends and lays table.

- **Dorothy Foljamb, Chamber Maid:** Dot Foljamb is responsible for making up the beds in the Baskervilles' bedrooms and for the general cleanliness and tidiness of the first floor rooms used by the Baskervilles; she has authority over the house maids for these purposes. Dot is elder sister to Annie and she was Joseph Binns's lover. She will be very reluctant to admit this latter fact and will only do so if it is made clear to her that this fact is already known or if credibly threatened with dismissal. Otherwise, Psychology will show that she is very upset, but not about what; if asked she will pass off her distress as natural given the circumstances and not concentrated on one victim. Her evidence is provided as Baskerville Papers #19.

- **Emily Geddings, Stillroom Maid:** Geddings makes cakes, jams and cordials in the stillroom under the direction of Mrs Maitland, the housekeeper. Geddings is Dorothy Foljamb's best friend amongst the female servants and only she knows that Foljamb was having an affair with Joseph Binns. Under questioning Psychology will show that she is nervous about something; Fast Talk will then lead her to admit this fact.

- **Lucy Harvey, House Maid:** Harvey is the second of the Hall's three house maids and has similar duties to Annie Foljamb. She was the house maid who ran to Joan Mattingly's help when she first glimpsed the Hound in the Georgian mirror, but has not made a connection between that event and Mattingly's subsequent death (after a week Mattingly was over her distress at what she had seen). If asked directly if anything had disturbed Mattingly at all recently (an Idea will suggest this question to an investigator), she will recall the

details of the incident and recount them readily. Her evidence is provided as Baskerville Papers #20.

- **James Lake, Sir Henry's Valet:** Lake is second only to Percy Crutchley amongst the male domestic staff at Baskerville Hall, and even the imperious butler would hesitate before giving Sir Henry's valet an order rather than making a polite request.

- **Sarah Lawrence, Scullery Maid:** As a scullery maid, Lawrence is amongst the lowest ranked of the servants and her duties include waiting on the more senior servants, as well as preparing fish and vegetables and washing and scrubbing pots, pans, plates and cutlery.

- **Winifred Maitland, Housekeeper:** Mrs Maitland is the senior female servant at the Hall and ranks only behind Percy Crutchley. Mrs Maitland is a widow.

- **Joan Mattingly, House Maid:** The third of Baskerville Hall's house maids, Mattingly's duties are identical to those of Annie Foljamb and Lucy Harvey. She is the Eye of Zulan-Thek's second victim.

- **Nina Miller, Laundry Maid:** Miller shares responsibility for the collection, washing, drying and ironing of all the Hall's laundry.

- **Noel Reynolds, Footman:** Reynolds shares his duties with Ronald Watson, his immediate superior, and Sylvester Wilks. These include serving at table, answering the door to visitors, care of the Hall's silver, accompanying various of the Baskervilles to fetch and carry on shopping trips, and so on.

- **Mary Roper, Laundry Maid:** With Nina Miller, Roper looks after the laundry of those resident at the Hall.

- **Hugh Skinner, Charles's Valet:** As the valet of the most junior of the Baskerville men, Skinner's status is equally junior amongst his fellow valets. Skinner is a cheerful, happy fellow and will be as helpful to Charles and the investigators as he can be; unfortunately, he is not a very skilful fighter.

- **Thomas Toland, Hall Boy:** Hall boy Tommy Toland has a long list of tasks to fill his busy day. He cleans and fills the coal scuttles, cleans out the grates, carries in logs, brushes and polishes shoes for most of the household, and cleans the stove. He also does anything else that he is directed to by Mr Crutchley or Mrs Maitland. With the scullery maids, Toland is at the bottom of the ladder of servant society. He found

Joan Mattingly's body and will be pleased to recount the circumstances to anyone who wants to listen. All that he will be able to add to the newspaper report that the investigators should have already seen is that the fluid on Mattingly's body was 'a sort of bluish colour'; he will also say that there was a slight haze and smell in the room, 'like smoke'. If questioned further, he will be sure that the smoke and smell were not those of tobacco or an ordinary fire (besides, there was no fire lit in the room). Tommy's evidence is provided as Baskerville Papers #21.

- **Gladys Tozer, Scullery Maid:** Tozer shares her duties and position with Sarah Lawrence,

- **Ronald Watson, Footman:** Watson is the senior of the three footmen at Baskerville Hall; his duties are the same as the other footmen, but he is also responsible to Crutchley for ensuring that they carry out their duties properly.

- **Connie Whitaker, Parlour Maid:** Whitaker is responsible for the housework to do with ground floor rooms used by the Baskervilles and she has to see that these are kept clean, neat and tidy; in pursuit of these duties, she has authority over the house maids in the same fashion that Dorothy Foljamb has for upper floor rooms.

- **Sylvester Wilks, Footman:** Wilks is the second junior footman under Ronald Watson. He discovered Arthur Baskerville's body. He will recount the details of his discovery in a troubled fashion, for he is still distressed by the incident. Like hall boy Thomas Toland, Wilks noted a faint smell of smoke and a trace of haze in the ballroom when he found Arthur's body, but interrogators will have to ask him a direct question about this; he will not remember it unprompted. Wilks' evidence is provided as Baskerville Papers #22.

- **Jane Willoughby, Kitchen Maid:** Willoughby's duties are the same as those of Jessie Attwood.

### The Outdoor Staff

The outdoor staff are those servants responsible for the grounds, horses and vehicles of Baskerville Hall. With the exception of the chauffeur, they are divided into two different groups: head groom Albert Lamb is in charge of all the grooms and stable boy and has responsibility for the feeding, health,

exercise and general care of the horses and riding-gear; lodge keeper John Turnbull is in charge of the upkeep of the grounds and gardens and all of the garden staff answer to him. Chauffeur Eric Partridge is solely responsible for the maintenance and driving of the Baskerville automobiles, although the latter duties are largely restricted to Sir Henry and Lady Constance as the three sons much prefer to drive their own cars.

- **Samuel Apps, Stable Boy:** Sammy Apps cleans up around the stables and generally performs the less savoury and skilled jobs concerned with the care of Sir Henry's horses. He collects manure, changes the straw, cleans the riding tackle, and carries the water and feed. Occasionally he is allowed to brush a horse or lead one on a walk around the paddock under the supervision of one of the grooms. Apps knows that Binns used to like to take a drink on duty and knows where he hid a bottle of spirits in the barn. He will admit this fact if a successful Fast Talk is made.

- **Joseph Binns, Groom:** Binns is the unfortunate first victim of Rodger Baskerville's plot to set a Hound of Tindalos loose amongst his cousin's family. It was during an illicit meeting with Dorothy Foljamb in Geraldine Baskerville's room in the Hall that Binns glimpsed the Hound of Tindalos in the mirror constructed by Rodger Baskerville.

- **Basil Collis, Groom:** With head groom Lamb and the other two grooms, Collis looks after Sir Henry's horses. Collis can also manage a carriage and, on the rare occasions when the Hall's phaeton is used (see below), he drives it. Like Emily Geddings, Collis knows that Binns was having an affair with Dorothy Foljamb. Unlike Geddings, however, he is far less ready to admit this fact: Psychology will show that he has a secret which he does not wish to reveal; only successful Persuade with a negative modifier of -10% will lead Collis to tell what he knows.

- **Harold Gooch, Senior Gardener:** Gooch answers to John Turnbull for the efficient performance of their duties by the other gardeners, Because Turnbull is also lodge keeper as well as head gardener, Gooch has extensive responsibility and freedom of action in his job.

- **Albert Lamb, Head Groom:** Lamb is an expert in all things equine and his knowledge of horses is equalled only by his love for the animals in his care.

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- **Ernest Hancock, Garden Boy:** Like Tommy Toland and Sammy Apps, his domestic and stable counterparts, Ernie Hancock does the dirtier jobs associated with the gardens and grounds of Baskerville Hall. Amongst other things, he keeps all the tools, boots and wellingtons clean, sweeps up leaves and dirt from the paths, rakes leaves from the lawns and flowerbeds, carries manure (collected by Sammy), and so on.

- **George Holden, Senior Groom:** Of the three grooms under Albert Lamb, Holden has the position of senior groom.

- **Eric Partridge, Chauffeur:** Partridge knows the workings of the internal combustion engine as well as almost anyone else in the County. He is a skilled and careful driver and has been Sir Henry's chauffeur since the baronet first purchased an automobile.

- **Alfred Pendle, Under Gardener:** With Frederick Sutton, Pendle looks after the gardens and lawns at Baskerville Hall under the direction of John Turnbull and Harold Gooch.

- **Frederick Sutton, Under Gardener:** Sutton is the second of the two under gardeners working under John Turnbull and Harold Gooch. He found Joseph Binns's body in the lake. Under questioning he will repeat the details of his discovery with a lugubrious satisfaction that well suits his gloomy personality. Nothing he has to say will add to the investigators' knowledge, however.

- **John Turnbull, Lodge Keeper and Head Gardener:** Turnbull is the senior of the outdoor staff and has all of these under his direction, with the exception of chauffeur Eric Partridge. Turnbull is responsible to Sir Henry for the proper upkeep and maintenance of all the grounds and gardens of Baskerville Hall.

### Making Inquiries

There are several areas where the investigators can pursue the matter of the mysterious deaths.

For those investigators wise in the ways of the Mythos, there is enough suggestive evidence in the newspaper reports of the various deaths to infer, with a success with Cthulhu Mythos, that the deaths bear the hallmarks of Mythos activity. Whether you allow such a success to immediately conclude that the agent is a Hound of Tindalos will very much depend upon how

familiar your players' investigators are with these monsters; generally, however, you should do your best to delay the time at which the investigators make this discovery.

### The Georgian Mirror

Discovering the secret of the mirror in Geraldine's room at Baskerville Hall is the key to disrupting the attacks on the Baskervilles and their servants. It is not necessary for the investigators to understand the mechanism of its operation or how it was constructed. All they need to understand is that by destroying the mirror they will upset Rodger's plans.

There are three sources that can direct the investigators' attention to the mirror. These are Dorothy Foljamb (Joseph Binns's lover), Lucy Harvey and Arthur's diary, but it may take the investigators some time to run these to earth. A fourth possibility left to your discretion is an individual investigator's familiarity with the Eye of Zulan-Thek, which may give a hint concerning the source of the horror that is plaguing Baskerville Hall. To be aware that such a spell exists, an investigator will have to make a special success with Cthulhu Mythos; similarly, recovering the information through a Mythos work will require a special success with the tome's Knowledge. Even if an investigator *has* heard of the spell, a further success with Dream Lore is necessary to know any of the details concerning it.

Once the investigators know that the mirror is some sort of window through which Hounds of Tindalos may be contacted, their chosen course of action should be to destroy it as quickly as possible; it is a thoroughly evil device and has no utility for anyone but the most depraved of villains. If they want to experiment with it, by all means allow them to do so, but once they are aware of its secret they should make certain that none but one of their own number looks into it. Supposing that they are crazy enough to want to use the mirror to view a Hound, if they mount a round-the-clock watch give them a 10% chance of success daily; the actual time of contact and when the Hound makes its appearance should be determined randomly.

### The Police Investigation

Although the police have been

involved in investigations concerning the deaths at Baskerville Hall for some time now, they have come to very much of a dead-end. Two officers have been in charge of inquiries: Sergeant Parminter of the Coombe Tracy police is the local officer in charge of the investigation into the deaths at the Hall, but following the demise of Arthur Baskerville it has been decided by the County Police that a more senior officer be sent to pursue the matter. Detective-Inspector Norman Slingsby has many years' experience on the force and has successfully investigated a number of murders in the past.

- **Sergeant Mervyn Parminter:** Mervyn Parminter reached the limits of his ambitions and abilities when he was promoted to the rank of sergeant ten years ago. He is a bluff, red-faced man with a steady, unimaginative personality. Parminter has made virtually no progress in his inquiries into the deaths at Baskerville Hall, which is scarcely his fault given the actual circumstances surrounding them. His policeman's instinct tells him that there is something distinctly fishy about the whole affair, especially now that Arthur Baskerville seems to have been struck down in a similar fashion. He has no clues concerning either motive or method and there seems to be no connection amongst the three deaths. His favourite theory is that a poisoner is at work at the Hall, but as none of the post-mortems has identified a toxin he doesn't know what to look for. He has questioned the Baskerville staff, but as far as he can determine none of the three deceased ate or drank anything that was not also eaten or drunk by others at the Hall who showed no signs of discomfort or illness then or since.

Amongst the other results of Parminter's investigations are the following:

- He knows that Binns had work scheduled for both the barn and the stables on the day of his disappearance and death. He must have been working in or near the barn before being afflicted by the fit which drove him to the lake. Had he been working in the stables, either another of the grooms or the stable boy would surely have seen him.

- Binns was a drinker, but was never found drunk on duty or otherwise incapable of performing his work through the effects of alcohol.

- The groom's only living relations are

two cousins in Manchester, neither of whom will benefit from Binns's death. Binns had no insurance policies or significant savings that an heir might be tempted by; anyway, the groom left no will so what little he has (not much more than a few pounds in the Post Office) will be sent to his eldest cousin.

- No one at the Hall seems to have had anything against Binns. As far as he has been able to discover, the groom was an easy-going fellow and got on well with everyone; even his drinking was not so excessive as to be anti-social. There is no indication that Binns had had even a minor row with any of the other servants within a month prior to his death.

- Joan Mattingly was well-liked by the rest of the domestic servants. No one that Parminter has interviewed had anything but the most minor of grievances against her.

- In her thirties, Mattingly apparently had no romantic entanglements. There is nothing amongst her possessions in the way of love-letters, photographs or whatever to suggest that sex might be behind her death.

- Although she had some £40 in savings, quite a considerable amount given her status, if she saved most of her wages this would not be an impossible amount to have accumulated. The money will pass to her mother, living in Bovey Tracy, about twelve miles from Grimpen.

- Direction of the police investigation has been taken over by Detective-Inspector Slingsby since Arthur Baskerville's death and consequently Parminter has not been responsible for inquiries into this.

In order to learn the results of Sergeant Parminter's inquiries, the investigators must gain his confidence and respect, succeeding with either Credit Rating or Law (apply the 'foreign country modifier' if the investigator in question is unfamiliar with English law). Should the investigators be accompanied by Charles or another of the Baskervilles when asking Parminter about his investigation, they may use his Credit Rating increased by one-half (round fractions down) instead of their own. The timing and sequence of the information that the Sergeant will give out to the investigators is left to your discretion.

- **Detective-Inspector Norman Slingsby:** Slingsby is a lean, dapper man. He is a thoughtful and intelligent officer and, despite his greater experience of

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complicated cases, finds himself as nonplussed as Sergeant Parminter by the incidents at Baskerville Hall.

Slingsby will be far more reticent about his own findings than Parminter; after all, he is far less in awe of the Baskervilles than the local police are. He will respond to the same skill uses as Parminter, but all should be reduced by 10% in addition to any other modifiers; such a reduction applies also to Charles Baskerville. As in the case of Sergeant Parminter, how much information the Inspector will give out to the investigators, and how quickly, is left to your discretion.

- Slingsby knows everything that Parminter has already discovered.

- The inspector is by no means convinced that foul play lies behind the deaths at the Hall, but if their cause is murder he is intuitively certain of a number of things: first, that there is only one murderer; second, that the first two deaths were certainly camouflage to conceal the murderer's intent and identity; third, that Arthur is probably not the last victim. Slingsby's inevitable deduction from this reasoning is that someone wishes ill towards at least some members of the Baskerville family.

- Slingsby is familiar with Sherlock Holmes's solution of the original case involving the Baskervilles. Although he believes that Rodger Baskerville certainly died in Grimpen Mire, he wonders whether there is perhaps a still surviving descendant of the Baskerville who fled to South America and who was Rodger's father. Perhaps this descendant aims to succeed where his father/uncle (?) failed forty years earlier. The inspector recognizes that this is nothing but speculation and that he has no evidence to support the theory.

- The inspector has discovered that three years previously Arthur was responsible for the pregnancy of one of the house maids then working at the Hall. Sir Henry would countenance no suggestion of marriage between Arthur and the girl and she was banished from the Hall, albeit with a guaranteed settlement on herself and the as yet unborn child. As far as Slingsby has been able to determine, neither the woman nor her relatives have had anything to do with the Hall since, but he is keeping an open mind on whether a long-nursed grudge might finally have surfaced.

The house maid's name was Rose Bellamy; with her daughter Catherine she now lives under the name of Mrs Arthur, ostensibly a widow, in Plymouth, where she supplements her allowance from Sir Henry as an assistant in a local shop.

- The inspector has learnt from Tommy Toland that the hall-boy saw and smelt something like smoke in the room where he found Joan Mattingly's body. He has also found out that Sylvester Wilks encountered a similar phenomenon in the ballroom on his discovery of Arthur Baskerville's corpse. He has drawn no definite conclusions from this information.

- Slingsby has noted the scratch marks on the floor of the ballroom (see below) and has so far failed to identify them. He has been unable to find an explanation for them from amongst the servants (he has not questioned the Baskervilles on the matter), but he has been able to establish that they were not present the last time the floor of the ballroom was polished (six days before Arthur's death). All of the estate staff who come into the ballroom to care for the plants have denied any responsibility or knowledge. Mindful of Holmes's experiences, Slingsby is not discounting the possibility that history is repeating itself; however, he has yet to find a way in which a large, fearsome dog could have been let into the ballroom to attack Arthur without leaving bite marks on the victim: doors to the outside from the ballroom were all locked and bolted from the inside and he does not believe that the animal can have been introduced from within the Hall.

### The Sites of the Deaths

The investigators may want to examine the places where each of the three bodies was found. You may want to point out that some time has elapsed since the deaths of Joseph Binns and Joan Mattingly and that the police must already have looked at these quite carefully, but do not prohibit the investigators from looking if they want to, especially as their investigations may well unearth worthwhile clues.

- **The Lake:** The investigators should expect to find little or nothing here. It has been some time since Binns's body was found and there has been heavy rain since. The best endeavours of the investigators will uncover nothing; neither the margins of the lake nor the boat-house hold any clues; taking a punt from the boat-house out to the

island at the centre of the lake will be fruitless.

If they think to examine those locations from which Binns most likely approached the lake, however, take them to the stables and the barn (if all else fails a successful Idea will suggest this to them). A successful Fast Talk or Persuade while speaking with any of the grooms or the stable boy will allow the investigators to deduce what Sergeant Parminter has already worked out: that Binns must have been working around the barn at the time of his death.

Although the larger stables are more usually used for the care of Sir Henry's horses, the barn fills a variety of purposes, amongst which is the storage of the Hall's phaeton and trap, which are still used occasionally by Sir Henry and Lady Constance. The barn is also used to isolate sick horses if there is a fear that they may infect their stable-mates. The barn is actually the place in which the Hound materialized to pursue Binns and a careful examination of the interior with successful skill uses will reveal a number of things of interest:

# Although horses have been in and out of the barn since the Hound materialized here, a special success with Track will notice the remains of a strange paw print on the floor of the barn. Zoology will recognize the print as akin to that of a dog, while a special success with the skill will conclude that it is of no commonly known breed. Cthulhu Mythos will identify the print as possibly that of a Hound of Tindalos (an investigator can only be certain if he has seen such a paw-print before).

