



CTHULHU BRITANNICA  
**LONDON**

# CREDITS

**Written by** Paul Fricker, Mark Latham and Peter Wright

**Cover Art by** Jon Hodgson  
**Interior Artwork by** Scott Purdy

**Edited by** Andrew Kenrick

**Layout and Graphic Design by** Paul Bourne

**Managing Developer:** Stuart Boon

**Art Direction by** Scott Purdy

**Publisher:** Dominic McDowall

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Riverside House, Osney Mead, Oxford OX2 0ES, UK, Reg. no: 6036414

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No offence to anyone living or dead or to the inhabitants of any of these places is intended. Just as these stories have formed the basis for local folklore, so they are being used here as the basis around which to spin tales about the ancient horrors from the imagination of H. P. Lovecraft and those who have expanded upon his visions.



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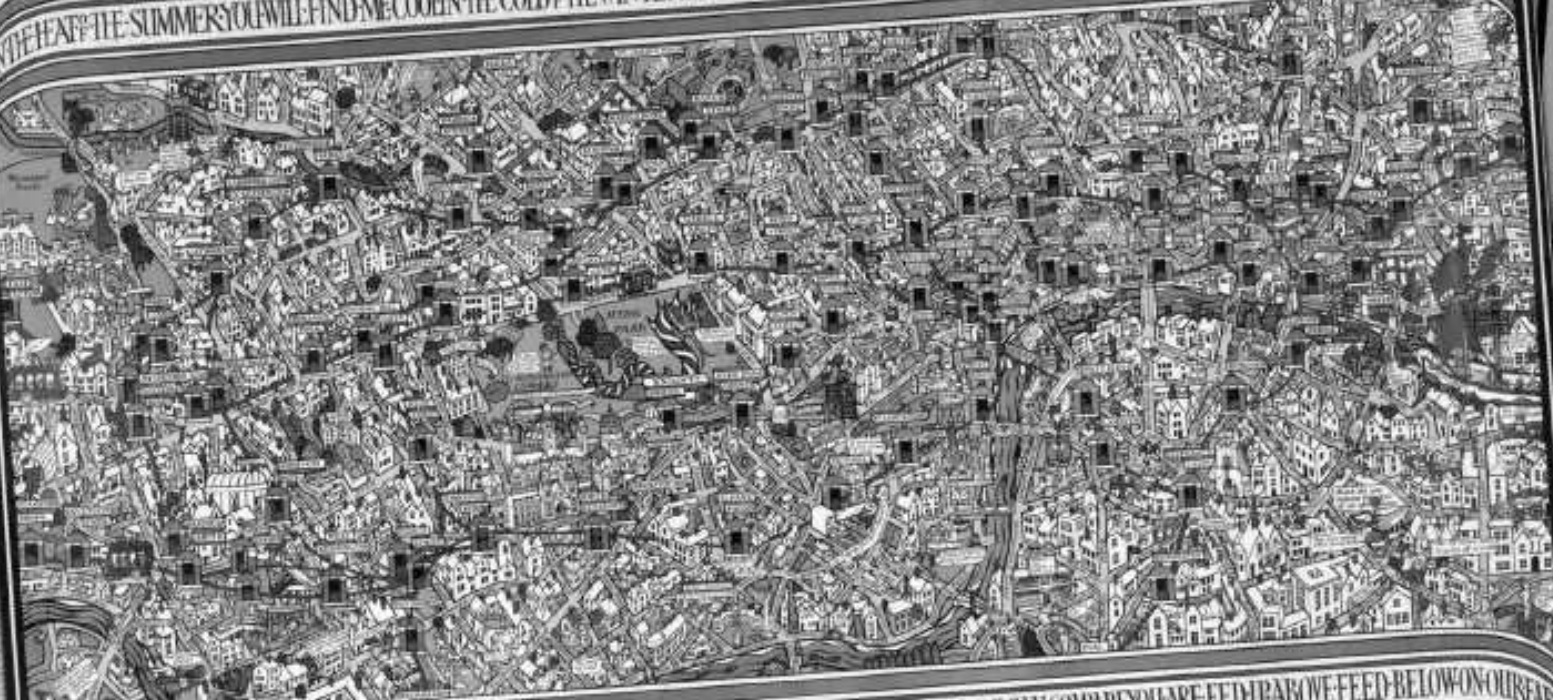




Meinert Lubben  
-100-



IN THE HEAT OF THE SUMMER YOU WILL FIND ME COOL IN THE COLD OF THE WINTER FIND ME WARM COME DOWN UNDERGROUND YOU'VE BOUGHT YOUR TICKET



YOUR HEALTH MAN I'M THINKING NO LONGER I WILL STICK IT FOR CHEAPNESS CLERITY WHAT ELSE CAN COMPARE YOU ARE FED UP ABOVE FEED BELOW ON OUR AREA

HYDE PARK  
THE MALL (BUCKINGHAM PALACE ST. JAMES'S PARK)



# TERROR ON THE THAMES

## • INTRODUCTION •

**Terror on the Thames** is a short, linear adventure for both novice and experienced players who are either playing together as a group for the first time or are playing new investigators who have not yet met one another. It allows characters to meet naturally and work cooperatively to survive a situation beyond their control. The events take place in two locations: aboard the Mississippi riverboat, *The Louisiana Lady*, recently refitted for cruising the Thames, and on Dead Man's Island at the mouth of the River Medway.

The scenario begins with the investigators joining a group of socialites at a summer solstice cruise on the evening of Monday 21st June, 1920, though the year can be modified if required. It concludes in the small hours of 22nd June in a barge run aground on the northern shore of Dead Man's Island. The barge serves as a secluded temple for the Disciples of the Scarlet Palm, a cult of Y'gonolac whose debauched rites have passed undetected on the island's inhospitable shore.

The events are organised into three acts. The first sees the investigators joining the NPCs aboard *The Louisiana Lady* as she departs Greenwich Pier. It ends with the players drugged and unconscious. The second act opens with the investigators regaining consciousness locked in one of the riverboat's crew cabins. Their exploration of the tragedy that has overtaken the solstice party climaxes with the riverboat exploding and the investigators escaping to the dubious safety of Dead Man's Island. The final act follows the investigators' journey to the *Ellen Brichester*, where they encounter Swale zombies, cultists, and an uncontrollable Fosterling of Y'gonolac.

## • KEEPER'S INFORMATION •

### THE STORY SO FAR

The Disciples of the Scarlet Palm is one of the oldest cults in the north-western city of Liverpool. It can trace its origins back two hundred years to the city's slaving families and merchant houses. Whilst its orgiastic rites often reflected, and thrived on, an ingrained moral depravity, it lacked the apocalyptic sensibilities of other Mythos cults. Members concerned themselves with the corruption of the innocent; the seduction of the naïve; and in rituals intended to satisfy sensual desires

rather than otherworldly impulses. It was not until Edward Tarleton replaced his father as the cult's theocrat in 1915 that the Disciples' activities became murderous. Blood rites and libidinous ceremonies combined under Tarleton's leadership.

The cult grew and the fingers of the Scarlet Palm reached out to other English cities – Sheffield, Leeds, Manchester, Birmingham and London. Its acolytes were tithed and wealth flowed back to Tarleton, who used it to fund increasingly extravagant rituals and safeguard the cult's anonymity.

In 1917, Tarleton sent the young aristocrat, William Cunliffe, to London to establish the cult. Cunliffe proved to be an ambitious vicar of Y'gonolac. Within a year, he had attracted a small group of adherents dedicated to celebrating Y'gonolac's perversity in the bloodiest of carnal rites. Finding the city too populous for the easy disposal of the bodies resulting from these ceremonies, he established a temple in an abandoned barge – the *Ellen Brichester* - on Dead Man's Island in the River Medway. Most locals shun the place as it is the burial site of prisoners once held in the river's prison hulks. Tales of

### A Note on the Weather

June 1920 saw thunderstorms, rain and unseasonably cold temperatures. On 21st and 22nd heavy rain fell across the south and east of Britain, including the capital. Keepers may want to emphasise the inclement weather to establish the tone of the scenario and the inhospitable conditions on Dead Man's Island.

diseased corpses washed from their coffins are common and the island's marshy expanse is littered with collapsed graves and human bones.

With ambitions to usurp Tarleton as theocrat, Cunliffe attempted to summon Y'gonolac in December 1920. The ceremony failed. His local reputation was damaged and he was deprived of the increased power he desired. Soon after, during one of his more pernicious trawls through the East End dives, Cunliffe chanced upon Felicia Ingram, a streetwalker and Fosterling of Y'gonolac. Recognising her as a Fosterling, and amazed by her carnal appetites, Cunliffe believed that she would be his ideal partner in a second attempt to summon the Great Old One. He planned a sybaritic ritual, the climax of which would accelerate her transformation. A successful rite would reaffirm his authority over the London sept of the cult and give him influence enough to oust Tarleton in the north.

In making preparations, Cunliffe reasoned that only the most depraved of acts would draw the Great Old One's attention. How this could be achieved eluded him until his friend, American millionaire and Anglophile Thaddeus Grant, explained his intention of holding a summer solstice cruise on board *The Louisiana Lady*, a Mississippi steamboat Grant had purchased, imported and refitted as a Thames pleasure craft. Ignorant of Cunliffe's cult activities, Grant was only too pleased when Cunliffe offered to help him compile a guest list of London's brightest and most decadent young things to ensure the ball's success and Grant's ascension through English society.

19 guests were chosen, with the 5-piece jazz band and Grant making 25 sacrificial victims. Following Pythagorean principles, Cunliffe was certain that a square number best symbolised the regularity of the brick wall behind which Y'gonolac dwells. 25 is formed from the square of 5, itself the sum of female (2) and male (3) numbers in Platonic and Pythagorean traditions, and symbolic of human life. The multiplication of five by five, Cunliffe believed, evoked the excesses of Y'gonolac, when multiple men and women join and debauch themselves in his name.

Cunliffe developed his plan. He made certain that *The Louisiana Lady's* crew contracted food poisoning and replaced them with cultists two days before the cruise departed. An

unwitting Grant was grateful that he did not have to postpone the solstice ball, now tipped by *The Daily Mirror* as "the solstice party of a lifetime" (see **Handout 1**). Cunliffe also procured a

quantity of crystalline extract of mandrake with which to drug the revellers. His intention is to incapacitate the passengers, commandeer the riverboat, and sail into the Medway as night falls. *The Louisiana Lady* will anchor at Dead Man's Island where the cult will transfer the unconscious passengers to their temple-barge. Once there, Cunliffe and Felicia will satisfy their hungers amidst the carnage of a blood sacrifice. Felicia will be transformed, Y'gonolac raised, and Tarleton's days as Theocrat at an end.

## KEEPER'S TIMELINE OF EVENTS

7.30pm The passengers and investigators board *The Louisiana Lady*.

7.45pm *The Louisiana Lady* departs Greenwich Pier, steaming east for the mouth of the Thames estuary.

8.00pm The Driskill Mountain Jazz Band strikes up.

8.05pm Christine Berringer, walking the deck with Alistair

Campion-Reeves, believes she sees her husband's body in the water. Campion-Reeves explains that her behaviour is simply a minor bout of hysteria brought on by losing her husband to drowning six months previously. The widowed Mrs Berringer seems to find much solace in Campion-Reeves' attention.

8.15pm Albert Rhodes and Josephine Shawcross leave the dining room separately. Only the most observant of investigators will see them slip away.

8.25pm Walter Humphries has a mild seizure. He explains he has been working too hard and the cruise is just what he needs. If the investigators loosen his bow tie, they will see that his skin is tattooed with strange sigils. A successful Occult or Archaeology roll will reveal that the runic writing is a degenerate form of *futhorc*, an Anglo-Saxon script of the 2nd to 8th centuries.

8.50pm As dusk gathers, Violet Gibbs-Woolf slaps James Neville and exclaims: "That's for April Marchand. You should have had better taste!" She then takes his hand and dances with him flirtatiously.

9.05pm Albert Rhodes reappears amongst the guests.

9.15pm Josephine Shawcross rejoins the party.

9.21pm Sunset

10pm *The Louisiana Lady* reaches Coalhouse Fort at East

Tilbury where the passengers are treated to a spectacular fireworks display. The riverboat anchors for an all-night party.

- 10.10pm Edward St. John Davies absents himself from the party. He shoots himself in Cabin 14, the gunshot indistinguishable from the concussions of the fireworks.
- 10.30pm Every guest on board, including the investigators, gather in the dining room where Thaddeus Grant proposes a toast to “Health, Wealth and Success”. If anyone notes Edward St John Davies’ absence, Cunliffe explains that he is resting in his cabin, having discovered the body earlier on his sweep through the boat.
- 10.35pm The first passengers become ill. Food poisoning is suspected.
- 10.45pm All of the passengers fall unconscious. *The Louisiana Lady* ups anchor and steams towards the mouth of the Thames. The insensible passengers are placed in the Dining Room where Cunliffe and Felicia prepare them for sacrifice. The investigators are locked in Crew Cabin A on the Texas Deck.
- 1am Cunliffe’s crew drop anchor at the eastern end of Dead Man’s Island. Cunliffe raises a *Night Fog* to conceal the steamer.
- 1.15am Felicia changes and rampages through the ship.
- 1.30am Cunliffe and the surviving cultists abandon ship having rigged *The Louisiana Lady’s* boilers to explode. He takes with him six surviving guests: Celeste Archer, Lawrence Ashton, Thaddeus Grant, Walter Humphries, Josephine Shawcross, and Evelyn Westwood.
- 1.45am Her murderous frenzy over, Felicia leaves the paddle steamer and pursues Cunliffe to Dead Man’s Island.
- 2am The investigators wake to find themselves locked in Crew Cabin A on the Texas Deck.
- 3.08am *The Louisiana Lady’s* boilers explode, destroying the vessel.
- 4.32am Sunrise (22nd June)
- 6.30am Rivermen and police arrive at the island.

## INVOLVING THE INVESTIGATORS

None of the investigators are on the original guest list drawn up by Cunliffe and Grant. They are on board as a result of individual requests to Grant, activities that have brought them to Grant’s attention or circumstances beyond their control. Whilst Keepers are encouraged to develop their own explanations for the investigators’ attendance, the following suggestions

provide justifications for the presence of investigators with the professions described in *The Investigator’s Guide to London*. The descriptions also suggest how each investigator might occupy him- or herself during the early part of the cruise. With some minor modifications, the Keeper can tailor each of these for a specific group of players.

### Academic

Walter Humphries is an able student but his recent work has shown some peculiar aspects. His research seems to be leading down avenues that are less than rational. He is looking dishevelled and that facial tic he’s developed suggests he may have strayed beyond the bounds of good sense and proper academic practice. Thank Heavens Mr Grant was receptive to your request to join your student at his party. If Humphries is sixpence short of a shilling, maybe you can find some clue during the cruise and help the poor boy before he ruins his future.

### Amateur Cracksman

Thaddeus Grant is a man who loves poker as much as he loves riverboats, but the cards are not kind to him. When you offered to cancel his debt to you for a trip on *The Louisiana Lady*, he jumped at the chance. You care not one jot for riverboats, of course, but the sparklers around all those dainty necks are too good an opportunity to miss, especially Miss Evelyn Westwood’s 1.22 carat three-stone diamond pendant. And Grant was so apologetic that *The Louisiana Lady* had no safe when you asked where you could store your gold Elgin pocket watch overnight.

### Archaeologist

Yvonne Forbes-Pennington, heiress to the fortune of Sir Henry Forbes-Pennington, 50 years his junior and with a reputation for scandalous behaviour, is perhaps the best amateur archaeologist in England. Her husband, whether knowingly or not, is also a most generous private sponsor of archaeological digs in Britain and abroad. Persuading Thaddeus Grant to add you to the guest list with that little stone statue of King Akhenaten’s daughter was certainly worth the minor altercation at the Petrie Museum. Now, all you need to do is convince her that your planned expedition is essential to the future of archaeological research.

### Archivist

Victor Fairchild has one of the finest private collections of Renaissance manuscripts outside the Bodleian but he guards them as jealously as a Barbary cock pigeon does his hen. His



appearance on the guest list of Grant's solstice cruise was quite a surprise since he stands outside much of London's society. His presence was therefore just too good an opportunity to miss, and Mr Grant was very accommodating in adding you to his party, once you had pointed out the connections he might make after a little schooling in rare books.

### **Aristocrat**

Thaddeus Grant really needs taking down a peg or two. How could he possibly have overlooked you when compiling his guest list? Really! It's a good job you jolly well wrote to him and pointed out the error of his ways. Still, he had the good grace to admit his mistake and invite you straightaway – by telegram, no less. There's hope for the Yank yet. Now, perhaps you should have brought your valet.

### **Author**

Writer's block is a dashed nuisance; *Murder on the River* has been stalled for weeks. Perhaps your publisher was right to contact Mr Grant and arrange for you to join his solstice party. Perhaps the experience *will* oil the creative gears. Nobody's likely to get murdered, of course, but one or other of the silly young fools is bound to provide some inspiration. Just have to listen in on their conversations, take a few surreptitious notes. Can't let Conan Doyle have all the glory.

### **Bright Young Thing**

Celeste Archer is frightfully incorrigible but sweet in her way. You have followed her into more trouble than you care to remember but when she mentioned a summer solstice party – on a *Mississippi riverboat* no less – you just could not resist. And that kind Mr Grant was willing to have you join his guests. Looking at your companions, it should be quite a night.

### **British Bulldog**

Grant's probably over-reacting, but he's going to pay well so you shouldn't complain. Seems a couple of pleasure boats have fallen victim to a bit of river-piracy in the last week or two and he thinks *The Louisiana Lady* might prove too much of an attractive target for some miscreants to resist. Well, if anyone tries to board this boat, they're in for a surprise. Cold steel and hot lead, that's what's waiting for them.

### **Entertainer**

Cold feet. Stage fright. The jitters. You know what it's like. And looking around at the collection of well-heeled misfits Grant's

gathered around himself, it's no wonder he was worried that the evening would flop. You're glad he telephoned you – even if it was at the last minute. "Adopt the role of the raconteur," he urged. "I just want you to grease the wheels of conversation." Well, he needn't worry now you're here. What could do wrong after the application of a little *savoir-faire*?

### **Explorer**

When you read that the near legendary explorer and adventurer Alistair Champion-Reeves would be attending the solstice cruise, you sent Grant a telegram politely requesting an opportunity to meet the man who has ventured further into the Rub' al Khali, the infamous Empty Quarter of the Arab Peninsula, than any living soul. Having verified your credentials, Grant agreed and invited you to join his guests – on the condition that he accompany you on any future expedition, if he so chooses.

### **Gentleman**

What's a man to do? You have been chasing the bally girl for six months and she's still all coquetry and giggles. Still, Miss Violet Gibbs-Woolf would be quite a catch. Mother and father well heeled. Estate in Carmarthenshire. Interests in Northern Rhodesia, too. And now that James Neville seems to be showing an interest. Thank God Grant's a romantic and was only too happy to add you to the guest list when you explained the situation. Heaven knows what Neville might get away with if you weren't on board. You need to keep a close watch on the bouncer. Rumour has it he ruined poor April Marchand. He's not too big to face a trouncing. And women like watching that sort of thing. This party could be the best opportunity you've had.

### **Journalist**

Mr Thaddeus Grant, tireless self-promoter, so keen on climbing the greasy social pole, was only too eager to accommodate your editor's request to have you cover the story of the Thames' first Mississippi riverboat. 'Course, your not here to write about the bleedin' boat, but to keep an eye on the guests and all their predilections, their little ins and outs, their cabin-dodging. That's where the story is – in a nice little exposé. Have you seen how Albert Rhodes is giving that respectable Miss Josephine Shawcross the eye? The look she's giving him back isn't as

decent as she's made out to be, neither. There'll be a story to tell about tonight and no mistake. Better watch them. See if they slip away for some fireworks of their own.



**Lawyer**

Whatever has driven a wedge between Mr Grant and the reputable lawyers of Rafferty, Bower and Barr is no concern of yours. The opportunity to represent him, should the need arise, is too good an opportunity to refuse. ‘Insurance,’ that is how he phrased your late invitation to join his river cruise. ‘Hot-headed young people, moonlight – if this darned English rain ever lets up – enough *Joyau de France* to float *The Louisiana Lady*, and a firework extravaganza to put ol’ Guy Fawkes to shame could be a disaster. I want my tail covered legally in case some mere slip of a girl falls out of the boat – or into a bed for that matter.’ Mr Grant is relying on you to protect his interests – and his reputation as an accommodating but responsible host.

**Police Officer or Detective (all plainclothes)**

Lawrence Ashton might be a lascivious little prig but that doesn’t exclude him from protection by officers of the law.

Those blackmail letters he brought to Scotland Yard were serious – extremely serious. His refusal to pay may have endangered his reputation – or his life – and where better for ‘accidents’ to happen than on a busy waterway at dead of night? Good thing Mr Grant doesn’t want a scandal aboard ship and is keen to cooperate with the Metropolitan Police. Better to be vigilant than sorry. Now, who might have it in for Ashton? Graphologist said the writer was probably a left-handed man.

**Religious Official**

A crisis of faith can happen at any time, but Alfred Prebble’s sudden and inexplicable need to have you with him is unsettling. You don’t even know the man, yet he insisted – absolutely insisted – that you accompany him this evening. He is convinced that his soul is in danger of annihilation, that there is nothing beyond death but material dissolution. What has brought on his abrupt and perplexing predicament? And why has he contacted you?

**Sleuth**

It has to be Donald Winthrop. He was at the vicarage at the time of the murder. The maid – Maisie – saw him in the rose garden just before she discovered Gordon Dodd’s body. He had motive – jealousy – and opportunity. And those hands are big enough to crush the life out of any man. But there was no evidence and the police like evidence, which is why Dodd’s widow, Emily, hired you and arranged with her friend, Thaddeus Grant, for you

to join his guests. Everybody makes a mistake and you plan on being there when Winthrop makes his. Grant is almost beside himself with excitement at the thought of you apprehending a murderer on his riverboat. ‘What a way to close the party! You will wait until it’s all over, won’t you? That’s great. Think of the publicity!’ He slapped your back so hard you almost choked on the generous Chivas Regal he’d handed you.

**Soldier**

Captain Edward St John Davies, DSO, MC, was buried alive during the shelling at the Battle of the Somme in 1916. You dug him out of the torn earth and ragged bodies and became firm friends, even though he was clearly cracking up. When the nightmares became too much, he was shipped back to England to convalesce. After demobilisation, you visited him at Netley Hospital. He was discharged last year and asked you to help him readjust to civilian life. When he was invited aboard *The Louisiana Lady*, he naturally turned to you for support and here you are, with one eye on a shell-shocked veteran and one on the strutting peacocks of London society.

**Spiritualist**

Ever since her young husband drowned in the ornamental lake at their estate in Berkshire, Christine Berringer has been terrified of water, fearing that her husband’s unrecovered body will somehow surface wherever she might be. Her only solace has been the company of attractive young men and your spiritual strength. She will not be seen in public without you. She feels sure that her husband wants her to remarry and she is just waiting for his spirit to contact you with his approval. She has promised that when he does, she will reward your attention most handsomely. Until that time, you find yourself a late invitee to many a society party.

**Sportsman or Woman**

You’re under no illusions. Your triumph on Saturday has made you an essential guest at any society party. No wonder a determined social climber like Thaddeus Grant was first off the mark with a telegram. The journalists gathered at Greenwich Pier are certain to provide as much publicity for his paddle steamer escapade as they do for your sporting success. Still, it does give you an opportunity to charm your way into receiving some financial support. Gerald Montgomery is renown for his interest in sport – or perhaps Miss Louise Godfrey, an accomplished amateur tennis player, would be more amenable.

**Taxi Man**

Madeleine Buckingham is clearly mad. She hailed your Beardmore, threw herself in the back – all finery a-flutter – and in the drive from Regent’s Park to Greenwich Pier has convinced herself she could not possibly do without your services as driver, porter and confidante for the next 24 hours. She insists that you accompany her aboard *The Louisiana Lady*. Thaddeus Grant, at something of a loss at this turn of events, has offered you a berth and found spare black tie attire amongst his own wardrobe. Its fit is rather doubtful and you look like a well-dressed clown, socially adrift and somewhat bemused.

**Valet**

Currently between gentlemen, you were rather pleased that ‘young’ Topper, Mr Grant’s ageing valet, was laid low with a dreadful summer cold and recommended you to look after his charge during the solstice party. Mr Grant had insisted he could manage perfectly well on his own, as he had planned to

do. Topper had insisted he could not. Topper won the argument and now you have stowed Mr Grant’s gear and are waiting his pleasure with the riverboat’s rather unsavoury-looking crew.

## • PART ONE • ONBOARD THE LOUISIANA LADY

**A NIGHT TO REMEMBER**

The scenario begins at Greenwich Pier with the arrival of the investigators and the other guests between 7 and 7.30pm. When *The Louisiana Lady* sails, the investigators have no knowledge of Cunliffe’s plan, nor has Cunliffe anticipated their presence. Each player is on board at the behest of his or her employer, a friend among the guests, or Thaddeus Grant himself, who has made late additions to the guest list. Their attendance at the party ultimately ruins Cunliffe’s careful preparations.

*The Louisiana Lady* departs at 7.45pm and steams 25 miles downriver to Coalhouse Fort at East Tilbury, where Grant has arranged a firework display for 10.00pm. The Driskill Mountain Jazz Band, brought over from Louisiana, provides the entertainment. Their standards include ‘Tiger Rag’, ‘Livery

Stable Blues’, ‘Darktown Strutter’s Ball’, and ‘Satanic Blues’, and it is not long before the party is in full swing. The two and a quarter-hour journey to Coalhouse Fort provides investigators

with the opportunity to interact with the guests, pursue any personal objectives, and meet one another. A number of minor incidents occur before the steamboat reaches Coalhouse Fort and these are indicated on the Keeper’s Timeline of Events on page 6. However, Keepers are invited to add to, develop, or omit some of these events to either extend or compress this part of the scenario in a manner that best suits their players. For investigators who enjoy roleplaying and interacting with NPCs, the Keeper can use this part of the scenario to provide insights into London society in the 1920s and to subtly introduce adventure seeds and hints for future investigations. For investigators more interested in investigation and/or action, the Keeper can summarise the opening act as reasonably uneventful, drawing the players’ attention to an incident or two given in the timeline. Whatever the particular inclinations of their players, Keepers should use the first part of the voyage to set up a series of red herrings and expectations to keep their players guessing as to the nature of the scenario. Attentive investigators will notice that the crew are a rather rough-and-ready looking assembly who seem unsuited to their fine, if ill-fitting uniforms.

At 10pm *The Louisiana Lady* anchors in view of Coalhouse Fort. The fireworks display is outstanding and its noise conceals the report of Edward St John Davies’ service revolver when he shoots himself in his cabin. At 10.30pm, the guests gather in the dining room for champagne and canapés. At 10.35pm, the first guests fall ill. By 10.45pm all of the guests, including the investigators and the band, are unconscious.

**BLOOD ON THE WATER**

After drugging the passengers, Cunliffe separates out his intended victims from the unexpected investigators, whom he locks in a crew cabin, intending to dispose of them later. He then takes *The Louisiana Lady* to Dead Man’s Island where he and his accomplices intend to transport their victims to their temple in the *Ellen Brichester*. Once he has finished with *The Louisiana Lady* he plans on destroying her by blowing up the boilers. Cunliffe knows that the investigators’ will be killed in the blast and reasons that their bodies, showing only injuries consistent with the explosion, will help obfuscate the disappearance and murder of the other passengers. In other words, he plans on turning their unforeseen presence to his advantage.

Raising a *Night Fog* (see *The Call of Cthulhu* rulebook) to conceal the riverboat, Cunliffe gathers the unconscious passengers in



the ballroom to mark each of the victims with ritual script. They have scarcely begun their work when Felicia, increasingly aroused by thoughts of the approaching ceremony, begins to change. Livid mouths open in her palms as she feeds on the passengers. Bloating on blood and half mindless from her transformation, the Fosterling turns on Cunliffe and his crew. They are saved by several of her victims waking prematurely as a result of the crystalline extract of mandrake being too dilute for a guest list extended by the investigators. Those who do wake, flee into the paddle steamer's corridors and cabins. Engorged, enraged and ecstatic, the Fosterling hunts them down in a series of bloody chases. Meantime, realising all is lost, Cunliffe sets *The Louisiana Lady's* boilers to explode and escapes with several captives and the surviving crew aboard the steamboat's dingy. When the Fosterling mistakenly assumes there is no one left alive, she turns her attention to Cunliffe and pursues him to Dead Man's Island.

The investigators regain consciousness after she leaves the ship.

Once they escape their cabin, they discover they are trapped aboard a riverboat full of corpses, surrounded by unnatural fog, and seemingly at anchor in open water. As they explore the ship, they will be able to piece together Cunliffe's plan as well as discovering information about Grant's guests and locating other survivors. Detailed descriptions of the condition of the vessel after the Fosterling's rampage is given in the section on *The Louisiana Lady* below. Keepers can amend or supplement the information and investigators' handouts provided if they wish to use **Terror on the Thames** as part of a campaign.

Once the investigators have explored the ship, alarming noises from the steamboat's boilers will make them aware of a new peril.

## ABANDON SHIP

The third act begins after the investigators have searched the steamboat and discovered *The Louisiana Lady's* boilers are rigged to blow. No amount of mechanical expertise will prevent a catastrophic explosion. The investigators are fortunate inasmuch as the tide has receded sufficiently for the shallow-drafted steamboat to be partly beached on the muddy shores of Dead Man's Island, a tract of marshland scarcely above sea level. The investigators, and any other survivors, can abandon the vessel by jumping down to the mud below (a Hard Jump; suffering 1D2 damage on failure) or by quickly finding and making use of the gangways stored at the bow of the boat and then making their way through the mire to higher ground. To

heighten tension Keepers can stress the urgency of leaving *The Louisiana Lady* and the difficulty of slogging through the shoreline's thick sludge. When the investigators reach a safe distance, the steamboat explodes.

