

The Death Of Sherlock Holmes

Holmes is apparently dead, Watson asks the Brothers of Righteousness for help in solving the last case Holmes was working on.

The time line isn't of vital importance, but you may want to track it so that the Investigators think that it is. The game begins on Thursday May 7th 1891.

Scene 1: The Meeting Of Brothers - Meet at John Holdsworth's country house (on the estate of Shaw Royd, near Halifax). Review Dr. Watson's letter (Handout1). Arrange for travel to London. (Carriage, then train then carriage.)



The interior of Shaw Royd House, showing the feminine touch of Mrs Eliza Taylor-Holdsworth, Lady of the House.

Will have some vague connection to a previous 'case', which may be spotted, if so it will point to similarities with an operation run by Moran some months ago.

The connection may be in the last note from Watson, which mentioned a daring forgery operation, apparently being run out of Camden, in which Holmes believed Moriati's right hand man, Moran, was acting under his own initiative.

Meeting, eating, drinking, looking over letter and previous notes. Checking records and archives, planning the journey ahead.

House servants: Butler – Robinson. Maid – Annie. Gardener – Mr Jake Bloomsbury. Cook – Mrs Rutherford. Stable Lad – Jake. Driver – John Markham.

Purpose of the scene: To get the Investigators acquainted and to settle them in to their roles within the Brothers of Righteousness. Arrangements made by either John or Eliza will be through their 'household' and should be done with the minimum of fuss, monies are paid on accounts. The link to Moran and the Camden operation can either be discovered through Know / Idea rolls, or by digging through old papers and case notes in the library.

This is an introductory scene that allows the Investigators to get in to character and to explore what they know about each other. It may be as well to begin the scene with each of the Investigators doing a brief two minute introduction of themselves, describing themselves as they'd wish to be seen by the world at large: physical description, personality traits, known likes and dislikes.

Timings: 15 mins (character intro's) + 20 mins for scene = 35 mins.



Shaw Royd House: an exterior view, which does not do justice to the magnificent gardens.

Scene 2: On To London – Accosted on the train by a strange old woman (cultist) who is trying to plant a token on one of the Investigators, probably on the Dr (Charles Makin) to mark him out for a possession at a later stage... scuffle will break out, old woman will prove stronger than she seems, but will eventually be over come (thrown from train?). Hansom Carriage from Marylebone to Baker Street.

Pass through station, board train, settle in carriage.

Flower seller – Sally Makepiece. Porters, station hands, station lads and helpers. Station Master – Mr Smith. Engineer – Arthur Spate. Other travellers; Businessman – John Charles. Lady – Mrs Emily Prattle, maid – Sarah. Army Officer – Captain George Larchmount (of the Surrey Larchmount's). Old woman (cultist) – Mary. Cab / Carriage driver – Jeremy Clarkson.



Halifax Station, as seen from the East.

Purpose of the scene: To get one of the Investigators marked by the insane cultists. The old lady (flower seller) can quite easily be replaced by a young girl serving tea on the train. The important thing is that the attack is less than discrete and will end with the (inevitable) death of the cultist. The cultist could quite easily be a Ghoul, but just as easily merely a possessed and fanatical cult worshipper. Other passengers may get drawn in to the brawl and fight that ensues, and in the confusion it will be hard to spot the planting of the token. The cultists death will need to be explained, perhaps even covered up by the Investigators, as much through role playing as any skill checks.

Timings: 20 mins.

Scene 3: Dr Watson – Arrive at 221b Baker Street to find a Peeler on the door: Watson is missing. Inside Inspector LeStrade is interviewing Mrs Hudson. After gaining entry, speak with LeStrade and Mrs Hudson,

get letter left by Watson (Handout2), or may have to search and find it, (it's addressed to them). Suggests what may be happening, points them in the direction of Mycroft. Mycroft is at Diogenese Club. Watson has apparently been kidnapped by the cultists as a sacrifice, knowing that he has knowledge of their activity it serves a double purpose. May find the tome 'the Black Book of Necrolatry', in German from 1702, texts from the 'Dreams from R'lyeh'. Some digging may show that the book was recently scored (accidentally burned) on a page referring to 'the nameless mother'.

Peeler – Constable Wilson. Street contact – Charlie Smith 'Hokey Pokey' – ice cream salesman.



Holmes, LeStrade and Watson in happier times.

Purpose of the scene: To get the Investigators to meet with LeStrade and to discover that Watson is missing. The plot would seem to be thickening, with a twist in that Mycroft is now apparently involved. This should be a character heavy scene, with the Investigators having free reign to search 221b Baker Street. The book is very, very valuable, especially to cultists, Lewis may feel drawn towards the book in an unhealthy way. Gianluigi will realise it's evil content almost through intuition. The letter from Watson is in fact a forgery (or can be), and you may want it penned by Holmes, as given away by

the 'the game's afoot' comment, written to fool all but those that know Holmes and Watson, or it may be written by the cultists to draw the Investigators towards Mycroft and the imminent fog.

