

CLOCKWORKS PRESENTS
THE GENTLEMAN CALLER

Version 1.0

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INTRODUCTION

Welcome to the Great Republic.

The Gentleman Caller is the first of a series of free adventures set in the world of Clockworks. This adventure is meant to be played over the course of one or two game sessions.

The Gentleman Caller is a steampunk horror/mystery adventure. Your heroes will travel from the heights of high society to the lost and forgotten depths of the city in search of a most unusual and dangerous killer.

The rest of this adventure is for the GM's eyes only. If you are planning on playing The Gentleman Caller, stop reading now.

The World of Clockworks

Clockworks is a steampunk/fantasy game, set in the world of Vheld. Vheld is home to fantastic ether driven devices, dangerous magic, newly appearing Faeblooded, and a strange and secret history. It's a world of high flying adventure, heroic action, mad science, ancient mysteries, and occasionally, cosmic horror.

Clorenca

The Gentleman Caller is set in Clorenca City. Clorenca is the heart of the Great Republic of Roumion, and is the greatest metropolis in the world. Clorenca has a unique design, the city is comprised of 11 levels stacked on top of each other and held aloft by ether and steam.



Clorenca City, 8th Level

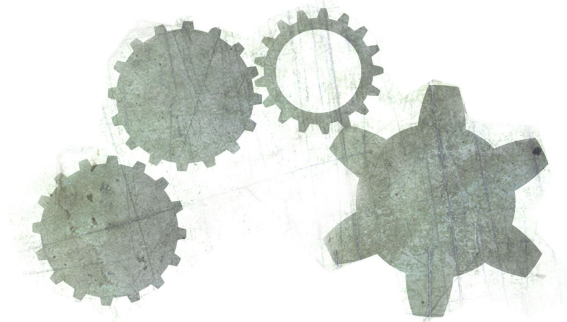
The first level is home to ancient ruins of Old Clorencia, as well as mines and prison mines. The 11th level is home to some of the wealthiest and most influential people in the world. The Great Machine runs the length of Clorencia, from the mines of the 1st level to the heights of the 11th.

The Great Machine (actually tens of thousands of devices) provides power, communications, and plumbing to the entire city. A series of massive elevators also connect the various levels of the city.

The Gentleman Caller is based mainly on three levels of Clorencia City. The tale begins on the 8th level, in Clorencia University. Clorencia University is a large campus in the heart of the city, home to more than 30,000 students. The 8th level is comprised primarily of "whiplash" style architecture, huge buildings with strong curves, natural motifs, and stained glass.

The 9th level is home primarily to vast homes, exclusive shops and businesses, and the city's financial markets. The buildings of the 9th level are mostly boxy - large structures of steel and glass.

The 2nd level has been long abandoned by all but squatters, poverty stricken Faeblooded, and other undesirables. Most of the original buildings have long been ransacked, with ancient factories or government offices turned in to vast slum apartment buildings. Tin roof shantytowns have been built over the ruins of much of the level.



Adventure Overview

The PC's are members of Clorencia University's Department of Unusual Biology. They travel the world in search of strange and dangerous beasts, and bring them back alive or dead for study. They are essentially scholarly monster hunters.

The adventure begins in Clorencia University. The PCs meet with Agent Crane, of the Bureau of Public Health and Safety. Crane tasks them with investigating the murder of a wealthy teenage girl, in her bedroom. Crane suspects the involvement of an magical or monstrous killer, and has roped the PCs in to helping the investigation.

The characters will discover the trail leads to a creature thought to be an urban legend, a modern myth living in the slums of lower city. They learn of a government cover up, a haunted playground rhyme, and discover hints of a greater menace threatening the good people of Clorencia.

Will our heroes be able to stop The Gentleman Caller before he strikes again? Or will they be his next victims?

Characters

A separate PDF includes 5 premade characters. You are free to substitute other characters, however this adventure assumes the PCs are all employees of Clorencia University's Unusual Biology Department.

You can substitute government agents, private investigators, or a group of well known adventurers if you wish, but the adventure will require a bit of tweaking.

If your players create new professors or students, Faeblooded or Elementalist characters should not be allowed unless the characters are very good at hiding their true nature.



SCENE 1: ASSIGNMENT

Our tale begins with the characters gathered in a meeting in the office of the Dean of Clorencia University's Biology Department.

