

HUDSON INQUIRY AGENTS OF THE OBSCURE *and* BRAND

An Organisation & Adventures For Cthulhu By Gaslight



STYGIAN FOX



Dedication

*To my daughter Rowan Miranda
Who gave me the chance, as a grown up, to write Celtic fairy tales and to
finally see what existence was all about.*

HUDSON & BRAND, *Inquiry Agents of the Obscure* Copyright ©2017 by Stygian Fox
All Rights Reserved.

Call of Cthulhu™ is the registered trademark of Chaosium, Inc., and is used with permission.
www.chaosium.com.

Certain names, descriptions, and depictions applied to this supplement are derived from works copyrighted by and include trademarks owned by Chaosium Inc., and may not be used or reused without its permission. Reproduction of material from within this book for purposes of personal or commercial profit, by any means, is prohibited. Any similarity between characters in this book and persons living, dead, imaginary, children of nature, infested by semi-extradimensional spawn, or otherwise not quite right, is entirely coincidental.

Feel free to contact us through our website at www.stygianfox.com. We promise, no dancing frogs there.

Stygian Fox publication
SFX- 3004

HUDSON

✧ INQUIRY AGENTS OF THE OBSCURE ✧

and BRAND

An Organisation & Adventures For Cthulhu By Gaslight

WRITTEN BY

Robert Grayston, Stephanie McAlea, Hans-Christian Vortisch, Tyler Omichinski, Helen Yau, and Simon Brake, with additions, suggestions, and subtle spells by Stuart Hall, The RPG Brain Trust, and many and diverse necrotic hands

COVER ART BY

George C. Cotronis

INTERIOR ART BY

Jon Gibbons, L. Raven-Hill & Stephanie McAlea

BOOK DESIGN BY

Badger McInnes & Leigh Woosey

CARTOGRAPHY BY

Guillaume Tavernier

HANDOUTS AND CHARACTER SHEETS BY

Dean Englehardt

EDITED BY

Matthew Pook

LINE EDITOR

Jeff Moeller

LADY HIGH MUCKETY-MUCK OF STYGIAN FOX

Stephanie McAlea

COMPANY OF PLAYERS

Clare Lunt, Sean Michael Kenny, Jamie Watson, Callum Clegg, Tessa Burgess, David Maple, Marcus L. Rowland, Lee Williams, Patrick Barrett, Andrew Jones, Peter Hartnell, Chris Glew, Letitia 'Tish' Lory, Stephen Proud, and the legendary Roxy Rhodes.



STYGIAN FOX



Acknowledgements

Stephanie McAlea: To all those backers who showed faith and enormous patience and grateful thanks to the Staff & Players at Board, South Street, Exeter for reigniting my GM gene.

Simon Brake: Dedicated to my favourite person in olde London town, my wife Carol.

Badger McInnes: To my Dad, who opened my imagination to the world of games, and taught me how to roll up my first character; to Lynn and Charlie, who took a chance with me.

Jon Gibbons: Dedicated to the Gentleman Gamers, here's to another 35 years of gallivanting and frolics throughout the Multiverse!

Robert Grayston: For Derek, getting me into this weirdness, and for Steph, who gave me a chance and was a great inspiration

Dean Englehardt: To the long line of writers, designers and (especially) gamers who have worked and researched tirelessly to make their depictions of historical Lovecraftian settings full of dark, quirky period details. HPL would be proud.

Helen Yau: A huge thanks to the amazing Ed Yau for indulging me and my fantastical web of fictional worlds. There really could not be a more amazing person to go on this real life adventure with. Thanks to Liam Mooney for putting up with Steph and I over the years- a more patient games player there has never been. And a special thanks to the best keeper I know- Matt Wrycraft. You make me want to be a better player, and your games always leave me asking when the next tale of terror will be!



CONTENTS

INTRODUCTION	9
THE WORLD OF HUDSON & BRAND	12
CLASS	12
RACISM	13
SEXISM	13
HOMOPHOBIA & TRANSPHOBIA	14
A BRIEF TIMELINE OF LONDON	14
RUNNING A CAMPAIGN	16
HOW DID I GET HERE?	16
SUITABLE CAREERS	17
THE BEGINNING OF THE AGENCY	19
THE EARLY YEARS	22
CASE 1: THE CASE OF THE ARSONISTS (EARLY 1881)	22
CASE 2: THE CASE OF THE TWINS (AUTUMN, 1881)	23
THE BUSINESS FIRMLY ESTABLISHES ITSELF	24
CASE 3: THE SCREAMING SHADOW (CHRISTMAS 1881)	24
CASE 4: THE DARKNESS OF THE GREEN (SPRING, 1882)	24
CASE 5: THE CURSED VIOLINIST (LATE SPRING, 1882)	25
CASE 6: A WAR LIKE NO OTHER (EARLY AUTUMN, 1881)	26
CASE 7: THE POST-MORTEM PHOTOGRAPHER (MID-JANUARY 1883)	24
CASE 8: THE HORROR IN THE TUNNELS (SUMMER, 1883)	24
CASE 9: THE DWELLERS BELOW (AUTUMN, 1883)	28
OTHER INCIDENTS OF NOTE	29
THE PRIME YEARS	30
GOLDEN YEARS OF PERIL	30
CASE 10: THE OXONIAN MUMMY (LATE SPRING, 1884)	30
CASE 11: THE OBSERVANT BUTLER (EARLY SUMMER 1884)	31
CASE 12: THE LOST PENDANT (WINTER, 1884)	32
CASE 13: THE MATCHSTICK GIRL (SUMMER-WINTER 1885)	33
CASE 14: UNDERGROUND SURPRISE (WINTER 1885)	34
CASE 15: THE BOTANIST'S CURSE (SPRING, 1886)	36
CASE 16: THE MANY-STARRED STONES (SUMMER 1886)	36
CASE 17: THE CURSED LADY (WINTER, 1886)	36
THE LATER YEARS	40
CASE 18: THE SAVIOUR SUFFRAGETTE (WINTER 1886)	40
CASE 19: THE GERMAN EMPEROR (SPRING, 1887)	41
CASE 20: THE HYBRID (WINTER 1887)	42
CASE 21: THE GALIC CONNECTION (SPRING 1888)	43
CASE 22: THE BLOODY SPIRITUALIST (SUMMER, 1888)	44
CASE 23: THE RIPPER OF WHITECHAPEL (AUTUMN, 1888)	46
GOLDEN SQUARE & ITS ENVIRONS	48
THE SAFE HOUSE	48
APARTMENT FACILITIES	48

Arthur
object v
personal
to live i
a poet
great-gr
whilst h
explores
and sup
zeal an

NG DRAMAT



UPSTAIRS	48
DOWNSTAIRS	49
HUDSON & BRAND MAP	50
NEARBY CONVENIENCES	52

THE CURIOUS CASE OF BARE KNUCKLE BILL 54

INTRODUCTION	54
SCENARIO BACKGROUND	54
SETTING THE SCENE	54
THE APPROACH	54
WHAT ALBIE KNOWS	55
BARE-KNUCKLE BILL	55
THE GREENS	55
BILL'S LODGINGS	56
THE YARD	56
INTO THE TUNNELS	59
THE HALL OF DARK MYSTERIES	61
THE HALL OF DARK MYSTERIES MAP	62
O'RIORDAN'S FRIENDS	64
THE AUDIENCE CHAMBER	65
DETAILS ABOUT THE HALL	66
CONCLUSION	67
SANITY REWARDS	68
DRAMATIS PERSONAE	69

OPHELIA RISING..... 70

INTRODUCTION	70
SCENARIO BACKGROUND	70
OPTIONAL COMPLICATION: DEAD AND DREAMING	71
OPTIONAL COMPLICATION: THE ARTIST	71
THE WAREHOUSES	72
THE HELIGOLAND COMPANY MAPS	74
PUTTING IT ALL TOGETHER	76
THE HUMANS	76
THE ZOMBIES	77
ANNIE ("OPHELIA")	77
RESOLUTION	77
FUTURE SCENARIOS	77
NON-PLAYER CHARACTERS	78

POPULATING LONDON..... 79

DRAMATIS PERSONAE AND ORGANISATIONS	79
CONSTABULARY	79
SEEDY CONTACTS	80
HONEST CITIZENS (CONTACTS)	80
NE'ER DO WELLS AND VILLAINS	81
THE HELIGOLAND TRADING COMPANY	82
THE TCHO-TCHO	83
SALVATION ARMY	83
33 GOLDEN SQUARE	84
INCLUDING HUDSON AND BRAND IN YOUR GAMES	85
THE MYTHOS IN LONDON	86
VICTORIAN NAME GENERATOR	86

THE WEAPONS OF HUDSON & BRAND..... 88

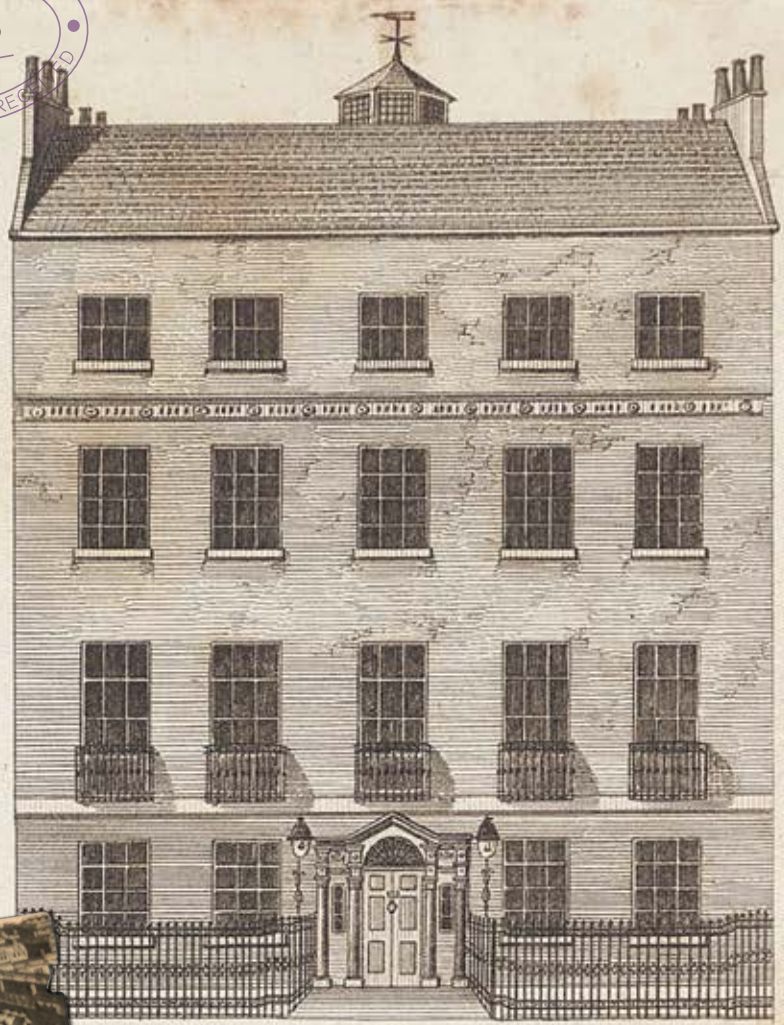
HAND-TO-HAND WEAPONS	88
HANDGUNS	88
SHOTGUNS	91
RIFLES	91
WEAPON TABLES	92

ARTEFACTS AND CURIOS.....	95
DANCING BUDDHA	95
AMULET OF PU-YI	95
MASK OF MBANGONO	95
COLLECTION OF AFRICAN MELEE WEAPONRY	95
THE FROZEN FLUTE.....	96
LIEUTENANT CAMPBELL'S SABRE.....	96
LIAO TABLETS	96
CAULDRON OF PROFESSOR DALRYMPLE	96
THE SERPENT'S COIL.....	97
THE CARRIAGE CLOCK	97
RING OF THE EBON KING.....	97
BONE PIPE	98
WHITECHAPEL EGG.....	98
END PAPERS AND OTHER EPHEMERA.....	139
BACON'S PORTABLE MAP OF LONDON.....	140
THE ILLUSTRATED THAMES-SENTINEL.....	159
HISTORY CARDS.....	165
ALLIES AND ADVERSARIES	166
BLANK CHARACTER SHEETS	190



HUDSON & BRAND
18
DOCUMENTS RECORDED

NEW
Having passed
assisted by his
and F. Pears—
since when a f
age, to the en
reached the bi
pendent archi
jubilee Year o
suspicious pro
New Oxford-st
and to anticip
commemorate
as we are rem
editions, from
colossal propo
modern manu
terprise have b
no doubt, by
course of adv
which act to
a man requires
that the tact o
conduct of th
business, being
as it is refined
of taking int
and is therefore
to the best di
the word that
given, *genius*
practical mind
and who has a
vision of the
sided in adver
saps will retain
that excellen
kind is primari
in the thing to
fully advertise
perience has sh
an incontestab
evidence. Before
of advertising w
Pears' soap ha
imitative of de
cosmetic quali
no excessive ne
itself; and its
advertisements,
re-milled, wore
and granulations
versal in the p
easiness discol
the first of these



Long Bridge, — — — — — Clements Lane, Strand.

Part of the Original House, built by
JOHN NORTON, inventor of MARETANT'S
with side of Golden Square, London; —
ance & property of his assistant & su
MR. JOHN HAYMAN;

Pears' idea
feature of
of antique
culprate as
antiquity,
appy union
ed for as a
t object en
eration and
bath placed
rooms—that
come within
l of being a
terior court
an luxury
such case,
by a ceiling,
to catch the
the com
as illus
Pompeian
real Palace
bath is no
red with a
atel mosaic,
et and Co.,
worth-road,
with the de
er the direc
tish, that it
the desired
translucent
water with
mental bath
applied, and
one antique
fish dispo
followed in
at the head
the hemi
niche, like
mosaic, and
a marble
ornaments
the apple
by King
ed-on. To
the small
the taper
the mod-



NEW PATENT GUN CANE.
PATENTED FEBRUARY, 1888.
SIMPLE, SAFE AND EFFICIENT;
ARRANGED FOR USING BALL OR SHOT
WEIGHING FROM 50 TO 100 GRAMS.



BI

Hudson & Brand

The game's g

INTRODUCTION

in Messrs. Brand

Some Keepers may think that inheriting a property such as this may be handing their player characters a little too much when they first start out. That is why this agency is best suited to player characters that already know each other and who can operate as a cohesive unit. The aims of this book is to create a place where NPCs can seek help and lead players into adventure, and where all the PCs can gather to discuss the case and guard each other while they rest.

Hudson & Brand is a consulting detective agency in the style of the extravagant freelancers such as may be found in the stories of the great Sherlock Holmes or Hercule Poirot. However, instead of being a source for the Investigators to plumb for information whenever the situation gets too tough, or if they need a nudge in the right direction, it is somewhere they can actually inherit, utilise in their own investigations, or use as a safe haven from the outré horrors of the outside world. It is a starting platform, if you will, for adventures into the dark and fog shrouded streets of mythos-infested London.

This book will also detail a number of supplementary characters that may be of some use to the investigators; after all, even Holmes occasionally sought the help of his 'Baker Street Irregulars'. There will be various roles and occupations which may be perfectly suited to working out of the small lodgings at 33, Golden Square, Soho and these will be presented as player options. There is also equipment, resources, and information to be found at the property – both mundane and obscure! We'll look into the history of the agency, its creators, and their end. Many scenario seeds will be spread throughout this book remarking upon certain items found within the walls of the office, and especially through the focus on the previous case files of Hudson and Brand.

We end the book with 'The Curious Case of Bare-Knuckle Bill' and 'Ophelia Rising'. Two scenarios steeped in the world of bare-knuckle pugilism, contraband, and the criminals that profit from it. In 'Bare-Knuckle Bill', what at first seems like a plot concerning the Fenians and an abduction is soon seen for something much more sinister and dangerous. The fight continues against a hidden enemy with dark magicks in 'Ophelia Rising'.

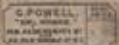
The game's afoot!

Arthur
object v
persona
to live
a poet
great-g
whilst
explores
and sup
zeal am
Congol
on the
been pl
Upon c
care of

BACON'S
Portable Map

OF

LONDON



Scale 4 inches to a mile.

PRICE SIXPENCE.
On Cloth 1s.

LONDON:

G. W. BACON & CO. Ltd., 127, STRAND.



Divided into half-mile squares & circles

THE WORLD OF HUDSON & BRAND

Arthur Je
object wh
personal
to live if
a poet an
great-gra
whilst his
explorers
and supp
zeal amou
Congole
on the Se
been plac
Upon con
care of th

THE WORLD OF HUDSON AND BRAND

The setting of Hudson & Brand is recognisably modern in many ways, but alien to us in others. It is a world where mass media and transport predominate, yet some locations remain difficult to reach, communications are not instant, and some forms of transport will require mucking out. This being the height of the Victorian era, there remain many rigid societal barriers that have yet to be breached and many aspects of 1880s Britain, particularly attitudes towards women, race, and sexuality will seem grossly unfair to our modern sensibilities.

To help capture a feel for the era, some notes have been compiled to help in creating the right mood for a game in the world of Hudson & Brand. It should be observed that these are just guidelines; every Keeper and his group has different requirements and desires in their gaming experiences, so if there are elements to the game or its setting that someone is not comfortable with, then the offending elements can be toned down or wholly removed. Equally, it is easy to darken the tone (this is the era of Jack the Ripper after all), but in writing this book our aim has been to achieve a work which conveys the right sort of atmosphere without delving too deeply into the gory details.

Writers' Note: We would like to clarify that while this book may mention some views or behaviors that are difficult to reconcile in modern society, we would like to make clear that we do not share or condone these opinions.

CLASS

The British class system was ingrained into the culture and society of Victorian England – and beyond. Thus, it should be a very real presence in any action or investigation undertaken by the player characters in Victorian London. How someone speaks, what their occupation is, and who they are related to should all be taken into consideration along with a dozen other details to determine into which class someone fits, generally 'lower', 'middle', or 'upper', although there are further distinctions within each class.

As a social construct, there can be a small degree of fluidity and some exceptions to the Class system, but largely it should be adhered to in almost every situation. Lower class people are expected to serve their 'betters' in the classes above them and even those that manage to better themselves and rise from the lower classes to positions of authority should expect some degree of opposition from the established higher classes.

Those of the Lower Classes are generally regarded as being criminals or in need of leading. This is despite their forming the backbone of society – servants, labourers, soldiers, and sailors are all drawn from the Lower Classes, but are still frequently disdained for their place in the social order. This does not mean that all of them are necessarily poor. There were several professions in which the Lower Class can earn more than their Middle-Class neighbours. For example, an experienced London hansom cab driver can easily make more than a clerk who works in an office despite the difference in class.

The Middle Classes are made up of professional workers, who together with their wives and family possess aspirations that saw them emulate the Upper Classes where possible. The most educated of the Middle Classes are clergymen, doctor, and





lawyers, but most make up the legions of administrative clerks that run businesses and government offices. The richest are bankers, merchants, and industrialists; they may have wealth, but not necessarily the trappings of the Upper Classes they look up to and aspire to emulate. Their wealth will see gain access to the Upper Classes, though not without some disdain (money after all, is common).

The Upper Classes are the landed gentry and aristocrats, as well as wealthy individuals of other means (such as affluent businessmen). Some own huge tracts of land, others large fortunes, and some just their title and their place in society. The poorer members of the Upper Classes often turn to the wealthier members of society, even including the Middle Classes and foreigners, for monies and marriage with which to secure their families. All of them are willing to invest in new business ventures and indulge in the latest fashions – even if it requires a loan or credit.

This hierarchy pervades every aspect of society, and though friendships (or more) can be formed across the barriers it is not easy. 'Knowing your place' is a rigid doctrine, and one that may see the investigators shocked by the actions of the Mythos, as their carefully-adhered to worldviews are torn from them.

RACISM

Britain has a world-spanning empire that encompasses many different people, cultures, religions, and languages. Despite being multicultural realm, this is a world in which Catholics could not attend university until 1871, the author Charles Kingsley called the Irish 'human chimpanzees', and Sir Frances Galton wrote in 1873 of supplanting the 'lazy, palavering savages' of Africa with 'industrious, order-loving Chinese'. The Berlin Conference of 1884-1885 will see Europeans formalise the infamous 'scramble for Africa' in which the near entirety of the entire continent will be carved into colonial possessions by foreign powers by the end of the century. The 1880s are a time when colonialism is at its height.

SEXISM

Women will not able to own property if they are married until 1882. Before this time, the husband was considered to have ownership of his wife's possessions. Further, married women are still recognised as their husband's property until an act of parliament in 1884, and it was only a relatively recent development to Hudson & Brand's eyes that allowed a woman to divorce her husband and take custody of her children with any chance of success.

In addition, employment opportunities for men and women are far from equal, especially as you rise through the class structure. Lower Class women find work as servants, in

factories, and in shops; Middle Class women find work in higher class shops, or as teachers, nurses, governesses, and missionaries; while Upper Class women devote their time to their families, entertaining, leisurely pursuits, or good causes. While prostitution is rife among the Lower Classes, it is not unknown for Middle Class women to turn to prostitution in desperate times.

Women, of course, do not possess the right to vote. Whilst general suffrage was extended slowly to men through the course of the 19th century (primarily based on income), women would have to campaign for their right to vote into the 20th century before they could partake in democracy.

HOMOPHOBIA & TRANSPHOBIA

Being an LGBT person during the period, as with much of history, can be very difficult. Homosexuality is illegal in Britain. This will lead to the imprisonment of Oscar Wilde in 1895 and very nearly to a scandal involving Prince Albert Victor, the second in line to the throne. Although there was no proof that the prince was a homosexual, the rumours will dog his reputation even after he dies in 1892.

Whilst transsexuality would not be identified as a form of gender identity until 1910, there were cases reported, such as that of Ernest Boulton and Frederick Park (better known respectively as 'Fanny' and 'Stella') in 1870. Although there was nothing against the law in their behaviour, they were still subjected to unfair and negative coverage in national papers.

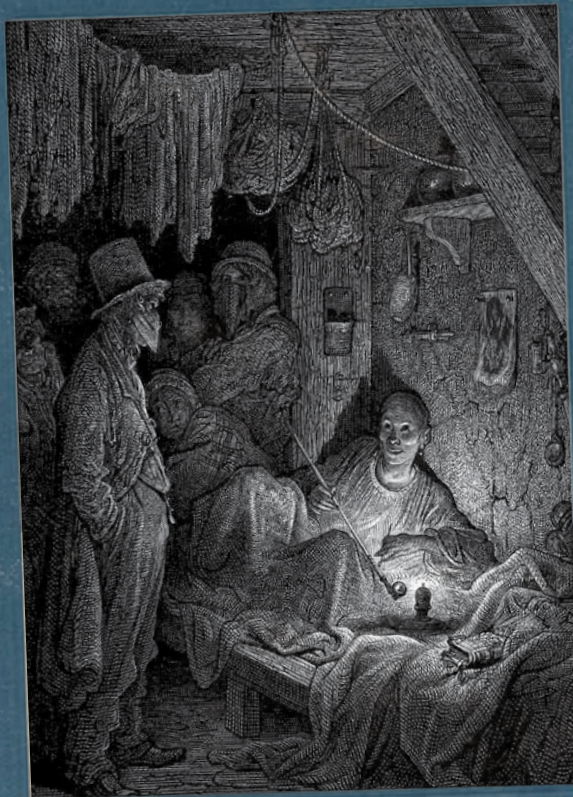
In such an environment, it is wholly understandable that people may find these aspects of the setting distasteful whilst others may find that ignoring it wholly would be disingenuous, and certainly not everyone during the period shared the same opinions on race, sexuality or gender. It is certainly possible to play a character with a (relatively) liberal modern viewpoint, although there would likely be NPCs who hold less savoury views.

A BRIEF TIMELINE OF LONDON

Although the majority of the information here pertains specifically to London, there are a few more generalised items included for general context.

1880

- ✧ A great, thick fog continues to cover London until March.
- ✧ *The Pirates of Penzance* has its London debut at the Opera Comique theatre.
- ✧ Greenwich Mean Time (GMT) adopted as standard time zone by Great Britain.
- ✧ The University of London awards its first degree to a woman.



1881

- ✧ A blizzard strikes southern England (including London), bringing transport, communication, and industry to a standstill. 100 people are believed to have died owing to the blizzard.
- ✧ Census is taken in the UK – 1 in 7 of the population are recorded as living in London.
- ✧ The Natural History Museum opens.
- ✧ British soldiers leave Afghanistan after the Second Afghan War.
- ✧ Savoy Theatre opens in London, the world's first public building to be lit by electricity.
- ✧ 'Skeleton Army' raised in Whitechapel and other locations across southern England, comprised of anti-Salvation Army volunteers who aim to disrupt Salvation Army activities.
- ✧ The political anarchist Johann Most is arrested for agitating for the assassination of political figures after the assassination of Russian Tsar Alexander II.

1882

- ✧ Alhambra Theatre burns down in Leicester Square.
- ✧ Failed attempt to assassinate Queen Victoria by

Roderick Maclean, who is declared insane and committed to an asylum until his death.

✧ Married Women's Property Act – wives are now allowed to own property in their own right.

1883

✧ Royal College of Music established.

✧ First electric lights installed in Holborn.

✧ *Thus Spoke Zarathustra's* first part is published (although it will not be translated into English until the 1890s).

1884

✧ Crowd of 120,000 gathers in Hyde Park to demonstrate the Third Reform Act (which introduced greater suffrage, but still leaves many in the country without voting rights).

✧ Fabian Society formed.

✧ Madame Tussaud's Waxworks reopens at a new location on Marylebone Road.

✧ Maxim's machine gun demonstrated at a private event.

1885

✧ Shadwell Fish Market opens.

✧ *The Mikado* opens at the Savoy Theatre.

✧ The Palace of Westminster and Tower of London are both damaged in dynamite attacks by Irish nationalists.

✧ John 'Babbacombe' Lee survives three attempts to be hanged for murder, his sentence is commuted to life imprisonment.

1886

✧ Woolwich Arsenal football team founded.

✧ *The Strange Case of Dr Jekyll and Mr Hyde* is published.

✧ Prime Minister William Gladstone attempts to secure home rule for Ireland, but the bill is defeated in parliament.

1887

✧ Queen Victoria's Golden Jubilee.

✧ *A Study in Scarlet*, the first Sherlock Holmes story, is published.

✧ Hermetic Order of the Golden Dawn is founded.

✧ Buffalo Bill's Wild West Show opens in London.

✧ Bloody Sunday – police and the army clash with pro-Irish independence demonstrators.

1888

✧ Jack the Ripper murders several women in a grisly fashion.

✧ Unknown remains of a woman discovered under site of New Scotland Yard during construction.

✧ London matchgirls' strike over poor working conditions.

✧ The boardgame Snakes and Ladders introduced to UK by Jaques of London.

1889

✧ First election for London County Council.

✧ Cleveland Street Scandal – a homosexual brothel is raided and Prince Albert Victor, son of the Prince of Wales, is rumoured to be involved although no charges are brought.

✧ Life and Labour of the People of London is published, detailing the occupations of the population of London, including street level maps of neighbourhood wealth.

1890

✧ London Metropolitan Police headquarters moved to New Scotland Yard site.

✧ Electrification of London Underground begins, replacing steam powered trains.

✧ Large electric power plant built in Deptford, South-East London.

1891

✧ Salvation Army opens its own match factory in London, using less dangerous components in the matches and paying better wages.

✧ Royal Baccarat Scandal – Prince of Wales appears in court (albeit as a witness), in a case concerning slander around a card game, the first time that a member of the Royal family had appeared in court since 1411.

✧ Great Blizzard of 1891 – 14 ships lost in stormy seas off south coast.

✧ London-Paris telephone lines opened to the public.

✧ *The Picture of Dorian Grey* is published.

1892

✧ General election – Gladstone's Liberals form government with Irish support.

✧ Death of Prince Albert Victor to influenza.

✧ J.R.R. Tolkien born.

1893

- ✧ Prince George (later George V) marries Princess Mary of Teck.
- ✧ W. Britain develops a new method of casting toy soldiers in lead which revolutionises the industry.
- ✧ Shaftesbury Memorial Fountain unveiled in Piccadilly Circus.

1894

- ✧ Tower Bridge opens.
- ✧ Anarchist Martial Bourdin attempts to destroy the Royal Greenwich Observatory with an explosive device.
- ✧ Prime Minister William Gladstone resigns over naval spending.
- ✧ *The Jungle Book* is published.

1895

- ✧ London School of Economics and Political Science founded.
- ✧ *The Importance of Being Earnest* premieres at St James' Theatre.
- ✧ *The Time Machine* is published.
- ✧ The Lee-Enfield is chosen to be the standard issue rifle for the British army.

RUNNING A CAMPAIGN

Running a campaign can be a lot of work, but ultimately very rewarding. Even just a little bit of planning and forethought can yield a memorable experience not just for the investigators, but the Keeper too. When running a campaign, the Keeper should feel at liberty to alter the following suggestions as required; not everything has to be done by the book, and he should feel free to make them his own with their own themes, memorable NPCs and villains.

THE 'ONE-SHOT'

The scenario seeds in Hudson & Brand can be linked together to form a narrative, but equally they can be run in isolation for 'one off' games, whether as introductory role-playing sessions, convention games, or simply for those without the time for a campaign. With the provided NPCs, location details, and plot hooks there is plenty of scope for an enjoyable one-off in the Hudson & Brand setting.

Due to the isolated nature of the game, players will often play in a more aggressive or care-free style as they know they will not see their investigators again. This is perfect for representing the bravery and 'can do' attitude of the adventurous Victorian, but can result in a high fatality rate. So, when running a one-shot, it is a good idea to have a spare investigator or two to play on standby (which is actually good

advice for many *Call of Cthulhu* scenarios anyway). Note: this method of play would also be suitable with Pulp Cthulhu style play, for those of a more gung-ho! nature.

THE 'TROUPE'

Hudson & Brand can be run in such a manner that the position of Keeper can be rotated between the group, with investigators taking up residence at 33 Golden Square or being called away on other business as required. This allows different players to swap in and out of running a game. This is a good method of play for groups where everyone would like a chance to investigate and be dismembered, as well as doing all the organising and dismemberment.