# Spot Hidden will find a half-empty bottle of whisky concealed behind a loose board in one of the stalls; this is Binns's hidden supply (the investigators may already have learnt of this from Sammy Apps).

- **The Bedroom:** The investigators can readily learn that Mattingly's body was found, coincidentally, in Geraldine Baskerville's room, but unfortunately it has been thoroughly cleaned since the tragic death of the house maid. Nothing can be discovered here.

- **The Ballroom:** This is the scene of the most recent death and may be thought the most likely to provide clues and, indeed, there are a number here:

# In the south-east corner of the ballroom, where the Hound materialized to

hunt down Arthur, the potted plants are in a very poor state; in fact they are dying. This should be noticed immediately, for the outer leaves are brown and twisted and mottled with the first stages of a peculiar blue fungoid growth. None of the other plants in the ballroom is affected like this and if the gardeners who are responsible for watering and tending them are questioned, they will have no idea of what is causing the disease.

An Idea will suggest asking when the disease started manifesting itself: uniformly, the gardeners will agree that it was within the last few days, that is shortly after Arthur's body was discovered.

An investigator who succeeds with Botany will be as perplexed as the gardeners; the plants are affected by no disease that he recognizes. If a sample of the fungus growth is examined carelessly so that it brushes on bare skin (almost inevitable unless an investigator states that he is taking care to avoid this, in which case call for a DEX x5 roll), the individual is attacked by a mild poison with a potency of 1D6. A successful attack by the poison will not reduce the character's hit points, but he will be ill for several hours, experiencing nausea, dizziness and blinding migraine-like headaches; an unsuccessful attack will have no ill effects. A number of the gardeners have experienced such illness recently and questioning will ascertain that all have tended the plants in the ballroom.

Success with Cthulhu Mythos leads to the deduction that the plant disease might have been caused by contact with one of the many unpleasant secretions of a wide variety of Mythos creatures: Formless Spawn of Tsathoggua, Hounds of Tindalos and Servitors of the Outer Gods are three types that might spring to mind. If the investigator has achieved a special success, he may be fairly certain that the disease is most suggestive of a Hound.

# The floor of the ballroom is of polished wooden blocks. Where the Hound scabbled across the floor in pursuit of Arthur, its paws skittering for purchase, its claws left faint scratch marks on the wood. Spot Hidden is necessary to notice these scratches. Further examination with successful Track will suggest that the marks were made by a large animal of some sort, possibly as large as a lion, but even successful Zoology will conclude that the scratches are insufficient to identify the

creature. Success with Cthulhu Mythos will recognize a range of possibilities: Byakhees, Deep Ones, Dimensional Shamblers and Hounds of Tindalos.

### Interviewing the Baskervilles

All of the Baskervilles may be spoken with, but not all of them has immediately useful information. As far as those that do are concerned, the investigators must approach the persons in question correctly or they will be rebuffed. In the case of Arthur, his room contains a diary with a valuable entry.

- **Sir Henry:** Sir Henry's subconscious is making too many connections between current events at Baskerville Hall and the incidents that took place immediately preceding and subsequent to his inheritance of the estate. As a consequence he has the air of a distracted and nervous man. For perhaps the first time his family begin to see him as an old man. He has nothing of any value to tell the investigators, although Psychology will perceive his latent instability and suggest that a complete breakdown is likely to occur if further strain is placed on the baronet; successful Psychoanalysis following the resolution of the mystery at the Hall will restore Sir Henry's mental health.

- **Lady Constance:** Lady Constance may best be spoken to alone during the mornings, perhaps when she is in the drawing room. In order to gain her confidence, an investigator will have to achieve a special success with Persuade; if the investigator has the Psychoanalysis skill, he may add half its value to his Persuade when determining the chance of a special success. If he is suitably intelligent, thoughtful, sympathetic, patient and careful in his conversation with Lady Constance, she will recount the details provided as Baskerville Papers #17 concerning her son Arthur.

If asked specifically about the Georgian mirror in Geraldine's room, Lady Constance will willingly say where she bought it. She will be certain that it was she who noticed it in Joshua Somerville's 'shop' and not he who drew her attention to it. Indeed, she will say that at first he was reluctant to sell it to her, having all but promised it to another client who had asked him to look out for just such a mirror. She had almost to plead with Somerville to let her have it as a valued customer.

- **Henry:** Like Sir Henry, his eldest son

has nothing of value to tell the investigators, but he is bearing up well under the impact of the violent deaths at the Hall. However, Henry is generally hostile towards Charles's decision to bring in outsiders; Psychology will notice this hostility, but otherwise Henry has too great a sense of the responsibilities of hospitality to be openly unpleasant to the investigators. If the investigators make little or no progress in their inquiries, however, Henry will begin putting pressure on Charles to suggest that they leave further investigations to the proper authorities.

#### Baskerville Papers #17: Lady Constance's Remarks

Arthur was very troubled about something. Often in the last four weeks when we were alone together he would ask me if I thought his mind was going. That was nonsense, of course, but Arthur was very sensitive, highly strung and sometimes he would let his imagination get the better of him.

He told me that he had seen *something*, but he wouldn't tell me what it was or where he had seen it. I don't know what it was, but I do know that it had frightened him; it worried him so that perhaps it was only his own mind that had conjured up the image of whatever it was. He told me that sometimes he feared that it was the image of his own death that he had seen. It so upset me, but there was nothing I could do to ease his troubled thoughts, nothing that he would let me do.

- **Arthur's Room:** The investigators should not even think of searching Arthur Baskerville's room without taking Charles with them. Their friend will have no objections to the search - 'Looking for clues, what?' - but other members of the Baskerville family will look askance at such an undertaking; both Sir Henry and Lady Constance would be most likely to banish the investigators from the Hall if they were discovered going through Arthur's things.

### Baskerville Papers #18.1: From Arthur's Diary

Thursday, 11th June, 1925

A most strange and terrifying experience in Geraldine's room last night. Perhaps my mind is finally unhinged.

Plagued with insomnia - as ever! - I had tossed sleepless in my own bed, wandered through the Hall, cursed and blasphemed, until I turned to that place where I always seem to find peace and serenity at such times, Geraldine's room.

I sat there, in the chair beside the window, gazing out at the trees and the paddock beyond in the moonlight, for, I don't know, maybe two hours, just letting my mind drift and relax. I did not sleep, for I was not tired, but I felt rested and refreshed and my thoughts were clear, so that I felt none of the unease or strange fears that have presaged earlier attacks of mental fever.

It was as I rose to leave, to return to my own room, that my eye was caught by the mirror. I swear that there was a strange, unearthly light gleaming within it. At first I thought that it must be a reflection of starlight, but I realized that it could not be for it seemed to pulsate and throb with a life of its own and its light was too violet, too scattered with colours that I could not name. I was drawn towards the mirror, to gaze into it to see what strange phenomenon could cause such an effect, even though everything in my being shrieked that this was madness.

With fear and trepidation I stood before the mirror and looked within and saw - and saw I know not what, only that it drained the strength from my legs, the courage from my heart, the spirit from my soul. It was there, beyond the mirror, in a time, a space of its own. It twisted and turned, its eyes (what eyes!) devoured me. It was hate, hunger, malevolence, evil, cruelty, pitilessness, nemesis - all combined in one awful Thing.

I staggered, ran, from Geraldine's room as though the Devil himself were come to claim my soul, and fell onto my own bed in a faint from which I did not recover until a few moments before I began to write this down. Perhaps I am mad, but I write what I am sure that I saw with my own eyes. If my eyes lie, well...

Friday, 19th June, 1925

Another death at the Hall. Joan Mattingly's body was found by Tommy Toland in Geraldine's room. Naturally the circumstances of her death turns my mind to my own strange encounter last week. Can there be a connection between these two events? Is it possible that there is not? Should I speak, and if so to whom? I fear that anyone to whom I recount my thoughts on this would immediately label me insane. I am not so certain that they would be wrong. Perhaps for the moment I shall keep my ideas to myself; the police will be pursuing their inquiries and may yet uncover a rational explanation for Joan's tragic death.

### Baskerville Papers #18.2: From Arthur's Diary (continued)

Tuesday, 7th July, 1925

An incident last night that returns my troubled thoughts to my own experience last month in Geraldine's room and to the unfortunate death of poor Joan.

I had been unable to sleep and was sitting in the chair beside the window where, I confess, I managed to fall into something resembling a doze when something awoke me. I was not sure what I had heard, but my subconscious seemed to suggest that it was the sound of a woman's cry. I rose to my feet and opened my door a fraction. In the dim light of the corridor I glimpsed two of the girl servants hurrying past, one running as if the fiends of the pit were after her, the other following her concernedly.

As they vanished I went into the passage and noticed that the door to Geraldine's room was open. I crossed and entered and looked around, but there was evidence of nothing. With trepidation I approached the mirror and glanced within - but I saw no more than my own fearful face looking out at me.

I wonder what had frightened the servant so. I think she was one of the girls from the kitchen or the scullery, but I cannot be sure for in the moment that I saw her I saw little of her face. I do not know whether I should pursue the matter further.

The only article of interest to the investigators is Arthur's diary. This is in a locked drawer inside the roll-top of the bureau. The keys to both the bureau and the drawer are in Sir Henry's possession; he has them in a drawer in the dressing-table in his dressing-room and, as it is most inadvisable for the investigators to begin searching this part of the Hall, they will have to rely on Locksmith or Mechanical Repair to open the locks. However, neither lock is particularly difficult and attract a positive skill modifier of +25%. If the desk is thoroughly searched the diary is certain to be found. It contains much of interest to a psychiatrist, but only three entries relevant to the investigation; these are reproduced as Baskerville Papers #18.

Details concerning the entry under Tuesday, 7<sup>th</sup> July, can be found in the section *The Fourth Victim*.

- **Geraldine and Guy:** Neither Geraldine nor Guy has anything concrete to offer the investigators concerning events at Baskerville Hall. Geraldine, however, is sympathetic to the investigators' efforts on behalf of her youngest brother and she will support Charles against Henry if a confrontation develops. Geraldine will be certain that anything Arthur wrote in his diary is true; her brother may have been susceptible to nervous exhaustion, but she is certain that he was never crazy: whatever he saw, he saw. Psychology will show that

Geraldine sincerely believes this.

#### Further Information from the Servants

Not all of the servants can be of direct help to the investigators in solving the mystery at Baskerville Hall, but the information that a number of them can provide will be invaluable to the investigators' inquiries, as indicated above.

Several of the servants have been deeply distressed by recent events at the Hall and a number of the more nervous of them, especially amongst the women, have been considering giving in their notices. Individual testimonies referred to in the descriptions above are detailed here (Baskerville Papers #19-#22).

#### The Coroner's Inquest on Arthur Baskerville

The inquest into Arthur's death will take place two days after the investigators arrive at Baskerville Hall. The inquest will be held locally at Buckfastleigh under the auspices of the Devon County Coroner, Dr Pridgin Taylor. It will be packed to capacity, with representatives of the national press in attendance.

Witnesses called will include Sylvester Wilks and, if the investigators have not interviewed him previously, the gist of his testimony can be found in Baskerville Papers #22.

The physical findings of the inquest will match those of the previous two

deaths at Baskerville Hall, but the Coroner will close with an open verdict, expressing serious doubt that such coincidental deaths could be from natural causes and instructing the police to pursue their inquiries with the utmost vigour.

**Baskerville Papers #19: Dorothy Foljamb's Testimony**

We were going to be married, you know; there weren't nothing - dirty about what we done, like if we weren't engaged or anything. Well, it were about a month afore 'e (gulp) died. We'd been - you know - in Miss Geraldine's room and Joe, 'e were just tidyin' 'imself up when 'e suddenly gives a sort of cry. Not a scream, 'cause Joe weren't soft or nothin', but like 'e'd been surprised all of a sudden. I asked 'im what it were, and 'e said that 'e'd seen a funny sort of reflection in the mirror, it must 'ave been a trick of the light, and it'd taken 'im unawares. I asked 'im what it was, but 'e just laughed and said it was a trick of the light and I wasn't to be upset by 'is nonsense, but I could see that it'd worried 'im and it were obviously troublin' 'im for a while 'cause I could tell. But 'e wouldn't let on.

**Baskerville Papers #20: Lucy Harvey's Testimony**

Joan gives a shriek and went white, just as if she's seen a ghost. She said it were the mirror, that there were something in it, but I told her that she were just being silly. She told me that she weren't daft and she knew what she'd seen with her own eyes. It were like something out of a nightmare, she said, like the Devil hisself, all smoking and aflame with the fires of Hell and staring into her eyes like he were hungry for her soul. She were in a terrible state. It took me ages to get her calmed down. Lord knows what Mrs Maitland would've said if she'd've seen her like that.

**Baskerville Papers #21: Thomas Toland's Testimony**

Gosh, well, sir, I wus jus' doin' wot I allus do, sir, bringin' the coal up to the bedrooms in case it gets cold an' they 'ave to light up the fires. Well, sir, I 'eard this funny sound, like somethin' nippin', you know, an' then I 'ears Joan - Miss Mattin'ly - sorta scream. An' then I thinks I 'ears a noise like summat fallin' down an' then there's a kinda snufflin' noise. Well, I creeps up to the door, quiet as I could, an' 'as a lissen an' just as I do there's the tearin' noise again. I knocks an' when I don't 'ear nothin' I pushes the door open. It was 'orrible, it was - Joan, Miss Mattin'ly's body was sprawled on the floor all twisted an' awful an' there was a funny sorta smell an' cloud in the air, like smoke, only 'tweren't a fire or tobacco 'cause I'd've recognized them.

**Baskerville Papers #22: Sylvester Wilks's Testimony**

It was terrible, terrible. Poor Mr Harthur, lying all twisted and dead in the middle of the ballroom. It was a terrible shock you know, what with the earlier deaths of Mr Binns and Miss Mattingly. No, I did not 'ear a thing before I went into the ballroom; it was as quiet as the grave - oh dear, oh dear, I really did not mean to say that. No, apart from poor Mr Arthur lying there, there was nothing untoward about the ballroom at hall. Well, yes, now that you mention it, there was a sort of smell like smoke in the air, and a faint 'aze too. No, it weren't from a fire or tobacco, I'm sure of that.

**Merripit House**

Although the investigators may be drawn to Merripit House by its earlier connection with Rodger Baskerville in the plot foiled by Sherlock Holmes, on this occasion its occupants are innocent of any malfeasance concerning the incidents at Baskerville Hall.

The house is currently rented by Mr



Oswald Nesfield and his wife, Beatrice. They occupy the house with their two servants, John Salvin and Mary Lumb. Nesfield is a writer and he has taken the house as a place of peace and quiet in which to work on his latest novel. The Nesfields are entirely ignorant of goings on around Grimpen, although they have noticed the press reports on the tragic events at Baskerville Hall.

Even without Psychology, investigators should notice Oswald's inner anger and Beatrice's suppressed nervousness. This may cause them suspicion, but has no sinister cause: Nesfield is always irritable when he is working on a book, especially when deadlines threaten as now, and he has little time to be bothered with fools asking him irrelevant questions. His wife is nervous because she knows what effect interruptions have upon her husband. Not that he becomes physically violent, but he does have a tendency to hurl things around his study and she so dislikes living with a grouch at the breakfast table.

The servant identified in Watson's account is later named as Anthony and Holmes infers that he is probably of Spanish origin and most likely Rodger's confidant and aide, privy to at least some of his plans for the future. After the attack on Sir Henry, Anthony vanishes and Holmes believes that he has fled the country. If the investigators learn of the servant's part in Rodger's earlier schemes, they may seek a similar character in the service of someone living near Baskerville Hall, but John Salvin certainly does not fit the description, being a stout man in his thirties with a cheery red face.

#### **Baskerville Papers #23: From Dr Watson's Notes on Merripit House**

[Merripit House was] a bleak moorland house, once the farm of some grazier.....but now put into repair and turned into a modern dwelling. An orchard surrounded it, but the trees, as is usual upon the moor, were stunted and nipped, and the effect of the whole place was mean and melancholy. We were admitted by a strange, wizened, rusty-coated old manservant, who seemed in keeping with the house.

#### **Grimpen**

The village of Grimpen holds the key to the happenings at Baskerville Hall in the shape of Joshua Somerville. The

inhabitants of the village are reasonably friendly and outgoing towards strangers, for the hamlet is already enjoying some of the benefits of the burgeoning holiday trade experienced by the south-west of England after the Great War. However, the investigators should not interrogate Grimpen residents as if they were suspects in a criminal inquiry; the people of the village will respond most readily to casual remarks and observations into which questions are interwoven almost as afterthoughts.

Through casual questions asked in the course of a conversation, certain pieces of information can be uncovered without arousing suspicions amongst the villagers. Each of the bulleted items listed below can be learnt with a successful Fast Talk. If the investigator has just managed to lose a pub game with good grace, add +30 percentiles to his Fast Talk skill. In all cases when speaking with villagers, a failure with Fast Talk will mean that the investigator has committed some gaff or other which will end his chances of getting anything further from the individual being spoken with; a special success with the skill will learn all of the items that the villager knows without further rolls being necessary.

- Despite the success of Sherlock Holmes in exposing the mundane reality of the hound that stalked the Grimpen area forty years ago, few villagers doubt that the supernatural still haunts the Moor. Virtually all believe that the hound can be heard from time to time howling and baying, lusting for the blood of a Baskerville. This superstition has no connection with the hound of Tindalos that plagues the Baskervilles now, though you may use it as a device for launching a number of wild goose chases, for example by following up Nelson Parry's report that he heard the hound on Black Tor the night Arthur Baskerville died. If plied with stout Parry will admit to having seen the fearsome beast and describe it in all the terrifying detail that his imagination can supply.

- According to Lady Constance's account, as told to her by Somerville himself, the elderly dealer retired to Grimpen because he had been attracted to it by earlier visits on holiday. However, no-one in Grimpen had heard of or met Joshua Somerville before he came to live in the village in February of 1924. Somerville is also

frequently absent from the village, usually with Tullidge, his servant. These absences last for anything up to three or four weeks so that, since he came to the village, he has probably not spent more than four or five months in residence. Most villagers accept his continuing interest in buying and selling antique articles as a reason for these absences. Few villagers believe that Somerville can make more than a few pounds a month from his sales and will point out that Lady Constance is virtually his only customer in the area anyway.

In addition, most villagers regard Somerville as 'a mite too full o' himself for the loikes o' me', whatever that might mean.

- Although Amos Tullidge, Somerville's man-servant, comes every

evening to drink at the Grimpen Arms when he and his master are in the village, he is generally regarded as unfriendly and strange; he never mixes with the other men of Grimpen in the pub and never joins in any of their gossip and pub games. He never joins in conversations and his responses to questions and attempts to draw him out amount to not very much more than 'Yes,' 'No' and 'Mebbe.' Several villagers will openly describe Tullidge as not quite right in the head. Most villagers will also be able to identify (and point out) Tullidge's Cornish accent and it may be supposed by investigators that some of their antipathy towards Tullidge could just be down to traditional hostility towards Cornishmen.