Dean Vermont's office is a large room with dark green wallpaper and wood paneling. The office is decorated with elaborate drawings of plants and animals and the preserved skeletons of rare creatures.

Dean Horace Vermont is an officious, older gentleman who favors high, starched collars, tailored dark suits, and white spats over

well-shined shoes. He thanks the PCs for attending this meeting at short notice.

Also in the room is a woman that Vermont introduces as Agent Crane from the Great Republic Bureau of Public Health and Safety. Agent Crane is a stern woman with pale complexion and dark hair pulled to a tight bun. She wears the standard gray uniform of Public Health and Safety, complete with armored coat and heavy pistol. She holds a bowler hat in her hands and remains standing throughout the meeting.

Agent Crane explains the reason for this meeting:

"As you are well aware, last year Public Health and Safety made a sizable contribution to your department. Per the agreement reached then, we would have access to the findings of the Department of Unusual Biology, as well as it's resources.

"We now have need of those resources, you.

"Allia Coventry was murdered last night, in her home on the 9th level. We have reason to believe her murderer is an unnatural of some sort, possibly a Faeblooded creature. The killer entered the Coventry residence without opening any doors or windows or setting off any alarms, and murdered Allia in a quite gruesome fashion with no one in the house noticing.

Agent Crane hands over a small file, featuring the pertinent facts of the case. On top of the stack of papers is a black and white photograph of a teenage girl, covered in blood and missing her eyes.

"Additionally, this is not the first such case. We believe this is the latest in a series of murders that began in lower city decades ago, either perpetrated by the same killer, a series of copycats, or some sort of gang or cult.

"We want you to conduct a quiet investigation, concurrent to the one by the National Police. Should you find

evidence of the supernatural in the city, you are to eliminate it and return with all findings. Should you find a more traditional murderer is behind these killings, we will expect you to hand over all evidence, and then you will be free to allow the police to finish the case."

Agent Crane will answer any questions the PCs have, typically with "no", "please read the file", or "I'm sorry, I'm not able to divulge that." Once she is satisfied the meeting is over, she will thank the PCs and Dean Velmont, and wish them a good day.



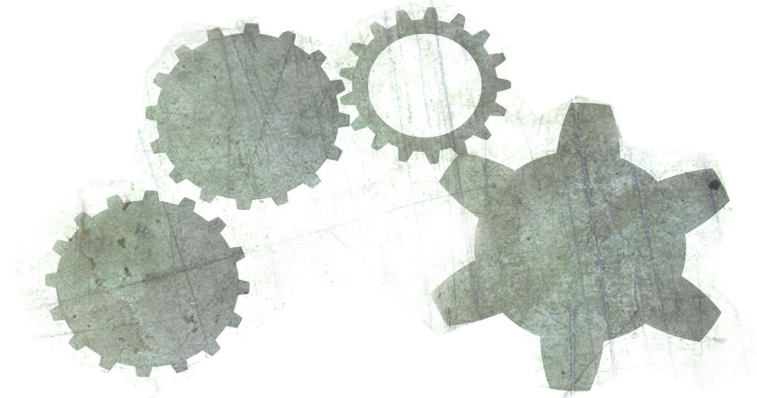
The Facts

In the case file are the following facts:

The most recent victim was Allia Coventry, the 15 year old daughter of a prominent industrialist on the 9th level. This morning, when her nanny came in to wake her, she instead found the girl's mutilated corpse in her bed. She had been stabbed viciously and repeatedly in the chest, and both of her eyes had been removed. The police have so far not found any other signs of struggle, and the room showed no sign of a disturbance.

Just over a year ago, 15 year old Nathalia Garimonde suffered an almost identical fate in her home on the 8th level. 14 year old Carin Chancery was murdered in a similar fashion on the 7th level two years ago.

All three girls were murdered in their homes, with no sign of intrusion or struggle. All three were killed with a large, jagged knife of some kind. All three bodies had the eyes removed, with no small amount of surgical skill. There were no witnesses to any of the murders, and no sign of other violence upon the victims.



SCENE 2: THE HUNT BEGINS

The characters are free to return to their offices and begin the investigation. The Unusual Biology department is in many ways the unwanted stepchild of the greater Biology Department, and the offices are tucked away in the basement of the Edward J. Bainbridge building.