THE 'MENTORS'

Whilst the sourcebook's premise is that 33 Golden Square has been inherited by the investigators after the disappearance of Hudson & Brand, as an alternative the Keeper may wish to resurrect them as mentor figures to the investigators (before their untimely demise). To this end, the stats for Messrs Hudson and Brand have been included in **Chapter 9: Populating London**.

THE 'LEGACY'

It is well known that investigators in *Call of Cthulhu* do not necessarily have the best long-term survivability. Insanity, gruesome death, and kidnapping to alien worlds are likely ends for any investigator delving too deeply into the Cthulhu Mythos. However, there is no reason that descendants of those that inherit from Hudson and Brand could not themselves inherit 33 Golden Square, and upon discovery of all the old case files and an unusual artefact or two be drawn into the same world as their forebears.

33 Golden Square would be an ideal location for a roaring jazz party in the 1920s, or perhaps as a prime location for a modern-day advertising agency as a cover for its Mythos-investigating owners?

HOW DID I GET HERE?

With the tragic tale of Hudson and Brand it is intended that the investigators inherit 33 Golden Square and all the duo's assets once the unfortunate detectives have already expired. With this in mind, the Keeper and the players should formulate some reason to explain why their investigators acquire 33 Golden Square.

A family connection is the most obvious, and whilst neither Albert Hudson nor Ulysses Brand had a spouse or children that we know of, there is nothing to stop either of them having extended families. The likelihood is that a cousin or nephew will inherit the agency and though there is nothing to stop a niece from inheriting it, a woman running a detective agency in Victorian would be scandalously radical! Alternatively, a godchild might inherit or perhaps illegitimate offspring who learnt of their missing father's exploits from afar.

A professional inheritance, or a purchase of the property from an admirer who seeks to become involved in what they perceive to the 'mysterious glamour' of Hudson & Brand's line of work, is another option. A parent purchasing the agency for their spoiled child who wishes to dabble in investigation, or a keen amateur who thinks themselves well-prepared for what they might find, are perfectly plausible options if no family ties are wanted.

With both methods, it is then easy enough to insert the remainder of the investigators into the story as friends, servants, and acquaintances of the new owner(s). Thus, the perilous world of Mythos London will soon be open to them!

SUITABLE CAREERS

To run a campaign, players will need investigators with careers that will allow them to remain in London. Whilst it is possible that an investigator may be a farmer or a merchant sailor with a plausible reason for remaining in the city, there are several options which are easier to reconcile in narrative terms. The apartment at 33 Golden Square has ample room to be able to run a small enterprise (such as a physician's surgery or a medium's parlour) and with the right industry sharing their premises, investigators could gain valuable new tools, knowledge or contacts.

The list below is not exhaustive and the Keeper should feel free to use those from the *Call of Cthulhu 7th edition Keeper*

ACTOR

London is the place to be for walking the boards, with regular performances in its many theatres of material as diverse as Shakespeare and Gilbert and Sullivan. This level of accomplishment implies a more successful thespian, who is well versed on the London performance circuit and quite possibly has a small following.

✧ Skills: Art/Craft (Acting, Dancing, and Singing), Charm, Disguise, Language (own), Fast Talk, and Persuade.

✧ Credit Rating: 9-50

✧ Occupational Skill Points: $\text{EDU} \times 2 + \text{APP} \times 2$

ALIENIST

The term for someone who treats the mentally ill, alienists are a new breed of medical practitioner. Although some accept that they are performing important work in a new medical field, mental health is little understood and often derided. In London, there will most likely be some interaction with Bedlam Asylum as part of this career.

✧ Skills: Hypnosis, Library Use, Listen, Other Language (Latin), Medicine, Psychoanalysis, Psychology, and Science (Pharmacy)

✧ Credit Rating: 30-70

✧ Occupational Skill Points: $\text{EDU} \times 4$

CAB DRIVER

Navigating the mean streets of London come rain or shine, cab drivers are a vital part of the city's everyday life. From the back of their hansom cabs or sat atop larger coaches they transport people and goods whilst also seeing and hearing a lot of the local goings on, which can make them valuable contacts in more ways than one.

✧ Skills: Charm, Drive (Carriage), Fast Talk, Listen, Navigate, Ride, Spot Hidden, and Fighting (Whip)

✧ Credit Rating: 20-50

✧ Occupational Skill Points: $\text{EDU} \times 2 + \text{either } \text{DEX} \times 2 \text{ or } \text{STR} \times 2$

MUSEUM CURATOR

In this day and age there is a wealth of new scholarly establishments which one may visit to enrich your knowledge in a number of fields. Both the British Museum and British Museum (Natural History) are well known, but London has many other fine institutions which can provide access to all manner of esoteric lore and powerful patrons.



The Alienist

✂ Skills: Accounting, Appraise, History, Library Use, Persuade, Spot Hidden, and any two other skills related to their field

✂ Credit Rating: 20-60

✂ Occupational Skill Points: $\text{EDU} \times 4$

INQUIRY AGENT

Private detectives who may be operating for an agency or in a freelance capacity, they are a stepping stone between the seedy criminal underbelly and London's more respectable public persona.

✂ Skills: Law, Listen, Locksmith, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Spot Hidden, Stealth, and any one other skill

✂ Credit Rating: 20-50

✂ Occupational Skill Points: $\text{EDU} \times 2 + \text{either DEX} \times 2 \text{ or STR} \times 2$

SERVANT

Maids, butlers, cooks, stable hands – the running of a well-to-do Victorian household requires a veritable platoon of servants to keep it functioning. Trusted to carry out their duties whilst going about practically unseen much of the time, servants would be able to see and hear many things that might be better left secret.

✂ Skills: Art/Craft (choose one), First Aid, Listen, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Psychology, Sleight of Hand, and any one other skill

✂ Credit Rating: 9-40

✂ Occupational Skill Points: $\text{EDU} \times 2 + \text{either DEX} \times 2 \text{ or STR} \times 2$

SPIRITUALIST

The supernatural was a cause for mystery, intrigue, and hope to many. It could offer insight into what lay beyond after death or allow for closure with communication to loved ones. Most of the time, the spiritualist would simply be enacting parlour tricks and preying on the vulnerable, but occasionally it could lead to something more.

✂ Skills: Art/Craft (Spiritualism), Charm, Hypnosis, Occult, Fast Talk, Persuade, Psychology, and Sleight of Hand

✂ Credit Rating: 9-50

✂ Occupational Skill Points: $\text{EDU} \times 2 + \text{either APP} \times 2 \text{ or POW} \times 2$

UNDERTAKER

With a boom in population comes an inevitable boom in business for undertakers. A striking sight in their black top hats with their solemn faces, looking after the deceased before their final journey is an important job in society, and from such positions of trust can interesting investigations be made.

✂ Skills: Arts/Craft (Undertaking), Accounting, Drive Carriage, Medicine, one interpersonal skill (Charm, Fast Talk, Intimidate, or Persuade), Persuade, Psychology, and Science (Biology)

✂ Credit Rating: 30-70

✂ Occupational Skill Points: $\text{EDU} \times 2 + \text{either APP} \times 2 \text{ or POW} \times 2$

✂ *Note: Owing to the nature of their job, at the Keeper's discretion the Undertaker may ignore or reduce some mundane sources of SAN loss concerning corpses and death.*



THE BEGINNING OF THE AGENCY

In 1873, the Ashanti Empire invaded the British Gold Coast, a colony on the west coast of Africa founded six years earlier. In response, the British landed an expeditionary force under the command of Viscount Wolseley and invaded the Ashanti Empire (an area that today encompasses parts of Ghana, Benin, and Togo in Western Africa) in early 1874. Within a month the expeditionary force had made good progress into the West African theocracy and fought a series of battles culminating with the Battle of Ordashu in early February.

Albert Henry Hudson, an energetic but ageing Scottish Captain in the 42nd (Highland) Regiment of Foot, was part of the forces that captured the Ashanti capital, Kumasi. When Captain Hudson led a small company of soldiers into the royal palace, he and his men were astonished at the complexity of the building, its treasures, and its extensive library in many languages, some of which had not been spoken by humanity in thousands of years. While the treasures were clearly valuable, Hudson had orders to search for the Asantehene, the Ashanti King. Finding the door to the dungeons, his men ventured forth into the darkness.

What they saw, evidence of human sacrifice to dark gods, a procedure used for fusing living hosts with the dead, and creatures that no sane man should see, drove Hudson and his men to fight for their lives. Running out of ammunition and relying on swords and bayonets, man after man died under the assault of the crazed cultists, the corpses that walked, the creatures that tracked by emitting harrowing screams and things best left undescribed, before they escaped from the hellhole under the palace. Hudson was convinced that the King wasn't there as the 'cultists' seemed to be of the lower orders and, in Hudson's mind, no King would dabble in such horrors and keep the respect that his people had in him. As he and the three survivors were leaving, they set fire to the curtains and fabrics and watched the palace burn hoping against hope that the horrors beneath had met their infernal end.

In the long term, the horrors encountered in those dungeons would scar Captain Hudson mentally for the rest of his life. In the short term, they led to him losing his stomach for war, his love for Africa, and perhaps his ambition. The remainder of his military career would be unremarkable and rather than remain with his beloved 42nd (Highland) Regiment of Foot when it was amalgamated with the 73rd (Perthshire) Regiment of Foot to form the Black Watch (Royal Highlanders) in 1881, he cashed in his pension and resigned from the army. A year later while living in his family's

London town house at 33 Golden Square, he met Ulysses Victor Brand, a skilled investigative journalist, and started a black watch of his own.

Ulysses Victor Brand had been a reporter on *The Daily News*, the newspaper founded by Charles Dickens, and had a reputable, if not entirely profitable, career. He took to the streets of London every day searching for stories that would gain him paper more readers and himself more income, and while he didn't agree whole-heartedly with some of the paper's left leaning values, he did recognise it as a force for good in terms of workers' rights, housing, and the rights of those without suffrage.

On a cold November morning in 1878, on the banks of the Thames at Limehouse, Brand found himself staring down at the mud and wondering if he could turn back time and forget the sight that lay before him. Seven people, mostly men, but some women and children, lying dead and partially submerged in the mud . . . yet still they moved. Their lifeless eyes stared at him as if, impossibly, they still perceived other forms. They reached out with clasping hands and their mouths worked silently as though calling for him, but it was no plea for help. They seemed primal and desperate for Brand and his companion, grasping for flesh.

The other person with him was his friend and sometimes paid contact, Police Constable George Hayward. George was busy throwing up and saying prayers as Brand steeled himself and stepped from animated corpse to animated corpse, putting a bullet in the head of each with his revolver, using his great coat to muffle the report as best he could. Once done, he handed George his revolver and told him to take it home with him and that should his superiors ask as to his absence, he should cite an upset stomach from some poor meat the day before as the reason. He also said that he would alert the authorities.

When the police arrived, Brand claimed to have seen the bodies while walking past, but the investigating officer, Inspector Alfred Tarrant, wondered why a well-dressed, well-to-do journalist would just be 'walking past', especially given the freshness of the gunshot wounds in the bodies. This, and the fact that Brand was only a moderately competent liar, resulted in the journalist spending a night in the cells. Fortunately, the lack of evidence as to his having done any wrongdoing resulted in his release the next day.

FINNING OF THE AGENCY

Arthur J
 object w
 personal
 to live if
 a poet at
 great-gra
 whilst his
 explorers
 and suppo
 zeal amou
 Congolese
 on the Seve
 been placed
 Upon comin
 care of the b

A stinging piece on how the Metropolitan Police liked to lock up members of the public without evidence saw Brand make more enemies than friends, including Inspector Tarrant. Still believing him guilty of 'something', the Inspector dogged Brand's every step, looking for anything to catch him out and be able to arrest him. Despite this, Brand continued to look into 'The Case of the Limehouse Dead', his investigations eventually leading him to a warehouse where a practitioner of unspeakable rituals had been kidnapping men and women off the streets of Bethnal Green before attempting to revive them once they had been murdered. His eventual aim was to bring back his late wife (who was present but decidedly the worse for wear), and the dead that Brand and Hayward had found were his early experiments he had been forced to dispose of in the Thames.

Tarrant, who had been following Brand, arrived in time to see him shoot the necromancer (who to his eyes looked like an ordinary dock owner) squarely in the head. Tarrant was about to draw his own weapon and shoot Brand when he noticed the dead moving around him. After some tense moments and the liberal expenditure of ammunition, Brand and Tarrant became holders of a secret so dire that it would cause open panic in the streets were it to have come public knowledge. With this shared horror and knowledge, they made a deal to face any further horrors together, aiding each other where they could.

For the next year, Tarrant and Brand (and a little later, Hayward) worked together in investigating a number of strange cases. These included chasing down Chinese gangs who were importing a peculiar metal from France which had the strange property of becoming harder when exposed to blood, a corrupt import firm selling strange gold artefacts from the Polynesian islands, and a cabal of industrialists engaging in black magic and human sacrifice as a means of gaining favour with the bizarre deity its members worshipped.

By 1880, the trio had stopped several potential threats to the realm, in the process not only becoming friends and allies, but also incurring the enmity of some of the criminal underworld's darker elements. The majority of London's criminal underclass played by certain rules – no women or children, no 'home visits', no assassinations; this was a code of self-preservation. Shooting an enemy in the street incurred the wrath of the police and would see the streets swamped with 'Bobbies', which was a sure-fire way to ruin business. They also had a distaste for anything vile or ungodly and for that reason, much of London's underworld came to respect 'The Brave Bunch' as Tarrant, Brand, and Hayward became known, for they took care of the underworld's most unsavoury elements and left the 'regular' criminals in peace. Further, it seemed that even these unsavoury elements adhered to this unspoken détente, but one gang which ignored it was a band of Tcho-Tcho, recently arrived in London and led by their sinister boss 'No-No' Namdak.

Brand capitalised on the trio's investigations, writing an ever increasingly astonishing series of articles about the city's criminal underworld that saw the circulation of *The Daily News* rise. Unfortunately, it would lead to his near dismissal from the newspaper, for although



he kept hidden most of the horrifying facts about the Brave Bunch's exploits, Brand's need to warn the public of the menace that he has faced together with Hayward and Tarrant seeped through into his writing and while it was all true, his employers believed him to be guilty of sensationalist reporting. In particular, it was noted that Brand's most recent stories tended to highlight disreputable immigrant groups and when he wrote an article on 'Devil worship amongst the Indo-Chinese', it proved too much for the newspaper's board, despite the small boost in circulation. It called Brand in and suggested that he should resign from the paper lest he be fired. At first Brand refused, pointing out that the newspaper had published the articles and that it would reflect badly upon the newspaper were he to be fired. The board told him that if he stayed, it would not be as a crime reporter and offered him a lump sum if he would resign. Brand agreed and left the newspaper with several months' salary and the good wishes of many in the company.

Three days later, when an anonymous letter was forwarded to him from *The Daily News* offices with a promise of information on the 'Devil worshipping Tcho-Tcho', Brand feared a trap. His suspicions proved right, for when he arrived at the agreed place and time mentioned in the letter with Constable Hayward and Inspector Tarrant, they were ambushed by a crowd of Tcho-Tcho armed with viciously curved daggers. It was immediately clear that the Brave Bunch had seriously under-estimated its adversary as Hayward was killed from a rip to his neck that spilt his lifeblood across Brand's shocked face. As he and Tarrant fled the inspector took a grievous wound to his shoulder whilst Brand received many minor wounds, though they fired many rounds driving their foe back into the shadows. On their exit from the ambush, a haunting voice shouted "Hurry home, Sons of England!" and its laugh seemed to follow the pair through the dark streets to safety.

Ignoring injury, Tarrant insisted they make with all good speed to his home as he feared for his family. His fears proved correct as the Tcho-Tcho had already butchered his wife and two boys. Tarrant's wailing brought the two murderers out from their hiding place and even before Brand could shoot both dead, one had plunged his dagger through the inspector's back, killing him as he cradled his wife's body. With police whistles already sounding in response to the gunshots, Brand fled his friend's house and made for his own lodgings where he discovered his rooms ransacked and his housekeeper, Mrs O'Reilly, faced down in a pool of blood. In a state of panic, he managed to take a hansom cab to the home of Inspector Tarrant's senior, Superintendent Ronald Hooker of H Division (Whitechapel). Hooker had long had the respect of Tarrant and, while disapproving of his 'moonlighting' as some sort of vigilante – Hooker was not entirely sure what Tarrant did and knew better to ask – he was very happy with the results. The Brave Bunch managed to keep in check the worst of London underworld's criminal excesses. That was enough for Hooker.

Superintendent Hooker took in the injured Brand and Mrs Hooker tended his wounds. Upon hearing of the death of Inspector Tarrant Hooker cursed for the first time in his life in front of his wife, and immediately contacted the station to begin preparations for retaliation. The ensuing police investigation was ultimately unsuccessful; a great many Asians and Oriental Londoners were harassed, and some were imprisoned on other charges, but the inability by the police to distinguish the Tcho-Tcho from other Orientals ultimately led them to melting away or staying hidden. The Tcho-Tcho

presence was undoubtedly weakened, but neither 'No-No' Namdak nor the men he had sent to murder the Brave Bunch and their families were ever caught.

It was a number of weeks later that Captain Albert Hudson, late of the 42nd (Highland) Regiment of Foot, approached the recovering Ulysses Brand in Regent's Park and handing him his card, told Brand that he wasn't alone in his fight against the macabre and devious. He told Brand that he had been following his reports of occult crime and other unsavoury deeds in *The Daily News* and found them informative, echoing his own experience in the Third Ashanti War, and that he felt that he should seek Brand out to combine their efforts. Hudson had long been plagued by nightmares of the dungeons in Africa and the idea that those same horrors might now be visited upon the seat of empire here in London appalled him.

However, just as Hudson had resolved to act so that he may excise those night time demons in a small way, Brand had left his employment at the newspaper. Hudson had been searching for Brand for three days. Who knows what fates may have fallen the Brave Bunch, or Albert Hudson, had they met earlier?

He gave Brand lodgings in his town house on Golden Square and Brand eagerly accepted, not only for somewhere safe to stay, but also for the anonymity it would offer in the short term. He felt that it would be best if the Tcho-Tcho didn't know where he was residing. That night, Hudson and Brand moved his belongings (with police guard provided by Superintendent Hooker) to the townhouse and they began to put together what, in a year, would become Hudson & Brand – Inquiry Agents of the Obscure.



THE EARLY YEARS

CHAPTER 3

For two months Hudson and Brand set about preparing 33 Golden Square as a base of operations, setting up a reference library of the strange and unexplained, supplementing it with subscriptions to newspapers they would scour for indications of outré occurrences, and converting a room into a shooting range to better keep up their skills in the fight against the darkness. During this time they often spent their evenings sharing a bottle of port or brandy, setting out their hopes for this common endeavour and bonding over a common cause – the safeguarding of the realm. Bound together as they were through noble, though hidden, purpose, the two men drew comfort from their companionship and common cause.

CASE 1: THE CASE OF THE ARSONISTS (EARLY 1881)

The agency's first case came from a fellow officer in Hudson's old regiment, Sir Lionel Prescott, who following his retirement from the army had joined the Home Office. Over a drink at the Naval and Military Club, he expressed his concern over the actions of certain Fenian groups and wished that he could make use of Hudson's talents in Special Branch. Hudson declined to join the Metropolitan Police, but said that he was not one to see a fellow former officer go without assistance. Within twenty-four hours, Sir Lionel asked if Hudson would investigate the activities of an Irish gang suspected of arson in south London.

The gang, known as 'The Greens', were known to be running an extortion ring in the area in and around the Elephant and Castle. The police had not been able to put a stop to it and while many shopkeepers paid up, in recent months, those who didn't, were found in the burnt-out ruins of their establishments. Although this was not a case that would normally have interested Hudson or Brand, they took it on as a favour to Sir Lionel.

Not one of the gang members was ever seen to set any of the fires that they threatened shopkeeper after shopkeeper with, despite the detectives scouring accounts in papers and carrying out a few of their own interviews. Witness testimony, such as that which could be bribed from the locals, told not of a man carrying a fuel of some kind, but of a large fireball dropping as if from nowhere out of the sky and smashing into the targeted properties. Neither Hudson nor Brand

were entirely convinced by this testimony, but knew enough not to dismiss it as mere drunken imaginings brought on by too much gin. While examining the blackened and burnt out ruins of a butcher's shop Hudson pried loose a brick marked with a strange symbol and thinking that the symbol was somehow a 'black mark' that singled out the property to be set ablaze, they returned to the sites of previous blazes and found the same symbol at several of them. Having confirmed a connection, Hudson and Brand took the brick with the mark and placed it in one of the decrepit tenements that littered the East End. To prevent any conflagration harming anyone or spreading to adjacent buildings, the two men also hid twenty barrels of river water in the upstairs rooms. Brand had hired the local men at a shilling a piece to load and move the barrels so that they would douse any fire that started. Claiming that the 'experiment' was to test a new 'fireproofing paint' and that the public could not watch, Hudson and Brand stood across the street and awaited the arrival of the arsonist.

In the early hours of the morning the pair were just drifting off as a fireball the size of a horse suddenly dropped out of the sky at great speed. It hit the target house with a force that smashed the barrels and threw their contents into the air, shattered the house almost into its individual bricks, and knocked the two men to the ground. As the water splashed back to earth, an anguished howling emanated from the ruins. At first Hudson and Brand thought an animal or man had snuck into the house to sleep, but on entering the broken house, they found neither. Instead the howling come from something akin to a ball of flame, but a ball of flame which inexplicably alive even as it screamed and thrashed as its flames were doused and it began to evaporate into nothingness.



Shocked at what they had seen, Hudson and Brand fled back to their offices and bolted the door. Upon reflection, the pair realised that they had killed their first monster or demon and that there might be more monsters than the ones they had previously encountered. The world was beginning to look a lot more complex than either of them had ever imagined. Just as with Brand's run in with the Tcho-Tcho, both men feared the possibility of retaliation, but it was not forthcoming and although the brick with the mark remained in place, there were no more arson attacks upon the now burnt out tenement block. They determined that they yet remained hidden to those responsible for the arson and now that the creature at their command was no more the fires would stop. While they never found the individual responsible for the summoning or creation of the fire beast, there were no more fires that could be attributed to a similar creature, and the Irish gang's activities quietened for a time. Over the course of the next few weeks, Hudson and Brand searched each of the arson sites for bricks with strange marks and where found, smashed them to bits.

In his subsequent report to Sir Lionel, Hudson said that despite their best efforts, neither he nor Brand had seen any sign of the arsonist. Since there were no further arson attacks, Sir Lionel seemed to take Hudson's report at face value, though he did have his suspicions... In private, both Hudson and Brand had agreed that the best plan of action was not to inform Sir Lionel of the truth of their discoveries.

CASE 2: THE CASE OF THE TWINS (AUTUMN, 1831)

In late October, a man of about 30, wearing a good coat and top hat, was seen to stab another man through the heart with a sword concealed in his cane in Regent's Park. The victim, a man of obviously poorer means, was later identified as Michael Wynn, an unemployed labourer. There were four witnesses to the murder, a clerk and his betrothed, a house maid, and a cab driver. They all described the suspect in detail and their testimonies matched. The villain absconded on foot towards Marylebone Road. The case may not have piqued Hudson and Brand's interest had the witnesses not also mentioned a very strong smell of sulphur that accompanied the man. A week later he was seen again by the clerk in a street near Euston Street and the young man called for a constable. The gentleman, a certain Mr Adam Parvell, was taken to Holborn police station on Theobalds Road and questioned.

He attested to his innocence and gave an irrefutable alibi. At the time of the murder he was taking supper with none other than the noted explorer Richard Francis Burton who was visiting London from his diplomatic post in Trieste. Parvell was released and the case was put to one side until more evidence could be found.

After reading of it in the newspapers, Hudson thought the case worthy of continued enquiry, but that since Adam Parvell had an alibi, the agency should instead investigate Michael Wynn. Hudson learned that the police had dismissed the case after it transpired that the victim was an unemployed labourer

who had turned to thievery, but Wynn's wife revealed that her husband had been offered work by some 'toff'. Initially reluctant to reveal the nature of this work, with promises of money and discretion, Mrs Wynn told Hudson that her husband was hired to steal a very important stone artefact from a bookshop that specialised in hard to find books and objets d'art. She also said that she had a sketch that Michael had been given so that he could identify the desired object and Hudson purchased this from her. The sketch showed a rough stone with an inscription. Hudson and Brand were at a loss as to what culture it came from, but the sketch did include the name of the bookshop to be burgled – The Library of Dark Remembrance.

Located in the backstreets of Soho, when the pair approached the shop they found it closed, and seemingly for some time, given the amount of dust that had gathered about the windows. As they peered in, they noticed in the window the reflection of a young man behind them in the street. Looking bruised, beaten, sporting a nasty deep cut above his eye, and what appeared to be a serious wound in his chest, he was obviously watching the pair. Before either had to chance to act, the young man drew a revolver and began firing indiscriminately like a madman.

As the window to the dark and dingy shop shattered, Hudson and Brand dived to the pavement where Hudson's military experience took over. With one swift movement, Hudson pulled his old service revolver from his pocket and shot the young man dead. Fortunately, no one else was injured, but the sound of gunshots alerted the police and several constables were quickly on the scene.

Fortunately, when they arrived one of the police officers, Constable Williams, recognised Brand both from his articles in *The Daily News* and from his activities as a member of the Brave Bunch. Upon taking a statement from both gentlemen, Constable Williams detained rather than arrested them while his officers cordoned off the area and awaited the arrival of a superior officer. Constable Williams took a keen interest in the exchanges that followed between Hudson and Brand and Inspector Whiting, wanting to learn from all three men. Upon careful examination of the dead man's person, Inspector Whiting found a visiting card that read 'Mr Adam Parvell, esq', a small rough stone which Hudson and Brand realised looked very much like the drawing given to them by the late Michael Wynn's widow, some money, a key to a room at the Euston Hotel, and a revolver which proved to be eerily similar to Mr Hudson's. It had the same nicks and repairs and the same serial number. Why someone would make a copy of his gun, Hudson had no idea. Inspector Whiting thought it best if Hudson and Brand accompany him to the Euston Hotel where he hoped more light could be cast upon the matter. Upon arriving at the hotel they were surprised to see the very twin of the man who lay dead a few miles away in Soho. When they called out to him, Parvell's twin took to his heels, forcing Inspector Whiting and Hudson and Brand to give chase.

Shouting at the fleeing figure did not halt him and once caught after a short chase, the quarry put up a fierce fight in which he took a firm strike from Hudson which split his cheek just beneath the eye. Stumbling back, Parvell's twin expressed his confusion at the actions of Hudson and Brand, but seeing the determination on their faces, managed to struggle out and draw a thin blade from his cane.

This was of little use against Hudson's trusted service revolver, which caused a nasty wound in his target's chest. Flailing in agony in the close confines of the bloody scuffle, the doppelganger swiped at Hudson with his free hand and in doing so yanked the weapon from him by the barrel as the detective stumbled backwards in the melee.

Before anyone could recover, the wounded figure hissed a sound that caused Brand's eyes to water and Hudson's head to ring with agony before disappearing from right in front of the detective duo, only leaving behind a stench of sulphur.

Inspector Whiting expressed his surprise at the turn of events and was further perplexed when the copy of the Hudson's gun found to be in Parvell's possession in Soho, had also disappeared from his pocket. Brand postulated that the stone had enabled Parvell to travel back in time, say an hour, and what they had just witnessed was the source of the bullet wound, Hudson's copied pistol, and how he was suddenly able to attack them outside the bookshop in Soho.

A day later, Hudson and Brand travelled to London Bridge and threw the stone into the dark waters so that it would be lost in the silt and away from any hands who may seek to use it. Rumours later began to reach 33 Golden Square of a gambler who had fleeced the best card players in London by knowing exactly what they had to play with before they did, but neither detective was ever able corroborate such rumours.

THE BUSINESS FIRMLY ESTABLISHES ITSELF

By the end of 1881, Hudson & Brand had been engaged in a number of mundane investigations, and had taken on a number of employees. This included a manservant named Markham, who had acquired the soubriquet 'The Castellan', to oversee the running of the house; a housekeeper, Mrs. Levi, to come in three days a week to manage the necessary duties of keeping the house-cum-office in good order; and a coachman, Stafford who, while independently employed would work around Golden Square in case he was needed by the agency.

CASE 3: THE SCREAMING SHADOW (CHRISTMAS 1881)

Life was ticking over nicely for the agency and yet, in the back of their minds, Hudson and Brand were ever mindful of the agency's 'vital business' – countering what supernatural threats as what might occur across the city.

With Christmas approaching there were reports of a 'Banshee' or spirit wandering the quiet streets and back alleys of Whitechapel. The local inhabitants had taken to hiding in their homes when the sound of wailing was heard, and whilst Hudson and Brand had no strong leads to go on, they were fascinated by the possibility of encountering such a spectre. Such was their naiveté.

On Christmas Eve, a young girl who was looking after her brother while her mother worked sent a neighbour to the

police, complaining of a mad and frightening old woman in the courtyard next door. The young constable sent to check on the woman found that the entrance had been blocked by a night-soil man's cart left in the alley. As he went to move it, the constable caught sight of the woman and by all accounts soiled himself. It was his sergeant, Archibald Parlow, who having heard of their exploits in such matters, that sent a man to summon Hudson and Brand to the scene.

The embarrassed young constable claimed to have seen a witch and at first, as they peered into the gloom of the courtyard, that was what Hudson and Brand, together with Sergeant Parlow at first thought they saw. When she stepped out of the fog, her black robes and shawl were revealed to be a funeral shroud, and worse, her hat to be a crown made of bone. About her waist was a scabbard and in her hand she held not a walking stick, but a silvered sword. This was strange enough, for not one of the three men could identify her clothing except to say that it was old, but it was her gaze that gave the men a terrible fright. Parlow threw up, Brand fell to his knees, and Hudson froze on the spot. Her face was beautiful, but it conveyed death in a way that none of them could explain. Nor could they identify the language she spoke when she addressed them, though all three claimed that they heard the distant sounds of battle and screaming accompanying her words.

"Who- Who are you... madam?" Stuttered Brand.

Seemingly confused at his words, the spirit opened her mouth again, but this time let forth a terrifying wail before fading away in a strange purple light. 'The Wailing Banshee of Whitechapel' has never been seen or heard again and has since become part of Whitechapel's folklore. Although the three never again spoke of the encounter with the spirit after that night, Hudson and Brand were able to call upon the services of Sergeant Parlow several times in the years to come, particularly when it came to strange goings on in Whitechapel.