#### Keeper Papers #4: Village Life

As in any community there are certain mores, norms and rules which operate in English village life and which strangers should be careful to avoid offending. These notes give you some guidance on how these operate as well as general background information.

- Don't try to pick up the village girls by impressing them with fast cars and bulging wallets. While this may be successful, it will only cause resentment amongst fathers, brothers and local suitors and, at best, an unco-operative surliness if their assistance is later sought and, at worst, a confrontation with the more jealous types.

- The public house, the 'pub', is an almost exclusively male domain in remote rural society. Perhaps the landlord's wife might serve behind the bar, but even escorted women will be looked on askance and should NEVER enter the public bar; they may, however, under special circumstances and with suitable male company be accepted in the lounge or snug bars (tourists from London or Americans can probably get away with contravening these rules, but should expect to be regarded accordingly by the locals).

- Strangers should not expect to enjoy immediate popularity by offering to buy everyone a drink as soon as they enter the pub. Only friends buy one another drinks and the investigators will encounter hostility if they simply try to buy their way into favour.

- Secrecy is almost impossible to maintain and gossip and rumour seem to violate all Einsteinian laws concerning limiting velocities and the speed of light. Investigators should not expect to be able to keep the subject of any conversations with villagers private. If an investigator meets Nelson Parry, shepherd and village wart-curer, on the Moor and asks him about any strange things that he might have seen there, within the hour virtually all of Grimpen will be aware of the investigator's interest in the subject.

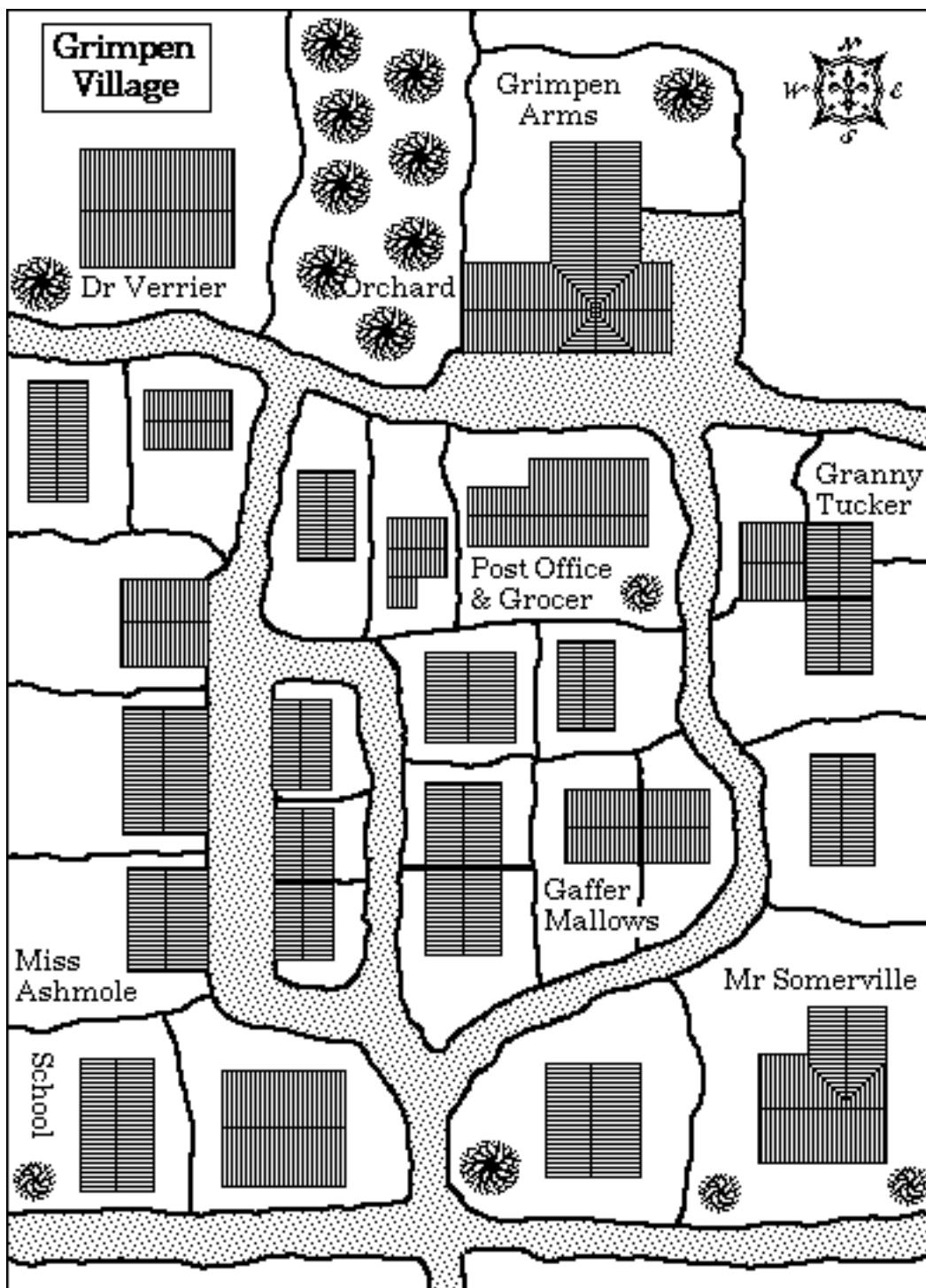
- Most villagers suspect the existence of the Grimpen Witch (see below), but by no means all are familiar with her identity and no-one will readily disclose either fact to a stranger or to someone they do not trust. You may decide arbitrarily whether or not a particular villager knows Suzanne Leperche's secret, for there is no reason why one villager rather than another should be privy to this (use the investigator's Luck to decide this if you want a mechanical

procedure), but the investigators must work hard to learn the witch's name. In all cases, anyone who discloses Suzanne's identity as the witch will swear the listener to secrecy. Factors which you might want to take into account for a villager to name Suzanne as the Grimpen Witch are suggested here:

- # The villager owes a debt to the Baskervilles, or at least to one member of the family. If this member is with the investigators, the villager will be much

more favourably disposed towards revealing the witch's identity. If Arthur is the Baskerville in question, successful Oratory will persuade the villager that

the information is vital for the investigators to track down the reason for the young Baskerville's death.



# If the investigators can do a service of value to the villager (your choice as to what this might be), any successful use of a Credit Rating, Fast Talk or Persuade will lead him (or her) to name Suzanne.

The Grimpen Witch is attested to favourably; there is no doubt that her powers are real, she is clearly a white witch (success with Occult to realize this from the villager's description): there is no

required payment for her services, she will not use magic that might harm another, she does not use the power of 'the evil eye', she has healing powers, etc.

Details concerning individual villagers of any consequence are given below.

- **James Womersley:** Although Grimpen has no church (villagers attend services at nearby Fernworthy), James Womersley, the Anglican vicar at Fernworthy, may be frequently encountered in the hamlet going about the duties of his parish.

Womersley is a good-natured, worthy man. He is conscientious about his work and practical in his attitude towards the vagaries of his rural parishioners. He knows that although most of his flock are good Christians, many have also inherited a belief in the efficacy of witchcraft and similar pagan practices and credit the powers of the evil eye and many other weird superstitions. Womersley has heard tales of the Grimpen Witch, but does not know who she is; amongst likely characters he will name if asked is Granny Tucker.

If questioned about non-church goers, Fast Talk will lead him to mention Suzanne Leperche as the only local person of note who declines to attend his services in Fernworthy (there are a number of others who need not detain the investigators, all villages having at least one resident working-class atheist and a scattering of non-conformists of one sort or another).

- **Dr Sidney Verrier:** Dr Verrier is the local general practitioner for Grimpen and surrounding villages and he and his wife live in the same house as previously occupied by Dr Mortimer, who was responsible for bringing Sherlock Holmes into the case of the Baskervilles. The doctor is aware that many of his rustic patients believe in traditional remedies and are more likely to turn to witchcraft to cure their ailments than to come to him. He knows and will tell anyone who can succeed with Credit Rating (he will tell a fellow doctor freely) that Granny Tucker dispenses a wide range of nostrums and medications for minor illnesses, some of which he will admit to be probably quite effective. However, Verrier does not know that Suzanne Leperche is the Grimpen Witch, nor does he suspect anything of the young woman. Finally, Dr Verrier has an interest in the background, development and history of the West Country fishing industry and he can help the investigators to learn what

the letters TN signify on the sides of the boats in the photograph in Amos Tullidge's room (see Somerville's House below).

Dr Verrier had also spotted Somerville and Tullidge carrying the Georgian mirror into Somerville's shop in March, 1925. He had expressed an immediate interest in buying the mirror, but Somerville had told him that he had already promised it to another customer. Verrier was surprised to learn a month later that Lady Constance had just bought the mirror. Dr Verrier will not volunteer this information and the subject will have to be introduced to him for him to discuss it.

- **William Woodforde:** Woodforde is the local postmaster and owner of the village shop. He is a round, jolly man with a broad sense of humour and a loud laugh to go with it. He is universally liked in the village. He is a conduit for gossip and knows Suzanne Leperche's secret. He liked Arthur Baskerville very much and is devoted to Lady Constance; he will do anything he can to help solve the mystery at the Hall, but will have to be asked.

- **Margery Ashmole:** Miss Ashmole is the teacher at the small village school in Grimpen. The school is a single-class establishment catering for all youngsters in Grimpen and from the surrounding farms, so that Miss Ashmole teaches a class comprised of all ages between five and fourteen. Those few youngsters who aspire to a more advanced education must pass an examination and then travel to Coombe Tracy to attend the local county secondary school. Miss Ashmole is a rationalist and discounts any talk about witchcraft and the like. She does not know of Suzanne Leperche's occult practices and, even if she did, she would discount them as stuff and nonsense.

- **Harry Trobridge:** Trobridge is the landlord of the Grimpen Arms, which he runs with the help of his wife. He is a tall, muscular man, perhaps a stone overweight. He hears much village gossip, but makes it a rule never to pass on anything that he is told. He has heard that Suzanne Leperche is the Grimpen Witch, but has no personal knowledge of her skills and abilities. He will only reveal Suzanne's secret if a questioner can make a special success with Credit Rating.

- **Other Villagers:** Nelson Parry is a shepherd and renowned throughout the village for his ability to cure warts.

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### Keeper Papers #5: Pub Games

Apart from a place at which to meet, drink and exchange gossip with fellow working-men the English pub provides a centre of male entertainment in an era long before television and when radio was in its infancy. Apart from drinking and conversation, this entertainment takes the shape of a multitude of indoor games. Participation in a friendly game with the locals can, if the investigators are smart enough to lose gracefully, be a useful method for gaining the confidence of villagers. Some brief notes on various pub games are provided here for your guidance; use the suggestions for resolving play as seems appropriate to the circumstances in which they are used.

- **Cribbage:** A two- or, more rarely, four-handed game in which pegs are moved around a board according to the play of cards. If he succeeds with an Idea, an investigator can choose to either win or lose; otherwise, if he allows the fall of the cards to determine his success he matches Luck against his opponents until he or all but one are knocked out; to determine an opponent's Luck, roll 3D6 and multiply by five.

- **Darts:** A wide variety of games can be played using darts and a dart-board, with from one to several players on each side - *301*, *501* and *Killer* are three types of darts' games. An investigator must succeed with Throw to have a choice of winning or losing, otherwise he loses.

- **Dominoes:** Usually played by four people against one another, dominoes requires the play of double-numbered tiles to match one of the numbers of an 'open' tile already laid, the winner being the first to lay his last domino (or the player with the lowest total 'in hand' if no player can play a legal tile). An investigator who succeeds with Knowledge can choose to lose, otherwise he depends on Luck (as in cribbage) or a special success with Knowledge, the latter giving him the opportunity of choosing to win.

- **Nine Men's Morris:** This two-player game is played with nine 'men' for each player on a board with 24 'points', the ultimate objective being to reduce the opponent to two men or else block any further moves that may be made by him. Success with Psychology gives an investigator the choice of losing, otherwise he depends on Luck (as in cribbage) or a special success with Psychology, the latter giving him the opportunity of choosing to win.

- **Shove Ha'penny:** A game of manual dexterity for two players in which coins are hit along a board with the palm of the hand, the object being to slide a coin into one of nine scoring beds into which the board is divided. The player wins who can first land three coins in each bed. Each success with DEX x5 allows a player to land a coin in a chosen bed (or to miss a chosen bed, if that is the intention). To determine a villager's DEX roll 2D6+6. If the DEX roll is missed, roll 1D12: scores of 1 to 9 indicate the bed which a coin lands in; 10 to 12 indicate a miss.

- **Shut the Box:** By rolling one or two six-sided dice, depending on which stage the game has reached, a player attempts to close nine boxes numbered from 1 to 9, his turn continuing until he fails to close a box; a player may shut open boxes as follows: either one box whose value is equal to the total rolled, or two boxes whose numbers correspond with the numbers on the dice. Scoring for each player is on a cumulative basis, adding together the values of all unclosed boxes when a turn is over; a player is eliminated when his cumulative total exceeds a predetermined number of points, usually 45. You can play this game 'for real', using scratch paper to record boxes (only one die is rolled when the numbers of open boxes total six or less); otherwise success with DEX x5 gives an investigator the choice of losing, otherwise he depends on Luck (as in cribbage) or success with DEX x1, the latter giving him the opportunity of choosing to win.

- **Skittles:** Another game of manual dexterity which comes in a variety of forms (table and alley are two), players score according to the number of skittles they knock over. Each success with Throw +30% (to a maximum skill of 75%) allows a player to roll 1D8+1 to decide how many skittles are knocked over and scored; special success with Throw lets a player choose to add or subtract up to three from his rolled total, but he must decide before he rolls the scoring dice. The winner is the first to score an agreed total. Villagers typically have Throw skills between 35% and 70%; assign these randomly or at your whim.

Granny Tucker vies jealously with Gaffer Mallows for the title of Grimpen's

oldest inhabitant, but this rivalry does not stop the old couple from being friends.

Granny Tucker is a bible of folk-remedies and a veritable encyclopedia of ailments and many in Grimpen and from surrounding villages believe that she is a witch, even if her appearance is scarcely that of the stooped and wizened harridan of broomstick and cauldron.

### Joshua Somerville

Although this persona of Rodger Baskerville is that of a retired dealer in bric-à-brac, it has served Rodger's plans well for Joshua to continue a small business in antiques and knick-knacks in and around Grimpen - 'Simply as a hobby, you understand, to keep me busy and interested and, of course, to earn an honest penny or two,' as he tells his customers. From research done by his agents, Rodger had learnt before moving to Grimpen that Lady Constance is an enthusiastic collector of antiquities and other memorabilia and planned to exploit this enthusiasm to his advantage.

He achieves this by selling her the Georgian mirror ostensibly promised to another customer.

Rodger has adopted a rudimentary disguise to avoid any chance that the Somerville character will be recognized as businessman Leonard Northedge. He has adopted a limp in his right leg, brushes his white hair in an entirely different fashion, wears a false moustache and Vandyke beard and speaks in a clipped, high-pitched tone. He will welcome potential customers affably and show them such articles as he has for sale, with profuse apologies for their sparsity and poor quality. Customers will initially be invited into the sitting room to meet Somerville so long as they have a plausible reason for wanting to see him (make a successful Credit Rating).

A special success with Spot Hidden by an investigator deliberately examining Somerville's person (but not too obviously!) will guess that his beard and moustache may be false.

Success with the Speak English skill will recognize Somerville as a native English speaker, but one who has obviously spent many years in the past speaking a foreign language on a daily basis (a special success will suggest that this was probably Spanish or Portuguese).

An investigator with an interest in or knowledge of antiquarian objects who can

succeed with Knowledge will accept that Somerville seems to know his stuff as far as antiques are concerned. However, successful Bargain might lead him to think that the dealer's prices are a little on the low side: perhaps this is due to his isolation?

### Amos Tullidge

Tullidge is Somerville's man-servant. He is the son of a union between a woman from Trelooaan village (see *Dark Seas, Dark Dreams*) and a Deep One and is not far from transformation into the trigon form of one of the amphibious creatures.

He is saturnine in appearance, well-built, but lacking the bulging eyes or any trace of the 'Innsmouth look' often associated with one tainted by Deep One blood. He is very taciturn and speaks little. If an investigator is with Somerville, Tullidge will always be nearby, watching and listening for any threat to his master (he always carries a pistol and knife).

In the same way that Spot Hidden may be used on Somerville's person, success with the skill when observing Tullidge will notice a hint of webbing between his fingers below the first joint. Successful use of Cthulhu Mythos will regard this as indicative of Deep One ancestry, but any medical man should know that webbing can occur in quite normal people.

Tullidge is completely loyal to Rodger and will never betray him.

### Somerville's House

Only those areas of Somerville's house that are of interest to the investigators are described in detail below. Elsewhere, you may assume that the rooms and grounds contain nothing of significance. Descriptions are keyed to the numbers on the maps of the house. As a general case, investigators in Somerville's house may be surprised at the relative modernity of most of its furniture and fittings. They might have expected an antique-dealer to have a different taste.

- **The Garage (1):** Somerville's automobile is a Humber 'Chummy' 8/18. This vehicle is a much more modest vehicle than Rodger can really afford, but is in keeping with the Somerville persona. As well as the car, the garage is used to keep tools for the maintenance of the house, garden and car. There are two two-gallon tins of petrol at the back of the garage. Both main and side doors of the garage are usually kept locked, but are relatively easy

to pick for an investigator experienced in such activity (award a positive modifier of +20% to an investigator's Locksmith skill). There is one item in the garage that will interest the investigators.

**Baskerville Papers #24: The Receipt in the Humber**

**MELDON'S GARAGE  
Prop. J.K. Meldon  
Magneto Repairs a Speciality  
Chandlers Street, Padstow –  
Telephone Padstow 43**

REPAIR OF DAMAGED AXLE AND  
REPLACEMENT OF SPARE WHEEL:  
£2/3/6D  
RECEIVED CASH FROM MR  
TULLIDGE.

J.K. MELDON

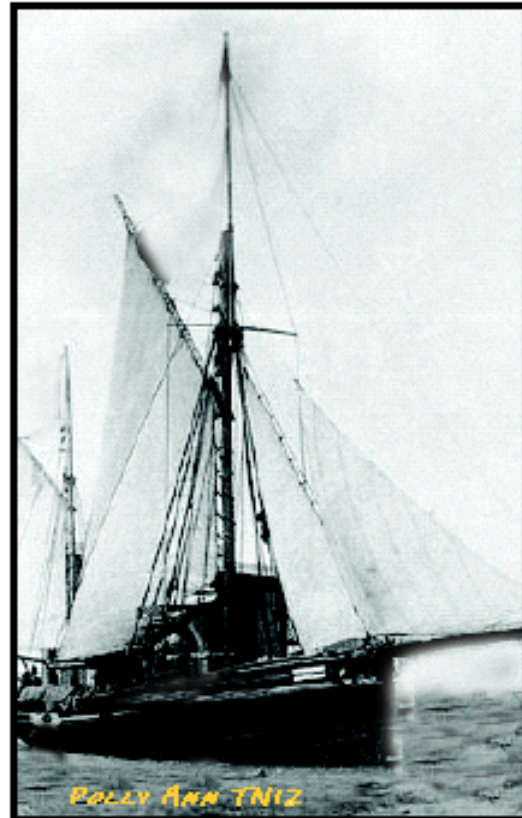
# A success with Spot Hidden while searching the car is necessary to find this: under the driver's seat of the Humber there is a cash receipt for repairs to the vehicle from a garage in Padstow, Cornwall. It is dated three months previously (Baskerville Papers #24 is a copy of the receipt). The matter of the receipt can be pursued in two ways, either by telephone or by a visit to Padstow (see *Darks Seas, Dark Dreams*). Brief background information on Padstow can be found in Baskerville Papers #26.