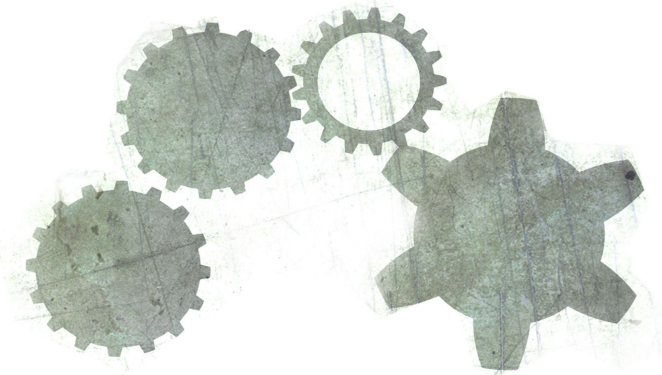
From here, the PCs have a number of options:

They may wish to travel up to the 9th level and visit the Coventry home. See Scene 3.

They may want to see Allia's body, and speak with the mortician. See Scene 4.

They may wish to visit her school, and speak to her friends. See Scene 5.

They might visit the University library, to research the previous murders in the archives or to look up intangible creatures. See Scene 6. Characters may want to return to the library later in the investigation as more clues become apparent.



SCENE 3: THE COVENTRY HOME

The Coventry estate is a massive two story home on the 9th level. When the characters arrive, a half dozen National Police will be stationed in and around the house. Inspector Werthmuller, a thin, well tanned man with a prominent nose, from the National Police is leading the investigation. He will reluctantly let the PCs through if they show their papers and explain they're working in conjunction with Public Health and Safety.

Aside from police disturbance, the house is spotless. The cops have found no sign of forced entry or theft, and suspect an inside job.

Inspector Werthmuller can set up an interview between the PCs and Jon and Frieda Coventry. The Coventrys are still in shock,

and have little to say about their daughter's murder. The family had no enemies, and until last night their life was idyllic. They will admit their daughter has been distant the last two weeks, but reiterate that is perfectly normal for a teenaged girl.

If the PCs investigate Allia's room, they will find a gruesome scene of carnage. Blood splatters stain the walls near the bed, and the mattress is soaked with blood and torn apart by knife slashes. Characters should make either a Guts or Vigor check to continue searching the room.

For each success on an Investigation roll, the PCs notice one of the following:

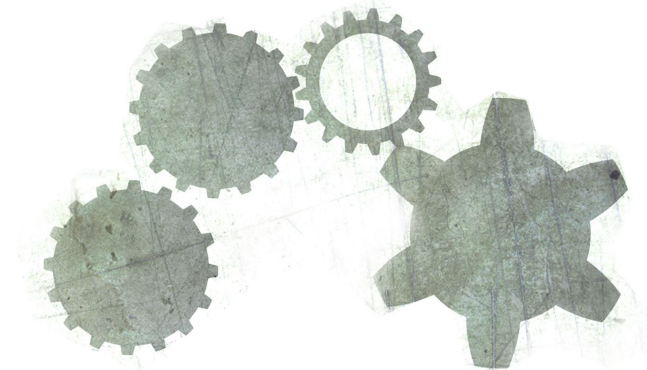
- Several of the stabs in the bed go through the mattress, tearing through the bottom. Allia was apparently murdered by someone of great strength, wielding a very large blade.
- The police have boxed up most of Allia's belongings, including her locked diary. If the PCs pick or break the lock, they learn that Allia met a boy two days ago, and was to meet him last night. His name is not given. Additionally, she has suffered from increasingly disturbing nightmares for the past few weeks. Many of these dreams revolve around around some horrific male figure she only refers to as "the man."
- Allia scribbled the following rhyme in to the margins of an entry a month ago: "There's a lovely gentleman calling, for his charms I am so falling, he's quite polite and oh so kind, and he shall never be maligned, I dare not say an unkind word, for I wish not to be - " The last line is unfinished.
- In addition to the blood on and around the bed, there is a small smattering beneath Allia's vanity, a small trail of blood drops that lead straight to the wall and then stops.

SCENE 4: THE MORTUARY

Allia's body has been taken to The Necratorium, a vast mortuary on the 9th level that handles all embalming and cremation for the upper levels of Clorencia. The Autopsy sciences are fairly advanced in the Great Republic, and Allia is being examined as the PCs arrive.