CASE 4: THE DARKNESS OF THE GREEN (SPRING, 1882)

As the month of April brought its rains, rumours of increased Fenian activity spread throughout London. The Irish Republican Brotherhood had long been a thorn in the Crown's side and the capitol held its breath, waiting for violence to erupt. When it did, it was in Dublin rather than London, with the stabbings of the newly appointed Chief Secretary for Ireland, Lord Frederick Cavendish, and Thomas Henry Burke, the Permanent Undersecretary, in Phoenix Park, at the hand of a radical splinter group, the Irish National Invincibles. It would be followed by a more intensified campaign of violence in London, Liverpool, and Glasgow, and this would lead to the establishment of the Special Irish Branch the following year.

Of interest to Hudson and Brand were a group called 'The Greens', an Irish gang captained by a villain known as O'Riordan, notable from The Case of the Arsonists. It seemed that the Greens had a habit of making their adversaries disappear without trace. At first Brand needed convincing that the Greens were part of their 'special operations' since no direct link had been made between the gang and the rash of arson attacks that had beset the Elephant and Castle the previous

year. Hudson conceded that maybe they were not, but if they could disrupt their operations then it would be good for Great Britain none-the-less.

After observing members of the Greens go back and forth to an old cooperage in the East End, they deduced that illegal betting was taking place on the premises. Wagers were being placed on the outcome of bare knuckle fights and members of the city's criminal fraternities were all invited. It was seemingly a safe place to do business if you were part of the Underworld. Realising that further investigations would be necessary and that they were greatly outnumbered, they deferred raiding the cooperage in favour of gathering more solid evidence so that the police could enact arrests. Brand started to build a case against the seemingly mundane Greens, but both would be dead before their investigation would be completed (see 'The Curious Case of Bare-Knuckle Bill' scenario at the end of this book).

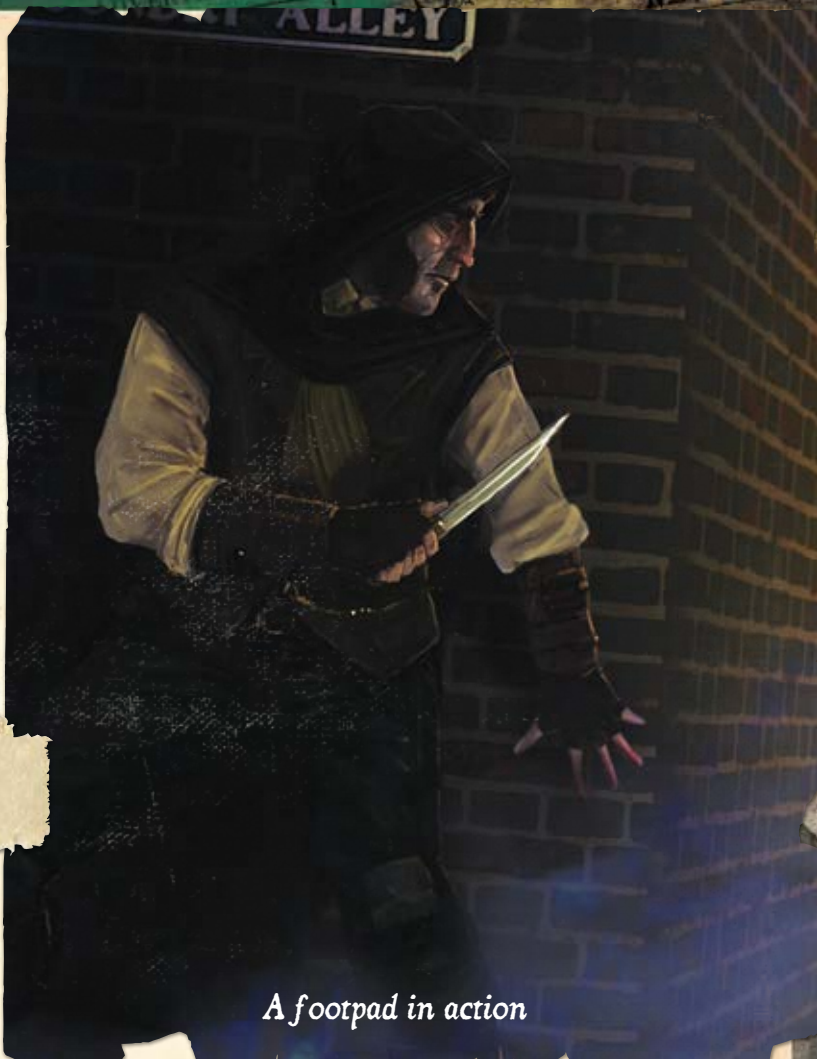
CASE 5: THE CURSED VIOLINIST (LATE SPRING, 1882)

As a lover of music, Brand often took in recitals and performances held across the city. In late April, he was pleased to obtain tickets to a performance by the noted French Violinist, Bertrand Grenier, at St. James' Hall on Regent Street. Grenier's baroque recital began well, much to the delight of the audience, but some fifteen minutes into his performance, the violinist seemed to sicken, becoming sweaty and pale. When he stopped and seemed to stumble, a few voices whispered that he was drunk or with fever. He attempted to continue, but collapsed unconscious onto the stage.

Both Brand and the violinist's agent, Henri Piché, rushed onto the stage to render assistance. As Brand leaned down to check on Grenier, he was momentarily taken aback by the Frenchman's violin, the strings of which he was sure, were 'wiggling' of their own volition, surely a sign of supernatural involvement. Together Brand and Piché helped Grenier off-stage, the agent calling out to the crowd that Monsieur Grenier had a temperature and nothing more. Back in his dressing room, his violin now locked in its case, Grenier seemed to recover, but had no idea what had befallen him.

His agent, Piché, expressed his concern that the violinist was working too much and suggested he take a holiday. Grenier would have none of it however and pushing aside both Brand and Piché, took up his violin again and began to play a most discordant melody. Grenier's playing became frenetic and the sound increasingly horrendous and suddenly before the three men, the air was rent by a swirling pale blue light out of which reached necrotic and leprous tendrils or tentacles into our world.

All three men had a clear view of directly into the light, but only Brand had the will to act while Piché stood transfixed and screaming. The detective quickly drew his revolver and



A footpad in action

with a single shot took off the little finger of the violinist's right hand and severed the strings. This stopped Grenier's playing and as quickly as it had appeared, the pale blue rent faded from sight, the fetid thing from beyond being fortunately denied entry into the world. There was a smell of cordite and brimstone in the air and as the door opened, the stage hands, summoned by the sound of screaming and a gunshot, discovered Brand with his pistol, a man screaming, and a violinist holding his bloodied hand. They set upon Brand and he took a small beating until Grenier told them to stop. Grenier gave laudanum to his agent, which calmed him, and in response to several questions, told Brand that he was given the music by an old woman outside a theatre in Paris. He thought it odd, but the music read beautifully. When he went back to find the old lady the next day he found that she, and the theatre, had disappeared.

This was the first time he had performed it in public and there had been no ill effects during rehearsal. On that night however, Grenier felt as though someone was taking over. Looking down at his violin, he was horrified to see that the strings now consisted of taut lengths of greasy flesh that wept blood as he played. Apart from its broken strings, the violin appeared unchanged, but this did not stop Grenier from burning the instrument a few days later. Subsequently, Grenier retired from public life and his agent was committed to Bethlehem hospital. He is incarcerated there still.

STRAND THEATRE.



"YOU GAVE NEW LIFE TO ME & I AM YOURS!!"

EVERY EVENING,
AT 8.50.

CASE 6: A WAR LIKE NO OTHER (EARLY AUTUMN, 1881)

In the early autumn of September, 1882, Hudson and Brand invited Sergeant Parlow to take stock of both their enterprise and their investigations into the outré. The agency had enough regular work to declare a good profit for its second year of business and its library, gun cabinet, larder, wine cellar, and staff roster were well stocked. They had defeated, or at least, investigated six major incidents of supernatural occurrence, yet there seemed to be a lull in such events. Hudson was suspicious of this current lull and thought it the calm before the storm, whereas both Brand and Sergeant Parlow were happy at the relative calm. The Sergeant even opined that Mr Hudson should not dwell on such matters and should instead revel in a new found 'peace' in the war against agents of the darker powers. The 'peace' was not to last long, however.

On the 17th of September, Hudson and Brand received word that Sergeant Parlow had been stabbed and lay in a hospital bed fighting infection. At his bedside, they found the Sergeant awake and lucid, but on morphine for the pain. When asked what had happened, Parlow explained that he had been

assigned to a squad that was investigating the kidnapping of women off the streets in some of the more fashionable parts of London, such as Marylebone. Where they were taken, no one knew. Wondering whether any women from less salubrious districts had been taken, Parlow made inquiries of his own and learned from a 'dollymop' known as 'Black Lucy' told him that several girls had been taken from the streets they worked in recent weeks, including his own Whitechapel. On the fourth night of watching the streets of Whitechapel, Parlow observed a carriage that was being shunned by some of the local girls. In fact, Parlow suspected that they were actually frightened of this carriage, but this did not appear to dissuade one girl from climbing into it. As the coach passed him, Parlow could see it bore the mark of the Heligoland Company, an Anglo-German concern that facilitated trade between Germany and the Empire. The following day 'Black Lucy' told Parlow that Amelia, the girl who had boarded the carriage the previous night, had not returned. Knowing that Hudson and Brand preferred the stranger cases, he chose to investigate this mundane police matter on his own. After all, if there was a case to be broken, Scotland Yard might make him a detective.

Entering the premises of the Heligoland Company proved deceptively easy, the mere levering of a window, and Parlow was in. Perhaps this should have been a warning, but as he peered down from his perch, Parlow blanched at what he saw. Now he understood why the building lacked security, no one would dare steal from the building. Below him, workers were loading crates onto carriages, all women, all with various wounds about their persons and dried blood stains on their garments. Parlow told Hudson and Brand that he was convinced that the women were no longer alive, for all of them had a blank look in their eyes and all of the horses were skittish and restrained by their sullen faced coachmen.

Knowing that this was more than one man could deal with, Parlow decided that he should leave and get help from Hudson and Brand. As he turned to leave, Parlow heard a creaking sound above him and before he could react, a figure leapt from the dark and shoved a blade into the police sergeant's stomach. He could remember little of what happened in the hours afterward, except being chased by someone intent on his murder and then being found by 'Black Lucy' and her girls who hid him before taking him to the hospital.

Hudson and Brand left Parlow to recuperate and made preparations to visit the warehouse themselves. Arming themselves with rifle and revolver, they boarded Stafford's coach and sped their way to the premises of the Heligoland Company. Alighting a street away and creeping their way forward, they found that the warehouse had been cleared and seemingly all trace of activity removed. That was, until Brand noticed the trail of muddy wet footprints that led down and into the river. Hudson speculated that some of those who were carrying the contents to a nearby vessel might have fallen in and, cursed with undeath, not drowned but merely walked out, sodden clothes and all. Looking out on the river, they noticed a small steam ship making all speed down the Thames as though trying to escape. Surveying the vessel through a spyglass, Brand confirmed it to be the vessel they were looking for, the deck was crowded by terrible lifeless forms which somehow still moved. After looking over the ship himself with the spyglass, Hudson took up his rifle and took aim. The loud crack of a single shot rang out and for a moment nothing happened.

"You've missed, Hudson," said Brand.

"Have I?" replied Hudson. A few seconds later the oil lamp that Hudson had shattered spilled its fiery contents onto the crowded deck of the boat. Not enough to cause a serious fire on its own, it nevertheless set alight the hems of the dresses worn by the unliving prostitutes on deck. Even as they burned, they did not move. They just stood there, wreathed in flame and setting fire to the ship they were on.

The boat would be recovered by police the next day and its story would be told in the news-papers as a tragedy, a soiree of dollymops and dockers gone awry through misadventure. Sergeant Parlow's recovery was aided knowing the evil had been stopped and being able to sleep more easily.

CASE 7: THE POST-MORTEM PHOTOGRAPHER (MID-JANUARY 1883)

In January, 1883, several of Brand's former journalist colleagues approached the agency with strange stories of dead children returning to their distraught families, seeking entry into their homes before disappearing. Hudson and Brand, fearing the worst, began to investigate. By all accounts, none of the children were violent and were universally described as pale as bone. The cases had a lot in common – all of the children had come from affluent families and all of them had died within the last three months, though the causes of the death were not the same.

None of the families involved were prepared to talk to the detectives, but the same could not be said of their servants. One such interviewee revealed that the child who had returned to his family was different in one unique way. The young boy had lost an arm several years before his death and when he returned following his death, he was missing the wrong arm. This was the key to the mystery, for Brand quickly realised that all of the spectral children were in fact mirror images. Examining a photograph of the armless boy taken to memorialise him after his death, Brand noted that it too was a mirror-image, which was the norm with daguerreotype photography. Following up on this new lead, the duo discovered that all of these photographs had been taken by the same man, one James Perwick.

Hudson and Brand quickly located Perwick's studio, only to find it locked up and deserted. After forcing the back door, they found alongside the usual plates and chemicals of the photographer's art, some very unusual lenses packed inside crates with what looked like Chinese shipping labels attached. In other crates there were more pictures of dead children and, far more worryingly, possessed a few pictures of both Hudson and Brand interviewing the families of victims. Given the size of the equipment required and the time it took to take a photograph, the duo could not imagine how the photographer had gone unnoticed. They found further signs Perwick had been following their investigation in a notebook, with notes of their movements and even noted down fragments of conversation they had shared. The notebook also made mention of a 'Mr Yuying' to whom he would supply the pictures to.

The investigation was cut short when some of the dangerous chemicals accidentally caught fire as the detectives were moving through the workshop. Hudson and Brand escaped unscathed, but the ensuing conflagration destroyed the photographer's premises. Hudson suspected the fire was some sort of trap left by Perwick, no doubt hoping to rid himself of the pair and destroy the evidence in one stroke. After the fire the hauntings ceased, but the photographer and the camera he used were never found.

CASE 8: THE HORROR IN THE TUNNELS (SUMMER, 1883)

In the spring, work to expand London's sewer system was marred by a series of disappearances. No bodies were found and the police made no headway in the case. The testimony from the witnesses, while unreliable, convinced Superintendent Hooker to summon Hudson and Brand. Warren Pierce, the chief engineer, resented the pair's presence when he learned they were investigating, convinced they were charlatans. He insisted on accompanying them when they interviewed the witnesses.

These eyewitnesses claimed that one of the missing workers, Henry Knowles, had been whistling to himself shortly before he disappeared. Knowles insisted somebody was whistling back. He went to investigate and, after a final shrill whistle, had gone missing in the tunnels. One of the eyewitnesses, Thomas Larkin, went on to say that he saw some of victims after they had disappeared, wandering the sewer tunnels near where they had been lost, apparently fascinated by their surroundings. He claimed that they spoke but 'didn't sound right' and misremembered basic details like their own names (often confusing them with those of other victims). Larkin claimed that Knowles tried to get him to 'come see something', but he got scared and ran away. He refused to go into the tunnels again.

Intrigued, Hudson and Brand resolved to investigate the recently excavated tunnels themselves, and given the events of previous investigations, took the precaution of arming themselves. Pierce, who remained convinced the disappearances were entirely mundane, insisted that he accompany them, asserting it was for their own safety.



With Hudson and Brand armed, and all three of them equipped with lamps, ropes, and picks, searched the tunnels. At the most recently excavated site they discovered that a worker had broken through into a network of chambers far older than the more recent construction. Pierce said that there was no record of these chambers, which were not constructed of brick, but stone with the walls were engraved with strange symbols. Hudson and Brand took rubbings of these hieroglyphs before moving deeper into the labyrinthine tunnels and it was here that they encountered one of the missing workers. When they tried to communicate with him, he echoed the words spoken to him before leaping at the trio and seizing Warren Pierce. Hudson and Brand attempted to pry him off, but he was inhumanly strong and Pierce's leg was sprained in the struggle. Hudson emptied his revolver into the aggressor and while this did not seem to harm him, it was enough to distract him and Brand was able to pull Pierce away. In fact, the bullet wounds merely seemed to fascinate the strangely altered worker and this allowed Hudson and Brand to flee, carrying a terrified Pierce with them. Behind them they could hear the worker, still calling out to them with borrowed phrases. Pierce claimed that, while being dragged to freedom, he saw the worker's human guise slip, but he seemed unable or unwilling to describe the terrible shape and form he saw.

With Pierce's support, as well as the project's dwindling funds, Hudson and Brand managed to convince the backers of the sewer project to abandon it. Pierce's final act as its chief engineer was to fill in and seal off the new construction. Despite their best efforts, Hudson and Brand could not find anyone able to translate the hieroglyphics.

CASE 9: THE DWELLERS BELOW (AUTUMN, 1883)

Apart from a housebreaking attempt in April which Markham saw off with a shotgun, the rest of spring and the summer of 1883 passed without incident. However, reports in the newspapers regarding a recent spate of disturbances at the city's graveyards gave Hudson and Brand pause for thought. They weren't robberies or desecrations, but strange skulking figures had been seen sneaking around cemeteries and strange 'cooing' or 'meeping' sounds had disturbed the night watchmen's quiet vigil.

Eventually the detectives were approached directly by The London Cemetery Company to investigate regarding these nocturnal disturbances, as the police would not as no crime had been committed. While visiting the scene of an encounter, the pair were approached by one Bill Scot, and an unusual story began to emerge. Contrary to original concerns about monsters and the like, Hudson and Brand heard from the stonemason that he often conversed with the 'Nature Spirits' and found them most agreeable. Some of his fellows scoffed and suggested he laid off the liquor but Hudson could sense he was being truthful.

Resolved to learn more about these nocturnal visitors to our world and to see if they posed any threat, the pair decided to wait with the stonemason until after dark and to see if he would be visited upon by these 'gulls' as he called them. Sure enough, a little after the hour of two, a soft meeping could be heard and out popped a repugnant, almost canine creature, spotted in patches of bristles, slightly stooped, but perhaps 5 foot in height. It stopped and raising its head, sniffed the air with its snout. The stonemason stepped out from his hiding



place and pointing to an object the thing clutched in its heavy paw, said, "Here, here little chap. What have you brought for me?" Pausing its sniffing, the creature eyed the stonemason with caution, before inhaling sharply again, this time in alarm. It snarled past the stonemason at Hudson and Brand behind him.

"It's alright little fella! They're friends!" cried Bill, but it was to no avail. The creature grabbed the stonemason and with some force, pulled him into the grave it had emerged from. Hudson and Brand leapt to their feet from behind a tombstone where they had been hiding and gave chase. Jumping down into the grave they found a narrow earth passage, recently dug, and followed it. Even with Brand's lamp it became dark, hard to breathe, and claustrophobic.

After a few minutes Hudson and Brand came to a small room where Bill Scott's clay pipe lay broken together with a long, bone-carved pipe on the floor in a pool of blood, large enough to suggest that Bill Scott was already dead. From all around them came a snuffling, a snapping of teeth, and growling. Though they could not see the sources of this susurrus, the detectives surmised that not only were they surrounded, but the stonemason was almost certainly lost, they retreated at pace the way they came, grabbing the unusual pipe as they fled. With shadows chasing them all the way back down the tunnel, Hudson pulled his revolver and let loose several shots behind him, deafening both himself and Brand in the process. They quickly reached the grave and hauled themselves out, before fleeing the cemetery. Feeling they had a lucky escape, the pair nevertheless kept up an occasional vigil upon the cemetery. The angry glares from the stonemason's fellows told Hudson and Brand that they blamed the duo for their friend's disappearance.

OTHER INCIDENTS OF NOTE

Although the main areas of interest for Hudson and Brand were the cases they undertook (or, in some instances, undertook them), it became apparent all too quickly after engaging with the hidden world of eldritch forces, that just by being made aware of their existence Hudson and Brand's previous blindness to these otherworldly powers would be replaced with horrible clarity. This dark new world that had opened to the detectives would rudely intrude in small ways; it was a rare and welcome night when they would sleep easily. Having their eyes opened to the obscure, they now began to notice its influence upon London.

The agency had also performed a variety of more mundane cases, and it was they who rescued the reputation of Anthony Rowbotham, a foreign office official falsely accused of treason; uncovered a bribery attempt by a foreign power which aimed to cause discontent amongst the British work-force; and solved the robbery of Spaulding & Ross, a London city bank. Perhaps there may be a time when these cases can come to

light without scandal or risk to reputation and life, but for now these other tales must remain locked away.

At the same time, both men began suffering troubled dreams of great silent seas, their surfaces darkened as though an enormous form moved beneath the waves, and of cities of great ziggurats and menhirs raised beneath unknown skies by inhuman masters in terrible worship of their unknown gods, yet long fallen into disrepair. Once Brand attempted to sketch one of the settlements he recalled from a dream, but when Mrs Levi encountered it whilst cleaning his room it apparently caused quite a stir with her and as a consequence, the drawing was thrown into the fireplace and Brand made no further attempts to catalogue these visions through illustration.

There was also more than one occasion where 33 Golden Square was targeted by the criminal element of London – or perhaps something more sinister. One late evening whilst Hudson and Brand were in attendance of a spiritualist's séance (to ascertain whether they were a charlatan or a true practitioner of necromantic skills), a pair of thugs somehow made their way into the apartment's garden. With careful precision that Constable Williams said looked to be the work of professional thieves, they entered via the back door and proceeded to carefully take several items they must have assumed to be of great worth.

Markham, having taken a nap whilst the detectives were out, claims to have been awoken by the most ungodly of squealing wails, later claiming the noise was what he imagined a banshee's scream would have sounded like (putting Hudson and Brand in mind of the Shrieking Shadow). He mentioned that his alarm clock was also going off (set so as to rise in good time for the return of Hudson and Brand), and that by the time he had gathered his wits and turned it off the whole apartment was as silent as the grave. Taking up his cricket bat he went to check the parlour whereupon he was astonished to discover the body of one of the thieves by the library, his face contorted into a rictus grin and his nails drawing blood from the gouges in his head he had made from gripping across his ears so tightly. The man was quite dead, and the bone pipe was found lying by the open door to the garden, with a single shoe, a flat cap (neither of which seemed to belong to the dead burglar) and a bag filled with various items from the parlour also on the threshold. It was assumed the other criminal fled the scene. From that night on, Markham made sure to keep a loaded pistol in his bedside drawer, and the bone pipe tightly secured by twine to the gun cabinet.



THE PRIME YEARS

GOLDEN YEARS OF PERIL

The early years of the detective agency had been the most taxing and arduous periods of either Hudson or Brand's lives, not just physically, but also mentally. By the beginning of 1884, a sort of jaded fatigue had settled in, as if a weariness and resignation to the horrors that they faced had settled into their very bones. Where the detectives saw the minds of others snap or splinter in the face of weirdness beyond what was known, Hudson and Brand held firm. They had their beliefs, a small but dedicated network of allies, and they had each other. In the years to come Hudson and Brand would need all three if they were to survive the new reality of the world around them.

Despite the strain on their resolve wrought by their outré investigations and against the odds, Hudson and Brand's efforts were not without their triumphs. Such victories would often be small with little to mark their achievements. Worse, they felt even smaller given that all too often the darkness would regroup, insanity would once more creep insidiously into the minds of their fellow man, and what they had achieved would last no longer than they could maintain their vigilance in one place.

But against it all, Hudson and Brand tried, and they would not stop.

CASE 10: THE OXONIAN MUMMY (LATE SPRING, 1884)

Hudson and Brand were no strangers to the British Museum, their having assisted in the recovery of several items stolen from the museum as well as having donated certain 'mundane' artefacts from previous cases. By necessity, both had become avid amateur scholars of the past, their having found many clues to more sinister histories and allusions to otherworldly events among the museum's exhibits and archives.

During one such educational visit, whereupon they were taking great pains to examine the text of the Rosetta stone and the hieroglyphics of the ancient Egyptian language to better understand references to a 'Black Pharaoh' mentioned in a manuscript they had acquired - 'Forgot' Kings of auld Aegypt' - they found themselves in conversation with a young man who expressed a similar interest. As their conversation turned from linguistics to Egyptian theology, the young man

introduced himself as Peter Wellingham, a Classics student at Oxford with an interest in Egyptian history. Although of a friendly and open disposition, something in the student's earnest speech and turns of phrase gave the detectives pause for thought as the young man made references to thaumaturgy or 'heka', which from their previous researches they knew to be Egyptian magic. He spoke of the spells he had read of in Birch's translation of the *Book of the Dead* and airily jested as to what would happen should the spells ever work, but something in his manner told suggested to Hudson and Brand that Wellingham was not being merely flippant. Saying his goodbyes, the student said that he had planned to examine several of the mummies that the museum held in its collection.

Uneasy at the direction of the conversation, Hudson and Brand politely took their leave and immediately paid a visit to the Keeper of Oriental Antiquities, Samuel Birch, also the translator of the *Book of the Dead*, to warn him of the Wellingham's interest in the museum's collection. They informed him that under no circumstances should the Oxford student be allowed access to a mummy, but fortunately, Birch informed that he had already denied the young man access to the museum's collection of mummies. Indeed, the young man had taken it poorly and seemed most put-out at the denial. When Hudson and Brand returned to the exhibit, there was no sign of the student.

That night, there was a strange incident at the museum. One of the glass cases containing a mummy was heavily damaged and a night watchman was found dead, great blue-black bruises about his neck and a look of pure terror on his still staring eyes. Nothing was taken and no means of entry was discovered for the would-be-burglar. When Parlow dropped by to 33 Golden Square to inform the detectives of the particulars, he also noted that what the papers did not report in their sensationalist coverage of the incident was that the display case glass appeared to have been broken from the inside. Hudson informed the police sergeant that they already had some idea as to the culprit.

Fearing the possibility of another incident, the detectives asked Samuel Birch for permission to spend the night in the museum. The curator was reluctant at first, but relented in the face of Hudson and Brand's determination to prevent any further loss of life. After waiting for several hours in the darkness of the closed museum, alone amongst the ancient bodies of Egyptian royalty and their possessions. Then, Brand fancied he could hear something akin to chanting in an unknown tongue and this was quickly confirmed by Hudson who pointed to a shadowy figure standing on the ledge outside a window overlooking the exhibits. The pair drew their revolvers and as they carefully moved to get a better look, they heard the sound of tapping upon glass, not coming

from the window, but nearby. Turning their heads to look, they were shocked to see a withered, bandaged arm reaching out of its sarcophagus and knock against its display case. Startled at the sight, Brand froze and involuntarily pulled the trigger of his gun, the bullet shattering the window through which they could see the shadowy figure. In the instance that the glass shattered, the arm emanating from the sarcophagus went limp. Of the figure that they had spied lurking, there was no sign.

The next day, Hudson and Brand sent a telegram to Exeter College, Oxford, enquiring about Peter Wellingham. There was no time to follow up on their suspect, as they were soon embroiled in the Case of the Observant Butler, but the British Museum's Egyptian displays were not troubled again. Several days later the detectives received a telegram informing them that Wellingham had left the college for Cairo, stating that he wanted to pursue his interest in Egyptian history in the field.

CASE 11: THE OBSERVANT BUTLER (EARLY SUMMER 1884)

Late one Friday night in early June, Markham informed Hudson and Brand that a Mr Edgar Thomas had called upon the agency. Before admitting him to their offices, Markham noted to his employers that judging by his countenance and smart appearance, that Mr Thomas must also be a butler or a personal servant of some kind. When shown into their office, Mr Thomas was revealed to be roughly thirty years of age with a prominent nose and dark hair, smartly-dressed and well-spoken, and clearly troubled.

Markham's summation proved correct for Mr Thomas explained that he was the gentleman's gentleman to one Robert Protheroe, the son of a successful businessman. Robert had a house on Berkeley Square and maintained a rather free and easy lifestyle, spending the allowance permitted by his father on entertaining young actresses, frequent dining out, and indulging in all the delights that the city had to offer a young man of means. There was no condemnation in Mr Thomas' story, for as he explained, he was paid a reasonable wage and Robert was not an unreasonable employer.

However, as of late, the valet had noted a change in his employer's attitude. Robert's father had expressed his disapproval of his son's lifestyle and Thomas had even heard him threatening to reduce not only his allowance, but a portion of his inheritance. This led to an ongoing animosity between father and son, and rather than compromise his lifestyle to suit his father's demands and become an active part of his father's successful export company, Robert sulked. Further, while he still kept fashionably late hours, these were no longer in society, there were fewer visits from glamorous young ladies, and he stopped attending shows. When he was home, he frequently retired to his study to read with a bottle or two of burgundy. This continued for some weeks before Robert received a parcel wrapped in yellow paper containing a book, the only clue as to its sender being a note signed 'N' and some scrawled oriental script which Thomas could not identify. The young man devoted all his attention to this book, reading until the small hours in his study. Worse, Robert grew surly towards Thomas and took to spending hours at a time in the cellar, in the dark. After listening at the door, Edgar thought he could hear some manner of grating, as though glass against stone or similar – a sound he was quite unfamiliar with, but that that was the closest he could describe.



With their interest already piqued by the mystery of the parcel, Hudson asked the valet if there was anything noteworthy about the book that he could recall. Thomas said that it seemed quite ordinary, except that it had what looked like shards of stained glass embedded in the cover. Nevertheless, the detectives thought that this matter at least worth a cursory inspection and so resolved to accompany Thomas back to his master's house. Once there, the valet quietly let Hudson and Brand into the house where it was confirmed that Robert was in the cellar. As they listened at the door, Hudson and Brand confirmed the sound of glass grinding on stone that Thomas had heard, but there was also a quiet voice, speaking in a language they did not understand, but Brand was able to recognise – Aklo, a tongue spoken by the Tcho-Tcho sorcerer.

Sharing a look, the detectives drew their revolvers and requested a light from Thomas. Alarmed at this turn of events, the valet insisted that he should go in first to confront Robert for the sake of his father, although as a precaution, Thomas also armed himself with a poker held behind his back. Softly opening the door, he entered, lamp held out before him.

There was a brief cry of "Put it out!" before a long, piercing scream was heard coming closer to the valet out of the shadows. At this, both Hudson and Brand seized the back of Edgar's coat and pulled him backwards towards them as the screams turned to a strangled gurgle, guttural and bubbling, before finally ceasing. Keeping their revolvers firmly trained on the door, Hudson and Brand had Thomas go for help from the police, and to tell them it was Hudson and Brand requesting assistance. Sergeant Parlow returned with the valet and together with the detectives, they entered and examined the cellar.