You should note that Somerville's car is not always parked in the garage. In good weather, Tullidge often leaves it in the drive overnight. It may also be encountered parked in one of Grimpen's streets. Tullidge rarely locks the Humber's doors.

- **Tullidge's Room (2):** There are a number of objects in Tullidge's room that may attract the attention of the investigators.

# A framed photograph of a fishing trawler (illustrated nearby). A hand-written caption identifies this as the *Polly Ann TN12*. British investigators who succeed with Knowledge should be aware

that all fishing boats bear registration numbers keyed usually, but not always, to the first and last letters of their home port; thus BM123 would be a vessel based at Brixham in Devon, while PZ456 would be from Penzance in Cornwall. US investigators must make a special success with Knowledge to be aware of this identification system, but even if they fail the test Charles Baskerville will certainly know of it.

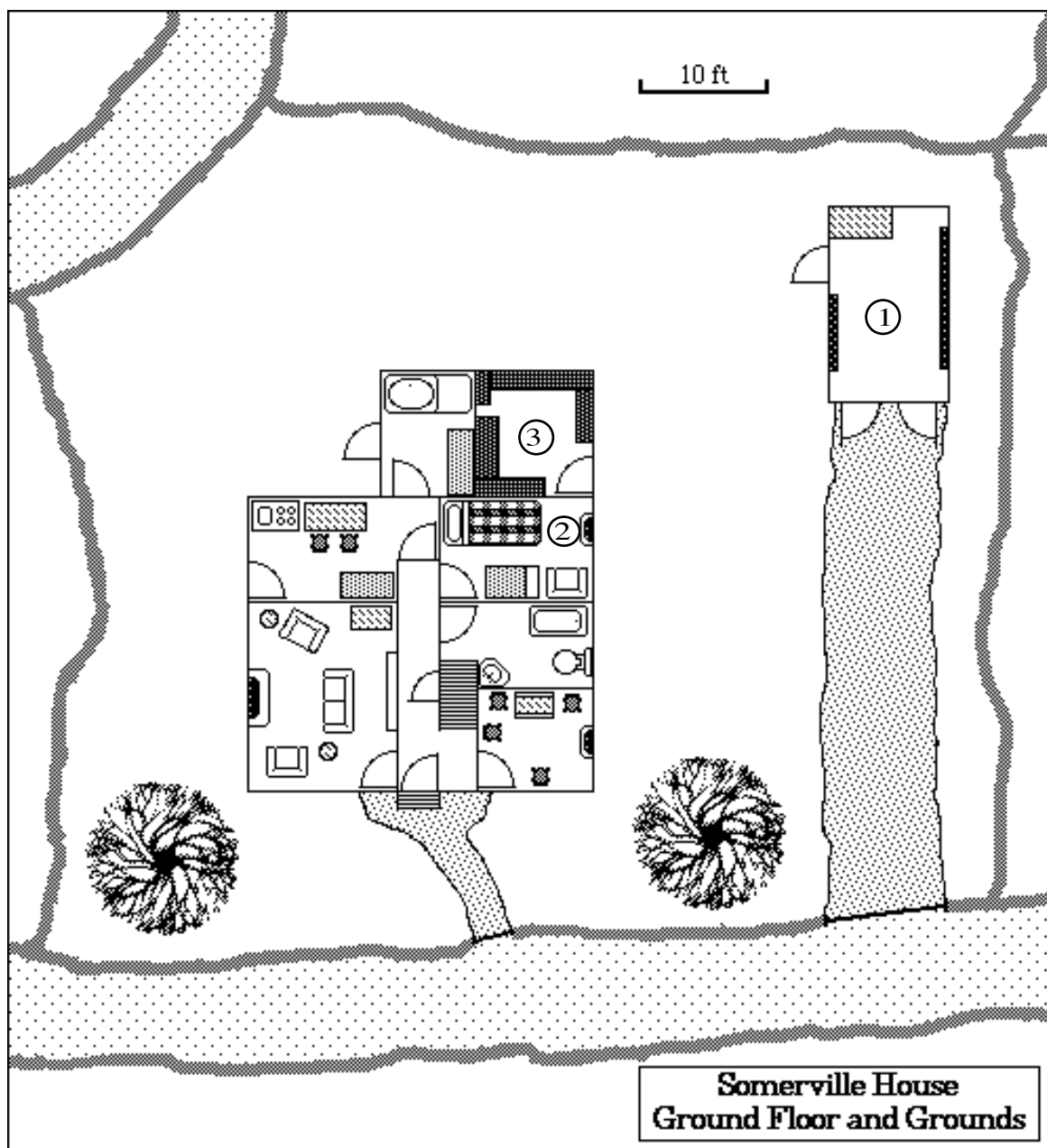


Finding that TN stands for Treloan will be more difficult, however (Charles just knows what the letters signify; he is familiar with only a few of the more common abbreviations): journalists on West Country newspapers can supply the information and it may also be researched with Library Use in any library in a decently sized town. Finally, in Grimpen itself Dr Verrier is interested in the history of the fishing industry in Devon and Cornwall and can tell the investigators what TN is short for (a Luck roll is necessary for Charles to recollect Dr Verrier's interest); alternatively an investigator who has been inside the doctor's house and who can succeed with an Idea will recollect seeing several photographs and paintings of fishing

vessels hanging on the walls, as well as numerous books on Dr Verrier's bookshelves treating the subject of commercial fishing.

# An apparently misshapen stone carving of a humanoid figure about eight inches high may be mistaken on first glance as a primitive piece of statuary meant to

depict a man. Successful Cthulhu Mythos will identify work typical of Deep One culture, however; the figurine is a faithful representation of one of the amphibious monsters, perhaps even of Father Dagon or Mother Hydra.



• **'Shop' (3):** The shop is nothing more than a conversion of the storeroom at the back of Somerville's house. To even experienced investigators there is nothing about Somerville's shop to suggest a Mythos connection; however, the current state of the shop might lead alert investigators who succeed with Idea to deduce that most of the

items kept here supposedly for sale seem to have been lying around for a long time and that Somerville can apparently well afford to have capital tied up in 'dead' stock. Apart from the items which Somerville has for sale, there is one other thing of interest to the investigators.

# Lying amongst the papers in one corner

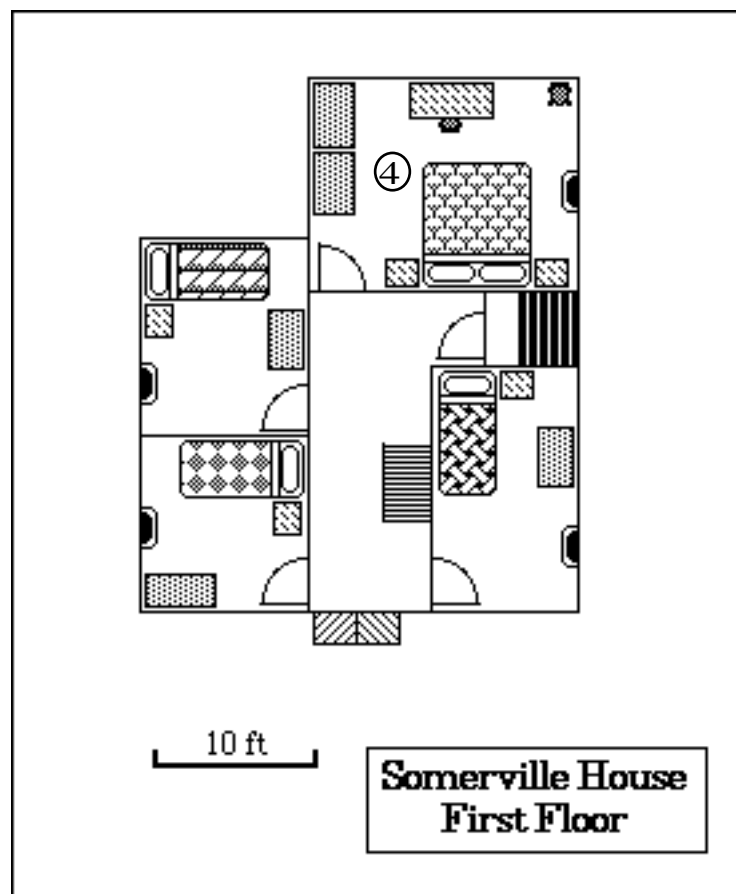


of the 'shop' where it has been left forgotten after Somerville brought the letter with him after a visit to Padstow is an empty envelope (Baskerville Papers #25). If the papers are not searched, an investigator in the store who succeeds with Luck will notice them and an Idea will suggest that they be examined.

The envelope has a typed name and address to L. Northedge, Esq at Jones-Underwood Shipbuilders in Padstow, Cornwall; there is no return address. There is nothing about the envelope to suggest anything underhand or untoward, but its presence in the retired trader's 'shop' may be considered significant by the

investigators; of course, it would be not unreasonable to think that the envelope might have been dropped by a previous customer and mixed up with Somerville's papers by accident.

Padstow may be found easily on any map of Cornwall. It lies on the north coast of the county, on the estuary of the River Camel. Information on Padstow can be researched with a successful Library Use. As a thriving fishing port, Dr Verrier may also have information about the town amongst his books and papers. Baskerville Papers #26 provides some background information on Padstow.



• **Somerville's Bedroom:** The most obvious thing of note in Somerville's bedroom is the carved bowl (illustrated nearby) that stands on the chest of drawers against one wall. A success with Archaeology by an investigator whose speciality is in the field of Native American artifacts will recognize it as a 6<sup>th</sup> Century Mayan object; the Maya will be known to have inhabited that part of Central America now divided amongst

southern Mexico (the Yucatan Peninsula), Guatemala, northern Belize and western Honduras.

A success with Archaeology by a non-specialist in this area will not be able to fix the date of the bowl and be uncertain whether it is of Mayan, Aztec or other Central American tribal origin. None of Somerville's antiques in his shop is of similar origin, all items being of British or West European origin.

In a locked drawer of a writing-desk there are a number of financial documents that the investigators will find of interest. Rodger keeps the key to this drawer with his other keys in a key-wallet. The drawer may be opened with Locksmith +40%.

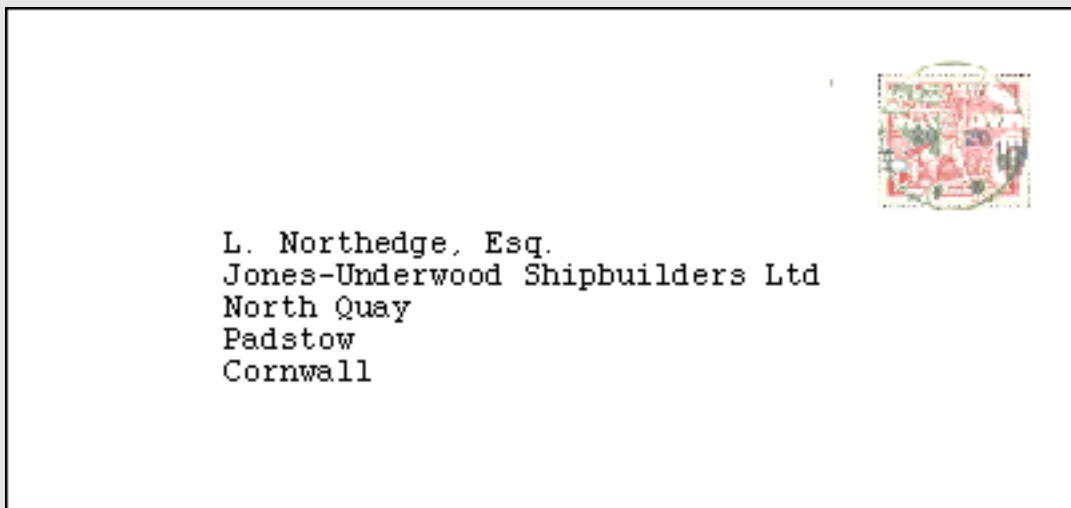


# There are a number of cancelled cheques drawn on two banks. There are around a dozen drawn on the Buckfastleigh branch of the Devon & Cornwall Bank Ltd. These are for unremarkable amounts and would seem to be for ordinary purchases or payments (coal, grocer's account, etc); they are all signed by Joshua Somerville and date back to February, 1924, when Rodger first moved to Grimpen. There are also two cheques drawn on the London Tufnell Park

Branch of Barclays Bank. These are made payable to J. Somerville and are signed L. Northedge. They are for amounts of £300.00 and £75.00 respectively. The larger cheque is dated in February, 1924, the smaller in March, 1925. The first cheque was to cover the monies needed by the Somerville persona to purchase the house in Grimpen; the second the cost of the Georgian mirror. Investigators should notice the similarity in the handwriting amongst the various cheques; a handwriting expert would have no hesitation in pronouncing that they were written by the same person.

# There are statements for Somerville's Devon & Cornwall Bank. The statements detail only amounts credited and debited, together with the appropriate dates. A quick examination will reconcile the statements with the cheques also found in the drawer. However, there are regular monthly credits that are not amongst the cheques. These credits appear to be the only way that Somerville's account does not become overdrawn.

#### Baskerville Papers #25: The Envelope in the Shop



Concealed within one of the two large wardrobes that stand in Somerville's bedroom is Rodger's gate, which he uses to travel quickly amongst his various enterprises. The gate is also intended to act as an escape route and, to preserve security against the possibility of pursuit, does not connect directly to another of Rodger's

'important' sites (London, Jones-Underwood and the undersea dome are amongst these). Rather, the gate leads to the sealed cellar of a remote property Rodger maintains for the sole purpose of acting as a cut-off. The nearby sketch shows a schematic of Rodger's network of gates.

A success with Cthulhu Mythos is

needed to recognize the gate for what it is.

If the investigators search Somerville's house after Rodger and Tullidge have fled from Grimpen, there will be little for them to find. Rodger will have erased all trace of the gate from his bedroom (unless he and Tullidge have been forced to use it to escape).

### Lafter Hall

Following the death of Mr Frankland, the *gray-whiskered and red-faced* litigious old eccentric described by Dr Watson, Lafter Hall passed into the ownership of his only child, the Mrs Laura Lyons who played a crucial but unwitting role in Rodger's plotting against Sir Charles Baskerville. Laura remarried following the final success of her efforts to divorce her husband, touched upon in *The Hound of the Baskervilles*. Subsequently she wed Paul Leperche, a French businessman who had settled in England following the Franco-Prussian War and the fall of Louis-Napoleon. The couple led an apparently happy life at Lafter Hall and had one daughter, Suzanne. Paul was several years older than his wife and died in 1905; his business ventures had been fruitful, however, and he left Laura and his daughter well-provided for.

### Baskerville Papers #26: Padstow

Padstow as a settlement traces its history back to the 1st Century BC. In the 6<sup>th</sup> Century St Petroc founded a monastery at Lanwethinoc, which later became known as Petrocston and then Padstow. Over the centuries Padstow developed as a fishing and trading port and during the 17<sup>th</sup> Century in was a centre for the export of copper ore and slates. During the 19<sup>th</sup> Century several shipbuilding yards were established and the port was in its heyday. The railway arrived in 1899 and the town is the terminus of the Southern Railway and there is a direct train service to London Waterloo. In 1921 the population of Padstow was 2180 persons.

In the years following her husband's death, Laura developed an enthusiasm for witchcraft and became a devotee and, ultimately, practitioner of the arts of white magic. In time, she passed on her knowledge and skills to her daughter.

Laura succumbed to the influenza pandemic that claimed so many lives at the end of the Great War.

• **Suzanne Leperche:** Suzanne has inherited her mother's beauty, with none of the blemishes that caused Dr Watson to find fault. Despite her good looks and relative wealth, which have made her an attractive prospect for many a hopeful suitor, Suzanne remains unmarried.

Suzanne is generally hospitable and will welcome visitors to Lafter Hall, although she will prefer it if strangers telephone first to ask her permission to call. She shares Lafter Hall with her servants, a married couple who perform the duties of factotum and housekeeper/cook, and two maids. The grounds are maintained by a gardener who lives in Grimpen.

Suzanne is described further under *The Grimpen Witch*.

### High Tor and Foulmire Farms

Both of these farms are now in the ownership of the Baskerville estate.

The tenant of High Tor Farm is Jethro Burn. Burn has no information of any use to the investigators, but as he delights in leading on 'furriners' (anyone from further away than Ashburton or Bovey Tracy) he will happily spin them outlandish tales about happenings on the Moor: ghoulish apparitions, covens, gruesome deaths in Grimpen Mire and from exposure, hauntings, awful shrieks in the night, will o'the wisps, etc. You can have a field day with this and lead the investigators along as far as you wish. If, as a consequence of Burn's imaginative stories, the investigators are misled into staking out a likely site that the farmer may have mentioned in connection with some particularly awful tale of a hellish hound, they may experience the fearfulness of a night in the open on Dartmoor.

Foulmire Farm is tenanted by Gabriel Tait. Like Burn, Tait can be of little help to the investigators, but at least he will not deliberately mislead them. He knows the safe way to the abandoned tin mine in the middle of Grimpen Mire and will guide the investigators there if they can both succeed with Credit Rating or Persuade and pay him for his time (£1 should be enough, but if offered 15/- or less he will Bargain; if asked to name a price, he will say £5, but he may be Bargained in return).