The investigators now face further challenges. Cunliffe and his crew have reached the relative safety of the *Ellen Brichester* and released their small herd of Swale zombies to delay the Fosterling. The zombies will attack any living thing, however, and the investigators may find themselves battling both the



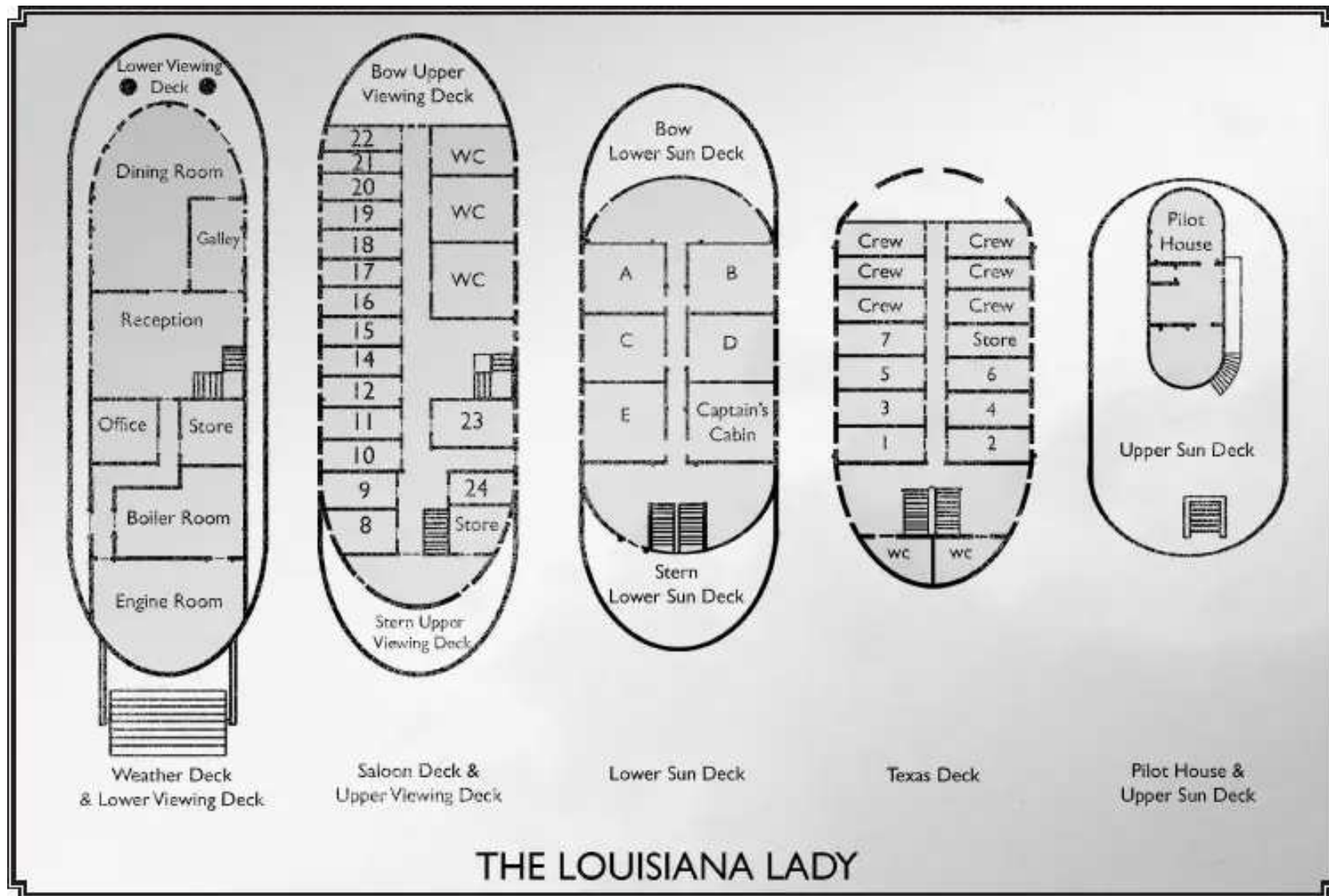
zombies and the Fosterling. The transformed Felicia's main objective, however, is Cunliffe and his group. The temple-barge of the Disciples of the Scarlet Palm is beached and half-sunk into the island's north-western corner. When the investigators arrive at the temple, they will have to overcome the Fosterling and Cunliffe and the cultists if they are to rescue the captives held inside.

## THE LOUISIANA LADY

*The Louisiana Lady* is a 180 feet long wooden-hulled stern-wheel paddle steamer. Built in 1890 at Avondale, Louisiana, she has a beam of 32 feet, and a depth of a little over four and a half feet. She is powered by twin single-cylinder, horizontally-mounted 16" by 54" stroke, 16 horsepower steam engines. She averages between 8 and 12 miles per hour depending on river currents. The steamer has been fully refitted and restored by John I. Thornycroft & Company at Thaddeus Grant's considerable expense. The Saloon Deck has been converted into passenger cabins and the dining area partitioned to provide a reception and office area. Toilets have been added to both the

Texas and Saloon Decks. All doors are fitted with high-quality locks and any attempt to pick these must be treated as a Hard Locksmith test. The doors can also be opened using the correct cabin key, always to be found on the relevant guest; the ship's passkey, located in the Office on the Main or Weather Deck; or be broken down. All doors are STR 15 unless otherwise indicated. Each guest cabin contains a small double bed, two bedside cabinets, a chest of drawers and compact wardrobes. Although there is a window that opens to the outside in every cabin, none are large enough to allow access.

All told, *The Louisiana Lady* is luxuriously appointed with rich brocade upholstery and draperies, polished brass fixtures, and stained and varnished wood-paneled walls. Thaddeus Grant is quite happy to describe these structural and aesthetic changes with any interested party. He will also discuss the art that decorates the walls of the public areas, including Hippolyte Sebron's *Giant Steamboats at New Orleans* (1853) in the Dining Room and Gary Lucy's *The Omaha Cutting Firewood by Moonlight* (1856) in the Reception Area. His pride and joy is, however, George F. Fuller's *Steamboat Race on the Mississippi*





(1858), which hangs in the office of *The Louisiana Lady*. He is somewhat reluctant to confirm or deny the originality of these paintings.

The following descriptions detail the vessel after Felicia's transformation, her massacre of most of the guests, and her pursuit of Cunliffe and the other survivors to Dead Man's Island. Italicised descriptions are provided for some areas and Keepers can either read or paraphrase these for their players. The steamboat's decks are described in descending order. The vessel is lit throughout by oil lanterns. Some of these have been extinguished, leaving the steamboat a shadowy, haunted-looking place. The atmosphere is tense, hushed, and cold, and Keepers should do everything they can to unsettle the investigators and make them uneasy opening each door. The investigators wake in Crew Cabin A on the Texas Deck.

### Lower Sun Deck

The Lower Sun Deck is an unnerving place, blanketed in a thick, oppressive fog. Its chill seeps into clothes and sets gooseflesh on the skin. It slides over the deck, curling around the investigators with an otherworldly intimacy. A profound sense of emptiness has settled on the boat, as if the warmth of the world had bled away.

#### Crew Cabin A – Leslie Cory, Steward; William Frampton, Engineer; William Petts, Cook

When the investigators recover from Cunliffe's drugged champagne, they find themselves locked in this cabin. As they regain consciousness, read or paraphrase the following:

*You wake groggily from dreams filled with tormented howling and the cacophony of thunder. You are haunted by ghostly images of a vast brick labyrinth and the rhythmic chanting of inhuman voices echoes in your mind. As you open your eyes, you find yourself in an unfamiliar four-berth cabin. Staring at you is a handful of people you recognise from the party. You are about to ask them if they know what is going on when an echoing howl, long and agonised reverberates through the wooden walls of the paddle steamer.*

The howl signifies the Fosterling's realisation that Cunliffe has fled and the start of her pursuit of him. As they recover, the investigators will realise that their equipment has been taken from them. There is nothing to help the investigators in the cabin, which contains four bunks, a chest of drawers and a

wardrobe. The drawers and the wardrobe contain the personal effects of Cory, Frampton and Petts. It is quite clear from these items that the crewmen were not intending to spend more than a night on *The Louisiana Lady*.

When the investigators try to leave the cabin, they find the door locked (Cunliffe has the key with him). They can either break down the door (STR 75) or attempt to pick the lock. A successful Spot Hidden will reveal the lower panel of the door as quite flimsy. It can be kicked out on a successful roll against STR 55. Once the investigators are free, read or paraphrase the following:

*With a crack, the door gives way. Beyond is a shadowy wood-panelled corridor lit with flickering oil lamps. Long shadows caper in an unfelt draught. Opposite you is a door bearing the letter 'B'. To your left and right are the remains of double doors smashed from their hinges. The corridor is ominously quiet and five slender lines of dark fluid run along the wall.*

From here, the investigators are free to explore *The Louisiana Lady* as they wish.

#### Crew Cabin B – Frank Welch, Boatswain; Thomas Bowen, Able Seaman; and James Woolcote, Able Seaman

The door is not locked. Two sets of bunks, all neatly made-up, lie just inside the room. Along the far wall, to either side of the small window are two wardrobes. Inside are the crewmen's personal effects: a change of clothes, shaving kits, and four grey robes, all embroidered with a scarlet hand. At the centre of the palm is a lidless eye or mouth. From the rough-and-ready workmanship it is difficult to determine the robes' provenance. The robes belong to the crewmen, who are all members of the Disciples of the Scarlet palm and part of the gang of cultists James Blunden, the 'Captain', assembled to replace the original crew of *The Louisiana Lady* poisoned by Cunliffe.

#### Crew Cabin C – John Radley, Able Seaman; Daniel Gooch, Ordinary Seaman; Patrick Cottrell, Stoker; George Quayle, Stoker

The door is locked. The cabin contains two sets of bunks and two wardrobes. The crewmen's personal effects are in kitbags.

If these are searched, investigators will discover four robes of the kind found in Crew Cabin B concealed beneath rough working clothes.

**Crew Cabin D – The Driskill Mountain Jazz Band:  
Benny Grace, Tony ‘Big T’ Laine, Joe Poindexter,  
Lester Mills and Fletcher ‘Fletch’ Conrad**

The door to the cabin is locked. Inside, suitcases are stacked on the four bunks and a fifth bed has been made up on the floor. A quick search reveals the band’s US passports, enough clothing for each man for a fortnight and three bottles of John Power & Son’s Special ‘Three Swallow’ Irish whisky. One is empty. A business card bearing the likeness of Thaddeus Grant is under one of the full bottles. Written over its printed details are: ‘Welcome to a civilised country, boys! Enjoy! Proper accommodation tomorrow night.’

**Crew Cabin E – James Blunden, Captain, Albert Colyer, Chief Officer, George Thornton, Second Officer**

The door is locked. If the investigators enter the room they find it tidy and organised. The scant personal effects of the three crewmen are stowed in the two wardrobes. A copy of Edgar

Rice Burroughs’ *Gods of Mars* (A. C. McClurg, 1918) is on one of the bunks. A successful Spot Hidden will reveal a concealed pocket in the jacket. Inside is a small collection of erotic photographs. All of the figures featured in the images have had their faces burned off. If the investigators search the wardrobes they will find a worn pea coat. Inside is a letter from Cunliffe to Blunden (see **Handout 2**), explaining the need to assemble a crew for *The Louisiana Lady* from amongst the ‘Disciples’. The handwriting matches that of the disturbing birthday card in Cabin 7. Seven robes bearing the same embroidery as those in Crew Cabin B and C are folded in two piles at the bottom of one of the wardrobes. Four are of similar quality to those in other Cabins. Three are much richer, however, and the finer embroidery makes it clear that it is a mouth, and not a lidless eye, in the palm of each scarlet hand.

**Captain’s Cabin (Thaddeus Grant)**

The door, which is marked ‘Captain’, is unlocked. This is Captain Blunden’s cabin, which is being used by Grant for the duration of the cruise. Personal effects in the room identify it as Grant’s, but there is little of apparent interest to the investigators beyond a rather fine Mahogany Smoker’s Cabinet on the chest of drawers. Within, investigators will find two Calabash pipes, two Bock y Ca Excepcionales, and a small leather pouch containing hashish (identifiable with a successful Medicine,

Natural World or Science roll). If they search under the bed they discover a locked iron box. The box can be opened with the key from Blunden’s corpse in the Pilot House or be picked with

a successful **Difficult** Locksmith roll. Inside is a .476 Enfield Mk I revolver with six rounds of ammunition (1D10+2).

**Upper Viewing Deck**

The Upper Viewing Deck looks out onto a bank of thick, cloying fog that clings viscously to the boat’s railings and chimneys. If the investigators have not found Yvonne Forbes-Pennington, her stifled sob can be heard coming from the viewing deck immediately below.

**Upper Sun Deck**

When the investigators emerge onto the Upper Sun Deck, read or paraphrase the following:

As you step out onto the Upper Sun Deck, you are struck by the silence. The rain has stopped. There are no night birds calling, no fish jumping, not even the sougning of the wind. All is eerily quiet. Fog roils in the darkness, moving slowly, its tendrils caressing the ship’s hull, the deck, your face. A trail of blood leads from the Pilot House to the stairway.



Even from the vantage point of the upper deck, nothing can be seen of the river or Dead Man’s Island. The night and fog are too deep.



### Pilot House

The Pilot House is a tenebrous shape forward of the stairs. If the investigators explore the area, they are met with a grisly sight:

*Easing through the ruined door to the Pilot House, a chill shivers your skin. Several of the windows have been smashed and the strangely viscous fog seeps over the window ledges to pool like ichor on the wooden floor. The ship's instruments have been smashed and the wheel ripped from its mounting. A single hand dangles like a crab from one of the wheel's spokes. At the base of the wheel, the body of a uniformed man lies in a pool of blood.*

The body is that of Captain James Blunden, who woke as Felicia Ingram fed on him. He fled but the Fosterling chased him down in the Wheel House before returning to the lower decks in search of other prey. If the investigators examine the body, they will discover that it is missing a hand. Despite the mutilation, it is clear that the hand on the wheel belongs to the body. The Captain's uniform is ripped in places and the skin shows livid wounds. Each injury is a hand-shaped bruise with a bite at the centre of the palm.

A successful Medicine roll will suggest that that body has been exsanguinated since there is far too little blood on the floor to explain the corpse's drained condition. A quick search of the Captain's ravaged uniform will provide two keys; one opens all of the Crew Cabins, the second is to the gun cabinet hidden in the Captain's Cabin. An exploration of the Wheel Room yields a No. 1 Mark III Webley and Scott flare gun (1D10+2) with six flares, two paraffin lanterns (both full), a crowbar (1D4+1), and rusty pocketknife (1D4).

### Texas Deck

The Texas Deck is one of *The Louisiana Lady's* main guests deck, housing guest cabins 1-7 and six crew cabins located forward. When the investigators leave the crew section, they will hear a heavy object fall, a sudden clatter and a slow creaking from Cabin 1.

### WCs

These were quite lavish water closets with enamelled cast iron fixtures manufactured by Kohler. The doors are now ripped from their frames and the toilet bowls splashed with blood. On the carpet outside two sets of dark footprints lead to the Upper Sun Deck. Only one set returns.

### Cabin 1 – Celeste Archer

The door is not locked:

*As you push the door aside, the body of a heavily built man swings in front of you on a rope made of the silk belt of a bathrobe. A fallen chair lies beneath his feet and he seems to be fighting the impulse to pull the cord from his neck. His body spins slowly, revealing a purpling face, bulging eyes and protuberant, lolling tongue. A mucus-thickened bubbling comes from his throat as he chokes to death.*

If the investigators act quickly enough, they will be able to save Tony 'Big T' Laine's life. Tony is a huge man and will require investigators with a combined STR of 30 or more to support his weight while another investigator stands on the toppled chair and finds something to cut the man down. There is a letter-opener on the dresser and a folding pocketknife in the jacket Tony has laid on the bed. If the investigators take too long to organise themselves (they have two minutes) Tony will die.

If Tony is rescued and given time to recover, he will explain – in a halting, rasping voice, what has happened to the passengers and crew. Like the investigators, he was drinking a toast with Thaddeus Grant in the Dining Room when he felt faint.

*"The next thing ah know," he explains, "was ah was laid out like chicken on a butcher's block an' there was this here woman standin' over me. Never seen nothin' like it, boy. Her head was all shrivelled up an' her hair was fallin'" out like she had some damn disease. Then ah seen her hands. Nothin' like no normal hands, neither. Had mouths in 'em. Mouths in the palms. An' she was gonna bite me with them hands. Ah ran. The whole place seemed fulla corpses. They was everywhere. Ah run up them stairs like the devil hisself was after me. There was people screamin' and hollerin'. Hell's opened up, boy. Ah tell you, Hell's opened up."*

When pressed about his attempted suicide, Tony tells the investigators:

*"Ah ran in here. Thought ah'd try hidin'. An' then ah heard her comin'. Heard her slitherin' an' slidin' up them stairs after some poor fella screaming his head off. Ah sat in here and listened to him die. He didn't die easy boy, ah tell you. Ah thought 'bout doin' it, you know, 'bout hangin' m'self for a long time, long time. Then ah decided: no bloodsucker's gonna git me.*

*Took me some time to pluck up courage mind, but once ah was decided... Ah guess that's when you found me."*

When questioned Tony tells the investigators:

*"They spiked our drinks, boy, I tell you. The crew. They's were in on it. This seemed like such a sweet deal when Mr Grant invited me an' the boys over here, but we should never have left the Mississippi."*

A successful Hard Fast Talk roll will encourage Tony to join the investigators. If attempts to Fast Talk him fail, he sets up his chair once more and reties the belt around the ceiling beam.

*"Just in case," he says as the investigators leave. "Done it once. Don't seem no trick to doin' it again. And ah ain't going out like them other poor folk."*

If Tony does not join the investigators, he is killed in the explosion that destroys The Louisiana Lady.

If Tony suffocates before the investigators can save him, they find nothing of interest or use in the cabin beyond expensive women's clothing and a startling array of French cosmetics. The luggage bears the name of Miss Celeste Archer.

#### **Cabin 2 – Christine Berringer**

The door is locked. Mrs Berringer's cabin is obsessively tidy. Photographs of a young man – the deceased Paul Berringer – adorn the bedside table and chest of drawers. If investigators open the large valise tucked under the bed, they will discover a packet of love letters from "Your loving J" tied with red ribbon. From the evidence of the letters 'J' and Mrs Berringer are having a passionate – and secret – relationship. One line, "your grief is our veil" suggests that Christine Berringer's anguish may be a pretence.

#### **Cabin 3 – Madeleine Buckingham**

The door is unlocked. Miss Buckingham's cabin is a mess. Clothes are strewn on the bed, cosmetics stain the chest of drawers, and the doors to the wardrobe are thrown wide. There are at least three dresses pooled inside. Miss Buckingham appears to be something of a human whirlwind. On her bedside table is a diary. Her name is inscribed on the first page. The only entry is for 1st January 1920. It reads: "This year I resolve to keep a diary and record all of my innermost thoughts and insights. It should

be jolly fun and 'illuminating' as Uncle Percy would say." The blank pages that follow perhaps speak more eloquently of Miss Buckingham than anything she could have written.

#### **Cabin 4 – Yvonne Forbes-Pennington**

The door is locked. Miss Forbes-Pennington's cabin is undisturbed. Her suitcase, open on the bed, contains a change of clothes. These have not been unpacked. Three books are open beside it, however: John Murray's *Handbook for Travellers in Lower and Upper Egypt* (London, 1888), Amelia B. Edwards' *A Thousand Miles Up the Nile* (London, 1891) and Charles Henry Hawes and Harriet Boyd Hawes' *Crete, the Forerunner of Greece* (New York, 1909). They are all heavily annotated. It seems Miss Forbes-Pennington is in the process of planning an expedition to a place called wādī al-hitan ('The Valley of Whales'). Written beside the name is the phrase 'the whales of time'. Keepers might like to develop this idea into an expedition involving both the investigators and Yvonne Forbes-Pennington, should she survive.

#### **Cabin 5 – Violet Gibbs-Woolf**

The door is locked. Miss Gibbs-Woolf's cabin is unremarkable, though the clothes carefully hung or folded reflect her wealth, taste and dedication to the latest fashion. A Mme. Jeanne Lanvin dress and a Jean Patou cardigan are amongst her belongings.

#### **Cabin 6 – Louise Godfrey**

The door is locked. Miss Godfrey's cabin is notable only for a series of newspaper articles and photographs of Suzanne Lenglen, the famous French tennis player, who won Wimbledon in 1919. A Jean Patou tennis dress – the twin of the one worn by Lenglen in the Wimbledon photographs – hangs scandalously sleeveless and calf-length in the wardrobe. There is also a small bottle of brandy in bedside cabinet.

#### **Cabin 7 – Felicia Ingram**

The door is locked. Felicia Ingram's cabin is empty but for a suitcase. If the investigators open it, they find it as empty as the room except for a single birthday card. On its front cover is a pencil-sketch of Felicia Ingram's face at the centre of a long-fingered hand. Inside, in formal, bold script, are the words (see **Handout 3**): "Tonight, my love, you will come of age. We will fornicate in their entrails." A capital 'W' is the only signature. The handwriting matches that of the letter from Cunliffe to Blunden found in Crew Cabin E (see **Handout 2**).



**Store**

There are a number of items the investigators might find useful. A quick search yields thirty feet of rope, a crowbar (Club, 1D4+1), a Hand Axe (Club, 1D6+1 + db), a hammer (Club, 1D4+1 + db), and three fuelled paraffin lanterns.

**Saloon Deck**

The Saloon Deck is *The Louisiana Lady's* main guest deck, housing 16 cabins numbered 8-12 and 14-24. There is no number 13 as this is considered unlucky. At the forward end of the vessel there is a viewing deck that looks out over the bows. The stairs up from the Reception Area lead into a public space with corridors leading fore and aft. Three water closets are located on the starboard side of the steamboat. There are blood stains and bloody footprints on the floor in several places and a trail of broad, darkly glistening smears leading to and from the forward cabins.

Patrick Cottrell's body lies at the top of the stairs. An examination of the body will reveal hand-shaped bruises with bite marks at the centre of the palm. A successful Spot Hidden roll will draw attention to the defensive wounds on the body's forearms. A shovel (1D3 + db) with ichor stains along its edge lies beside the corpse.

**WCs**

Like the water closets on the Texas Deck, these are lavish facilities with fixtures by Kohler. They are all undamaged.

**Cabin 8 – Lawrence Ashton**

The door is locked. This is a comfortable cabin with a double bed, two large wardrobes and two chests of drawers. A small suitcase lies unopened on the bed. Its locks can be forced (STR 5) or picked (Hard). Inside is a man's change of clothes, a shaving kit (including a straight razor (Knife skill, 1D3)), and a metal lockbox. Inside are three letters blackmailing Lawrence Ashton for money with the threat of making his predilection for prostitutes known to his fiancée, Alice Brighthouse, heiress to the Brighthouse shipping fortune (see **Handouts 4, 5 and 6**).

**Cabin 9 – Alistair Champion-Reeves**

The door to the cabin is unlocked. Beside the double bed is a battered steamer trunk. A leather luggage tag marks it as

belonging to Alistair Champion-Reeves. If the investigators search the trunk, they will find only men's clothes of a practical cut, a Valet Autostrop safety razor, and a bottle of rose water.

A successful Spot Hidden will reveal the trunk's false bottom. Beneath is a Colt M1911 .45 semi-automatic pistol (1D10+2) and 43 rounds of ammunition in two boxes.

**Cabin 10 – William Cunliffe**

The door is locked. When the investigators enter the room, they find it empty but for a single locked suitcase. A successful **Difficult** Locksmith roll will open the case to reveal a splendidly embroidered grey robe bearing the image of a scarlet palm with an open, toothed mouth at its centre. In a long wooden case are two gleaming bone-handled filleting knives (1D6+2 per knife) engraved with a geometric pattern resembling a pattern of even stonework. Worked into the hilt of each knife is a vein of copper thread that traces the words: "Through pain, I come."

**Cabin 11 – Gerard Montgomery and Donald Winthrop**

The door has been smashed from its hinges and its splintered remains lie across a carpet tacky with drying blood. The body of a large man is sprawled across one of the beds, his clothes torn open and his skin covered in great scarlet welts.



Blood has splashed the walls, soaked the bed-sheets and sprayed onto the ceiling. The air is sharp with its coppery tang. All investigators must make a Sanity roll. Any investigator who

fails will lose 1D4 points of sanity. Any investigator with a CON of less than 10 must leave the room immediately and spend a round vomiting.

The corpse belongs to Donald Winthrop, a wealthy morphine addict. When Felicia fed on Winthrop, she vomited copiously. A successful Medicine or Biology-related roll will suggest that there is far too much blood in the room to have come from one body. Any investigator able to remain in the room and search will find Winthrop's morphine and syringe in a leather case embossed 'DW' and stuffed into the bottom of one of the wardrobes. Folded neatly inside the case is a piece of notepaper clipped to a photograph of an attractive young woman. Written on the back are the words, "We were like the mayflies of spring, my sweet. We danced but briefly but, my, how we soared. Now I must do my duty." It is signed, "Emily". The notepaper is titled "Gordon Dodd" as if it were the draft of a poem. The word "bastard" is written beneath – 137 times.

Gerald Montgomery's personal effects, spattered with Winthrop's blood, comprise a small valise, a change of clothes and a shaving kit. There is nothing of interest amongst his belongings.

#### **Cabin 12 – Albert Rhodes**

The door to this cabin is unlocked. The bed is rumpled and a man's clothes are strewn about the room. If the investigators examine the bed linen, they will quickly realise how the occupant of the cabin spent part of his evening. If the room is searched, the investigators will discover an empty packet of Fromm's Act condoms under the bed and an unaddressed envelope containing a love letter to "Henrietta Wilde" from "Your Devoted Bertie". A chequebook and a silver cigarette case identify the cabin as belonging to Rhodes.

#### **Cabin 14 (Edward St John Davies)**

The door to this cabin has been forced but pulled closed again. When the investigators enter the room, read or paraphrase the following:

*A single, flickering oil lamp casts hesitant shadows across the room. The air is close and heavy with the coppery tang of blood. Slumped to the left side of the bed, in full military uniform bearing the Distinguished Service Order and the Military Cross, are the remains of a young man. His right hand lies at his hip, a Mark VI Webley .455 service revolver in his limp fingers. Much of the left side of his face and most of*

*his brains are sprayed over the wall. The right side of his face is stippled with powder burns.*

Davies, a veteran of the Great War, has finally succumbed to his depression and ended his own life. A search of the room reveals no note but investigators will find a large pad of charcoal sketches left under the bed. If the players leaf through the sketches, they find a succession of images recording life on the Western Front. Some show men praying, or repairing trenches, or on guard duty. Others are more disturbing: a line of men hang on barbed wire, a soldier dragging himself through mud, his legs stumps, a procession of dead men in German uniform stand beside a grove of blasted trees. Each is signed 'E. St J. Davies'. In the middle of them is a line drawing of a young woman, her hair floating around her head as if she lay in water. Her fingers are pressed to smiling lips and her eyes shine with mischievousness. Rather than a signature, the artist has added two words: "I'm sorry."

#### **Cabin 15 – Victor Fairchild and Walter Humphries**

The door is unlocked. In addition to the usual furnishings and the personal effects of two male guests, investigators will find a Christie's catalogue on one of the nightstands. A bookmark (a successful History roll will reveal that it is a strip of 15th century parchment) is inserted in the section on rare books. The auction is set for Thursday 24th June and two volumes have been circled in green ink. The first is a hand-transcribed copy of the *Calaeno Fragments*, which is listed as "a unique otherworldly fantasy penned by one of febrile imagination"; the second is purported to be an Anglo Saxon translation of the *Liber Pullus*, the lost *Book of Sorrows* of Roman origin. Written beside the second item are the words: "Must have this!"

If the investigators search the two pieces of luggage in the cabin, they will learn the identity of both passengers from personal effects. The less expensive suitcase, which belongs to Walter Humphries, contains a loose-leaf folder. It is tied with what appears to be a strip of snakeskin and is bursting with jottings, notes, and diagrams, written in an unfamiliar language in what appears to be a frenzied hand. A successful History roll will identify the language as futhorc. Any investigator with a Cthulhu Mythos score greater than 25 will recognize some of the characters but it will take three weeks of study and consultations with experts in futhorc to deduce its meaning. Keepers are invited to use the text as a possible hook for subsequent investigations.



**Cabin 16 – James Neville and Alfred Prebble**

The cabin is unlocked. Inside are the belongings of James Neville and Alfred Prebble. Neville's clothes are still packed in his suitcase. Any investigator searching the luggage will find two dozen love letters addressed to Violet Gibbs-Woolf declaring Neville's love in the most painful purple prose. None of them have been posted. By contrast, Alfred Prebble's possessions are placed neatly in the wardrobe and chest of drawers. There is a telegram in a small leather writing case. It reads: "Death is nothing at all. For that reason you should fear it." It is dated 14th June 1920. Its place of origin is indecipherable. A letter, half-written, is folded underneath it (see **Handout 7**).

**Cabin 17 – Jane Landon**

The cabin is locked. Nightwear is laid out on the bed. In Miss Landon's small valise are narrow black trousers, a close-fitting black sweater and a pair of soft-soled black pumps. A small jewellery case requires a successful Hard Locksmith roll to open. Inside is a 16-piece set of locksmith tools (nine picks and seven torsion wrenches) and eight business cards. Seven are blank but the eighth bears the plum lipstick impression of a kiss on its matt face. Overleaf, printed in matching ink, is the phrase "Thank you, darling". The locksmith tools are of such superior quality that any investigator using them receives a +5% bonus to all Locksmith rolls.

**Cabin 18 – Josephine Shawcross**

The door is locked. A large valise sits on the bed. If the investigators search the valise, they find some quite immodest clothing and a copy of Sir Richard Francis Burton's *The Perfumed Garden* (1886).

**Cabin 19 – Evelyn Westwood**

The door is locked. Aside from some exquisite women's clothes, cosmetics and perfumery, there is nothing of interest in the cabin.

**Cabin 20**

The door is locked. This is a modest cabin that contains two single beds, two wardrobes and two chests of drawers. Two of the investigators (the Keeper may either choose or randomly determine which one) recognise this cabin as belonging to them. Any valuables or weapons have been taken.

**Cabin 21**

See Cabin 20

**Cabin 22**

See Cabin 20

**Cabin 23**

See Cabin 20. If all of the investigators have been allocated a cabin, this room is empty.

**Cabin 24**

See Cabin 23.

**Lower Viewing Deck**

Lying against the doors to the Lower Viewing Deck is Alistair Champion-Reeves. His body, which is visible in the gloom from outside Cabins 17 and 18, is badly mutilated. In his right hand is a Colt M1911 .45 semi-automatic pistol (1D10+2). Five of its seven rounds have been fired. If the investigators move the body and open the door, they will find Yvonne Forbes-Pennington huddled behind one of the chimneys. Her crying can be heard from the Upper Viewing Deck, the Foredeck Area and from where Champion-Reeves is lying. Once she has calmed down, she is able to tell the investigators about how she woke as Cunliffe and the crew were lining up unconscious passengers in the Dining Room. She overheard Cunliffe's plan to blow up *The Louisiana Lady* with the investigators on board to conceal the kidnapping of the other passengers. She was waiting for Cunliffe and the crew to leave with their victims when Felicia Ingram, "frightfully excited by it all", began to change. Champion-Reeves was suddenly at her side and helped her escape. They collected his pistol from his cabin (No. 9) and he bundled her out onto the Lower Viewing Deck. That was when the screaming began. With no way to escape the boat, he stood guard at the door until "the thing" attacked him. She heard gunshots, then Champion-Reeves' screams. Something chattered at the door, but nothing pursued her. Although shaken, Yvonne Forbes-Pennington is plucky. She will join the investigators and fight if necessary.

**Main or Weather Deck****Office**

The door to this area has been forced open and bloody handprints cover its scarred surface. The large oak desk that sits in front of the port wall dominates the room. A leather winged chair, apparently new, crouches behind it giving the room the air of a Victorian study. Grant's favourite painting, Fuller's *Steamboat Race on the Mississippi*, is in tatters.

A quick search of the room will yield documents detailing *The Louisiana Lady's* refit, which cost £114,000, receipts for food and champagne, an account book, and a jotter with calculations of coal consumption. There is also a crew roster and a passenger list (see **Handouts 8 and 9**), which have

both been amended. A new crew seems to have been assigned and the investigators' names have been handwritten on the passenger list. The use of different inks for their names suggests that the list has been updated on an ad hoc basis. Other office equipment, including a steel paper knife (1D4 + db), can be found in the desk drawers. Most important, however, is the passkey, which will open Cabins 1-24, which can be found in the desk's top left-hand drawer. Its leather fob is embossed with the word 'Cabins'.

### Reception Area

The reception area provides a prelude to the massacre in the Dining Room.

*As you descend the sweeping, blood-slicked steps to the Reception Area, you see a body lying at the foot of the staircase. Beyond is another and beyond that another still. They all seem to have died trying to flee the Restaurant. A terrible quiet hangs over the place, as if the whole ship was mute with an air of anticipation.*

The body at the foot of the stairs belongs to Gerald Montgomery, whose fondness for sport failed to keep him fit enough to avoid Felicia Ingram. The other corpses belong to Madeleine Buckingham and Alfred Prebble, whose crisis of faith is now settled. Montgomery is identifiable from the chequebook in his jacket pocket and his engraved Gallet pocket watch, and Prebble from a white postcard with his name and address dated 16th June 1920. The postcard bears the phrase: "Gott ist tot. [God is dead.]" It is not signed. All of the bodies have their clothes torn open to expose the flesh of the torso. The skin shows livid hand-shaped bruises with ragged bites at the centre as if something had chewed the tissue.