All they found in the cellar was a strange series of shapes chalked on the floor, shapes that made eyes water if the detectives tried to follow them, and the prone form of Robert Protheroe. It appeared that he had clawed out his own eyes. Sergeant Parlow sent for his superiors and a doctor and within a few hours, once Robert's father was contacted, the situation was quietly hushed up. Thomas took severance pay from Robert's father and moved to Paris where he entered the service of the famed French singer Madame Adelaide. As to Robert Protheroe, he spent the rest of his unhappy days in an asylum, occasionally mumbling about the moving lines and of the eye within the rods.

Of the book mentioned by Thomas, there was no sign.

CASE 12: THE LOST PENDANT (WINTER, 1884)

Captain Hudson had long been friends with Major Sir Reginald Burnett through their mutual membership of the Naval and Military Club and thus also friends with his wife, Lady Emily Burnett. They maintained this friendship by letter as their military postings took them to different parts of the world and this correspondence continued between Hudson and Lady Emily after her husband died in 1883. Thus, Lady Emily was aware that her husband's friend had established a detective agency and was working with an ex-journalist whose work she admired.

In September, 1884, Lady Emily invited Hudson and Brand to tea. Although the agency was busy with several cases, Lady Emily and her husband had spent many years in India and amassed quite a collection of curios, so both men were keen for the opportunity to visit and peruse this collection. Further, Lady Emily not only had an interest in foreign fauna and flora, her husband had had a hothouse built into their Westminster town house.

As they sat down to tea, it was clear to Hudson and Brand that Lady Emily was in a distressed state. When pressed, Lady Emily revealed that she had lost one of her mother's pendants, a little-worn piece, but still something of great sentimental value. She was sure that it was still in the house, as there were no signs of a break in and she had never worn it herself. Since it would give them a chance to look over the house's curio collection, the duo offered to help her look for the lost pendant. After briefly describing the pendant to them, Lady Emily suggested that she show Hudson and Brand the portrait of her mother in which she was wearing it. As she led her guests through the collection to the portrait, Lady Emily casually informed them that they should also be on the lookout for a snake that had recently gone missing from the house's small collection of reptiles, assuring them that it was not venomous, but rather a constrictor of the python family. Both men found this more amusing than alarming and insisted they would detain the creature should they discover it.

Unfortunately, Hudson and Brand's amusement was cut short at the sight of the portrait. Their mood became one of the utmost seriousness. Visible through the amber of the pendant was a symbol they had both encountered before in a disturbing pamphlet from the Library of Dark Remembrance, that of the Yellow Sign. Discovery of the pendant was now of the highest priority, as was discovering how such a piece of jewellery could have come into the family's possession.

When asked about it, Lady Emily told Hudson and Brand that her father had picked it up on his travels and given it to her mother shortly before she became ill; a terribly sad period for all concerned as she was quite disturbed before the end came. The physicians were at a loss to explain her demise and attributed it to cancer.

At that moment, Brand noted a swift shape moving at the corner of his eye and realised it was the escaped snake. Bending down to search for it beneath a case containing taxidermised birds of paradise, the thing that confronted Brand was no mere python, but a twisted creature with blackened, barbed skin and burning yellow eyes. He cried out in alarm and stumbled backwards, barely having time to move aside as it lunged for him, fangs bared. Within he glimpsed the shine of metal and the sheen of the amber set into the pendant which was now lodged in the serpent's throat.

Seizing a polearm from a nearby display, Lady Emily shooed the creature away from Brand so that he could attain his feet again. Hudson was also in the process of arming himself when Lady Emily let out a cry and fell to the ground, the slithering creature's jaws locked onto her ankle. Her complexion turned grey with an alarming speed, her skin beginning to crack as though made of old paper. Before them, her eyes glassed over as they wept black, oily tears, but there was nothing that either Hudson or Brand could do; in a minute her body had cracked and partially crumbled away into a pile of ash leaving not even a solid bone in her body. With a grim

resignation, Brand sought out the most flammable materials he could muster and began a fire, which would soon engulf half the house before being extinguished. Although regarded as suspicious, neither Hudson nor Brand were charged, and it was concluded that Lady Emily must have dropped a lamp or candelabra when startled by the escaped snake.

Despite a thorough search of the property, the Yellow Serpent was never found. What were thought to be Lady Emily Burnett's remains were interred at her family crypt in Hampshire, which Hudson and Brand would visit more than once to pay their respects before their disappearance.

CASE 13: THE MATCHSTICK GIRL (SUMMER-WINTER 1885)

One fine, warm evening in July, 1885 Markham answered the bell at 33 Golden Square to a raggedly dressed matchstick seller. Instead of offering to sell the boxes of matches on the tray, the young girl began to speak about knives and bodies and singing in a cellar, and realising that the girl might be related to one the agency's outré investigations, Markham asked her to wait and called for his employers' attention. By the time Hudson responded and came downstairs, Markham had hold of the girl's wrist, which he described as being deathly pale, to prevent her from running away. As Hudson reached out for her, she broke Markham's grip and in a frenzy of young limbs and tearful apologies, the latter as if she had suddenly realised the improper things she had been saying, she ran out of the square. By the time Hudson was able to follow her, the matchstick seller was lost in the evening crowd.

In her haste to get away though, the young girl had dropped several boxes of matches from her tray, each bearing the Three Beacons brand. When Hudson discussed the matter with Brand later that evening, it was decided that they should avoid investigating the brand's manufacturer directly, since its employees could be the very people that the girl was attempting to tell them about. Instead they decided to split their efforts. While Brand would investigate the matchstick brand and its manufacturer, Hudson would arm himself with sweets and halfpenny bribes and spend the next day approaching other girls selling the same brand to find out more about it and to perhaps find the girl.

By the end of the day, Hudson had little to show for his efforts; there were hundreds of matchstick sellers and whilst some gave him information he thought could be useful, there was nothing solid. As he was returning to 33 Golden Square at dusk and the lamps of London were lit, Hudson was sure he spied a familiar face across a busy street – the pale girl was standing, watching him intently as all the world moved about her. She seemed to be speaking, but amidst the din of the traffic she was inaudible. Yet as he hurried to cross the street, a hansom cab blocked Hudson's way, and by the time he reached the spot where she was standing, she was gone.

Meanwhile, Brand had identified the Three Beacons brand as being manufactured at a factory owned by Simeon Chadwyck, an ambitious industrialist with a string of unsuccessful business ventures behind him, though his luck appeared to

have changed of late with his involvement in the matchstick industry. Reputed to be an impersonal fellow with a rather abrupt and rude manner, Chadwyck was known to have held a minor managerial position within the Heligoland Trading Company before leaving under a cloud in 1882. As he delved into the agency's records, Brand caught sight of a short, female figure standing in the room behind him, out of the corner of his eye. At first he thought it was Mrs Levi, but then he got the impression was that it was a young girl and that she was not moving, but simply watching him. A slight chill ran down his spine as nothing happened for a few moments, but slowly with one hand reaching out for a letter-opener, Brand turned to look. When he did, there was nothing there. Brand was quite alone and he chided himself for jumping at phantoms and went to pour himself a brandy. When he returned, it was then that he noticed the Three Beacons brand box of matches sat on the mantelpiece. He was sure that it had not been there before, after all, Hudson had taken the only box they had with him.

This was to be the first of these semi-regular incidences, with both Hudson and Brand catching sight of the match seller several times more while in pursuit of other cases. Each time the detectives attempted to reach her they would be unsuccessful and none of those they questioned would, or could, provide any firm clues as to her whereabouts. So, they turned their efforts to determining what it was she was saying. In the meantime, every now and again, just when another case seemed to be confounding the detectives' efforts, another box of matches would appear in 33 Golden Square.

The Three Beacons factory itself was briefly investigated in the dead of night with the aid of stout rope and dark clothing, but it yielded nothing more than an appreciation for the tough nature of Sheffield-made locks. Whilst conditions did not appear ideal, the factory yielded no secrets.



It was only after months of sightings and some difficult lip-reading that Hudson and Brand finally pieced together the words that she was mouthing, "They lie beneath the place of Simeon". Obviously, this pointed towards Simeon Chadwyck, which suggested several possible places to search, but none of them stood out as likely candidates. While discussing the matter, Mrs Levi overheard them and suggested that its meaning in Hebrew could be interpreted as "He who listens to the word of God". From his research into Chadwyck and the Three Beacons factory, Brand knew that it possessed a chapel. This gave the detectives somewhere to commence their search. As they approached the factory in the dead of night, Hudson and Brand spotted a pale-faced girl watching them from a doorway, then another on a street corner, and then again, silent sentinel after silent sentinel. Stealing into the factory, the detectives located the chapel where they could hear the faint sound of a man's voice – it was coming from below. Although there was no obvious means of access, a search of the chapel eventually revealed a latch which opened a hidden door beyond which steps spiralled downwards. From below, the man's voice was heard more clearly, lyrical and pleasant, but with a sweetness that turned foul and sickly as the detectives descended the steps, and which could not be removed save for harsh scouring.

The sight that greeted the two detectives from the bottom of the stairs incensed them and drove both into a blind rage. Though they would not speak of the horrors they witnessed being performed, three bodies were recovered by police that night, all male and with multiple gunshot wounds – including Simeon Chadwyck. A dozen emaciated young girls were discovered and freed from underground cells, along with the remains of a dozen more, while multiple specialist 'ritual sacrifice' blades, including several used for flensing, were also recovered, and later destroyed.

When Hudson and Brand asked the freed children about the girl they had encountered, they already had a dark suspicion to the nature of her fate which was confirmed by the survivors. Her name had been Emily and she had been the very first girl chosen by Simeon Chadwyck a year ago to the day the detectives descended below the Three Beacons factory.

CASE 14: UNDERGROUND SURPRISE (WINTER 1885)

In the winter of 1885, Superintendent Hooker brought a case to the agency. He reported to the detectives that during the recent winter months, vagrants had been taking to underground stations to seek shelter from the cold. Now this had been reported in the newspapers, but what was not widely known were the rumours that some of them failed to leave their refuge. This was first noticed by Terrence Shovel, a member of the Salvation Army who noted that several regular patrons had stopped coming to the army's soup kitchens. Shovel alerted the local constable, Harold Dosett, who made some enquiries. From these Dosett learned that there was no record of the vagrants having perished and that no one seemed to have seen them since their having gone into the Underground. Dosett reported this to his sergeant and suggested that either London Underground staff or vigilantes had encouraged the missing men and women to move on.

Upon learning of this, Superintendent Hooker had questions of his own – where were these people going? Why had they not been seen since being spotted going down into the Underground? What might be causing this?

From the following night Hudson and Brand began spending their nights observing certain Underground stations and questioning London's homeless population. What was gleaned was patchy at best, with the promise of beer or a hot meal more likely to garner useful information than the prospect of helping their fellow man or pointing out that they could be next to vanish. Hudson also went to interview Terrence Shovel, only to discover that the Salvationist had also gone missing. When he re-traced Shovel's last steps, Hudson uncovered uncomfortable intelligence – the Salvationist had travelled home via the Underground a few nights before and not been seen since.

Terrence Shovel's disappearance led Hudson and Brand to question other Salvationists and one intimated that she knew something more than her fellows. Alice Moorcock, who worked at the same soup kitchen as Shovel, approached them as they were leaving and quietly informed the duo they could uncover more if they visited the Rose and Crown, a public house in Whitechapel. Her concern for Shovel was obvious, but Miss Moorcock also seemed afraid and would not say nothing more.

The following evening, Hudson and Brand visited the Rose and Crown, a back-alley establishment thick with smoke and unwholesome odours. After asking a few subtle questions, they were directed to a bedraggled gentleman sitting by himself in a booth. The man was ill-kempt, having foregone a shave for several days, and he had clearly been partaking of a large quantity of beer judging by the empty bottles and strong smell of it on his breath. Although he had wrapped himself in rough blankets, it was clear from the soiled Salvation Army uniform that he wore underneath that this was Terrence Shovel, something the man confirmed with a sob. Previously a teetotaler, Shovel said that he had fallen from grace, having spent the past few days attempting to drown his thoughts here in the Rose and Crown after ceasing all communication with the Salvation Army apart from Alice – the two had previously been close and he had warned her away from using the London Underground in a garbled, rambling tirade of curses and pleas.

It took a little persuasion and the promise of more beer to extricate the man from the pub, but Hudson and Brand managed to bundle Shovel into a cab and take him back to 33 Golden Square to sober him up and ask further questions. When they passed an Underground station in their cab, Terrence became visibly agitated and started moaning and sobbing, and this would last until it was long out of sight.

Once safely returned to Golden Square, the babbling Salvationist was calmed with a mug of coffee by Markham and began to tell a foul story in a quavering whisper. He had followed a vagrant, a regular at the soup kitchen, down into Shadwell Underground Station where he watched the man slip off the platform and into the tunnel where he found himself a comfortable spot to sleep away from the tracks. Nothing happened for some minutes, but then both the vagrant and Shovel were startled to hear the voice of a child drift from the darkness of the train tunnel, calling for help. The Salvationist waited a moment or two to see what the vagrant would do

THE PRIME YEARS



and he watched the man rise and call out, asking if everything was all right. When there was no reply except another call for help, the vagrant carefully edged into the darkness. Again, nothing happened but the calling of the child, then everything went quiet.

Then the vagrant came haring out of the tunnel, running back towards the platform as though all of Satan's riders were at his back, but to no avail. A thick net struck him firmly in his back, its translucent tether going back into the shadow into which the vagrant was dragged, writhing and cursing all the way. Shovel was frozen to his hiding spot and could only watch in mute horror as part of the tunnel's shadow seemed to detach itself and reach out with many hairy legs to haul its victim away. The screams echoed down the Underground tunnel for quite some time and behind it was the sound of a women's laughter...

Hudson and Brand resolved to investigate further and together with Sergeant Parlow and Terrence Shovel, by now, seemingly recovered after a night's rest, returned to Shadwell station and entered the Underground shortly after it opened. Fully armed and holding lanterns aloft, they slipped into the tunnel, ready to confront whatever nightmare lay in its darkness. All seemed normal until they found a service hatch which had evidently been prised open and was covered in a sticky residue. Hudson's remark that the residue seemed similar to a spider's web was to prove remarkably prescient. With the first of the morning trains due, the men quickly stepped into the parallel service tunnel and within minutes they discovered a chamber criss-crossed with thick ropes of translucent webbing, as though from an arachnid of unusual size.

Casting the light from his lantern about, it was Sergeant Parlow that noticed the bodies hanging from the webbing. Some were clearly the bodies of the missing vagrants, but Hudson and Brand were surprised to be able to identify others as being of foes they had faced before – the Tcho-Tcho. Also scattered about the floor were several crates, which though covered in unnaturally thick webs, were still clearly marked with the Chinese-looking script that Hudson and Brand had previously seen in their vile lairs.

As the men looked about them, some of the webs began to twitch and a woman's voice echoed out of the darkness, beseeching the small company for aid, begging them to step just a little further into the chamber. Unsure as what was going to happen next, Hudson, Brand, and Parlow all drew their revolvers, but it was Shovel who reacted first. Before anyone could do anything, the Salvationist made a grab for the sergeant's gun and as the two men grappled for weapon, it discharged several times. As the sound of the gunshots reverberated down the tunnel, the women's plea turned to laughter, which descended into a hiss like a thousand legs scuttling across flesh. The web twitched again, now more violently, and a bloated form lowered itself down upon the group at speed – there were flashes of gunfire and human-like screams of anguish before Hudson pulled a weapon of last resort from his coat. It was a single stick of dynamite he had acquired from Warren Pierce (see **Horror in the Tunnels, Chapter 4**) and lighting it, he hurled it towards the thing descending upon them with a shout of, "Run!"

There was no need to tell the group twice. The explosion brought down part of the service tunnel and blasted the men with a cloud of dust and something unnameable yet

bitter. The collapse of the tunnel prevented Hudson and Brand from checking up on what had been there, but after this, there would be no more disappearances of vagrants in the Underground. Parlow would later file a report blaming a faulty gas line, while Shovel scurried away in the confusion. Whenever possible Hudson and Brand preferred to take a cab from then on.

CASE 15: THE BOTANIST'S CURSE (SPRING, 1886)

Whilst perusing the newspapers one morning, Brand came across a story that left him with a nagging sense of unease. Horace Stanbury, a botanist employed by Kew Gardens had been reported missing, which though potentially tragic was not directly related to the agency's line of work. What made him take note though, was the fact that according to the newspaper article, this was the third botanist in as many years in the post. The article did not elaborate further, but trusting to his journalistic instincts, he immediately set to following up the story. Searching previous articles revealed that the two prior holders of the position had apparently absconded in a hurry; one to join the French Foreign Legion and the other to take up a job with the Emir of Bukhara. From the journalists who wrote the articles Brand also learned that both men had left letters announcing their resignations in the wake of monumental life decisions on their desks and nobody had actually seen them leave. Both Hudson and Brand decided that a visit to Kew Gardens was needed.

Unfortunately, Hudson and Brand found themselves unwelcome at the botanical gardens. The gardeners, groundsmen, guides, and other staff were not only unhelpful, but in many cases actually scowled at the detectives. Brand managed to persuade a secretary to let them into Stanbury's office, but they found it to be spotless, clearly showing signs of having been cleaned and cleared of any trace of its previous occupant. In the meantime, the other staff had summoned officers of the Royal Botanic Gardens Constabulary – Kew's own constabulary – who dismissed Hudson and Brand's questions and threatened to arrest them for wasting police time should they continue with their enquiries. Fortunately, Brand had found some notes slipped into a book about certain plants to be found in the gardens' hothouse and their interactions with various foreign varieties of aphid. When they made their way to the hothouse, their way was barred by two burly groundkeepers who curtly told the detectives that the hothouse was shut for the duration. As the duration of what, neither groundskeeper would say... Hudson and Brand decided to return that evening under the cover of darkness wanting whatever malignity was being perpetrated at the heart of Kew Gardens.

Slipping with practised skill into the gardens not too long after midnight, the pair found the place oddly devoid of night watchmen. As they approached the hothouse, it was clear that something odd was going on inside. The glow of a naked flame could be seen throwing the shadows of strangely exultant plants against the glass and as they crept closer to the doors, both Hudson and Brand could hear voices first raised high in praise, then lowered in supplication, then raised high again, the pattern repeating in a tongue that neither

man could identify. They were able to steal easily into the hothouse, their entry unnoticed under the cover of the many voices. Inside they watched as scores of men and women in hooded robes, their arms raised, some holding flaming torches and one a small bundle that they fancied made a strained cry, stood in praise around a great tree that loomed over them, its great tendril-like branches writhing in time to the rise and fall of the voices, reaching out to scrape the glass ceiling with a sound that seemed to scratch at the very inside of the skull.

The scratching and the suspect cries of the small bundle proved too much for Hudson. Momentarily transfixed by the voices and the swaying of the robed supplicants in time with the unnatural movement of the arboreal tree-beast, the former soldier found himself unable to take another step forward. Instead, with a whimper he backed away and then throwing all caution to the wind, turned and fled into the darkness of the botanical gardens. His exit did not go unnoticed. Cursing, Brand started after him, pulling his revolver from his pocket in case the worshippers in the hothouse gave chase...

Reports of a break-in at Kew Gardens the next day, in which a vigilant member of the Kew constabulary was injured by a bullet, made all the papers. No culprit was captured, and although one Superintendent Hooker had thoroughly been over the relevant areas with skilled investigators, nothing was uncovered. Due to Hudson's still-shaken nature, Hooker suggested that some rest would be in order, as the strains of the role were clearly taking their toll.

With no appetite to return to the scene on Hudson's part, Brand made a series of notes to plan a new approach and investigate more fully, including covert surveillance of Kew employees and the acquisition of more explosives. However, other cases took prominence, and despite receiving an unasked-for lifetime membership to the gardens shortly afterwards, Hudson and Brand never stepped foot into Kew Gardens again.

CASE 16: THE MANY-STARRED STONES (SUMMER 1886)

After the shock of their encounter in Kew Gardens, Brand decided that Hudson needed the chance to rest and recuperate, if not take a sabbatical from investigating the outré. Reluctantly, Hudson agreed, but even while holed up at 33 Golden Square, supposedly confined to his bed, he would not give up scouring the periodicals and dailies for signs of the supernatural or the mysterious. When he believed that he had found something of interest, Hudson would direct Brand and Sergeant Parlow to investigate. This though turned up nothing more than the odd doings of the city's criminal underclass and as high summer drew closer, Brand and Parlow grew ever more concerned about Hudson's wellbeing. It was Mrs Levi who suggested that the gentleman deserved a proper holiday, but it was Markham who suggested that they visit Wales. Unfortunately, their break in the principality was not without interest.

The interest of both detectives was aroused by an article in an issue of Cheshire Pageantry, a county periodical that

Brand found in the lounge of their hotel in Chester. The magazine mostly concerned itself with the doings of the rich and well-to-do in the county, but this issue contained an article describing the singular weather patterns above a town in the nearby county of Caernarvonshire. Once a month strange dark clouds gathered over Betws-y-Coed and unleashed torrential rain, complete with tumultuous thunder and lightning. The residents just seemed to adapt to the storm and rain, this being North Wales, but a visiting magistrate and his wife from Chester were caught quite unawares and made much of their predicament in the letters that followed. While dismissed as a 'freak event' in the magazine, Brand suspected otherwise and soon the pair were journeying west along the hillsides of North Wales to the small market town of Betws-y-Coed.

It was market day when they arrived and the streets thronged with not only with locals buying produce – locally grown with much of it being unnervingly spectacular in size and quality – but also holidaymakers and visitors from far and wide. It was a beautifully sunny day, but it would not last – the detectives had chosen their timing well. As the clouds broke later that evening Hudson and Brand, watching from the windows of their guest house, noted that the majority of the lightning strikes fell upon a small hill top. Donning their rubberised cloaks and much to the consternation of the owner, ventured out into the rain and towards the hill. From a patch of scrub near the crown of the hill, they observed a procession of the townspeople, wearing robes and carrying lit torches, slowly ascend to the top of the hill where there stood a ring of stones. The detectives kept watch from their position for two hours while the congregation chanted in a strange language in the centre of the ring. During this time the rain continued to fall and the very centre of the ring was struck several times by lightning. After two hours, the congregation made their way down the hillside to their homes.

As odd as it seemed, the ceremony did not have the oppressive sense of foreboding that Hudson and Brand had felt in previous encounters with the strange. Even the grass where the lightning had lashed the ground seemed unharmed. Given that no-one had been hurt, the detectives departed Betws-Y-Coed the next day convinced that they had seen an ancient Celtic right of fertility and that no action should be taken at that time. However, on their return to London, both did find it perplexing that despite researching the chants, they could find no references to a Celtic deity named 'Shuvnegureth'.

CASE 17: THE CURSED LADY (WINTER, 1886)

It was clear that Mrs Elizabeth Mortimer was a distressed woman when she arrived at 33 Golden Square. Her complexion was pallid, her eyes were bruised as if she had little sleep of late, and she constantly tapped away with her fingers or her feet in an agitated fashion that left those in her company quite ill at ease. Upon being invited into the study, Mrs Mortimer accepted and with somewhat unladylike decorum, guzzled a glass of brandy and launched directly into the reason for her visit. She said that she believed that a curse had been placed upon her, and it had almost entirely removed

everyone that she cared for in the world. By removed, she explained, she meant permanently. She was a widow. Her husband, the foreman of a textile factory in Birmingham, died not one year ago. As had her youngest son, her brother-in-law, her husband's employer, her brother, and her niece. She had even noted that a couple of the women that attended her church had recently perished, as had her local green grocer.

Wherever she went, stated Mrs Mortimer, death would surely follow, and she wished for nothing more than to be free of this terrible curse before it claimed the lives of her other two children. Should Hudson and Brand be unable to render assistance, she informed them that she had recently acquired a revolver and was quite prepared to make her own arrangements should they be so required.

Upon enquiring about the causes of death of those around her, Mrs Mortimer produced a small journal, kept in a tidy hand. The front page had the Lord's Prayer written out on it, while the rest of its contents consisted of notes taken on the nature of the deaths of those around the poor woman. She informed the detectives that the contents of the pocket book very obviously written in her hand, but that she had no recollection of ever having written in it.

Upon hearing this, Hudson and Brand's first thought was that the woman before them was nothing short of a mad serial murderer, but this notion was stayed when they examined the journal. What was strange was how each entry always began in Mrs Mortimer's hand, but would morph into spindly and increasingly difficult to read letters. Sentences, even words, would begin in one form and end in the other to unsettling effect.

Even more troubling than the transformation of the handwriting was the actual content of the entries. Each listed the name of one of those Mrs Mortimer identified as having died, below which a report detailed exactly how the deceased had died. These reports however, were framed in a scientific language that was not only advanced, but beyond the understanding of either Hudson or Brand. Despite having access to a number of medical works in the library at 33 Golden Square, both men found the reports beyond their understanding. So they agreed that they should consult with Dr Isaac Gaster, an associate at the constabulary morgue in Whitechapel. The doctor was sent for and upon his arrival, set to reviewing the journal with ever-increasing horror etched onto his face. Nevertheless, he read on with a morbid fascination until he had completed the whole book. Once

done, he explained to Hudson and Brand, in as few words as possible, the nature of what they had read, including some of the terms and procedures they were unfamiliar with. The book was, he said, a vivisectionist's record, one of a decidedly evil nature, for the subjects had not always been deceased persons at the time of their 'surgery', which ranged from examination of muscle composition in the legs to nerve endings inside of teeth. Dr Gaster returned to his morgue a pale man, having drained the better part of a decanter of whiskey.

Elizabeth Mortimer was easily as shocked and could only say that those around her had died and not had insane surgeries performed upon. It was clear that she was terribly afraid for what might yet come to pass and with this in mind, the two detectives asked her to spend the night at 33 Golden Square for observation. To that end she took residence in the large guest room, whilst Hudson and Brand examined their library for a reference to any similar incidents. There were a few scattered allusions in folklore tales, but nothing concrete to aid in any meaningful way, and so the two men watched and waited, with Mrs Levi on hand should entrance to Mrs Mortimer's room be required.

After several hours, Elizabeth Mortimer emerged from her room. Both Hudson and Brand started, as she seemed almost to be another person – her bearing had transformed from nervousness to an almost regal nature, contemptuous of the two

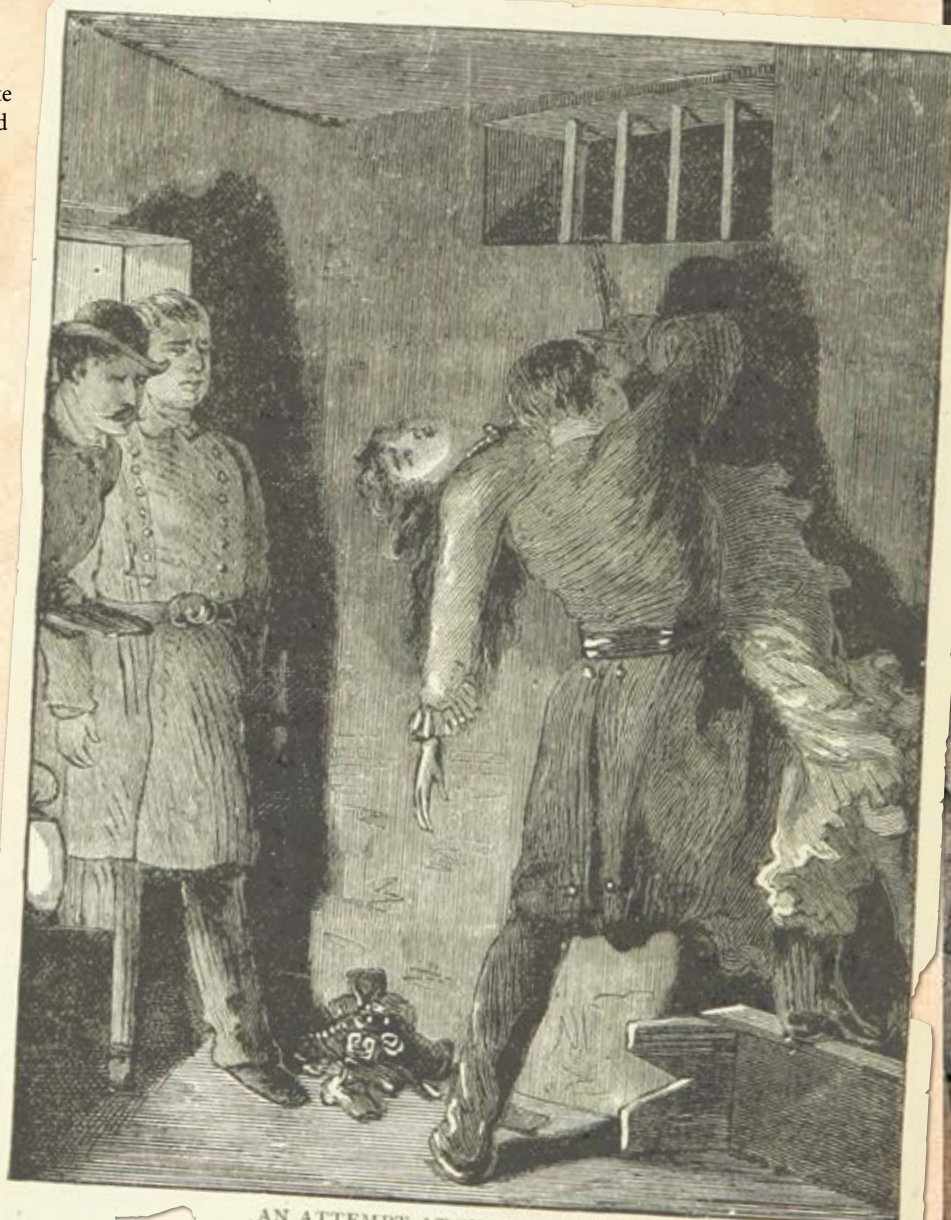


men and the half-asleep butler and housekeeper she discovered by the fireplace. When she spoke, it was not with the trembling voice of a desperate soul, but with a voice of majesty heard through the wingbeats of a thousand beetles, directly into the very soul of the listener. Neither Markham nor Mrs Levi stirred, but both made terrible moans at the words coming from Mrs Mortimer.

