

Scenario

Plum Pudding and Other Such...

Thursday, December 7, AD 1843.

A scenario for 4-8 players, plus the GM.

Players' Notes

[GMs: Hand out copies of this page to all players.]

Your Corner "The Watchman Society"

An unusual explorers society, catering to both the serious students of the occult and the mysteries of the world, and their upper-class hangers-on. The well-appointed building within London proper is a source of constant parties and gatherings, all to start getting people to accept the unusual and strange. On occasions, such parties may devolve into excess, depending on the GM's and players' style of play. In any case, the Watchman Society is known among polite circles to cater to the more, ahem, 'unusual' elements of Victorian Society.

London, with a population of 2 million at this time, is dominated by the Foxhorn Fraternity and their famous Fraternal Corner, The Hunt Club. Hence, it is a rather secure place to be, with a collection of very powerful Spanners within easy reach. Politics are rife, however, and a Spanner can find himself thrown into the middle of a machination at any time. On the Leveller side, London is already growing in leaps and bounds, with the population of the City diminishing in favor of Greater London.

London is a rather large place, unable to be covered in one level span (by a Span 1). However, the labyrinthine nature of London allows for Spanners to appear on rooftops and in dark alleys unnoticed. Spanners travelling in London during this time are advised to discuss with others about new constructions, blind alleys, and the like that develop in the rapid expansion of this city.

Your Mentor

Milton Barnabas (Age 38?, Born c. 1933)

A dashing man in his late 30's, with light hair and a narrow but commanding build. He dresses as a proper gentleman of the time, preferring checks to stripes in his pants. Unlike most men of his seeming age, he walks with a spring in his step and a flair for the dramatic. He tends to raise an eyebrow or two by insisting on wearing a sword in public, one which he is quite capable of using. On occasion he talks about an American drink, 'Mountain Dew,' that "you simply must try when you get a chance to Span up to the 1900's."

Milton is the source of constant entertainment, both at parties and bringing levity to most any situation. This seems unusual, as those of the Quicker are supposedly grim. His view on this is: "Don't worry about what is not in your Yet, as you will bog yourself down with a boring, sanity-shattering life. It's a wide horizon; sometimes, your Yet just tells you some stops you have to make."

You and Your Chronies

Select one of the following characters, or design one of your own. All of these people are members of your corner, and are your trusted friends. The GM is free to use any unselected characters as NPCs. None of the characters yet belong to a Fraternity. Once all players have selected their characters, feel free to have them describe where they are: currently, on this night, they are in the midst of a rather raucous party, filled with seances, firewalking, and more mundane diversions.

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A NEW SCENARIO by **Caias Brian Ward**

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Capt. Harmon Paget (Age 26y 32d Born May 1, 1822)
Decorated military officer in the 11th Hussars (Light Dragoons), recently returned from campaign in India after great success. Rather dashing, handsome, and polite, he is currently the toast of upper-class society. Married to the lovely and rich daughter of a Scottish industrialist, Emily. Known as a strategic genius.

Dr. Stephen Williams

(Age 35y 205d Born October 19, 1807)

A physician to the upper class in London, he has a terrific bedside manner. He also takes time to help the indigent and destitute, volunteering time to treat the poor at a church. Currently single, but many women of high society would like to change that, and very soon.

Margaret Hervieux (Age 33y 107d Born May 12, 1810)

From Paris, Margaret is a strong-willed, independent woman, part of a new breed in the Victorian period. Studied physics and chemistry in the University of Bologna, and is quickly becoming an authority in science among the academic community. This riles the traditional male-dominated science community, which suits her fine.

Aram Dakhxa (Age 29y 14d Born December 2, 1802)

An Indian yogi and mystic, Aram is a standout in the proper circles of London, with swarthy skin, dark shoulder-length hair, and an impossibly thin build. Came back to the corner with Harmon Paget after Harmon's latest campaign in India. Seems to be more in touch with reality than most, and suffering for it as a result.

Karen Browning (Age 36y 13d Born June 13, 1812)

The epitome of the social order, Karen is the wife of a prominent agent for a powerful shipping company. Always makes it to the best of parties, and never tires, even after hours and hours of social climbing. Recently learned the arts of hypnotism, which has made her all the rage among her friends and hangers-on.

Peter Simons (Age 19y 44d; Born January 23, 1822)

The son of an industrialist, he decided to strike out on his own and study literature and the occult. Suffered a terrible fall from a cliff as a youth; sometimes, he still seems in pain. Is a popular fellow among his classmates in University, and his papers and orations are always well-researched and written.

David Cloverfield (Age 23y 41d; Born January 23, 1819)

A member of the idle rich, he holds a title of minor nobility, still a part of the old England. His family is mildly offended at his "slumming" with the industrial class, but insists that he will grow bored with their ways. Recently began to practice acrobatics and contortion techniques with Aram as a partner, which has shocked his family even more.

Edwin Drook (Age 58y 2d Born July 2, 1786)

An old financier, at a point of wealth and means in leveller society such that he may be considered "eccentric" as opposed to "insane". Always knows when to move his money out of a risky venture. Claims that powerful spanners from the Aquarian Era visit him for dinner and advice. Milton's response to this is "Further information is not available here."

The Watchman Society.

For the most part, polite society in London considers you an eccentric group of wealthy occultists and scientists that happen to throw fantastic parties. Sometimes, the activities here rival the most outrageous public house, but money and power do wonders at keeping the constabulary away. Even such things as Aram's firewalking and jumping are looked over. The main building of the Watchman Society is the size of a manor house in the country, albeit without the tracts of land around it. There are many servants in the public areas, who ask few questions due to the normal eccentricities they expect from this place, and the good wages they receive. These servants are only hired for parties, not general maintenance of the corner.