### Dining Room

The Dining Room is the scene of greatest horror aboard *The Louisiana Lady*:

*As you walk through the shattered Dining Room doors, carnage confronts you. There are at least eight corpses in the room. Some appear thrown across the floor. Others lay*

*sprawled on tables or hang limply with their backs broken over chairs. Most of the band lay dead amongst their instruments. All have had their clothing ripped open to expose their mutilated torsos. Blood runs thickly from dark wounds to pool on tablecloths and wooden floor. The smell of blood and excrement is overpowering.*

If the investigators take their time, they will discover ten bodies (SAN 1/1D8). Several can be identified from clues on their corpses, even though they have been mutilated. Christine Berringer is identifiable from her black dress, Victor Fairchild from the horn-rimmed glasses crushed into his face, Frank Welch, the boatswain from the whistle he carries, Violet Gibbs-Woolf from the smashed white gold Rolex she wears on her wrist, Louise Godfrey from her jewelled tennis racquet brooch, and Evelyn Westwood from her exquisite diamond pendant. Albert Rhodes lies dead under the piano. A successful Spot Hidden will reveal that his neck is marked with love bites quite different from the mortal wounds he has received from Felicia Ingram. James Neville is face down at his feet, his back open to the spine. Four of the five band members are also dead. If any of the investigators spoke to the band (or if Tony is with them), they will recognise Benny Grace, Joe Poindexter, Lester Mills and 'Fletch' Conrad.

All of the dead bear hand-shaped bruises around bite marks that have torn away pieces of flesh.

The first investigator to make a successful Spot Hidden will discover a woman's head against the wall (SAN 0/1D4). Read or paraphrase the following description when the head is discovered:

*The object is a severed human head. Long, straggling blonde hair clings to the skull even though the skin seems to be sloughing from the bone. One of its eyes is missing. The other, a blood-darkened emerald green is half rolled back into its socket. The lower jaw is missing, apparently sheared off by some sharp implement, and the upper teeth shine wetly behind the slack upper lip. Rather than having been severed, the head seems to have been pinched off the body, as if the neck constricted until the head simply fell off.*

The investigators will recognise that the grisly artefact belongs to Felicia Ingram, who moulted her head when she transformed into a fully embodied Fosterling of Y'golonac. The damage to



the face was caused by a shovel wielded by Patrick Cottrell, one of *The Louisiana Lady's* stokers, who was responding to screams coming from the Dining Area. Cottrell escaped into the steamboat where Felicia hunted him down. His body can be found at the top of the Saloon Deck stairs.

Aside from the usual collection of personal effects the bodies have no notable items. If the investigators have no qualms about rifling through the remains, they will collect objects easily disposed of at a disreputable pawnbroker for 1D6 x £100. All of the items will, of course, be covered in blood and a thick saliva.

### Galley

The Galley offers no escape from the butchery of the Dining Room. Its once-pristine sinks and counters are fouled with blood and food. Two bodies, partially clothed and bearing what appear to be swollen bites, lie amidst the debris. If the investigators search the area, they will recover three usable butcher knives (1D6 + db plus impale) and a cleaver (1D4+1 + db). Personal effects on the two bodies reveal them as James Woolcote and John Radley, both Able Seamen working as waiters for the evening. Any investigator making a successful Spot Hidden will notice two phials lying on the counter beside the empty champagne bottles. These are the containers for the crystalline extract of mandrake Cunliffe used to drug the guests. Any investigator making successful rolls in Occult or Science (Chemistry or Botany) will identify the rust-like odour from the vials as mandrake.

### Engine Room

The engine room is dark. Sweating steam pipes drip onto the deck and everywhere investigators can hear the sound of metal ticking as it cools. Someone has shut off the steam supply from the Boiler Room to the engines. A cursory search of the area will reveal nothing useful but a successful Spot Hidden will reveal a No. 1 Mark III Webley and Scott flare gun (1D10+2) and three flares in a wooden case on a shelf on the starboard wall.

### Boiler Room

If the investigators carry lanterns or other sources of light, read the boxed description; if they have no means of illuminating their progress, the steamhouse is simply a dark, cavernous space; hot, moist from the steam hissing from the boilers and rank with the smell of burned coal.

*The light plays over the hunched shapes of two large boilers and several hoppers of coal. Great iron pipes make the low ceiling lower still and everywhere is covered with a fine, black dust. The heat is intolerable. The steam supply to the engines appears to have been shut off but someone has banked the fuel*

*in the fireboxes high and the metal is fiercely hot. Ominous creaks and snaps come from the boilers.*

If the investigators assess the situation, they will observe that the safety valves have been jammed shut and that the gauges on both boilers are showing dangerously high pressures. Cunliffe and his acolytes have sabotaged the boilers to destroy *The Louisiana Lady* and Felicia Ingram. A critical failure is imminent and the investigators should be encouraged to leave the vessel as soon as possible. If they seem reluctant, a seam in one of the boilers weakens, issuing a deafening squeal. There is little to help the investigators here, though a shovel provides a serviceable weapon (1D6 + db).

On exiting the Boiler Room, the investigators will discover that the tide has receded far enough to allow them to escape overboard using the gangplanks from the Foredeck Area. The planks will take them to shallow water or else they can wade to the island. Either way, it will be a muddy, difficult passage. They will not have time to explore *The Louisiana Lady* further once they leave the Boiler Room.

### Deck Areas

Since Cunliffe extinguished the oil lamps when he moored *The Louisiana Lady* off Dead Man's Island, the deck areas are in near-complete darkness. Whenever an investigator ventures on deck, variations of the following description help set the tone:

*The lower deck of The Louisiana Lady is a shadow-haunted place. The lanterns have been extinguished, plunging the deck into darkness. Tentacles of fog reach up from the river, curling around the stanchions and railings, seeming about to haul the paddle steamer into the mist-obscured water.*

Two gangplanks can be found on the foredeck area, but these are too short to reach dry, solid ground even when the tide recedes and *The Louisiana Lady* is beached. They may prevent the investigators from getting too heavily mired when they leave the boat, however. The dinghy that was secured between the two chimneys has gone. A boat hook (1D8 + db) is lying on the deck.

When the investigators are at the fore of the ship, they may hear (on a successful Listen roll) Yvonne Forbes-Pennington crying on the Lower Viewing Deck. If they are at the stern, the great curve of the paddle wheel rises unmoving in the fog – a perfect symbol for their powerlessness.

## • PART TWO • DEAD MAN'S ISLAND

Dead Man's Island is a muddy expanse of low-lying, waterlogged land found towards the southern shore of the mouth of the river Medway. Most of the island is a labyrinth of marshes, deadfalls, old exposed graves, narrow channels and slimy crevices made even more treacherous by the unseasonal rain. Mud, standing water and fragile coffin lids make travelling the interior of the island perilous.

Bodies released from their rotting coffins by erosion and wave action are not uncommon and the air is rank with the smell of decay. As a consequence, investigators are likely to find much of the island interior impassable and will follow the northern shore after foundering in other directions. Nevertheless, clusters of human bones, broken timbers and sea-tossed wrack of various kinds make even the shoreline hazardous. After escaping from *The Louisiana Lady*, each investigator should roll a D100. On a roll of 01-10, he or she should make a

DEX check or suffer 1D3 damage from slipping. It is assumed that after this initial experience, investigators will be more cautious in their movement. However, Keepers should require investigators to make subsequent checks when they attempt to run or fight on the shore or in the marshes.

By hugging the tideline the investigators will find the *Ellen Brichester* quickly, but not without incident. As they approach the barge, they will encounter six Swale zombies (hp 10, 10, 10, 11, 12, 14; Bite 30%, 1D3) that Cunliffe has released from their pen in the *Ellen Brichester*. The zombies will attack if they sense the investigators. However, they can be avoided if the investigators make successful Stealth rolls. Any investigator failing a Stealth roll will be detected and attacked. If the investigators are attacked, roll a D100. On a result of 01-05, the noise will attract the Fosterling, who will ignore the zombies and launch a ferocious assault on the investigators.

## • THE ELLEN BRICHESTER • TEMPLE OF THE DISCIPLES OF THE SCARLET PALM

The *Ellen Brichester* is an abandoned cargo barge 195 feet in length and 35 feet wide. In 1911, she ran aground and broke her keel at the western end of Dead Man's Island. Since 1918,





she has served as a temple for the Disciples of the Scarlet Palm. In two years, Cunliffe and his acolytes have roofed the hold to form a vast wooden hall dedicated to Y'gonolac.

If the Fosterling has attacked the investigators, she will pursue them to the barge. Five additional Swale zombies will join the combat there (hp. 11, 11, 12, 14, 14; Bite 30%, 1D3). No sounds will be heard from the barge. If the investigators survive the encounter, they can either enter the barge or wait for help to arrive, which it does 2 hours after sunrise (at around 630am). If they wait, the captives taken from *The Louisiana Lady* (Celeste Archer, Lawrence Ashton, Thaddeus Grant, Walter Humphries, Jane Landon, Josephine Shawcross, and Evelyn Westwood) are killed and the cultists (Cunliffe, Coyle, Thornton, Cory, Frampton, Petts, Gooch, and Quayle) will attempt to escape before dawn. If they decide to enter the barge, they can either negotiate for the captives' release or stage an assault on Cunliffe and his followers.

Cunliffe (Shotgun 42%) and Quayle (Shotgun 35%) are armed with 12-gauge shotguns with four rounds each (4D6/2D6/1D6). The rest of the Disciples are armed with knives (1D4+2 + db). Cunliffe will only release the captives if the investigators permit the cultists safe passage. They will insist on taking Thaddeus Grant with them. If the investigators agree, Grant's headless body will be found two days later floating in the Medway. His palms have been gashed in a parody of Y'gonolac. Cunliffe and his followers cannot be found, though the investigators may find themselves the subjects of his revenge at some later date.

If the investigators have avoided Felicia Ingram, she will be on deck battling 5 Swale zombies. As the investigators approach, the area will echo with shotgun fire from the barge. The cultists trapped inside are firing at Felicia Ingram. Eight rounds are discharged and the Keeper should calculate hits (4 x 42% and 4 x 35%) and damage (2 x 4D6 and 6 x 2D6) against her. The investigators have a choice: they can choose to attack the Fosterling, if she has survived her encounter with the Swale zombies and the Cultists, watch her breach the cult's defences from safety; or follow her into the barge. If she enters the barge, the Keeper should calculate combat results as normal. All of the captives are bound and can neither run nor defend themselves. Depending on the resolution of the combat, the

Fosterling will either emerge triumphant and need to be dealt with, or the investigators will have to negotiate with, or defeat, the surviving Disciples. If they decide to fight, the cultists

are armed only with their knives, having expended their ammunition defending themselves against the Fosterling.

### Wheelhouse

When the investigators enter the Wheelhouse, they are struck immediately by the charnel stench rising from the stairs leading to the Engine Room. Any investigator with a CON of less than 60 must leave the room and spend two rounds vomiting. For those able to remain, the Wheelhouse is a dark, shadowy place where the barge's wheel stands gaunt against the cracked and filthy glass of the windows. What little of value may have been here has been removed long ago.

### Engine Room

The stink of putrefaction is almost unbearable. Any investigator wishing to explore must make a CON check or be forced to leave the Wheelhouse, unable to return. Those who make their roll and have sufficient light will discover a large iron cage, its door open, on one side of the room. The floor of the cage is carpeted in scraps of putrid flesh and disarticulated bones. This is where Cunliffe penned his Swale zombies before releasing them against Felicia Ingram. There is nothing useful here.

### Temple of the Disciples of the Scarlet Palm

Keepers may read or paraphrase the following:

*Roofed over to form one enormous space, the hold of the Ellen Brichester is dedicated to all manner of perverse practises. Images of foul and erotic rites are scorched into the walls or stain flayed skins hung from hooks screwed to beams. Libidinous phantasmagorias, fantasies of defilement, and all the twisted geometries of torture crowd in upon the senses. Blood, sex and madness are celebrated here in equal measure and endless recombination. At the centre of it all stands a carved wooden effigy of a headless, corpulent figure, its arms outstretched and its fingers splayed. In the middle of each palm is a wide, voluptuous mouth full of teeth.*

The hold is accessible through any of the four hatches in the deck. investigators entering the area for the first time must make a Sanity check or lose 0/1D4 SAN.

### Robing Room

The Robing Room is where the cult stores its paraphernalia. Stained robes, devices for extracting pain and pleasure, and obscene objects wrought in tortoiseshell and ivory are to

be found in boxes, on shelves, or hanging in rough closets. If investigators explore the room, successful History or Occult rolls will identify some of the more obscure devices as scavenger's daughters, choke pears, head crushers, cats' paws, and knee splitters. Other items defy comprehension. Most are stained.

Any investigators making a successful Hard Spot Hidden roll will discover a concealed hatch towards the bow of the vessel. Inside, in a locked metal box is Cunliffe's planned ritual for accelerating Felicia Ingram's transformation (+2% Cthulhu Mythos).

## • ENDING THE SCENARIO •

If the hostages are killed and the Fosterling and the Disciples destroyed, the investigators may have an interesting time convincing the local constabulary of their story when they arrive around 6.30am. However, the temple-berge, Felicia Ingram's warped body and clear signs of cult activity are likely to ensure the investigators are released without charge, especially once the CID are involved. They may find their future activities under scrutiny by the authorities, however.

Should the investigators and any survivors decide not to wait for the authorities and attempt to escape the island, they will find a small steam launch, the *Libertine*, drawn up on the

shoreline to the west of the *Ellen Brichester*. She is ready to sail and will seat up to twelve passengers. It is obvious that this was the means by which Cunliffe and his acolytes planned on returning to the mainland. A successful Navigate or Pilot Boat roll will allow the investigators to reach the northern shore of

the Medway or Queenborough on the Isle of Sheppey to the east. Currents, tortuous tributaries, and low-lying areas as barren as Dead Man's Island make other destinations impracticable. Once the investigators have reached the mainland, it is their decision about how they wish to proceed.

If some or all of the captives survive, they will corroborate the investigators' account of events and the investigators will win some influential friends, particularly Thaddeus Grant. They will also earn themselves a reputation, with all of the positive and negative consequences that entails. If she survived, Yvonne Forbes-Pennington will almost certainly invite them to accompany her on her expedition to Egypt to explore the wādī al-hitan and the mystery of 'the whales of time'. Victor Fairchild's private library will be catalogued and sold privately.

Enterprising investigators may wish to visit his house before this happens. Lawrence Ashton may ask for their help in resolving what appears to be a straightforward case of blackmail. And there is the mystery of Walter Humphries to investigate and solve. It is also unlikely that the Disciples of the Scarlet Palm will take the loss of their London temple without retaliation.





### Rewards and Penalties

The investigators defeat the Fosterling and the cult	+1D6 SAN
The prisoners are rescued	+1D6 SAN
Thaddeus Grant is rescued	+1D6 Credit Rating
The prisoners are killed	-1D4 SAN
Cunliffe escapes with Grant	-1D4 SAN

## • NPCs •

### CULT MEMBERS

#### William Cunliffe

Born the third son of a minor English Lord, William Cunliffe is a hedonistic mass murderer dedicated to experiencing whatever pleasures can be found in human flesh. His ambition to lead the Disciples of the Scarlet Palm in their labyrinthine temple below Liverpool has driven him to seek the blessing of Y'gononac itself.



The Great Old One has proved intractable, however, and made Cunliffe more desperate in his desire for its recognition. Now he is confident that the ritual he has devised and the presence of

the Fosterling Felicia Ingram will attract Y'gononac's attention and secure for him the power he needs to sweep Edward Tarleton aside and assume mastery over the Disciples. Few observers would guess that such a well educated, handsome man is responsible for over 40 murders.

#### William Cunliffe

Age 28, Vicar of the Disciples of the Scarlet Palm

STR 70    CON 65    SIZ 65    INT 80  
 POW 85    DEX 70    APP 65    EDU 80  
 HP 13    DB +1D4    Build +1    Move 9  
 Sanity: 33

#### Attacks: 1

Brawl 35% (17/7), damage 1D3+1D4  
 Knife 35% (17/7), damage 2D4+2  
 Dodge 35% (17/7)

**Skills:** Accounting 46%, Charm 56%, Credit Rating 70%, Cthulhu Mythos 42%, Disguise 27%, Intimidate 37%, Library Use 63%, Occult 47%, Psychology 34%.

**Spells:** Bait Humans, Cause Disease, Cloud Memory, Compel Flesh, Create Zombie, Raise Night Fog.

#### Felicia Ingram

Born into a poor East End family, Felicia Ingram worked the streets as a teenager to feed her mother and younger sister. When one of her 'boys', William Cunliffe, recognised her as a Fosterling, he effectively bought her from her mother, and brought her to live in his Mayfair flat where he planned the ceremony he believed would hasten her transformation. She was thrilled by his attention, though she often did not understand the subject of their conversations, and they became enthusiastic lovers. He schooled her in etiquette and softened her accent until she could pass in London society. She was his cousin, he explained to those they met, who had lived in Australia since before the Great War. When Cunliffe drew up the guest list for Grant, Felicia was his accomplice, selecting those who had snubbed her, fawned over her, or whom she simply wished to see destroyed. Although she hardly comprehends her true nature, she is eager to indulge her desires in the ritual Cunliffe has described. Physically, she is slender, brunette and green-eyed.

## Felicia Ingram

Age 20, Prostitute and Fosterling of Y'gonolac

STR 55    CON 70    SIZ 60    INT 60  
 POW 70    DEX 60    APP 85    EDU 40  
 HP 13    DB 0    Build 0    Move 8

Sanity: 32

### Attacks: 1

Brawl 25% (12/5), damage 2D4

Dodge 30% (15/6)

**Skills:** Credit Rating 10%, Etiquette 25%, Occult 23%.



### Felicia Ingram, Transformed Fosterling of Y'gonolac

After her transformation, Felicia's slim, blonde form becomes a ghastly hybrid of human and Great Old One. Seven-foot tall, bloated and headless with horribly distended arms, she now resembles her monstrous sire. In the palm of each hand, a wet, sharp-toothed mouth rasps and grinds its teeth.

## Felicia Ingram

Transformed Fosterling of Y'gonolac

STR 200    CON 125    SIZ 95    INT 120  
 POW 65    DEX 95    APP 20    EDU -  
 HP 22    DB +3D6    Build +4    Move 10

### Attacks: 2

**Fighting Attacks:** Felicia can still kick and punch once she has transformed. She also has toothy maws in the palms of her hands.

**Bite:** If Felicia successfully grabs an opponent, she gets a bonus attack against them with her Bite attack.

Fighting 25% (27/11), damage 2D6 + db

Bite 25% (12/5), damage 2D4+2

**Armour:** Felicia has no armour but she takes only a third (rounded down) of the damage caused by non-magical weapons.

**Sanity Loss:** 1D4/1D10 to see Felicia once she has transformed.





**James Blunden**

Blunden is a large, heavy-set man whose large, full-faced beard is turning to grey. Hedonistic and often violent, Blunden is curt and uncommunicative.

**Leslie Cory**

Age 33, Steward

STR 55    CON 60    SIZ 65    INT 45  
 POW 55    DEX 55    APP 60    EDU 40  
 HP 12    DB 0    Build 0    Move 7

Sanity: 42

**Attacks: 1**

Brawl 26% (13/5), damage 1D3

Bowie Knife 26% (13/5), damage 1D4+2

Dodge 27% (13/5)

**Skills:** Credit Rating 10%, Cthulhu Mythos 22%,  
 Navigate 34%, Occult 46%, Swim 27%.

**Albert (Bert) Colyer**

Colyer is tall, muscular and good looking. He is most often employed in recruiting young people to the Disciples of the Scarlet Palm or seducing potential victims.

**James Blunden**

Age 46, Captain

STR 65    CON 80    SIZ 75    INT 55  
 POW 65    DEX 60    APP 45    EDU 50  
 HP 15    DB +1D4    Build +1    Move 6

Sanity 35

**Attacks: 1**

Brawl 40% (20/8), damage 1D3+1D4

Dodge 30% (15/6)

**Skills:** Credit Rating 15%, Cthulhu Mythos 25%, Fast  
 Talk 47%, Intimidate 60%, Mechanical Repair 58%,  
 Navigate 95%, Occult 57%, Persuade 52%, Swim 93%.

**Albert (Bert) Colyer**

Age 38, Chief Officer

STR 75    CON 60    SIZ 75    INT 60  
 POW 65    DEX 60    APP 85    EDU 45  
 HP 13    DB +1D4    Build +1    Move 8

Sanity: 43

**Attacks: 1**

Brawl 29% (14/5), damage 1D3+1D4

Dodge 30% (15/6)

**Skills:** Accounting 64%, Charm 75%, Credit Rating  
 10%, Cthulhu Mythos 22%, Fast Talk 58%, Navigate  
 45%, Occult 54%, Persuade 64%, Swim 85%.

**Leslie Cory**

Cory is an unremarkable man whose loneliness and isolation has drawn him to a cult in which he can indulge revenge fantasies against those more powerless even than he. He is left-handed but has nothing to do with Lawrence Ashton's blackmail.

**William Frampton**

Frampton is an intelligent, courteous, self-educated man who was responsible for overseeing the conversion of the *Ellen Brichester* into a temple. He is also a skilled scrimshaw worker, preferring to work human bone to other materials.

**William Frampton**

Age 42, Engineer

STR 75    CON 55    SIZ 70    INT 75  
 POW 45    DEX 65    APP 60    EDU 70  
 HP 12    DB +1D4    Build +1    Move 7

Sanity: 37

**Attacks: 1**

Brawl 25% (12/5), damage 1D3+1D4

Knife 25% (12/5), damage 2D4+2

Dodge 32% (16/6)

**Skills:** Art/Craft (Scrimshaw) 85%, Credit Rating 15%, Cthulhu Mythos 12%, Electrical Repair 12%, Mechanical Repair 78%, Occult 21%, Spot Hidden 38%.

**George Thornton**

Age 31, Second Officer

STR 60    CON 55    SIZ 40    INT 70  
 POW 60    DEX 75    APP 45    EDU 55  
 HP 09    DB 0    Build 0    Move 9

Sanity: 39

**Attacks: 1**

Brawl 37% (18/7), damage 1D3

Stiletto 37% (18/7), damage 1D4+2

Dodge 32% (16/6)

**Skills:** Credit Rating 10%, Cthulhu Mythos 15%, Disguise 46%, Fast Talk 64%, Listen 43%, Locksmith 62%, Navigate 36%, Stealth 76%, Swim 41%.

**George Thornton**

Thornton has the look and demeanour of a cutthroat: narrow-faced, furtive and ruthless. He is often called upon take charge of the disposal of the cult's victims.

**William Petts**

Petts, a cook at The Vulture in Limehouse, is a fastidious little man: small, neat and meticulously clean. He revels in the defilement rituals practised by the Disciples of the Scarlet Palm.

**William Petts**

Age 44, Cook

STR 45    CON 75    SIZ 45    INT 60  
 POW 55    DEX 65    APP 65    EDU 55  
 HP 12    DB 0    Build 0    Move 7

Sanity: 31

**Attacks: 1**

Brawl 31% (15/6), damage 1D3

Knife 31% (15/6), damage 1D4+2

Dodge 32% (16/6)

**Skills:** Art/Craft (Cooking) 56%, Credit Rating 10%, Cthulhu Mythos 09%, Occult 37%.



## CREWMEN

	STR	CON	SIZ	INT	POW	DEX	APP	EDU	SAN	HP	db	bld	mv
Frank Welch, Boatswain	60	60	60	60	60	55	65	45	35	12	0	0	9
Thomas Bowen, Able Seaman/Waiter	60	70	55	45	55	65	70	45	43	12	0	0	9
James Woolcote, Able Seaman/Waiter	55	75	60	50	55	60	40	35	32	13	0	0	8
John Radley, Able Seaman/Waiter	65	65	50	40	60	50	50	50	48	11	0	0	8
Daniel Gooch, Ordinary Seaman/Waiter	55	65	55	45	45	45	45	50	28	12	0	0	8
Patrick Cottrell, Stoker	75	70	70	50	50	55	55	30	43	14	1D4	+1	8
George Quayle, Stoker	75	75	75	55	60	65	35	50	27	15	1D4	+1	8

**Weapons:** Weapons: Knife 25% (12/5), 1D4 + 2 + db; Brawl 25% 1D3 + db

All crewmen have experience with Firearms (Rifle/Shotgun) 35% (17/7).



## PASSENGERS

## Celeste Archer

Celeste Archer is a cultured, charming young woman preoccupied with fashion, gossip and the latest affairs amongst her set.

## Celeste Archer

Age 22, Bright Young Thing

STR 50    CON 55    SIZ 45    INT 65  
 POW 45    DEX 65    APP 70    EDU 60  
 HP 10    DB 0    Build 0    Move 9

Sanity: 45

**Attacks:** 1

Brawl 25% (12/5), damage 1D3

Dodge 32% (16/6)

**Skills:** Charm 65%, Credit Rating 75%, Etiquette 78%,  
 Other Language (French) 80%, Persuade 62%, Ride  
 60%, Swim 42%.



**Lawrence Ashton**

Lawrence Ashton has a weakness for women. Unfortunately, women find him rather dull and unattractive. Recent encounters with prostitutes have left him vulnerable to blackmail, particularly as he is engaged to Alice Brighthouse, the daughter of a High Court Judge. He is growing increasingly desperate: financially, he cannot afford to pay the blackmail demand; socially, he dare not ignore the threat of exposure.

**Lawrence Ashton**

Age 26, Blackmail Victim

STR 65    CON 60    SIZ 65    INT 55  
 POW 50    DEX 70    APP 45    EDU 60  
 HP 12    DB +1D4    Build +1    Move 9  
 Sanity: 35

**Attacks: 1**

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 35% (17/7)

**Skills:** Accounting 34%, Credit Rating 40%, Drive Auto 27%, Fast Talk 45%, Law 62%, Library Use 15%, Firearms (Shotgun) 47%.

**Madeleine Buckingham**

Madeleine Buckingham is a frivolous, empty-headed girl who is both likeable and infuriating.

**Madeleine Buckingham**

Madeleine Buckingham  
 Age 21, Impulsive Bright Young Thing

STR 50    CON 70    SIZ 40    INT 45  
 POW 70    DEX 65    APP 70    EDU 55  
 HP 11    DB 0    Build 0    Move 9  
 Sanity: 60

**Attacks: 1**

Brawl 25% (12/5), damage 1D3  
 Dodge 32% (16/6)

**Skills:** Charm 60%, Credit Rating 75%, Etiquette 70%, Other Language (French) 56%, Persuade 68%, Ride 60%, Swim 30%.

**Christine Berringer**

The recently widowed Christine Berringer often declares that she is haunted by her husband's drowning and avoids open water as much as she can. Her decision to accept Thaddeus Grant's invitation is, she says, a way of confronting her fear. It is actually motivated by the opportunity to meet Alistair Campion Reeves. She is having a secret liaison with 'J', actually John Carmichael, a wealthy married financier. The affair predates her young husband's death.

**Christine Berringer**

Christine Berringer  
 Age 26, Young Widow

STR 50    CON 60    SIZ 50    INT 70  
 POW 50    DEX 60    APP 65    EDU 55  
 HP 11    DB 0    Build 0    Move 9  
 Sanity: 48

**Attacks: 1**

Brawl 25% (12/5), damage 1D3  
 Dodge 30% (15/6)

**Skills:** Charm 41%, Credit Rating 80%, Etiquette 67%, Other Language (French) 53%, Persuade 61%, Psychology 42%.



### Alistair Campion-Reeves

A nationally renowned explorer, Alistair Campion-Reeves seems a man out of time. Rugged and sunburnt, he seems to have stepped out of the 19th century and brought with him all its energy and excitement for exploration. Charming, charismatic

and amiable, he is often the main attraction at social events. Women and men flock to him, captivated by his presence and cheered by his wit.



### Alistair Campion-Reeves

Age 32, Adventurer and Explorer

STR 70	CON 80	SIZ 75	INT 70
POW 65	DEX 75	APP 75	EDU 85
HP 14	DB +1D4	Build +1	Move 8

Sanity: 52

#### Attacks: 1

Brawl 37% (17/7), damage 1D3+1D4  
 Colt M1911 .45 semi-automatic pistol 63% (31/12),  
 damage 1D10+2  
 Dodge 37% (17/7)

**Skills:** Anthropology 56%, Archaeology 22%, Climb 47%, Credit Rating 75%, Drive Auto 34%, History 56%, Other Language (Arabic) 82%, Survival 62%, Track 34%.

### Victor Fairchild

Besppectated and prematurely balding, Victor Fairchild is one of the most active and wealthy book collectors in London. His interests are eclectic, but he favours the occult and has an impressive collection several scholars are known to consult.

### Victor Fairchild

Age 29, Book Collector

STR 60	CON 55	SIZ 65	INT 80
POW 65	DEX 65	APP 60	EDU 80
HP 12	DB +1D4	Build +1	Move 8

Sanity: 43

#### Attacks: 1

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 32% (16/6)

**Skills:** Craft (Archival Preservation) 78%, Credit Rating 70%, History 67%, Library Use 74%, Occult 43%, Other Language (Sanskrit) 52%, Spot Hidden 32%.

### Louise Godfrey

Louise Godfrey lives for tennis. She can scarcely talk about anything else. Ironically, this makes her quite a dull bright young thing.

### Louise Godfrey

Age 23, Amateur Tennis Player and Bright Young Thing

STR 65	CON 70	SIZ 55	INT 60
POW 45	DEX 70	APP 65	EDU 60
HP 12	DB 0	Build 0	Move 9

Sanity: 43

#### Attacks: 1

Brawl 25% (12/5), damage 1D4  
 Dodge 35% (17/7)

**Skills:** Credit Rating 75%, Drive Auto 21%, Etiquette 64%, Other Language (French) 14%, Persuade 23%, Swim 57%, Ride 42%, Ride 19%.

**Yvonne Forbes-Pennington**

Wed to an ageing husband, Yvonne Forbes-Pennington has a reputation for wilful behaviour and for being a resourceful, thorough and dedicated amateur archaeologist. She is confident, slightly aloof, and does not suffer fools gladly.

In conversation, she is quite formidable if she finds a fellow boring or dull-witted.

**Yvonne Forbes-Pennington**

Age 27, Amateur Archaeologist

STR 60    CON 80    SIZ 60    INT 80  
POW 65    DEX 65    APP 70    EDU 65

HP 14    DB 0    Build 0    Move 9  
Sanity: 58

**Attacks: 1**

Brawl 25% (12/5), damage 1D4

Dodge 32% (16/6)

**Skills:** Archaeology 63%, Credit Rating 85%, Drive Auto 27%, History 56%, Library Use 42%, Occult 32%, Other Language (Arabic) 37%, Ride 41%, Spot Hidden 34%, Survival 54%.

**Thaddeus Grant**

Garrulous, charming and good-natured, Thaddeus Grant is a Southern gentleman who made a fortune in shipping before

selling his holdings and migrating to England where he hopes to find a wife, a country estate and social acceptance amongst the English gentry. He has an appreciation of good food, adventure literature and forthright women. Grant is also a poker player of great enthusiasm and questionable talent. When asked why

he came to England, he will declare that he is a refugee from the Volstead Act and inform anyone listening that "No civilised country prohibits the free consumption of fine liquor."