"You know of our work. Your proof is negligible. Continue or interfere at the peril of your servants becoming our next specimens. This one's time is nearing termination."

With that, she returned to her bedroom and left a shocked Hudson and Brand to discuss their actions. Hudson thought that death might be her only release, but Brand wanted to consider her children. Both detectives were puzzled by what Mrs Mortimer had meant by 'this one's time is nearing termination' and wondered if they were endangering the lives of both Markham and Mrs Levi by interfering.

In the end, they thought it best to leave Elizabeth Mortimer well alone, informing her in the morning that nothing had happened in the night and that she should return to Birmingham, but maintain correspondence through letters. Clearly with a heavy heart, Elizabeth agreed to this and her subsequent letters were frequently a source of sorrow, barring one piece of joyful, if perplexing news – she had fallen pregnant, although not having been with a man in at least a year. Perhaps it had been part of her sleep disorder? She was confused but resolved to care for the child, no matter the scandal.



AN ATTEMPT AT SUICIDE FOILED.

It would not come to that, as nine months later a letter arrived at Golden Square to inform Hudson and Brand Elizabeth had perished in childbirth, but that she had had a healthy baby girl who would be looked after by her cousin – one Edward Healey of the Heligoland Trading Company, an import/export concern based on an island off the coast of Germany.



THE LATER YEARS

Death and misery were constant companions to the inhabitants of 33 Golden Square in the later years of their investigations. Hudson and Brand were rarely without work during these dark days, but more and more they found themselves without friends. The aid that allies could give often proved short-lived, typically because they either lost their lives or lost their minds. A sense of dull cynicism seemed to settle over the apartment and the sound of laughter – or Hudson's efforts on the piano – were rarely heard.

What passed between the two detectives in those grim times is not known, but it could at least be said that both had given into a determined fatalism. Perhaps both knew that they were living on borrowed time and perhaps that in the prosecution of their cases, they knew they had seen more than any man should. It is to their credit that despite the grim futures they must have known awaited them, they did not falter in their duty.

CASE 13: THE SAVIOUR SUFFRAGETTE (WINTER 1886)

The hour was late when one Emmeline Pankhurst of Russell Square paid a visit to Hudson and Brand's lodgings. Pankhurst was a notorious political campaigner for numerous causes, mostly notably for equal suffrage between the sexes together with her husband, Richard.

Apologising for the late hour of her visit, Mrs Pankhurst asked whether it was true that the Hudson & Brand agency investigated the unusual and the esoteric. The detectives gave each other knowing glances before confirming that there was little that they had not experienced in their investigations into London's secret underworld, but did no more than provide generalisations as to their nature, of their exploits so as to alarming their guest. This satisfied Mrs Pankhurst, who immediately began her explanation for her visit. There was to be an important meeting with several fellow campaigners for women's suffrage at her home in Russell Square within a few days, but recently, both herself and her husband had encountered an otherworldly spectre on the property. Mrs Pankhurst wanted the detectives of Golden Square to investigate, and hopefully resolve her ghostly predicament.

Agreeing to take the case, Hudson and Brand went to Russell Square the following morning to interview the household and investigate for any signs of supernatural forces. Mrs Pankhurst introduced them to her children and her household staff, as

well as Auguste Dubeau, a French socialist who was staying with them. Hudson and Brand established themselves in a spare room and decided that the best course of action was to make regular patrols of the house. Two tedious days followed, but on the second evening, a maid scuttled into their room and panted out that she had seen a strange, buzzing spectral sight in the pantry, before collapsing on the floor in shock. Pausing to check that the maid did not require immediate attention, the detectives made their way to the pantry. There they confirmed the maid's breathy report – there was an indistinct apparition in the pantry, hovering visible in the gaslight cast from the kitchen. Both men felt a strange revulsion at the sight of the apparition, a sickly glowing thing with tendrils and what could have been trailing robes or even wings. – It did not remain in the pantry for long, but moving with a precise nature and constant infernal buzzing, it glided through walls and floors as though they did not exist. After trailing it around the house, the detectives followed it to the top of the stairs down to the cellar. There they paused, for coming from below they could hear a voice speaking French. It appeared that the Pankhursts' guest was communicating with the apparition via a metal cylinder which translated his words into the infernal buzzing noise. Equally, it would translate the buzzing into French tinged with a dead, metallic voice. From what Hudson and Brand could understand, something was to be laid in the London sewers, although they could not tell what. Whatever it was, Hudson and Brand agreed no good could come of it, and arming themselves with a nearby broom and rolling pin respectively, they sneaked down into the cellar and confronted Dubeau.

At the sight of the detectives, Dubeau cried out in alarm and the ethereal vision fizzed and vanished. The Frenchman retrieved a strange device that looked like a bundle of flutes bound together and aiming it at the interlopers, made it spew a freezing fog towards them. Where the fog touched them, intense frost burns spread across their skin and so Hudson and Brand were forced to retreat behind a stack of old furniture, hemmed in by the deadly chilling mist.

"Do not meddle with what you do not understand, bourgeois swine!" Dubeau exclaimed triumphantly, his form just visible as an advancing silhouette. The fog crept ever closer as the pair of detectives frantically sought a means of escape from their predicament. Then suddenly, with a muffled 'thud' followed by the sound of something heavy falling to the ground, the advance of the mist stopped.

"Gentlemen, are you there?" came the voice of Mrs Pankhurst.

It had transpired that Mrs Pankhurst had followed the pair of detectives and while Monsieur Dubeau had been intent on freezing the detectives, had crept up on the unsuspecting

Frenchman and struck him firmly on the back of the head with the old frying pan she had retrieved from storage in the cellar. At that moment, the strange metal cylinder that appeared to have been translating the conversation between the apparition and Dubeau began emitting a static cackle. Hudson approached it carefully, but could see no way of disabling it, so threw several heavy blankets over it.

In the wake of the strange encounter, Dubeau was tied up and Hudson and Brand led upstairs for a round or two of hot drinks, there to await the arrival of the police. Unfortunately, the Frenchman was able to get free using a knife he had hidden in his boot, wounding Richard Pankhurst in the process, and then escape by means unknown. The police would issue a warrant for the Frenchman's arrest, but it appears that he fled England before he could be apprehended. For her timely help in coming to their rescue, Mrs Pankhurst earned Hudson and Brand's eternal gratitude and both swore to be in her debt until she had requested of them some great task. Both the tubular ice-fog gun and the strange French-speaking cylinder were taken back to 33 Golden Square for safekeeping (astute Investigators may notice that the cylinder is nowhere to be found at 33 Golden Square).

CASE 19: THE GERMAN EMPEROR (SPRING, 1887)

It was while they were celebrating the end of another case with one of Markham's sturdy breakfasts that a young woman burst in upon Hudson and Brand one morning in May, 1887. Declining to give her name, the woman, who obviously had a German accent, withdrew from her bag a yellow silk cloth that was bound about a blue-purple crystal. She immediately sliced her finger on its sharp edge so that a drop of blood ran down a facet of the crystal and thrust it between the detectives, imploring them to gaze into the crystal. Both breakfasters, perplexed yet intrigued, did as she requested.

Staring into the crystal, both men saw a glow begin to take shape. First the German flag could be seen flying, followed by the flags of Britain, France, and Russia. All four flags then ran red with blood and were trampled under the boots of marching soldiers in strange uniforms with helmets of an unusual design. Above them mechanical bird-like devices flew across the sky while great metal boxes propelled themselves across mud-strewn landscapes that were filled with explosions. The vision faded and the detectives sat back eyeing the young woman as they waited for an explanation.

"That, gentlemen, is the future – our future, Europe's future. What happens with the Crown Prince and Doctor Mackenzie will directly impact on this coming to pass," she said.

"Hah!" exclaimed Brand. "This this could be some form of trick! Why should we trust you?" Again, she pointed at the crystal and this time it showed them things which had already come to pass – previous cases, the Ashanti War, private things that they had told no one. When this was done, both Hudson and Brand were sombre and dumbfounded. Having been convinced of the



The young German visitor

young woman's earnestness, Hudson asked her, "By Doctor Mackenzie, do you mean Doctor Morrell Mackenzie of The Hospital for Diseases of the Throat and Chest? And when you say Crown Prince, are you referring to Frederick, the Crown Prince of Prussia?"

When the woman nodded in confirmation to both questions, Hudson and Brand at least had some background to her statement. Doctor Morrell Mackenzie was at least known to them, being the highly admired chief doctor at Hospital for Diseases of the Throat which was housed next door at 32 Golden Square, with most of the hospital taking up the floors above Hudson and Brand's lodgings. The reputation of the pioneering institute was such that it attracted patients from across the realm – and beyond. Frederick, the Crown Prince of Prussia, who was married to Victoria, Princess Royal, the eldest daughter of Queen Victoria, was a public figure, known for his liberal views in contrast to those of his father Wilhelm and his father's chancellor, Bismarck. With Queen Victoria's upcoming Golden Jubilee, Frederick and his wife were making a well-publicised visit to London.

They sent for Doctor Mackenzie, waiting in stony silence until he arrived when they directed him to look into the crystal. When the doctor had done so, his face was ashen. He shared quiet words with both Hudson and Brand, the three of them discussing the nature of what they had seen. How should this intelligence be acted upon? Was it reliable? What would the consequences be if acted upon?

As they were discussing this, there was a scream from the German woman, who all at once had leapt to her feet and fled the apartment. Markham would later recall, observing everything as he did, that he was sure that he had heard a faint howl from the direction of the crystal. When Hudson picked it up himself and stared into the crystal, it is unclear exactly what he saw, but from that moment on he had a marked aversion to visits to the zoo, tiger rugs, and indeed even the famed lion statues of Trafalgar Square made him visibly uneasy.

Subsequently, and despite an extensive search, the young woman was never seen again. The three men agreed uneasily to be wary, but Doctor Mackenzie affected an air of disbelief concerning what he saw. The crystal was secured in a lockbox and stored in the master safe. The following year, Crown Prince Frederick would succeed his father as Kaiser, but reign for just 99 days. The cause of death was cancer of the throat and some would lay the blame of his death squarely at the feet of Doctor Morell Mackenzie.

CASE 20: THE HYBRID (WINTER 1887)

A few months after being called upon for consultation by Hudson and Brand, Doctor Morell Mackenzie, the British Empire's pre-eminent laryngologist, received one of the most unusual patients of the entirety of his career. A pallid and clammy man, who gave his name as Joshua Lipscombe and who was of a rougher cut than might be supposed by his available funds, arrived at the Hospital for Diseases of the Throat seeking Doctor Morrell's immediate attention, his voice urgent and possessing an unusual quality that was part rasp, part croak. As was usual, the man did not see Doctor Mackenzie straight away, but was referred to a junior physician. When the man allowed the doctor to remove the thick scarf he had tightly wound about his neck so that he could examine, the young man fainted clean away at the sight before him and the attending nurse let out a scream.

Doctor Mackenzie was quickly sent for and during the now private examination, the patient was first heard to express his sorrow at the reaction of both the junior doctor and the nurse, but then to beg and plead with the laryngologist concerning his physical state. Doctor Mackenzie would later say that the patient produced pockets filled with golden charms and trinkets, treasures he said he had recovered from his voyages to the East, and he would gladly offer them up to whosoever could find a cure to his condition. After he had had several glasses of brandy, Doctor Mackenzie would also confide in those he thought would not mock him for it, that what the man had on his neck and was covering up with the thick scarf were horizontal slits which to all appearances took on the form of the gills of a fish. All who had seen the man confirmed that he exuded an odour not unlike that of Billingsgate, site of the famed fish market. His being dressed in the garb of a mariner may have gone some way to account for this, though Mackenzie would claim he was sure that the stench was from the patient directly rather than his clothes.

Facing such an unusual physiology, something which to all accounts of medical science should be impossible, Doctor Mackenzie was almost as shocked as his junior colleague. Nevertheless, his instincts as a physician and man of science



remained, so first he accepted Mr Lipscombe as a private patient and second, asked that a man be sent next to the offices of Hudson & Brand, next door at 33 Golden Square. He already knew that Hudson and Brand investigated the strange after being asked to attend their offices some months earlier and as much as Lipscombe's medical condition fascinated him, he suspected that that the man's situation involved more than just the medical. Only then did he retire to his office where he kept a decanter of brandy.

Yet when Hudson and Brand found him in his office, Doctor Mackenzie had barely touched his glass. They enquired as to the soundness of the patient's mind, whether he had been speaking in any unknown tongues, what items had he seemed to be in possession of, and other questions which to Mackenzie's mind seemed trivial or unusual in the circumstances. It was at this point that Doctor Mackenzie realised that Hudson was questioning him about his tightly-clenched fist, the skin of his hand white with small beads of red running from between his fingers. The doctor snapped to, aware now that he had lost track of his actions, and with slight intake of pain, slowly opened his fist to reveal one of the patient's golden trinkets, a disc engraved with what could have been faces of monstrous countenance, the small treasure gripped so tightly as to draw blood. With a start, he flung it away across the desk, only for Brand to snap it up and examine it, and within moments he drew forth a revolver from his coat.

By the time all three had rushed to the patient's examination room, the door was ajar, the patient had fled and the only thing that remained of them was the overpowering smell of the sea.

CASE 21: THE GALLIC CONNECTION (SPRING 1888)

Having just seen the famed French soprano, Zulma Bouffar, perform at the Theatre Royal, Hudson and Brand were en route to a suitably Gallic bistro – Francophilia clearly being the theme of the day – when they were approached by a well-dressed pair of gentlemen. Brand recognised one of them as Michel Maurier, a fellow journalist who had been the London correspondent for *Le Petit Parisien*, a French newspaper. They had lunched together on more than one occasion and the two journalists shared a mutual respect for each other.

Revealing that their meeting was by design and not happy accident, the two Frenchmen – for Michel's companion was also French – requested that the Hudson and Brand join them. They were only too delighted to learn that the detectives were already on the hunt for a French dinner and once a suitable restaurant had been found, Maurier was happy to enlighten them as why he and his colleague – revealed to be an official at the French embassy – had sought them out. Over mussels *marinière*, Maurier said that he now also worked for the French foreign office before, with a dramatic flair, launching into his explanation, "The hurts of Europe, though long silenced by Metternich's efforts at the Congress of Vienna, have found their outlet in revolutionary, even radical politics. France in particular, has suffered from unrest and violence on the barricades on more than one occasion, and the memory of the lost war with Prussia is still a raw memory to many... including one who even now dwells in this city."

Maurier then went on to inform Hudson and Brand of one Auguste Dubeau, an anarchist who had seized Paris alongside the revolutionaries in 1871. The ardent radical was suspected of having committed several murders and after barely escaping arrest by the Gendarmerie in Normandy, he had been tracked to London where it was assumed he was gathering support before returning to wreak havoc in France. Then he made the point that, "Certainement, with a man as unpredictable and dangerous as Dubeau, his next target could equally be the Houses of Parliament."

Throughout the Frenchman's explanation, Hudson and Brand remained silent on the fact that they had already encountered Dubeau. Clearly his throat, Hudson asked, "This man must clearly be stopped, for the safety not only of France and Britain, but all Europe. We have some small experience in dealing with those of extreme views ourselves, but why have you approached us about this villain?"

"You see, monsieur, there is an area in which Dubeau shares common ground with you – the man has an interest, a very keen one, in matters of, how should it be put... *le surnaturel* – the occult. We would wish you to discover his whereabouts."

Agreeing to such a matter was easy enough; Hudson and Brand readily recalled Dubeau's attack upon them in the Pankhurst's cellar with the fearful ice fog device which they now had in their possession. They also knew that the anarchist had plans that involved London's sewers, but despite discrete enquiries, they had been unable to determine

what they were. Nevertheless, in taking up Maurier's commission, the detectives knew that the sewers would be their primary line of enquiry and in the days that followed renewed their efforts to that end.

Although it took several weeks, they learned that a Frenchman had been seen on the mud flats of the Thames, each time clutching a bag as though it was the most precious thing in the world and acting nervously, constantly glancing about himself as though fearing attack or pursuers. The mudlark who had ventured into the sewer after him said that he had seen the Frenchman reach into the bag and draw from it a bar of what looked like black soap which he gripped with a rag before carefully placing it in the sewer. Further enquiries confirmed that the Frenchman had been seen doing this at other sewer outlets across the city. No one had stopped him – he seemed to be an unhinged foreigner with no valuables to steal or malicious agenda. The detectives promised payment to any mudlark who would report the Frenchman's whereabouts along the Thames and a few days later were told that their quarry had been seen.

The mudlark's report proved to be true. Dubeau was on the mudflats, thankfully unaccompanied by strange apparitions, but still clutching the bag. Upon approaching their quarry, the Frenchman pulled a revolver from the bag and motioned for Hudson and Brand to enter the sewer. Telling them to keep quiet, Dubeau made the detectives walk deeper into the network of tunnels until they reached vaulted chamber lit by grey shafts of sunlight. Here Dubeau explained that he would have vengeance against all tyrants and that his allies, the enlightened agents of Yuggoth, had provided him with the means to do so. He threw back his head and released a rattling cackle at this, but before either Hudson or Brand could react, it was shortly cut off as a bulky form in a tattered old pea coat and a tattered cap flung itself from the darkness the Frenchman, fists swinging.

Dubeau's assailant was heavy-set and despite his pallid grey-green flesh and bug-eyed aspect, there was definitely something familiar about him. With a dawning realisation, Brand placed the fist-flailing figure – it must have been Joshua Lipscombe – the patient with neck complaints who had fled the Hospital for Diseases of the Throat the previous autumn. Wasting no time, Brand moved to aid their new ally, only for Lipscombe to turn and roar at him in a manner that evoked the crash of waves upon the shore. Lipscombe's breath was rotten and his eyes gleamed with a cold malevolence. Brand staggered back and as blow after blow landed upon the Frenchman, Hudson grabbed him and the pair fled back the way that they had come. When they paused for breath some minutes later they thought they heard a blood-chilling cry of desperation and pain echo in their wake.

When Hudson and Brand returned a few hours later accompanied by Sergeant Parlow and several police constables there was no sign of either their captor or their saviour, or the bag that Dubeau had been clutching. Nor were there any signs of the bars of black soap that the Frenchman was supposed to have been keeping in the bag. There was, however, a large pool of relatively fresh blood. Auguste Dubeau has not been heard of since, for which the French government has quietly issued its thanks to Hudson and Brand.

CASE 22: THE BLOODY SPIRITUALIST (SUMMER, 1883)

Edmund Rose was the last man that Hudson and Brand expected to appear on the agency's doorstep. The ardent anti-spiritualist, best known for calling for both the disestablishment of the Church of England, and greater secularisation in British society, was highly unlikely to want their special brand of investigative services, but given their expertise and the number of unusual clients the agency had had, their reputation among certain quarters had spread. Nevertheless, they received the austere man into their parlour, whereupon he exclaimed, "For the good of all true-thinking men and women in this prosperous nation, you must discredit the charlatan and merchant of misery, Miss Louisa Emsdale!"

When asked for an explanation, Mr Rose told the detectives that Miss Emsdale was a spiritualist and clairvoyant, supposedly talented at contacting the afterlife, but no doubt a fraud working to extract monies from the vulnerable and the gullible. He had been to one of her séances himself and was surprised to find no sign of the usual tricks of the trade that other fraudulent spiritualists usually employed. Indeed, he found the experience so unsettling that he was convinced that Miss Emsdale had been employing some hitherto unknown form of trickery or illusion. Although this was not their normal line of work, the man was clearly earnest that they undertake this case, and his funds were evidently as earnest as he was to see the matter satisfactorily concluded. Conferring only briefly, the detectives confirmed that they would investigate, with the caveat that the matter's conclusion could not be wholly assured. Mr Rose considered this fair and agreed to wait for the outcome of their investigation.

A few enquiries revealed that Louisa Emsdale would shortly be hosting a meeting for those who wished to commune with the spirits of their dearly departed at her home. Although neither man had cause to investigate a spiritualist before, consultation with Mr Rose informed them as to how some fraudulent spiritualists performed their séances. Armed with both this knowledge and a revolver each – bitter experience had taught them a degree of caution, if not healthy paranoia – both detectives were confident that they could identify any tricks played by Miss Emsdale and handle any possible consequences.

Arriving at Miss Emsdale's residence, Hudson and Brand were shown into the drawing room and instructed to take their seats around a massive circular table with four other attendees. There was nothing in the house to indicate their host's outré calling. Indeed, the décor was almost spartan, a few small framed paintings of woodland scenes on the walls, the only furnishing of note being the large Persian rug on which the circular table stood. Once seated, both men took the opportunity to surreptitiously examine the room. Ostensibly, Hudson lent down to retie a shoelace, but it gave him the chance to both examine the underside of the table and lift the rug that it stood on. Lifting the rug revealed a series of strange symbols – unrecognisable at least as far as Hudson was concerned – which appeared to encircle the table. Whilst this was no indication of actual otherworldly

danger, he alerted Brand and with one finger he quickly poked at them to ascertain what the symbols were drawn in. In doing so he inadvertently smudged a few, which was to have ominous consequences...

It was at this point that their host arrived and Hudson quickly sat back up. Hudson and Brand's initial impression of her was less a 'mistress of magical mischief' and more that of a governess or school teacher. Miss Emsdale was of middling height and indeterminate age, dressed in conservatively cut clothes, with her hair was drawn tightly into a smart bun and a pair of brass half-moon spectacles on her nose. She introduced herself and briefly explained to the guests the fashion in which the session would proceed, with strict emphasis on doing as she requested, so as not to provoke the spirits into thinking any disrespect was intended towards them. Miss Emsdale was quite adamant on this point; the spirits would not brook improper behaviour and she could not guarantee their response should anyone give cause so as to give insult to them.

With that, the group joined hands as Miss Emsdale requested and she asked everyone present to think of a lost relative, friend, comrade, or even a departed pet. Then she began asking questions and making generalisations about the men and women around the table, the generalisations being spun into statements vaguely agreeable to the attendees. Neither Hudson nor Brand were taken in by this use of cold reading' and all but concluded that the medium was as fraudulent just as Edmund Rose had claimed. The pair did their best to mask their scepticism, but neither could hide it from Miss Emsdale's 'cold reading' skills, so when she came to address Brand, she addressed them both and it was not about deceased relatives or pets. Instead she said, "I see you have both suffered great pains in your lives, gentlemen, wounds of a cynical nature. Think of me as a physician to your soul, and like all good physicians know that I have only your best interests at heart. I will help heal your scepticism."

At this point, she began to mutter, half-heard words that made the listener wince at their hearing. Her eyes rolled into the back of her head and the table creaked ominously as the candles lit about the room guttered and died, one by one, until only the candle in the centre of the table remained.

To the horror and amazement of the onlookers, something began to manifest into being above the surface of the table, a translucent shape of pinkish hue that shimmered into clarity as though emerging from a fog. Its outline was vague, perhaps forming a head or the form of a human in possession of a great bloated abdomen and the room filled with a soft tittering that grated on the ears.

"And so spirit, begone!" Miss Emsdale commanded, suddenly sitting up straight and throwing her hand forward at the thing floating above the table. Nothing happened. The form swayed, but did not vanish.. The medium stayed a moment before taking a deep breath and exclaiming, "I command you, be here no longer!"

Still the apparition remained. Its form growing sharper, more visible as dendritic protrusions that moved of their own accord about a globular mass, its hue darkening redder and redder into the colour of blood as the titter deepened into gurgling laughter that seemed to roil in the pit of the



The horrific apparition

foul appendage had latched itself to his arm and seemed to be drinking directly from his veins with a vile pumping action. The ex-military man slammed the door, severing the greedy appendage, which flopped to the floor, its mouth end sucking futilely at the air.

From within Hudson could hear screams and cries, and a frantic plea for aid, but he held the door firm shut alone as all the staff had made good their fearful flight, his eyes screwed closed and his hands vice-like on the door handle even as it rattled and shook with great force.

After he did not know how long, Hudson released the door handle and realised he had gripped it with such strength he had bruised the palms of his hands. Brand lay on the floor of the house, softly panting, and his eyes affixed on his companion with a look of pained horror.

Eventually the gurgling and the gurgling seemed to recede from the room beyond. Then it was gone. How long the detectives remained at the door they could not recall, neither one looking at each other. When Hudson offered his companion a hand to help him up off the floor, Brand did not take it straight away. Hudson only respond by saying, "It was the only way, Ulysses. The only way!"

Then they pulled open the door and surveyed the drawing room and the bloody chaos it had been reduced to. Limbs had been

violently removed, viscera painted the walls and everywhere they looked gore softly dripped.

There was no way that this could be explained to the police or the world at large and Hudson and Brand had no choice but to cover up the incident. Tiptoeing around the chaos and the horror, the detectives took an oil lamp and spilled its contents around the room before relighting the candles and knocking them over, waiting to ensure that the oil caught. Then they retreated from the room and the house, ushering the remaining staff with them as they went. The terrible, 'accidental' fire quickly spread, and following the anonymous notification of the police, proved to be an easy explanation as to what had happened to Miss Emsdale and her guests to both the authorities and Edmund Rose. The anti-spiritualist and secularist was unsatisfied with this explanation and left 33 Golden Square a disgruntled man. Neither Rose nor the detectives decided to pursue the matter further.

listeners' stomachs. Miss Emsdale groaned and seemed to be held in place at the sight of the strange anemone-like thing, but almost as if her will had given out, she collapsed forward onto the table one arm outstretched towards the horror she had brought into this world.

This appeared to be a signal for the thing. It stretched out in all directions, the guests no longer transfixed in horror, but panicking, scrambling to get out of the way, out of the room, out of the house as its appendages surged forward. Its many twisted and tortured faces screaming in agony, its withered limbs grasping or any solid object in the mortal realm The room was snapped into darkness as the last candle was knocked over and all order was lost. The gentility of the drawing room was rent by the sounds of urgent whimpers, soft limbs on hard furniture, and a wetness that drew everything back to the centre of the darkness. Above this cacophony rose the gurgling and the laughter, louder and louder, until all was silenced by a pair of gunshots. In that madness of fumbling, Hudson found the door and wrenched it open, dragging Brand through, though some

CASE 23: THE RIPPER OF WHITECHAPEL (AUTUMN, 1888)

It was a dark shadow that hung across the city of London in 1888. A murderer was on the loose in the East End, horribly mutilating the bodies of his female victims, causing all manner of alarm and distress in the heart of the empire.

Hudson and Brand observed these events with a clinical eye. None of the five deaths that autumn – Mary Ann Nichols, Annie Chapman, Elizabeth Stride, Catherine Eddowes, and Mary Jane Kelly – seemed to involve the supernatural. None the witnesses interviewed by the police had reported anything unnatural and although the deaths were all that sensationalist newspapers seemed to write about, they had thus far avoided sinking too far into the fantastical in their reporting of the crimes. Still, the particulars of what became known as the Ripper murders were strange enough, most notably the removal of body parts from the victims. After discussing the cases, the detectives concluded that they should undertake a more thorough investigation themselves, for even if it transpired that the criminal was a ‘mundane’ killer, they would at least be doing their civic duty.

“The police seem to be having a tough time of it, and Parlow has told me the top brass are leaning on everyone to get a result. I know it may seem a little unorthodox, but what if we used, well . . . you know. The German lady’s.” Brand began, but he was immediately silenced by a look from Hudson.

“I will thank you not to make mention of that strategy again. We of all people should be aware of the peril that lies in having truck with the supernatural. By God man, do not make such a suggestion again or we may have cause to submit you to Bedlam!” Hudson remarked as he looked up from his monograph on human anatomy.

Although he knew in his heart that Hudson’s approach was that of the rational man, Brand also could not shake his thought on the crystal and its abilities. Surely it would not hurt to take the slightest of glimpses as any slight benefit gained could help in removing a dangerous criminal from the streets of London? With a quiet and subtle resolution, Brand decided to make an observation of the crystal in Hudson’s absence and use any intelligence gleaned to aid in the apprehension of the ‘Ripper of Whitechapel’.

One evening, whilst Hudson was at the Morana Club entertaining an old comrade-in-arms, Brand did exactly as he had resolved. With the utmost care he removed the crystal from its lockbox in the master safe and took it into the drawing room where he unwrapped it with quick but nervous fingers. The small thing gleamed in the twilight of the unlit drawing room, an inner fire spreading across its sharp surfaces so that it appeared to glow. Peering intensely into the crystal, Brand sliced his thumb on one pointed edge of the crystal and as the blood ran down one facet, focussed his thoughts on the identity of the Ripper of Whitechapel. Within moments a figure seemed to coalesce within the crystal, a whiskered gentleman of a martial bearing. His face was not wholly distinct, but he carried a cane topped with a golden sovereign and he could be seen entering a

public house which bore a sign above it of three horseshoes. The place thronged with sailors, one of whom greeted the gentleman, calling him ‘Harry’.

Armed with this knowledge, Brand informed Markham that was going to be taking a stroll by the river. Given the often dangerous and odd nature of the agency’s investigations, the manservant thought nothing of Brand pocketing a revolver before he left, though had he been aware that Brand also carried on his person a length of strong wire and a vial of chloroform he might have had cause to pause for thought, if not query Brand’s intent or inform his partner.

The Three Horseshoes public house proved easy to locate and equally proved to be popular drinking house for sailors and stevedores, as well as gentlemen who wanted to enjoy the base and ‘rough’ experience of a low class establishment, disreputable enough to not want to mention it in polite company, but still safe enough to be worth a visit. Hoping to find his quarry inside, Ulysses Brand slipped into the Three Horseshoe, one hand fingering the grip of his revolver and the other coiling his fingers around the length of wire he intended to use to bind his prey.

Inside, Brand noted that London’s recent, dour mood was absent. Dollymops and strumpets squawked at the sailors’ ribald humour, gentlemen puffed at their cigars and quietly took in the raucous atmosphere, while an elderly Indian gentleman furiously hammered at a piano surrounded by men and women accompanying him in the choruses of bawdy music hall number after number. Surveying the bar, there seemed to be no likely candidate that fitted the figure seen in the crystal and so Brand settled down to wait. An hour passed and having nursed a glass or two of gin, Brand readied himself to leave, sure that the vision had been nothing but lies . . . Then he heard somebody say, “Alright, Harry?”