Next to the building are several semi-detached houses, all part of the corner, and connected to each other through various walkways, covered garden paths, and secret underground tunnels. This, of course, adds to the mystery of such a place, since such connecting ways are unusual. Many occasions have occurred when Levellers, intent on discovering the "secrets of the occult" within the buildings, have become hopelessly lost within the paths and tunnels, unable to leave one part or another. This is a constant source of amusement to Spanners, who will show up from around a corner to escort the person to the public areas.

Information Control

All the windows are heavily curtained, allowing no sight into the building. In this Locality, the technology does not allow for recording devices, although a Spanner could conceivably Span Up to get one. This, however, would be frowned upon, and would take a fair amount of Age for a Span One to accomplish.

The library of the Watchman Society consists of 2 parts. Firstly, the main library is extensive and varied, suitable for Oracle and other research, with a concentration on exploring and the occult. Adjoining it is a state of the art science lab (for the Locality), put together by Dr. Williams and Margaret. Secondly, there is a room accessible by Spanners only (barring breaking through a brick wall with hammers) that contains very advanced (Early 1990's) books on medicine, exploration, and other sciences. Milton keeps these locked away in cases, and only allows their use in extreme emergencies (Oracling for Time Combat, illness that cannot be combated with Locality medicine, etc.)

Public research can be performed at the University of London (est. 1836), the Patent Office, the India Office and Records, the British Museum, and at the libraries of private families (which tend to be more scholarly in this period than in modern times).

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Anonymous Levellers
illustrations from *The Works of Charles Dickens*
New York: Peter Fenton Collier, AD 1899.
engraving

Milton Barnabas

Explorer of the Supernatural

Society Britain **Locality** South Africa AD c1960s

Age 37y 88d

Corner London AD c 1840s **Frat** Quicker

SPAN 3 FRAG 0

Body 6 Mind 8 Quick 10

Skill/Attribute/Title/Rating

Modern English/M/Master/11

Afrikaans/M/Master/11

Aramaic/M/Journeyman/10

Fencing/B/Journeyman/8

Etiquette/M/Master/11

Telepathy/M/Master/11

Acumen: Occult/M/Grandmaster/12

Hypnosis/Q/Master/13

Swindle/Q/Journeyman/12

Telekinesis/Q/Master/13

(Many other Skills as needed)

Items: A FENCING SABRE, a POCKETWATCH on a Long CHAIN, various OCCULT BOOKS AND MANUSCRIPTS, a DEVASTATING CHARM, and a FLAIR FOR THE DRAMATIC.

Milton is a bit nervous about the coming events involving his corner. He was recently visited by several Aquarian Exalted and told to investigate and resolve the upcoming situation. Although he is a member of

the Quicker, he still finds such a visit a bit unnerving. Milton would prefer if the characters handled much of the legwork on this, as the less involvement he has, the better he can Measure situations in case of a Time Combat. As well, he wants his spanners to get a good workout, and if they take a few bumps on the way, it's part of the learning process.

Still, Milton is in good spirits, and will always be entertaining and charming. Should the situation arise that the characters keep on coming to him for information, he will remind them that he put this matter in their hands for a reason: he knows that they will do a wonderful job at solving whatever problems come their way. "I have the greatest confidence in you, and find myself proud to have such a corner; one that doesn't need my help all the time like a bunch of children. You certainly aren't children, are you?" He'll then shoo them off, but keep an eye on them to make sure it is something they can truly handle.



Charles John Huffman Dickens*Leveller Author Superstar***Society** Britain **Locality** London, AD 1800s**Born** AD 1812 **Dies** AD 1870

SPAN 0 FRAG 0

Body 3 Mind 6 Quick 7

Skill/Attribute/Title/Rating

Modern English/M/Grandmaster/15

Writing/M/Grandmaster/17

Journalism/M/Grandmaster/13

(Among his many other talents and Skills)

Items:

WIT, SHEETS OF FOOLSCAP, and One of the GREAT POETICAL MINDS of his Day.

Son of Navy Pay Office clerk John Dickens and Elizabeth (*née*) Barrow, Charles Dickens is born in Landport, Portsea, second of eight children. The family moves frequently, and has wild changes of fortune, the father being sent to debtors' prison, and later falling into a legacy.

After many unglamorous Victorian jobs, Charles begins his writing career as a reporter for *The True Sun*, *The Mirror of Parliament*, and *The Morning Chronicle*.

After a few assignments for *The Old Monthly Magazine*, Dickens takes over a serial that is meant to spoof sport clubs, and launches the work he is famous for, beginning with the *Pickwick* stories.

The following novels are published in the years listed, following the serialization of their chapters in magazines:

Pickwick (1837)*Oliver Twist* (1838)*Nicholas Nickleby* (1839)*Barnaby Rudge* (1840)*The Old Curiosity Shop* (1841)

At the time the adventure begins, Dickens has recently returned from a trip to America, where he has learned the United States' copyright law affords him little protection against piracy there. He is seeing lukewarm interest in the serialization of what will be the novel, *Martin Chuzzlewit*, his first arguable flop, and he has a large and growing family. He is exhausted with constant editing of magazines, serials, and is under considerable pressure and deadlines to complete a Christmas story in the next few days. Unbeknownst to him, he is at the midpoint in his career, with most of his greatest works in his Yet. It is in this desperate state, he comes seeking the aid of the Corner, believing them to be an Occult Society, with the knowledge needed to bring peace to his house...



(GM's should note that following the Level events of this adventure, he completes his Christmas tale, and within the year following [1844] relocates to a villa outside Genoa with his family for a much needed rest.)