**Thaddeus Grant**

Age 43, American Millionaire, Self-promoter and Poker Player

STR 70    CON 75    SIZ 65    INT 65  
POW 75    DEX 60    APP 70    EDU 65  
HP 14    DB +1D4    Build +1    Move 7

Sanity: 65

**Attacks: 1**

Brawl 45% (22/9), damage 2D4

Dodge 30% (15/6)

**Skills:** Accounting 75%, Credit Rating 99%, Drive Auto 21%, Etiquette 44%, Fast Talk 72%, Law 37%, Other Language (French) 34%, Persuade 63%, Firearms (Shotgun) 54%, Ride 41%, Firearms (Rifle) 62%.



### Walter Humphries

Walter Humphries has always been drawn to the mystical, the secretive, and the profane, much to his parents' consternation. He is reading Classics at Oxford, but he has recently been drawn into research on Anglo Saxon paganism and its connection with

various cult practices. What he has learned has unbalanced his mind, though he cannot resist being drawn further into his extracurricular studies.



### Walter Humphries

Age 20, Troubled Student and Aspiring Cultist

STR 70	CON 55	SIZ 65	INT 65
POW 45	DEX 60	APP 60	EDU 80
HP 12	DB +1D4	Build +1	Move 8

Sanity: 39

#### Attacks: 1

Brawl 25% (12/5), damage 2D4

Dodge 30% (15/6)

**Skills:** Anthropology 51%, Archaeology 38%, Credit Rating 85%, Etiquette 46%, History 54%, Library Use 52%, Occult 27%, Other Language (Greek) 47%, Other Language (Latin) 56%.

### Jane Landon

Attractive, refined and slightly wayward, Jane Landon is the daughter of a well-bred gentleman resident in Belgravia. Jane has a fondness for jewellery, especially other peoples' jewellery. An accomplished cat burglar and amateur cracksman, she is

responsible for lifting some of the finest items in London. Her fence, Felix, whom she met at a dinner party of dubious social merit, distributes her earnings to the East End poor. When he asked about her motives, she replied simply, "Robin Hood, darling." Tonight, she is dedicated to relieving Evelyn Westwood of her 1.22 carat three-stone diamond pendant.



### Jane Landon

Age 25, Jewel Thief

STR 65	CON 60	SIZ 55	INT 80
POW 65	DEX 70	APP 65	EDU 60
HP 11	DB 0	Build 0	Move 9

Sanity: 39

#### Attacks: 1

Brawl 25% (12/5), damage 1D4

Dodge 35% (17/6)

**Skills:** Appraise 58%, Charm 37%, Climb 58%, Credit Rating 75%, Disguise 23%, Etiquette 72%, Fast Talk 54%, Listen 48%, Locksmith 67%, Sleight of Hand 51%, Spot Hidden 48%, Stealth 64%.

**Gerald Montgomery**

Gerald Montgomery is a professional spectator. He adores watching sport and observing people. He has little to say, preferring to amuse himself by making up stories, sometimes quite lewd, about the activities of those with whom he socialises.

He is neither intellectually nor physically healthy.

**James Neville**

James Neville is a cad, responsible for ruining the reputation of several young women. He is also in love with Violet Gibbs-Woolf. Caught between his desire for her and his unwillingness to treat her like anything but a goddess, he is doomed to make a fool of himself.

**Gerald Montgomery**

Age 24, Gentleman

STR 55	CON 45	SIZ 65	INT 60
POW 70	DEX 55	APP 70	EDU 65
HP 11	DB 0	Build 0	Move 7

Sanity: 68

**Attacks: 1**

Brawl 25% (12/5), damage 1D3  
Dodge 27% (13/5)

**Skills:** Accounting 14%, Appraise 21%, Charm 28%, Credit Rating 65%, Drive Auto 41%, Etiquette 83%, Other Language (Latin) 43%, Persuade 21%, Firearms (Shotgun) 42%.

**James Neville**

Age 27, Cad

STR 60	CON 65	SIZ 60	INT 70
POW 70	DEX 50	APP 75	EDU 70
HP 12	DB 0	Build 0	Move 8

Sanity: 62

**Attacks: 1**

Brawl 25% (12/5), damage 1D3  
Dodge 25% (12/5)

**Skills:** Accounting 33%, Appraise 23%, Boxing 41%, Charm 56%, Credit Rating 65%, Drive Auto 42%, Etiquette 76%, Persuade 64%, Firearms (Shotgun) 61%.



**Alfred Prebble**

Alfred Prebble is a worried man. Having lost both parents in the last year, he lives in fear of death. He has, until now, sought solace in the world's religions but recently he has been receiving letters and postcards that, while not quite death-threats, have

undermined his conviction in the survival of the soul. He is a nervous, mousy man popular only because of the fortune he inherited after a tram on the Embankment killed his parents.

**Alfred Prebble**

Age 24, Man without faith

STR 65    CON 60    SIZ 65    INT 45  
 POW 65    DEX 60    APP 55    EDU 60  
 HP 12    DB +1D4    Build +1    Move 8  
 Sanity: 32

**Attacks: 1**

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 30% (15/6)

**Skills:** Accounting 40%, Appraise 20%, Credit Rating 90%, Drive Auto 31%, Etiquette 73%, Firearms (Rifle) 31%, Law 27%, Library Use 29%, Other Language (French) 23%.

**Albert Rhodes**

An old 'hunting' partner of James Neville, Rhodes is a callous manipulator of women. Josephine Shawcross is his latest victim but he has already grown bored with her lack of adventurousness. He finds Henrietta Wilde much more

enticing with her furtive expressions and exotic looks. And if there should be a scandal, he is confident that her father, the Rt. Honourable Bartholomew Wilde, MP, will be generous enough to buy his silence.

**Albert Rhodes**

Age 26, Gentleman

STR 70    CON 60    SIZ 60    INT 75  
 POW 70    DEX 65    APP 75    EDU 70  
 HP 13    DB +1D4    Build +1    Move 9  
 Sanity: 62

**Attacks: 1**

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 32% (16/6)

**Skills:** Appraise 42%, Charm 65%, Credit Rating 75%, Drive Auto 32%, Etiquette 78%, Fast Talk 61%, Firearms (Rifle/Shotgun) 24%, Listen 45%, Persuade 67%.

**Josephine Shawcross**

Naïve, exploitable and child-like, Josephine Shawcross is the latest young woman to fall victim to the predations of Albert Rhodes. She is hopelessly in love and talks incessantly of the mysterious lover of whom her father would not approve. She

has convinced herself that she will be married in 1921.

**Josephine Shawcross**

Age 21, Bright Young Thing

STR 45    CON 55    SIZ 50    INT 50  
 POW 65    DEX 55    APP 70    EDU 55  
 HP 11    DB 0    Build 0    Move 8

Sanity: 60

**Attacks: 1**

Brawl 25% (12/5), damage 1D3

Dodge 27% (13/5)

**Skills:** Appraise 34%, Charm 47%, Credit Rating 75%,  
 Drive Auto 22%, Etiquette 78%, Firearms (Shotgun) 34%,  
 Other Language (French) 23%, Swim 57%, Ride 29%.

**Donald Winthrop**

Donald Winthrop is a murderer and morphine addict. After Emily Johns ended their brief liaison to marry Gordon Dodd, Winthrop became obsessed with her. His obsession led him to kill her husband. Winthrop is now trying to reconnect with

society in an effort to appear indifferent to Emily, who he hopes will one day fall for him again. As a result, he is overly friendly and anxious to please.

**Donald Winthrop**

Age 28, Murderer

STR 80    CON 55    SIZ 60    INT 70  
 POW 50    DEX 60    APP 65    EDU 80  
 HP 11    DB +1D4    Build +1    Move 9

Sanity: 32

**Attacks: 1**

Brawl 28% (14/5), damage 1D3+1D4

Dodge 30% (15/6)

**Skills:** Appraise 22%, Charm 35%, Credit Rating  
 45%, Drive Auto 52%, Etiquette 78%, Fast Talk 56%,  
 Firearms (Shotgun) 64%, Listen 45%, Persuade 47%.



**Violet Gibbs-Woolf**

Violet Gibbs-Woolf, heiress to the Gibbs-Woolf shipping line, is smart, intelligent and strikingly beautiful. She is impervious to charm and views many of her suitors with the gentle affection one reserves for the uncoordinated affection of a puppy.

**Violet Gibbs-Woolf**

Aged 22, Bright Young Thing and Heiress

STR 55	CON 65	SIZ 55	INT 85
POW 65	DEX 60	APP 90	EDU 65
HP 12	DB 0	Build 0	Move 9

Sanity: 60

**Attacks: 1**

Brawl 25% (12/5), damage 1D4

Dodge 30% (15/6)

**Skills:** Appraise 55%, Charm 43%, Credit Rating 95%, Drive Auto 26%, Etiquette 75%, Shotgun 52%, Other Language (German) 71%, Other Language (French) 74%, Psychology 47%, Ride 55%.

**Evelyn Westwood**

One of the wealthiest young women in London, the slender Evelyn Westwood is the daughter of Sir Richard Westwood, an industrialist with considerable interests in the Union of South Africa. She is lavish, generous, undisciplined and charming.

**Evelyn Westwood**

Age 23, Bright Young Thing

STR 45	CON 55	SIZ 60	INT 70
POW 65	DEX 55	APP 70	EDU 65
HP 11	DB 0	Build 0	Move 7

Sanity: 63

**Attacks: 1**

Brawl 25% (12/5), damage 1D3

Dodge 27% (13/5)

**Skills:** Accounting 14%, Charm 45%, Credit Rating 99%, Drive Auto 22%, Etiquette 76%, Other Language (French) 65%, Persuade 52%, Swim 29%, Ride 41%.

**Edward St John Davies**

Traumatized by his experiences during the Great War, Edward St John Davies sketches in charcoal in an effort to overcome the memories that haunt him. He has a morbid fear of suffocation and will always occupy the periphery of social groups or be found on his own, often staring into space.

**Edward St John Davies**

Age 24, DSO, MC, shell-shocked veteran

STR 70	CON 45	SIZ 65	INT 70
POW 40	DEX 60	APP 65	EDU 60
HP 10	DB +1D4	Build +1	Move 9

Sanity: 29

**Attacks: 1**

Brawl 25% (12/5), damage 1D3+1D4

Dodge 30% (15/6)

**Skills:** Boxing 44%, Credit Rating 55%, Drive Auto 21%, Firearms (Handgun) 42%, Ride 43%, Swim 62%, Throw 56%.

## THE DRISKILL MOUNTAIN JAZZ BAND

### Joe Poindexter

Joe Poindexter is married with two children. This is the first time he has left them and he misses them terribly. He wants to

go home, England is not what he thought. The weather is lousy, the people always seem to be laughing at him, and they cannot seem to enjoy themselves without being cruel.



### Joe Poindexter

Age 29, Cornetist

STR 60	CON 55	SIZ 60	INT 55
POW 50	DEX 75	APP 50	EDU 55
HP 11	DB 0	Build 0	Move 9

Sanity: 48

#### Attacks: 1

Brawl 25% (12/5), damage 1D3

Dodge 32% (16/6)

**Skills:** Art and Craft (Cornet) 92%, Art and Craft (Improvise Music) 75%, Charm 45%, Credit Rating 20%, Listen 71%, Other Language (French) 58%.

### Tony 'Big T' Laine

'Big T' is the leader of The Driskill Mountain Jazz Band. He and Thaddeus Grant were long-time friends and drinking buddies back in Louisiana and Grant promised to do all he could to make the band an international success when he made his first million.

Playing to a bunch of well-heeled Brits on a fancied-up riverboat was not Tony's idea of making it big overseas. He is not happy.



### Tony 'Big T' Laine

Age 35, Trombonist

STR 70	CON 60	SIZ 90	INT 65
POW 55	DEX 80	APP 65	EDU 45
HP 15	DB +1D4	Build +1	Move 7

Sanity: 52

#### Attacks: 1

Brawl 25% (12/5), damage 1D3+1D4

Dodge 40% (20/8)

**Skills:** Art and Craft (Improvise Music) 76%, Art and Craft (Trombone) 90%, Charm 34%, Credit Rating 20%, Fast Talk 48%, Firearms (Shotgun) 44%, Listen 69%, Other Language (French) 67%.



**Lester Mills**

Lester Mills cannot believe his luck. Just when he thought he would have to go back to hauling cargo on the Mississippi, Big Tony asked him to pack for a trip to England. Lester believes that this is his big chance. “There ain’t no way ah’m goin’ back

if ah can help it, brother,” were his final words before they started their set.

**Lester Mills**

Age 27, Clarinetist

STR 55    CON 55    SIZ 55    INT 65  
 POW 60    DEX 80    APP 60    EDU 60  
 HP 11    DB 0    Build 0    Move 9

Sanity: 54

**Attacks: 1**

Brawl 25% (12/5), damage 1D3  
 Dodge 40% (20/8)

**Skills:** Art and Craft (Improvise Music) 67%, Art and Craft (Clarinet) 89%, Charm 54%, Credit Rating 20%, Listen 73%, Other Language (French) 22%.

**Benny Grace**

Badly educated and from a poor quarter of New Orleans, Benny Grace is out of his depth aboard *The Louisiana Lady*. He just keeps quiet, and keeps the rhythm.

**Benny Grace**

Age 34, Drummer

STR 80    CON 80    SIZ 65    INT 50  
 POW 45    DEX 90    APP 45    EDU 45  
 HP 14    DB +1D4    Build +1    Move 9

Sanity: 42

**Attacks: 1**

Brawl 35% (17/7), damage 1D3+1D4  
 Dodge 45% (22/9)

**Skills:** Art and Craft (Drums) 88%, Art and Craft (Improvise Music) 78%, Charm 22%, Credit Rating 15%, Listen 60%, Other Language (French) 76%.

**Fletcher ‘Fletch’ Conrad**

Fletch is a suave, garrulous and charming pianist with an eye for an attractive lady and soft southern accent. He is a good listener and refers to the women aboard as “cher”.

**Fletcher ‘Fletch’ Conrad**

Age 37, Pianist

STR 65    CON 60    SIZ 65    INT 55  
 POW 50    DEX 85    APP 65    EDU 60  
 HP 12    DB +1D4    Build +1    Move 9

Sanity: 47

**Attacks: 1**

Brawl 25% (12/5), damage 1D3+1D4  
 Dodge 42% (21/8)

**Skills:** Art and Craft (Improvise Music) 66%, Art and Craft (Play Piano) 94%, Charm 62%, Credit Rating 30%, Fast Talk 58%, Listen 82%, Other Language (French) 68%, Persuade 81%.

## CREW AND PASSENGER SUMMARY TABLE

Name	Cabin No.	Notes on character	Fate
<b>The Crew</b>			
James Blunden, Captain	Crew Cabin E	Heavy-set, curt and uncommunicative	Killed, Pilot House
Albert (Bert) Colyer, Chief Officer	Crew Cabin E	Good-looking and tall	Survivor, cultist
George Thornton, Second Officer	Crew Cabin E	Small and weasel-like	Survivor, cultist
Leslie Cory, Steward	Crew Cabin A	Left-handed loner	Survivor, cultist
William Frampton, Engineer	Crew Cabin A	Intelligent, courteous	Survivor, cultist
William Petts, Cook	Crew Cabin A	Small, neat, clean	Survivor, cultist
Frank Welch, Boatswain	Crew Cabin B	Carries a whistle	Killed, dining room
Thomas Bowen, Able Seaman/Waiter	Crew Cabin B	Broken nose and sliced ear	Survivor, cultist
James Woolcote, Able Seaman/Waiter	Crew Cabin B	Slender with red hair and beard	Killed, galley
John Radley, Able Seaman/Waiter	Crew Cabin C	Long face and jug ears	Killed, galley
Daniel Gooch, Ordinary Seaman/Waiter	Crew Cabin C	Skinny with acned face	Survivor, cultist
Patrick Cottrell, Stoker	Crew Cabin C	Solidly built man with no front teeth	Killed, saloon deck
George Quayle, Stoker	Crew Cabin C	Burly, muscular man dark with soot	Survivor, cultist
<b>The Host and Guests</b>			
Celeste Archer	1	Bright Young Thing preoccupied with gossip	Survivor, captive
Lawrence Ashton	8	Blackmailed by prostitute and her pimp	Survivor, captive
Christine Berringer	2	Widow whose husband drowned	Killed, dining room
Madeleine Buckingham	3	Frivolous and empty-headed	Killed, Reception
Alistair Campion-Reeves	9	Explorer and adventurer	Killed, outside Lower Viewing Deck
William Cunliffe	10	Vicar of the Disciples of the Scarlet Palm	Survivor, cultist
Victor Fairchild	15	Book collector	Killed, dining room
Yvonne Forbes-Pennington	4	Wilful amateur archaeologist, wed to an aging husband	Survivor, Lower Viewing Deck
Violet Gibbs-Woolf	5	Beautiful, intelligent heiress	Killed, Dining Room
Louise Godfrey	6	Rather dull amateur tennis player	Killed, Dining Room
Thaddeus Grant	Captain's Cabin	American expatriate and millionaire	Survivor, captive
Walter Humphries	15	Troubled student and aspiring cultist	Survivor, captive
Felicia Ingram	7	Fosterling of Y'golonac	Survivor, cultist
Jane Landon	17	Bright Young Thing and jewel thief	Survivor, captive
Gerald Montgomery	11	Professional spectator, shallow	Killed, Reception
James Neville	16	Womaniser with designs on Violet Gibbs-Woolf	Killed, Dining Room
Alfred Prebble	16	Orphan suffering a crisis of faith	Killed, Reception
Albert Rhodes	12	Callous manipulator of women: has sex with Josephine Shawcross	Killed, Dining Room
Josephine Shawcross	18	Naïve, exploitable and child-like: has sex with Albert Rhodes	Survivor, captive
Edward St John Davies	14	Shell-shocked veteran	Commits suicide in cabin
Evelyn Westwood	19	Lavish, generous and charming	Survivor, captive
Donald Winthrop	11	Murderer of Gordon Dodd	Killed in cabin



Investigator	20		
Investigator	20		
Investigator	21		
Investigator	21		
Investigator	22		
Investigator	22		
Investigator or empty	23		
Investigator or empty	23		
Investigator or empty	24		
Investigator or empty	24		
<b>The Band</b>			
Benny Grace	Crew Cabin D	Drummer, poorly educated	Killed, Dining Room
Tony 'Big T' Laine	Crew Cabin D	Trombonist, unhappy hand leader	Survivor, hiding in Cabin 1
Joe Poindexter	Crew Cabin D	Cornettist, wants to go home	Killed, Dining Room
Lester Mills	Crew Cabin D	Clarinetist, thinks England is his big chance	Killed, Dining Room
Fletcher 'Fletch' Conrad	Crew Cabin D	Pianist, suave, charming, garrulous	Killed, Dining Room

## SWALE ZOMBIES

Swale zombies are reanimated corpses raised from marshland or waterlogged ground. They are generally weaker than other forms of zombie as a result of the rapid decomposition and liquefaction of tissues that occurs in such terrain. They can be raised using Black Binding or Create Zombie spells. Swale zombies retain their physical integrity for 1D4 weeks before decomposition renders them immobile. They cannot be destroyed by salt and are not affected by fire.

### Swale Zombies

STR 80    CON 80    SIZ 55    POW 05  
 DEX 35    HP 12    DB +1D4    Build +1  
 MP 1    Move 6

#### Attacks: 1

Fighting 30% (15/6), damage 1D3+1D4

Dodge 17% (8/3)

**Armour:** Impaling weapons do no damage, all others do half damage. Shotguns do double damage.

**Sanity loss:** 1/1D6 Sanity points to see a Swale zombie for the first time.



**Handout 1: Newspaper cutting**

# NEW ORLEANS ON THE THAMES

New Orleans to float in splendour on the Thames, all at the behest and expense of American millionaires Thaddeus Grant. Mr Grant, whose singular exploits have so often graced this column, told our correspondent: 'I wanted to bring some heartfelt Dixieland romance to this great city and its magnificent waterway. I could think of nothing finer for achieving that objective than the beauty and majesty of one of America's splendid riverboats.'

Rebuilt and refitted by John I. Thornycroft & Co., the renamed *Louisiana Lady* makes her maiden voyage on 21st June, sailing from Greenwich Pier for a most brilliant solstice cruise, culminating with a spectacular firework display at Coalhouse Fort at East Tilbury. Mr Grant, ever popular with London's boisterous youth, has promised the solstice party of a lifetime with a distinctly American flavour. I wonder how many of his guests will remember the occasion ere the 22nd.

To-day's Gossip: News and Views About Men, Women, and Affairs in General', *The Daily Mirror*, Saturday 19th June, 1920

**Handout 2: Letter from Cunliffe to Captain James Blunden (Cabin E)**

Blunden -

19th June, 1920

*It's done. Dawson and his men will be too sick to crew the riverboat. I need you to assemble the Disciples. Only those you trust, mind, especially those with river experience.*

*Get your crew of fifteen strangers. We shall. The ship will be a blaze of glory. They will go out to our acolytes across the city and tell them of the great work I have done. Transformed, she will be magnificent. Our lord will - must - answer this time. There will be no more ignominy. I will rise, and you will rise with me, Blunden. I will return to Liverpool and I will sweep him from his perch and the Disciples of the Scarlet Palm will writhe and lust and scream before me. There will be no atrocity left unknown to us.*

*I will meet you and your 'crew' in the usual place on the 20th. Tell Gough to bring the mandrake. Remind him that there must be enough for twenty-five: the perfect symbolic square, the square of the sum of man and woman.*

*William*



**Handout 3:** Inscription inside a birthday card (Cabin 7)

*Tonight, my love, you will come of age.*

*We will fornicate in their entrails.*

*W*

**Handout 4, 5 and 6:** Blackmail letters received by Lawrence Ashton (Cabin 8)

2nd June

Mister Ashton, Sir,

It has come to my attention that you have been frequenting a certain establishment well known to me, and enjoying the company of certain ladies of my acquaintance. I understand that a fine gentleman such as yourself has needs but I am sure you will agree that such needs are best kept private. One of your little sweethearts tells me that you are engaged to be married and I'd like to offer you my congratulations. Nothings quite so sweet as young love, is it? But I can't help but think how embarrassing it would be if your young lady - that's the bride your not paying for - happened to find out about your little trips down Flower and Dean. Lets say you take out a bit of insurance against this eventuality and make a generous donation to the Poor Womans Fund what I've set up. Two hundred guineas should be about right. Lilly is the treasurer. Shell be waiting in the Frying Pan on the corner of Thrawl Street Thursday week. You can call by anytime. I fancy she might have an idea or two about what kind of receipt you'd like.

11th June

Mister Ashton, Sir,

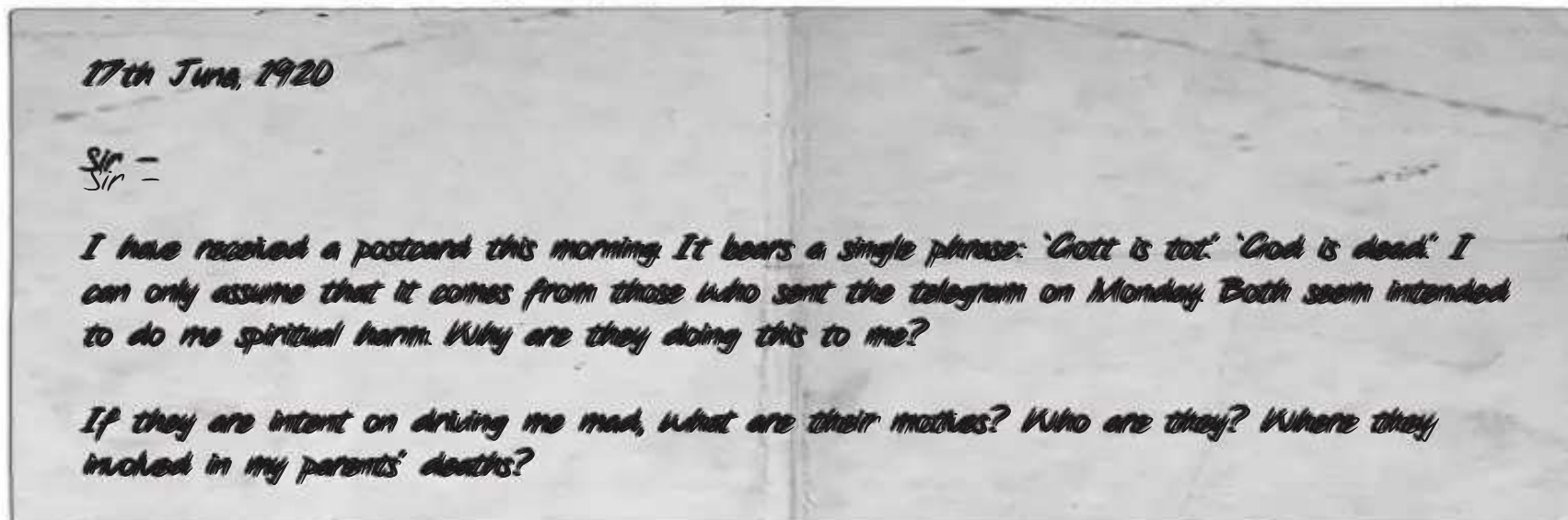
Imagine poor Lillys disappointment when you missed your appointment with her. Now imagine your fiancée's disappointment when she learns about all the other appointments you have kept with Annie and Mary and Marthe and Ruth. Dont disappoint Lilly again, Mister Ashton, or Ill have to upset your wedding plans with Alice Brighthouse. I hear her fathers a wealthy man. Shame to lose out on all that money for three hundred guineas now, isnt it? Frying Pan. Thursday.

18th June

Mister Ashton, Sir,

If you dont care for your reputation, or for your future matrimonial bliss, perhaps you value something else. Breathing perhaps. London's a dangerous place. Bad things can happen. Bad things that can go away for four hundred guineas. Last chance. Frying Pan. Thursday. If I dont see you there, or the bluebottles come around, you wont see me, Mr Ashton. But you'll feel my bite.

**Handout 7:** An incomplete letter by Alfred Prebble, which has no destination address (Cabin 16)



**Handout 8:** Crew Roster

<b>CREW ROSTER</b>	
<del>Robert Dawson, Captain</del>	James Blunden
<del>Douglas Lloyd, Chief Officer</del>	Albert Colyer
<del>Donald Simmons, Second Officer</del>	George Thornton
<del>Frederick Lucas, Steward</del>	Leslie Cory
<del>Ernest Coleman, Engineer</del>	William Frampton
<del>Wilfred Bond, Cook</del>	William Petts
<del>Percy Hill, Boatswain</del>	
<del>Arthur Neal, Able Seaman</del>	<del>Frank Welch</del> Thomas Bowen (Waiting on)
<del>Joseph Tabraham, Able Seaman</del>	James Woolcote (Waiting on)
<del>Henry Sutton, Able Seaman</del>	John Radley (Waiting on)
<del>Stephen Pritchard</del>	
<del>Stanley Shaw, Ordinary Seaman</del>	Daniel Gooch (Waiting on)
<del>Duncan Reid, Ordinary Seaman</del>	
<del>Hugh Newman, Stoker</del>	Patrick Cottrell
<del>Norman Baker, Stoker</del>	George Quayle

**Handout 9:** (The investigators' names have been handwritten at the bottom in three different inks.)

<b>PASSENGER LIST</b>	
<del>Celeste Archer</del>	James Neville
<del>Lawrence Ashton</del>	Alfred Prebble
<del>Christine Berringer</del>	Albert Rhodes
<del>Madeleine Buckingham</del>	Josephine Shawcross
<del>Alistair Campion-Reeves</del>	Edward St John Davies
<del>William Cunliffe</del>	Evelyn Westwood
<del>Victor Fairchild</del>	Donald Winthrop
<del>Yvonne Forbes-Pennington</del>	_____
<del>Violet Gibbs-Woolf</del>	_____
<del>Louise Godfrey</del>	_____
<del>Walter Humphries</del>	_____
<del>Felicia Ingram</del>	_____
<del>Jane Landon</del>	_____
<del>Gerald Montgomery</del>	_____





# WHERE TO SPEND YOUR HOLIDAY WHATEVER THE WEATHER

**PALACE OF WESTMINSTER**  
The Palace of Westminster, the seat of the British Parliament, is a magnificent example of Gothic architecture. It is situated on the south bank of the River Thames in London. The Palace is open to the public and is a popular sight for tourists. It is a must-see for anyone visiting London.



**BRITISH MUSEUM**  
The British Museum is one of the largest and most important museums in the world. It is located in London and is open to the public. The museum contains a vast collection of objects from all over the world, including ancient Egyptian mummies, Greek and Roman artifacts, and modern scientific instruments. It is a must-visit for anyone interested in history and science.



**NATIONAL GALLERY**  
The National Gallery is a museum of Western European paintings. It is located in London and is open to the public. The gallery contains a vast collection of paintings, including works by Leonardo da Vinci, Michelangelo, and Raphael. It is a must-visit for anyone interested in art.

**THE ZOO**  
The London Zoo is one of the oldest and largest zoos in the world. It is located in Regent's Park, London. The zoo is home to a wide variety of animals, including lions, tigers, and bears. It is a popular destination for families and is open to the public.



**ST. PAUL'S CATHEDRAL**  
St. Paul's Cathedral is a large Anglican cathedral in London. It is the second largest church in the United Kingdom. The cathedral is a masterpiece of Baroque architecture and is a popular sight for tourists. It is open to the public and is a must-visit for anyone interested in religion and architecture.

**REGENT'S PARK**  
Regent's Park is a large public park in London. It is one of the largest parks in the city and is a popular destination for families and tourists. The park is home to a wide variety of trees and flowers and is a beautiful place to spend a day. It is open to the public and is a must-visit for anyone interested in nature and recreation.



**VICTORIA AND ALBERT MUSEUM**  
The Victoria and Albert Museum is a museum of art and design. It is located in London and is open to the public. The museum contains a vast collection of art and design objects, including paintings, sculptures, and furniture. It is a must-visit for anyone interested in art and design.



**HYDE PARK & KENSINGTON GARDENS**  
Hyde Park and Kensington Gardens are two of the largest parks in London. They are located in the heart of the city and are a popular destination for families and tourists. The parks are home to a wide variety of trees and flowers and are a beautiful place to spend a day. They are open to the public and are a must-visit for anyone interested in nature and recreation.

**WESTMINSTER ABBEY**  
Westminster Abbey is a large Gothic church in London. It is the site of many important events in British history, including the coronations of British monarchs. The abbey is a masterpiece of Gothic architecture and is a popular sight for tourists. It is open to the public and is a must-visit for anyone interested in religion and architecture.



**TOWER OF LONDON**  
The Tower of London is a large stone building in London. It is one of the most important landmarks in the city and is a popular sight for tourists. The tower is a masterpiece of Norman architecture and is a must-visit for anyone interested in history and architecture.



**NATURAL HISTORY MUSEUM**  
The Natural History Museum is a museum of natural history. It is located in London and is open to the public. The museum contains a vast collection of natural history objects, including fossils, minerals, and plants. It is a must-visit for anyone interested in natural history and science.

**HAMSTEAD HEATH**  
Hamstead Heath is a large public park in London. It is one of the largest parks in the city and is a popular destination for families and tourists. The heath is home to a wide variety of trees and flowers and is a beautiful place to spend a day. It is open to the public and is a must-visit for anyone interested in nature and recreation.



**LONDON MUSEUM**  
The London Museum is a museum of London's history and culture. It is located in London and is open to the public. The museum contains a vast collection of objects related to London's history and culture, including maps, documents, and artifacts. It is a must-visit for anyone interested in London's history and culture.

**TATE GALLERY**  
The Tate Gallery is a museum of modern art. It is located in London and is open to the public. The gallery contains a vast collection of modern art, including paintings, sculptures, and prints. It is a must-visit for anyone interested in modern art.