Dr. Mortimer Slade is leading the autopsy, and with a successful Persuasion roll will share the following with the PCs:

- Two separate instruments were used in the murder: a large, jagged blade that made the stab wounds in the torso, and a smaller surgical knife used on the eyes.
- Dr. Slade isn't certain, but he believes Allia was still alive when her eyes were removed.
- He's found no sign of restraint, and so far no sign of poison or sedative. Dr. Slade is at a loss so far to explain how the killer was able to sedate or pacify the girl to commit this gruesome crime.
- The eyes were removed with great surgical skill, the murderer was a skilled surgeon, or perhaps there are two killers.





SCENE 5: SCHOOLYARD

Allia Coventry attended the Golden Dawn Leadership Academy For Girls, a prestigious school on the 9th level. If the PCs visit, they will find two members of the National Police and Agent Drake of Public Health and Safety stationed at the school. A pall hangs over the school, as news of Allia's murder has shocked the student body.

It will take a successful Persuasion roll to get any of the girls to talk to the PCs about Allia. Female characters add +2 to this roll, males suffer a -2 penalty. The following clues may be learned at the Academy:

- Allia was well liked by her peers. Especially the day after her murder, no one will say an unkind word about her.
- If asked about Allia's recent behavior, her classmates will admit that she seemed increasingly tired and stressed out. Only her best friends – Eliza and Clea – know that she has suffered from nightmares. On a raise, Eliza will confide that Allia grew increasingly frightened in recent days, and increasingly fatalistic.
- If asked about the “gentleman caller” rhyme, the girls will say it's quite popular. They all seem reluctant to finish the rhyme. With a Raise on a Persuasion roll, one of the girls will admit the rhyme usually ends with “sundered”, “murdered”, or “tortured”, but that the final word is never spoken aloud to avoid drawing the attention of the gentleman caller.

SCENE 6: A VISIT TO THE LIBRARY

Clorencia University is home to a vast library, including a complete archive of the Daily Illuminator and news weeklies such as The Clorencia Examiner.

If characters research the library for clues, have them make an Investigation or appropriate Knowledge roll for every 6 hours spent in the Library. Share one clue from the list below for each success, two with a Raise.

- Looking for similar murders, the PCs can find similar killings in the city every year in late Autumn, within about a month of each other. The earliest such crime happened on the 2nd level, 226 NDE – over thirty years ago.

- As the murders have continued, they have moved up the city. This happened slowly at first, but the last three years have seen the killer move up a level every time. Perhaps he is growing bolder?

- Many of the reports mention the victim's eyes were removed, although in the last decade this fact is rarely included in news reports.

- Nathalia Garimonde's murder was solved by the National Police. According to official reports she was murdered by her family's gardener, a Corani man with no previous criminal record.

- Carin Chancery's murder is also listed as solved. A Kauldish man working for her father was convicted of the girl's murder.

- In fact, as the crimes have moved up the city, increasingly the cases are listed as solved. It is only the earlier cases in lower city that remain open in the National Police files.

- Researching possible supernatural creatures that could have walked through walls, the PCs will find unsubstantiated legends of ghosts and spirits who it was said could pass through walls, as well as verified reports of Faeblooded who can teleport short

distances.

- If the PCs attempt to find a link between the victims, they will discover they all have the same birthday – the 8th of Vendimal.

- Additionally, every victim was the oldest daughter in their family.

- Characters investigating 8 Vendimal will find it's traditionally an unlucky date. In the past two centuries, it has been the date of an orphanage fire, several accidents, and a coal fume leak in a school on the 2nd level that killed over 15 students a century ago. Believing in luck is frowned upon in the Great Republic, but many less educated people believe the day has bad luck.

- The 8th of Vendimal wasn't always considered bad luck. Research in to folklore or mythology will reveal it was once a holy day, celebrated in the old Clorencian Empire as the day their pagan deities ended a great drought.

- If the characters look for information or legends about The Gentleman, they will find an entry in a book written by Dr. Molenko Ludgrove twenty years ago entitled *Urban Folklore of the Lower Classes*. The Gentleman is described as a tall man in coat and top hat, who lives in closets and under beds and haunts misbehaving children. According to Dr. Ludgrove, the Gentleman represents the fear of oppression from the upper classes, as well as a lesson to teach children to respect their parents and those of higher station.