Player Character Handouts

**Captain Harmon Paget**

Society Britain *Locality* Great Britain AD 1840s

Corner London AD c 1840s *Frat* Foxhorn

Age 26y 32d *Born* May 1, 1822

SPAN 1 FRAG 0 BODY 5 MIND 4 QUICK 5

Benefit: Famous in Locality, Exceptional Beauty

Limit: Addiction (alcohol)

Skill/Attribute/Title/Rating

Firearms/M/Journeyman/8

Fencing/B/Journeyman/7

Riding/Q/Apprentice/6

Etiquette/M/Apprentice/5

Observation(Looting)/M/Apprentice/5

Linguistics (Indian)/M/Apprentice/5

Items: An ARMY PISTOL, a CAVALRY SABRE, several DASHING MILITARY UNIFORMS, and a RAGING LIBIDO.

Decorated military officer in the 11th Hussars (Light Dragoons), recently returned from campaign in India after great success. Rather dashing, handsome, and polite, he is currently the toast of upper-class society. Married to the lovely and rich daughter of a Scottish industrialist, Emily. Known as a strategic genius.

Additional Story:

Your spanning has allowed you to maintain a veneer of honor and respectability. However, under the surface, you are a drunken lecher and coward. You survive many battles just by virtue of being able to span away from the worst of fighting, and then span back for the accolades. As well, while you love your wife and would never hurt her for anything, being away on campaign and having a low moral fiber demands that you seduce every attractive woman you can without getting caught. Currently, you have 3 mistresses:

Camille: An expensive doxy at a public house in London. She is French, and can't speak a word of English.

Elizabeth Johnstone: The wife of James Thomas Brudenell, the Seventh Earl of Cardigan, Commander of the 11th Hussars. If your commander suspected, you'd have a duel on your hands. Or he would order the unit to shoot you.

Roselina Montez de Barcelona: The wife of the deputy ambassador from Spain. If anyone found out, it would ruin diplomatic ties with Spain.

You know that your wife has an affair in her time, but it seems only fair, since you are away so much. Your spanning provides alibis as to your location and actions, as well as a convenient means to get out of the linen cupboard...

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**Dr. Stephen Williams**

Society Britain *Locality* Great Britain AD 1840s

Corner London AD c 1840s *Frat* n/a

Age 35y 205d *Born* October 19, 1807

SPAN 1 FRAG 0 BODY 3 MIND 6 QUICK 4

Benefit: Perceptive

Skill/Attribute/Title/Rating

Unarmed Combat: Fisticuffs/B/Apprentice/4

Medicine (19th Cent.)/M/Master/9

Etiquette/M/Apprentice/7

Research/M/Apprentice/7

Linguistics:Latin/M/Apprentice/8

Linguistics: French/M/Apprentice/7

Items: A MEDICAL BAG, a POCKETWATCH, the Finest MEDICINES OF THE DAY (*circa* 1850), and an EXCELLENT BEDSIDE MANNER.

A physician to the upper class in London, he has a terrific bedside manner. He also takes time to help the indigent and destitute, volunteering time to treat the poor at a church. Currently single, but many women of high society would like to change that, and very soon.

Additional Story:

Milton explained quite clearly the reasons why spanners are not allowed to have relations and children by other spanners: such children would be raised as spanners. It would stagnate the leveler population and cause the Societies to collapse. As a doctor, this makes sense.

As a man, however, it cuts deeply. It would make sense from a personal standpoint, for spanners to love other spanners. Margaret, for example: intelligent, well-born, and clear-headed. A very lovely example... but there are well established reasons for this prohibition. So Milton says...

**Margaret Hervieux**

Society France *Locality* Paris 1840s
Corner London AD c 1840s *Frat* n/a
Age 33y 107d *Born* May 12, 1810
 SPAN 1 FRAG 0 BODY 3 MIND 5 QUICK 5
 Benefit: Photographic Memory

Skill/Attribute/Title/Rating

Science:Chemistry/M/Journeyman/7

Science: Physics/M/Apprentice/6

Observation: Science/M/Apprentice/6

Library Science/M/Journeyman/7

Etiquette/M/Apprentice/6

Items: A Fine PARASOL, and Hidden in her BAG is a SLIDE RULE from the Twentieth Century, that her Elder Left her, and that Will Be Given her as a Present from Milton This Christmas Day.

From Paris, Margaret is a strong-willed, independent woman, part of a new breed in the Victorian period. Studied physics and chemistry in the University of Bologna, and is quickly becoming an authority in science among the academic community. This riles the traditional male-dominated science community, which suits her fine.

Additional Story:

Being a woman of education and independence is not easy in this time. You look forward to increasing in Span, so that you can travel Up to the end of the Piscean Era. You've heard stories of how women are treated as equals, and can't wait to see for yourself. Imagine, women owning companies and regularly pursuing higher education.

Better than what you did when you were younger. Working as a dance hall girl in Paris raised enough money so you could improve yourself. However, the embarrassment you would suffer if others knew of your sordid past would be unbearable. It is hard enough to find a man of breeding and means, without a soiled image to mar your chances.

**Aram Dakhsa**

Society Britain *Locality* Bombay 1830s
Corner London 1840s *Frat* Quicker
Age 29y 14d *Born* December 2, 1802
 SPAN 1 FRAG 0 BODY 3 MIND 3 QUICK 6
 Benefit: Contortionist, Psychic Potential (Telekinesis)

Skill/Attribute/Title/Rating

Toughness/B/Apprentice/4

Dreaming/Q/Journeyman/8

Firewalking/Q/Journeyman/8

Items: Some SIMPLE CLOTHING, and his PRAYER MAT, which he has Never Washed.

An Indian yogi and mystic, Aram is a standout in the proper circles of London, with swarthy skin, dark shoulder-length hair, and an impossibly thin build. Came back with to the corner with Harmon Paget after Harmon's latest campaign in India. Seems to be more in touch with reality than most, and suffering for it as a result.