*Looking for car  
half as many as  
means the difference  
for East-End families*

HYDE PARK  
THE MALL (BUCKINGHAM  
ST. JAMES'S



# THOSE POOR SOULS WHO DWELL IN LIGHT

## • INTRODUCTION •

When a crystal artefact comes into the possession of a London vicar he gains magical powers and uses them upon vulnerable members of his congregation. This leads to a series of crimes, including murder and theft. The Reverend then seeks to fulfil a higher purpose. Using the crystal, he seeks to open a backdoor to heaven, but the place he finds is far from paradise.

**Keeper's Note:** Amongst his crimes, Reverend Leigh has used the artefact to seduce some of his congregation. This is tantamount to rape, and Keeper's should be aware of the sensitivities of their players and be prepared to cut or tone down this aspect if needed.

## • KEEPER'S INFORMATION •

### KEEPER'S TIMELINE OF EVENTS

#### 1923

March: The hauntings begin at the Crespo house. Father Thomas is called in to investigate the hauntings.

The house becomes famous as people queue to hear the voice of angels.

Reverend Leigh visits the house and retrieves a crystal from within the floor, after which the voices cease.

April: Reverend Leigh researches the crystal and begins to comprehend the Enochian language.

August: Reverend Leigh begins to experiment in using the Enochian language on his congregation.

September: A woman commits suicide following abuse by Reverend Leigh.

November: Reverend Leigh impregnates numerous members of his congregation.

Reverend Leigh meets with Sofia De Santis. She becomes a member of his congregation.

#### 1924

January 26th: Mary Hamer dies in the street. Later that day Doctor Banks is infected by the spawn.

January 28th: Clive McLaglen steals a valuable book from his own bookbinders workshop.

January 28th: Samuel Masson (apprentice bookbinder) is accused of stealing the book by Mr McLaglen.

February 2nd: Alice Daw visits her uncle, Lionel. He catches her attempting to steal one of his books.

February 3rd: Alice Daw dies (as spawn breaks out).

February 4th: Lionel, Alice's uncle, meets with investigators. The scenario begins.

February 4th: Eric Burgess (decorator) steals a book from his employer and is chased down the street.

February 5th: Sofia De Santis dies at the Crespo house.

Time as appropriate: Reverend Miller is murdered by a mob in the street.

### REVEREND LEIGH

Reverend Leigh is one of the vicars at the Church of St James on Clerkenwell Close in the borough of Finsbury. He had long been obsessed with the work of John Dee and Edward Kelly, reading everything he can find on the subject. He is fascinated by the Enochian language, the language of angels. Last year, when he heard of a haunted house in Clerkenwell (and the mention



of angelic voices) he paid it a visit. Knowing what he did, he searched the house and located a crystal – the Chrystallum – hidden beneath a floorboard. This he took without explanation. The phenomena at the house ended and public attention moved on to other things.



Reverend Leigh was elated to have the crystal in his possession. He began at once to lose himself in its seductive and otherworldly qualities, seemingly finding within it, the

answers and mysticism that he had always longed to find through religion. Over the course of a few weeks Reverend Leigh's familiarity and understanding of the voices grew. Over the coming months Reverend Leigh came to believe that he was eavesdropping on the angels, as if he were a child listening

to secret adult conversations that were not meant for young ears. This gave him a thrill of excitement; what secrets might he hear? What he heard astounded him. He heard words that could control the minds and bodies of men and women. Surely such power could only be exercised by God and his angels? Reverend Leigh decided to test his ability.

He found he had the power to affect people and exploited this power in the perennial human fashion: to satisfy his base urges for sex, revenge, power and wealth. He exploited his position, targeting his parishioners. His commands resulted in a series of seemingly motiveless crimes carried out by members of his congregation. His enemies were slain or wronged, sexual partners were delivered to his door, stolen books brought to him, etc.

**Personal description:** Leigh is a portly fellow with a red-face and pale straw-coloured hair. He wears spectacles and will be dressed in religious robes.

## Shared Delusions of the Unwary Mind

- Magic point cost: 10 magic points per target (Leigh has a store of up to 100 magic points in the Chrystallum).
- Sanity cost: 3 plus 1 per target
- Casting time: instantaneous

The caster must win an opposed POW roll with the target or targets. From the moment the spell is cast the targets are completely entranced by the caster. From the point of view of the targets they are continuing to act as they wish, but in reality they are just stood still in a trance. The caster can hold them in the trance for up to one hour.

The spellcaster orchestrates a delusion that is shared by all the targets. The spell caster is in complete control of everything that the targets perceive, but the targets retain control of how they react.

If an event within the delusion would seem to cause physical harm to a target they should perceive themselves taking the

damage, but any such damage is part of the delusion and not real. If the damage would be sufficient to cause a character to fall unconscious (or even die) the character will perceive themselves to be unconscious within the delusion.

If a target takes any actual damage while in the trance, the spell is immediately broken for that character. So if the caster hit an entranced character, this would inflict damage and the spell would be broken for that target.

The caster may instruct a target to actually travel to another location before the spell ends. Thus the target might arrive home with false memories of the previous hour.

Events that take place within the delusion lack the power to cause Sanity Point loss. Even if something terrible appears to

happen, for example the caster introduces a monster into the shared delusion, the targets do not have to make Sanity rolls. This may strike players as strange, which of course it is.

## Reverend Albert Leigh

Age 41, Corrupt Clergyman

STR 60    CON 50    SIZ 60    INT 65  
 POW 110    DEX 53    APP 55    EDU 65  
 HP 11    DB 0    Build 0    Move 7  
 Sanity: 0

**Attacks:** Brawl 40% (20/8), damage 1D3  
 Dodge 30% (15/6)

**Skills:** Charm 40%, Credit Rating 55%, Cthulhu Mythos 15%, Intimidate 70%, Occult 70%, Persuade 60%.

**Spells:** Words of Power, Mental Suggestion, Dominate, Cloud Memory, Mindblast, Shared Delusions of the Unwary Mind (see previous page).

**Secrets and Goals:** Leigh is conflicted. He feels guilty but continues to harm people in his quest for power. He has found a magical gate to another dimension known as the Great White Space and follows the orders of the 'angels' (elder things) that reside there. His experiences in the Great White Space have broken his mind. He now lacks any real plan, but will continue to corrupt people and spread the influence of the elder things.

**Playing Reverend Leigh:** Always try to take advantage of the situation. He can be charming or stern as suits his needs.

## THE CHRYSTALLUM

The Chrystallum is a palm-sized lump of dark crystal or glass. Its many facets have clearly been cut and polished. If held up to the light it can be seen to be purple in colour. If the viewer looks deeply into the Chrystallum for a few minutes he or she will begin to hear a sound. The sound grows until strange words can be distinguished. If a person touches the Chrystallum the words pound loudly inside their heads.

The Chrystallum also acts as a receptacle for up to 100 magic points that can be accessed by Leigh remotely; he does not have to have it on his person to achieve this. At the start of the game it holds 70 magic points. Leigh can deposit his own magic points into the Chrystallum at will.

Edward Kelly used the Chrystallum. He had gained understanding of the Enochian language and transcribed some of what he heard for Doctor John Dee. He modified what he wrote for his own advantage, and thus the secrets of the language were obfuscated.

### The Enochian Language

Enochian is the language of angels. In the story of Genesis, God is said to have spoken in the Enochian language when he communicated with Adam and Eve. This language was





written down by the prophet Enoch (hence Enochian), but the book was lost in the Great Flood and the language was lost to humanity thereafter.

### **The Enochian Code**

The Chrystallum acts as a listening device, allowing one to communicate with the elder things drifting in the Great White Space. Humanity was created by the elder things in the distant past, and their language is capable of affecting organic human life at a deep level. Through extended use of the Chrystallum a person might learn enough of the Enochian code to be able to use it to manipulate other people.

Leigh has learned how to use the code. The effects parallel certain spells from *The Call of Cthulhu Rulebook*. If an affected person is specifically questioned about an altered memory they will become confused or agitated. They may become aware that something has been forgotten or is in some way not right. A successful use of the Psychotherapy or Hypnosis skill will serve to reverse the effect of the code and allow an individual to truly remember.

The code runs deep within humans, all the way down to the molecular level. The use of the code upon a person causes unforeseen side-effects. The side-effects may be psychological or even physiological. Some examples include:

- Skin begins to shine with an inner light.
- The person develops psychometric powers.
- A random mania from *The Call of Cthulhu Rulebook*.
- The person is especially susceptible to possession by the elder things in the Great White Space.
- The person can commune with certain animals such as rats, cats or birds.

## **THE SINS OF REVEREND LEIGH**

Reverend Leigh's role at the church requires him to listen to and offer advice and guidance to members of his congregation. This provided him with ample opportunity to test out his newfound knowledge. He was careful to target the poor and needy. Any accusations they might make against Reverend Leigh would be unlikely to be given much credence by a society and police force that still hold the church and its ministers in awe. If his powers failed, any utterances of the Enochian code could be explained away as Latin to the uneducated.

Leigh finds he is able to cause a person to show affection or enmity for a specific person. He is able to persuade them to give significant donations to the church, directly into his hands. He even finds he is able to cause a woman to forget her grief for a dead son. These experiments serve to bolster his confidence

in his newfound abilities. Once he was convinced of his power over people he began to plot. All the things that he had wanted all his life were now available to him. He was a child, the world was his sweet shop, and everything was his for the taking. The power opened doors in his mind to thoughts that he had long suppressed. Dark thoughts.

### **Reverend Leigh and the Sin of Fornication**

Eileen Pinnar, a young mother, was an early target of Leigh's lust. She was unable to remember the specifics of what happened in the crypt, but was so traumatised that she committed suicide. Reverend Leigh was shaken by her death, even more-so when he was asked to perform the funeral. Some mourners might remember just how genuinely upset Reverend Leigh was that day.

Following the funeral Reverend Leigh tried to find salvation and turned to his fellow vicar, Reverend Smith. Leigh and Smith never saw eye to eye and the meeting went badly. Reverend Leigh's spirit was tempered by the event, and he became ever more callous. His hungry eyes turned once more upon his congregation, his tastes becoming far less finicky than before.

The Reverend's abuse has led to a string of pregnancies. He is aware of some of these and is secretly proud of his virility. He is unaware that his offspring are less than human.

### **Reverend Leigh and the Sin of Murder**

Reverend Leigh feigns concern when Reverend Miller comes to him in search of support. Leigh is secretly proud that his congregation are loyal to him and him alone. What happens next goes beyond what Reverend Leigh had intended. Unless the players intervene, Miller will be killed by a mob in the street.

### **Reverend Leigh and the Sin of Greed**

Reverend Leigh can get money from his parishioners with ease. There is something he wants more than money, and that is books of knowledge. He is always looking to broaden his understanding and has a list of volumes that he is seeking.

A wide variety of people attend Reverend Leigh's church. Some are wealthy, and some work for wealthy employers. Some of these wealthy individuals have private libraries containing valuable tomes of interest to Reverend Leigh.

Using the code he is able to manipulate members of the congregation to steal select volumes for him. The thief is instructed to forget their actions. In most cases the theft is not immediately noticed, and when it is the culprit is difficult to identify. Even if a culprit is somehow identified, they cannot remember where they took the stolen item. Their apparent forgetfulness will usually be misconstrued as deception.

## • THE INVESTIGATORS •

The investigators are called in by the uncle of a deceased young woman. Having the player characters be members of an investigator group with links to law enforcement or private investigators would be the obvious choice for this scenario and the scenario is presented with this approach in mind.

### THE OPENING SCENE: MEETING LIONEL

The game begins with the investigators being called by Lionel Gullan to investigate the death of his niece, Alice Daw, who passed away yesterday.

### Lionel Gullan

Lionel Gullan is the brother of Alice Daw's mother. Lionel lives a reclusive life among his books and cats. He has some investments that yield a moderate income and, aside from his purchasing of rare books, lives a frugal lifestyle. He is greatly saddened by

the death of his niece, who used to pay him regular visits, most recently on the day before she died. During that visit he caught her stealing one his books. When he confronted her she seemed to be unaware of having taken the book, as if she had been in a dream. The incident left Lionel confused and Alice ashamed. She left in haste. That was the last time Lionel saw her.

The book in question is entitled *Liber de Lumine* (The Book of Light), by Ramon Llull. Originally written in 1283, this copy was printed in Milan in 1827. Llull is reputed to have received his books via divine inspiration. Perhaps he heard the whispering voices of the elder things.

Unbeknownst to Lionel, Alice had stolen another book. His house is so disorganised that even if he were to miss one particular book, he would simply become angry and frustrated at himself, assuming that he had misplaced it.

Yesterday evening Lionel received a visit from Doctor Banks, the doctor who attended his niece's death. Over a glass of whiskey they discussed her plight. Banks confided that the girl had not died as a result of complications in a miscarriage, but that the police were likely to settle on that easy explanation.





Lionel suspects that whoever got his niece pregnant was manipulating her in some way and asks the investigators to find out what was going on and who is responsible. He offers to pay them their regular fee for such work. If pressed for details of his niece's death he takes a gulp of whiskey and directs the investigators to speak with Doctor Banks.



### Lionel Gullan

Age 46, Reclusive Uncle

STR 50      CON 60      SIZ 55      INT 75

POW 60      DEX 62      APP 50      EDU 70  
HP 11      DB 0      Build 0      Move 7

Sanity: 60

**Attacks:** Brawl 25% (12/5), damage 1D3  
Dodge 31% (15/6)

**Skills:** Credit Rating 45%, Occult 40%, History 60%.

**Personal description:** Lionel is gaunt with thinning hair. He has the pallid complexion of a man who shuns sunlight.

**Secrets and Goals:** Lionel genuinely cares about his niece. If he finds out who is responsible for her death he will seek to mete out justice at the end of a rope.

**Playing Lionel:** He is grieving for his niece and may be given to outbursts of strong emotion (rage or grief).

Following the opening scene the players are likely to visit either Doctor Banks or Alice's family home.

## THE DAW FAMILY HOME

The Daw family live on the second story of a modern terrace house on Brewhouse Yard, Finsbury. Each floor is let to a different family. There are four floors including the basement. The residence is basic, but clean and homely. Recent events have cast a sombre shadow over the house and its inhabitants.

### Mrs Dorothy Daw

Mrs Daw, 44, is a slim, dark-haired woman dressed in black. She looks after the home and children. Alice's older sister is married and lives away from home. Alice had previously confided in her mother regarding her pregnancy. Dorothy knew her daughter was seeing Cecil Bosco (see below) and expected that the two would soon be married. The girl neither confirmed nor denied whether the boy was the father. She had no memory of the real cause of her pregnancy (Reverend Leigh). If the players treat Dorothy with respect, and promise not to divulge the information to her husband, Dorothy will confide Cecil's name to the players.

### Mr Bartholomew Daw

Mr Daw, 43, is a clerk in a local accounting office. His face is drawn and his clothes hang on his thin frame. He is keen to learn the identity of Alice's lover and finds some solace in his revenge fantasies. He is unaware that his wife knows the answer to this question. He will ask seek a promise from the investigators that they will tell him the name should they find it out.

### Jethro and Arthur Daw

Alice's two younger brothers share a bedroom. Jethro has a book and swears that Alice gave it to him. This is untrue; he found the book in Alice's coat pocket. He has coloured some of the pages with his wax crayons.

The book is a vellum quarter-bound volume entitled *The Alchemical Writings of Edward Kelley*, dated 1893. The players can discover further details about Edward Kelly at any good library or by engaging Lionel in conversation on the topic.

Either of these approaches yields **Handout 1: Edward Kelly**. The book itself is a translation of several other works (dated 1676), some of which were written in prison and dedicated to Rudolph II (Emperor of Germany). The book is an occult work that explores the themes of alchemy and secrets of the

philosopher's stone, some knowledge of which was purportedly spoken to Kelly by angels. Study of the book will take a few days and grants Occult +2 (no sanity point cost). When the name of Edward Kelly comes up in play ask for Hard EDU rolls. On a success that character remembers the story of the house at which angels could apparently be heard last year (see **The Crespo House**).

#### **Alice Daw, deceased**

Alice Daw was a 17-year old who worked as a seamstress. She was pleased to accept when Reverend Leigh invited her to meet with him at the church. Mercifully she was unaware of the times they shared together in the crypt. Leigh used the code to cloud her memory. She became pregnant by Leigh, unaware that her chastity had ever been compromised. As a side effect of having been subjected to the use of the code Alice has small downy feathers growing on her shoulder blades.

Constable Wilkins was summoned around dawn on 3rd February 1924. The young woman, laid among blood-soaked bedsheets, was clearly dead. Wilkins did his best to calm the family until a doctor arrived. Wilkins used the time to question the distraught family, but this proved fruitless. When he learned from the mother that the girl was pregnant he leapt to the conclusion that the death was the result of a terrible miscarriage.

If the players conduct a thorough search of Alice's room ask for Spot Hidden rolls:

- On a regular success: they find the dust jacket for the book.
- On a hard success: they find the dust jacket and the ring.
- On an extreme success: they find the dust jacket, the ring and the spawn.

#### **The Dust Jacket**

The dust jacket is concealed in a pocket of Alice's coat. It bears the title of the book, handwritten in ink (Lionel's handwriting). It came off when Jethro took the book from her pocket. The book is now in Jethro's possession. The slim volume was stolen from her uncle's collection. She died before she was able to hand the book to Reverend Leigh.

#### **The Ring**

The ring is hidden in a drawer. On close inspection the ring has three lines carved on the inner surface that could form the letter A. The ring was given to Alice by Cecil Bosco and is of great sentimental value to him.

#### **The Spawn**

The thing that caused her wound, the spawn of Reverend Leigh, became restless in the night and began chewing its way to freedom. The girl thought the pain would pass and kept quiet for fear of her father's wrath if he should find out about her pregnancy. She soon passed out as a result of internal bleeding when the spawn severed her aorta. After feasting on the arterial blood, the thing felt its host growing lifeless. It then gnawed its way out of her abdomen and took refuge under her bed.



When moving it creeps silently. It prefers sleeping targets and will seek to gain contact with its target's skin. It then exudes an anaesthetic fluid from its barbed underside, which allows it to grip on without alerting its host. Once attached it will bite and feed. It is able to coagulate blood in such a way that the target may remain unaware that they have been bitten. This form of attack might be compared with that of a tick. This attack causes 1D3 damage. Once awake the person will notice the wound with a successful Spot Hidden roll.



Alternatively it may burrow into its host and take refuge there, leaving a small wound about half an inch across. Those that are hosts to the spawn are highly receptive to elder thing influence and possession.

The spawn will not attack Leigh or anyone that is host to another spawn.

**Description:** The spawn resembles a yellow starfish. It has five arms and is the size of a man's hand. Its underside is covered in tiny barbs, surrounding a central beak.



### The Spawn

STR 20	CON 50	SIZ 10	INT 20
POW 80	DEX 42	HP 6	Build -2
Move 4	DB -2		

**Attacks:** Special (see notes).  
Dodge 21% (10/4)

**Sanity loss:** 0/1D4 to see spawn.

### The Reverend Calls

One of several visitors that call upon the bereaved family on the day following Alice's death is Reverend Leigh. The family are part of his congregation and so his visit is to be expected. If the dust jacket is still present in Alice's room the Reverend will find it and search for the book. If Jethro still has the book Leigh will take it from him using intimidation. Jethro will be upset and confused following the incident. If the spawn is still present it will be drawn to the Reverend, only to be attacked by the family's dog. The Reverend will pretend to be horrified by the thing, which is now mangled and broken by the dog's bites. The Reverend will be careful not to do anything to arouse the suspicion of the players.

### Cecil Bosco, boyfriend of the late Alice Daw

Alice's boyfriend, Cecil Bosco, is a 17-year old apprentice to a local tailor by the name of Howkins. Cecil will be distraught at the news of Alice's death. The two of them had never consummated their relationship. If he learns that she was pregnant this will only serve to compound his grief with injustice and confusion. Recently Alice had brought up the subject of marriage and Cecil had presented her with a ring that belonged to his late grandmother. He will beg the investigators for the safe return of the ring. Cecil and the ring are somewhat of a red herring, but may serve to channel the investigators back to the Daw's home.

### QUESTIONING CONSTABLE WILKINS

Wilkins is an honest, hard-working officer who cares for his local community. He will want to know the investigators' names and credentials before talking with them. If the investigators do not have any official standing a suitable skill roll (Fast Talk, Persuade, Intimidate or Charm) will be required to get him to divulge any information.

When questioned about Alice he is able to tell the facts as he knows them. He believes the girl died from some complication arising from a miscarriage. He will direct the investigators to Doctor Banks for more on that subject. He has known the Daw family for many years and sees them every Sunday at Church.

If the matter of the stolen book is raised he will mention the theft of another book from McLaglen's bookbinders some days prior.

Wilkins knows nothing about the spawn and will be baffled and incredulous if it is brought to his attention.

### Constable Wilkins

**Personal description:** Wilkins has dark piercing eyes and is an imposing figure in his smart uniform.

**Secrets and Goals:** He has previously caught Reverend Leigh in flagrant delicto, but was caused to forget the episode with a use of the *Cloud Memory* spell. He will take the Reverend's side in a fight or argument.

**Playing Wilkins:** Everyone is a suspect, stare at them and nod as they speak. Clarify what is said to you by rephrasing it and reflecting it to the speaker for confirmation.



### Constable Wilkins

Age 26, Unquestioning Policeman

STR 70	CON 60	SIZ 75	INT 55
POW 45	DEX 67	APP 60	EDU 60
HP 13	DB +1D4	Build +1	Move 7

Sanity: 40

**Attacks:** Brawl 45% (22/9), damage 1D3 + 1D4  
 Truncheon 45% (22/9), damage 1D6 + 1D4  
 Dodge 50% (25/10)

**Skills:** Credit Rating 25%, Occult 40%, Law 55%,  
 Intimidate 65%, Persuade 40%.

### VISITING DOCTOR BANKS

Doctor Banks was the first person to inspect Alice's body. She quickly located a wound in the girl's lower back. The wound is between the ribcage and the pelvis, and is an inch and a half across; similar in size to the circle that can be made by touching the tip of your index finger to the tip of the neighbouring thumb. The edges of the wound are ragged and it appears that some flesh may be missing.

The doctor will perform an autopsy later that day (on the 4th) and will be shaken when she sees evidence of something having chewed the inside of the body. The doctor wrongly theorises that a rat has burrowed into the girl and eaten her unborn child. This is a most unlikely explanation, but is preferable to the one that now haunts Doctor Banks' every waking moment: that the unborn child ate its way out of its mother.



If questioned the doctor will insist on showing the corpse to the investigators (SAN 0/1D3) and beg them to tell her what could do such a thing. She then shows them a second body, that of Mary Hamer, who seems to have died in a similar manner. The doctor is unaware of the star-shaped spawn that escaped Mary Hamer's body and took up residence in her abdomen on 26th January.

### Doctor Edith Banks

**Personal description:** Dressed in a tweed skirt and jacket, her hair tied back in a bun. Edith peers at people over half-moon glasses.



**Secrets and Goals:** She is struggling to make sense of what she has discovered and will ask the investigators to find whatever it is that has come out of the girl's body.

**Playing Edith:** Trembling hands and the occasional stutter betray Doctor Banks' otherwise professional manner. If you want a dramatic end, have the spawn eat its way out of the doctor while the investigators are present: perhaps it bursts out of her throat.

### Doctor Edith Banks

Age 53, Fraught Physician

STR 50    CON 65    SIZ 55    INT 75  
 POW 55    DEX 72    APP 50    EDU 80  
 HP 7 (lower than normal because of spawn)

DB 0    Build 0    Move 7    Sanity: 35

**Attacks:** Brawl 30% (15/6), damage 1D3  
 Dodge 36% (18/7)

**Skills:** Credit Rating 40%, First Aid 40%, Medicine 65%, Fast Talk 60%.

## A BOOK THIEF

Clive McLaglen is a member of Reverend Leigh's congregation and runs a small bookbinding company on Berry Street. Clive is a genial fellow with grey hair and a penchant for colourful shirts. The walls of the workshop are lined with racks of metal stamps and rollers. The room smells of leather and wood.

Aware of Clive's profession, Leigh asked him to be on the lookout for certain titles, and to notify him should any of them pass through his shop. When a copy of *The Book of Dunstan* came through the door, Clive informed Reverend Leigh. After visiting the workshop to verify that it was genuine, Reverend Leigh instructed Clive to finish his repairs to the binding then bring the book to him and fabricate a story about it having been stolen from his shop. This Clive did on the evening of 28th January. On the following morning when Clive returned to his shop he realised the book was missing and asked his apprentice, Samuel Masson, what had become of it. There was

no sign of a break-in. Clive knew something was wrong but was unaware that it was he who had taken the book. He summoned a policeman (Constable Wilkins) and demanded that he arrest Samuel for the theft of the book. Lacking any evidence, no arrest was made. Samuel was dismissed from his post at the bookbinders.

## THE DEATH OF MARY HAMER

Mary was a dark-haired, plump young woman (age 18) who worked for a flower seller near Smithfield Market. Her family live on Darlington Street in a crowded apartment. There is little of value to be found there. Mary's family are regular attendees at St James's Church and she was taken in by Reverend Leigh in the same way as Alice was.

Doctor Banks was summoned on the morning of 26th January to Sans Walk, Finsbury, where Mary had collapsed in the street. Witnesses told how she screamed and held her stomach, collapsing to the pavement. Soon afterwards the girl's eyes rolled up in to her head. The spawn inside Mary's body grew restless and hungry, but had stayed inside her body.

Mary's body was taken back to the morgue for autopsy. Having escaped prior to the autopsy, the spawn lurked in the morgue until it could attach itself to the Doctor's back as she dosed in her chair.

By sheer coincidence, Mary was friends with Cecil Bosco, but the two have not seen each other since mid-January.

## THE BOOK AND THE DECORATOR

Eric Burgess is a member of the congregation at the Church of St James. Eric's job as a decorator gains him entry into the homes of the wealthy and so he was magically compelled by Reverend Leigh's to be on the lookout for certain tomes. James Ewart, a wealthy solicitor living in a plush house off Farringdon Road, employed Eric to repaint the plaster cornices in his library. Sheets protected the bookshelves from drips of paint, but not from Eric's prying eyes.

He spotted a copy of *De animae immortalitate* and tucked the book under his coat as he leaves for the evening. *De animae immortalitate* by Giovanni Pico della Mirandola (Paris, 1541),

explores the doctrine of Prisca theologia, asserting that that all religions hold one truth that was given to man by a higher power in the far distant past.

Unfortunately for Eric, just as he was leaving Mr Ewart was arriving home and they met in the hallway. Ewart spotted that Eric was concealing something and a chase ensued. Ewart caught up with Eric on Farringdon Road. Eric pulled a metal paint scraper from his pocket and stabbed Ewart in the throat. Ewart died on his knees, choking on his own blood as a crowd gathered around him.

You may wish to have the investigators witness the attack and give pursuit. This could make a great chase scene as they race through the bustling evening streets, filled with people returning from work, street vendors, cars, buses, and so on. Eric will be heading for St James's church. The Reverend Leigh will not be pleased to see him if he is bringing trouble on his heels.



### Eric Burgess

**Personal description:** Eric is dressed in blue, workman's clothes and has smudges of white paint on his face.

**Secrets and Goals:** Eric will stop at nothing to get the book to the church, where he will attempt to deliver it to Reverend Leigh.

### Eric Burgess

Age 27, Desperate Decorator

STR 65	CON 65	SIZ 60	INT 45
POW 65	DEX 77	APP 70	EDU 40
HP 12	DB +1D4	Build +1	Move 9

Sanity: 65

**Attacks:** Brawl 40% (20/8), damage 1D3 + 1D4  
Dodge 40% (20/8)

**Skills:** Art/Craft (Decorator) 65%, Climb 60%, Credit Rating 10%, Stealth 40%.

## THE CRESPO FAMILY

The Crespo family are of Italian descent. Mr Crespo bought their property when he became a clerk at the Finsbury Savings Bank on Sekforde Street. Mr and Mrs Crespo have five children and employ a housemaid. The family are all regular attendees at St Peter's Church on Clerkenwell Road, a Catholic church that is popular with the local Italian community.

Giovanni Crespo (37) is a slim, dark-haired, well-mannered gentleman. He is very welcoming to guests and is always ready to share a bottle of wine. His wife, Gabriella (33), is serious and house proud. If one of the children steps out of line she will quiet them with a look. The children Cesare (1), Domenico (3), Ermenegildo (4), Renato (7) and Antonio (9) are a constant source of interruption and activity in the Crespo house.

### The Crespo House

The story of the Crespo house forms the background to the events of this scenario. The old house in Clerkenwell is much like the others that neighbour it. It may be visited by the investigators part way through the scenario as they conduct research about Reverend Leigh, or later, when the Crespo's maid, Sofia, becomes ill.

The Crespos are unaware that their house was once the residence of Edward Kelly (note: there is no evidence that Kelly lived at this house; this is a fabrication for this scenario). During his time in residence at this house he was engaged in occult research with Doctor John Dee. Kelly's obligations took him on



various travels and while away he took the precaution of hiding certain valuables around his home in case of burglary. One particularly fine hiding place was beneath an oak floorboard in one of the bedrooms. Once nailed back in place the floorboard looked much like all the others; any burglar would have to literally take the house apart to find Kelly's valuables. One such treasure was the crystal (Chrystallum) used by Kelly in his work on the Enochian language.

A year ago, in February 1923, the Crespos' eleven-year old daughter Giana became increasingly distressed at nights. She complained of hearing voices talking to her from the darkness. A doctor was called and prescribed medication to help the child sleep. Giana swapped bedrooms with a sibling, but this did nothing to ease the problem. When the mother also began to hear the voices she kept the secret to herself. When she could no longer bear it she turned to the parish priest for assistance.

Father Thomas is a serious man, safe in the knowledge that his faith is his shield against such ghosts and demons. On entering the house he toured each room and talked at length with Mrs Crespo. Before leaving he agreed to conduct a blessing on Giana's bedroom. As he did so he was overcome with unexpected emotions. Mrs Crespo gasped and stepped back as the priest fell to his knees, a hand raised to his face. Tears of joy were rolling down Father Thomas's cheeks as he heard what he was convinced to this day to be the word of God. His parishioners previously knew him as a dour-faced cleric, and when they met him at evening prayers they found him a changed man. Some whispered that perhaps he had found a woman, to which some of the less pious added their own crude speculation.

It was not long before the reverend was back at the Crespo residence, bringing with him three fellow priests. There was something about pious people that made them more susceptible to the effects of the crystal; some would perhaps put it down to their reading of the Bible, others to their more reflective nature. Whatever it might be, two of the priests also heard the voices. The third, considering it some form of test, simply pretended to have heard. Word soon spread among both the clergy and laity alike, that angels were in residence at the Clerkenwell house. Soon there were queues down the street. Pilgrims, the sick, sceptics, religious scholars, curious

neighbours, tricksters and conmen, all queued up to enter the house in the hope of hearing the now famous Clerkenwell angels. Mr Crespo, at first reluctant to allow strangers into his house, speculated that the attention might greatly increase the value of the property (see **Handout 2: Newspaper Article**).

When news of the furore surrounding the Clerkenwell house reached Reverend Leigh he was intrigued. Reverend Leigh is a learned man and knew that Edward Kelly lived in the area, but his exact residence was unknown. Reverend Leigh visited the house and experienced the voices for himself. Having studied Kelly and Dee, he was sure that these are the same voices that were heard by Edward Kelly. The Reverend suspected that there was something hidden at the house. He returned the following day with some tools concealed about his person and insisted on being left alone in the room for a time to commune

with the angels. In this time he set about lifting a few nails, which he managed to do quietly. Beneath the floorboards he found what he sought: the crystal wrapped in a cloth. Hastily replacing the floorboard he made a swift exit, leaving the floorboard in place but loose, unable to replace the nails without causing much noise and unwanted attention.