Looking up, Brand saw a gentleman entering the bar, tall with a military bearing and holding gold sovereign topped cane. This Brand was sure, was the likely candidate and now that he had him in his sight, he resolved not to lose him. The man took a seat and ordered a glass of gin, placing his cane across his lap, his beady eyes darting across the room. Nothing happened for an hour, but Brand’s fears that he was hunting for his next target was confirmed when the man, in a slightly agitated state placed his gin untouched on the bar, and left the establishment after a young woman had exited. The detective jumped to his feet and followed as quickly as he could, but once he got onto the street, any chance of catching up with the gentleman was hampered by the thick mist that had seeped up from the Thames. The same issue seemed to beset the gentleman and as he paused to decide which street to take next, Brand managed to catch up with the man and place the barrel of his revolver squarely into the small of his back, his other hand on the man’s shoulder.

“I have you now, you bastard. Will you confess here or should we move somewhere a little less public?”

Perhaps any other man might have panicked at Brand’s assault, but the man’s military discipline held up and he calmly replied,

“I do not know who you think I am, sir, but I must maintain that you are confused as to my identity. I am Major Henry

Beasby, formerly of the Somersetshire Light Infantry, and I will thank you to take my purse and be gone if that is what you are about!"

Ignoring Major Beasby's entreaty, Brand directed the man into a nearby alley. Witnesses later reported hearing two muffled bangs, perhaps gunshots, but since the streets were fog-bound and most people abroad at that time of night were more worried about a knife-wielding murderer on the loose, no-one paid too much attention to the noises. The police officially ruled the case a robbery with violence, announcing in the press that Beasby's cane and wallet were missing. What the police did not disclose was the fact that Beasby had been found kneeling on the ground with his hands bound with wire behind his back and two gunshot wounds to his head.

When Brand returned to 33 Golden Square later that night after having disposed of Beasby's wallet and cane in the Thames, it was clear that Hudson had been entertaining a former comrade after their meeting at the Morana Club.

Hudson and his comrade had returned to the apartment to examine some of the more esoteric artefacts and weapons in his African weapon collection, some only recently cleaned, whereupon Hudson went into great detail concerning how different items would cause different wounds. The visiting gentleman soon took his leave, bidding his old compatriot 'Harry' Hudson (so named in the regiment for his middle name) a good night, with a momentary fumble in the apartment's foyer as he had evidently taken one of Hudson's canes and not his own. This was brushed off with a laugh as Hudson told his old war chum that it was no bother; he had purchased the sovereign-topped cane quite recently and didn't usually take it out; in fact he was sure he had taken it out only five times or so since August.

The next day Hudson suggested over breakfast that the German crystal be interred within the brickwork of the fireplace, he having been thinking about its dangerous nature of late, to which Brand dumbly acquiesced. Markham had completed the task by the end of the day with such attention to detail any layman would never have guessed at the removal of one of the bricks.

There were no more murders attributed to the Ripper of Whitechapel.

THE LATER YEARS



GOLDEN SQUARE & ITS ENVIRONS

THE SAFE HOUSE

The lodgings at 33 Golden Square are in SoHo, near to the very heart of the capital of the most modern and prosperous empire that the world has seen to date. Fashionable without being ostentatious, it is well-sited for transportation, culture, and all the many comforts that a gentleman living in London might desire.

The building consists of six floors with the rooms of the Hudson & Brand agency and its owners and staff being located in a maisonette that encompasses the ground floor and the basement below. Hudson and Brand's other neighbours are at best coldly polite – they are familiar with the comings and goings at 33 Golden Square of the unusual, and as far as they were concerned, often unsavoury, persons who visit Hudson and Brand at all hours. Nevertheless, a word from a vigilant neighbour has at least on one occasion alerted the detectives to foul play.

APARTMENT FACILITIES

33 Golden Square possesses the full range of modern conveniences, including a fully furnished kitchen and private water closets and bathrooms for the use of the apartment's residents. The kitchen can accommodate the preparation and production of all manner of delightful fare, as between them, Markham and Mrs Levi can rustle up some fine home-cooked meals, as long as quantity and substance is valued over quality and delicate flavour. In addition, several chemicals and drugs of the type useful in an investigation are kept in the kitchen, such as chlorine, narceine, and chloroform. These are stored in a locked cupboard separate to those holding the exotic and fiery spices Mr Brand is so fond of in his food.

The WC—or water closet—often serves as an overspill to the library's newspaper archives and monograph repository. The bathroom is dominated by a large bath with brass fittings and is kept highly polished thanks to Mrs Levi's diligence.

UPSTAIRS

The upper part of the apartment is at street level, on the ground floor of a six-storey building which also houses part of the Hospital for Diseases of the Throat. It consists of the parlour, the library with its newspaper reference and monograph repository, and four bedrooms along with the garden.

THE PARLOUR

Decorated in pale silk wallpaper depicting countryside scenes of China, the parlour is where the business of Hudson & Brand is conducted. It is a comfortable and well-appointed room which immediately puts one in mind of both a professional space and a grotto of curiosities, as there are many decorations and trophies of foreign or esoteric provenance displayed about the room. Notable decorations include Hudson's Wilkinson Infantry Sword Pattern 1845, Ashanti akrafena swords, and several other weapons and pelts.

THE GUN CABINET

Although in the heart of London, 33 Golden Square has a prominently placed gun cabinet in the parlour. Not only does it serve to display some of the more unusual firearms that Hudson and Brand collected over the years, but it also has a more practical purpose – the forces of the supernatural often require a more aggressive, ballistic approach to convince them to cease their infernal machinations.

The cabinet contains a Sharps No.1A Repeater, an Adams Mk III revolver, a Webley No.2 pocket revolver, a pair of Webley MP pocket revolvers, a Webley Government (WG) revolver, two Greener Hammerless shotguns, a Greener Double Keeper's Gun, a Spencer Repeating Shot Gun, a Snider Carbine Pattern II rifle, a Greener Double Elephant Rifle, a Greener Hammerless Double Express Rifle, and a Winchester Model 1873 rifle. A stock of ammunition for these weapons is kept in the shooting range downstairs. Various other weapons are kept about the maisonette, including several personal weapons kept in the bedrooms of both the detectives and the staff. (Full stats for these weapons can be found in **Chapter 10: Weapons of Hudson and Brand** on page 88.)

THE LIBRARY & MONOGRAPHS

Though not inexhaustible by any means, the library is well-stocked with a range of works. Whilst history, folklore, and foreign language texts make up the bulk of the books, this is leavened by a few works of popular fiction, various biographies, and miscellaneous works of interest. The monograph section in the library contains several monographic series as well as periodicals. The section is clearly organised by subject and includes numerous essays of a technical or scientific nature. Some of the more well-represented subjects include astronomy, the medical sciences, and botany.

NEWSPAPER REFERENCE

The household maintains subscriptions to all major British newspapers, national and regional, as well as several regional and foreign papers. These are generally kept for a short amount of time before being thrown out, but on quiet days both Hudson and Brand would go through them and carefully cut out stories of interest and paste them into journals kept on the shelves above the stacks of newspapers kept in the library. Many a case began in this corner of the library after one of the detectives noted similarities between separate stories.

GUEST BEDROOM 1

Tastefully decorated in red and gold wallpaper and reserved for more prestigious guests, this room has several pieces of exotic décor such as a Chinese wall fan and a French fireplace decorated in a Japanese style, as well as a large print of 'The Battle of Blenheim' by Joshua Ross. Its large bed is exceptionally comfortable.

GUEST BEDROOM 2

A nautical-themed bedroom, the walls are hung with depictions of ships and sea views. The largest picture, opposite the four-poster bed, is a print of George Arnald's 'The Destruction of L'Orient at the Battle of the Nile'. This magnificent picture depicts the explosion of the French battleship Orient at the 1798 battle off the coast of Egypt.

MR BRAND'S BEDROOM

This was previously Brand's bedroom and when he still occupied it the floor and every available space would often be found cluttered with newspaper clippings, photographs, scrawled notes, and half-read books. Brand's typewriter sits on an otherwise empty desk.

There is a secret loose floorboard beneath the double bed in Brand's old bedroom. It has a small bag stuffed with £50 in notes, a switch blade, an untouched cheap bottle of whiskey, and a box of matches.

MR HUDSON'S BEDROOM

Previously Hudson's bedroom, it is the largest bedroom at 33 Golden Square and has a four-poster bed of suitable stature to go with it. A huge oak affair that dominates the room, it is carved with various esoteric symbols and grotesque creatures reminiscent of church gargoyles; supposedly this is to provide protection to whosoever sleeps in it. Whilst this may not actually be the case, it appeared to give Hudson slight peace of mind and so for that it was at least worth it. By the side of the bed that Hudson would sleep on, tucked between the bedside cabinet and the bed itself, is an akrafena, a type of curved sword he picked up in the Third Anglo-Ashanti War. It has little finesse to it, but as Markham has noted of the weapon, "you only have to hit the beggar with that cleaver once and that'll be enough!" (Full stats for the akrafena can be found in **Chapter 10: Weapons of Hudson and Brand.**)

The apartment's main safe is also located in the master bedroom. Hidden behind a façade of fake books balanced on the mantelpiece (ever since Hudson saw a story about a safe in an external wall being stolen by a fast-working bricklayer), it houses some of the curious and potentially dangerous artefacts the pair of detectives recovered. The safe also contains various legal documents such as the deeds to 33 Golden Square and copies of the last will and testaments of Albert Hudson and Ulysses Brand (possibly leaving the firm to one of the Investigators). Its combination was known only to Hudson, Brand, and Markham. Should anyone wish to try to 'crack' the safe and access it without the combination, they will need to make a successful **Locksmith (Hard Difficulty)** skill test.

THE TOWN GARDEN

A delightful sun trap, this is a small oasis of calm in a hectic and often stressful London. On many summer evenings, Hudson and Brand would enjoy a game of cards with a cigar and brandy with a guest, although entertainment and relaxation is not the garden's only function.

From their previous encounters with those steeped in esoteric botanical lore, the detectives learnt much about the application of foreign herbs and poisons, and so decided to grow some of their own. Some are merely of culinary use, but others have varied applications, depending on dosage, which have proved useful in pursuing cases.

DOWNSTAIRS

33 Golden Square's lower level is found below street level. It consists of the games room, the old gun range (now a workshop), the safe room, two bedrooms, the coal room, and Markham's quarters.

GAMES ROOM

An open area much like the parlour above, it has a large billiard table which may be easily covered using a specially made wooden top should more space be required for dining or the dissection of something unwholesome. Card games and all manner of distractions may be found here, including



Hudson & Brand
Inquiry Agents of the Obscure

33, Golden Square
Soho, London



MR. ULYSSES V. BRAND

CONSULTING DETECTIVE AT MESSRS. HUDSON & BRAND

UNUSUAL CASES
OUR SPECIALTY



75 GOLDEN SQUARE

Solo

LONDON

AT YOUR SERVICE



- | | | |
|-----------------------------|--|--|
| 1. Front Entrance | 12. Door to Dr. Mackenzie & his Hospital | 23. Mr. Hudson's Room |
| 2. Hall | 13. Town Garden | 24. Wine Cellar |
| 3. Parlour | 14. Herb Garden | 25. Games Room |
| 4. Evidence Desk | 15. Exotic Plants | 26. Cellar Battery |
| 5. Newspaper Files | 16. Poisonous Plants | 27. Coal House |
| 6. Battery (Gun Collection) | 17. Vegetable Garden | 28. Workshop |
| 7. Library | 18. Tool Cabinet | 29. Workbenches |
| 8. Fireplace | 19. Bathroom | 30. Old Targets |
| 9. Kitchen | 20. W.C. | 31. Cellar Entrance |
| 10. Stairs to Cellar | 21. Mr. Brand's Room | 32. Markham's Room |
| 11. Side Door | 22. Guest Room | 33. Mrs. Levi's Room |
| | | 34. Stairs to Kitchen |
| | | 35. Steps to the Street |
| | | 36. Safe for Valuables, Objects, and Dangerous Artifacts |



several decks of cards, chess, draughts, and backgammon sets, and an official John Jaques and Son Tiddledy-Winks set, as well as several boxes of pewter miniature soldiers for enacting historical conflicts (the latter one of Hudson's favourite pastimes).

GUN AND AMMUNITION TESTING RANGE

The walls of the gun range were once packed closely with sand bags, to both help deaden the noise of discharging weapons and prevent holes being blasted in the walls, however only grains of sand remain as it has been given over to the examination of many of the unusual objects discovered by the two detectives as well as firearm maintenance. Targets at one end of the room are ordinarily sandbags or mannequins with painted-on faces but haven't been shot at for some time as the sandbags were never really enough to quieten a report. It is unusual that there are few holes around the targets, as the residents of 33, Golden Square are competent shots.

Ammunition is kept in a locked metal-fronted cabinet in the Games Room which would require a successful **Locksmith** skill test to successfully open without the key. The gun rack is reserved for weapons brought down from the gun cabinet in the parlour. When not in use as a workshop, there are boxing gloves and padded armour hanging by the door for practising the martial arts and close combat.

SAFE ROOM

The safe room's entry is a heavy metal door with a vision slit hidden behind a floor-length portrait of Arthur Wellesley, the Duke of Wellington. It can be discovered with a successful **Spot Hidden** test. The door is opened by a small latch on the portrait's left side, but the door can be secured internally by an internal bolt and a cross bar.

The safe room contains a bunk bed and tinned food sufficient for two people for a week, as well as candles, matches, and a MIT Baïonnette Mle 1866, a French infantry bayonet from the Franco-Prussian War (Full stats for this weapon can be found in **Chapter 10: Weapons of Hudson and Brand.**). The safe room is ventilated by a small covered grille along Upper John Street.

BOTTLE CELLAR AND COLD ROOM

The coldest part of the apartment, the bottle cellar is where all the perishable food items are stored, along with a modest collection of wines. Occasionally 'specimens' are also stored down here. After a near-miss involving one such 'sample', the identity of all stored meat is now clearly labelled as a matter of course.

MRS. LEVI'S ROOM

There is a single bed in here, loaded up with cushions, blankets, and throws. Mrs Levi has been known to take the occasional nap on it. The rest of the room is filled with knick-knacks – porcelain figurines, wooden trinkets, and such like, which Markham is sure neither Mr Hudson nor Mr Brand would have collected.

BEDROOM 6

A guest bedroom with a heavy lock, it is generally a little gloomy owing to the (stained) deep green wallpaper. It contains a rickety iron-framed single bed and a rather worn wooden floor.

One of the drawers inside the room's wardrobe contains several lengths of rope, two sets of manacles, and several ruffled handkerchiefs. The one chair in here is also, curiously, affixed to the floor with heavy nails – this room has previously been used to detain personages of interest (prior to their handing over to the constabulary, naturally).

COAL HOUSE

The coal room is dark, dirty, and is where all the fuel for the house's fireplaces is kept. It does have external access up to Golden Square. It also makes for a good place to conceal the occasional artefact or body.

MARKHAM'S QUARTERS

The furniture in here is plain but well made. Everything is always tidy and there are several pictures of Markham's extended family and of sailing ships (Markham harbours an open secret of a desire to retire to the coast, to be closer to his nieces and nephews).

Markham has a locked strong box hidden under a floorboard containing £200. He also has a Webley MP pocket revolver which keeps in his bedside drawer, as well as a cricket bat behind his door. This room contains a comfortable double bed and a plain but practical writing desk. His desk chair is usually loaded up with the house laundry or used as a general storage space.

NEARBY CONVENIENCES

Being well-sited in the capital, the residents of Golden Square can call upon many amenities and stockists of paraphernalia as could be required in the undertaking of daily life . . . or investigations into the supernatural.

MEDICAL

✱ Hospital for the Diseases of the Throat – Soho.

Situated in the same building as 33 Golden Square as well as 32 Golden Square, whilst it is a specialist institution it has access to many modern methods of surgery and a wide variety of medicines and drugs. The hospital's chief administrator and consultant is Doctor Morell Mackenzie, a pioneering laryngologist who was on friendly terms with Hudson and Brand.

✱ Bethlem Royal Hospital (Bedlam Asylum) – Lambeth.

A renowned sanatorium for recuperation and caregiving to those with mental illnesses. Its reputation is a little sinister, and certainly at least one head of the institute

was forced out of office for 'wanting in humanity' towards their patients. That was years ago though, and with the application of modern psychiatric principles, it is now surely at the forefront of its field.

✂ **Westminster Hospital – Westminster.** A nearby general purpose hospital. Often overcrowded and with decidedly temperamental plumbing, consideration has long been given to moving the hospital to another site, but extensive reconstruction (including a clinical laboratory) is now planned.

✂ **St. George's and St. James' General Dispensary – Westminster.** Found nearby on Regent Street, St. George's and St. James' General Dispensary can provide many chemical, narcotic, and toxic supplies – as long as they have a medical application, of course. For an extra shilling or ten though, who is to say how that bottle of arsenic got in this bag? It is also a clinic and its physicians can assess various maladies.

LAW ENFORCEMENT

✂ **St James' Division – St James.** This police station on Little Vine Street is a hub of London's law enforcement and can call upon a large number of able officers. Handily, it is within easy walking (or running) distance of the apartment when things get a little turbulent for the occupants of 33 Golden Square.

OTHER ESSENTIALS

✂ Groceries:

↪ These are ordinarily handled by Markham or Mrs Levi, but there are suitable greengrocers, butchers, fishmongers, bakers, and similar shops in the vicinity. Everything from caviar and champagne to more basic fare is available, as well as exotic wares from every corner of the empire – this is London after all.

✂ Transportation:

↪ Albert Stafford can provide a 4-person cab ride (plus one upfront with Albert) for the residents of Golden Square. When not on duty the cab is stored, with the horses, in a stable nearby on Upper James Street.

↪ The nearest railway station is Charing Cross, which is a fifteen-minute walk from the maisonette.

↪ The nearest underground railway station is Charing Cross, which is so named due to its proximity to the over ground rail station.

✂ Firearms and Weaponry:

↪ There are a few sporting goods establishments nearby, as well as the better kind of department store, where rifles, handguns, and shotguns may be procured. For a respectable person of means it would not be difficult to acquire a new shooting piece. Although there are less regulated methods in the criminal world these may be more variable in outcome.

✂ Culture and entertainment:

↪ The Crown on Brewer Street is the nearest pub and it is a fine establishment which serves anything you may want to drown your sorrows or toast your achievements. Legend tells that a nine-year-old Mozart gave a recital here.

↪ The Criterion theatre is nearby and was closed for refurbishment in 1883, changing it from 'a stuffy band-box to a convenient, handsome, and well ventilated house'. It often puts on comedic plays.

↪ London Zoo provides access to many exotic animals, many of the tropical specimens being kept indoors so as to preserve them from the cold British climes. It is a popular destination for children and courting couples.

↪ The British Museum (Natural History) has many interesting scientific findings on display, with examples of fossils, rare insects, and geological samples. Its building is effectively a 'cathedral to science'.

THE MORANA CLUB

The Morana Club is within a three-minute walk of Golden Square. It is not a large establishment and has less than two hundred members of professional backgrounds, many being involved in publishing or newspapers in some fashion. Although they were both members, neither Hudson nor Brand visited it particularly often, sometimes as little as once a month, as inclination towards socialising could be severely inhibited by the nature of their investigations.

However, the club could prove useful as a meeting place when 33 Golden Square would not suffice, and it possesses a small games room as well as a discrete meeting room. The chef, Roger, may not be an imaginative soul but he always sees to it that club members eat well (as long as they're a fan of sausages or treacle tart), and Simon the head porter never misses a thing with his eyes darting beneath a pair of impressively endowed eyebrows.

Hudson is also a member of the Naval and Military Club, a fifteen-minute walk away on Piccadilly. Only accepting serving military personnel as members, it was founded in 1862 and is home to members from across the services.



THE CURIOUS CASE OF BARE-KNUCKLE BILL

INTRODUCTION

'The Curious Case of Bare-Knuckled Bill' takes place in 1889, roughly 6 months after the disappearance of Hudson and Brand, their being assumed dead by those who knew them, and the investigators inheriting the Hudson & Brand agency and its property. It is designed as a means for a group of players and their investigators to discover what became of Hudson and Brand, inquiry agents of the obscure, their having mysteriously vanished in the course of one of their investigations. It is relatively light on interaction with NPCs or wide-ranging investigation, but does have plenty of surprises, some mundane and some Mythos-based, and would be equally suitable for a one-shot session or a more prolonged campaign. As this scenario can play as the opening chapter in a larger campaign there are plenty of directions for the players and their investigators to explore once they finish it (or it finishes them). In addition, the scenario features combat in several areas — with this in mind, it is advisable that the Keeper let the players know that the game they are about to encounter may feature investigator death and so they should have a spare character on hand, just in case.

SCENARIO BACKGROUND

Bare-Knuckle Bill is a champion boxer who has never lost a fight — until last night. As a consequence, he has been dragged off by the Greens, a London gang which lost a sizeable amount of money from his defeat. Now that he is no longer winning bouts, the gang plans to offer him up as a fine meal to appease their otherworldly patron, the Lady. She is an undead creation who feasts on human flesh and dominates people with a mind that should never, ever have been created. The Greens have been worshippers of the Lady for many months now and despite being afraid of her (and of the pet Bengal tiger that patrols the tunnels near her lair), believing that she can both help with their political cause — the Greens are affiliated with the Fenians, the Irish independence movement that has bombed London in the past — and with their criminal empire and thus their fortunes. Hudson and Brand had been aware of the activities of the Greens, an Irish gang operating across London, since their first case in the autumn of 1881 when the gang had been suspected of waging a campaign of intimidation and arson in Elephant and Castle (See **Case 1: The Case of the Arsonists** as described in **Chapter 4: The Early Years**). In the intervening years the detectives had been distracted by other cases, but they maintained an interest in the gang's activities — often being kept up to date by Sergeant Parlow — and so when they learned in early 1882 (see **Case 4: The Darkness of the Green**) that the gang ran a bare-knuckle

boxing ring in Lambeth, they decided to see what leads it might develop. Unfortunately, since beginning their investigation into the Greens and their bare-knuckle boxing ring, Hudson and Brand have gone missing and not been seen for months. Neither Markham nor Sergeant Parlow know of the detectives' whereabouts beyond the fact that had gone out, 'hunting clues on the Fenians'. The haphazard and naïve creators of The Lady, the two brothers of the Heligoland Company, are dimly aware of her existence, are afraid of her, but are totally unaware that it was their experiments on Hampstead Heath that created her. They assumed the red wigged prostitute they decapitated and attempted to "bring back from the Veil" had stayed dead after they ran away screaming (see the cover image for the aftermath of this grisly deed).

SETTING THE SCENE

The London of 1889 is a city shrouded by a dun-coloured veil, its night time streets alive with muffled gaiety and the half-seen movements of those going about business best not asked after. During the day it is all a-bustle with crowds and carts as hawkers shout about their wares and church bells peal.

It is a place full of life in all its guises, with languages and beliefs from across the globe; even the gods of the dark corners of the earth are represented somewhere here, though often out of sight of the common man. Being the centre of the greatest empire of the age, it attracts all types and not all of them have the empire's best interests at heart. In fact, some would use any and all means at their disposal to inflict harm on Her Majesty's realm, no matter how abhorrent or contrary to the common good. It is in just such a place and amongst such company that the investigators will find themselves.

THE APPROACH

The scenario begins on an ordinary overcast day beset by intermittent showers when there is a knock on the front door of 33 Golden Square. Opening the door will reveal a young lad, no more than twelve years of age, shivering and sodden through to the bone, who will say that he has come about getting some "Tectifs" (detectives). He will introduce himself as Albert Barrett, but say that most people just call him 'Albie'. Once allowed inside the maisonette, Albie will say, "I know I ain't the sort to be able to afford gentlemen detectives, but I've heard tell Hudson and Brand are good sorts who'll help the needy out. I know 'cos I heard about the Three Beacons

and the girls you saved" When asked why he wants to hire detectives, Albie will tell the investigators that his friend, William Hatlocke, has gone missing. Any investigator native to the Lambeth area of London will recognise the real name of 'Bare-Knuckled Bill', a champion prize known to have never lost a bout. Any other investigator will recognise the name if they make a successful Education (Hard Difficulty) check. Albie will also tell the investigators that he works for Bill before and after a fight, getting him water, putting arnica on his bruises, and the like. He does this after his day shift at the Golden Lion as a cellar boy. Late last night though, at a fight in an old cooper's yard, Bill was knocked down for the first time in his career, so bringing his unbroken string of victories to an end.

WHAT ALBIE KNOWS

✦ After the fight, Albie was helping him when Bill's sponsors – a gang of Irishmen that Albie knows as 'the Greens' – turned up demanding to speak to Bill. They turfed Albie out of the room and while he was outside, he could hear an argument going on inside. Then the Greens left and they did not look happy.

✦ Once Albie finished helping Bill, the boxer told his young friend that he would see him later that day in the Golden Lion, the public house where Albie works as a cellar boy. Albie left the cooper's yard and did not see Bill leave.

✦ Bill did not show up that day, or the next day. Albie went to Bill's lodgings, but there was no answer. None of the other lodgers or the landlord have seen anything of Bill since before the fight. This is unusual behaviour for Bill.

✦ Thinking back to the heated words between Bill and the Greens, and knowing the dark rumours surrounding the Irishmen – for example, 'Big Shep was never seen again after that game of cards', Albie made his way to Golden Square as soon as he was able.

✦ If asked about the Greens, Albie will say that he has heard them talking about losing fighters in strange ways when they think they're alone. Their comments include 'there's plenty of meat on that one' and 'should keep 'er going for a bit'.

✦ The best place Albie suggests that the best place to start looking for 'Bare-Knuckled Bill' is the cooper's yard boxing ring as it is where he was last seen and there may witnesses there or clues to be found as to where he might be. He will mention a side door to the cooper's yard which is bolted, but never used and say that the main double doors are usually locked shut.

✦ Albie is clearly upset and with a Psychology check, an investigator will realise that the young man wants to say something else, but he is afraid to. With a successful Persuade or Intimidate check, Albie will reveal in a quivery voice that he has already been to the cooper's yard to search for Bill and spied a pair of Greens gang members stood outside smoking pipes. Unnoticed, he was able to creep up on them and he heard one say to the other, "That Bill fella had been a tough one to put down last night." At this point the distraught child begins to cry.

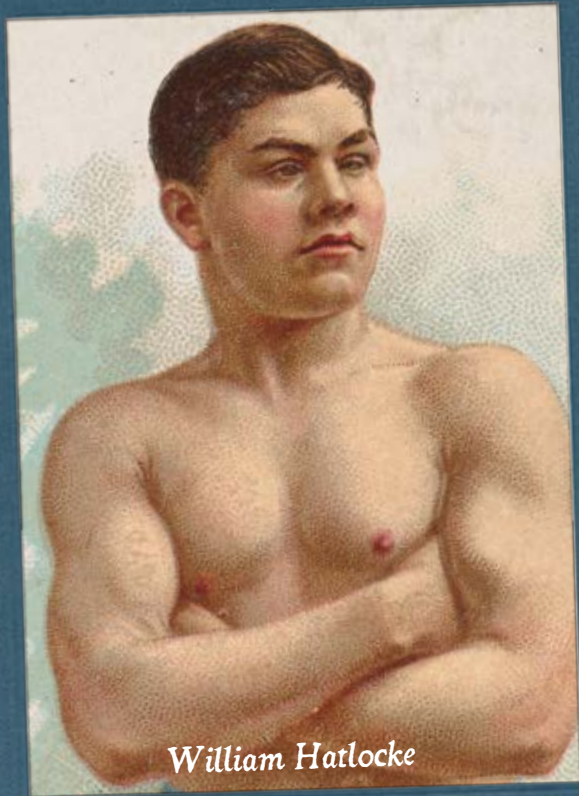


BARE-KNUCKLE BILL

William 'Bill' Hatlocke is a big man with a hearty laugh and a sense of humour to match. Previously a dock worker and warehouse labourer, he's also done some small time enforcement using his bare knuckles for various villains before settling in to boxing. He was glad to leave that life behind as he never enjoyed hurting people. He sees pugilism as a noble art. He is admired in his community and has been known to help widows and their children with his winnings a little when down on their luck.

THE GREENS

The Greens are an Irish gang based around Lambeth, Wapping, and Limehouse known to the police for its extortion, racketeering, and prostitution activities as well as the occasional turf war with other local gangs. The gang is also suspected of having links to the Fenian movement (see page 55 in **Chapter 9: Populating London**), although members of the gang will deny it and insist that the police are mad to think so. The gang is led by Brian O'Riordan, a pale bull of a man with dark eyes and a quick smile, who so far has evaded any implication of involvement in the Greens' criminal activities. His number two is a man called Mr. Seems, a giant thug who carries out the rough end of his boss' whims with quiet glee. He once tore a man's arm off and beat him to death with it – or so one story goes – and when people meet him they can believe it.



Sergeant Parlow or another police officer known to – and on good terms with – the investigators will be able to furnish this information. Otherwise, an investigator will need to make a Law or Persuade check to learn of it from the police. Alternatively, any investigator who resides in the Lambeth area will know this with a successful Education check. No Lambeth resident will readily share this information with any investigator.

BILL'S LODGINGS

William Hatlocke has a room at a lodging house in the borough of Southwark near the Elephant and Castle. The lodging house is run by Leonard Dakin and is a shabby affair frequented by travelling salesmen, shop workers, and clerks. The current lodgers include Alfred Haynes (travelling salesman), Edgar Norton (bank clerk), Oliver MacDonald (shop worker), and Reginald Trent (shop worker). None of them have seen William Hatlocke since the previous evening and none have a bad word to say about him, though Leonard Dakin will say that sometimes he could be late with his rent, but he always paid. However, the landlord will not let anyone into Hatlocke's room, claiming to protect his privacy, though with a good reason and any successful interpersonal (**Charm**, **Fast Talk**, **Intimidate**, or **Persuade**) skill (**Hard difficulty**) check – or a bribe of at least a crown – he will lend them the key for ten minutes.