Additional Story:

Your telekinetic powers are less than perfected. When you are under great stress, objects seems to fly about and collide with each other. Milton have been trying to instruct you in the used of this power, with little success.

Also, your appearance tends to shock a number of people, as you bear a resemblance to the Messiah of Christian faiths. People stare and gawk at you, and engaging them in conversation about Hindu beliefs only causes trouble.

**Karen Browning**

Society Britain *Locality* Great Britain AD 1840s
Corner London AD c 1840s *Frat* n/a
Age 36y 13d *Born* June 13, 1812
 SPAN 1 FRAG 0 BODY 3 MIND 5 QUICK 5
 Benefit: Wealthy

Skill/Attribute/Title/Rating
 Etiquette/M/Master/7
 Research/M/Journeyman/7
 Hypnotism/Q/Journeyman/7

Items: ELEGANT CLOTHING, SOCIAL GRACES, a TIMEPIECE, and MONEY TO SPARE, even for a Spanner.

The epitome of the social order, Karen is the wife of a prominent agent for a powerful shipping company. Always makes it to the best of parties, and never tires, even after hours and hours of social climbing. Recently learned the arts of hypnotism, which has made her all the rage among her friends and hangers-on.

Additional Story:

Ever since becoming a Spanner, your climb in social circles has been very easy. You always arrive fashionably late, illness never causes you to miss the best parties, and you can enjoy yourself throughout the night and still be rested in time for the next day. You have also found a tool of great use in your social climbing: hypnotism. A simple suggestion here and there, under the guise of a parlor trick, has secured you praise and the choicest invitations from the highest social circles.

While such a thing should not be abused, you just find it so simple to manipulate those of greater social station...

Hm, 'greater', indeed!

**Peter Simons**

Society Britain *Locality* Great Britain AD 1840s
Corner London AD c 1840s *Frat* n/a
Age 26y 32d *Born* April 7, 1821
 SPAN 1 FRAG 0 BODY 2 MIND 5 QUICK 4
 Benefits: Connections (Industrialist Father), Internal Clock
 Limit: Addiction (Morphine)

Skill/Attribute/Title/Rating
 Accountancy/M/Journeyman/7
 Literature/M/Journeyman/7
 Linguistics:Latin/M/Journeyman/7
 Research/M/Journeyman/7
 Dreaming/Q/Journeyman/6

Items: Various BOOKS, WRITING IMPLEMENTS, and a SMALL PACKET OF WHITE POWDER.

The son of an industrialist, he decided to strike out on his own and study literature and the occult. Suffered a terrible fall from a cliff as a youth; sometimes, he still seems in pain. Is a popular fellow among his classmates in University, and his papers and orations are always well-researched and written.

Additional Story:

Your life was, most recently, filled with a great deal of pain from your accident. However, you have found a way to take the edge off of things. Milton warned you about using morphine, especially while Spanning, and made it quite clear that if you didn't clean yourself up, the Physician's Fraternity would have to do so for you... or the Quicker, depending on if you bungled a Span. Milton remarked on stories of former chronies impaired on drugs Spanning and ending up without their organs.

But a little bit can't hurt, really? Milton drinks, not to excess, and he's a Mentor— you've heard 'mountain dew' is colloquial for moonshine. And doctors prescribe morphine for pains, which you have, and they don't prescribe strong drink. So just a little *can't* hurt...



David Cloverfield

Society Britain *Locality* Great Britain AD 1840s

Corner London AD c 1840s *Frat* n/a

Age 26y 32d *Born* April 7, 1821

SPAN 1 FRAG 0 BODY 4 MIND 4 QUICK 5

Benefit: Contortionist

Limit: Compulsion (well-planned burglary: David must make a Quick roll to avoid plotting a well-executed crime when presented with a target)

Skill/Attribute/Title/Rating

Athletics: Acrobatics/B/Apprentice/5

Unarmed Combat: Fisticuffs/B/Journeyman/6

Etiquette: Nobility/M/Apprentice/5

Etiquette: Lower Class/M/Apprentice/5

Security: Breaking and Entering/M/Journeyman/6

Security: Lockpicking/M/Journeyman/6

Items: His BURGLARY TOOLS, a POCKETWATCH, and Various STOLEN ITEMS about his Person and Premises.

A member of the idle rich, he holds a title of minor nobility, still a part of the old England. His family is mildly offended at his "slumming" with the industrial class, but insist that he will grow bored with their ways. Recently began to practice acrobatics and contortion techniques with Aram as a partner, which has shocked his family even more.

Additional story:

You not a common thief. You are a most uncommon thief: The Shadow Burglar. Never caught, able to break into anywhere, any time. The constabulary talk about you all the time. But it would be far below you to just Span in and take what you want. No, you research what you want to steal, and where it is, and then you break in using only your natural abilities and skills, no Spanning. You take what you like, not for its value, but because you can take it.

You were almost caught once, and the embarrassment to your noble bloodline would be devastating were you actually captured. Still, with your abilities to fit into small spaces and vault high walls assures that this will never happen.



Edwin Drook

Society Britain *Locality* Great Britain AD 1840s

Corner London AD c 1840s *Frat* n/a

Age 58y 2d *Born* July 2, 1786

SPAN 1 FRAG 0 BODY 2 MIND 6 QUICK 5

Benefit: Lucky

Skill/Attribute/Title/Rating

Accountancy/M/Journeyman/8

Mathematics/M/Journeyman/8

Finance/M/Master/9

Items: Anything MONEY Can Buy

An old financier, at a point of wealth and means in level society such that he may be considered "eccentric" as opposed to "insane". Always knows when to move his money out of a risky venture. Claims that powerful spanners from the Aquarian Era visit him for dinner and advice. Milton's response to this is "Further information is not available here."