The voices in the Crespo house fell quiet after Reverend Leigh's visit. The loose floorboard was not noticed until the next day. Mr Crespo suspects the Reverend of doing something, but has no evidence against the man. Nor can he be sure that anything was taken. If the investigators gain the trust of the Crespos they will also be shown the loose floorboard in the bedroom and share in the speculation that accompanies it.

### **Sofia De Santis**

Sofia De Santis is a 20-year old woman who has been employed as a housemaid by the Crespo family for several years. She cleans, washes and does as asked by Mrs Crespo. Her service to the Crespo family has been exemplary. Sofia lives with and cares for her widowed mother, the rest of her family having left home. Her mother was especially pleased when Sofia became a regular church-goer last Autumn.

When Reverend Leigh visited the Crespo residence last year to witness the angelic voices, his eye was caught by their housemaid, Sofia De Santis. A few months ago Leigh contrived to meet Sofia on her way home, as if by chance. Exploiting his

position as a man of the cloth he was able to talk with the girl and use the code upon her. She was not formerly a regular church-goer, but from that time on she became a regular member of the congregation of St James. Her fate was then much the same as that of Alice, Mary and a string of others.

Sofia bears no physical side-effects as a result of exposure to the code, however she had begun to perceive what would be understood as human auras (Mrs Crespo can attest to this).

On 5th February Sofia collapses at the Crespo house. Mrs Crespo attempts to take care of Sofia, summoning her family's physician, Doctor Pesavento. Sofia has a litter of spawn living in her abdomen and they are active but not feeding on her. Consequently her stomach is moving and twitching in the most disturbing way. If anyone places a hand on her stomach, they will feel something moving. Observing this requires a sanity roll (SAN 0/1D3).

Doctor Pesavento will recognise the symptoms and will make the association with Doctor Banks' cases (of which he has heard rumour). He will call Doctor Banks immediately. Sofia may later be roused to consciousness and questioned. If asked about her time with Reverend Leigh she will become confused, then hysterical if pressed. At some point that day, whenever seems most opportune, Sofia's stomach will burst open and six spawn will spew out, each hungry for a new host.

Mrs Crespo will be able to tell the investigators that Sofia was a very attentive employee. She is concerned for who will now care for Sofia's invalid mother. She will also pass comment about Sofia having been encouraged to attend church by a chance meeting with a vicar on her way home one day last November. Mrs Crespo is a Catholic, and whilst she approves of religion she would have preferred it if Sofia has attended a Catholic church.

## THE ASSAULT ON REVEREND MILLER

Following the retirement of Reverend Smith, a young vicar is bought in to take his place and to work alongside Reverend Leigh. The two are like chalk and cheese. The new vicar, Reverend Miller, is a cheery and compassionate young man.

As Reverend Leigh's command of the code grows he uses it to turn the congregation against Reverend Miller. Over the following days Reverend Miller is verbally abused by children

in the street, a woman throws an egg at him, and his bicycle is found wrecked beyond repair.

While walking to a local shop in broad daylight he is confronted by an angry old lady. When questioned later she cannot say exactly what it was that she was so angry about, just that it was something the vicar had done. Reverend Miller tried to pacify the woman, but the more he did so the angrier she became, attracting the attention of a small crowd. Two men came out of a nearby pub and began to push the vicar around. It was as if they thought of themselves as gallant knights, protecting the lady from some brigand. Then things turned ugly. Reverend Miller panicked and tried to flee but the crowd grabbed him. As he fell to the ground the mob set about his weak young body as it lay there on the hard ground. They tore at his clothes and pounded his flesh with their booted feet until his bones splintered and his skull was caved in. Even when police arrived it was difficult for them to break up the crowd, so deeply were they engaged in primal blood lust.



The investigators should be witness to this attack. The specific time and place of the attack may be positioned to best effect. If the player characters get involved they will end up in something akin to a bar-room brawl. They will only be



targeted by attacks so long as they are trying to intervene on Miller's behalf. If they manage to somehow rescue Reverend Miller and keep him safe long enough for Reverend Leigh to learn of the event and speak to the congregation, his ongoing safety maybe assured.

### Nob Members

Use these characteristics for all members of the mob that attack Reverend Miller. Differentiate individuals by varying your description of them.

STR 60	CON 55	SIZ 60	INT 45
POW 55	DEX 52	APP 50	EDU 40
HP 11	DB 0	Build 0	Move 7
Sanity: 55			

**Attacks:** Brawl 30% (15/6), damage 1D3  
Dodge 26% (13/5)

### How to Proceed

If the players become stuck on how to proceed or do not make the connection to Reverend Leigh, allow them an Idea roll, as detailed in the *Call of Cthulhu Rulebook*. The Idea roll should present the player with a concrete lead to act upon. If the Idea roll is failed, the investigators learn this information at their cost. You might have the Reverend defended by his congregation in a scene that is

reminiscent of the one in which the late Reverend Miller was murdered. Alternatively, as a result of a failed Idea roll you might frame a scene with the player characters finding definite incriminating evidence in Reverend Leigh's room, just as they see him returning home along with a group of angry parishioners.

## LEIGH BEFUDDLES THE INVESTIGATORS

When giving out clues and coming up with witness accounts try to slip in a reference to St James's Church or Reverend Leigh. Remember that for most people at this time, it was common to attend church and that it would not be considered noteworthy, other than as a way to vouch for someone's good character perhaps.

Leigh will attempt to fool the investigators with his well-meaning-vicar façade. When this fails he will swiftly change tack and use the *Shared Delusions of the Unwary Mind* spell upon them. An opposed POW roll is normally required for his magic to affect the investigators, however this can be omitted on the first occasion.

Even if a player were to score an extreme success, Leigh would win because his POW score (which is used to break a tie in this instance) is higher than that of any of the investigators. In place of the opposed POW roll simply make one POW roll for Leigh, and spend enough of his Luck points to raise the outcome to an extreme success. When Leigh uses the spell on subsequent occasions, you should use opposed POW rolls only if you fail to achieve an extreme success for Leigh (with or without a spend of Luck points).

The casting time of the spell is instantaneous and the players should not be aware of any spellcasting taking place. The players should continue to play the scene out, completely unaware that their characters are stood stock-still. They may believe that they are searching Leigh's room, arresting Leigh, taking him to the police station and so on. Leigh is aware of everything that is going on and is able to dictate everything that the investigators see, hear, smell and feel. Leigh cannot however dictate the investigators' actions; these are still under the players' control. While the investigators are so entranced, Leigh may remove items from their possession, or place things in their pockets.

From the point at which Leigh uses the spell you should run the game using his agenda. He wants the investigators off his back. Everything that occurs in the next game-hour occurs as if Leigh were in the role of Keeper.

Some examples of how Leigh might use the *Shared Delusions of the Unwary Mind* spell:

#### Example 1:

All five of the investigators visit Leigh at the priory. The landlady calls Reverend Leigh down and he talks with the investigators for a short time, declaiming his innocence. The investigators already have strong suspicions about Leigh and head upstairs to search his room. At this point the Keeper decides that Leigh uses the spell. The investigators are all frozen where they stand. Leigh closes the door and influences the investigators'

minds for the next hour. The Keeper does not know what the players will choose to do next. From the players point of view the investigators have entered Leigh's room and are about to search for clues. The Keeper chooses to describe the room much as it actually is; that way if the investigators return later it will not be immediately apparent that they did not actually search the room. The bed, desk, window, bookshelves and so on are all described by the Keeper as being quite innocent. Any occult tomes or hiding places are omitted; they do not feature in the delusion being experienced by the investigators. The Keeper has Leigh fabricate some evidence. The Keeper asks the players to make Spot Hidden rolls. They successfully find a letter, addressed to the Lionel Gullan. The letter is anonymous and speaks of collusion in human sacrifice.

In reality there is no such letter, but the players will have no reason to doubt its existence at this time. In reality the investigators have simply been in a trance for 40 minutes. Leigh allows the spell to lapse as the players declare their intention to leave the room. Now in full control of their faculties the investigators head for the uncle's house, unaware that the letter they suppose they have in one of their pockets is not really there. Leigh takes a further liberty and commands one of the investigators to bring him a certain book from the Gullan's collection. The investigator will attempt to steal the book and deliver it to the priory for Leigh's collection, completely unaware of their own actions.

### Example 2:

Two investigators confront Leigh in a busy street. They clearly intend to have him arrested and imprisoned and so he uses the spell upon them. The investigators faces fall blank and Leigh guides them to a nearby bench, where he commands them to sit. In their minds he creates the illusion of a chase through the London streets in which Leigh is struck by a vehicle and killed outright.

The investigators check his body, then check his room and the church and crypt, finding nothing of interest. In their delusion they are several streets away from their actual location and show no sign of returning. Leigh leaves them sat on the bench and makes a quick getaway. The Keeper tells the players how they are sat on a bench in busy street. This is somewhat strange and the players do not know what to make of it, but it does not occur to them that the whole thing has been a delusion: why would it?

In the meantime Leigh goes back to his room and changes his appearance and adopts a false identity. He uses the story of Leigh having moved to another parish rather than that of Leigh's death. The latter was only experienced by two of the investigators and no one else. This story is unlikely to stand up to scrutiny for long, but it has bought Leigh a little time.

### Example 3:

The investigators go to the church and discover Leigh in the crypt. He immediately uses the spell upon them. In their delusion they overpower Leigh. They leave with Leigh and take him to the local jail. Leigh has the investigators climb the actual crypt steps and stand outside the church. Once Leigh is safely locked up in jail (or so they believe) the investigators head to their homes. The spell finishes as they are walking home. Leigh goes back to his room and adopts his new persona. When the investigators ask about Leigh there will be no record of his ever having been arrested.

## Leigh's Back-up Plan

When the situation demands it, Leigh will use the code upon himself to change his facial features. He will then convince his housekeeper, Mrs Stanhope, that Mr Leigh has moved out and that a new vicar, Reverend Cardew has arrived. Leigh takes the role of Reverend Cardew, a vicar from Oxford, who has come to St James's Church to take over from the late Reverend Miller. The plan is a little thin, but Leigh hopes it will hold out long enough for him to achieve his goals. Using the power of the code upon himself is a desperate measure and the side-effects are severe. He now looks like a ginger-haired, freckle-faced man with a bushy beard. His characteristics and skills remain unaltered. Over the next few days his flesh will corrupt and he will seek sanctuary in the Great White Space.

## ST JAMES'S PRIORY

The priory is a large old house that stand alongside the church of St James, and is used to accommodate clergy. A housekeeper, Mrs Stanhope, takes care of the rooms. She will show visitors into a drawing room and ask them to wait while she informs whoever it is they are visiting.



### Reverend Leigh's Room

If Leigh has carried out his back-up plan and taken on a new persona, refer to the text for Reverend Cardew's room.

His room is tidy and clean. An iron-framed bed stands next to a drafty sash-window. The floor is bare floorboards aside from a single threadbare rug. Beside the bed is a small table, its lacquer peeling off. On the table sits a copy of the Bible and a glass of water. Clerical robes hang alongside a limited selection of other clothes on a rail. A bare light bulb hangs from a wire in the centre of the room.

In the centre of the room stands another table. Atop the table, a wooden dais designed to hold the Chrystallum sits on a tablecloth. Beneath the tablecloth is a large wax disk bearing the sigil of god (Sigillum Dei Aemaeth; a complex occult symbol). Each leg of the chair alongside the table stands of a small version of the wax sigil.

If Leigh has not yet changed identities his room will look lived in and contain numerous clues. A selection of books on the subjects of history and religion can be found on a desk by the window, along with copious handwritten notes about the lives and works of Doctor John Dee and Edward Kelly. A number of stolen books can be found in a locked desk drawer, the key for which is hidden inside the hollow metal curtain rail. Alternatively the lock might be picked or the drawer can be forced.

The drawer contains the following items:

- *The Alchemical Writings of Edward Kelley*, if Leigh was able to get it from Alice Daw's home.
- *The Book of Dunstan*. The very one that was stolen from the bookbinders shop.
- A wallet containing a large sum of money in used bank notes.
- *The Philosophy of Natural Magic* by Heinrich Cornelius Agrippa, Henry Morley and L.W. de Laurence [1913]. A key work on the deep background of magic.

If the player characters conduct a thorough search of Leigh's room ask for Spot Hidden rolls:

- On a Regular success: they find the key to the desk drawer in the hollow metal curtain rail.

- On a Hard success: they also find a smear of dried blood under the bed. This was left when one of the spawn took refuge there some days prior.
- On an Extreme success: they also find the Chrystallum wrapped in cloth, hidden beneath a floorboard.

### Reverend Miller's room

After his death Reverend Miller's room at the priory is cleared, his possessions placed in boxes to await collection by his family. The only item of significance is a personal diary in which Miller had recorded some concerns about Leigh's conduct. These pages have been carefully torn out. A successful Spot Hidden roll will find the diary and notice its missing pages.

### Reverend Cardew's Room

At some point in the scenario Leigh may use his back-up plan and adopt a new identity: that of Reverend Cardew. His old room, the one described above, will now be vacant aside from some furniture. He will move into the late Reverend Miller's room (or, failing that, a spare room). If his former room is searched the players may find the smear of dried blood under the bed and the loose floorboard, but the space below it will now be empty. His new room, under the guise of Cardew, will be devoid of any incriminating evidence; the stolen books and Chrystallum will have been moved to a locked cabinet in the church.

Following his change of identity his fellow housemates and Mrs Stanhope (the housekeeper) are all convinced that Cardew is a new resident in the house. They will not recall the specific events of Reverend Leigh's departure. If asked about Reverend Leigh they believe that he has gone to St Martin-in-the-Fields, a church on the north-east corner of Trafalgar Square.

### Mrs Stanhope

A widow in her fifties, Mrs Stanhope cooks and cleans for the clergy. Reverend Leigh has subjected her to the power of the code and she no longer enters his room unless invited. If the players state they are studying Mrs Stanhope, ask for combined Spot Hidden and Psychology rolls. If either roll is successfully made, investigators will notice that the woman does not blink. This is a physical side effect of having been subjected to the code on several occasions.

**Personal description:** Mrs Stanhope is an imposing figure in her flowery apron and tightly curled hair.

**Secrets and Goals:** She is totally enslaved to Reverend Leigh.

**Playing Mrs Stanhope:** Smile with your mouth but not your eyes. Talk in a rather flat tone.

### Mrs Emily Stanhope

Age 56, Unfortunate Housekeeper

STR 75    CON 65    SIZ 70    INT 50

POW 50    DEX 62    APP 45    EDU 40

HP 13    DB +1D4    Build +1    Move 6

Sanity: 40

**Attacks:** Brawl 35% (17/7), damage 1D3 + 1D4  
 Cast iron skillet 35% (17/7), damage 1D6 + 1D4  
 Dodge 34% (17/6)

**Skills:** Credit Rating 15%, Persuade 40%.

### The Basement

If Leigh has used the Chrystallum to move the gateway to the Great White Space it will be in the Priory basement. Mrs Stanhope has strict instructions to allow no one to enter and will use any means necessary to restrict entry.

## ST JAMES'S CHURCH

The church is set within its surrounding gardens on Clerkenwell Close in Finsbury. The establishment is part of the low church tradition, following a more simplistic and Protestant approach to worship. Rebuilt in 1792, the original church dates back to 1540 and was previously the site of a nunnery. A fine tower and spire stand proudly among the London streets. Its features include a grand pipe organ and a set of eight bells. The communion table is part of the original furnishings of the church and is made of mahogany decorated with inlaid wood in the pattern of feathers and a dove, the emblem of the Holy Spirit. For symbolic effect this could be described as an angel rather than a dove.

### The Crypt

Formerly used for burials, the crypt is now a large hall beneath the church. Reverend Leigh carries the key to the secure wooden door, the only entrance to the crypt, about his person at all times. The door (STR 180) is very well made. A successful Locksmith skill roll will open the door. A flight of stone steps leads down from the door. If the gate is present in the crypt, a bright white light will be seen as soon as the door is opened.

The gate to the Great White Space will be in the middle of the crypt unless Leigh has used the Chrystallum to move it elsewhere. Also present here is an elder thing and Edward Kelly.





### The Thing in the Crypt

Reverend Leigh (or Cardew as he may now be) has used the power of the Chrystallum and his command of the code to bring forth an elder thing from deep within the Antarctic ice. Whilst the specimen was still frozen and dormant he employed two workmen (both under his command by use of the code) to shackle the elder thing in the crypt. Holes were drilled through its wings and metal bindings attached to its body and tentacles. These shackles were embedded into the floor of the crypt. In its weakened state the elder thing is held prisoner (see *The Call of Cthulhu Rulebook* for its stats).

In his interrogation of the elder thing Reverend Leigh has learned of the Great White Space; a semi-mystical place revered by the elder things. At one time, before they came to Earth, the elder things could enter the Great White Space at will. It was a place of mystery and wonder, in which the elder things could float and commune with each other and the cosmos. For some reason, when they became trapped on Earth they lost their link to the Great White Space. Some elder things believe this may account for the decay and downfall of their race here on Earth. Leigh learns this story, but perceiving it as he does through his Christian paradigm, he understands the Great White Space to be the Christian heaven. To him the elder thing is an angel. It makes sense to him that it has fallen to Earth and can no longer return home. Leigh is convinced that he has found a backdoor into heaven.

The elder thing is desperate to get away and will flee through the gate to the Great White Space if it gets the chance. Of course it will not miss the chance to exact revenge on Leigh if the opportunity presents itself. There is a chance that the investigators might be able to form a temporary alliance with the elder thing. This would of course be like the proverbial 'deal with the devil'. The elder things view humanity as their slaves, somewhere between vermin and chattel.

The elder thing is held in the centre of the room by numerous chains attached to metal rings in the floor. It is covered in bedsheets and moves only slightly. Magical signs are painted on the floor around it. An Occult roll will reveal these to be protective symbols. The combination of chains and magical symbols is enough to keep the elder thing in a weakened and contained state. However, the symbols must be refreshed on a daily basis. If Reverend Leigh does not spend 5 magic points on the binding magic each day the elder thing will break free.

### Edward Kelly

Kelly's decrepit form hides in the crypt. Leigh takes pleasure in tormenting Kelly from time to time.

For centuries Edward Kelly stood guard within the flaming gate to the Great White Space. His body was seared by the flames and his mind tortured by the pain and taunting voices of the elder things. Leigh communed with Edward Kelly, tricking him in to vacating his position in the magical gate. Leigh has branded Kelly's chest with Enochian runes that prevent Kelly from entering the gate again.

Kelly is insane and may come up with crazy plans for destroying the gate, using Leigh's head, the Chrystallum, a hundred dead cats and a bucket of blood. Whether the players believe his plan is up to them. It won't work.



**Personal description:** Kelly's body is emaciated and charred. His eyes have the unnerving gaze of a man that has seen centuries pass from within a prison of flame. His ears are clipped, the mark of the thief in his original time.

**Secrets and Goals:** When lucid Kelly will beg the investigators to kill Leigh and seal the gate.

**Playing Kelly:** He is utterly insane but given to moments of lucidity.

## Edward Kelly

Ancient Insane Occultist

STR 10    CON 20    SIZ 40    INT 75  
 POW 90    DEX 22    APP 6    EDU 80  
 HP 06    DB -2    Build -2    Move 03  
 Sanity: 0

**Attacks:** Brawl 25% (12/5), damage 1D3 -2  
 Dodge 11% (5/2)

**Skills:** Cthulhu Mythos 40%, Occult 90%.

## THE GATE TO THE GREAT WHITE SPACE

The Great White Space is an extra-dimensional realm. Whether it was created by or discovered by the elder things is no longer known. It is a place of pure white light that transcends the laws of normal time and space. Long ago Edward Kelly used the Enochian code to open a gateway to the Great White Space. Crossing through the gate he found to his horror that the things therein were not the angels he had hoped for, but monsters. With the gate open the elder things were able to project their minds through it to touch the minds of nearby humans. Ultimately, in a selfless act for the good of humanity, Kelly stood within the gate, blocking the way with his own body. No one could go in or out so long as he stayed where he was, and projections of the elder things were muted.

For several hundred years Kelly manned the gate. Then came Leigh, who tricked Kelly, offering to take his place. Finally Kelly relented and his burnt, emaciated form may be found crawling around the crypt. With the way open Leigh was able to cross over and consort with his 'angels'. In his madness Leigh believed the Great White Space to be heaven. When the elder things commanded him to return to the world of men to do their work he obeyed.

The gateway is extra-dimensional and can be made to manifest in the physical world, by the bearer of the Chrystallum. Kelly had held the gate closed for so long that it had faded such that it was no longer perceptible to human eyes. If he wishes to, Leigh is able to suck the gate into the Chrystallum for a short time

and transport it to a different location. The gate does give off a lot of light and so enclosed rooms are preferred. His first option for a back-up location for the gate is the priory cellar.

The gate appears as a ring of white fire about 2-foot round and 7-foot high. It radiates no heat, only light, and does not consume the environment as a normal fire would. A person (or other entity) moving into the ring experiences torture as the flames eat into them.

Only one person at a time may pass through the gate. Stepping into the gate is painful for a moment, then one is blinded by the white light. After a time one becomes aware of hallways and rooms that flow and move at strange angles. Parallel lines converge. Columns are walls. Ceilings hold arched doorways through which one can fall. Near is far. This provokes a Sanity roll (SAN 1/1D8).

Then they come. Massive white forms that dwarf humans. The elder things, but not as we know them. Flowing forms of white light, twenty-feet tall, their star-shaped heads looming above. As stereo sound has two channels for our two ears, so the voice of the elder things reaches us as if every human cell was receiving a separate channel. The sanity roll for encountering elder things is as per the *Call of Cthulhu Rulebook*.

Everything in the Great White Space is insubstantial. Neither humans nor elder things can touch one another. The environment, whilst strange, does appear to have substance and cannot be moved through or affected by either humans or elder things.

Instead of passing through the gate one may attempt to stand within it, neither in the Great White Space, nor in our world, but in the flames of the gate. The sensation is that of holding your hand in a fire. The white flames sear the flesh but the flesh is not consumed. To force oneself to remain within the flames of the gate requires a hard POW roll. If the roll is failed the person is propelled through the gate to the other side. Staying within the gate causes Sanity Point loss (SAN 1D4/1D12, plus one point per day).

Kelly took advantage of this flaw in the gate, using his own body as a blockage. While in the gate characters do not age and cannot be attacked by physical or magical means.



### The Elder Thing

The elder things in the Great White Space are for some reason unable to enter the gate. They can, however, project messages through the gate to those that have been subjected to the code:

- Those within a mile of the gate will be troubled by half-heard whispers when in an otherwise quiet environment.
- Those within half a mile of the gate will be disturbed, restless and subject to occasional minor delusions.
- Those within sight of the gate will find it hard to concentrate as they are tormented by the elder thing voices in their head. This results in a penalty die on any actions not directly related to leaving the area or entering the gate.
- While the gate remains open anyone who has been touched by the code will find themselves lost in white light whenever they dream.

### Elder Thing Mockeries

The two workmen that Leigh employed to restrain the elder thing in the crypt are particularly affected. Charles Wilhurst and Cedric Makepeace are both labourers in their late-twenties. The pair are possessed by an elder thing from within the Great White Space. At its command each of the two men stretch to around eight-foot in height, then stand face-to-face and join together, their bodies warping into each other to form a mockery of an elder thing.



Cedric is host to a large spawn, which he will lift up and place atop their heads where it will bloom in size to become the five-pointed head of an elder thing. As that happens the skin of the men thickens and their feet conjoin somehow to form a five-pointed foot. The travesty now looks like an artistic butcher has taken a cleaver to several human corpses and made a sculpture based upon a child's drawing of an elder thing. For a number of minutes equal to its POW the elder thing mockery is able to function as if it were an actual elder thing; see *The Call of Cthulhu Rulebook* for characteristics, skills, attacks, armour and sanity loss. The long-term goal of the elder things in the Great White Space is to find a way to open the gate so that they can enter London. This is beyond the scope of this scenario but will be prevented if the investigators somehow seal the gate.

## • ENDING THE SCENARIO •

The flow of events is flexible and should be tailored in response to the players' choices. Events and evidence should be drip-fed to the investigators to direct them to Reverend Leigh. On that first meeting he will con them with his magic, then adopt his backup persona. This is unlikely to keep the investigators at bay for long. It's likely they will track him down again, either at the crypt or priory basement, where they will also discover the gate to the Great White Space. The gate should pose a clear problem and the players should find a way to deal with it. This may involve one investigator taking the role once held by Edward Kelly, standing in the gate to block it. Alternatively they might formulate a different plan by which they can close the gate. Be open to ideas but do not allow it to happen too easily.

### Rewards and Penalties

The investigators thwart Reverend Leigh and close the magical gate	+1D8 SAN
The investigators either destroy the Crystallum or put it beyond reach of mankind	+1D6 SAN
The investigators fail to resolve the threat of the gate	-1D6 SAN

**Handout 1: Edward Kelly**

Doctor John Dee (1527-1608) was respected as a scientist but later mocked for his belief in magic and the occult. The British Museum hold a number of his artefacts including polished discs that he used as 'shew-stones' in his occult research. These discs are made of metal, volcanic glass or wax, and were adorned with magical names and symbols.

In 1582 Dee met Edward Kelly and the two work together on occult research. Kelly claimed to see visions of angels within the shew-stones. Kelly possessed an alchemical tome, *The Book of Dunstan*, which he claimed to have found in Glastonbury Abbey. The book purportedly contained the recipe for a red powder with which Kelly transmuted base metals into gold. Dee believed the secrets revealed through the Enochian language might reveal the key to the philosopher's stone.

Kelly is believed to have died in prison in 1598.

**Handout 2: Newspaper article from the Daily Herald, dated 19th March 1923**

## HARK THE FINSBURY ANGELS SING!

Queues have been forming to hear strange sounds at a house in Pear Tree Close, Finsbury. Witnesses attest to having heard the voices of angels in an upstairs room. Our correspondent attended the house yesterday and spoke with some of those in the queue.

"I came yesterday and couldn't get in. We've been queuing since 4.30 this morning," said one Mr Beattie, a shopkeeper from Hampstead.

Sadly our correspondent did not hear any angels. Perhaps he should equip himself with one of Mr Marconis latest hearing aids (for more on this see page 12) and pay the house a second visit!





Meiner Luben

-POST

HISTORICAL BUI

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mean the difference  
for East-End families

HYDE PARK  
THE MALL (BUCKINGHAM  
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# THE NON-EUCLIDEAN GATE

**“Who does not understand should either learn, or be silent.”**

– John Dee, *The Hieroglyphic Monad*

## • INTRODUCTION •

Seven lost pages of Dr John Dee’s works have been found hidden in his old home at Mortlake. They seem to suggest that Dee’s power went beyond angelic keys and scripts, and that he was searching for a gateway to a dimension beyond our own – one that he believed led to Avalon, and where perhaps he dwelleth still...

In this adventure, the investigators are plunged into the cutthroat world of antiquarian and occult booksellers, who will literally kill to get their hands on Dee’s manuscripts.

## • KEEPER’S INFORMATION •

This adventure is intended for investigators who already have a couple of scenarios under their belts, and who have some experience of the occult, or dealing with occult practitioners. All of the pertinent facts, set-pieces and characters are presented here, along with a rough order of events; the Keeper is encouraged to take this sequence and run with it as he sees fit.

The purpose of this adventure is primarily to introduce the group to the cut-and-thrust world of occult book-dealing, which can sometimes be a dangerous trade (and not just because of the sanity-draining implications of the texts). It is possible to play this adventure as a straightforward 1920s mystery, with little or no Mythos elements at all. However, at the end of the adventure, the investigators will have an important choice to make – one that may see them make new allies or enemies for further adventures, or self-destruct as they attempt to wield

John Dee’s occult power for themselves. Their actions may also leave a powerful and dangerous set of artefacts abroad in the world, which the Keeper can of course use and abuse later as he sees fit. Finally, the adventure is investigation-heavy – players who like to spend their time conducting shoot-outs with agents of Cthulhu may not find this to their liking, but it makes a nice change of pace when inserted into an otherwise action-oriented campaign.

The adventure begins with the discovery of seven pages of Enochian text, discovered hidden within Dee’s old home in Mortlake (see box-out, below, for more details). The discovery has already attracted the attention of several parties – from cut-throat book-dealers looking for a lucrative payday, to agents of the Golden Dawn, who see themselves as the spiritual guardians of Dee’s legacy.

If the investigators have already played **Those Poor Souls who Dwell in the Light** (page 46), then they will already be familiar with some of the history of John Dee, and may be in possession of the Chrystallum, which could prove to be a small boon at the end of this adventure. If not, then the Keeper is encouraged to read the information on Dr Dee and the Enochian language provided in that scenario, on pages 48.

## THE FOLIOS

The seven, worm-eaten pages appear to have been printed at the same time as the *Navigationem Caelorum* v ii, by none other than Nicholas Okes (see *The Keeper’s Guide to London*, page 115). Leander Rapture Grieve (see *The Keeper’s Guide to London*, page 66) verified the authenticity of the pages, and at first glance believed them to be lost folios of that same tome. However, further investigation of the Enochian script printed on the pages showed that they were indeed all copies of the infamous missing page of Dee’s *Liber Logaeth*, or the *Book of Enoch*. The *Book of Enoch* has never been found in its entirety, but one missing page in particular has frustrated occult scholars for many years – it is alleged to complete a ritual formula, describing how a person can pass from this world to the next – or even myriad ‘worlds’ – bodily as



well as spiritually, by the means of a 'Gayte of Mathematical Impossibilittee'. Dee believed it was possible, using his methods of 'angelic transportation', to travel to the mythical realm of Avalon, where he felt resided the very spirit of Britain.

The pages themselves would seem to be identical at first glance, although parts of them are frustratingly stained and torn as to be unreadable. However, close scrutiny by someone well-versed in Enochian script reveals minor differences and apparent errors, which would be impossible to attribute as a mistake on the part of the printer. Translating the recovered pages is not an easy matter: a complex mathematical formula must be deciphered in order to take the correct pieces of angelic script from each folio and translate it to recreate Dee's ritual. Piecing together the ritual also requires a (fairly) complete copy of the *Book of Enoch*.

There are dozens of possible combinations, and the risks of misreading the ritual are manifold. However, the potential rewards of success are great indeed: a proper translation of the ritual may make it possible to open a gateway to another dimension. The optimistic believe that Dee resides there, in eternal enlightenment, perhaps with King Arthur himself. Others believe that Dee was dragged to hell, and allowing him back will be a bad idea indeed. Some things are buried for a reason.

## INVOLVING THE INVESTIGATORS

If any of the investigators has a vested interest in occult tomes and their procurement, then they will hear of the discovery of the supposed pages of Dee's works through their own discreet contacts, and will be alarmed by the news of their theft (See **Handout 1: Cutting from the Evening Gazette**). Otherwise, one or more of the investigators will be approached by the bookseller, Leander Rapture Grieve, either in a professional capacity as detective or enforcer, or a personal capacity as friend and confidant, whichever the Keeper feels most appropriate for his group (see *The Keeper's Guide to London*, page 66, for information about Leander Rapture Grieve).