Investigators will find a messy room with some old empty beer bottles and tattered note which reads 'Bill, do us proud or you'll be having words with the Lady. —O'Riordan'

THE YARD

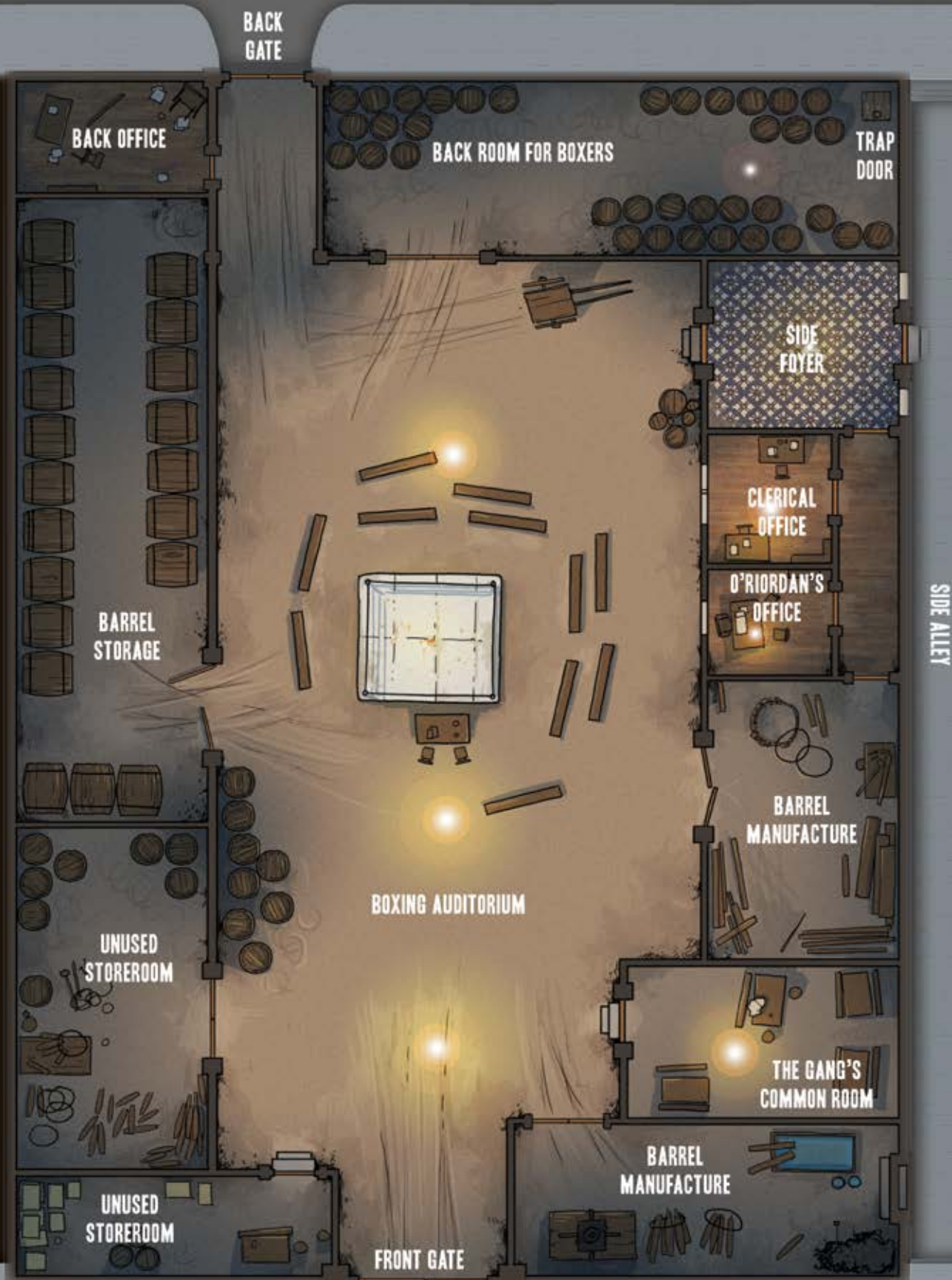
The cooper's yard is an old building located in Limehouse which has seen better days (for its location, please see the reproduction of Bacon's Map of London in the 'End Papers' section). Long since been abandoned by its tradesmen, it appears to be closed up with a pair of rickety wooden gates preventing entry into the makeshift boxing venue in the yard.

If the investigators want to talk to residents nearby, they will note that there are several washerwomen from in nearby tenement buildings pegging up garments on clothes lines as well as some looking urchins kicking around a ragged-looking ball. If approached, the urchins will gladly tell the investigators what they want for sixpence or a successful Intimidate skill check. The urchins will tell the investigators that they know Bare-Knuckle Bill and they would cheer him on when he went into fight and he would mock-box with them in a good-humoured way. They also admit to being jealous of Albie for helping him out. Last night, they saw Bill enter the cooper's yard, but did not see him leave since it was probably late at night and they would have been asleep. With a successful **Psychology** roll, an investigator will realise that one boy knows more, but is reluctant to say anything. The boy – who will give his name as Bobbie if asked – will tell them that last night he was awake and waiting up for his father who often watches the fights. Normally there are lots of cheers coming from the cooper's yard, but last night there were shouts not cheers and his father came home early because Bill lost the fight and did not go for his usual celebratory drinks.

Where the urchins were ready to talk to the investigators, the washerwomen will be wary and reserved with them, but can be persuaded to answer their questions with a **Charm** skill roll or a shilling or more. They considered Bill a fine figure of a man and would often spy him sparring at the cooper's yard. If treated courteously, one of the women, who will give her name as Nellie if asked, will state that she was returning home last on account of having been out for a nip of gin – "for the cold, don't you know?" – and when she got back, the cooper's yard was all shut up, but the lights were still on and that never happens. She didn't see none of the Greens about, but then nobody has been seen coming or going from the old yard all day and there is often one of them about. Of course, none of the fine gentlemen (and ladies) will have heard any of this information from Nellie or her friends as they know the reputation of O'Riordan and his henchmen.

By this point, the investigators should suspect that Bare-Knuckle Bill is still inside the cooper's yard. Breaking in should not present them with too much of a challenge. The most obvious means of access are the main double gates which open straight onto the yard, but they are locked and watched from multiple properties on the street. The gates can be broken down with a **Strength (Hard difficulty)** check, the lock opened with a **Locksmith** check. A **Spot Hidden** check will reveal that although the lock looks rusty, its mechanism is well oiled.

There is a side entrance to the cooper's yard down an alley and mostly out of view of the street and any observers. It is locked with an old and heavy padlock. With a successful **Spot Hidden** roll, an investigator will realise that due to the dust and rust around the door and lock that neither has been used in a long time. The side door looks solid enough, but



The Old Cooperage

Base of 'The Greens'

the frame is relatively weak, so it can be broken open with a successful **Strength** check. The lock is harder to pick and requires a **Locksmith (Hard difficulty)** check.

The room beyond the door is a tiled foyer. The outline of a doorway can be seen on the far side of the room.

Unfortunately, the Greens have placed a trap just a few feet inside the side alley door. The tiles around the door have been loosened and the floor beneath is hollow. The Greens have placed a mantrap into the 12-inch gap dug below. A **Spot Hidden (Hard difficulty)** is required to spot the slightly loose tiles over the shallow pit. If the pit is not spotted, the mantrap will be triggered by the first person to step into the foyer and into the pit. Fortunately, the tiles will provide one point of armour as protection from the mantrap's fearsome metal jaws. While the mantrap will not break an ankle, it will still inflict 1D6 damage. If this results in an investigator suffering a wound, it will also halve both his MOV and any movement related skill until he receives medical aid.

Besides the aforementioned trap, there are the remains of an old newspaper and a working oil lamp. The lamp has enough oil to burn for thirty minutes. The newspaper is a week-old copy of the *Evening Telegraph*, a nationalist newspaper published in Dublin. The only door from the foyer opens onto the main yard. This door is barred, but not locked.

The yard is dominated by the clear floor of the boxing ring, its corners marked by four battered barrels. As well as the ring, the yard is large enough to hold nearly fifty spectators.

Pushing the Roll

If the investigator fails the rolls to gain access the cooper's yard and its rooms, they have various ways of Pushing the rolls and trying again. They can find something to batter doors down, to climb onto and then over the main gate, or using the mallet and chisel to get through doors. A failed pushed roll will succeed, but in the process will attract the attention of 1D4+1 members of the Greens, who will arrive in ten minutes to deal with the intruders.

A single bench has been upended near one fence, two empty casks of stout and a crate containing wooden cups in one corner stand in one corner, and the floor is littered with discarded, hand-written betting slips. The ring is marked with dried blood spatters and scuff marks.

In addition to the gates to the outside and the foyer door, there are other doors, leading off the yard. The doors are quite new and are fitted with new and very modern locks – a Yale lock. These doors can be opened with a successful **Locksmith (Hard difficulty)** or **Strength (Hard difficulty)** check. If either fails, the mallet and rusty chisel from the workshop can be used to chip out the hinges or the lock. This will take at least twenty minutes as a single investigator hacks through the door.

UNUSED STOREROOM

Unlike the foyer, there are no traps in the storerooms (the Keeper might like to have the player roll dice for **Spot Hidden** checks to keep up the tension though). The storerooms contain all manner of rubbish and useless objects.

THE BACK ROOM FOR BOXERS

There is a barrel of water, a bucket, two casks of stout, a barrel of oil, and on a bench against the far wall, a box of first aid supplies, some pencils, and lots of pieces of paper (these are used as betting slips). The room is dirty, but not dusty and the floor is obviously marked with dark red-brown stains – clearly dried blood. The spots of dried blood are not numerous, but are easy to follow to the bench barrel where they end at the back of the room.

If the investigators suspect that there is a secret door beneath the barrel then moving it will reveal the door in the floor. Beyond the exposed opening can be seen stone steps leading down into darkness. The concealed door can be barred shut from the storeroom side. Should the investigators decide to post a guard at this entrance, five minutes after the other investigators have gone in, four members of the Greens will turn up and by whatever means necessary force the investigator on guard into the tunnels. They will not even bother to disarm the investigator as they believe that it will do him no guard down in the tunnels.



The villain O'Riordan

THE OFFICES

O'Riordan is not stupid enough to keep his records or valuables on the premises and any documents found here will be for rent, the buying of stout, and other legitimate and legal activities.

BACK OFFICE

This room is occasionally used to rough people up. No one is ever murdered here as that body could be used to feed Skanda, the tiger in the sewers, and she prefers her quarry frightened. Signs of struggles both recent and ancient can be seen here.

THE GANG'S COMMON ROOM

This room stinks and has empty stout barrels which have been emptied by members of The Greens. The stench comes from an 'improvised latrine' in the corner.

INTO THE TUNNELS

There is no source of illumination on the stairs or the tunnels below, so the investigator will need to provide their own. Fortunately, oil lamps as well as a barrel of oil can be found in the storeroom above. The stairs lead down to a brick lined tunnel – ceiling and floor – which is wide enough for two people to stand abreast. When the investigators reach the bottom of the stairs they will be able to smell an unpleasant odour, a mixture of faeces and spoiled meat.

After a few minutes' walk, the tunnel ends in a T-junction. There is nothing to distinguish either tunnel – both smell equally foul and both are shrouded in darkness with no sound. Whichever way they proceed, the investigators will quickly discover the cause of the foul smell. Bones and pieces of flesh – some easily identifiable from the body parts and the scraps of clothing still attached to the flesh as coming from numerous men and women, others just gnawed pieces of meat – litter the tunnels. On a **Luck (Hard difficulty)** check, the Investigators may discover some of the remains wearing uniforms from the Heligoland Trading Company, or crates bearing its name. They are mixed in with spoor and fur which with **Natural World (Hard difficulty)** skill check, can be identified as being that of a predator, probably a big cat. This check can be made with a Bonus die if the investigator has spent any time in India (indicated either by their background or an appropriate skill) and if successful will indicate that the big cat is probably a tiger.

The tunnels are the hunting grounds for Skanda, when she is let out of her lair for "a stroll", a man-eating Bengal tiger owned by the Lady. Skanda will stalk any intruders in the tunnels and this includes the investigators, although he can be bribed with large and especially bloody steaks into not attacking. She prefers to ambush the Inquiry Agents in her small labyrinth/den under the club. The tunnels are not exactly a labyrinth, but they are dark and Skanda will take advantage of this, waiting for the most opportune moment to strike at the investigators. Skanda's tactics are to charge out of the darkness, attempting to pounce, knockdown, and maul his prey. The animal will then bound back into the darkness and begin stalking his prey once again. The Greens and staff are largely safe. They wear a tattoo of a green circle on their collarbone. Skanda recognises this and doesn't attack. Any



Green worth his salt would go into the lair showing this tattoo while shaking in fear. The tattoo isn't magical and if any player could deduce this before entering the tunnels and get a tattoo of their own, Skanda would leave them alone.

✂ A successful **Listen (Hard difficulty)** check will allow an investigator to hear Skanda coming. This will enable the investigators to draw and fire any firearms before Skanda attacks. Since Skanda will be charging, the tiger will still have an attack as it bowls into the investigators even if he is wounded or killed in a hail of bullets.

✂ Due to the low level of light cast by the oil lamps and the cramped nature of the tunnel, all weapon attacks to hit Skanda must be made with a Penalty die.

✂ Due to the cramped nature of the tunnel, all **Dodge** attempts must be made with a Penalty die.

✂ As Skanda charges into the investigators, each investigator must make a DEX check to remain on his feet.

✂ The target of Skanda's attack must make an opposed STR check against Skanda to remain upright.

✂ Any investigator who fails the DEX check and is holding an oil lamp must succeed at a STR check to avoid dropping it. If the target of Skanda's attack is holding an oil lamp, the STR check is made with a Penalty die.

✂ Being stalked and attacked by Bengal tiger in a tunnel under London is a frightening situation. Each investigator must make a Sanity (1/1D6) check. At the Keeper's discretion, any investigator who has experience hunting big game and spent time in India will have a Bonus die for this check.

✂ Any attack rolls that result in Critical Failures will mean that another investigator has been hit.

This fight should be chaotic and frightening, even for investigators who have faced combat before. It is quite one thing for a group of investigators with firearms to face down a tiger with prior warning in the light, but it's a whole different situation if they have no source of light due to someone dropping the lamp a moment after a wild creature has leapt from the shadows upon one of them. There is a chance they may shoot each other or stumble over their own companion, and escape is hampered by not being able to see where they are going.

This is a nasty encounter with the potential for fatalities before the investigators have a chance to learn about the fate of Bare-Knuckle Bill and ultimately, Hudson and Brand. Some groups and their investigators may enjoy this encounter, but others may find too challenging or may be utterly ill-suited to such an encounter in the tunnels below London. There are several ways to adjust the difficulty of this encounter:

✂ If the investigator group is especially large or has come armed for bear – or in this case, tiger – then the Greens may have placed further traps in the tunnels. These will be trip-wires, which

if spotted will inflict no damage whatsoever, but are likely to prove dangerous if one or more investigators are forced to flee in the darkness after a tiger attack. If such investigators are panicking, it is highly unlikely that they will spot the trip-wires or remember where they are.

✂ A weapon might be found lying among the detritus of gore and faeces. If the Keeper is feeling generous, this is a Webley No.2 British Bull Dog .450 Adams revolver (1D10+1 damage, 1(2) rate of fire, capacity 5, and 6 Hit Points) with four rounds left in the chamber, otherwise a stout club or sharp razor blade might be found amidst the human remains.

Attempting to retreat in the face of an attack by the tiger will have its own challenges. With an orderly retreat and lit oil lamps, a **Navigate** roll is needed to remember where the entrance from the storeroom; retreating without light or fleeing after a failed Sanity check, but with a lit oil lamp needs a **Navigate (Hard difficulty)** check; and fleeing in the dark after a failed Sanity check requires a **Navigate (Extreme difficulty)** roll. The Keeper may allow these rolls to be made with a Bonus die if the investigators have marked their route on the walls, for example, with a stick of chalk, but any chalk marks will require light to be seen. Once the exit back into the storeroom is located, a simple catch can be found that allows the concealed to be opened from the top of the stairs. Unfortunately, ten minutes after the investigators enter the tunnels, four members of the Greens gang will return to the cooper's yard and bar the concealed door shut. It requires a **STR (Hard difficulty)** roll to break down the concealed and barred shut door – and the Greens on the other side will definitely hear it.



At some point in the tunnels, one of the investigators will kick something metallic that will skitter across the floor, gleaming in the lamp light as it does. The object is a gentleman's pocket watch, its face and rear being quite scratched from its time in the tunnels. Inside the front case are engraved the words, "Hudson & Brand, 33 Golden Sq. London." This is the first sign that Hudson or Brand may have been here and fallen foul of Skanda. Ulysses' partially eaten remains are in 'Skanda's Playground' and recognisable by the inheritor of the agency. Investigators should roll a SAN check here (1/1D6).



There are two other places of note in the tunnels. The first is Skanda's den, a twisting and maze-like chamber that reeks of tiger musk and damp straw. Skanda spends up to twenty hours a day in here sleeping. The second is another door. This is of firm wooden construction can be opened with a **Locksmith** roll or broken down with a STR check. A successful **Listen** check will confirm that there is no one on the other side of the door. It is also possible to shoot out the lock, though a **Luck** roll is required to avoid the anyone hearing it beyond the door and coming to investigate. If a **Navigate (Hard difficulty)** check is made, an investigator will be able to estimate where the tunnels have lead them. This will be several streets away from the cooper's yard, but in a slightly more well-to-do area. The investigator will not know exactly where they are.

THE HALL OF DARK MYSTERIES

The door opens into the cellars of the club, a discrete establishment which has only been open a few months and which caters to an exclusive but eclectic membership. None of the investigators will have heard of it or been here before unless they have read the newspaper included at the end of this book. The rooms beyond the door are clean, cool, dry, and do not smell like the tunnels. They are obviously a larder and cold store, a wine cellar, and general storage. A cursory inspection of the foodstuffs reveals tinned and bottled food, flour, and other dry consumables, while the wine cellar holds bottles of wine, whisky, brandy, absinthe, and gin.

The door to the cellar is unlocked and opens onto a set of creaky stairs that lead up to the ground floor. With a successful **Stealth** skill check, an investigator will be able to make it to the top of the stairs unnoticed and open the door. The general storeroom contains two wing-backed chairs partially covered

by a dust sheet, plus candelabras, boxes of candles and safety matches, casks of lamp oil, a cracked mirror, and various other ordinary household items. There are also several boxes marked 'Heligoland Trading Company', which can be prised open without too much trouble. They contain seemingly mundane yellow table cloths and linen. If they peek into the kitchen, they are able to spy a club valet with his back to the investigator, busy cleaning some silverware. Unless the investigators make an unusual noise – such as shooting out the lock of the door to the tunnels – the valet will not come to investigate. He is used to strangers coming and going via the cellar, and although he is not aware of any imminent visits by the Greens, he will politely greet anyone coming up from the cellar as if it is an everyday occurrence. The valet will ask if the sirs are here to see the Lady. He will politely answer the following questions, but otherwise refer the investigators to the Lady.

- ✂ Who is the Lady?: "Our patron."
- ✂ Where are we?: "You do not know where you are sirs? Why this is the Hall of Dark Mysteries."
- ✂ What is this place?: "It is a private establishment for gentlemen who enjoy the company of the Lady."
- ✂ Who are members of this Club?: "Sadly that is private information that I am not at liberty to divulge."
- ✂ What do members of this Club do?: "Why sirs, they enjoy the comforts of the club and adulate the Lady."
- ✂ How do I become a member of the Hall of Dark Mysteries?: "All membership requests are handled by the Lady, sir. In person."
- ✂ What does the Heligoland Trading Company have to do with this club?: "We have had some business with them, but I'm afraid I don't know the particulars."
- ✂ Where is 'Bare-knuckle Bill?: "I believe sir, that a Mr Hatlocke is enjoying the pleasures of the company of the Lady."
- ✂ What happened to Hudson and Brand?: "I have no knowledge of whom you speak, sir."
- ✂ Who are you?: "My name is Smith, sir."

If the party contains women, this will send alarm bells through the valet's mind as he knows 'The Lady' will have no other women on her premises. The adoration of the men in the establishment is to be hers and hers alone. The valet will scream "Intruders!" at the top of his lungs as soon as he sees a female investigator.

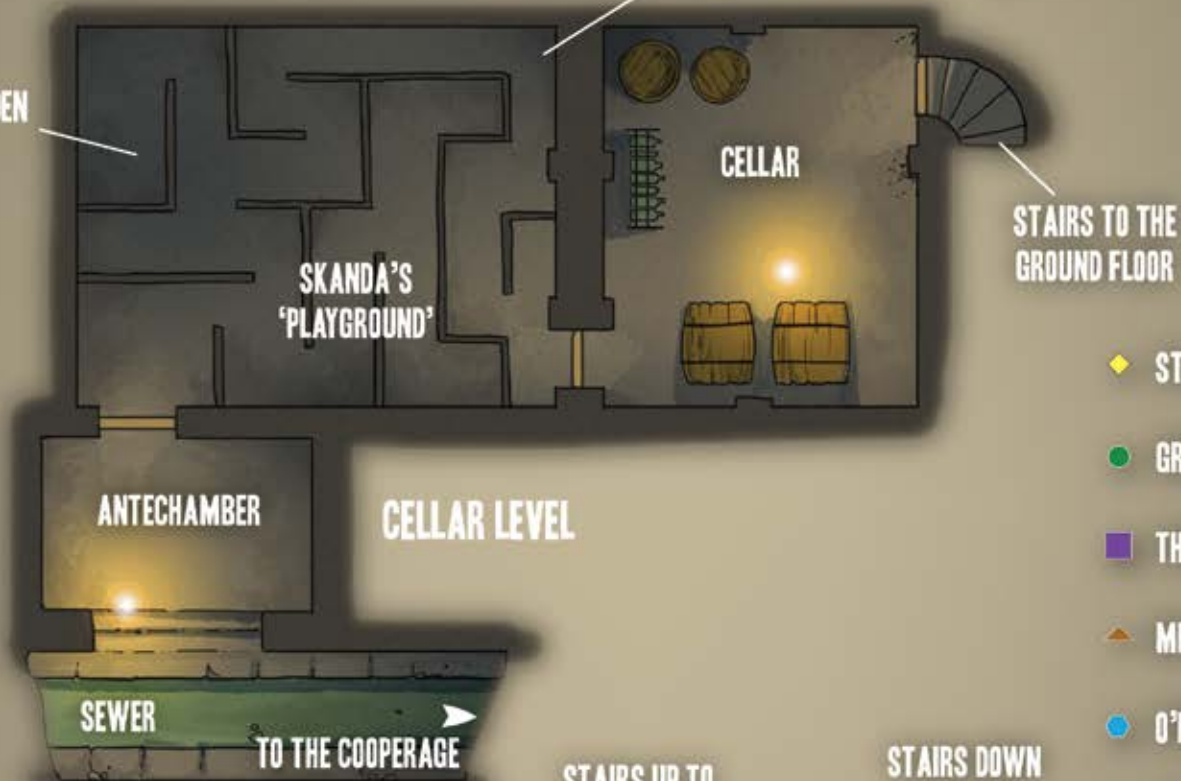
The valet will be happy to guide the investigators out of the kitchen and into the lobby where he lead them up three flights of stairs to the third floor to meet the Lady. When the investigators enter the lobby, another pair of valets will have just let a well-attired gentleman into the club. One has shut and locked the front door, while the other takes the member's coat. On the stairs lounges a workman, playing with a pair of knuckledusters. He will bolt upstairs when he sees the investigators to alert O'Riordan and the Lady on the third floor. As the investigators are shown upstairs, a successful **Spot Hidden** roll will reveal that any window to the outside is

EXTERNAL VIEW



SKANDA'S DEN

BRAND'S CORPSE



- ◆ STAFF
- GREENS
- THE 'CHIMERA'
- ▲ MR. SEEMS
- O'RIORDAN
- ★ THE LADY
- ◆ GUESTS
- Ⓢ SECRET DOOR



FIRST FLOOR

GAMING ROOM

MEMBER'S BAR

BOUDOIR

THE LIBRARY

MAIN OFFICE

STAIRS DOWN TO THE GROUND FLOOR

STAIRS UP TO THE SECOND FLOOR

SECOND FLOOR

STAIRS DOWN TO FIRST FLOOR AND SECRET ENTRANCE

THE AUDIENCE CHAMBER

THE LADY'S BOWER

'SENTRY ROOM'

THE RITUAL ROOM

THE CLUB ROOM

A stylized illustration of a woman with vibrant red hair, framed by a decorative geometric border. The hair is voluminous and flows around her face, which has a pale complexion and dark eyes. The background is a muted olive green.

Trust it will continue. All well.

GENTLEMEN of distinction and means are invited to probe the mysteries of the universe at The Hall of Dark Mysteries at their next scheduled meeting occurring this Thursday. New members welcome! Those of open and inquiring minds will find the evening especially fruitful. Led by the mistress of the hall, deep meditation will allow you to transcend this material plain and commune with angels!

The meeting begins at 7 o'clock prompt and after a short vetting procedure members will be allowed to enter and begin their new journey! Refreshments offered.

The Old Chapel, 12, Pigott Street, Limehouse.

OLD WHAT? How do I bemoan the
Thy ign'rant? Barmen won't
Tho', by their idiom and

B
BE
BEE
BEE
BEE
BEE
BEE
BEE

63

lined with iron bars. Unless the investigators decide to separate themselves from the valet, they will be shown into the Lady's room on the third floor (see O'Riordan's Friend below).

Alternatively, a second successful Stealth check will enable an investigator to sneak up on the valet and make a surprise attack on him, potentially knocking him out. If the roll is failed, the valet will cry out a warning and pull out a wickedly curved knife to defend himself. This will alert – as will a gunshot or any cry of pain – two members of the club's staff and a member of the club who will come to investigate within thirty seconds (five rounds) from the lobby. Armed with wickedly curved knives and spitting abuses like 'unworthy scum!', 'Egads! A woman!', and 'unenlightened bastards!', these men and the valet will attempt to subdue the investigators so that they can be sacrificed to the Lady, though they have no compulsion about killing the interlopers. While clearly determined in their defence of the club facilities, they are not without reason and will retreat to more help rather than face a group armed with firearms. If the attackers are forced to retreat, the investigators will hear shouts about a minute later coming from upstairs. A successful EDU (**Hard difficulty**) roll will identify the language as Irish Gaelic. Should the investigators need to arm themselves, the kitchen is full of knives plus other things that can be used as improvised weapons. Searching the body of any valet will reveal a ring with two keys on it plus his knife (all the staff carry a Kukri, a knife used by Gurkha). One opens the front door in the lobby, while the other opens up every other door in the club.

As mentioned previously, outside the kitchen door is a corridor that leads to a lobby. If the investigators subdued the valet in the kitchen, then as they reach the lobby, another pair of valets will have just let a well-attired gentleman into the club. One has shut and locked the front door, while the other takes the member's coat. On the stairs lounges a workman, playing with a pair of knuckledusters. If the investigators make a Stealth check, they will not alert the valets, the gentleman, or the workman to their presence. The workman will not move from his stool on the stairs, but the valets will go about their duties and the gentleman to enjoy the club's facilities. Further Stealth rolls will be required as necessary to move about the club unnoticed, but if noticed, any member of the club will alert a member of staff as to the investigators' presence. In such cases, a valet will approach the investigators and will greet them and ask the exact same question as the valet did in the kitchen – and will do so periodically. The valet will also have the same answers to any of the questions put him by the investigators. (*Note that each valet is a cultist devoted to the Lady, so the answers will be given naturally rather than by rote as if brainwashed.*) If asked, any valet will also happily provide the investigators with food and drink and if asked, will assure the investigators that neither has been poisoned. Any **Psychology** rolls made against the valets will determine that they are unhinged, but not obviously lying. If the workman on the stairs notices the investigators, he will bolt up the three flights of stairs to alert O'Riordan and the Lady.

Only if they are attacked – or find evidence of other members of staff being attacked by the investigators – do the valets or the club members attack the investigators. Otherwise once a valet is aware of the investigators he will shadow the investigators' movement throughout the club. However, the investigators will not be allowed to leave and there will always be two valets on duty at the front door which is kept closed and locked most of the time. Each gentleman in the club will be armed with the

same wickedly curved knives as the valets, while the valets will also have keys to the front door and each room in the club.

If they opted for the peaceful option, the Investigators will be privy to a brief scene of a valet and a member of the Greens trying to disguise the fact they are frog-marching another figure between them down into the cellar. If questioned they will say that this was a member of staff caught stealing silver, but from the figure's vacant expression and soft groaning it appears they have recently suffered a blow to the head. They mutter something about "don't let the Lady take me... anything but that" and then are led away. The figure is indeed a member of staff, one who can no longer bear working for the Hall of Dark Mysteries, and they are being led away to be fed to Skanda. They will spend some time down in the cellar 'preparing' its next meal.

The other rooms on the ground floor besides the kitchen and the larder include a dining room, a cloak room, and a small meeting area. The first floor is split between a members' bar and a game room, with the club library, the company office, and a boudoir also present. If any members wish to entertain a woman of 'low quality' they are permitted to use this room. There is ample window seating for those who wish to watch. The main office has a few items which would not only incriminate her in the actions of the Greens in terms of illegal gambling but also the Heligoland Company of smuggling. It's just paper evidence such as bills of importing Brandy without paying duty but it could be a pretext to investigate on another occasion. The second floor contains a bower the Lady does not need to use, as she doesn't sleep, but sometimes lets members of the club who have 'over-enjoyed' themselves sleep it off or Mr Seems stay overnight as extra muscle. There is also a club room for debates and a room for occult rituals (which never result in anything). The Audience Chamber, where the Lady is all of the time, is detailed below.

Barring the knives owned by the valets and the members, there is nothing out of the ordinary on the ground, first, or second floors. The Keeper can include details such as a ceremonial suit of armour with a weapon – a halberd (1D10+1 damage, uses the **Fighting (Spear)** skill) – or well-stocked drinks cabinets for combustibles/improvised explosives as he sees fit.

There is a secret door to the top floor that requires an **Easy Spot Hidden** roll, or no roll at all if they are being led by a valet.

O'RIORDAN'S FRIENDS

The stairs at the top of the third floor are guarded by Mr Seems, O'Riordan's lieutenant. Seems is a giant of a man, almost certainly the biggest man any of them have ever seen, and he carries a longshoreman's hook.

If a valet shows the investigators to the third floor, Seems will let them pass and remain on guard at the top of the stairs. If the investigators decide to storm the third floor, Seems will take cover and attempt to retreat to the Audience Chamber if the Investigators use firearms or he is outnumbered more than three to one. Seems has no desire to go down in hail of bullets, but if he can though, he will take the first opportunity to close with the investigators so that he can use his size and strength to his best advantage.