Additional Story:

Yes, people think you are insane. But Spanners from the Aquarian Era do visit you. Normally, they ask you seemingly innocuous questions, such as what type of meat you had for dinner last night, or your opinion on whether men should wear checks or stripes (why, stripes, of course). But some times, they appear and burden you with troublesome things, such as taking clothing that you like, and informing you of elements of your Yet.

However, they seem nice enough, and are charming dinner companions. As well, they have done nothing to harm you, and Milton seems comfortable with you knowing them, if a bit surprised.

Preparing and Starting to Play

First, it's always a good idea to for GMs to read an entire scenario in advance, and to take notes about parts you'd like to emphasize or elaborate during play. Why not take the time now?

When you're ready to start play, hand out copies of Players' Notes (the first two pages of this scenario) and let the players familiarize themselves with their characters and their chronies. When each have chosen a character, hand each player a copy of their selected persona's statistics, from the handouts at the end of this section.

Recommend that everyone read the rules well before play, but allow several minutes to answer questions at the game session itself. Expect private questions about character quirks, and general ones about how time travel "works" in C^oNTINUUM (especially if this is your first time playing.) Be prepared to answer individual character questions away from the rest of the players, but try to answer questions of general interest to all players, to avoid repeating yourself.

Likely Span of Events.

The list at right gives a kind of checklist of things to cover during play. It's not a hard and fast timetable, by any means, but it does point out the major "plot points" to touch on during the game. The major elements of C^oNTINUUM that are demonstrated in this scenario, are highlighted in **boldface**.

Opening Moves.

This evening is the wrap-up of a rather exciting party. Feel free to throw whatever elements into a gathering of politicians, explorers, and occultists that you feel are interesting, proper, or exciting: Trysts, seances, gentlemanly wagers all have their place in this environment. This will give Spanners a chance to practice Spanning about the buildings, perhaps to avoid suspicious husbands or wives, or perhaps to have some fun with gullible levellers.

In any case, after the party wraps up and all the spanners in the corner have gathered to relax a bit, there is a fierce knocking on the door. If a servant is unavailable (due to the spanners' need for privacy) it often falls to Daksha to play the role. Once the door is open, a rather distraught man whom they will recognize as Charles Dickens (see pg. 3) rushes in. Defying convention, he walks right in and sits down in the nearest chair, trembling. He is near incoherent, but after only a few moments of thought and perhaps some brandy, he manages to calm down enough to talk.

Dickens explains that he was beginning work on a Christmas story, with some difficulty, when the strangest sight greeted him; a ghost. Specifically, a gaunt man, wrapped in chains and moneyboxes, imploring him in soundless gestures, but rattling his

Likely Span of Events

Introduce The Watchman Society, and Victorian England, December 7, 1843 AD. The end of a rather good party; let players **practice Spanning** around the house.

Charles Dickens comes to door, pleading for the Society to investigate his ghostly sighting.

Go to the house at the appropriate time, **see Marley's "Ghost"** and find part of his **Span Book** among the mess.

Go back and meet with Milton, who will suggest courses of action if they don't have any.

Either **investigate Fitzwaring** and bully information out of him about how they hit Marley, **or investigate Scrooge**. Either one will lead to the other. Alternately, they may choose to **Patch Marley's Frag**.

Time Combat, initiated based on actions the characters take. Alternately, the characters may catch Fitzwaring and Tiny Tim off-guard by initiating Time Combat themselves. (See ppg. 14-5 for them & their motivations.)

Epilogue: Wrap up and review of the adventure.
Skill advancement.

chains. "I gathered up my family and hid them away with my wife's friends, claiming that a beam had broken and the home was unsound. The ghost followed me still, on and off, and I have been at my wits' end. You all know of such things. You must abjure this terrible spirit, you must!"

Dickens offers to pay the Watchman Society for their efforts, but Milton turns the money down. If asked more detailed information about the 'spirit', he describes someone that seems to be very Fraggged: Barely visible at times, but other times seen in ghostly pieces. Part of it passed through a curtain, and then dragged the curtain with it. It popped in and out, and babbled "watchman" several times before fading. It appeared to him on several other occasions, when he was alone, always saying "watchman" before fading.

Milton continues to question Dickens alone in another room, while an elder Milton meets with the Corner upstairs in the private library. From what Dickens describes to Milton, the ghost is a severely Fraggged spanner, most likely to be considered a Lost Cause. But Milton shows no reluctance to let the characters ask more information about this spanner.

Further investigation is necessary in order to determine the best way to handle the situation. To avoid running into Dickens at his house, Milton pinpoints periods of time when he is absent, but when the Fraggged spanner would still most likely appear. He says after investigation, everyone should Rendezvous at the Corner on December 10th, 1843, at 11:30

AM, so they can discuss the situation and determine how to proceed.

The Dickens Residence.

This is a large and well maintained house. Before December 5th, AD 1843, the Dickens' are in residence, and the place is filled with children. At 11 PM on December 5th, AD 1843, Dickens has his wits scared out of him by the Fragged spanner, and he quickly gathers his family and hides them away with a good friend. The spanner leaves at 11:20 PM, but returns shortly after. In the morning of December 6th, AD 1843 at 10:19, Dickens returns to the house, and is scared again as his library is torn apart in front of him by the ghostly Spanner, who is apparently searching for something, but vanishes.

Assuming that the characters use discretion, they can appear anywhere within this time and investigate.