Timings: 20-30 mins.

Scene 4: Mycroft – Travel to Diogonese Club, which is in St. James Palace in Pal Mall. On way pass through area of strange yellow fog, sulphurous and possibly poisonous, sight the effect it has had on some people (plague like symptoms and apparent 'zombie' traits), accident with cab, over turns, make way through 'fog' to Club. The fog is a venting, via the sewers, from the temple where the summoning of the Cthulhoid monster is to take place: it is intended to weaken minds ready for their consumption by she who must never be named.



The trusty 'Baker Street Irregulars': invaluable allies and information gatherers.

Mycroft is missing, not seen at his club since last night. Mycroft is impossible to track down if he wants to remain hidden. He has actually gone to a meeting with Moran to discuss immunity and communicate with Sherlock. Bump in to Baker Street Irregulars who have message for Mycroft, they might be persuaded to give to Investigators. Address of

Moran's store for stolen goods (at London Docks).

Cab / Carriage driver – Mathew Black (from the Tillings Cab Company). Street contact – Edward 'Teddy' Entwhistle, rabbit salesman. Baker Street Irregulars (7) – Charlie, Jake, Bill, Arthur, Albert, Jed, Neddy 'Sherlock'.



London Bridge: Always crammed with people and carriages.

Purpose of the scene: To get the Investigators through the fog and to find Mycroft missing. The fog may draw out some encounters with zombie like people who may attack any they find even mildly threatening. It can also be used as a cover of course for some red-herring criminal activity such as robbery or worse.

Hansom cab accidents are common and notorious for their carnage, play it up! The Baker Street Irregulars will arrive as the Investigators leave the Diogonese club. They are known to be trusted confederates of Holmes and Watson, if pushed they may reveal that the message was from Mycroft, but will otherwise refer to a 'gentlemen friend of Mr Holmes'.

Timings: 20-30 mins.

Scene 5: London Docks – The London Docks near London Bridge, investigate the area, run in to one of Moran's henchman turned Ghoul servant. Find secret chamber, discover bodies. Discover tunnel to river side.

Dockers – Rodney Templeman. Mark Deighton. Moran's henchman – Sydney Dunn.



London Docks, with the Excise House on the left.

Purpose of the scene: To get the Investigators to the docks and to lead them to the inescapable conclusion that this is not merely a smuggling, or forging operation. The discovery of a large number of bodies from sacrifices, in a shallow grave, should be used to bring home the horrific nature of what's gone on and what is possibly about to happen. Moran's henchman will desperately try to escape to warn his comrades. The Investigators would be foolish to rush off and follow, and if they seem likely to, introduce Mathew O'Keef in a hurry. He can tell them he knows another way to Moran's lair as he's been watching the operation for some weeks. Timings: 20-30 mins.

Scene 6: (run on from Scene 5): Strangers Well Met – Meet with HM Customs & Excise official investigating smuggling from premises, may or may not detect this person is not who they seem, lead in to tunnels, accompanied by 'Taxman'. May find the bodies of three of Moran's henchmen, possibly even the broken plates from a printing press.

Taxman – Mathew O'Keef.

Purpose of the scene: To get the Investigators to meet with the disguised Holmes, or in a twist, the disguised Moran, and to get them to the lair where the

summoning will be taking place. It will turn out that the lair is actually directly underneath the Excise House in the docks. Timings: 10 mins.

Scene 7: A Pulse Of Maggots – Find the lair of the beastie, encounter worshippers, encounter a deranged Watson, Holmes reveals himself. Destroy altar, free dazed 'worshippers', fight of ghoulish worshippers, meet with Moran who is about to blow the tunnel / cave, escape or die.

Hear the chanting long before get to the chamber. May be affected by it, may bring out the base nature in each of the investigators. Will find shocked and dazed henchman of Moran, gibbering wrecks, will not be able to impart any information, too terrified. May detect some of the signs that the tunnel has been 'rigged' before they enter the final chamber.



A Ghoulish beast, surely too foul to be allowed to walk among us.

Purpose of the scene: Obviously the closing scene of the game, the intention is to allow the Keeper to throw in whatever they feel necessary to finally drive home the Mythos feel and ending. The cultists are trying to summon Old Mother Dagon, or possibly even Kauth (if you want to tie it in with Lewis), and will be performing an abomination of a ceremony involving sacrifice. There may be millions of over sized maggots (spawn) littering the tunnels and the chamber, possibly even spilling out in to the Thames in a milky white haze.

We have found it's best to not drive the Investigators totally insane before the big bang finish, and to allow them to reveal their darker sides through the ensuing chaos. Obviously Lewis will be key here, as will Eliza, though the others will all show they actually know more than they have perhaps up to now let on.