- The legend of The Gentleman first appeared in Clorencia thirty years ago on the 2nd level, in the slums and shanties northwest of the Lower Lift.

- In a paper from just 4 years ago, a University student wrote a paper for Contemporary Culture and Society about the Gentleman legend. His paper references Dr. Ludgrove's book, and mentions that the story of the Gentleman has made it's way to the schoolyards of the 6th level. According to the story, the Gentleman is very temperamental, and murders those who say unkind things about him.

Ingenue

During the course of researching the mystery at the University Library, a student will approach the PCs.

Mari Berché is an Anthropology student, who needs a bit of help. Mari is a stunningly beautiful redhead, charming, brilliant, and innocent. She wears tall boots, a dark skirt, and a blouse that is both modest and very tight.

Mari is researching the technology and culture of the Ancient Tsuankhotl Empire for Professor Harrington's class. Unfortunately one of the main books she needs to check out is, for some unknown reason, in the Restricted section of the library – available only to professors and government officials.

Mari will attempt to persuade one of the PCs to check the book out, and either let her borrow it or have an intern make a carbon copy. During her conversation with the PCs, Mari will act as both wide eyed innocent and shy flirt.

Mari isn't in a huge hurry, and is willing to meet one of the PCs later for a copy of the book if need be. Once she has the book in her possession, she will politely thank the characters, and then they will never see her again.

If the PCs refuse to help her, she will leave dejected and stressed. The book will turn up missing a few nights later.

What's This All About?

Mari is an alias for a major character in Clockworks: the comic. At this point in the series her cameo in this adventure doesn't mean much, but point to the comic in a year or two, and your players may be stunned at their encounter with the red headed vixen.



SOLUTION

Eventually, the clues should make it apparent that Allia's murder is linked to an urban legend of a creature called The Gentleman. It's likely this fiend, if it is indeed real, is a Faeblooded of some kind that resides on the 2nd level of Clorencia City, in the slums and shanty houses northwest of the Lower Lift. It is also likely that the spread of the murders to upper city is somehow linked to the spread of the Gentleman urban legend.

If the PCs speak to Agent Crane, she will inform them that without further information to go on, perhaps a first hand account of this creature existing, she will be unable to commit any additional resources to aid the PCs. They are on their own, for a trip to one of the worst parts of the city, to tackle a supernatural boogie man.

Help! **My Players Have Gone Off On Some Crazy Tangent!**

It's OK. If their investigation ends up in some strange direction or if the players get stuck, just remember that you, the GM, know where the clues lead, and you can throw a few more clues at them. Perhaps Agent Crane hands the PCs Allia's diary, or they happen to catch a group of girls singing a playground rhyme about how the Gentleman Caller is nice and sweet, and never ever does anything mean.

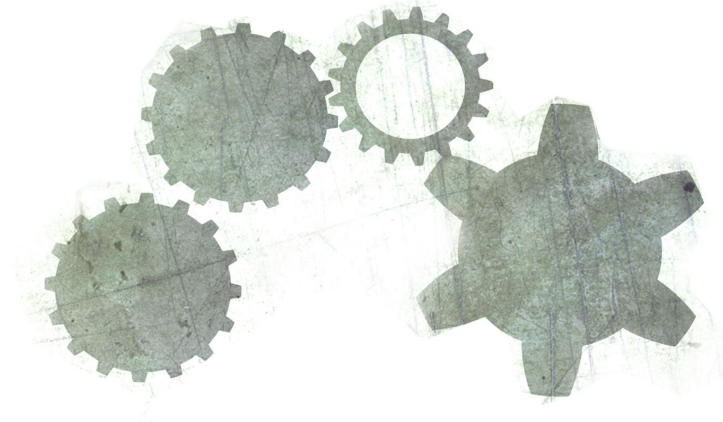
SCENE 7: JOURNEY BELOW

In order to travel from the 8th level to the 2nd, the PCs will need to travel the series of Central Lifts – three massive elevating platforms that move up and down the city. The Upper Lift travels from the 8th level up to the 11th, the Central Lift travels from the 4th level to the 8th, and the Lower Lift stretches from the 5th level all the way down to the 1st.