Holding a conversation with Jacob is difficult at best. He is frightened if anyone spans in front of him, but asks "Time is?" of the characters. If they respond properly, he still shies away, wandering about the house seemingly searching for something. A successful Mind roll shows that Marley spends a great deal of time in the library, paging through books unsuccessfully. If the characters search through the library, they find part of a well-worn ledger that looks like a Span book. Anyone with Accountancy, Finance, or Mathematics can take about a week of Age (with a successful Mind roll) to decode the section of the book, and find the following information:

Jacob Marley

Fifth Maxim Poster Boy

Society Britain **Locality** Great Britain AD c1840s

Corner London AD c 1840s **Frat** Moneychangers

Age 52y 78d

SPAN 3 **FRAG** 6

Body 5 **Mind** 6 **Quick** 7

Skill/Attribute/Title/Rating (before Frag Penalties)

Modern English/M/Journeyman/8

Finance/M/Master/9

Research/M/Master/9

Mathematics/M/Journeyman/8

Carriage/Q/Journeyman/9

Items:

NONE. Except: Jacob currently appears to have heavy chains and cash boxes attached at his wrist, ankles, throat, and belly, making his movement noisy and rather frightening. If met at Frag 7, close inspection reveals that some of these items are bonding to his flesh.

Something in his Yet:

Jacob was going to frighten a miser named "Scruggs", so that he would know generosity, and it would inspire Dickens to write some story or another.

The First Sweeps of a Time Combat:

He was Fragged 2 times (Hit and Run), then he Oracled. Found that one of the attackers is named Fitzwaring, and is located at a clockmaker's shop in London, on October 29th, 1843 (Jacob purchased a pocketwatch on that day, and Fitzwaring stole it before it was purchased). As well, he discovered that the second Hit and Run was at November 2nd, 1843, where the wheel from his carriage was stolen from in front of a local public house. He showed up at Fitzwaring's next Sweep (which was a Cobweb by Tiny Tim), January 14th, 1844, and was ambushed, beaten severely and tied in chains and moneyboxes as a gesture to mock him (as well, Fitzwaring Spans to April 13, 1844 and steals Marley's financial ledgers from his safe). While someone referred to by the strange phrase "minor man" plots what to do with him, Marley fakes unconsciousness; at an opportune moment he is able to Span away with part of his Spanbook.

The Meandering Details:

His notes become frantic here, mere scribbles like "Frighten", "Scruggs' House", and a date: November 18th, 1843. He also seems to have only part of his Span Book, because he was too burdened and badly fragged to carry items safely.

With this information in hand, the characters should be ready to return to the Rendezvous. Of course, they may pursue any of the leads they have come across on their own, but it may not be wise to do so without the advice of their Mentor.

Back at the Corner:*December 10th, 1843, 11:30 AM*

Milton is waiting, with a big lunch for himself, lounging rather comfortably in a expensive robe. He listens to the information that the characters have, and nods knowingly. He fields any suggestions the group has, asking questions, but tries to steer them towards covering the following points, with his own comments or answers:

Is the Spanner in the house someone that the Quicker need to collect, or can be brought back?

Milton's answer: "Well, from what I know, we will all be meeting him again. Don't forget to put that in your Yet."

Who did it?

Milton's answer: "You seem to have a name in that scrap of Spanbook there. You might want to check it out. I'll keep an eye out as well."

Why did Marley violate the Fourth Maxim?

Milton's answer: "Frag muddles the mind as well as the body. You do not always think straight in such matters, and it can be tragic indeed."

Are they interfering with a previous Time Combat?

Milton's answer: "Well, from what I see in the Spanbook, the Combat has not yet ended. Therefore, with caution, I would recommend investigating the matter, and helping Jacob repair the Frag he has taken. You might also want to gather information on his attackers before you dive headlong into such affairs."

From the information the characters have, they have several choices: go after Fitzwaring, investigate Scruggs, or attempt to Patch Marley's Frag so that they can gain his help.

Dreaming

Both Aram and Peter have the Dreaming skill. Here are some suggestions on what each will see if they Dream about certain subjects:

Marley: A man, chained, his body drifting off to fill cracks in a road behind him. His own watch chain strangles him, as he tears a book in half and hides it. In the distance is a portrait of him scaring an old man. [This shows that he was Fragged, and one of the Hit and Runs involved his pocketwatch. Also, the portrait represents Marley's Yet of appearing to Scruggs and scaring him.]

The Narcissists: Two vultures, picking away at a man bound in chains. It appears that one is much larger and powerful than the other, but is only wearing a mask, appearing much smaller. The other one

is stealing a watch. [This shows Fitzwaring's and Tiny Tim's assaults on Marley, and the fact that one of the Narcissist's is smaller in stature.]

Scruggs: A youthful man wearing a wrinkled mask, walking forward in a straight line, despite the power to turn left and right. He watches people pop in and out of his life, circling around him, but does not follow them. [This shows that Scruggs is more than the leveller he appears, yet not quite a Spanner; someone that is playing a part as a Leveller.]

Investigating Scruggs

The leveller known as Eleazar Scruggs dies in 1841 (two years Down). However, that has not stopped someone from taking his place. (See pg. 12.)

Patching Marley's Frag, based upon information in his Spanbook.

As soon as they perform the first Patch (on the pocketwatch, the carriage, or his ledgers), Fitzwaring and Tiny Tim initiate Time Combat with them. If the characters are getting hammered, Eleazar will not help unless he is directly assaulted or Marley is about to be Fragged out (he's trying to maintain his Leveller identity). Milton helps with Measure and Oracle, but he is well aware that the characters need to handle this situation by themselves. If they manage to reduce Marley to a reasonable amount of Frag (by Patching all three incidents at once, for example), Marley jumps into the combat full-force, bringing his considerable abilities to bear on the Narcissists.