It's important to remember that the Investigators can't win here. The best they can hope for is the possible rescue of Watson and some intended victims of sacrifice. Holmes and Moran intend to blow the chamber up at the critical moment, interrupting the summoning and killing the cultist priests, destroying their summoning implements as they do. The Keeper should also not be afraid to make the ending very big. It's all about timing. The summoning should ideally be nearly complete, with the Investigators catching a glimpse of the Outer God as it is about to manifest, before the whole place is destroyed in a cataclysmic explosion.

Timing: 30 mins.



Vile servitor of the Outer Gods, precursor to their arrival on Earth.

Scene 8: Cleansing – wash up.

The Investigators deserve to know what's going on. Of course they do. And you as the Keeper should feel free to tell them as little or as much as you like depending on the outcome of the scenario. If they have Holmes

or Moran in tow, they will of course have access to a much fuller version of events (Watson doesn't really understand what it's all about).

Timing: 15 mins.



They Who Must Never Be Named

Summary: Holmes met Moriati at the Reichenbach falls on Monday May 4th, and was confronted with the apparent insanity of Moriati, who could not help but reveal his plan for the summoning of an Outer God. Holmes, aware of the Mythos, realised the terrible implications and knew he had to act. The plunge over the Reichenbach falls saw Moriati summon a Night Guant, to sweep him away, while Holmes relied on an obscure Dreamlands spell to sidestep their inevitable death. Holmes spell trapped Moriati in the Glade of Sleep and allowed him to return to London. Watson, believing Holmes dead, set about ordering their affairs and putting in place the cover story of Holmes apparent retirement. None were to know of Holmes death.

Watson believes Moran is planning to re-launch one of Moriati's old schemes: forging paper currency to bankrupt the Mint and Government, and Watson is convinced that Moran is as much an Anarchist as a criminal.

Holmes manages to convince Moran to help him stop the more lunatic of Moriati's gang from completing the summoning, and Moran only agrees if he is given immunity from prosecution, something only Mycroft can really deal with. And so we launch in to the adventure!

The clock is ticking for Holmes and Moran as they know the summoning is being timed to coincide with an astrological conjunction, so Holmes will, if needed, nudge the Investigators along. Both Holmes and Moran are aware that the Brothers of Righteousness are some of the few people that have knowledge of the Occult and perhaps even the Mythos, and they are hoping that they will be able to help in the final disruption of the ceremony.

And that's about it really.

You can of course add in as many of your own elements as you wish, with extra twists and turns to suit the game as it unfolds.

It should be stressed that the scenario was designed as a Convention game, with a view to completion within four hours.

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Brief Investigator breakdowns:

John Holdsworth - Entrepreneur – Estate Owner – Straight up Victorian Gentleman / Businessman, who's family has done well in the cloth and machine trade. Owns a large estate that was once part of the landed gentry's estates.

(John Holdsworth of the Halifax Holdsworth's – Estate of Shaw Royd, Near Halifax.)

Catherine Nolan, now known as Eliza Taylor - Lady Wife – Escaped mental patient and ghoul, killed woman who was on the way to marry Gentleman, took identity. Voices in head, urge to eat human flesh, all subdued

and trying to bring under control, much easier when near John (John has magical amulet (gift from Father), unknown to either), so hates to stray far from her husband.

(Real name / identity: Catherine Nolan. Taken on identity of Eliza Taylor. Taylors are a rich family in Halifax that went to 'New World' and established mills in Victoria, Eliza was to return after two years.)

Gianluigi Marrone - Vatican Investigator – Investigating the (blasphemous) possibility that the Chthonian Gods represent something other than the servants of Satan. Has trouble reconciling his faith (failed priest) but essentially a very moral and conscientious man who believes in God and the tenets of the Catholic church.

(Gianluigi is of Sicilian descent, with rumoured connections via his youth to the notorious 'family father' Salvatore Gravano – 'Sammy The Bull'.)

Frances Herbert Bradley - History Professor – An ex-Oxford professor, who was drummed out of the colleges after an 'incident' involving a group of students and an alleged occult incident (accidental summoning). Prof knows of the Mythos and is trying to fight the good fight wherever he can, with the help of his new found friends.

Dr. Charles Makin - Doctor – Ex-Army doctor who was retired and has spent some time in a Sanatorium, after encounters with a cult and their shadowy deity in the Crimean War (Russian coastal waters). Has been addicted to opium for 5 years, goes 'walkabouts' for long periods, has memory loss and blank periods, great sense of guilt.

Lewis Thomas - Cultist – Fanatical cult worshipper, using the others to get to Holmes as has been given a vision and prophecy from his God, must stop the heinous monster from rising, will use a taught spell and a magical dagger. Very secretive, wholly insane. Has the persona of a Dilettante, the youngest son of a welsh mining millionaire.