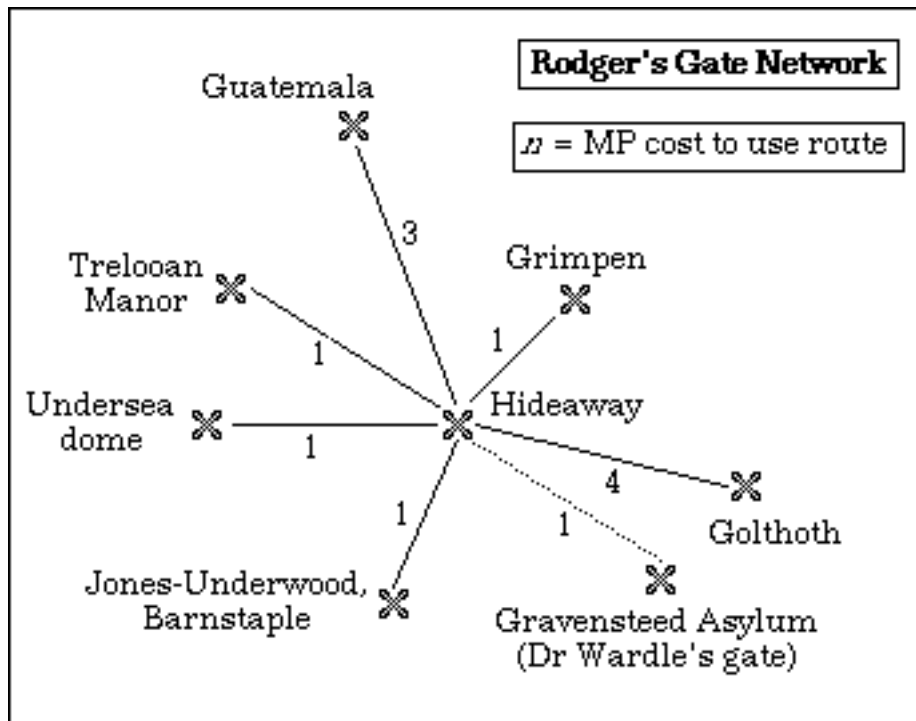
### Baskerville Papers #27: Dr Watson's Description of the Old Tin Mine in Grimpen Mire

.....A huge driving-wheel and a shaft half-filled with rubbish showed the position of an abandoned mine. Beside it were the crumbling remains of the cottages of the miners, driven away no doubt by the foul reek of the surrounding swamp. In one of these a staple and chain.....showed where the animal [the hound] had been confined.....

#### The Tin Mine

A trek to the abandoned mine in the middle of Grimpen Mire will gain the investigators little, but they may decide

that it is worth a visit, if only to establish that it plays no part in events at Baskerville Hall. The remains of the mine have decayed to a state of dereliction even worse than that described by Dr Watson (see Baskerville Papers #27): the driving-wheel and its supports have tumbled and the shaft is almost entirely choked. All skill uses will have negative results, although Track may notice the spoor of animals such as rabbits and foxes. If you want to spice up the expedition for the investigators, have at least one of them miss his footing and slip into the treacherous bog.



#### The Fourth Victim

There is a fourth person at the Hall who has had the misfortune to glimpse the image of a Hound of Tindalos in the Georgian mirror in Geraldine's room, but this person has yet to meet the fate that is heading towards them with all the inevitability of a stone falling to earth.

Some two weeks before the investigators arrive at Baskerville Hall kitchen maids Nina Miller and Mary Roper were talking about the main subject of conversation in the house: the deaths of Joseph Binns and Joan Mattingly. One thing led to another and the two girls ended up

daring one another to sneak into Geraldine's room, where the body of the house maid was discovered.

As their normal duties would never take them to that part of the Hall, they agreed that the dare would take place at the dead of night, when no-one else would be about. Despite each girl's nervousness about the deed, neither was prepared to back down and so they went ahead with their plan. Mary crept into the room first and experienced nothing but the thrill of horror at being in the same place that Joan Mattingly died. Naturally when she came out of the room she exaggerated the terror of

the visit, but in spite of her increasing trepidation Nina had no alternative but to follow her friend's example and enter the room. And Nina was to be unlucky, glimpsing the shadowy form of a Hound in the Georgian mirror. She stifled an involuntary scream into a muffled shriek and fled from the room, running past Mary and fleeing to their room in the servants' wing as quickly as she could. Mary followed her and did her best to calm her friend's incipient hysteria.

Fearful of the consequences if their illicit adventure is discovered by any of the upper servants or the Baskervilles, the two kitchen maids have kept the events of the night to themselves. Unless the investigators can learn of Gladys's encounter with the Hound through the mirror and arrange to help her, she is doomed to a gruesome death. Fortunately there are a number of clues to help them discover the kitchen maids' secret.

- **Arthur's diary:** As described above in Baskerville Papers #18, Arthur Baskerville knew at least something of Mary and Nina's experience. If they have found the diary, this will help direct them towards the two girls.

- **Interviewing the servants:** If in the course of speaking with the servants the investigators talk to the kitchen maids alone, both will show evidence of nervousness. Psychology will suggest that Gladys is actually frightened. Neither girl will talk in the presence of other servants or a Baskerville and will only tell the investigators anything if a successful Fast Talk convinces them that they will not be informed on to their employers. Following this, Persuade will convince Mary to tell what she knows of Nina's experience. Persuade will also convince Nina to talk, as will revealing the fact that Mary has already told the investigators everything she knows.

Each girl's testimony is provided as Baskerville Papers's #28 and #29. Nina's account will be tearful and obviously from a very frightened and upset young woman, for her hands will shake uncontrollably and stammer and her words will be fragmented as she tells more and more of her story; successful Psychoanalysis can help calm her fears and, in applied as part of a proper period of treatment, will help her come to terms with them.

#### Baskerville Papers #28: Mary Roper's Testimony

We didn't mean nothin', honest, it were just a dare, like, you know, that we would sneak into Miss Geraldine's room, you know, where poor Joanie was found. I don't know why we done it really, please don't tell no-one. I went in first and didn't see nothin', though it was awful creepy, you know, and I was really frightened. Then I went out and Nina went in and after a minute or two I hears a sort of shriek, only not out loud, you know, and Nina comes running out past me and off like a rabbit. I follows her back to our room and she tells me that it's horrible and she'll never go back there again and we must have been mad. It was somethin' awful that she saw, in the mirror she said, but I don't know that it weren't just her mind playin' tricks, you know.

#### Baskerville Papers #29: Nina Miller's Testimony

After Mary come out she - she double-dared me t-to go in - and s-said it were really sc-scary, b-but if I didn't go in like what she had - then I'd be an awful c-coward. S-so I went - in only I wish I hadn't - 'cause if I hadn't then I wouldn't have seen what I done in that awful m-mirror. It were like a - m-mist at first and I couldn't m-make out - what it were 'cause it were d-dark - and there were just the m-moonlight to see by, so - so I went c-closer and look - looked h-harder and then I s-saw it, - only it s-saw m-me t-too. It were something t-terr - terrible, with b-burning eyes all f-full of hun - hunger and h-hatred. It were a - g-ghost or s-something, h-hiding in the m-mirror, waiting for s-some - someone to c-come along so it c-could s-suck - their s-soul d-dry, like it d-done to p-poor Jo-Joanie. And n-now it w-wants m-me.

#### The Hound

The Hound that threatens the

Baskervilles is not one monster but several, for an Eye of Zulan-Thek contacts these terrible creatures at random. However, only one Hound is detailed here; if necessary, generate other Hounds or simply customize this one to give some variety if you find it necessary to harry the investigators with more than one of these beasts. For timing purposes, the Hounds that the Eye will contact dwell 25+1D10 hundred million years in the past.

#### Rodger's Response

Rodger will not remain passive if he learns that the investigators are disrupting his schemes and he will do his best to drive them off, one way or another. Should his adversaries manage to identify and neutralize the means with which his assault has been launched upon the Baskervilles, Rodger will fall back on his other skills and abilities, but as soon as his identity is uncovered and threatened he will flee.

As far as the investigators are concerned, Rodger will use all the weapons in his armoury. He will prefer his Mythos skills, but in the last resort he will order Amos Tullidge to resort to physical force. Rodger has no access to 'hired muscle' in or around Grimpen and will be reluctant to import such. Tullidge will try to way-lay solitary investigators, disposing of their bodies in the bottomless depths of Grimpen Mire. In extremis, however, he will not hesitate to try long-range rifle shots, but only if he can track the investigators to lonely parts of the Moor where there is no one to raise a hue and cry.

#### The Grimpen Witch

The mysterious, prehistoric Moor has long been regarded by practitioners of the occult as a focus for psychic and supernatural energies; its granite tors and ancient hut circles have been favourite sites for both black and white witches to conduct ceremonies and rituals in pursuit of their ancient crafts. In the 1920s the full panoply of the old arts are kept alive by only a few, although through folk-remedies and similar practices fragments of knowledge are quite widely spread. Near Grimpen, however, lives a woman who has developed the occult skills of witchcraft to a high degree. She is Suzanne Leperche.

There are two kinds of mundane witches, commonly known as 'black' and

'white'. The former lay claim to powers to cast powerful spells able to condemn those against whom they are cast to misfortune and suffering. The latter profess to be able to remove evil spells and to bring good luck.

#### Baskerville Papers #30: Suzanne's Trance

I sense a dark, brooding presence.

There is an evil that seeks nemesis for a wrong that it believes was done to it many years in the past. The evil is here, close by. I can feel its burgeoning satisfaction, for already its vengeance has begun to bite.

The instrument of its revenge is frightening. It is from the past.....but not the past. From somewhen rather than somewhere. It too is evil. It seeks something that only it knows. It is not commanded, but it is called.....through a - a window, but not a window. Everything is so dark, so hard to see. There are forms in the mist, but I cannot make them out.

There is a face, old and young.....the young face is from the past, the old face is now - but they are the same person. A man, a man here - in Grimpen. But now I can see something - can it see me? It is looking, searching, questing for something that it needs to sustain its evil life-force. It wants me! I can feel it lusting for my soul! I must break -

The Grimpen Witch is a different case, however, being a genuine manipulator of what might be termed occult powers and skills. The existence of the Grimpen Witch was established by Laura Leperche round about 1910, as described above; her daughter, Suzanne continues to practice the arcane rituals and arts learnt by her mother. The Grimpen Witch is a white witch, in the sense that she uses her powers for good rather than evil. Her identity is one of the few secrets that the villagers of Grimpen as a whole have not managed to penetrate, although a number are aware of Suzanne's rôle.

### New Spell: Pentagram

The five-pointed star or pentagram is a powerful device of conjuration and may represent good as well as evil. With one point in the ascendant it is the sign of Christ; with two points uppermost it is the sign of Satan. Knowledge of this spell enables either form to be constructed, at the whim of the caster.

The ideal form of a pentagram is to construct it from seven metals, but other methods may also be used: it may be drawn in gold on virgin white marble; sketched in vermilion upon unblemished lambskin; and so forth. It must be consecrated with the four elements of earth, air, fire and water. It must be breathed on five times. It must be dried by the smoke of five perfumes: aloes, camphor, incense, myrrh and sulphur. Various names of magical power must be spoken and it must be placed successively at the four cardinal points and centre of the astronomical cross. Preparation of a pentagram costs one POW and no SAN.

A pentagram supposedly has the power to terrify phantoms and spirits and will deny passage to them and to similar entities. In theory, anyone within a pentagram cannot be harmed by phantoms and spirits beyond; similarly, a phantom or spirit could be trapped within a pentagram. However, if the continuity of a pentagram is ever broken, then so is its power.

Against creatures of the Mythos a pentagram has a limited ability to protect those within it. For a Mythos entity to attack someone within a pentagram, it must overcome the magic points of whoever created the pentagram (note that the creator does not have to be present within the design at the time). If successful, the creature may ignore the effects of the pentagram; if it fails, it may not harm anyone within the pentagram so long as the diagram remains unbroken and they within it. Only one attempt is permitted to overcome the magic points of the pentagram's creator; once an attempt has been made and failed, no further attempt can succeed, even if the creature leaves, increases its magic points in some way, and then returns for another try. Immunity for those within a pentagram extends to preventing the casting of spells or missiles against them from beyond the pentagram.

### New Spell: Purify Blade

Although not a Mythos spell, this occult ritual produces a weapon of magical properties capable of injuring creatures that require such weapons to damage them. The spell will work for any edged weapon, but must be cast on one used in battle (*not* in simply a duel or similar small-scale fight), for the power of combat is strong and necessary to energize the magic. Determining whether or not a particular blade has been used in a battle may prove difficult.

The secret to the spell is the ritual of the spoken words that form it and the tone of voice in which they are spoken; at the same time, a cabalistic sign must be engraved in the handle of the blade to act as the focus of purification; the spell costs one POW and no SAN. A purified blade will inflict its normal damage against any monster otherwise protected against mundane weapons.

If ever the blade and handle are separated in the future, the spell will be broken, the blade will no longer be purified, and not even rejoining the parts will cause the weapon to re-energize.

If Suzanne's secret can be discovered and if she can be persuaded of the rightness of the investigators' purpose, the Grimpen Witch may prove an invaluable ally for the investigators; she has powers and abilities that might help them to overcome the malign evil that threatens the Baskervilles.

To enlist Suzanne's aid the investigators must convince her of the reality of the situation they are facing and of their own moral integrity, of the rightness of their struggle.

In addition to her spells, Suzanne is also psychically sensitive. In practical terms, if she enters a trance she can sense certain things and amongst these is the evil presence that threatens Baskerville Hall.

Suzanne's trance is eery for watchers to experience and, as it progresses, it becomes frightening.

Susan knows a number of spells. These spells are not from the Mythos, but from her occult learnings and are analogous rather than identical to the rulebook spells of the same names; for all practical purposes, however, these spells function and may be

learnt in the same fashion as described for Mythos spells.

Two of these spells are new: Pentagram and Purify Blade. They are described in the boxes nearby

### **Satisfying the Police**

Unless he actually experiences the reality for himself, it is most unlikely that Inspector Slingsby will be willing to accept that the mysterious deaths at Baskerville Hall have a supernatural cause. However, even if he learns some of the truth behind the death, if the Inspector can't have a criminal to arrest and charge, at least he wants a rational explanation that he can put into a report for his superiors so that he can avoid the stigma of failure or, worse, ridicule. However, he would prefer to admit his inability to solve the mystery rather than face the latter.

It is up to the investigators to satisfy the Inspector. Give them full marks for any suggestions they come up with, but point out that Slingsby needs something that at least sounds plausible: an attempt to murder the Baskerville family by an heir of Rodger Baskerville using a hitherto unknown South American toxin may be based on shaky evidence, but is obviously much easier to swallow as a theory than supernatural monsters from the Nth Dimension directed by master sorcerers.

### **Pursuing Leads**

As a result of their endeavours the investigators should have uncovered a number of leads concerning Joshua Somerville and Amos Tullidge that will lead them further afield. These leads are explored more fully in *Dark Seas*, *Dark Dreams*.

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### Non-Player Characters

For convenience, all NPC statistics for The Return of the Hound are gathered here.

#### Walter Aitken

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 14 | CON | 11 | SIZ | 13 |
| INT | 12 | POW | 12 | DEX | 13 |
| APP | 12 | EDU | 12 | SAN | 60 |
| HP  | 13 | MP  | 12 |     |    |

#### Weapons:

|            |     |           |
|------------|-----|-----------|
| .303 rifle | 60% | 2D6+3     |
| Bayonet    | 70% | 1D4+2+1D4 |
| Fist       | 75% | 1D3+1D4   |

Skills: Dodge 45%, Drive Automobile 50%, First Aid 40%, Throw 60%

#### Charles Baskerville

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 12 | CON | 17 | SIZ | 12 |
| INT | 14 | POW | 14 | DEX | 13 |
| APP | 13 | EDU | 14 | SAN | 70 |
| HP  | 15 | MP  | 14 |     |    |

#### Weapons:

|              |     |           |
|--------------|-----|-----------|
| Epee*        | 65% | 1D6+1     |
| .38 revolver | 45% | 1D10      |
| .22 rifle    | 50% | 1D6+2     |
| 20g shotgun  | 55% | 2/1D6/1D3 |

\* On the university fencing team

Skills: Credit Rating 60%, Drive Automobile 45%, Mechanical Repair 40%, Occult 25% Persuade 45%,

#### Sir Henry Baskerville

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 13 | CON | 14 | SIZ | 11 |
| INT | 14 | POW | 13 | DEX | 11 |
| APP | 13 | EDU | 19 | SAN | 65 |
| HP  | 13 | MP  | 13 |     |    |

#### Weapons:

|              |     |           |
|--------------|-----|-----------|
| .32 revolver | 75% | 1D8       |
| 20g shotgun  | 85% | 2/1D6/1D3 |

Skills: Credit Rating 90%, History 45%, Law 40%, Persuade 60%, Photography 80%, Ride 85%

#### Geraldine Baskerville

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 9  | CON | 16 | SIZ | 8  |
| INT | 14 | POW | 17 | DEX | 15 |
| APP | 17 | EDU | 13 | SAN | 85 |
| HP  | 12 | MP  | 17 |     |    |

#### Weapons:

|             |     |           |
|-------------|-----|-----------|
| 20g shotgun | 40% | 2/1D6/1D3 |
|-------------|-----|-----------|

Skills: Credit Rating 60%, Drive Automobile 35%, Ride 60%

#### Lady Constance Baskerville

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 9  | CON | 16 | SIZ | 8  |
| INT | 14 | POW | 15 | DEX | 13 |
| APP | 17 | EDU | 15 | SAN | 75 |
| HP  | 12 | MP  | 15 |     |    |

#### Weapons:

|               |     |           |
|---------------|-----|-----------|
| .22 automatic | 40% | 1D6       |
| 20g shotgun   | 50% | 2/1D6/1D3 |

Skills: Credit Rating 75%, Fast Talk 60%, Play Piano 90%, Ride 70%, Sing 95%

#### Henry Baskerville

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 13 | CON | 17 | SIZ | 12 |
| INT | 15 | POW | 14 | DEX | 13 |
| APP | 14 | EDU | 16 | SAN | 55 |
| HP  | 15 | MP  | 14 |     |    |

#### Weapons:

|               |     |           |
|---------------|-----|-----------|
| Fist/Punch    | 80% | 1D3+1D4   |
| Bayonet       | 65% | 1D6+1D4   |
| .455 revolver | 75% | 1D10+2    |
| .303 rifle    | 60% | 2D6+3     |
| 20g shotgun   | 80% | 2/1D6/1D3 |

Skills: Accounting 65%, Camouflage 80%, Credit Rating 70%, Dodge 45%, Drive Automobile 60%, First Aid 55%, Hide 65%, Jump 60%, Listen 40%, Make Maps 65%, Mechanical Repair 65%, Persuade 55%, Read/Write French 50%, Ride 75%, Sneak 45%, Speak French 60%, Spot Hidden 55%, Throw 70%

Notes: Henry's reduced SAN is not accounted for by encounters with the Mythos, but rather by his experiences in the trenches of Northern France.

**Percy Crutchley**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 13 | CON | 12 | SIZ | 17 |
| INT | 14 | POW | 11 | DEX | 10 |
| APP | 8  | EDU | 16 | SAN | 55 |
| HP  | 15 | MP  | 11 |     |    |

**Weapons:**

|        |     |         |
|--------|-----|---------|
| Cudgel | 40% | 1D8+1D4 |
|--------|-----|---------|

**Skills:** History 75%, Imposing Presence 95%, Psychology 45%, Rebuke Underlings 95%

**Farmer**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 15 | CON | 13 | SIZ | 14 |
| INT | 13 | POW | 12 | DEX | 11 |
| APP | 11 | EDU | 12 | SAN | 60 |
| MP  | 12 |     |    |     |    |

**Weapons:**

|             |     |           |
|-------------|-----|-----------|
| Fist/Punch  | 70% | 1D3+1D4   |
| Axe         | 45% | 1D8+2+1D4 |
| Cudgel      | 60% | 1D8+1D4   |
| 20g shotgun | 50% | 2/1D6/1D3 |

**Skills:** Bargain 60%, Biology (Animals) 70%, Biology (Plants) 60%, Credit Rating 30%, First Aid 35%, Listen 60%, Mechanical Repair 55%, Operate Heavy Machinery (Farm) 60%, Spot Hidden 50%,

**Guy Langon**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 14 | CON | 12 | SIZ | 15 |
| INT | 11 | POW | 18 | DEX | 13 |
| APP | 17 | EDU | 14 | SAN | 80 |
| HP  | 14 | MP  | 12 |     |    |

**Weapons:**

|               |     |         |
|---------------|-----|---------|
| Fist/Punch    | 80% | 1D3+1D4 |
| .455 revolver | 65% | 1D10+2  |
| .303 rifle    | 70% | 2D6+3   |
| 12g shotgun   | 75% | 4/2/1D6 |

**Skills:** Climb 80%, Credit Rating 70%, Drive Automobile 70%, Ride 95%, Swim 85%

**Notes:** Like the young Henry Baskerville, Guy Langon's reduced SAN can be attributed to his experiences in the Great War.