Each Lift is made up of four massive platforms, each over 200 feet across. As work shifts begin and end, the lifts clog full of people commuting to work on other levels of the city. To reach the 2nd level, the PCs will need to take the Central Lift down to the 4th or 5th level (the 5th is a bit nicer, with some decent ethnic neighborhoods to stop for a meal), and take the Lower Lift from there to the 2nd level.

If the PCs time this right, they can travel down 6 levels in about half an hour. If they end up in commuting traffic, the journey will take about two hours.

The Lower Lift is heavily guarded by National Police. If the PCs strike up a conversation with them, the NP will be incredulous that anyone would want to travel from the 8th all the way down to the 2nd level. They will shake their heads and wish the characters well.



SCENE 8: THE SLUMS OF LOWER CITY

Visiting the 2nd level is much like going back in time. The PCs leave behind the more modern architecture of the 8th level, and enter a dimly lit, hazy ghetto full of ruined old buildings.

The 2nd level contains the remains of the buildings that were once villas, banks, and other public buildings. When the city moved on, the buildings were reused for factories, warehouses, and minor offices, and eventually slum housing, drug warrens, and squatter havens. The buildings have been stripped of most ornamentation and are surrounded by shanties and rubbish piles. The shanties have extended even up into the rafters and pipes attached to the bottom of the 3rd level.

There is little industry on the 2nd, mostly salvagers who repair the broken items cast aside by people in the Upper City or who make flimsy items from scrap metal.

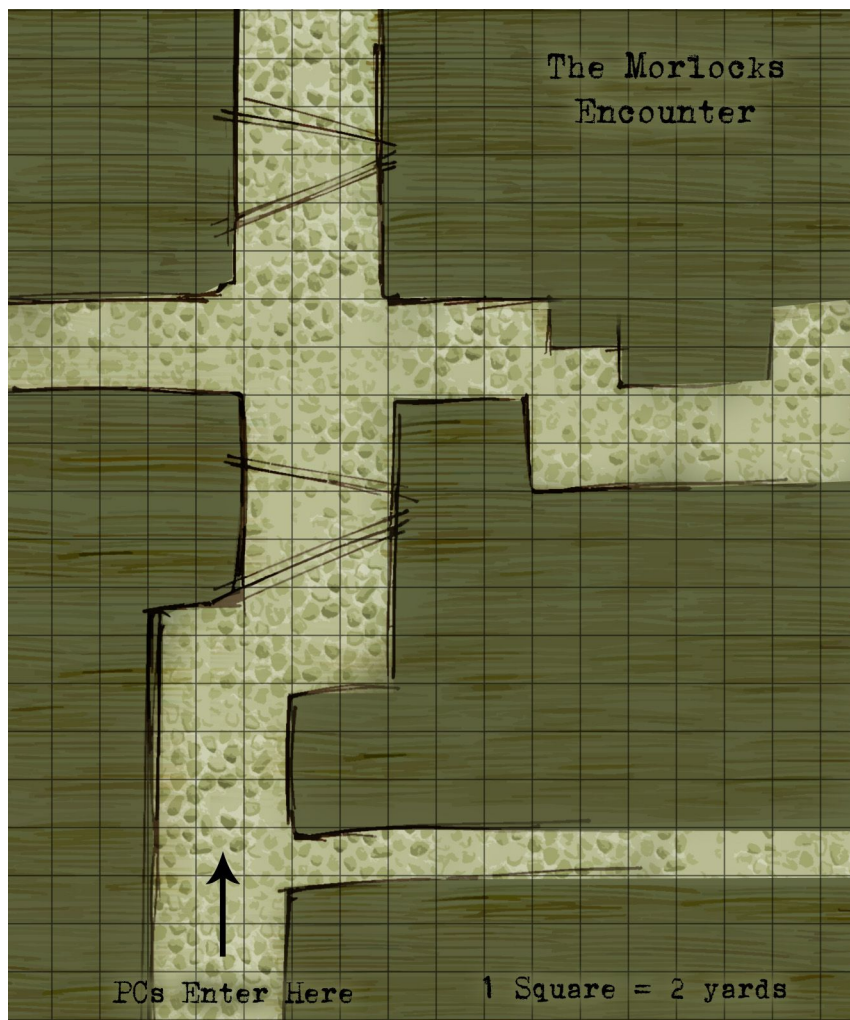
The presence of the National Police on the 2nd is limited to the area around the lifts. It is the gangs that rule the alleys of the 2nd. In the past few decades, more and more Faeblooded have moved to this area, and an increasingly large police presence at the Lower Lift is the only thing that keeps the Faeblooded gangs from wreaking havoc on the rest of the city.