John Holdsworth

Sex: Male
Age: 32
Nationality: British
Birthplace: Halifax
Occupation: Mill Owner / entrepreneur

Physical Appearance

Five feet nine inches tall, well groomed, dark brown hair, always neat and smart. Sports a moustache kept short. Light of frame, though well versed in physical activity and healthy and vital. Very considered manner, calm and calculated in movement and gesture. Well dressed in the clean cut, functional suits of the well-to-do gentleman.

Personality & Attitudes

Believes that hard work and application will bring just reward to those, according to their station, but that no one should be afraid to aim higher than their birth might suggest. Courteous, polite and driven by the manners and social niceties that should rightly be observed by one and all. A direct man, never afraid to speak your mind, though intelligent enough to know what language should be used with whom, in each situation as it arises. Has a very good head for business and an aptitude for numbers and calculus. Enjoys exercise outdoors, especially walking, climbing, swimming and riding. Good food and wine are to be appreciated by those who can. The more esoteric arts such as opera and ballet can never stir a man's soul as much as a well studied painting. You abhor violence done to others, though you are more than capable of looking after yourself and will step in to protect the bullied and oppressed, an attitude fostered from a very early age and helped by your proficiency in the art of boxing. Enjoys hunting (shooting) and fishing, though seldom gets the time to pursue them. Is a member of a Gentlemen's Club in Halifax and London, but spends little time there unless it is to use their rooms when away on business. A devoted husband who wants many children.

Aptitudes & Skills

Boxing, climbing, accounting, shooting (shotgun), swimming, persuasion, use of libraries, first aid, spotting hidden objects, mechanical repair, exploiting your excellent credit rating, riding, bargaining, chemistry, operating heavy machinery, some small knowledge of the occult and it's practitioners. Some very small knowledge of written and spoken Swedish (business). Nimble on your feet.

The Wider World

There are the sciences, the arts and the Church. Each can explain many things within God's creation, but not all. There are things under Heaven that, although they may defy 'conventional' explanation, are never the less no match for the wit and moral judgement of man or outside the ultimate plan of God. Criminals are usually misled fools or the evil minded. It is the duty of every man to thwart the criminal mind at ever turn. The Brothers of Righteousness is more than a mere dabbling of the well to do in the matters of the police and the courts, it is a sincere group of people who realise they can use their station, wealth, skills and experience in bringing to justice some of the evil doers that the police and the courts are simply unable to detect or catch.

There are also matters of an occult and mystical nature which sometimes appear to be at the root of some criminal or evil activity. Those within the law enforcing establishment and the judiciary are especially ill equipped to deal with these and need all the help they can get.



Eliza Taylor-Holdsworth

Sex: Female
Age: 27
Nationality: British
Birthplace: Halifax
Occupation: Lady of means

Physical Appearance

Five feet four inches tall, lustrous brown hair, penetrating hazel eyes. Petit frame, very feminine yet physically fit and strong. Dresses in fashionable clothes yet is not an ostentatious lady and will not waste monies of frivolous attire.

Personality & Attitudes

You have a very dark, deeply buried secret that all your energies are bent towards keeping from all around you. You fight to keep your baser instincts under control and to avoid unleashing the horrific beast that lurks within. Your real name is Catherine Nolan, you are a Ghoul. Bitten and left to die as a child, when your family was killed and eaten by a scavenging clan of Ghouls in the Australian outback, where your family were missionaries, bringing the word of God to the Aborigines near the town of New Victoria. Escaped from a mental asylum, where you were placed from the ages of nine to twenty six. The call of the Ghoul was strong and asserted itself as soon as the medications from the Asylum ceased. The horrors of feasting on the flesh of recently dead persons is still a haunting thought in the forefront of your mind. From New Victoria you stowed away aboard the 'Victory' and found yourself in England. Many months were spent trying to find your ancestral home in Halifax, while hiding from the world at large. A tragic accident near Halifax lead to the death of Eliza Taylor when she was killed by a Hansom Cab, her head severed. Feasting on the newly dead flesh of Eliza you became transfixed with her memories and her desires. The striking resemblance she bore you made it easy to pass yourself off as her and step in to her shoes to complete your escape from your past. Her fiancé had not seen Eliza for two years, and in an even greater twist of fate, was expecting her to return from a Sanatorium in London, where she was recovering from a breakdown brought on by the death of her family in a fire.

Aptitudes & Skills

Rending with claws (hidden, retractable), sneaking, spotting the hidden, listening, hiding, swimming, persuading, first aid, concealing, fast talking, the occult, riding, bargaining. A fierce opponent in a fight, able to use fists, claws, head butts, kicks and grapples. Able to dodge foes in combat.

The Wider World

You are devoted to your husband, in the year that you have been married, the hideous urges that course through your veins have been subdued. It is obvious to you that being in his company, and perhaps the buried memories of Eliza, are helping you become the person you have always wanted to be. Your awareness of the darker side of this world fuels your dedication to the Brothers of Righteousness. There are many things that men do not understand and don't even know exist: you walk in their world and know their darkest secrets. There is much to be done to prevent the subversion of man by these beasts. You know that many of the criminal underworlds most daring robberies and exploits have been undertaken by deranged worshippers of the shadow beings that lurk on the edge of the 'normal' world. You will do whatever it takes to keep your secrets, believing that the greater good can be served by you and your talents, garnered from your unspeakably horrid past and buried deep within the monster you would become should your base instincts be let loose.