**Hound of Tindalos**

|          |    |     |    |          |    |
|----------|----|-----|----|----------|----|
| STR      | 19 | CON | 34 | SIZ      | 17 |
| INT      | 20 | POW | 23 | DEX      | 12 |
| HP       | 26 | MP  | 23 |          |    |
| SAN loss |    |     |    | 1D3/1D20 |    |

**Armour:** 2-point hide; regenerates four hit-points per melee round; immune to damage from ordinary weapons; magic weapons do normal damage.

**Weapons:**

|        |     |               |
|--------|-----|---------------|
| Paw    | 90% | 1D6+1D6+ichor |
| Tongue | 90% | 1D3 POW drain |

**Spell:** Fist of Yog-Sothoth

**Notes:** Although details are vague about the manner in which the poisonous pus of a Hound attacks its victim, the effects on the internal organs of the three Baskerville Hall victims described above are provided as a reasonable possibility. It is assumed that the poison is not identifiable as such by 1920s' forensics and that, once the victim is dead, the pus itself quickly dies and loses its effectiveness; all that can be said by a post-mortem examination of a victim is that various organs (liver, kidneys and heart in particular) seem to have aged and decayed rapidly (obviously this may not be so noticeable in the case of an elderly corpse). The bruising associated with the fluid stains on the bodies of Joan Mattingly and Arthur Baskerville are the results of the blows of the paws of the attacking Hound; it is supposed that these blows have not been sufficiently violent to cut the skin or to break bones.

**Suzanne Leperche**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 9  | CON | 16 | SIZ | 8  |
| INT | 16 | POW | 17 | DEX | 18 |
| APP | 17 | EDU | 13 | SAN | 85 |
| MP  | 17 |     |    |     |    |

**Weapons:**

|        |     |     |
|--------|-----|-----|
| Dagger | 65% | 1D4 |
|--------|-----|-----|

Spells: Cast Out Devil, Command/Summon Bird, Heal, Pentagram, Purify Blade

Skills: Astronomy 60%, Botany (Plants) 90%, Credit Rating 60%, Diagnose Disease 70%, First Aid 85%, History 45%, Medicine (Disease) 70%, Medicine (Poison) 65%, Occult 85%, Persuade 60%, Psychology 75%, Sing 85%

**Police Constable**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 14 | CON | 13 | SIZ | 14 |
| INT | 13 | POW | 11 | DEX | 11 |
| APP | 11 | EDU | 12 | SAN | 55 |
| MP  | 11 |     |    |     |    |

**Weapons:**

|             |     |           |
|-------------|-----|-----------|
| Fist/Punch  | 60% | 1D3+1D4   |
| Grapple     | 70% | Special   |
| Truncheon   | 70% | 1D6+1D4   |
| 20g shotgun | 45% | 2/1D6/1D3 |

Skills: Hide 40%, Law 35%, Listen 50%, Psychology 30%, Sneak 45%, Spot Hidden 35%, Track 40%

Notes: Customize police constables as you see fit and necessary.

**Sergeant Mervyn Parminter**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 15 | CON | 12 | SIZ | 14 |
| INT | 13 | POW | 12 | DEX | 12 |
| APP | 12 | EDU | 13 | SAN | 60 |
| MP  | 12 |     |    |     |    |

**Weapons:**

|            |     |         |
|------------|-----|---------|
| Fist/Punch | 65% | 1D3+1D4 |
| Grapple    | 80% | Special |
| Truncheon  | 80% | 1D6+1D4 |
| .303 rifle | 55% | 2D6+3   |

Skills: Drive Automobile 45%, Hide 35%, Law 50%, Listen 60%, Psychology 45%, Sneak 30%, Spot Hidden 45%, Track 50%

**Servant, Male**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 12 | CON | 11 | SIZ | 13 |
| INT | 11 | POW | 11 | DEX | 11 |
| APP | 10 | EDU | 11 | SAN | 55 |
| MP  | 11 |     |    |     |    |

**Weapons:**

|            |     |         |
|------------|-----|---------|
| Fist/Punch | 55% | 1D3+1D4 |
| Cudgel     | 45% | 1D8+1D4 |

**Servant, Female**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 9  | CON | 12 | SIZ | 10 |
| INT | 12 | POW | 12 | DEX | 13 |
| APP | 12 | EDU | 10 | SAN | 60 |
| MP  | 12 |     |    |     |    |

**Weapons:**

|      |     |     |
|------|-----|-----|
| Kick | 30% | 1D6 |
|------|-----|-----|

**Eric Partridge**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 12 | CON | 14 | SIZ | 11 |
| INT | 13 | POW | 11 | DEX | 12 |
| APP | 13 | EDU | 13 | SAN | 55 |
| HP  | 13 | MP  | 11 |     |    |

**Weapons:**

|        |     |       |
|--------|-----|-------|
| Wrench | 80% | 1D6+1 |
| Fist   | 65% | 1D3   |

Skills: Dodge 35%, Drive Automobile 80%, Electrical Repair 65%, First Aid 45%, Mechanical Repair 75%

**Inspector Norman Slingsby**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 14 | CON | 13 | SIZ | 12 |
| INT | 15 | POW | 14 | DEX | 15 |
| APP | 13 | EDU | 15 | SAN | 70 |
| MP  | 14 |     |    |     |    |

**Weapons:**

|               |     |         |
|---------------|-----|---------|
| Fist/Punch    | 60% | 1D3+1D4 |
| Grapple       | 75% | Special |
| Truncheon     | 70% | 1D6+1D4 |
| .455 revolver | 60% | 1D10+2  |

**Skills:** Credit Rating 50%, Drive Automobile 60%, Hide 65%, Law 65%, Listen 75%, Psychology 55%, Sneak 40%, Spot Hidden 70%, Track 30%

**Amos Tullidge**

|     |    |     |    |     |    |
|-----|----|-----|----|-----|----|
| STR | 18 | CON | 11 | SIZ | 16 |
| INT | 11 | POW | 14 | DEX | 15 |
| APP | 12 | EDU | 11 | SAN | 25 |
| HP  | 14 | MP  | 14 |     |    |

**Weapons:**

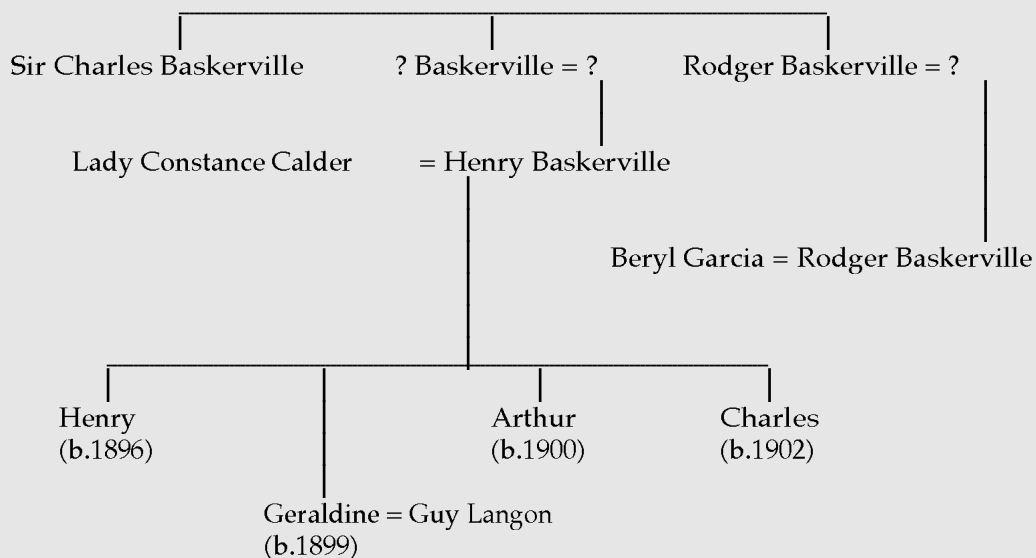
|                |     |         |
|----------------|-----|---------|
| Fist           | 80% | 1D3+1D4 |
| Grapple        | 70% | Special |
| Knife          | 75% | 1D6+1D4 |
| .32 Browning   | 70% | 1D8     |
| .303 Lee-Enfld | 50% | 2D6+3   |

**Spells:** Contact Deep Ones, Contact Spawn of Cthulhu, Flesh Ward

**Skills:** Dodge 55%, Drive Automobile 60%, Hide 50%, Sneak 55%, Swim 95%, Throw 65%

## The Return of the Hound: Handouts and Maps

### Baskerville Papers #1: Baskerville Family Tree



### Baskerville Papers #7: Charles Baskerville's Telegram

GRIMPEN, DEVON, ENGLAND

URGENTLY NEED HELP TO SOLVE MYSTERIOUS DEATHS AT BASKERVILLE HALL. YOUR SPECIAL KNOWLEDGE VITAL. YOU AND YOUR FRIENDS ONLY ONES WHO CAN ASSIST. PLEASE COME AT ONCE. WILL PAY ALL EXPENSES=

CHUCK

**Baskerville Papers #2: *The Devon County Chronicle*, Thursday, 21st May, 1925**

**BASKERVILLE SERVANT MISSING**

We have recently received a report from the Coombe Tracy police concerning the disappearance in strange circumstances of Joseph Binns, groom in the service of Sir Henry Baskerville at Baskerville Hall.

Binns began his duties as normal last Tuesday morning, tending to the feed and care of the horses in Sir Henry's stables. He was last seen at about 8.30 a.m., but thereafter was not missed until lunch-time, when his absence was noted. After lunch, Mr Albert Lamb, head groom at the Hall, sought Binns in the stables, thinking that perhaps some difficulty with the horses had detained him. However, on reaching the stables Mr Lamb found that there was no sign of the groom, upon which he investigated the nearby barn with similar lack of success. Mr Lamb reported this to Mr John Turnbull, lodge-keeper at the Hall, and Mr Turnbull, aware of Binns's good character and reliability and fearing that he may have met with an accident, immediately organized a search of the estate.

Despite an extensive search, of Binns there was no sign. Mr Turnbull informed Sir Henry of the groom's disappearance and Sir Henry decided immediately that the police should be contacted to investigate the possibility of foul play. At the same time he organized his sons and the servants to form a search party in case Binns, injured in some fashion that might have affected his senses, had wandered onto the Moor. In the hours before night fell the searchers were unable to find any trace of Binns. The search was renewed in the morning, but again no trace of the groom was found.

Binns is a bachelor with no family in the area and there is a suspicion that he may simply have taken it into his head to leave. However, he took none of his clothes or possessions with him and the strongest possibility remains that he has wandered onto the moor and fallen foul of the perils of Grimpen Mire.

**Baskerville Papers #10: Item from the Liner's Newspaper**

**DEATH IN DEVON**

The tragic death of Arthur Baskerville, son of Sir Henry and Lady Baskerville, is reported from Devon. It is understood that the body was discovered in the ballroom by a servant, but whether or not suspicious circumstances are involved is uncertain. The police are pursuing further investigations and a Coroner's Inquest will be held.

**Baskerville Papers #3: *The Devon County Chronicle*, Monday, 25th May, 1925**

**HORRIFIC DISCOVERY AT BASKERVILLE HALL**

The hamlet of Grimpen is in shock following the discovery of the body of Joseph Binns, the groom at Baskerville Hall who was reported missing on Tuesday.

The body of Mr Binns was found by Mr Frederick Sutton, under gardener at the hall, on Friday during the course of his duties. Mr Sutton recovered Mr Binns's body from the lake at the rear of the Hall. The body had presumably lain on the bottom of the lake, so evading the earlier search, held down by weeds and plants before breaking free and drifting under the concealment of overhanging trees and shrubs at the north-east corner of the lake. Mr Sutton was engaged in clearing part of this overhang when he noticed the awful thing floating before him.

It was obvious that Mr Binns must be dead, but Mr Sutton used a rake to pull the body to shore and then ran to the Hall and reported his find to Mr Percy Crutchley, butler. Mr Crutchley informed Sir Henry Baskerville and, at Sir Henry's instructions, contacted the police.

Examining the body of the unfortunate groom, Sergeant Parminter of the Coombe Tracy police confirmed the identity of the victim and arranged for an inquest to be held. Although no details are confirmed, it appears that Mr Binns probably drowned after falling into the lake, perhaps after a fainting fit. Of some concern to Sergeant Parminter, however, were a number of severe bruises and a strange wound in the thigh of Mr Binns, which seemed to have been made by a deep, penetrating weapon, although there was no indication of bleeding on Mr Binns's clothes.

It is understood that the County Coroner will hold an inquest next Thursday.

**Baskerville Papers #4: *The Devon County Chronicle*, Friday, 29th May, 1925**

**NATURAL DEATH IN BASKERVILLE HALL INQUEST**

In the case of the recent tragic death of Mr Joseph Binns, groom at Baskerville Hall, a verdict of death from natural causes was recorded.

Mr Pridgin Taylor, County Coroner, instructed the jury that, in spite of a number of peculiarities concerning Mr Binns's death, no medical or other evidence was forthcoming that indicated any suggestion of suspicious death. The lack of water in Mr Binns's lungs showed that he had not drowned, but the mortification of several of the body's internal organs indicated a process of advanced aging that pointed to a constitutional weakness to which Mr Binns had probably succumbed. Mr Taylor said that Mr Binns had almost certainly felt the imminence of the failure of his body and staggered outside in the hopes that fresh air would revive him; in a daze he had struggled to the edge of the lake, where he had collapsed and died, falling into the water and so concealing his body from the searchers. The bruising noted by Sergeant Parminter of the Coombe Tracy police was consistent with injuries that could have been sustained in his normal work around the stables. The lack of bleeding around a deep hole in Mr Binns's thigh indicated that the injury had been inflicted after death, either by a sharp object on the bed of the lake, or perhaps even by an eel feeding on the body.

**Baskerville Papers #11: *The Daily Telegraph*, Monday, 25th May, 1925**

**DEATH OF GROOM**

The drowned body of a groom was recovered from the lake at Baskerville Hall in Grimpen, Devon, on Friday. The groom, Joseph Binns, had been reported missing some days previously. There seem to be no suspicious circumstances concerning this tragic death.

**Baskerville Papers #5: *The Devon County Chronicle*, Monday, 22nd June, 1925**

**SECOND SHOCKING DEATH IN GRIMPEN**

For the second time in less than one month a servant at Baskerville Hall has died unexpectedly. Housemaid Joan Mattingly's body was found on Friday in a bedroom at the Hall by Thomas Toland, hall boy, apparently the victim of heart failure. However, there are several strange circumstances about Mattingly's death.

First of all, Mattingly was a young woman, generally accepted to be of excellent health and strong constitution. There has never been any hint that she suffered from a weak heart.

Second, Thomas, the hall boy, was bringing coal to the bedrooms when he heard a strange noise from one of the rooms. He investigated this sound and found the body of Mattingly. Thomas says that the noise was like a violent tearing or ripping of canvas or similar tough material. It was followed by what sounded like a stifled cry and then a peculiar snuffling, according to Thomas like a rooting pig. Thomas, being a plucky lad, was determined to find out the cause of these noises and, as he approached the door of the room, again he heard the tearing sound. He knocked and, receiving no reply, entered the room and beheld the awful sight of Mattingly's body sprawled grotesquely on the floor.

Third, there were a number of patches of a peculiar fluid on Mattingly's face and hands and also on her clothing; these could not be explained by anything in the room with her.

The police and doctor were both sent for and Sergeant Parminter and Dr Verrier both attended. Although both agreed that Mattingly's death was unusual, neither could find anything to suggest that she had been the victim of an attack, for any murderer would have had to pass Thomas to escape from the room, the windows being latched from the inside.

An inquest will be held on Thursday.

**Baskerville Papers #23: From Dr Watson's Notes on Merripit House**

[Merripit House was] a bleak moorland house, once the farm of some grazier....but now put into repair and turned into a modern dwelling. An orchard surrounded it, but the trees, as is usual upon the moor, were stunted and nipped, and the effect of the whole place was mean and melancholy. We were admitted by a strange, wizened, rusty-coated old manservant, who seemed in keeping with the house.

### Baskerville Papers #8: You and Charles Baskerville

You first met the Englishman Charles Baskerville at \_\_\_\_\_ University where he was gaining an American perspective to his education at his father's insistence. You took an immediate liking to the outgoing, cheerful and generous young man, a strong friendship developed and you soon came to know him as 'Chuck', much to his amusement. Unlike many of your acquaintances, Chuck took a genuine interest in your occult studies and developed a keen amateur enthusiasm for the science, surprising you occasionally with the perceptiveness of some of his insights and ideas, even if he could not always explain how he developed these. It was with some sadness that you said goodbye to him when he left to return to Britain, but you have kept in regular touch with him by letter ever since, exchanging information on the occult and the paranormal (although naturally you have kept the horrors of the Mythos from him), as well as more mundane and worldly news.

### Baskerville Papers #12: *The Times*, Monday 22nd June, 1925

#### SECOND BASKERVILLE DEATH

A second unexpected death amongst the servants at Baskerville Hall has been reported from Grimpen, Devon. The body of Joan Mattingly, a house maid, was found on Friday in one of the bedrooms, apparently the victim of a seizure. The death would be unremarkable, although tragic, save for the earlier death of groom Joseph Binns. The County Police are pursuing inquiries to determine whether the two deaths are related.

### Baskerville Papers #27: Dr Watson's Description of the Old Tin Mine in Grimpen Mire

.....A huge driving-wheel and a shaft half-filled with rubbish showed the position of an abandoned mine. Beside it were the crumbling remains of the cottages of the miners, driven away no doubt by the foul reek of the surrounding swamp. In one of these a staple and chain.....showed where the animal [the hound] had been confined.....

### Baskerville Papers #20: Lucy Harvey's Testimony

Joan gives a shriek and went white, just as if she's seen a ghost. She said it were the mirror, that there were something in it, but I told her that she were just being silly. She told me that she weren't daft and she knew what she'd seen with her own eyes. It were like something out of a nightmare, she said, like the Devil hisself, all smoking and aflame with the fires of Hell and staring into her eyes like he were hungry for her soul. She were in a terrible state. It took me ages to get her calmed down. Lord knows what Mrs Maitland would've said if she'd've seen her like that.