Victory Conditions:

- Stopping both Tiny Tim and Fitzwaring (ppg. 14 15), or at least getting their identities and information about them to Milton or the Hunt Club.
- Keeping Marley intact so that he can scare the hell out of Scruggs (who then tells his tale to Dickens, who dashes off a rather famous story before deadline).
- Recovering the remains of Marley's spanbook.

Marley being Fraggged out or killed will also end the scenario. Mind you, this does not count as victory.

Epilogue

If everything is resolved satisfactorily, the Corner will have a visitor a short time later: Jacob Marley, intact, unfraggged, and without embedded bits of chain. He is very grateful to the Corner, but unfortunately cannot stay long. However, he invites the corner to watch on live remote as he and three of his Exalted friends put on a special show for a greedy Leveller named Eleazar Scruggs, to teach him a thing or two about his miserly ways...



Resources on Victorian England

There are many resources on Victorian England available, either at your local library or the World Wide Web. Below are sources used to help with the writing of this scenario:

Dickens, Charles, *A Christmas Carol*.

This is downloadable from Project Gutenberg, a source of etexts for books of all kinds.

<http://www.gutenberg.net/>

Dickens: A Brief Biography

A very useful site by David Cody, Associate Professor of English at Hartwick College.

<http://landow.stg.brown.edu/victorian/dickens/>

Fraser, George MacDonald. *The Flashman Papers*.

A series of 11 books detailing the life of Harry Flashman, a British military officer of questionable bravery and morals during the height of the Victorian period. A well-researched series of works dispelling many of the myths of the Victorian period, as well as a great read.

The Punch Cartoon Page.

A number of satirical cartoons that appeared in *Punch* in the Victorian period, showcasing many of the problems of the time, including Irish-English relationships. Parallels can be drawn to Continuum-narcissist dealings.

<http://vassun.vassar.edu/~victstud/punchpage1.html>

The Victorian Web.

A detailed resource on the Victorian period, including literature, customs, and economic issues.

<http://landow.stg.brown.edu/victorian/victov.html>

Eleazar Scruggs a d/b/a of **Giancarlo Bonanno**
Humbug Scrooge
Society Rome **Locality** Chicago 1920s
Corner London AD c 1840s **Frat** Thespian
 SPAN 3 FRAG 1
 Body 6 Mind 9 Quick 9

Skill/Attribute/Title/Rating
 Melee(Cane)/B/Master/9
 Finance/M/Master/12
 Disguise/M/Journeyman/10
 Acumen: Life of Eleazar Scruggs/M/Grandmaster/13
 Acting/Q/Master/12
 (Many others Skills, as appropriate).

Items:

Being the Eponymous Rich Miser, he has VAST WEALTH, and Lives In SPARSE TRAPPINGS.

Giancarlo has been itching to play a part like this for a long time. It is a step down for him, but he so loved “A Christmas Carol”, he jumped at the chance to play the leveller inspiration for Scrooge for 15 or so years. A normally kind and polite man, he loves his time being rude and miserly to others, as well as his “transformation”. He knows the whole of Eleazar’s life, and Marley’s visit to him is in his Yet. He has been Fraggged as a result of Marley’s massive amounts of Frag, and will help as much as he can without stepping out of character. If necessary, Giancarlo will take an active hand in a Time Combat, but will mostly Measure and Oracle so that he can leave hints for the characters. He still has a part to play, and can’t reveal to Marley that he is not the original Scruggs.

The characters will be able to track him down with some effort; most any person with some dealing in money will know of Scruggs, and most likely spit upon the ground and speak of the punishments “the good Lord will deliver upon him for his uncharitable ways” rather than talk of him. Peter’s father will know of Scruggs, and can arrange for a meeting; in this case, Scruggs will be slightly more cordial.

Giancarlo, if visited at his counting house of “Scruggs and Marley”, will not drop out of character, even if asked the time. Rather, he will simply wonder if they want to do business. If not, he will usher them out, swiftly, stating that “I don’t have time for vagabonds and dawdlers.” Visitors at his home will be turned away, with threats of him calling the constabulary if they persist. Spanning into his home will result in him acting in typical leveller fashion, yelling and cowering at the “spirits”, and filling the thoughts of the spanners with violations of the Fourth Maxim.

If the subject of money comes up at his counting house, Scruggs will be very interested, and will launch



into detailed discussions about what services they will need, their goals, etc. He will make them quite comfortable, even putting more coal into the stove. The counting house is incredibly sparse and cold; if all the characters show up at the counting house, they will find that most of them will have to stand.

Mentioning Marley to him will result in Scruggs reminding the characters that Marley died some time ago, and that he has no time for the dead. He’ll continue the change the subject, and become agitated if they continue.

With a successful Mind roll, someone will notice a person in a back room, slaving over a ledger and shivering. He looks very tired. If asked about the man, Scruggs will yell, “Cratchet, you better be working in there, I don’t pay you your farthings for you to stare off to the walls!” If the characters try to talk to Cratchet, Scruggs will shoo them off from this at first, but soon will be absorbed in his work. (See pg. 13.)

**Robert Cratchet***Uncomplaining Capitalist Tool***Society** Britain **Locality** London AD c 1840s**Corner** n/a **Frat** n/a**Age** 34y 18d

SPAN 0 FRAG 1

Body 5 Mind 3 Quick 4

Skill/Attribute/Title/Rating

Modern English/M/Journeyman/5

Finance(Accounting)/M/Master/6

Humility/Q/Master/7

(And a few other Humble Skills.)

Items:

His MEAGER WAGES, but Only Upon his Rare Pay Days, and a Few LUMPS OF COAL, Stashed Away for Emergencies.