Gianluigi Marrone

Sex: Male
Age: 34
Nationality: Italian
Birthplace: Sicily
Occupation: Vatican Investigator

Physical Appearance

Six feet two inches tall, physically fit, short cut light brown hair, strong 'Roman' features, olive skinned. Always smartly dressed and well groomed, pays no mind to the fickle fashions of the age. Very active, some may say 'fidgety', hands always busy. Quick to smile, open friendly manner.

Personality & Attitudes

Dedicated servant of God and the Catholic Church, were once groomed for the priesthood, but natural curiosity and your desire to question everything soon turned you from that path. You believe that God's plan for his creation is beyond the wit of man to understand, but that does not mean he should stop trying. The world can be a distracting place and a man has to work hard to keep to the path he has chosen. Those of weaker wills and minds should be guided by those with a clearer understanding of the spiritual world and the perils inherent in abandoning the teachings of the Church. Loves physical challenges and especially fencing and climbing. You have a love of the arts and are a naturally talented painter and sketch artist. Not above indulging in the more earthly pleasures of good food and drink, as these can be taken in moderation as a reward for any man (or woman) who has applied themselves in bettering their station.

Aptitudes & Skills

Languages: English, Spanish, Latin. Climbing, first aid, use of libraries, history, spotting hidden things, fencing with rapier or sabre, swimming, persuading people, drawing and painting. Law, psychology, natural history, knowledge of the occult, anthropology, archaeology, riding. Astronomy, biology, chemistry, geology, medicine, physics. Nimble and able to dodge.

The Wider World

Your training and dedication as a priest showed you the world from a spiritual aspect, your background in Sicily and your childhood friendship with Salvatore Gravano – 'Sammy The Bull', showed you life from the Family's perspective and laid a stark choice before you. You chose the Church. Although still friends with Salvatore, you have managed to resist the lure of the Family's life style. Having been well travelled through Europe, especially Spain and England, you have come in to contact with the vast criminal network that seems to be spreading across the whole face of the earth. You are also aware of the occult and the supernatural, and though you know it must be part of God's plan, you do not understand how or why. Recently the Vatican has sent you to England to investigate the growth of certain cults that worship dark beings seemingly from beyond the realms of heaven and hell. You have been working with the Brothers of Righteousness for some time now, and have made firm friends with all you have so far met. None need to know the full extent of your work for the Church, indeed few would be able to comprehend the horrors that have been hinted at in your investigations. If it were not for your faith, you feel you would have certainly lost your mind. The most recent developments in England, indeed throughout Europe, would indicate that a supernatural event of cataclysmic proportions is being heralded by the servants and worshippers of these abominations that await the destruction of Gods creation.



Frances Herbert Bradley

Sex: Male
Age: 52
Nationality: British
Birthplace: Oxford
Occupation: English Professor / Tutor

Physical Appearance

Six feet tall, stocky and stout frame, greying hair. Sports an often unkempt moustache. Dresses conservatively in favoured clothes that are always rumpled and lived in. Is obviously not afraid of manual labour and has gardeners hands.

Personality & Attitudes

Believes all men have a sacred duty to educate themselves and to learn as much about the world around them as they can. Knowledge is a noble goal in itself, and it's application determines the nature of the man more than his birth or station. You are passionate about the English language and it's teaching. The nature of society means that those fortunate enough to have money and privilege should be well disposed to share their good fortune, but this is seldom the case and it saddens you. You believe that the knowledge of the occult and the darker aspects of human development, should only be studied and fought by those of strong mind and character and that the dangers to the 'common man' are seldom understood by him until it's too late. Society needs guardians and you know you have the strength and knowledge to serve in this capacity. You dislike the dons and fellows that have cast you from their midst in your home city of Oxford and have turned your back on the officious world of academia, in favour of a more worldly approach to the quest for knowledge.

Aptitudes & Skills

Library use, history, persuading others, spotting hidden things. Languages: German, Greek, Latin. Drive carriage, utilising your credit rating, knowledge of the occult. Anthropology, archaeology, astronomy, geology, natural history, photography, physics, psychology. Law, drawing, bargaining, biology, chemistry, medicine. Is vaguely aware of the 'mythos' and the notion of it's deities. Proficient with a hand gun (owns a .22 revolver).