### Baskerville Papers #26: Padstow

Padstow as a settlement traces its history back to the 1st Century BC. In the 6<sup>th</sup> Century St Petroc founded a monastery at Lanwethinoc, which later became known as Petrocston and then Padstow. Over the centuries Padstow developed as a fishing and trading port and during the 17<sup>th</sup> Century in was a centre for the export of copper ore and slates. During the 19<sup>th</sup> Century several shipbuilding yards were established and the port was in its heyday. The The railway arrived in 1899 and the town is the terminus of the Southern Railway and there is a direct train service to London Waterloo. In 1921 the population of Padstow was 2180 persons.



### Baskerville Papers #9: Liners to England

#### COMFORT - COURTESY - SAFETY - SPEED

In the 1920s many shipping lines ran passenger services between North America and Europe. Typical of these lines is the United States Lines, whose promotional slogan is reproduced above, with five vessels sailing from New York to Cobh (Queenstown), Plymouth, Southampton, Cherbourg and Bremen; fares quoted are from:

| Liner                  | 1st      | 2nd      | Tourist 3rd |
|------------------------|----------|----------|-------------|
| SS George Washington   | \$210.00 | \$136.25 | \$97.50     |
| SS Leviathan*          | \$265.00 | \$147.50 | \$102.50    |
| SS President Harding   | \$145.00 |          | \$95.00     |
| SS President Roosevelt | \$145.00 |          | \$95.00     |
| SS Republic            | \$140.00 |          | \$95.00     |

\* Formerly Hamburg-American Line's *Vaterland*

### Baskerville Papers #14: From Dr Watson's Notes on Baskerville Hall

The wagonette swung round into a side road, and we curved upward through deep lanes worn by centuries of wheels, high banks on either side, heavy with dripping moss and fleshy hart's-tongue ferns.....Still steadily rising, we passed over a narrow granite bridge and skirted a noisy stream.....Both road and stream wound up through a valley dense with scrub oak and fir.....

We had left the fertile country behind and beneath us.....The road in front of us grew bleaker and wilder over huge russet and olive slopes, sprinkled with giant boulders. Now and then we passed a moorland cottage, walled and roofed with stone.....Suddenly we looked down into a cuplike depression, patched with stunted oaks and firs which had been twisted and bent by the fury of years of storm. Two high narrow towers rose over the trees.....

.....[T]he lodge gates [were] a maze of fantastic tracery in wrought iron, with weather-bitten pillars on either side, blotched with lichens, and surmounted by boars' heads of the Baskervilles. The lodge was a ruin of black granite and bared ribs of rafters, but facing it was a new building, half constructed, the first fruit of Sir Charles's South African gold.....

[The hall was] large, lofty, and heavily raftered with huge baulks of age-blackened oak. In the great old-fashioned fireplace behind the high iron dogs a log-fire crackled and snapped.....we gazed round us at the high, thin window of old stained glass, the oak panelling, the stags' heads, the coats of arms upon the walls.....

A square balustraded gallery ran round the top of the old hall, approached by a double stair.....[T]he dining-room which opened out of the hall was a place of shadow and gloom. It was a long chamber with a step separating the dais where the family sat from the lower portion.....At one end a minstrel's gallery overlooked it. Black beams shot across above....., with a smoke-darkened ceiling beyond them.....A dim line of ancestors, in every variety of dress, from Elizabethan knight to the buck of the Regency, stared down.....

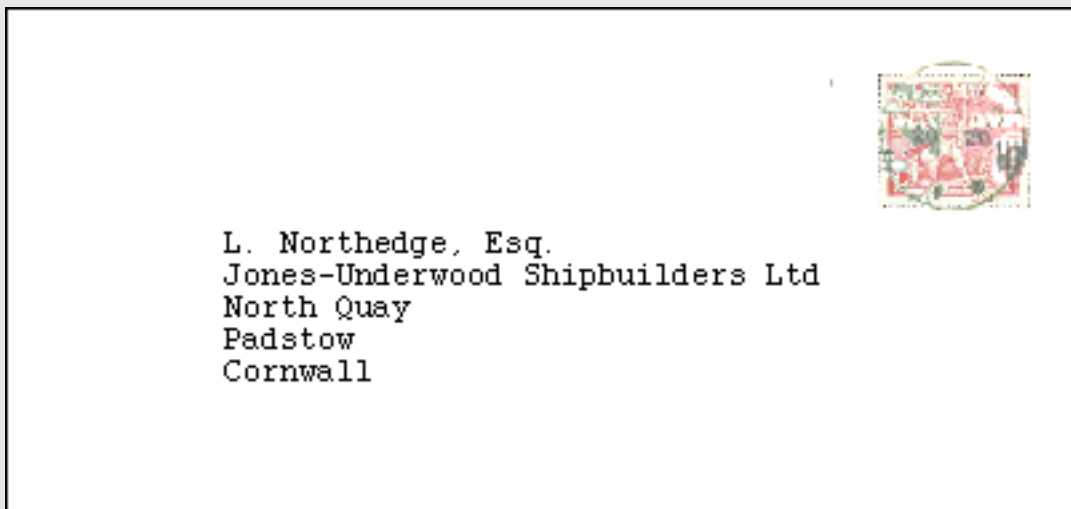
**Baskerville Papers #15: Charles Baskerville's Remarks**

Thanks awfully for coming. I'm really more grateful than I can say and don't forget that I'm paying all your expenses while you're here; just let me know what you need and I'll see you get it. If you need a car or anything, Partridge can drive you in the Napier or the Vauxhall. You can use mine if you want to drive yourselves, but I'm afraid that's just a little two-seater Alvis which may be a bit cramped, what.

Well, I don't know how much you know. It's been jolly awful, you know, and jolly rum too, and now poor old Arthur has gone west we're all pretty choked up. I've saved these newspaper reports for you, as they're pretty accurate [*He gives you a number of articles cut from the Devon County Chronicle*] on the basic details, don't you know.

As you can see, there must be a connection amongst the deaths. I mean, there are too many things for it just to be coincidence. The Coroner's inquest on poor old Arthur is the day after tomorrow, and if they don't find his innards in pretty much the same shape as Binns's and Joan's, well I'll be jolly dashed surprised.

I don't know what you make of it all, but I'm dashed if I don't think there's something supernatural going on. Did you know we had a witch? Well, not *us* exactly, but Grimpen, you know, or so the servants say, and the Moor has always been a site for covens and that sort of thing. I know you've looked into this sort of thing over in America and I was rather hoping you could do a similar job here, don't you know. Of course, no one else will listen to me, well, except for Geraldine, but she's only a girl, after all, and can't really do much what with being married and everything. I daren't mention it to Father and Mother again now that Arthur has gone, and Henry and the police just pooh-pooh the idea and refuse even to consider it.

**Baskerville Papers #25: The Envelope in the Shop**

**Baskerville Papers #6: *The Devon County Chronicle*, Friday, 26th June, 1925**

**CORONER'S OPEN VERDICT IN BASKERVILLE HALL DEATH**

Mr Pridgin Taylor, County Coroner, instructed the jury to return an open verdict in the case of the death of house maid Joan Mattingly, whose body was discovered last Friday at Baskerville Hall. He pointed to a number of disturbing similarities about the death of Mattingly and the earlier death of groom Joseph Binns.

A number of Mattingly's internal organs showed a similar corruption to that previously encountered in the post-mortem examination of Binns. The Coroner also pointed to a number of bruises on Mattingly's body that had not been noticed when the body was found. As far as could be determined, these bruises appeared to coincide with the patches of fluid that had been observed on discovery of the body.

Mr Taylor said that although there was no evidence to suggest that Mattingly was the victim of an attacker, the circumstances surrounding her death and the testimony of hall boy Thomas Toland, whom he praised as a courageous and honest lad, gave rise to doubt that the cause could be entirely natural. Mr Taylor also questioned his earlier findings concerning the death of Mr Binns. 'One such death may be not unusual,' he said, 'but the premature passing of two young people, to all intents and purposes in the best of health, and whose deaths share a number of disturbing, common features, must give rise to suspicion.' He asked the police to make further inquiries concerning both deaths.

**Baskerville Papers #22: Sylvester Wilks's Testimony**

It was terrible, terrible. Poor Mr Harthur, lying all twisted and dead in the middle of the ballroom. It was a terrible shock you know, what with the earlier deaths of Mr Binns and Miss Mattingly. No, I did not 'ear a thing before I went into the ballroom; it was as quiet as the grave - oh dear, oh dear, I really did not mean to say that. No, apart from poor Mr Arthur lying there, there was nothing untoward about the ballroom at hall. Well, yes, now that you mention it, there was a sort of smell like smoke in the air, and a faint 'aze too. No, it weren't from a fire or tobacco, I'm sure of that.

**Baskerville Papers #19: Dorothy Foljamb's Testimony**

We were going to be married, you know; there weren't nothing - dirty about what we done, like if we weren't engaged or anything. Well, it were about a month afore 'e (gulp) died. We'd been - you know - in Miss Geraldine's room and Joe, 'e were just tidyin' 'imself up when 'e suddenly gives a sort of cry. Not a scream, 'cause Joe weren't soft or nothin', but like 'e'd been surprised all of a sudden. I asked 'im what it were, and 'e said that 'e'd seen a funny sort of reflection in the mirror, it must 'ave been a trick of the light, and it'd taken 'im unawares. I asked 'im what it was, but 'e just laughed and said it was a trick of the light and I wasn't to be upset by 'is nonsense, but I could see that it'd worried 'im and it were obviously troublin' 'im for a while 'cause I could tell. But 'e wouldn't let on.

**Baskerville Papers #17: Lady Constance's Remarks**

Arthur was very troubled about something. Often in the last four weeks when we were alone together he would ask me if I thought his mind was going. That was nonsense, of course, but Arthur was very sensitive, highly strung and sometimes he would let his imagination get the better of him.

He told me that he had seen *something*, but he wouldn't tell me what it was or where he had seen it. I don't know what it was, but I do know that it had frightened him; it worried him so that perhaps it was only his own mind that had conjured up the image of whatever it was. He told me that sometimes he feared that it was the image of his own death that he had seen. It so upset me, but there was nothing I could do to ease his troubled thoughts, nothing that he would let me do.

**Baskerville Papers #24: The Receipt in the Humber**

**MELDON'S GARAGE  
Prop. J.K. Meldon  
Magneto Repairs a Speciality  
Chandlers Street, Padstow -  
Telephone Padstow 43**

*REPAIR OF DAMAGED AXLE AND  
REPLACEMENT OF SPARE WHEEL:  
£21/3/6D  
RECEIVED CASH FROM MR  
TULLIDGE.*

*J.K. MELDON*

**Baskerville Papers #13: Eric Partridge's Comments**

'Course, I've bin wiv Sir 'Enry for years. Proper gent 'e is, too. Known the children since they wus nippers, and I've 'ad to give the lads a clip rahnd the ear'ole - and wiv Sir 'Enry's blessin', too, 'e wouldn't 'ave 'em givin' no lip nor cheek to no-one, not even a servant like wot you and me are. 'Course, it's terrible wot's 'appened dahn at the 'All and Arfur coppin' it 'as just abaht knocked the stuffin' aht o' Sir 'Enry and Lady C. I 'ear yer nob's is 'ere to 'elp - well, it'll be a bloomin' miracle if they can, but the rozzers ain't fahnd nuffin' so they can't do no worse.

Me, I puts it dahn to bad luck, although there's some that don't, mind you, but they're just a bunch of old women - of one sort or anuvver, if you takes my drift. Well, I mean, Binnsie - e's the groom wot they dragged out of the lake, 'orrible it was, wiv 'im all bloated and swollen after all that time in the water - well, 'e liked 'is nip and I reckon 'e wus probably one over the eight, you know, drinkin' on the job. As for poor little Joanie, well, I've known 'em much younger and fitter than wot she wus just drop dahn dead for no reason at all, bright and chirpy one minute, dead as mutton the next - it 'appens all the time. And Arfur weren't never strong, you know, 'e could've gone at any time, really, everybody knew that.

**Baskerville Papers #16: *The Devon County Chronicle*, Friday, 17th July, 1925**

**TRAGIC DEATH OF BASKERVILLE SON**

Following the deaths of two servants at Baskerville Hall reported by this newspaper during the last two months, a more serious tragedy has struck at the home of Sir Henry Baskerville in an equally distressing and horrible manner.

The body of Arthur Baskerville was discovered in the ballroom yesterday morning by footman Sylvester Wilks. The corpse lay on the floor, its face frozen in a grimace of terror. As in the earlier deaths at the Hall, the doctor and Coombe Tracy police were sent for.

Dr Verrier and Sergeant Parminter noted that Arthur Baskerville's death had similarities to the previous deaths of Mr Joseph Binns and Miss Joan Mattingly at the Hall. The young Baskerville's body was both bruised, like the bodies of Binns and Mattingly, stained with patches of strange fluid, as was Mattingly's, and bore two deep, blood-less wounds, resembling that found on Binns's corpse. Dr Verrier said that he was sure that a post-mortem would show a senility of internal organs similar to that in the previous cases.

Sir Henry and Lady Constance are deeply grieved at the terrible death of their son and were unable to speak to the newspaper.

**Baskerville Papers #21: Thomas Toland's**

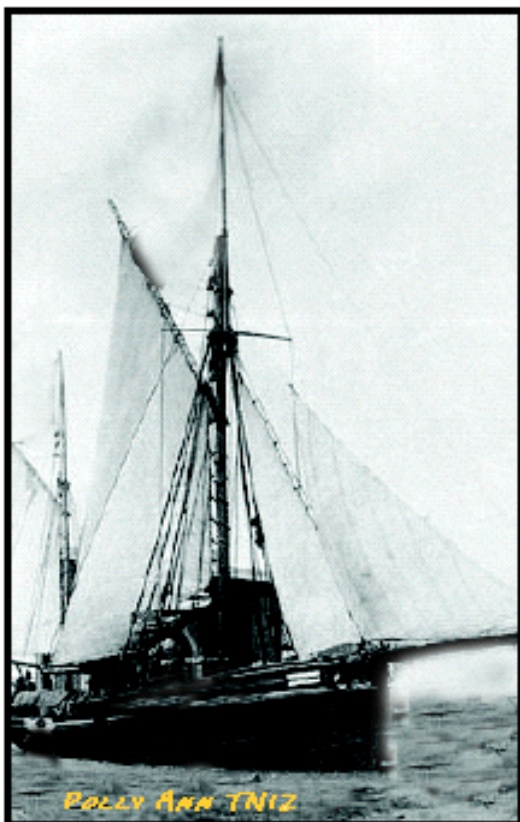
Gosh, well, sir, I wus jus' doin' wot I allus do, sir, bringin' the coal up to the bedrooms in case it gets cold an' they 'ave to light up the fires. Well, sir, I 'eard this funny sound, like somethin' nippin', you know, an' then I 'ears Joan - Miss Mattin'ly - sorta scream. An' then I thinks I 'ears a noise like summat fallin' down an' then there's a kinda snufflin' noise. Well, I creeps up to the door, quiet as I could, an' 'as a lissen an' just as I do there's the tearin' noise again. I knocks an' when I don't 'ear nothin' I pushes the door open. It was 'orrible, it was - Joan, Miss Mattin'ly's body was sprawled on the floor all twisted an' awful an' there was a funny sorta smell an' cloud in the air, like smoke, only 'tweren't a fire or tobacco 'cause I'd've recognized them.

**Baskerville Papers #28: Mary Roper's Testimony**

We didn't mean nothin', honest, it were just a dare, like, you know, that we would sneak into Miss Geraldine's room, you know, where poor Joanie was found. I don't know why we done it really, please don't tell no-one. I went in first and didn't see nothin', though it was awful creepy, you know, and I was really frightened. Then I went out and Nina went in and after a minute or two I hears a sort of shriek, only not out loud, you know, and Nina comes running out past me and off like a rabbit. I follows her back to our room and she tells me that it's horrible and she'll never go back there again and we must have been mad. It was somethin' awful that she saw, in the mirror she said, but I don't know that it weren't just her mind playin' tricks, you know.

### Baskerville Papers #29: Nina Miller's Testimony

After Mary come out she - she double-dared me t-to go in - and s-said it were really sc-scary, b-but if I didn't go in like what she had - then I'd be an awful c-coward. S-so I went - in only I wish I hadn't - 'cause if I hadn't then I wouldn't have seen what I done in that awful m-mirror. It were like a - m-mist at first and I couldn't m-make out - what it were 'cause it were d-dark - and there were just the m-moonlight to see by, so - so I went c-closer and look - looked h-harder and then I s-saw it, - only it s-saw m-me t-too. It were something t-terr - terrible, with b-burning eyes all f-full of hun - hunger and h-hatred. It were a - g-ghost or s-something, h-hiding in the m-mirror, waiting for s-some - someone to c-come along so it c-could s-suck - their s-soul d-dry, like it d-done to p-poor Jo-Joanie. And n-now it w-wants m-me.



### Baskerville Papers #30: Suzanne's Trance

I sense a dark, brooding presence.

There is an evil that seeks nemesis for a wrong that it believes was done to it many years in the past. The evil is here, close by. I can feel its burgeoning satisfaction, for already its vengeance has begun to bite.

The instrument of its revenge is frightening. It is from the past.....but not the past. From somewhen rather than somewhere. It too is evil. It seeks something that only it knows. It is not commanded, but it is called.....through a - a window, but not a window. Everything is so dark, so hard to see. There are forms in the mist, but I cannot make them out. There is a face, old and young.....the young face is from the past, the old face is now - but they are the same person. A man, a man here - in Grimpen. But now I can see something - can it see me? It is looking, searching, questing for something that it needs to sustain its evil life-force. It wants me! I can feel it lusting for my soul! I must break -



### Baskerville Papers #18.1: From Arthur's Diary

Thursday, 11th June, 1925

A most strange and terrifying experience in Geraldine's room last night. Perhaps my mind is finally unhinged.

Plagued with insomnia - as ever! - I had tossed sleepless in my own bed, wandered through the Hall, cursed and blasphemed, until I turned to that place where I always seem to find peace and serenity at such times, Geraldine's room.

I sat there, in the chair beside the window, gazing out at the trees and the paddock beyond in the moonlight, for, I don't know, maybe two hours, just letting my mind drift and relax. I did not sleep, for I was not tired, but I felt rested and refreshed and my thoughts were clear, so that I felt none of the unease or strange fears that have presaged earlier attacks of mental fever.

It was as I rose to leave, to return to my own room, that my eye was caught by the mirror. I swear that there was a strange, unearthly light gleaming within it. At first I thought that it must be a reflection of starlight, but I realized that it could not be for it seemed to pulsate and throb with a life of its own and its light was too violet, too scattered with colours that I could not name. I was drawn towards the mirror, to gaze into it to see what strange phenomenon could cause such an effect, even though everything in my being shrieked that this was madness.

With fear and trepidation I stood before the mirror and looked within and saw - and saw I know not what, only that it drained the strength from my legs, the courage from my heart, the spirit from my soul. It was there, beyond the mirror, in a time, a space of its own. It twisted and turned, its eyes (what eyes!) devoured me. It was hate, hunger, malevolence, evil, cruelty, pitilessness, nemesis - all combined in one awful Thing.