As they explore the 2nd level, the PCs will inadvertently enter the turf of the Morlocks – a motley gang of Faeblooded miscreants. There will be 3 gang members for each PC, plus 1 Wild Card leader.

The Morlocks aren't necessarily looking for a fight. They'd rather Intimidate the PCs in to leaving the area, paying a rather sizable toll (as much as the Morlocks think they can get away with, at least 400 Marks, but bribes of weapons or drugs will work), or both. If the PCs refuse, or if negotiations turn ugly, they will attack. If the PCs attempt to flee, the Morlocks will give chase.

If the PCs mention the Gentleman, the Morlocks will tense up, and say they've never heard of him.





Faeblooded Gang Member

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Guts d6, Notice d6, Intimidation d6, Stealth d6, Streetwise d6

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Random Melee Weapon (Str+d6), Holdout Pistol (2d6 damage, range 4/8/16), the leader is armed with a Double Barreled Sawed Off Shotgun (3d6/2d6/1d6 damage based on range, range 4/8/16)

Special Abilities:

Weakness (Iron): Additional d6 damage from iron (but not steel) weapons. Cannot cross a barrier of pure iron.

Unique: The Faeblooded gang members each have one distinctive characteristic from the following list.

- **Beast Master:** animal affinity and a beast companion, per the Edge.
- **Fleet Footed:** base Pace of 8, running die of d10, per the Edge.
- **Immunity:** to heat or cold, per the Monstrous Ability
- **Low Light Vision:** ignore dark light penalties, per the Monstrous Ability (very useful in the dim light and irregular light on the 2nd)
- **Sneaky:** +2 to all Stealth rolls, does not leave footprints.
- **Tough:** +1 Toughness

Ganno

If the PCs mentioned the Gentleman during the encounter with the Morlocks, a successful Notice roll will detect a lone, young goblinoid Faeblooded trailing them.

Ganno will tell the PCs that the Gentleman's lair is in an old school house. He is absolutely terrified of the Gentleman, and will say nothing bad about him. Ganno will refuse to go to the Gentleman's Parlor at all costs, screaming at the top of his lungs if the PCs force him physically to accompany them.

SCENE 9: THE GENTLEMAN'S PARLOR

Amidst the chaos and pressed humanity of the 2nd, in the middle of one of the largest rubbish piles, there is an abandoned school. The Gentleman has made this school his home. Two blocks away from this building, graffiti warns intruders to turn back.

If Ganno told the PCs about the school, they can find it with relative ease. Otherwise, it requires a Raise on either a Streetwise or Investigation roll to notice the graffiti put up by local gangs to warn others away from the Gentleman's Parlor.



The outside of the school has been decorated with images of eyes painted or scratched onto its walls. Most residents of the 2nd stay clear of the school and the area around it. The painted eyes continue inside and are accompanied by the eyes of his victims, preserved in glass jars. A trail of eyes leads through the rubbish and debris inside the building to the former classroom that is the Gentleman's lair.

Once the PCs are inside the building, the Gentleman will strike from the shadows. Make an opposed Stealth roll vs the PCs Notice. If a player wins and warns the others, deal Initiative normally. If the Gentleman wins, he gets one round of free action, and has The Drop on his first target.

Note: The fight with the Gentleman can be fairly nasty. He could end up mind controlling one PC and incapacitating another in the first round or two. As a horror one shot, this is intentional. The Gentleman is meant to be a fight that could go either way for the PCs. If you'd like to use The Gentleman Caller as part of a larger campaign, you may need to adjust the fight a bit.

You may want to allow a Common Knowledge or Knowledge (Monsters) roll to give the PCs some clues if they just rush in trading blows. A success could grant the PCs knowledge of his Weakness, or the fact he dislikes bright lights (as he can only teleport through shadows), or that the dagger he wields seems tainted and evil in its own right (perhaps giving the players the clue they could Disarm him, or even take the dagger and use it against him.)

If the fight is going poorly for the PCs, you could have the ghosts of his victims appear, stunning the Gentleman and allowing the PCs the chance to escape or deliver a killing blow.