The Wider World

The incident that triggered your leaving the Oxford college circuit was an intervention in some of your students 'summoning' of a Ghost. They were just foolish children, and you had to step in when their 'experiment' actually worked! The touch of the Ghost brought you a terrible glimpse of the world beyond the senses of man and you were suddenly aware of insane creatures lurking on the fringes of our reality, awaiting the time of their summoning, when they will devour the human race. Tutoring has taken you all over England and your most recent assignment in Halifax brought you in to the ranks of the Brothers of Righteousness. Using your gifts for research and deciphering clues, you have become an invaluable member of the society and have helped thwart numerous criminal plans in the surrounding area and one in London. Through your correspondence with Dr Watson you are certain that Watson and Holmes are aware of the creatures of darkness, though neither has ever explicitly said so. It becomes obvious to you that the criminal underworld has elements within it that worship these foul beings, and that not all robberies and swindles are purely for profit, but that some serve a greater scheme of anarchy. There is much to be done in fighting this madness and you feel your true life's work is now beginning.



Dr. Charles Makin

Sex: Male
Age: 46
Nationality: British
Birthplace: Newcastle
Occupation: Doctor

Physical Appearance

Six feet tall, well built muscular frame, obviously fit and active. Black hair kept fashionably short, well groomed whiskers and moustache. Large hands, penetrating stare and studious gaze. Dresses sensibly according to fashion.

Personality & Attitudes

Joined the army in fathers footsteps, the 24th Sussex Light. Tradition is important, society has well crafted rules and etiquette which should, where possible be observed. Manners maketh the man. Discipline allows the mind to focus on what's important and the task in hand. The application of a man's faculties are what separates him from Gods other creatures. The horrors of war are a necessary evil, sometimes the only way to fight fire is with fire, and a strong nation should never succumb to the bullying of another. You have seen your fair share of tragedy and slaughter on the battlefield and won medals of campaign and conduct in the Crimean wars. Returning to civilian life was a bit of a jolt, but you have brought the disciplines of your army life to your new practice and pride yourself on it's smooth running and growing list of patients. You believe strongly in the rights of the individual within the needs of the country. Self sacrifice is noble when the cause is just, foolish when it is not.

Aptitudes & Skills

First aid, medicine, library use, listening, spotting hidden objects, history. Languages: French, German, Latin. Natural history, biology, utilising your credit rating, pharmacy, persuading others. Anthropology, chemistry, law, riding, some knowledge of the occult.

The Wider World

The war in the Russian coastal waters took it's toll on your mind and your nerves, bringing you to the edge of reason. When one day you witnessed the diabolical rituals of a ravenous cult, you were pushed over the edge. After fighting your way out, with your stretcher barer, you were rescued and taken to the sanatorium, where you spent a year recovering your wits. The horrors of war now loom large in your thoughts and you have found solace in the use of the opium pipe. You are careful enough with your addiction, but occasionally it gets the better of you and you have been known to 'disappear' for days at a time. Sometimes, after the longer disappearances, you have returned to your senses in strange surroundings, apparently walking the streets, and often with bruises and contusions from obvious physical conflict, once you found a blooded scalpel in your overcoat pocket. You know the fragile state of mind you suffer from is due to your experiences in the war, specifically the cult's ritual, and you feel a nagging understanding lurking at the back of your mind, as if you could actually see the hideous, bloated, writhing creature they were attempting to appease. Concentrating on your practice and on the efforts of the Brothers of Righteousness seems to hold the more horrid visions at bay, as well as allowing you to go weeks without resorting to the opium pipe. The criminal activities of some of the gangs you have helped thwart, have been driven as much by the wish for anarchy and chaos as they have been about procuring loot. You sense a wider conspiracy in the underworld, and the contact you have had with Dr Watson would seem to confirm this.



Lewis Thomas

Sex: Male
Age: 30
Nationality: British (Welsh)
Birthplace: Cardiff
Occupation: Dilettante

Physical Appearance

Five feet ten inches tall, light frame, small hands and feet. Thick dark brown hair, worn fashionably short. Dresses as the social occasion demands and always in the fashion of the day. Restless and always active, does not sit long in one place.

Personality & Attitudes

You are a dedicated worshipper of Kauth, one of the Great Old Ones who will one day return to cleanse our pathetic world and feast on the minds and souls of the unworthy. The Cult of Kauth works towards the thwarting of the other outer gods plans and aims to lay the ground work for the return of their all powerful deity. You have used your position as a Dilettante to great effect, travelling to where the Cult needed you to go, often purchasing texts and object for them under the cover of being a simple minded, spoiled child with an appetite for curios. You believe the strong minded should rule the weak, the powerful have a duty to lead, and the masses a duty to follow. There is nothing you will not do to further the aims of the Cult, you act out of necessity and a desire to bring about the return of Kauth. Nothing must be allowed to stand in your way. But that is not to say you are a simpleton or a brute: your cause is best served by your disguise, none must know of your true goals or beliefs.

Aptitudes & Skills

Spotting hidden objects, sneaking, library use, drive carriage, fast talk, utilising your credit rating. Concealing things, hiding, history, listening, persuading others, the occult. Languages: French and German. Anthropology, archaeology, astronomy. Knowledge of the mythos and the existence of Kauth. Very nimble and able to dodge. Well versed in the use of hand gun, knife and rapier.