## ROUGH TIMELINE OF EVENTS

The Keeper should feel free to change the order of the encounters to suit his group; however, the recommended running order is thus:

- Investigators are contacted by Leander Rapture Grieve. He was called to verify the authenticity of some folios discovered in the Mortlake School for Girls. The pages have since been stolen, and he wants the investigators to recover them
- The investigators make inquiries at the Mortlake School for Girls, and encounter the stern headmistress, Miss Wilhelmina Haversham. They discover that they are not the only party investigating the case.
- Their inquiries lead them to the home of Randolph Kipps, an underhand book-dealer in the employ of Watkins Rare Books (see *The Keeper's Guide to London*, page 46). They find that Kipps has mysteriously disappeared. While in the house, they are attacked by mysterious agents, and the folios are stolen yet again!
- The investigators are contacted by the Golden Dawn, who offer to double what Grieve is paying them for their assistance in recovering the pages.
- The pages are found in the hands of Atticus Stamp, another book-dealer with serious occult connections. Rather than simply sell the folios, he is attempting to decipher Dee's ritual and gain power for himself.
- The investigators must choose whether to stop the ritual or observe the outcome. In the aftermath, assuming they are alive and sane, they may decide to try the ritual for themselves, return the pages to one of the interested parties, or destroy them for all time.

## LEANDER RAPTURE GRIEVES

This rather repugnant bookseller is one half of a pair of brothers, who have made a considerable living from the sale of rare occult tomes to discerning buyers. Their network of contacts spans the globe, and their discretion is legendary. Thus, Leander was contacted by Miss Wilhelmina Haversham of the Mortlake School for Girls, in order to verify the strange documents found by one of her students. The school is reputed to house a small collection of Dee's works, although Leander was not allowed to peruse them, instead being shown directly to the pages in question. Leander was astonished to find that the documents were genuine, and made a generous offer

to Miss Haversham on the spot to take them off her hands. However, the woman seemed most reluctant to part with Dee's manuscripts, and requested some time to think the offer over. The very next day, however, there was a break-in at the school, and the pages were stolen.

Leander believes that a rival bookseller was responsible for the break-in, and wants the investigators to find them and retrieve the pages. He is willing to pay handsomely for the safe return of all seven pages, as they represent the only method to finally complete one of the great works of Dr John Dee. The police are naturally searching for the thieves, who caused some disruption at the school. However, the procurement – and safety – of the pages are certainly not of primary concern for London's finest.

It isn't hard to dislike Grieve, and it's quite possible that the investigators will mistrust him. However, for such a rare, occult prize, they may decide that they want to take the case any way, whether or not they ultimately return the pages to Grieve.

If the investigators require a nudge to get involved, furnish them with **Handout 1**, a newspaper cutting from the *Gazette* detailing a scurrilous attack on a school full of defenceless young girls. Once they decide to go to the school to start the investigation, Leander will send a telegram over to Miss Haversham, forewarning her of their arrival, and hopefully securing an audience.

## • THE MORTLAKE SCHOOL • FOR GIRLS

Not far from Kew Botanical Gardens, the leafy suburb of Mortlake is situated on the south bank of the Thames, in the borough of Richmond. Mortlake feels very much like a small village despite its location in London, and oozes history, from the 16th century church of St Mary the Virgin, to the 300-year-old Queen's Head pub. It is famous now for three things: being the finishing point for the Oxford-Cambridge boat race; being the burial site for Sir Richard Burton, author of the *Arabian Nights*, and for being the home of the Elizabethan scholar and sorcerer, Dr. John Dee. Now known as 2 Church Street, Mortlake, the house of John Dee still stands as a tumbledown Medieval mansion in a poor state of repair. Part of the building has long since been demolished, though the rest still stands as the central wing of the exclusive Mortlake School for Girls. See *The Keeper's Guide to London* page 42 for more details of John Dee and his house.

The old wing comprises more than 40 rooms, plus adjoining corridors, cupboards, several basements, attics and servants' stairs. No complete plan of the house was ever made, and although several scholars have, over the centuries, sought access to the house and grounds, the various owners have always been remarkably secretive. The girls gossip about secret passages behind the wainscoting, strange noises in the night,





and various juicy scandals that may once have taken place behind the panelled walls of the house, but verification of any such tale is all but impossible.

## MEETING MISS HAVERSHAM

Wilhelmina Haversham is a stern, prissy woman of middle age, who is a somewhat old-fashioned advocate of good manners, good breeding and social mores. She is no shrinking violet, and certainly no fool – if the investigators think they can have free run of Dr. Dee’s old mansion and pull the wool over her eyes, they’ll have another thing coming.

Miss Haversham is willing to entertain the notion of private detectives simply because the police (and the local press, to an extent) are only interested in uncovering the identity of the thugs who broke into her school. They care not a jot for Dee’s papers, and even if they did they probably wouldn’t know what to look for. As such, she will furnish the investigators with whatever information she can, as long as she believes she can trust them.

However, Miss Haversham also has no interest in lining the pockets of Leander Rapture Grieve. She requests that the investigators return the papers – should they find them – directly to her and not to Grieve, and tells them that they will be rewarded for doing so. She will take their word as their bond (although if there are any particularly unscrupulous characters amongst the party, a Fast Talk or Persuade test may also be required to gain her trust).

The headmistress will tell the investigators all she knows: the pages were discovered by a small group of inquisitive girls, who went roaming out of bounds in the middle of the night, and discovered a concealed alcove in the south cellar. The pages were within a leather folio, and had clearly been hidden there deliberately, and for some time. A few days later, not knowing where else to turn and badly needing to inject fresh funds into the school, Miss Haversham contacted Grieve to authenticate the discovery. He did so, claiming that he may be able to find a buyer for the papers. Unknown to him, however, she also contacted two other noted booksellers: Watkins’s of Charing Cross, and Atlantis of Bloomsbury. Of these, a certain Mr Kipps, an associate of Watkins Books, claimed that the pages were forgeries, while Mr Stamp of the Atlantis Bookshop confirmed Leander Grieve’s assessment.

The previous night, just two days after the meeting with the booksellers, one of the older girls was awoken by a strange noise coming from the south wing of the house. Several girls got out of bed to investigate, drawing the attention of a teacher, Miss Hucknall. They investigated the noises together, eventually believing the disturbance to be coming from the abandoned library, and were scared out of their wits when two burly men with scarves around their faces burst out of the room. They barged roughly past the girls and fled the house, escaping in a black motorcar, with the papers.



Miss Haversham had hidden the papers in the old library, inside a mouldy old book that had perhaps been there since the time of Dee himself. She has no idea who would have perpetrated the crime, nor how they would have known where the pages were hidden.

The investigators’ access to the house will be limited – Miss Haversham will insist that they are escorted at all times, and are confined to the offices, the main hall, the upper landing and the library. However, if any investigators do manage to slip away or talk themselves into further access, they will find a sprawling house built by many hands and expanded over time, where low ceilings and high halls contrast dizzyingly, where daylight rarely shines, and where it’s almost impossible not to get lost. There’s something very strange about the house at Mortlake – almost like it’s enchanted to stop people finding its deepest secrets. Somewhere in this house is, reputedly, a copy of Dee’s

*Necronomicon* – finding such a valuable (and dangerous) tome is beyond the scope of this adventure, but the Keeper may wish to incorporate the rumour of its existence all the same.

### Wilhelmina Haversham

Wilhelmina Haversham

Age 50, Stern Schoolmistress and Formidable Dame

STR 35    CON 45    SIZ 30    INT 90  
 POW 70    DEX 80    APP 65    EDU 90  
 HP 07    DB -1    Build -1    Move 7  
 Sanity: 70

#### Attacks: 1

Brawl 25% (12/5), damage 1D3-1

Dodge 40% (20/8)

**Skills:** Art (Literature) 60%, Credit Rating 56%,  
 History 60%, Law 65%, Library Use 70%, Other  
 Language (French) 50%, Other Language (Latin) 40%,  
 Persuade 50%, Spot Hidden 50%.

the window in the dark. The registration plate definitely began with AB – but that describes more than half of the vehicles in London. The men were both tall – one was very broad-shouldered, the other slimmer.



## ELIZABETH HUCKNALL

Miss Hucknall is a willowy young woman in her mid twenties, though she is not without a feisty streak. She is able to recount her movements on the previous night with great clarity, explaining how several girls knocked on her door after being alarmed by a thudding sound echoing through from the old south wing. Fearing that more of the girls had gone to explore out of bounds, she'd set off at once, intending to give them a stern reprimand.

When she reached the old library, she heard the thudding noise again – which she later realised had been the sound of books being tipped from shelves – and listened carefully at the door. She heard gruff voices and heavy footsteps, and was about to go and find a policeman when one of the girls made a sudden noise, alerting the intruders and causing them to rush from the library, tumbling the girls over like nine-pins and causing quite the scare!

She remembers that the motorcar was black, and more of a van than a sports model. It had lettering on the side, but it looked like it was covered up with something – it was hard to tell from

## Elizabeth Hucknall

Age 25, Mathematics Teacher and Good Egg

STR 35    CON 45    SIZ 35    INT 80  
 POW 55    DEX 80    APP 80    EDU 90  
 HP 08    DB -1    Build -1    Move 08  
 Sanity: 55

#### Attacks: 1

Brawl 25% (12/5), damage 1D3-1

Dodge 40% (20/8)

**Skills:** Credit Rating 30%, Library Use 60%, Science  
 (Mathematics) 60%, Other Language (French) 30%,  
 Persuade 30%, Spot Hidden 50%.

## ELEANOR BENNETT

The 14-year-old Eleanor Bennett is a pupil of Mortlake School, and is not only the girl who discovered the Dee papers, but also the girl who inexplicably cried out in fear when Miss Hucknall led the way to the library on the previous night. This latter fact



should ring alarm bells with the investigators because Eleanor is a confident, intelligent girl – perhaps a bit too clever for her own good. She will explain how she and some other girls crept into the old cellar three days prior for a dare, and how they played a game of hide and seek once there. Whilst hiding, Eleanor had found a loose, rotten panel in the wall behind an old store cupboard, and had worked it open, hoping to find a better hiding place. Instead, she found a niche carved into the stonework, and covered by the panelling. In the niche was a leather folder, covered in cobwebs, and containing some musty old papers covered in “funny writing”. Although Miss Haversham was very interested in the papers, she still gave Eleanor two nights detention for going out of bounds. Beyond that tale, Eleanor will plead ignorance, though an opposed test (investigator's Psychology versus Eleanor's Fast Talk) will show that she's hiding something.



The investigators may employ all kinds of threats and cajoling to learn the truth, but the surest method is to talk to some of the other girls (this will have to be done with Miss Hucknall present). From Eleanor's classmates, they will learn that the girl is something of a bully; that she is always up to mischief and frightening the other girls to cover for her; and that, two days ago, she was seen in the playground talking to a strange man. The man was the driver of a car that had dropped off a

guest of Miss Haversham – none of the girls can remember any specific details about the man or the car, other than that he was tall.

Armed with these facts, Eleanor, like most bullies, will quickly break. She reveals how the man gave her five shillings if she would spy on Miss Haversham and find out where the papers were hidden. He said he'd make it a pound if the papers ended up in his hands – he has yet to make good on his promise, although she looks out for him in the schoolyard every day. He never told her his name, but he was a large, rough-looking man with red hair.

### Eleanor Bennett

Age 14, School Bully and Precocious Young Lady

STR 30	CON 45	SIZ 40	INT 60
POW 50	DEX 80	APP 80	EDU 70
HP 08	DB -1	Build -1	Move 8

Sanity: 50

#### Attacks: 1

Brawl 25% (12/5), damage 1D3-1

Dodge 40% (20/8)

**Skills:** Dodge 40%, Fast Talk 50%, Library Use 30%, Other Language (French) 30%, Persuade 50%, Spot Hidden 50%.

## • THE BOOKSELLERS •

The most obvious place to start is with the two agents who visited Miss Haversham. Grieve will certainly have heard of the agents, and will be able to track down an address for each given time – however, the investigators may prefer to take the direct route, and visit the associated bookshops (see page 45 of *The Keeper's Guide to London* for information on the shops themselves). Keepers will have to decide whether or not the investigators are too overt in their inquiries – both booksellers have some powerful (and, in some cases, shady connections), and neither will appreciate nose-y investigators poking into their affairs and making baseless accusations. The attitudes of the two booksellers, however, are outlined overleaf:

## WATKINS RARE BOOKS

Mr Watkins the elder is often to be found tending the shop himself, although he is rarely disposed to discuss the more esoteric aspects of his trade with people he does not trust. The investigators will have to work hard to glean any information from the man – all he has told the police is that Miss Haversham contacted him about some papers, but he decided that they were forgeries and not worth anything – a position he stands by.

What Watkins can additionally reveal, if he feels so inclined, is that he hired the dealer Randolph Kipps – a man who has acquired many texts for him from across Europe in the past – to verify the Mortlake pages. He received a telegram from Mr Kipps the previous day, explaining that the pages were a hoax, probably Victorian, and that Watkins should save his money. If he feels well-inclined towards the investigators when

they ask him about Mr Kipps' automobile, he will tell them it is a black van, which he uses to transport boxes of books from house clearances and auctions. Watkins will not give out Kipps' address to the investigators, but it will be easy enough to track down through Grieve. Additionally, any somewhat shady investigators choosing to break into Watkins' (well secured) flat may discover both the telegram from Kipps, and the address written in Watkins' contacts book.

What the investigators won't find out yet is that one of Watkins' clients in particular – the Golden Dawn, no less – has already started putting pressure on him to obtain the papers anyway. Watkins believes that they are forgeries, as he has no reason to doubt Randolph Kipps; but he is becoming increasingly worried that he may have been duped. Although slow to anger and seemingly harmless, Watkins is not a man to be trifled with.

## ATLANTIS BOOKSHOP

Mr Houghton of the Atlantis Bookshop is even more guarded than Watkins, having had to deal with the police once already in the last couple of days. He lives in constant fear of having to close his business due to the specialist occult nature of the wares on offer, and suspects the investigators of being gutter-scraping reporters, undercover policemen or rival book-dealers.

The truth is, Houghton was very interested in the Mortlake papers, and still is. He hired Atticus Stamp to verify the papers, and discovered that they were likely real. Houghton already has a copy of the *Book of Enoch*, and a host of buyers lined up – the price would quadruple if the missing pages were included in the sale, and would go higher still if someone were to crack

## What's Really Going On?

For the eyes of the Keeper, here are the intricacies of the booksellers' interwoven plots:

- Randolph Kipps has built up quite a reputation as a trustworthy dealer, but actually he is quite willing to double-cross his employer Mr Watkins for the Mortlake papers, as they represent the single most lucrative deal he's ever brokered.
- In order to cut out the middle man and take the nest-egg for himself, Kipps tells Miss Haversham and Mr Watkins that the papers are forgeries. While he's distracting Miss Haversham, however, he uses his apprentice – a red-headed man of low intelligences named Baxter – to case the Mortlake School and find a way of breaking in should they need to steal the papers later. Baxter has a moment of uncommon genius and bribes the precocious Eleanor Bennett to do his dirty work for him.
- When Houghton's man, Atticus Stamp, saw that his rival Mr Kipps was sniffing around the school, he used his initiative. Stamp in turn bribed Baxter to double-cross Kipps.
- Kipps and Baxter, using information provided by Eleanor, break into the school and steal the papers. Once they get them back to Kipps' flat, the bookseller starts to study them more closely, when his apprentice turns on him...



the code presented on the duplicate pages. Houghton has the required talents to do just that, along with a deep-rooted interest in deciphering Dee's secrets for himself first of all, and thus instructed Mr Stamp to get the papers by whatever means necessary. He isn't interested in the methods used by Stamp, and has no idea exactly what's going on behind the scenes. All he knows is that Mr Stamp has told him that there has been a complication, but "matters are in hand" – a fact that Houghton certainly won't willingly share with the investigators.

## THE BOOK-DEALERS

The business of tracking down rare manuscripts is one with a certain romance attached to it – book-dealers sniff out rare tomes in private collections, crumbling monasteries, forgotten attic libraries and rambling castles all across the world. It seems on the surface like a life of travel and scholarly interest.

The truth is, however, that the best book-dealers are more like private detectives with a hint of the travelling salesman thrown in for good measure. They spend most of their time at auction rooms and house clearances, or tracking down rare tomes through private advertisements. They are always ready to tell white lies, exaggerate a book's worth (or lack thereof), or even steal and cheat their way to a high-demand manuscript if their patron is willing to pay highly enough.

Though there are some honest men in the trade, some are simply swindlers and thieves, whose motivator is profit. That they have knowledge of the book trade is a given – some even have specialist knowledge of their favoured subject matter (such as Kipps' interest in the occult) – but they often also have criminal contacts who can fence a stolen book for them, or warn off other collectors with menaces.

### Randolph Kipps

Until the discovery of the Mortlake pages, Randolph Kipps was known as an 'honest' dealer – at least by his patrons. Those who have been on the receiving end of his guile may not be so full of praise for the man. Kipps came into possession of the papers by nefarious means; particularly pious investigators may want words with him for his somewhat rough treatment of Miss Hucknall back at the school. Like several of the antagonists in this adventure, he also believed himself capable of translating the Enochian script on the papers, and set about at once trying to uncover the significance of the cryptic code. That is, until his sidekick Michael Baxter revealed his treachery, and

clubbed him over the head with an antique copy of the *Malleus Maleficarum*, stealing the papers and setting off in search of his new employer, Atticus Stamp.

### Kipps' Flat

Randolph Kipps lives down a gentrified Pimlico street, in a two-storey flat above a printers' shop. An archway allows access to a shared yard behind the property, presumably where the printers keep their delivery vans.

When the investigators arrive, the front door is slightly ajar, and swings open to reveal a set of steep stairs leading up to Kipps' dark, quiet rooms. Assuming they decide to explore, the investigators find a comfortable but dingy apartment, filled with antiquarian books and folios. The first floor contains a living room, kitchen and hall; the upper floor comprises bedroom, bathroom and study. There is also a small attic-room, where

Kipps stores rarer tomes in a large safe whilst brokering deals. However, the investigators are unlikely to get past the study when they find Kipps' body, prone upon the floor beneath his desk, having been clubbed over the head and knocked from his leather chair (any investigator who isn't used to seeing dead bodies should pass a Sanity test for 0/1 SAN loss).



It isn't hard to spot the murder weapon – a thick, heavy copy of the *Malleus Maleficarum* – the *Hammer of Witches* – lies nearby, with a small patch of blood on its worn, hide-bound cover (avaricious investigators may be able to discern that it is fairly valuable, although not the rarest edition – it will fetch around £50-75 on the open market). Upon Kipps' person is a wallet containing a small amount of cash and several business cards – both his own and that of Mr Watkins the bookseller. He also possesses a small key (which fits his desk drawers).

On Kipps' desk are several books on the works of John Dee, including a facsimile edition of the *Book of Enoch*. If the investigators don't feel the need to examine this, allow an Idea roll and suggest that, should they later find the Mortlake papers and wish to translate them for themselves, then the book may provide the cipher for decoding Dee's work. A locked drawer in the desk (standard Lockpicking test or use the key found upon

the body) contains Kipps' all-important address book. Within are the names and addresses of most of his clients from the past ten years. Most of them are in shorthand or abbreviated form, and it will require several hours of study and an EDU test to find the most pertinent names – those of Atticus Stamp and Michael Baxter chief amongst them.

Finally, the attic room does contain some treasures if the investigators are sufficiently free of scruples to steal from a dead man. A Hard Lockpicking test will allow them access to the safe, which contains £300 in banknotes and one or more minor Mythos tomes of the Keeper's choosing.

### **The Printers' Yard**

Out the back of the flat, the investigators will find an old yard with several outbuildings used by the printers to store machinery and materials. They will also find a covered motorport, in which is parked a small black van with the legend 'R. T. Kipps, Bookseller, Trader and Antiquarian Manuscript Specialist' printed on the side. The sign is mostly obscured with what appears to be black boot-polish.

There is a fire escape in the yard that leads up to Kipps' bathroom window. If the investigators arrive after dark, this represents the surest way of entering the property without being seen.

### **The Finger of Suspicion**

If the investigators snoop around Kipps' flat for too long, especially if they are careless or do it during daylight hours,

there's a good chance that they will be seen, and their presence later reported to the police. There are several opportunities for their paths to cross with Scotland Yard's during this adventure, and if they are implicated multiple times it may seem like too much of a coincidence for the police to ignore. Being hauled into the police station may well prove a wake-up call to careless characters, and severely delay their investigation.

### **Michael Baxter**

Baxter is a well-built man with a history as a boxer before he got hired by Randolph Kipps. Physically, he is not to be trifled with, but he is easily outsmarted and bluffed.



If the investigators find Baxter's address in Camden, they will discover him carousing with a wannabe flapper from a low-rent nightclub, flashing the ten pounds he was paid for double-crossing his boss. Baxter doesn't realise he's killed Kipps – he thinks he just knocked him unconscious, but doesn't know his own strength. If confronted with the truth, and threatened with the law, he will quickly cave and tell the investigators what they want to know in exchange for a head-start. If the investigators decide to open negotiations with violence, then Baxter's prodigious skills at fisticuffs may teach them a thing or two about caution...



Assuming that they manage to glean some information from the man, they will learn that Atticus Stamp approached Baxter at the school, and promised him a reward of ten pounds, plus future work, if he could get the papers to him before the week was through. Randolph Kipps wasn't a bad employer, but he was tight-fisted, and Stamp's generosity was sufficient to turn Baxter's head. He will furnish the investigators with Stamp's address, and then attempt to leave town (whether the investigators inform the police of his crimes is up to them at this point).

### Michael Baxter

Age 40, Unwitting Murderer, Thief and Prizefighter

STR 80	CON 90	SIZ 85	INT 35
POW 50	DEX 45	APP 50	EDU 30
HP 17	DB +1D6	Build +2	Move 7
Sanity: 50			

#### Attacks: 1

Brawling (Boxing) 66% (33/13), damage 1D3+1D6  
Dodge 30% (15/6)

**Skills:** Credit Rating 10%, Listen 36%, Persuade 50%.

### Atticus Stamp

Stamp is a tough, no-nonsense businessman, driven by the pursuit of power and wealth. As a cerebral chap, he's never been as quick to dirty his hands as his counterpart, Randolph Kipps; however, he has achieved moderately more success largely due to his superior intellect and ruthless streak. He also specialises in occult tomes for a reason – he is a practising occultist. What better way to have a legitimate reason to track down magnificent books of power?

He has the perfect defence against anyone inciting the Witchcraft Act against him, and yet he has managed to read every important book on magic and occultism to pass through his hands, making copious notes along the way.

Stamp has one of the early printings of the incomplete *Book of Enoch*, which he plans to use to crack Dee's code. He fully intends to honour his bargain with Houghton – he always completes a transaction – but only after he's had a stab at

gleaning some power for himself. The legend of Dee's gate is whispered in occult circles: that the good doctor never truly died; that he simply vanished into a dimension filled with the very angels that he communed with all his life; that his acolytes buried an empty coffin and hid away the angelic code in accordance with their master's wishes. If Stamp could be the first to open Dee's gateway, and commune with the man himself – that would be worth any inherent danger. Or so he believes.



### Stamp's Flat

When the investigators reach Stamp's abode in Marylebone, the rogue bookseller has already left, taking the papers with him. Tracking him down likely depends upon the investigators entering his plush apartment by unlawful means, or perhaps using Fast Talk or Persuade, combined with a plausible story, to convince his landlady to let them in.

In the large apartment – a world apart from the clutter of Kipps' place – they will find a small side-room just off Stamp's study, which is clearly designed with occult purposes in mind. A circle is painted on the floor in white paint; the room is blacked out with long, velvet drapes. The shelves are lined with occult tomes that seem to represent a private collection rather than those available for sale (again, it is up to the Keeper to decide if there are any valuable or Mythos tomes here, although it is recommended that the number of such artefacts is kept to a minimum for the adventure).

A Spot Hidden test uncovers some scrawled Enochian symbols within a tattered journal on the desk in the study. A successful Library Use -20 or Occult test will make sense of Stamp's studies into Dee's code. Essentially he has been trying to decipher the mystery of the Enochian script, and has found a reference to something called a 'non-euclidean gate' in Dee's writings, which Stamp evidently believes is a gateway to another dimension – a dimension that Dee believed to be Avalon, land of endless summer and the place beyond the veil of time where King Arthur himself waits for the day that he will be called back to Britain. Stamp's translation of Dee's Enochian letters are littered about his journal in haphazard fashion – it seems, however, that Dee hinted that he would “see Avalon as his final resting place, should the angels deem him worthy of following their divine directions” (players who have completed the adventure **Those Poor Souls who Dwell in the Light**, on page 46, will rightly be worried about listening to Dee's angels).

Stamp has noted that there are nine distinct possible translations for the code as written, and thus that there must be additional characters in the script that will help him break the code. He remembered seeing one such character on Dee's headstone in the church at Mortlake, and has equated this to the 'resting place' reference. That, then, is likely where he's gone – back to Mortlake!

## THE GOLDEN DAWN

At some point, Mr Watkins' customers in the Golden Dawn are going to take a personal interest in the retrieval of the Mortlake papers, leading to at least one run-in with the investigators. The Golden Dawn membership do not conduct their investigative work themselves, instead employing private inquiry agents to follow the trail of evidence. Depending on how sloppy or discreet the investigators have been, these agents may catch up with them sooner rather than later.

The Keeper is encouraged to have the agents follow the same trail as the investigators, perhaps just one short step behind. The ideal moment to have the Golden Dawn's agents cross paths with the party is just as the investigators leave Michael Baxter's house. Two stern-looking men in black bowler hats approach the investigators, and demand to know everything that the investigators have learned about the whereabouts of the Mortlake papers.

How this encounter plays out is entirely down to the Keeper. The Golden Dawn agents are intelligent, and armed (see their profile opposite). They have no time for niceties, but will join forces with the investigators if it seems worth their while. Even if this initial encounter goes badly, as long as no one is seriously hurt then the agents may pop up again later with an offer of financial compensation for the return of the papers – they will at first offer to match anything that Grieve has offered, and then up their offer considerably if necessary. Of course, if the investigators deliberately snub the Golden Dawn, their future dealings with this powerful occult group will be adversely affected.



Note that the Golden Dawn's representative, who controls the order's agents, is deliberately not named in this adventure. Introducing a figure from such an important occult organisation is a big deal in a *Call of Cthulhu* campaign, as it means that the investigators could make a powerful ally or enemy, and the Keeper can call upon a recurring NPC as he sees fit. If the Keeper wishes to introduce a named, high-ranking member, therefore, it should be done cautiously. Suitable 1920s members for consideration would include Evelyn Underhill (a Christian scholar), Algernon Blackwood (noted novelist), or Arthur Edward Waite (occultist and Freemason).



## Golden Dawn Agent

Mysterious Servants of the Order of the Rosy Cross

STR 75    CON 78    SIZ 75    INT 60  
POW 50    DEX 50    APP 45    EDU 35

HP 14    DB +1D4    Build +1    Move 8

Sanity: 50

### Attacks: 1

Brawl 25% (12/5), damage 1D3+1D4

.38 revolver 40% (20/8), damage D10

Dodge 35% (17/7)

**Skills:** Credit Rating 15%, Listen 35%, Occult 30%,  
Persuade 40%, Spot Hidden 35%.

## • RETURN TO MORTLAKE •

Since leaving his home in Marylebone, Atticus Stamp travelled by car to Mortlake, and was well-prepared for his esoteric mission. He has with him a Gladstone bag full of ritual equipment (his robe, an incense censer, ritual knife and wand, a copy of the *Book of Enoch*, a journal containing his most up-to-date cipher, and a pistol – he has also become aware of mysterious agents investigating the case, and wants to be sure that they don't interfere with his 'research'.

Stamp makes one stop in the village of Mortlake – the graveyard of St. Mary the Virgin church. There he is spotted by the verger standing by the grave of John Dee in the rain, marking something in a pocket-book, before getting back into his car and driving on to the school.

Depending on what time the Keeper decides to set the final part of the adventure, Stamp's actions at the school will vary. If it is early, and the school is operational, Stamp will attempt to sweet-talk Miss Haversham into allowing him access to the cellar where the papers were found. He will tell her that he thinks he has recovered the papers, and will secure their safe return for her – he will "waive his fee" if she would do him the great favour of letting him explore the cellar alone, for purely academic purposes. Once she agrees, he ushers her from the cellar and bars the door, before quickly setting about his ritual.

If it is late at night, however, then he sneaks into the manor house under cover of darkness, and makes his way to the cellar unhindered. Both of these courses of action take time, however, so it is logical to allow the investigators to catch up with Stamp at a pivotal moment.

## THE RITUAL

When the investigators catch up with Stamp, probably by breaking into the cellar by force (a Hard STR test, adding +10 if the investigator has assistance), he is already into the full swing of the ritual. Read aloud or paraphrase the following:



*Atticus Stamp stands in the centre of a chalk circle, wearing a black robe and speaking in a tongue you don't recognise. The dank, dingy cellar is illuminated only by three black candles, which cast a flickering light across the flagstoned floor, illuminating reams of Enochian script. Stamp has been busy. He sees you at once, and gives you a disapproving glare before continuing the incantation, barely breaking his stride.*

The investigators are quite at liberty to stop Stamp right here, and if they try this he will take up his pistol and warn them to back off. It is possible that they will overpower him and put a stop to his mad plan to commune with Dr. Dee, and if so much destruction and danger will be spared.

Alternatively, they may either delay too long before acting, or choose to let him finish, in which case read aloud the following:

*As Stamp ceases his incantations, you watch in amazement as the chalk symbols scrawled upon the floor take on a life of their own, floating into the air like glowing fireflies, before coalescing into seven, shimmering portals that cast a pale blue light into the room. Stamp is still visible, as though through a wall of heated air. At the centre of each portal is a sphere of warped reality, which writhes and flashes with power. These are Dee's non-euclidean gates, and what lies behind them is almost beyond comprehension. Stamp turns to you in triumph.*

*"You see, the legend is true! John Dee himself is behind one of these gates, in the land of eternal summer where time passes slowly. This day, I shall communicate with him in person, and learn such secrets as have not been known by man since his passing! Now... which gate is it..."*

*Stamp pauses to consider his next action. Yet as he does, one of the gates begins to darken, and a strange, angular form coalesces in its centre.*

*"Could it be?" cried Stamp. "Dr Dee... is it you? Speak to me, my good fellow. I have released you – you may finally come home."*

*The strange insectoid clicking and accompanying droning, buzzing sound that pierces the air is certainly not John Dee, nor anything else human. Something is breaking through the gate, for good or ill!*

Firstly, everyone who witnesses the opening of the gate must take a Sanity test for 1D4 SAN loss. If Miss Haversham or any of the schoolgirls are present, there will be screams of alarm and a general panic. These will intensify as the creature from beyond the stars pushes its way into our world – this is a mi-go, a Fungi from Yuggoth, and its arrival upon Earth cannot be good news for those in the immediate vicinity. Stats for the mi-go can be found in *The Call of Cthulhu Rulebook*.

### Atticus Stamp

Age 42, Ruthless Book-dealer and Part-time Occultist.

STR 60	CON 50	SIZ 55	INT 70
POW 75	DEX 65	APP 70	EDU 92
HP 10	DB 0	Build 0	Move 8
Sanity: 49			

#### Attacks: 1

Brawl 25% (12/5), damage 1D3  
 .38 revolver 36% (16/6), damage 1D10  
 Dodge 32% (16/6)

**Skills:** Bargain 50%, Credit Rating 70%, Dodge 50%, Drive 60%, Fast Talk 75%, History 40%, Law 25%, Library Use 70%, Occult 50%, Other Language (Enochian Script) 34%, Other Language (Latin) 48%, Spot Hidden 40%.