Cratchet is a likable sort, if exhausted and stressed. He is very nervous around the characters. He really has little to say, and serves as a perfect red herring for the characters, who may suspect him of being a Narcissist. He does, however, talk about his family, and asks if any of the characters will offer outside employment, as his son is very sick and needs to see the best doctors. Should Dr. Williams (or another physician) offer to help for free, he will make an appointment 2 days from when he first meets the characters.

If he gets the appointment, he goes on about his one boy who's a bit "slow in the head", the daughter that doesn't speak much, and the other children with various rashes and such, and wonders if he could be kind enough to squeeze them in, "no extra time at all, you understand," he says, obviously trying to min/max his bill. Apparently the real Bob Cratchit's life is more full of sorrows than the character he inspires.

And also if this appointment is set, he reports, as soon as possible, this to the true narcissist mastermind... his 'son', Tiny Tim (see pg. 14).





“Tiny” Timothy Cratchet

Narcissist Mastermind

Society Britain **Locality** Britain 1400s
Corner Dublin 1830s **Frat** (Narcissist)
Age 94 y 15d (appears 7y)

SPAN 3 FRAG 1
 Body 6 Mind 9 Quick 9

Skill/Attribute/Title/Rating

Crutch/B/Master/9

Knife/B/Master/9

Toughness/B/Journeyman/8

Finance/M/Master/12

Acting/Q/Journeyman/11

Hypnotism/Q/Master/12

And Most Other 15th and 19th Century Skills, at
 at least Novice Rank.

Items: A Humble CRUTCH, Which Acts as a Club in
 Combat, and Which Also Conceals a STAINLESS
 STEEL KNIFE of the Twentieth Century.

Bob Cratchet's real son dies in 1842 (a year Down) at the Age of six years; burial records at a nearby Anglican church show this, and the grave of the boy can be found. “Tiny Tim”, with the aid of Hypnotism, took the boy's place within the family, and is methodically erasing the memory of the boy's death from the community. As a result, he has a comfortable place to hide himself, with a bioengineered body (with an apparent Age 7y) and the means to hide his identity for a long while. He is here gathering information on Spanners, such as the Corner, for his much more powerful masters; the player characters are known to have bright and promising Yets, full of service to the Continuum, and as a result, a thorn in the side of Narcissists everywhere. Marley stumbled upon Tiny Tim and Fitzwaring gathering information, but was caught before he could contact the Hunt Club, Foxhorn's Fraternal Corner in London.

If things go against him in Time Combat, he holds the Cratchets hostage, threatening to Span off with the Cratchet children into the middle of a session of the House of Lords, and to finish off “that money-grubbing bastard Marley” if the characters don't let him go. Have a care for those Violations of the Fourth Maxim...

Patrick Fitzwaring

Society Celtia **Locality** Dublin 1830s
Corners Dublin 1830s London AD c 1840s
Frat (Narcissist) **Age** 42y 186d

SPAN 2 FRAG 0
 Body 4 Mind 6 Quick 7

Skill/Attribute/Title/Rating
 Walking Stick/B/Journeyman/6
 English/M/Journeyman/8
 History: Celtic Rebellions/M/Apprentice/7
 Firearms/M/Journeyman/8
 Irish Gaelic/M/Master/9
 Swindle/Q/Journeyman/9

Items: A TEC9 SUB-MACHINE-GUN (circa 1980), 10 CLIPS OF AMMUNITION, a WALKING STICK with Metal Head, Concealed under his Waistcoat He Wears CLASS 2 BODY ARMOR. also from the Late Twentieth Century (Body 5 Armor Rating 2), Marley's LEDGERS, and a Stolen SECTION from Marley's SPAN BOOK.



Fitzwaring, a small-time criminal, is nothing but a thug of an Irishman. His association with Tiny Tim is stable as far as Narcissists go, but Fitzwaring is a coward, and quickly betrays Tiny Tim if it saves his own hide. He's quite adamant and insistent that he is in all the character's Yets, and killing him, or Fragging him out, will result in them Fragging themselves. It's an utter lie, of course, but it's Fitzwaring's try at saving himself. He also lies to convince the characters that he is just a misguided soul, who only needs a true teacher and set of chronies to show him the proper way.

He spills the following information if pushed:

- His other accomplice is Cratchet. He works at Marley and Scruggs, as a bookkeeper. (*False— Cratchet is just a pawn of Tiny Tim*)
- Marley found out they were in the area, and that is why they Fragged him. He escaped before they could finish the job. (*True*)
- Marley is too far gone to save, and it's all Cratchet's fault. (*False— As Milton said, Marley is in the characters' Yets, and Cratchet is a Leveller*)
- He's really sorry, Cratchet threatened to murder his family if he did not help him. (*False*)

Fitzwaring next offers to meet with their mentor so he can get the help he needs, if they give him a location and date to which to Span for a Rendezvous with their mentor. "I mean, I was so misled, and if you could help me protect my family, I can begin to

right what wrongs I've done, make up for my past." If the characters do so, Fitzwaring spans off to contact Tiny Tim, who takes time to Oracle characters, and then commence Time Combat. The characters' best bet is to incapacitate Fitzwaring and hand him off to the Hunt Club or their own mentor.

If the characters charge in, Fitzwaring is loaded for bear, and has no qualms about saving himself at the expense of the characters.

AN IMPORTANT ERRATA.

Alas, the month of December for Standard Years on the Perpetual Calendar in the c^oNTINUUM main rule book (pg. 216) is printed with incorrect Sunday codes. The Sunday codes should read:

F G A B C D E

Aetherco/Dreamcatcher apologize for any inconvenience this may of caused. Everything else in the calendars appendix appears to be correct.

**A MERRY CHRISTMAS
TO ALL,
A JOYOUS MILLENNIAL
YEAR,**

and
May God Bless Us,
Every One.

from