I staggered, ran, from Geraldine's room as though the Devil himself were come to claim my soul, and fell onto my own bed in a faint from which I did not recover until a few moments before I began to write this down. Perhaps I am mad, but I write what I am sure that I saw with my own eyes. If my eyes lie, well...

Friday, 19th June, 1925

Another death at the Hall. Joan Mattingly's body was found by Tommy Toland in Geraldine's room. Naturally the circumstances of her death turns my mind to my own strange encounter last week. Can there be a connection between these two events? Is it possible that there is not? Should I speak, and if so to whom? I fear that anyone to whom I recount my thoughts on this would immediately label me insane. I am not so certain that they would be wrong. Perhaps for the moment I shall keep my ideas to myself; the police will be pursuing their inquiries and may yet uncover a rational explanation for Joan's tragic death.

### Baskerville Papers #18.2: From Arthur's Diary (continued)

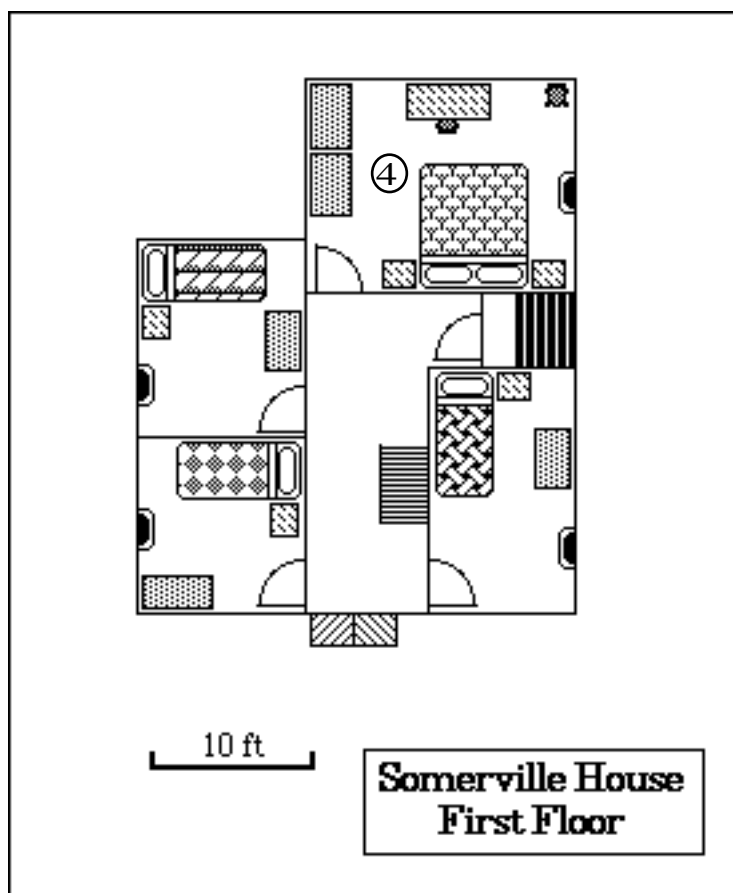
Tuesday, 7th July, 1925

An incident last night that returns my troubled thoughts to my own experience last month in Geraldine's room and to the unfortunate death of poor Joan.

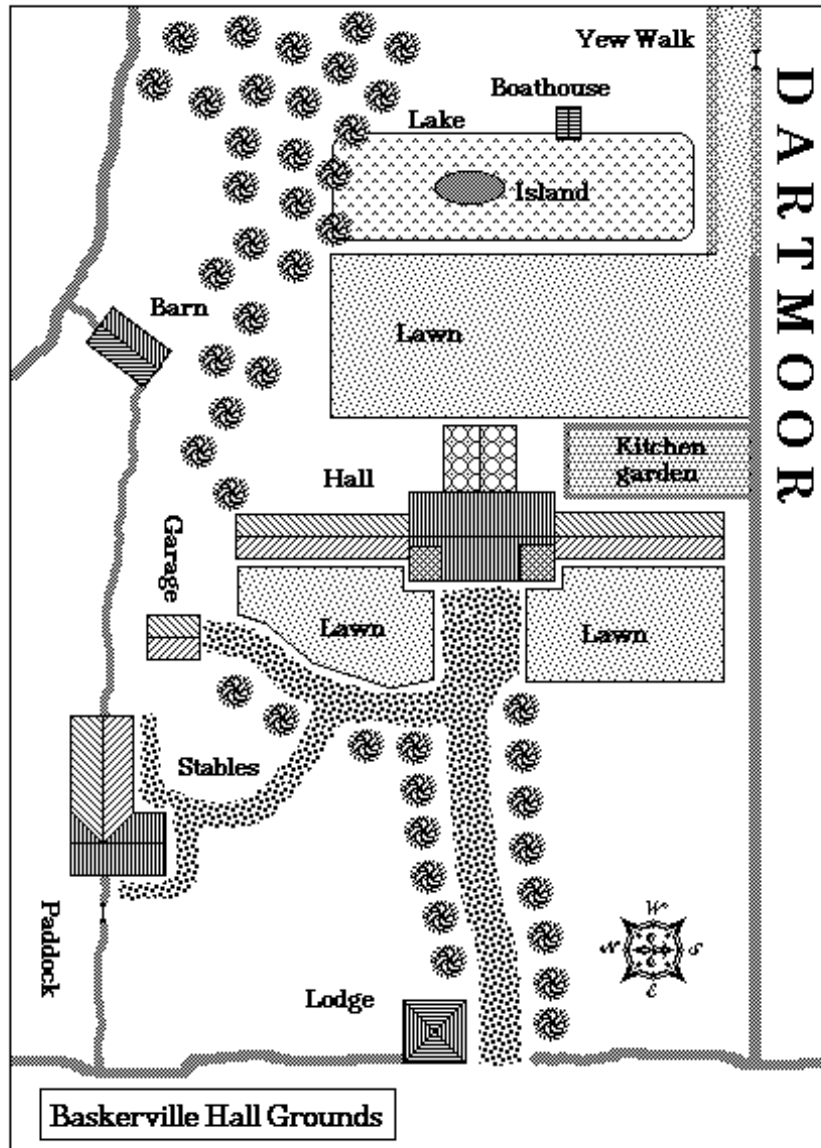
I had been unable to sleep and was sitting in the chair beside the window where, I confess, I managed to fall into something resembling a doze when something awoke me. I was not sure what I had heard, but my subconscious seemed to suggest that it was the sound of a woman's cry. I rose to my feet and opened my door a fraction. In the dim light of the corridor I glimpsed two of the girl servants hurrying past, one running as if the fiends of the pit were after her, the other following her concernedly.

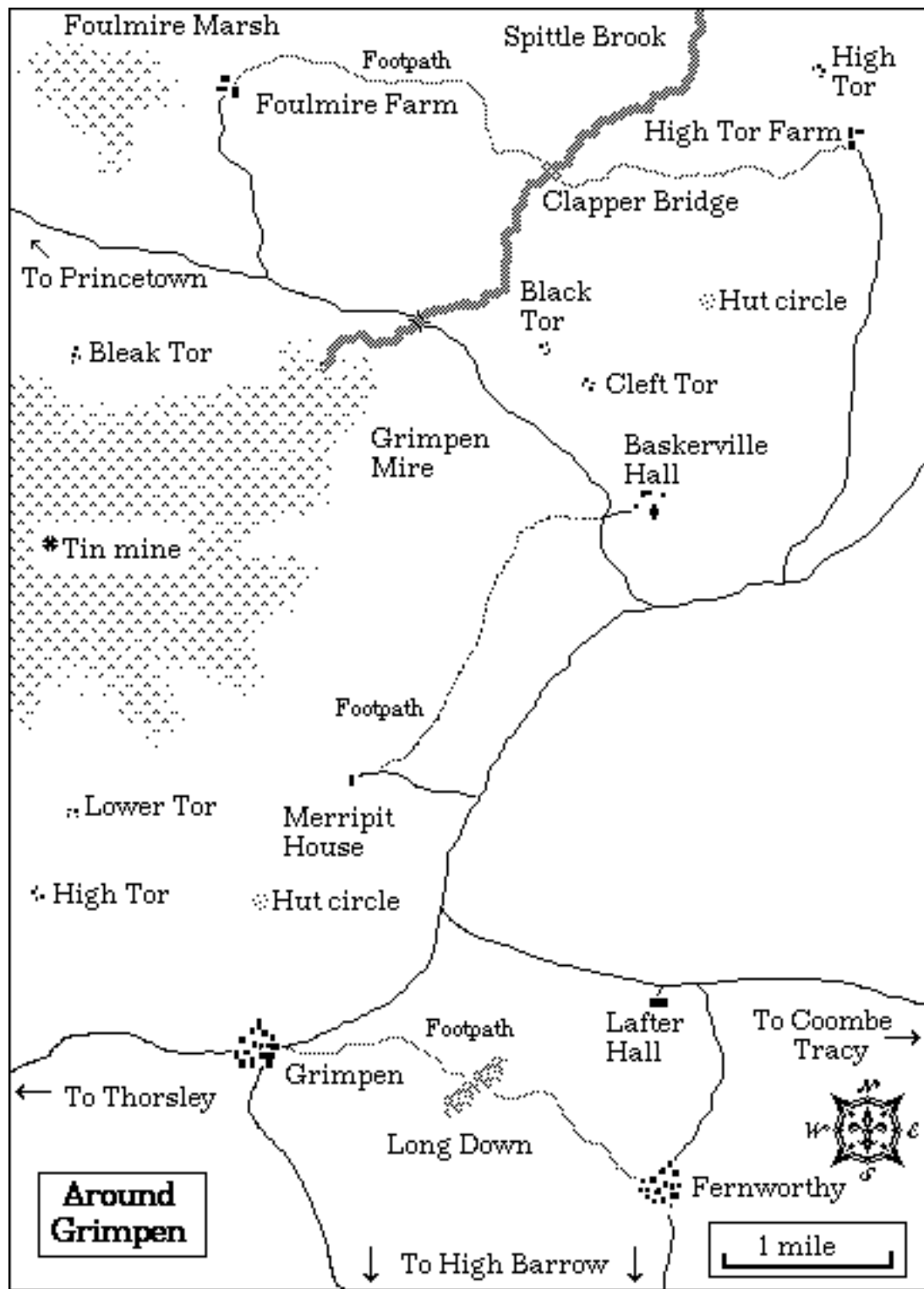
As they vanished I went into the passage and noticed that the door to Geraldine's room was open. I crossed and entered and looked around, but there was evidence of nothing. With trepidation I approached the mirror and glanced within - but I saw no more than my own fearful face looking out at me.

I wonder what had frightened the servant so. I think she was one of the girls from the kitchen or the scullery, but I cannot be sure for in the moment that I saw her I saw little of her face. I do not know whether I should pursue the matter further.

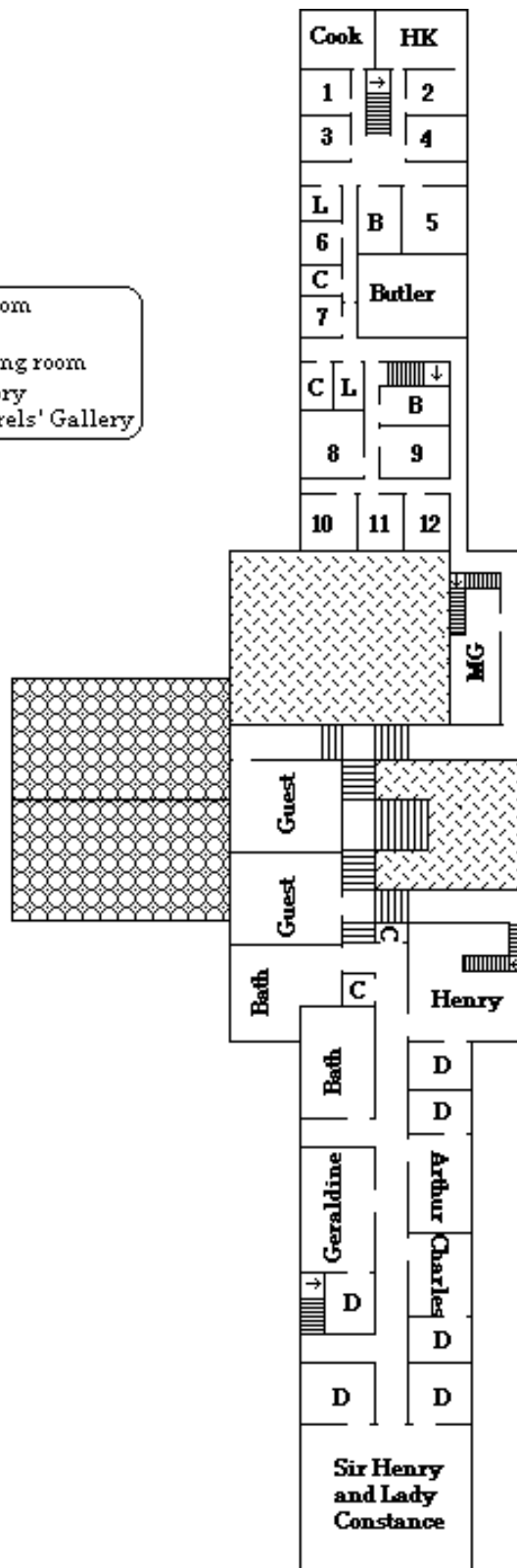






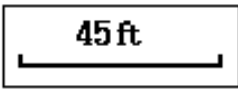


B = Bathroom  
 C = Closet  
 D = Dressing room  
 L = Lavatory  
 MG = Minstrels' Gallery

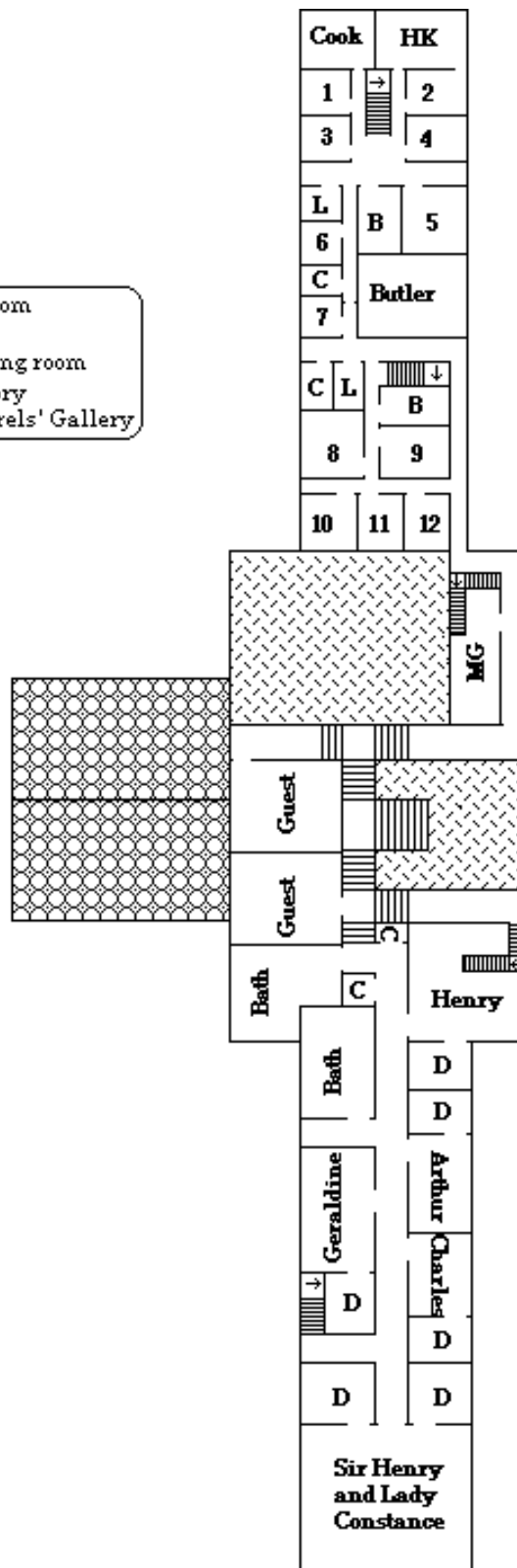


- 1 Under Cook
  - 2 House Maids
  - 3 Kitchen/Stillroom Maids
  - 4 Chamber/Parlour Maids
  - 5 Lady Constance's Maid
  - 6 Laundry Maids
  - 7 Hall/Stable Boys
  - 8 Footmen
  - 9 Sir Henry's Valet
  - 10 Henry's Valet
  - 11 Charles's Valet
  - 12 Arthur's Valet
- Non-residents  
 Scullery Maids  
 Chauffeur  
 Gardeners  
 Grooms

**Baskerville Hall:  
 First floor**

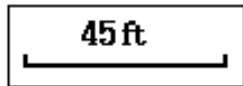


B = Bathroom  
 C = Closet  
 D = Dressing room  
 L = Lavatory  
 MG = Minstrels' Gallery

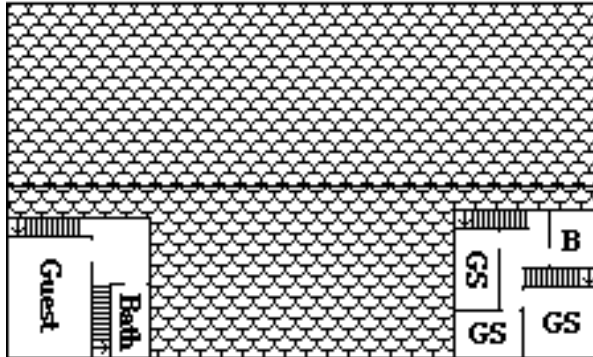


- 1 Under Cook
  - 2 House Maids
  - 3 Kitchen/Stillroom Maids
  - 4 Chamber/Parlour Maids
  - 5 Lady Constance's Maid
  - 6 Laundry Maids
  - 7 Hall/Stable Boys
  - 8 Footmen
  - 9 Sir Henry's Valet
  - 10 Henry's Valet
  - 11 Charles's Valet
  - 12 Arthur's Valet
- Non-residents  
 Scullery Maids  
 Chauffeur  
 Gardeners  
 Grooms

**Baskerville Hall:  
 First floor**



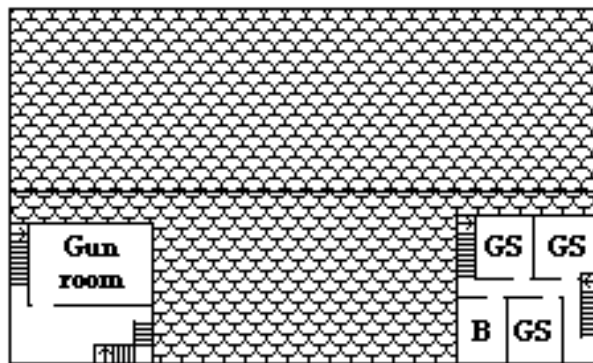
**Baskerville Hall:  
Tower floors**



**Second floor**

B = Bathroom  
GS = Guest servants

**45 ft**



**Third floor**