The Wider World

We are usurpers in this world. 'Our' world in fact belongs to the Great Old Ones, and only their faithful worshippers and followers will be allowed to live and rule once they return to feed on the unworthy. Your induction in the Cult of Kauth happened many years ago, when you were travelling in Egypt, and since then you have been a loyal servant, rising through the ranks to a place where you can now conduct ceremonies and dedicate sacrifices in the name of the true god: Kauth. You have knowledge of the 'Summon Servitor Of Kauth' spell and always keep an amulet and a small scroll on you for the invocation. You also know a spell taught to you by a Servitor: 'Daze Unbeliever', which you can cast with a chant and a gesture. Your association with the Brothers of Righteousness is solely for the purposes of getting to Holmes (and Watson) to find what they actually know of the mythos, and if necessary to kill them and remove their threat to the Cult's plans. You are aware that there are others that would lay claim to the feasting ground of the Great Old One Kauth, and you will always seek to foil the plans of other cults to prevent them from furthering the aspirations of their gods and masters. You know only too well that the services you perform are eating away at your rational mind and that you need to be careful not to reduce yourself to a gibbering wreck, fit only for the feasting of a Servitor.

Dr. John H. Watson
221b Baker Street
London

My Good Friends,

You find me grief stricken and concerned for not just my future safety and sanity but for that of the whole nation.

Your discretion and loyalty are, as I know, beyond reproach, and thus I feel confident that the tragic news I have to share shall not be passed to those at large, the great British public, nor to any who could profit from the far reaching implications it could have.

My good friend, Sherlock Holmes, is I believe, dead.

His demise at the hands of the despicable Professor Moriarty has left me at a great loss, from which I fear I may never fully recover. The fact that Moriarty died with Holmes is no comfort, though it is a certainty.

But as Holmes was want to tell me, the criminal mind is never at rest, and nor should be our vigilance.

So there is little for me to do but carry on as best I can.

The news of Holmes, will of course, be kept from the papers and from any but our closest and most trusted companions.

Holmes often spoke of the Brothers as valuable allies and I trust he would approve of my calling for your aid in the most recent of cases, and one on which he was working when he met his untimely end.

If you would journey to visit me at Baker Street at your earliest convenience, I would be most grateful.

Your Friend,

John H. Watson

Dr. John H. Watson
221b Baker Street
London

My dear friends,

Mycroft has sent word, I must go at once!

I apologise for the brevity of this note but there is little time to explain.
Speak to Mycroft if you can, I have left word you may be arriving shortly.

Waste no time, the game is afoot!

Yours in haste,

Watson.

The Brothers Of Righteousness

The Brothers of Righteousness is an association of like minded people who have joined together to better use their resources in the fight against anarchy and despair.

The Brothers meet once a month, or more frequently if needed, at the house and estate of John Holdsworth in Shaw Royd, near Halifax.

Recent investigations have included the shutting down of a gang of counterfeiters and the exposing of an anarchist plot to undermine the local economy by establishing a smuggling route in to England from France for cheap textiles.

As well as these successes, the Brothers have contributed to three separate police investigations, where their additional research and involvement in interviewing socially delicate individuals, has proved invaluable in gaining two convictions and clearing the name of a high profile member of the aristocracy (who was being blackmailed).

The Brothers of Righteousness are viewed by those they work with as an invaluable aid and welcome ally in the seemingly never ending fight against the activities of the criminal element within our society. The Brothers have long been involved in correspondence with Dr. Watson and have shared many case details of their own, and of Holmes' exploits.

Currently there are only six of the original eight members left in the Brothers, with two of the founder members having been tragically killed in separate incidents involving confrontations with the brutal thugs who have been employed to protect the criminal hierarchy.

Miss Rebecca Pilkington-Smythe – Founder member, deceased. Murdered by the henchmen of a local criminal mastermind while investigating the records at the local magistrates office.

Mr. Archibald Tetherington – Founder member, deceased. Murdered by a thug guarding a warehouse in Halifax, which stored smuggled cloths and dyes.

Mr. John Holdsworth – Founder member. Owner and resident of the house and estate where the Brothers meet.

Mrs. Eliza Taylor-Holdsworth – Wife of John and recent addition to the Brothers.

Mr. Gianluigi Marrone – Italian gentleman. Originally joined through very close friendship with Archibald and John, dedicated to furthering the Brothers work in conjunction with his own.

Mr. Frances Herbert Bradley – Research fellow. Joined after long series of correspondence with Rebecca, Archibald and John.

Dr. Charles Makin – Doctor. Helped with early cases and joined after Rebecca's death.

Mr. Lewis Thomas – Most recent member. Knew of Brothers through correspondence and often aided in cases through travelling widely when needed.