The rules for the gates and their use can be found in the box out below. Although the investigators are unlikely to realise it yet, the gates are partially nullified once something crosses through one of them – that one gate remains active for the return journey, while the others lie dormant. So, for example, if the mi-go manages to enter fully, it can be killed and its body thrown back whence it came, immediately closing all of the gates. Likewise, someone could sacrifice themselves by jumping through the portal, preventing further journeys through any of the portals. Again, if the investigators tarry, they watch in horror as the mi-go enters the summoning circle, and Stamp impotently fires his gun blindly at it. Seeing him as a threat, the hideous, insectile creature takes out its strange tools and begins to operate on Stamp's skull, exposing his brain and communicating with him on a level that leaves him utterly deranged. The sight of the operation causes 1D3/1D6 SAN loss. During the process,



between his screams, Stamp will cry out the secret of closing the gate, hoping upon hope that the investigators act quickly enough to save him. How they choose to deal with this threat and close the gate is up to them, but the last thing they should do is allow a mi-go loose in a school filled with vulnerable young ladies.

### Outside Help

It is possible that the investigators are working in tandem with the Golden Dawn agents at this point, who have an inkling of how to tackle the interdimensional threat. Whilst they will not sacrifice themselves, they will advocate driving the mi-go back into its own dimension, which instantly closes the gate in a blinding flash of light. Their presence will go some way to helping the cover-up operation – especially if there is a man in a robe lying dead on the floor with his brains exposed.

### ALTERNATIVE EVENTS

Keepers may play up or down the involvement of certain characters in this mystery as he sees fit. There is no reason why Stamp can't be more benign, for example – selling the papers to Houghton as promised. In this case, it's highly likely that Houghton would try to crack the code himself, and position himself as the villain of the piece instead of Stamp. Likewise, the girl, Eleanor, could play a much larger role, being perhaps involved in Stamp's schemes from beginning to end, or maybe

even hearing strange voices coming from the cellar that guide her actions – this latter idea plays up supernatural elements much earlier in the adventure, and may be appealing to Keepers who want more strange events rather than straightforward investigation.

### THE END?

If the investigators successfully stop the ritual, or at least manage to close the gate, then they will find themselves in possession of the Mortlake papers (although Miss Haversham, if present, will almost certainly demand them back and call the police if she is refused). They will almost certainly have Stamp's notes, books and occult trappings. What they do with these items is up to them, but here are some suggestions on how to handle the group's decision:

- *The investigators try to decipher the code and enact the ritual themselves, believing Stamp's theory to be sound.* This is unimaginably silly, but there are rewards to be had for a particularly lucky party or skilled magician. Firstly, the base chance of successfully breaking the code relies on passing a Hard Occult test or regular Cthulhu Mythos test. This study, taking 6 hours, incurs 1/1D3 SAN loss, and effectively teaches the investigator the 'Open Non-Euclidean Gates' spell (see box-out). The inherent dangers

## New Spell: Open Non-Euclidean Gates

The caster of this spell first draws a chalk circle upon the ground, and then surrounds it with seven circles filled with the correct combinations of Enochian script. The caster reads aloud the script, being careful to enunciate each revered syllable correctly – upon its completion, the script upon the floor shimmers and floats into the air like floating symbols of light, until they are replaced by seven gates of folded space, where the physical word is bent around a doorway between the worlds. This costs the caster 50 POW. It takes a total of 50 hours to complete the casting of the spell.

The opening of the gates is achieved exactly like the spell *Create Gate*. However, the result is that the caster must choose a gate to step through. For every full minute he delays his decision, a random gate will begin to glow with unearthly power, and a material form will begin to take shape as it breaks through into our world. On the other side of each gate is one of the domains of the mi-go – whether or not John Dee, or even King Arthur, reside in one of those realms is up for debate. Stepping through a gate costs the traveller 10 magic points and 1 SAN.

Once someone steps through a gate, from either side, they will remain dormant until the traveller returns, or a counter-spell is enacted. Time passes very differently on the other side, however, and what happens to the unwitting traveller at the hands of the mi-go may perhaps never be understood.

of enacting the ritual are described along with that spell. Investigators with the Chrystallum from a previous adventure add +10 to their test to decipher the code.

- *The investigators hand the papers back to one of those claiming them:* Legally, the papers belong to Miss Haversham, and ultimately she is likely to sell them to the highest bidder in order to raise funds for her struggling school. Were they to later fall into the hands of someone like Aloysius Delgado, the sinister villain from *The Curse of Nineveh*, then it doesn't take a genius to work out that terrible things could happen.
- *The investigators could decide to destroy the papers – they're too dangerous for one man to control:* A sensible choice, resulting in an immediate SAN reward of +1D3. However, this action will make the investigators some enemies in high places – anyone from the booksellers named earlier, right through to the Golden Dawn, will have a grudge against them thereafter.

## REWARDS AND PENALTIES

There are plentiful opportunities for both victory and defeat in this adventure. Investigators who survive gain the following rewards (or penalties) depending on their actions:

Stamp enacts the ritual, but is defeated and the gates closed.	+1D8 SAN
Stamp fails to enact the ritual, and is apprehended.	+1D6 SAN, +1D3 Credit Rating
Michael Baxter is turned over to the police.	+1D3 Credit Rating.
Miss Haversham, Miss Hucknall or any of the schoolgirls is injured or killed.	-1D6 SAN, -1D3 Credit Rating
The investigator is arrested by police during the adventure.	-1D4 Credit Rating
The investigators become sworn enemies of the Golden Dawn.	-1D6 Credit Rating
The investigators become sworn enemies of Grieve, Houghton, Watkin or any combination.	-1D3 Credit Rating

### Handout 1: Cutting from the Evening Gazette

## SCHOOL FOR YOUNG LADIES TERRIFIED BY BURGLARS

Last night, a heinous crime was carried out in the sleepy suburb of Mortlake, by a criminal element who knows no shame. Two men stole into Mortlake School for Girls and set about stealing some of the antiques stored within the historic building. The old manor, once the home of Queen Elizabeth's famous courtier, Dr. John Dee, is now a boarding school attended by almost 60 female pupils, aged 11-16.

A young teacher and a group of girls were awoken by strange noises coming from the old library. Upon investigating, they were terrified by the pair of shameless thugs, and knocked to the ground as they made their escape.

The school's headmistress, Miss Wilhelmina Haversham, said that the events had left the girls and her staff afraid to be alone on the premises at night.

Inspector Larkin of Scotland Yard has urged anyone with information to contact him personally, and has vowed to apprehend the suspects for what he describes as 'an act of low cowardice'.





Meinert Lubben

-POST CARD

- 1 ADELPHI
- 2 ADELWICH
- 3 ADELWICH
- 4 AMPOLLO
- 5 ADELWICH
- 6 COLISEUM
- 7 COMEDY
- 8 CONVENTION
- 9 CRITERION
- 10 DALY'S
- 11 DORNY LANE
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- 1 LOPHOUSE 25
- 2 LYCEUM 4
- 3 LYRIC 8
- 4 NEW 6
- 5 NEW 6
- 6 OLDVIC 8
- 7 PALACE 9
- 8 PALACE 10
- 9 PAVILION 1
- 10 PLAYHOUSE 2
- 11 POPWALES 3
- 12 PRINCES 4
- 13 QUEEN'S 5
- 14 ROYALTY 6
- 15 ST JAMES 7
- 16 ST MARTIN'S 8
- 17 SAVOY 9
- 18 S CALA 40
- 19 SHAFEBURY 1
- 20 STRAND 2
- 21 WILKINSON 4
- 22 WINTERSON 4
- 23 WYNDHAM'S 5

# NIGHTLY UNDERGROUND CARNIVAL



HYDE PARK

THE MALL (BUCKINGHAM PALACE)

near the departure for East-End families

1921



# APPENDIX

## CALL OF CTHULHU 6TH EDITION STATS

### • TERROR ON THE THAMES •

#### CULTISTS

##### James Blunden, Age 46, Captain

STR 13    CON 16    SIZ 15    INT 11  
POW 13    DEX 12    APP 09    EDU 10  
SAN 35    HP 16    DB + 1D4

**Weapons:** Brawl 65%, damage 1D3 + db.

**Skills:** Cthulhu Mythos 25%, Fast Talk 47%, Intimidate 60%, Mech. Repair 58%, Navigate 95%, Occult 57%, Persuade 52%, Swim 93%.

##### Albert (Bert) Colyer, Age 38, Chief Officer

STR 15    CON 12    SIZ 15    INT 12  
POW 13    DEX 12    APP 17    EDU 09  
SAN 43    HP 14    DB + 1D4

**Weapons:** Fist/Punch 54%, damage 1D3 + db

**Skills:** Accounting 64%, Charm 75%, Cthulhu Mythos 22%, Fast Talk 58%, Navigate 45%, Occult 54%, Persuade 64%, Swim 85%.

##### George Thornton, Age 31, Second Officer

STR 12    CON 11    SIZ 08    INT 14  
POW 12    DEX 15    APP 09    EDU 11  
SAN 39    HP 10    DB: 0

**Weapons:** Stiletto 62%, 1D4 + 2 + db

**Skills:** Cthulhu Mythos 15%, Disguise 46%, Fast Talk 64%, Listen 43%, Locksmith 62%, Navigate 36%, Rifle 27%, Stealth 76%, Swim 41%.

##### Leslie Cory, Age 33, Steward

STR 11    CON 12    SIZ 13    INT 09  
POW 11    DEX 11    APP 12    EDU 08  
SAN 42    HP 13    DB 0

**Weapons:** Bowie Knife 23%, 1D4 + 2 + db  
Fist/Punch 51%, damage 1D3 + db

**Skills:** Cthulhu Mythos 22%, Navigate 34%, Occult 46%, Rifle 33%, Swim 27%.

##### William Frampton, Age 42, Engineer

STR 15    CON 11    SIZ 14    INT 15  
POW 09    DEX 13    APP 12    EDU 14  
SAN 37    HP 13    DB + 1D4

**Weapons:** Knife 45%, 1D4 + 2 + db  
Fist/Punch 44%, damage 1D3 + db

**Skills:** Art/Craft (Scrimshaw) 85%, Cthulhu Mythos 12%, Electrical Repair 12%, Mechanical Repair 78%, Occult 21%, Shotgun 22%, Spot Hidden 38%.

##### William Petts, Age 44, Cook

STR 9    CON 15    SIZ 9    INT 12  
POW 11    DEX 13    APP 13    EDU 11  
SAN 31    HP 12    DB 0

**Weapons:** Knife 56%, 1D4 + 2 + db  
Fist/Punch 1D3 + db

**Skills:** Art/Craft (Cooking) 56%, Cthulhu Mythos 09%, Occult 37%.



## CREWMEN

	STR	CON	SIZ	INT	POW	DEX	APP	EDU	SAN	HP	DB
Frank Welch, Boatswain	12	12	12	12	10	11	13	09	35	12	0
Thomas Bowen, Able Seaman/Waiter	12	14	11	09	11	13	14	09	43	13	0
James Woolcote, Able Seaman/Waiter	11	15	12	10	11	12	08	07	32	14	0
John Radley, Able Seaman/Waiter	13	13	10	08	12	10	10	10	48	12	0
Daniel Gooch, Ordinary Seaman/Waiter	11	13	11	09	09	09	09	10	28	12	0
Patrick Cottrell, Stoker	15	14	14	10	10	11	11	06	43	14	1D4
George Quayle, Stoker	15	15	15	11	12	13	07	10	27	15	1D4

**Weapons:** Weapons: Knife 35%, 1D4 + 2 + db; Fist/Punch 1D3 + db

All crewmen have experience with rifles or shotguns (35%)

## PASSENGERS

**Celeste Archer, Age 22, Bright Young Thing**

STR 10    CON 11    SIZ 09    INT 13  
 POW 09    DEX 13    APP 14    EDU 12  
 SAN 45    HP 10    DB 0

**Weapons:** Fist/Punch 15%, damage 1D3 + db

**Skills:** Charm 65%, Etiquette 78%, French 80%, Persuade 62%, Ride 60%, Swim 42%.

**Lawrence Ashton, Age 26, Blackmail Victim**

STR 13    CON 12    SIZ 13    INT 11  
 POW 10    DEX 14    APP 09    EDU 12  
 SAN 35    HP 12    DB +1D4

**Weapons:** Fist/Punch 34%, damage 1D3 + db

**Skills:** Accounting 34%, Drive Auto 27%, Fast Talk 45%, Law 62%, Library Use 15%, Shotgun 47%.

**Christine Berringer, Age 26, Young Widow**

STR 10    CON 12    SIZ 10    INT 14  
 POW 10    DEX 12    APP 13    EDU 11  
 SAN 48    HP 11    DB 0

**Weapons:** Fist/Punch 17%, damage 1D3 + db

**Skills:** Charm 41%, Etiquette 67%, Language (French) 53%, Persuade 61%, Psychology 42%.

**Madeleine Buckingham, Age 21, Impulsive Bright Young Thing**

STR 10    CON 14    SIZ 08    INT 09  
 POW 14    DEX 13    APP 14    EDU 11  
 SAN 60    HP 11    DB 0

**Weapons:** Fist/Punch 12%, damage 1D3 + db

**Skills:** Charm 60%, Etiquette 70%, Language (French) 56%, Persuade 68%, Ride 60%, Swim 30%.

**Alistair Campion-Reeves, Age 32, Adventurer and Explorer**

STR 16    CON 16    SIZ 15    INT 14  
 POW 13    DEX 15    APP 15    EDU 17  
 SAN 52    HP 15    DB +1D4

**Weapons:** Colt M1911 45 semi-automatic pistol 63%, damage 1D10+2  
 Fist/Punch 62%, damage 1D3 + db

**Skills:** Anthropology 56%, Archaeology 22%, Climb 47%, Drive Auto 34%, History 56%, Language (Arabic) 82%, Rifle 54%, Survival 62%, Track 34%.

**William Cunliffe, Age 28, Vicar of the****Disciples of the Scarlet Palm**

STR 14    CON 13    SIZ 13    INT 16  
 POW 17    DEX 14    APP 15    EDU 16  
 SAN 33    HP 13    DB +1D4



LONDON

**Weapons:** Knife 61%, 1D4 + 2 + db  
Fist/Punch 58%, damage 1D3 + db

**Skills:** Accounting 46%, Charm 56%, Cthulhu Mythos 42%, Disguise 27%, Intimidate 37%, Library Use 63%, Occult 47%, Psychology 34%, Shotgun 42%.

**Spells:** Bait Humans, Cause Disease, Cloud Memory, Compel Flesh, Create zombie, Raise Night Fog.

### Victor Fairchild, Age 29, Book Collector

STR 12	CON 11	SIZ 13	INT 16
POW 13	DEX 13	APP 12	EDU 16
SAN 43	HP 12	DB +1D4	

**Weapons:** Fist/Punch 28%, damage 1D3 + db

**Skills:** Craft (Archival Preservation) 78%, History 67%, Language (Sanskrit) 52%, Library Use 74%, Occult 43%, Spot Hidden 32%.

### Yvonne Forbes-Pennington, Age 27, Amateur Archaeologist

STR 12	CON 16	SIZ 12	INT 16
POW 13	DEX 13	APP 14	EDU 13
SAN 58	HP 14	DB 0	

**Weapons:** Fist/Punch 23%, damage 1D3 + db

**Skills:** Archaeology 63%, Drive Auto 27%, History 56%, Library Use 42%, Occult 32%, Other Language (Arabic) 37%, Ride 41%, Spot Hidden 34%, Survival 54%.

### Violet Gibbs-Woolf, Aged 22, Bright Young Thing and Heiress

STR 11	CON 13	SIZ 11	INT 17
POW 13	DEX 12	APP 18	EDU 13
SAN 60	HP 12	DB 0	

**Weapons:** Fist/Punch 14%, damage 1D3 + db

**Skills:** Appraise 55%, Charm 43%, Drive Auto 26%, Etiquette 75%, Shotgun 52%, Language (German) 71%, Language (French) 74%, Psychology 47%, Ride 55%.

### Louise Godfrey, Age 23, Amateur Tennis Player and Bright Young Thing

STR 13	CON 14	SIZ 11	INT 12
POW 09	DEX 14	APP 13	EDU 12
SAN 43	HP 12	DB 0	

**Weapons:** Fist/Punch 11%, damage 1D3 + db

**Skills:** Drive Auto 21%, Etiquette 64%, Language (French) 14%, Persuade 23%, Swim 57%, Ride 42%, Tennis 78%, Ride 19%.

### Thaddeus Grant, Age 43, American Expatriate Millionaire, Self-promoter, and Poker Player

STR 14	CON 15	SIZ 13	INT 16
POW 15	DEX 12	APP 14	EDU 15
SAN 65	HP 12	DB +1D4	

**Weapons:** Fist/Punch 61%, damage 1D3 + db

**Skills:** Accounting 75%, Drive Auto 21%, Etiquette 44%, Fast Talk 72%, French 34%, Law 37%, Persuade 63%, Shotgun 54%, Ride 41%, Rifle 62%.

### Walter Humphries, Age 20, Troubled Student and Aspiring Cultist

STR 14	CON 11	SIZ 13	INT 15
POW 09	DEX 12	APP 12	EDU 16
SAN 39	HP 12	DB +1D4	

**Weapons:** Fist/Punch 28%, damage 1D3 + db

**Skills:** Anthropology 51%, Archaeology 38%, Etiquette 46%, Greek 47%, History 54%, Latin 56%, Library Use 52%, Occult 27%.

### Felicia Ingram, Age 20, Prostitute and Fosterling of Y'gonac

STR 11	CON 14	SIZ 12	INT 12
POW 14	DEX 12	APP 17	EDU 08
SAN 32	HP 13	DB 00	

**Weapons:** Fist/Punch 14%, damage 1D3 + db

**Skills:** Etiquette 25%, Occult 23%.





### Felicia Ingram, Age 20, Transformed Fosterling of Y'gonac

STR 40    CON 25    SIZ 19    INT 24  
POW 13    DEX 19    APP 04    EDU -  
SAN 32    HP 13    DB +3D6

**Weapons:** Seize and crush 55%, damage 2D6 + db  
Bite 25% (90% if Seized and Crushed), damage  
2D4+2

**Attacks:** Once transformed, Felicia attacks twice per round (one for each arm). She will attempt to Seize and Crush the investigators. If she is successful, she receives 1 bonus Bite attack for each successful Seize and Crush roll. If Felicia fails to Seize and Crush an investigator with one or both arms, she rolls again for her Bite attacks.

**Armour:** Felicia has no armour but she takes only a third (rounded down) of the damage caused by non-magical weapons.

**Sanity Loss:** Any one seeing Felicia for the first time immediately loses 1d10 Sanity points.

### Jane Landon, Age 25, Bright Young Thing and Jewel Thief

STR 13    CON 12    SIZ 11    INT 16  
POW 13    DEX 14    APP 15    EDU 12  
SAN 39    HP 12    DB 0

**Weapons:** Fist/Punch 14%, damage 1D3 + db

**Skills:** Appraise 58%, Charm 37%, Climb 58%, Disguise 23%, Etiquette 72%, Fast Talk 54%, Listen 48%, Locksmith 67%, Sleight of Hand 51%, Spot Hidden 48%, Stealth 64%.

### Gerald Montgomery, Age 24, Gentleman

STR 11    CON 09    SIZ 13    INT 12  
POW 14    DEX 11    APP 14    EDU 13  
SAN 68    HP 12    DB 0

**Weapons:** Fist/Punch 27%, damage 1D3 + db

**Skills:** Accounting 14%, Appraise 21%, Charm 28%, Drive Auto 41%, Etiquette 83%, Latin 43%, Persuade 21%, Shotgun 42%.

### James Neville, Age 27, Gentleman

STR 12    CON 13    SIZ 12    INT 14  
POW 14    DEX 10    APP 15    EDU 14  
SAN 62    HP 13    DB 0

**Weapons:** Fist/Punch 43%, damage 1D3 + db

**Skills:** Accounting 33%, Appraise 23%, Boxing 41%, Charm 56%, Drive Auto 42%, Etiquette 76%, Persuade 64%, Shotgun 61%.

### Alfred Prebble, Age 24, a Gentleman who has lost his faith

STR 13    CON 12    SIZ 13    INT 09  
POW 13    DEX 12    APP 11    EDU 12  
SAN 32    HP 13    DB +1D4

**Weapons:** Fist/Punch 33%, damage 1D3 + db

**Skills:** Accounting 40%, Appraise 20%, Drive Auto 31%, Etiquette 73%, French 234%, Law 27%, Library Use 29%, Rifle 31%.

### Albert Rhodes, Age 26, Gentleman

STR 14    CON 12    SIZ 12    INT 15  
POW 14    DEX 13    APP 15    EDU 14  
SAN 62    HP 12    DB 1D4

**Weapons:** Fist/Punch 33%, damage 1D3 + db

**Skills:** Appraise 42%, Charm 65%, Drive Auto 32%, Etiquette 78%, Fast Talk 61%, Firearms (Rifle/Shotgun) 24%, Listen 45%, Persuade 67%.

### Josephine Shawcross, Age 21, Bright Young Thing

STR 09    CON 11    SIZ 10    INT 10  
POW 13    DEX 11    APP 14    EDU 11  
SAN 60    HP 12    DB 0

**Weapons:** Fist/Punch 13%, damage 1D3 + db

**Skills:** Appraise 34%, Charm 47%, Drive Auto 22%, Etiquette 78%, French 23%, Shotgun 34%, Swim 57%, Ride 29%.

**Edward St. John Davies, Age 24, DSO, MC,  
Shell-shocked Veteran**

STR 14    CON 09    SIZ 13    INT 14  
 POW 08    DEX 12    APP 13    EDU 12  
 SAN 29    HP 11    DB +1D4

**Weapons:** Fist/Punch 45%, damage 1D3 + db

**Skills:** Boxing 44%, Dodge 30%, Drive Auto 21%, Handgun 42%, Rapier 32%, Ride 43%, Swim 62%, Throw 56%.

**Evelyn Westwood, Age 23, Bright Young  
Thing**

STR 09    CON 11    SIZ 12    INT 14  
 POW 13    DEX 11    APP 14    EDU 13  
 SAN 63    HP 12    DB 0

**Weapons:** Fist/Punch 12%, damage 1D3 + db

**Skills:** Accounting 14%, Charm 45%, Drive Auto 22%, Etiquette 76%, French 65%, Persuade 52%, Swim 29%, Ride 41%.

**Donald Winthrop, Age 28, Gentleman**

STR 16    CON 11    SIZ 12    INT 14  
 POW 10    DEX 12    APP 13    EDU 16  
 SAN 32    HP 12    DB +1D4

**Weapons:** Fist/Punch 53%, damage 1D3 + db

**Skills:** Appraise 22%, Charm 35%, Drive Auto 52%, Etiquette 78%, Fast Talk 56%, Shotgun 64%, Listen 45%, Persuade 47%.

**THE DRISKILL MOUNTAIN JAZZ BAND**
**Benny Grace, Age 34, Drummer**

STR 16    CON 16    SIZ 13    INT 10  
 POW 09    DEX 18    APP 09    EDU 09  
 SAN 42    HP 15    DB 1D4

**Weapons:** Fist/Punch 60%, damage 1D3 + db

**Skills:** Charm 22%, French 76%, Improvise Music 78%, Listen 60%, Play Drums 88%.

**Tony 'Big T' Laine, Age 35, Trombonist**

STR 14    CON 12    SIZ 18    INT 13  
 POW 11    DEX 16    APP 13    EDU 09  
 SAN 52    HP 15    DB +1D4

**Weapons:** Fist/Punch 43%, damage 1D3 + db

**Skills:** Charm 34%, Fast Talk 48%, French 67%, Improvise Music 76%, Listen 69%, Play Trombone 90%, Shotgun 44%.

**Joe Poindexter, Age 29, Cornetist**

STR 12    CON 11    SIZ 12    INT 11  
 POW 10    DEX 15    APP 10    EDU 11  
 SAN 48    HP 12    DB 0

**Weapons:** Fist/Punch 48%, damage 1D3 + db

**Skills:** Charm 45%, French 58%, Improvise Music 75%, Listen 71%, Play Cornet 92%.

**Lester Mills, Age 27, Clarinetist**

STR 11    CON 11    SIZ 11    INT 13  
 POW 12    DEX 16    APP 12    EDU 12  
 SAN 54    HP 11    DB 0

**Weapons:** Fist/Punch 38%, damage 1D3 + db

**Skills:** Charm 54%, French 22%, Improvise Music 67%, Listen 73%, Play Clarinet 89%.

**Fletcher 'Fletch' Conrad, Age 37, Pianist**

STR 13    CON 12    SIZ 13    INT 11  
 POW 10    DEX 17    APP 15    EDU 12  
 SAN 47    HP 13    DB +1D4

**Weapons:** Fist/Punch 42%, damage 1D3 + db

**Skills:** Charm 62%, Fast Talk 58%, French 68%, Improvise Music 66%, Listen 82%, Persuade 81%, Play Piano 94%.

**Swale Zombies**

Characteristics	Rolls	Averages
STR	3D6	10-14
CON	3D6	10-14
SIZ	2D6+4	10
POW	1	
DEX	2D6	7



**Move:** 6    **HP:** 10-12

**Av Damage Bonus:** 0

**Weapon:** Bite 30%, damage 1D3

**Armour:** none. Impaling weapons do no damage, all others do half damage. Shotguns do double damage.

**Skills:** Obey Command 99%

**Habitat:** Swamps, marshes, bogs and mires.

**Sanity loss:** 1/1D6 Sanity points to see a Swale zombie for the first time.

## • THOSE POOR SOULS • WHO DWELL IN LIGHT

### Reverend Leigh, Age 41, Corrupt Clergyman

STR 12	DEX 10	INT 13	CON 10
SIZ 12	APP 11	POW 21	EDU 13
SAN 00	HP 11	DB 0	

**Attacks:** Brawl 65%, damage 1D3  
Dodge 30%

**Skills:** Charm 40%, Cthulhu Mythos 15%, Intimidate 70%, Occult 70%, Persuade 60%.

**Spells:** Words of power, Mental suggestion, Dominate, Cloud memory, Mindblast, Shared Delusions of the Unwary Mind (see page 47).

### Lionel Gullan, Age 46, Reclusive Uncle

STR 10	DEX 12	INT 15	CON 12
SIZ 11	APP 10	POW 12	EDU 14
SAN 60	HP 11	DB 0	

**Attacks:** Brawl 50%, damage 1D3  
Dodge 31%

**Skills:** Occult 40%, History 60%.

### The Spawn

STR 04	DEX 10	INT 04	CON 10
SIZ 02	POW 18	HP 11	DB -2

**Attacks:** Special (see page 52).  
Dodge 21%

**Sanity loss:** 0/1D4 to see spawn.

### Constable Wilkins, Age 26, Unquestioning Policeman

STR 14	DEX 13	INT 11	CON 12
SIZ 15	APP 12	POW 09	EDU 12
SAN 40	HP 13	DB +1D4	

**Attacks:** Brawl 70%, damage 1D3 + 1D4  
Truncheon 45%, damage 1D6 + 1D4  
Dodge 50%

**Skills:** Occult 40%, Law 55%, Intimidate 65%, Persuade 40%.

### Doctor Edith Banks, Age 53, Fraught Physician

STR 10	DEX 14	INT 15	CON 13
SIZ 11	APP 10	POW 11	EDU 18
SAN 50	HP 07	DB 00	

(lower than normal because of spawn)

**Attacks:** Brawl 55%, damage 1D3  
Dodge 36%

**Skills:** First Aid 40%, Medicine 65%, Fast Talk 60%.

### Eric Burgess, Age 27, Desperate Decorator

STR 13	DEX 15	INT 09	CON 13
SIZ 12	APP 14	POW 13	EDU 08
SAN 65	HP 12	DB +1D4	

**Attacks:** Brawl 40%, damage 1D3 + 1D4  
Dodge 40%

**Skills:** Art/Craft (Decorator) 65%, Climb 60%, Sneak 40%.

### Mob Members

Use these characteristics for all members of the mob that attack Reverend Miller. Differentiate individuals by varying your description of them.



LONDON

STR 12    DEX 10    INT 09    CON 11  
 SIZ 12    APP 10    POW 11    EDU 08  
 SAN 55    HP 11    DB 0

**Attacks:** Brawl 30% (15/6), damage 1D3  
 Dodge 26% (13/5)

### Mrs Stanhope, Age 56, Unfortunate Housekeeper

STR 15    DEX 12    INT 10    CON 13  
 SIZ 14    APP 09    POW 10    EDU 08  
 SAN 40    HP 13    DB +1D4

**Attacks:** Brawl 35%, damage 1D3 + 1D4  
 Cast iron skillet 35%, damage 1D6 + 1D4  
 Dodge 34%

### Edward Kelly, Ancient Insane Occultist

STR 02    DEX 04    INT 15    CON 04  
 SIZ 08    APP 00    POW 18    EDU 16  
 SAN 00    HP 06    DB -2

**Attacks:** Brawl 25%, damage 1D3 -2  
 Dodge 11%

**Skills:** Cthulhu Mythos 40%, Occult 90%.

## • THE NON-EUCLIDEAN GATE •

### Atticus Stamp, Age 42, Ruthless Book-dealer and Part-time Occultist

STR 12    DEX 13    INT 14    CON 10  
 SIZ 11    APP 14    POW 15    EDU 19  
 SAN 49    HP 11    DB 0    MP 15

**Weapons:** .38 revolver 36%, damage D10.

**Skills:** Bargain 50%, Credit Rating 70%, Dodge 50%, Drive 60%, Fast Talk 75%, History 40%, Law 25%, Library Use 70%, Occult 50%, Other Language (Enochian Script 34%, Latin 48%), Spot Hidden 40%.

### Michael Baxter, Age 40, Unwitting Murderer, Thief and Prizefighter

STR 16    DEX 09    INT 07    CON 18  
 SIZ 17    APP 10    POW 10    EDU 06  
 SAN 50    HP 18    DB +1D6

**Skills:** Dodge 30%, Listen 36%, Persuade (intimidate) 50%, Sport (Boxing) 66%.

### Golden Dawn Agent, Mysterious Servants of the Order of the Rosy Cross

STR 15    DEX 10    INT 12    CON 14  
 SIZ 15    APP 09    POW 10    EDU 07  
 SAN 50    HP 16    DB +1D4

**Weapons:** .38 revolver 40%, damage D10.

**Skills:** Dodge 35%, Listen 35%, Occult 30%, Persuade (Intimidate) 40%, Spot Hidden 35%.

### Wilhelmina Haversham, Age 50, Stern Schoolmistress and Formidable Dame

STR 07    DEX 16    INT 18    CON 09  
 SIZ 06    APP 13    POW 14    EDU 18  
 SAN 70    HP 08    DB -1D4

**Skills:** Art (literature) 60%, Credit Rating 56%, Dodge 50%, History 60%, Law 65%, Library Use 70%, Other Language (French 50%, Latin 40%), Persuade 50%, Spot Hidden 50%.

### Elizabeth Hueknall, Age 25, Mathematics Teacher and Good Egg

STR 07    DEX 16    INT 16    CON 09  
 SIZ 07    APP 16    POW 11    EDU 18  
 SAN 55    HP 08    DB -1D4

**Skills:** Dodge 30%, Library Use 60%, Mathematics 60%, Other Language (French 30%), Persuade 30%, Spot Hidden 50%.

### Eleanor Bennett, Age 14, School Bully and Precocious Young Lady

STR 06    DEX 16    INT 12    CON 09  
 SIZ 08    APP 16    POW 10    EDU 14  
 SAN 50    HP 08    DB -1D4

**Skills:** Dodge 40%, Fast Talk 50%, Library Use 30%, Other Language (French 30%), Persuade 50%, Spot Hidden 50%.



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Stuart Barker  
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Ols Jonas Petter Olsson  
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Nik Allen  
Dashiell Anderson  
Jesper Anderson  
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Martin Bailey

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Jeremy Butler  
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