The Gentleman (Wild Card)

The Gentleman stands about 7 feet tall, entirely skeletal, with long arms that end in sharp, bony fingers. He wears a long, torn coat, stout boots, and an almost cartoonishly tall top hat.

Beneath his coat is a long, wicked knife and whatever other instruments he needs for his tasks. Sickly green embers burn in the eye-sockets of his skull.

He is a servant of a nightmarish, otherworldly entity that has sent him into the world with the expectation of his sowing terror and suffering.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d10, Vigor d10

Skills: Climbing d10, Fighting d10, Guts d8, Intimidation d10, Necromancy d8, Notice d8, Stealth d10,

Pace: 8; **Parry:** 7; **Toughness:** 9

Gear: The Gentleman's Dagger (see below), surgical blades (Str+d4), mallet (Str+d6), hacksaw (Str+d6)

Special Abilities:

Charm: The Gentleman may use the Puppet power on a female at no cost. He may cast and maintain the power indefinitely, but may only affect one target at a time.

Claws: Str+d4

Fleet Footed: The Gentleman has a pace of 8, and a running die of d10.

The Gentleman's Dagger: The Gentleman's knife is a huge, twisted weapon. It does Str+2d6 damage, and has the added effect that anyone hit by it is completely paralyzed for 1d4 rounds. If the Gentleman is destroyed his dagger retains its powers, but the owner is subjected to horrible nightmares and must make a Spirit roll every night or wake in the morning with a level of Fatigue.

Level Headed: The Gentleman acts on the best of two cards.

Low Light Vision: The Gentleman ignores penalties for Dim and Dark lighting.

Spells: The Gentleman has 15 Power Points for use on the spells Fear, Obscure (Darkness), and Teleport (Shadow Step).

Terrifying (-2): the Gentleman is a horrifying undead monstrosity, and characters must make a Guts roll at -2 the first time they see him.

Undead: +2 Toughness. +2 to recover from being Shaken. Called shots do no extra damage. No wound penalties.

Voidspawn: The Gentleman never suffers from Fear effects and cannot be Intimidated.

Weakness (Ego): The Gentleman cares so much about his image and reputation that he has difficulty resisting slights. Any Taunt that includes a comment disparaging The Gentleman's good name has the added effect that The Gentleman will spend the next round focusing his attacks on the Taunting character, regardless of how successful the Taunt was.

AFTERMATH

Elsewhere in the school building, characters will find a strange altar. A large pyramid-like shape is painted on the wall in black, dried fluid. Inside the pyramid, hundreds of tiny, jagged mouths are etched in to the wall. The black triangle is surrounded by candles, coins, bits of bone and hair, and a dozen jars full of eyes.

Characters making a Knowledge roll will note that the symbol of the altar is unlike any they have heard of.

If he is destroyed, the Gentleman's corpse and clothes remain intact. The PCs can return to Clorencia University, and inform Agent Thorn of their success. With the Gentleman destroyed, the murders will stop. However, what exactly he was up to and what strange entity the altar in his lair was for will remain a mystery.

The PCs have encountered many strange beasts, but this is the first time they've come face to face with the undead. The repercussions of this are up to the players.

If the PCs die in the final battle, the National Police will blame the murder on Silas Rampton, one of the few Faeblooded living on the 9th level. Agent Crane will assign a group of agents to track down what happened and attempt to end the series of murders during the next year.

If some or all of the PCs flee the final fight, the Gentleman will attempt to pick them off, one by one, appearing in their homes as they sleep. He will move his lair down to the First Level, in to the ruins of Ancient Clorencia. The PCs will have one year to attempt to stop him before he strikes again, this time on the 10th level.

What Next?

The Gentleman Caller can be used as a one shot adventure, showcasing a horrific little slice of life in Clorencia. If you'd like to continue the adventures of the Department of Unusual Biology, feel free to do so! Vheld is full of strange beasts, and while they've mostly been driven from civilized lands, the wastelands of Irone, the forests of Anverone, the jungles of the Vori Islands and the mysterious peaks of San Khotal all hold creatures strange and deadly.

Additionally, Clorencia city itself is home to camouflaging beasts from Irone, mad scientists creating horrific experiments, violent and monstrous Faeblooded, and perhaps a few more voidspawn terrors lurking in the dark recesses of the city.

Feel free to read the Clockworks Wiki for more details of the world, or bug Shawn in the comments on the comic.