The Brothers Of Righteousness have pledged to:

“Recognise the threat to society from the criminal activities of various organisations and anarchic elements, and to fight these threats with any and all resources at our disposal.”

All Stats. have been left of the character sheets, numbers distract from the role playing! We have listed here the numbers to the skills for each of the Investigators:

John Holdsworth

Boxing 80. Climbing 60. Accounting 50. Shooting (shotgun) 50. Swimming 45. Persuasion 45. Use of libraries 40. First aid 40. Spotting hidden 35. Mechanical repair 30. Credit rating 30. Riding 25. Bargaining 25. Chemistry 20. Operating heavy machinery 15. Occult 10. Written and spoken Swedish (business) 10. Dodge 24.

Eliza Taylor-Holdsworth

Rending with claws (hidden, retractable) 90. Sneaking 50. Spotting the hidden 50. Listening 50. Hiding 50. Swimming 35. Persuading 35. First aid 35. Concealing 30. Fast talking 25. Occult 25. Riding 15. Bargaining 15. Head butts 30, Kicks 40, Grapples 40. Dodge 30.

Gianluigi Marrone

Languages: English 60, Spanish 60, Latin 60. Climbing 60. First aid 50. Use of libraries 50. History 50. Spotting hidden 50. Fencing with rapier or sabre 50. Swimming 35. Persuading 30. Drawing and painting 30 / 20. Law 20. Psychology 20. Natural history 20. Occult 20. Anthropology 15. Archaeology 15. Riding 10. Astronomy 10, Biology 10. Chemistry 10. Geology 10. Medicine 10. Physics 10. Dodge 30.

Prof. Frances Herbert Bradley

Library use 80. History 60. Persuading 50. Spotting hidden 40. Languages: German 40, Greek 30, Latin 30. Drive carriage 30. Credit rating 30. Occult 30. Anthropology 20. Archaeology 20. Astronomy 20. Geology 20. Natural history 20. Photography 20. Physics 20. Psychology 20. Law 15. Drawing 15. Bargaining 10. Biology 10. Chemistry 10. Medicine 10. Cthulhu Mythos 03. Hand gun (owns a .22 revolver) 40.

Dr Charles Makin

First aid 70. Medicine 65. Library use 50. Listening 50. Spotting hidden 40. History 40.. Languages: French 30, German 30, Latin 30. Natural history 30. Biology 30. Credit rating 30. Pharmacy 30. Persuading 30. Anthropology 20. Chemistry 20. Law 20. Riding 15. Occult 15.

Lewis Thomas

Spotting hidden 50. Sneaking 40. Library use 40. Drive carriage 40. Fast talk 40. Credit rating 35. Concealing 30. Hiding 30. History 30. Listening 30. Persuading 30. Occult 30. Languages: French 30 and German 30. Anthropology 20. Archaeology 20. Astronomy 20. Mythos 06 (and the existence of Kauth). Dodge: 35. Handgun 40. Knife 40. Rapier 40.

Quick bit of the niceties of using someone else's system and such:

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Please don't sue us.

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With that in mind: this scenario is a copy of a demonstration game that was run at Conception 2006, and is not for sale by anyone to anyone. It is free to any that want to download and use it, subject to the condition that they do not try and pass it off as their own or sell it on.

Many, many thanks to those that played this scenario at Conception 2006 (you know who you are!), you were the finest groups of players at the con I say! (She ate... an... EYE!!)

The official Conception web site can be found at:

<http://conception.modus-operandi.co.uk/>

The Shadow Warriors web site can be found at:

<http://www.shadow-warriors.co.uk/>

The Chaosium Call of Cthulhu web site can be found at:

<http://www.chaosium.com/>

Please feel free to contact me to let me know how you got on in playing or running this scenario or with any suggestions you may have for follow up's or other Gaslight scenarios.

max@bantleman.demon.co.uk

Play safe... and watch that san!

Cthulhu – Investigator Summary

	JOHN HOLDSWORTH	ELIZA TAYLOR	GIANLUIGI MARRONE	FRANCES BRADLEY	DR. CHARLES MAKIN	LEWIS THOMAS
STRENGTH	13	16	12	11	12	12
CONSTITUTION	14	16	14	14	16	14
SIZE	13	12	14	13	14	13
DEXTERITY	12	14	13	12	15	16
APPEARANCE	13	14	13	12	12	13
SANITY	60	50	75	75	70	70
INTELLIGENCE	13	12	12	17	14	12
POWER	12	12	16	15	14	14
EDUCATION	15	14	18	17	18	14
IDEA	65	60	60	85	70	60
LUCK	60	60	80	75	70	70
KNOWLEDGE	75	70	90	85	80	70
SANITY POINTS	60	50	75	72	70	60
MAGIC POINTS	12	12	16	15	14	14
HIT POINTS	14	14	14	14	15	14
DAMAGE BONUS	1d4	1d4	1d4	1d4	1d4	1d4

The Brothers Of Righteousness