Mr. Seems, brute

THE AUDIENCE CHAMBER

If necessary, Seems will retreat to the main room of the third floor, the Audience Chamber. This room looks like a cross between a luxurious study and a throne room, with stylish deep wood panelling floor boards. It is dark and musky, with ornate candelabra, and chairs pushed off to one side, along with a well-stocked drinks cabinet. The rear of the room is a dais raised by about three feet and reached by steps that run around an ornate wooden chair with death motifs such as skulls and corpses carved into it. There is also a stench of decay in the room that is beyond revolting. The only obvious occupants are the leader of the Greens, Brian O'Riordan, and a tall, willowy woman. Dressed in a black evening gown, she has pale skin and dark, almost black eyes in a slightly too narrow a face and wears her long bright red wig down, against the style of the day. She also sports a horrific scar across her neck, now stapled together with masonry pins, that must have severed her head judging by the wound's ferocity. She is an utterly beguiling figure in a way that cannot wholly be explained except that she seems to sway even without moving. Parts of her seem independent of the rest of her body or she is perfectly still whilst the world moves around her, but either way, there is an innate wrongness to this woman that is likely to disturb any view her. As she sways towards the investigators, they need to make a Sanity (0/1 loss) roll.

As the Lady sways towards them, the investigators will be able to hear a low moaning coming from a corner of the room. If any investigator wants to take a look, he will see a large, well-built, but badly bruised man, wholly naked but

for the restraints at his wrists and ankles and the gag in his mouth. This is Bare-Knuckle Bill, battered and bruised after a punishment beating from Seems and the other gang members. He sits wide-eyed and temporarily insane next to a large pile of congealed and fused human half-corpses of roughly 8 men, lying stinking in the corner. Two of them pitifully eye the investigators seemingly begging for release from their torment. One of those is Hudson. He is beyond rescuing. (his lighter which reads "Good Hunting, Ulysses" is nearby on the floor).

Thus the ends of Hudson and Brand become clear. Brand met his end at Skanda's claws and Hudson, desperate to avenge his friend's death, continued on and is now an undead and pitiful thrall to The Lady. A fate now facing Hatlocke and the investigators. They need to make a Sanity (1/1D10 loss) roll.

The Lady will ask the Investigators what they want as soon as they appear at the Audience Chamber door with "Ah. Hello. You have questions?"

She will answer their questions as follows:

- ✘ Who are you?: "A Lady, but you may call me The Lady."
- ✘ What are you doing here?: "Providing meaning to the lives of these dreary little men, and soon... this dreary little empire"
- ✘ Where are Hudson and/or Brand? "You know them? I believe at least one of them disagreed with something that ate him. (She lets out a little maniacal giggle here) The other is... in my service."
- ✘ What do you want with Bill?: "I am a lady of considerable appetite."
- ✘ Why are you working with the Greens?: "O'Riordan has been most helpful, and his network sinks deep across the city. . .and beyond."
- ✘ What is the link with the Heligoland Trading Company?: "We have a mutually beneficial understanding."
- ✘ Was that your tiger?: "Yes, isn't he adorable? Wait, 'was'?"

The Lady will not attack unless provoked, such as learning the Investigators have killed Skanda (she is less troubled by the murder of her staff or minions) and seems to be humoured by the Investigators. She will not involve herself in combat unless directly attacked, but is clearly not impressed by violent acts towards the club staff or the Greens. Should anyone directly attack her, she will reveal her true power and attack. If any players make a successful **Idea** check, they may consider using the candelabra and it's lit candles as impromptu weapons or as a defence to keep The Lady at bay. Another **Idea** should yield the thought of grabbing decanters from the nearby drinks cabinet and hurling them into the fireplace as a distraction or attack, depending how close people are standing to it. The Lady is extremely sensitive to sunlight. If the Inquiry Agents create a hole in the roof of SIZ 30 or more (explosives or a round of consistent gunfire from 4 or more Investigators) and it is daylight outside, The Lady will suffer 1D6 damage per round from burns. She will be restricted to the opposite side of the room to avoid damage but will still try to attack players.



Should the Investigators wish to grab Bill and flee, the Lady will not stand for her meal being stolen. She will demand a sacrifice of greater worth in order to remain satisfied, but in the event that this is not forthcoming she will reveal her true power in order to defend her food. It is possible that the Investigators may defeat the Greens and offer her Seems instead, as he is the only immediately available human of larger size; she will accept if he has been subdued and no other Greens remain. If O'Riordan is still conscious she will chide him for his failures and inform him to do better next time, or remember what happened to Mr Seems.

It is possible that the Investigators may strike a bargain with the Lady. If this is the case, depending on its severity or depravity, Keepers should feel free to award additional SAN loss (2 seems fair, with an additional 2 for particularly heinous deals in light of Hudson's fate).

O'Riordan will not participate in any fight between the Lady and the investigators unless it lasts more than ten rounds or he is attacked by the investigators. Once in the fight, he will call for Seems to help him. His subordinate will render his assistance, but if the investigators manage to kill the Lady – or it looks like they are about to, both men will flee the club and go to ground. In the process, they will do their best to throw any surviving valets or club members in the way of either the Lady or the investigators. If that fails, they willingly sacrifice any surviving gang members too (after all, they can always get more).

This encounter may go in several different directions, although the Keeper should bear in mind that the Lady is not

just another criminal to be reasoned with; her motives are inscrutable and with little provocation she may change her mind.

DETAILS ABOUT THE HALL

Located in Limehouse, the Hall of Dark Mysteries has not been open for very long. It recruits members through personal invitation only and its membership consists of ambitious, middle class professionals and social climbers. It has all of the facilities expected of a club its size, including a dining room, bar, games room, library, and so on. It is decorated with acres of mahogany panelling and numerous gaudy paintings in the romantic style. One notable decoration is a life-size stone statue of a Greek warrior brandishing his sword and shield in triumph, located in the lobby. A plaque at the base of the statue states that it was donated to the Myrmidon Club by Edward and William Healey of the Heligoland Trading Company. The Myrmidon Club is the official name of The Hall of Dark Mysteries. The Myrmidon Club had a brief heyday during the Georgian fascination with the Greeks after the building was closed as a rectory to a chapel that had long since closed and been pulled down. The building is still known locally, however erroneously, as 'The Old Chapel'.

The members and staff have all been indoctrinated into abhorrent practices in the guise of secretive Freemason-style rites. By the time anyone of them realised that what they were doing it was far too late and when the Lady revealed

her true power to them, it snapped their already-brittle minds. Management of the club is handled by the Lady in her rooms on the third floor, but there is an office on the ground floor behind the lobby. The safe in the office holds the club's official paperwork and account books, £300 in notes, and an Adams Mk III revolver, plus sufficient bullets for one reload. The Lady has the key to the safe or it can be opened with a **Locksmith (Hard difficulty)** roll. Alternatively, the safe is just small enough to be carried from the premises by a couple of strong men and a professional safe-cracker found. Finding a successful safe-cracker will take several days. An examination of the account books – which will take several hours – will reveal that all incomings and outgoings are handled by 'Myrmidon Club Management'. With an Accounting check, the investigator can identify the Heligoland Trading Company as the owners of 'MCM'. While the Heligoland Company fear The Lady, they also know her uses and think it is far better to keep your fears under a single roof than to release them to wander in the night.

The office also has a telegram and letter rack. There is one telegram of note in the rack. It reads "May have B. Be ready for guest soon. In faith EH."

CONCLUSION

Once the investigators have escaped the club or/and defeated the Lady, they will undoubtedly have several questions. Whether they saved Bare-Knuckle Bill or not, they will now be marked as an enemy of the Lady (if she survives) and whoever her shadowy masters are (the brothers who operate the London Warehouse of The Heligoland Company). Of course, The Lady shouldn't survive but she is undead and they may not think to burn her seemingly lifeless corpse. The Investigators may need to flee to survive but The Lady will not easily decide to flee but may play dead instead (More dead than she already is, that is).

The Greens may have been entirely wiped out through the course of the fighting, but if Mr Seems or O'Riordan survived they will continue to be a thorn in the side of the London constabulary, and will no doubt be after revenge against the investigators – 33 Golden Square will most likely be receiving visitors, and not the type that require Markham to put out the good china.

The investigators will have some clues as to the fate of Hudson, the Lady and her criminal allies will have been defeated, and a nest of cultists vanquished. They will no doubt have several questions still left outstanding however:

- ✂ Who (or what) was that Woman-monster and where did she come from?
- ✂ Who financed Myrmidon Club Management?
- ✂ How do they lay Brand and the pitiful Chimera that Hudson is now part of to rest?

If the investigators call for police involvement via Sergeant Parlow, he will quickly alert Superintendent Hooker and together they will investigate the Hall of Dark Mysteries. In the days that follow, the newspapers will report that the police have raided and shut down a brothel in the Lambeth area and several members of a local gang, the Greens, have been

Keeper's Notes

If the Keeper believes that the scenario involves more combat than the players and investigators can cope with, the following options are suggested:

✂ *Do not have the Greens bar the concealed door in the storeroom and thus allow the investigators to retire to get support in the form of Sergeant Parlow and 1D4 constables.*

✂ *Make the cultists – both staff and club members – non-combatants or reduce their combat skills, leaving Skanda the Bengal tiger and the Lady as the primary antagonists for the investigators to deal with.*

✂ *The Greens fear rather than worship the Lady and will not fight to the death for her. They know to run and can even be reasoned with by the investigators if placed in a situation unfavourable to them. It can often be a satisfying site to see good Bobbies trouncing villains in the streets with their truncheons as they round up those Greens who panic and run from the club.*

✂ *The Chimera-like composite creature that Hudson is now part of is, in actuality, no physical threat at all. It may be horrific to look at and may forever haunt the dreams of the Inquiry Agents for the rest of their lives but the creature can't move more than a few inches a day, is in constant pain, and has no natural weapons of any kind. A few bullets or fire will resolve its fate.*

arrested. The investigators will also be visited by Superintendent Hooker, who will explain that the club has been shut down, the staff arrested, and each of the club members has been sent to a sanatorium or the country for a rest. He will not be pushed on the fate of any of the club's supernatural elements but will say that they have been 'put down'.

Alternatively, if the investigators do not alert the police or simply set the club premises alight and ran, Superintendent Hooker may approach the investigators to see if they know about the club. Again, a cover up will have been carried out and any deaths and injuries – mental or physical – will be attributed to the fire. If the investigators decide to lie about their involvement in the end of the Hall of Dark Mysteries, the Keeper may allow an opposed roll between the investigator's **Persuade** skill and Superintendent Hooker's **Psychology** skill. If Superintendent Hooker wins the opposed roll, he will not say anything unless the investigators confess their involvement, but they will have lost his trust.

There is still the remaining issue of the disappearance and possible deaths of Hudson and Brand. There is the inference that Brand might have died in the tunnels under Skanda's teeth and claws (evidenced by the H&B lighter), but equally he could have been engulfed by the Lady's 'pet Chimera' in the Audience Chamber. As Hudson was. That said, if the investigators discover the telegram in the office behind the

lobby in the club, they may believe that the 'B' mentioned in the telegram refers to Brand. Ultimately, the investigators may never gain closure as to the fate of Hudson and Brand, but clues may be found in subsequent scenarios.

No matter what direction the Keeper chooses for the players and their investigators after 'The Curious Case of Bare-Knuckle Bill', the investigators will surely be more prepared for their next encounter with the mythos and its dread servants – after all, they are all that stand between insanity and the wellbeing of the heart and soul of the greatest city in the greatest empire the world has ever known!

SANITY REWARDS

For defeating The Lady, investigators should receive 8 Sanity Points. For killing Skanda, they should receive 4 sanity points.

DRAMATIS PERSONAE

ALBIE BARRET

A well-meaning and earnest young lad, Albert 'Albie' Barret works at the Golden Lion, a perfectly adequate drinking house. He is often red-cheeked and tousle haired, and is hugely proud of the fact that he helps Bill before and after his fights. For his statistics use the Street Urchin profile in **Chapter 9: Populating London**.

SKANDA – the Lady's Bengal tiger

A wild and ferocious tiger captured in India and fed on a certain Tcho-Tcho concoction, he serves his mistress with unwavering loyalty. Cunning, possibly even cruel, Skanda has slain many men and now has a taste for humans as can be seen by the scattered remains of all the meals in his subterranean lair. The only defence without combat is a pile of steaks or having a green circle tattoo, such as is possessed by the staff and members of the Greens

STR 120 CON 60 SIZ 80 INT 50 POW 65
DEX 100 HP 14

Damage Bonus: +1D6

Build: 2

Move: 10

ATTACKS

Attacks per round: 2

Skanda has powerful claws and teeth used to bring down his prey.

He may use a manoeuvre to wrestle and pin an opponent.

Fighting 60% (30/12), damage 2D6 + db

Dodge 25% (12/5)

Armour: 2-point fur and skin

Skills: Spot Hidden 60%, Stealth 70%, Track 50%.

CULTISTS

Although they may seem relatively normal with a cursory inspection, the gentlemen and staff of the club are totally in the thrall of the Lady and will stop at nothing to further her aims, even at the cost of their own lives. They each wear a green circle tattoo on their collarbone, signifying to Skanda that they are not to be eaten.

STR 60 CON 55 SIZ 60 INT 50 POW 40
DEX 45 APP 55 EDU 60 SAN 0 HP 11

Damage bonus: none.

Build: 0

Move: 8

ATTACKS

Fighting (Brawl) 40% (20/10), damage 1D3+db or curved dagger, damage 1D4 + 2 + db

Dodge 22% (11/5)

Skills: Intimidate 40%, Stealth 30%.

GREENS GANG MEMBER

Use the gang member statistics in Chapter 9: Populating London, but additionally they all speak Language (Irish Gaelic) 45% in addition to Language (English) 45%.

BRIAN O'RIORDAN

Leader of the Greens, on the surface of it O'Riordan seems an affable character with a broad smile and curly ginger hair. He has quick, bright eyes that seem to smile all by themselves and he'll keep them fixed on you even whilst he tells his boys to 'make a proper example of this one'. His alliance with the Lady was initially one of greed for the additional power she could bring to his criminal enterprise, as whilst he's all for the liberty of Ireland he's also discovered he enjoys his position of authority and has no intention of returning to Dublin any time soon. Now though, he's absolutely petrified of his new ally and will do almost anything to keep her happy.

STR 70 CON 70 SIZ 70 INT 65 POW 60
DEX 60 APP 60 EDU 40 SAN 37 HP 14

Damage bonus: +1D4

Build: 1

Move: 8

ATTACKS

Fighting (Brawl) 50% (25/12), damage 1D3+db

Handgun (revolver) 40% (20/10), damage 1D8

Dodge 30% (15/7)

Skills: Appraise 50%, Charm 60%, Language (English) 65%, Language (Irish Gaelic) 65%, Psychology 60%, Spot Hidden 65%.

MR SEEMS

O'Riordan's lieutenant, he is a giant of a man with legs and arms built like muscled pistons. He is not given over to many words and emits a quiet aura of implied violence wherever he goes. Like his boss, Seems isn't wholly dedicated to the Fenian cause, but unlike his boss he mostly uses it as an excuse to do his favourite thing – being incredibly, gratuitously violent.

STR 90 CON 90 SIZ 90 INT 60 POW 50
DEX 60 APP 45 EDU 30 SAN 21 HP 18

Damage bonus: +1D6

Build: 2

Move: 8

ATTACKS

Fighting (Brawl) 70% (35/17) damager 1D3 + db or longshoreman's hook (damage 1D4 +2 + db)

Dodge 30% (15/7)

Skills: Intimidate 80%, Language (English) 60%, Language (Irish Gaelic) 60%.

THE LADY

The Lady is close to six feet in height, with a long red hair wig that reaches down to her hips which she wears down (see the cover of this book for her murder scene). Her complexion is as pale as porcelain, with dark eyes that could almost said to be black and a narrow face that possesses an austere beauty. She wears a crimson dress with black lace trimmings in a cut which is quite fashionable for the time.

Beneath this exterior of beauty and poise lies an unwholesome and loathsome reality; no human heart beats in her breast and her mind is unlike anything born through natural means. The Lady seldom speaks, and when she does her crisp voice chills listeners to the bone. She is a nameless entity, summoned in the black of night through a ritual of blood by someone quite clearly devoid of any sanity.

Thus far she has been most adept at removing a few rival criminals to the Greens and she has gathered about her a small personal following at the Hall of Dark Mysteries which she now runs like her personal fief. In return she has only asked for suitable nourishment, but O'Riordan has noticed that she occasionally receives telegrams which she swiftly disposes of into the fire. At least one was from the Heligoland Trading Company.

Although the Lady may look quite human, she is anything but, and upon occasion portions of her true undead aspect may be uncovered. When roused to anger, sadness or joy her skin mantle pops and bursts open, revealing a sticky mass of rotted flesh in the process of 'healing' from her consumption of the POW from her victims.

In truth, The Lady is as much of a victim as those she has consumed. The brothers of the Heligoland Company, seeking to cut costs by making an unliving workforce from the city's homeless and whoring population, enticed a comely young Dollymop known as 'Red Mary' to accompany them to Hampstead Heath for some 'trade'. To her shock, they stabbed her with an unusual glowing blade and then severed her head. Yet she was still conscious. She watched in shock as they recited words she could not understand and gesticulated wildly. Growing increasingly disturbed at what they had done, and upset at the seeming lack of progress, they put her head on top of her corpse

in akin to some sick tableaux and fled from the scene hoping it would be seen as just another murder of the morally corrupt. They would later perfect their skills but would be unaware that once she had recovered from shock and started her rapid drift into insanity, she would calmly stand up, pick up her head and walk back to London, entering the nearest sewer access point. Some long months of stitching herself together, learning of her newly skills and enticements, and then returning to the quietest allies of the surface to rob rich patrons ensued to the point where she could actually encourage the Greens to serve her. Her appetites grew as she established the Hall of Dark Mysteries and began to feed and rob the rich men, the young men, and the healthy men who had abused her in life. When she is initially met by the Investigators she appears living and healthy but that façade will soon drop once her temper rears its head. Sadly for The Lady, her creators never attended the Hall of Dark Mysteries so her vengeance was never complete. Any dealings with the Heligoland concern have been by letter

STR 120 CON 100 SIZ 65 INT 65 POW 70
DEX 70 APP 80 EDU 50 SAN 0 HP 22

Damage bonus: +1D6

Build: 1

Move: 8

When in her monstrous form, the Lady loses her APP and EDU statistics and increases STR by +20.

ATTACKS

Attacks per round: 2

Engulf: The Lady will attempt to entrance her foe into her horrifying, Chimera-like pet. She may choose one target at a time, and makes an opposed POW roll with one character within five yards. If successful, she mentally seizes and holds her victim, absorbing them into her 'pet' where they begin to be digested. While being digested, the victim suffers 1D6 hit points damage each round from the caustic acids and digestive fluids breaking down parts of the unfortunate's body. She will always leave their face so they can be recognised (her attempt at humour) and any hit points siphoned from the victim will transfer instantly to her. Those so held may attempt to break free each round by an opposed POW roll until, after 2 rounds, they are engulfed by her 'pet'. They then have 2 rounds to succeed in a STR vs STR 90 roll (losing 4APP and 1D20 SAN per round). After that time they are lost and can only be destroyed by fire or a bullet to what remains of their head.

The Lady may only feed on one victim at a time.

Fighting (Brawl) 70% (35/17), damage 1D6 + 2 + db

Dodge 35% (17/8)

Armour: None, but (1) fire and electrical attacks do only half damage; (2) physical weapons such as firearms and knives do only 1 point of damage per hit; (3) the Lady regenerates 2 Hit Points per round (in addition to any hit points gained from sacrificing Investigators to her pet).

Skills: Intimidate 70%, Listen 80%, Spot Hidden 80%.

Sanity Loss: 0/1 to see the Lady in her human form due to its unerring nature, 1/1D8 to see her in her undead Wight-like form.

OPHELIA RISING

INTRODUCTION

The investigators have reason to look into the Heligoland Company, the subject of one of Hudson and Brand's earlier cases. In the process they encounter the two Carver brothers and what remains of their Shub-Niggurath cult, as well as the dead souls reanimated to aid them. The investigators may well discover they are not the only one drawn to the brothers, as a young artist finds himself in danger and one restless spirit returns from her watery grave.

SCENARIO BACKGROUND

In September 1882, Hudson and Brand thwarted the activities of the Heligoland Company, who had been trying to smuggle illicit contraband out of London by boat. The steamer, its cargo, and all hands on board sank to the bottom of the Thames. This past investigation is covered in greater depth under the entry for **Case 6: A War Like No Other** (see page 70).

The Heligoland Company is front for a Shub-Niggurath cult, in particular for some wealthy European businessmen who have been made privy to some of their secrets. The Company, as it stands, doesn't employ a great number of people who are knowledgeable about the Mythos and, as such, the brothers Timothy and Frederick Carver ordered the abduction of people who wouldn't be missed, to be killed and reanimated as zombie slaves, who could be relied on to help move heavy crates without asking any questions. Their biggest mistake was underestimating how much the community would work together to look into these disappearances.

When Hudson's actions caused the Heligoland steamer to go up in flames, the ladies stood motionless as their dresses caught fire, going up like human candles. None survived. Their bodies were retrieved by the police the following morning, along with several of the items that were found amongst the wreckage, including a number of exotic items stolen from museums and private collections (plus a number of items legitimately purchased by members of the Heligoland Company). The Heligoland Company chose to settle the matter outside of the courts with a hefty fine, claiming the responsibility lay with a number of disgruntled ex-employees.

CHAPTER 8





Whilst several cult members went down with the steamer, the Heligoland Company have had some time to recoup their losses. Timothy Carver arranged for a Tcho-tcho magician to join the Heligoland Company in London. Pema Dag Po, or simply "Po", as Timothy Carver insists on calling him, thinks very little of his employers, but both Dag Po and Carver consider themselves more valuable to the cult and the deity they serve than each other. Frederick Carver, the younger brother, is perhaps more ambitious outside the cult - whilst he'd happily take control away from his brother if an opportunity arose, he won't work with that foreigner to do so. Frederick tends to spend more time providing the Heligoland Company with hired muscle, whilst his brother takes care of more practical things, both legal considerations and otherwise.

OPTIONAL COMPLICATION: DEAD AND DREAMING

The scenario can be played with the conceit that not much has changed, and that these three key figures of the cult are simply based at the Heligoland Company warehouses, on Lion Wharf, waiting for the investigators to finish what Hudson and Brand began.

However, to add a little flesh from the bones, these other elements can come into play. Dag Po has, under cover of darkness, taken to sending a newly created zombie into the depths to reclaim any lost items that can be found scattered

across the bottom of the Thames that the police failed to retrieve. As the steamer sank to the bottom, the hull was breached, and many items spilled out. One large rectangular crate that, lid smashed open, seems to have lost all its contents to the river water.

In truth this box was the last resting place of one of the last abducted girls. The process of a turning a recently deceased body into a zombie is a lengthy process, that involves letting the corpse rest, and one such girl was undergoing the process in the hold of the ship whilst it took place. This young girl, Annie, was still waiting to be reanimated when the boat went down and, as such, she was not caught in the same inferno that spread the upper decks.

Annie is unique in another way; she was a Dreamer in life. In death her spirit has transferred to the Dreamlands, to live her life anew. The reanimation process somehow compels her mind to return, trapping her soul within her rotting body. Somewhat aware of what she has become, Annie dares not immediately return to the world above, instead remaining in the dark, seeking to avoid detection and escape back into her dreams. However, in seeking to escape her mind reaches out towards other sensitive souls.

OPTIONAL COMPLICATION: THE ARTIST

The investigator may already be looking into the Heligoland Company warehouses, situated on Lion Wharf just off Pennington Street, off the back of Hudson and Brand's sixth case file. However, if you wish to add a further detail they can be drawn to the warehouses by the murder of George McLachlan.

George McLachlan is a London-based artist. His most recent work in progress has been a piece he calls *Ophelia Rising* - in part inspired by the Pre-Raphaelite obsession with the tragic figure of Ophelia, but in part inspired by recurring dreams of a woman beneath the surface of the Thames. As time passes he feels more and more compelled to visit the river by night, feeling as if it is drawing him to it by the light of the moon. It is one of these visits to Lion Wharf that gets McLachlan noticed by a drunk Frederick Carver, who confronts and kills him.

Depending on what suits your story the investigators may be witness to the murder, or someone else (a group of dock workers heading home, or a policeman) may disturb Frederick before he is able to roll the body off of the wharf and into the river. Frederick quickly makes his escape to the warehouse. He is aware that he has been somewhat reckless, by murdering the artist so close to home, but his immediate thoughts are to get off the streets, and that means straight into the warehouses.

McLachlan is still alive when his saviours reach him, but not for long, savagely stabbed by the drunken Frederick. As blood pumps from his wounds, his clothes and the pavement slick and red with fresh blood, he can say only one thing as he stares upwards, gasping at the sky: "Ophelia..." He dies moments after. If the investigators are not the ones to



rush to his aid then they will hear this from whoever was there to witness his final words.

A successful Spot Hidden roll will detect a faint trail of blood heading around the corner of the warehouses, towards the entrance. A bloody handprint can be found at the open door.

THE WAREHOUSES

The warehouses adjoin each other, forming what is essentially one large warehouse. There are a number of buildings contained within, small reception, a larger collection of offices, and a residential block (see the maps provided). In the darkness interior of the warehouses there can be seen a number of barrels and crates, but it does not look as if the warehouses are being used to the best of their abilities. In fact the Heligoland Company is in the process of moving their operations elsewhere. What remains here mostly barrels of dried, or perished, foodstuffs.

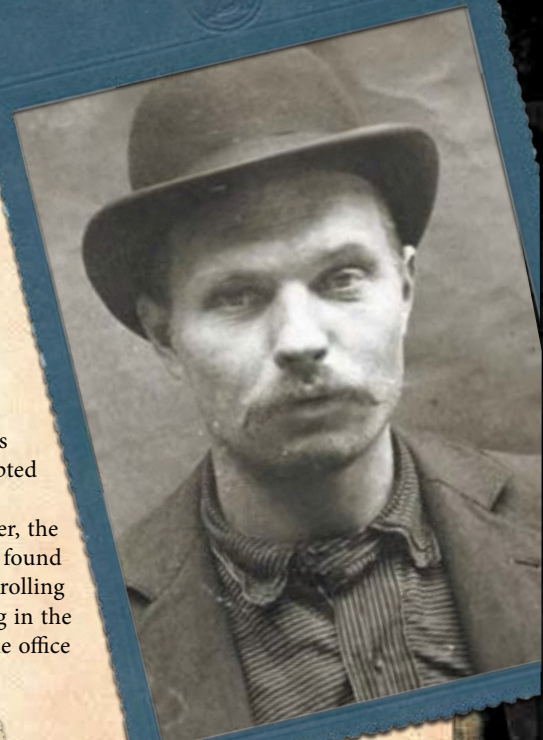
The warehouses are regularly patrolled by a lone guard, Terrence Pegg. The investigators may spot him (or bump into him) outside, or may encounter him in the darkness of the warehouses. He'll likely be patrolling, alternating between the two. If he's taking a break he might be found within the reception instead.

The brothers are likely to be having a meeting in their residence, concerning their current plans. Timothy is more likely than not talking, whilst Frederick is listening. Should the younger brother have just murdered George MacLachlan on the company doorstep Timothy will be berating Frederick for his stupidity. In either case Frederick is likely drunk.

Dag Po can be wherever it feels most appropriate. The brothers rarely invite him into their residence, but he may be in the office complex, where he sleeps close to the 'workforce'. He might be out with his newest zombie, attempting to retrieve more items from the river. Or, if Frederick has just murdered MacLachlan, Dag Po may be hiding in the shadows of the warehouses, waiting for intruders to break in.

THE RECEPTION

The reception is little more than a small hut at the entrance to warehouse one, containing a couple of chairs, a desk and a table. There's not much of interest here, with many of the previous contents moved elsewhere as the brothers attempted to relocate their operations. However, the guard can often be found here, if he's not patrolling outside (or sleeping in the Guard Room, in the office block).



THE OFFICE

The office block contains mostly rooms used for the day to day operation of The Heligoland Company, but since Hudson and Brand intervened things have been quiet of late. Several employees died when Brand sank the company's ship, whilst others have disappeared, either to carry on the company's work elsewhere, or through attempts to placate the cult's dark patron.

Assuming the investigators are exploring thorough they'll find the rooms mostly in a state of disarray. There may still be some incrimination paperwork, particularly if you wish this scenario to form part of a larger investigation, but the brother have been quite thorough in their removal of suspicious materials. They are aware that their operations had been discovered, and the police have already shown some interest in their activities, and so they have been working to ensure that there is nothing here should they later be raided.

The storerooms are largely empty of important things. Articles of clothing, perhaps, and a number of items they've not yet had the chance to move. The armoury has a couple of rifles in, but the two brothers tend to keep themselves armed without having to head to the armoury first. There are, however, bullets for the pistols they carry at all times. If you'd like to have some artefact or tome for the investigators to find, there are plenty of rooms such an item might be tucked away in.

Storeroom One, nearest the main entrance, is where Dag Po sleeps, as it allows him to be close to the reanimated workforce. He only has a couple of blankets and some clothing amongst the boxes here, plus any components he needs for his magic. Although it's clear someone sleeps here, it's tidy enough. Amongst folded up blankets there is a small book. It looks, at first, as if it might be a bible, or some other religious text. In fact, it's filled with handwritten notes. If the Tibetan text can be translated it is revealed to be a journal. Although it is mostly an account of Dag Po's journey to London, and the strange customs he has encountered here, it has enough detail of his own bizarre day to day rituals and can provide a Cthulhu Mythos increase of 2% at the cost of 1/1D6 SAN.

The Guard Room is home to the guard Terrence Pegg, when he's sleeping on site (there are a few personal items, such as a letter from his daughter Lucy, the sole child from a failed marriage, and a bible, which he reads to ensure he's not damning his soul completely). Next to the Guard's Room is one of two 'Meat Rooms', where the undead workers are locked in at night. The rooms are filled with blocks of ice so as to forestall decomposition of the workforce. The undead are stupid but they are fast zombies and will attack anyone they do not recognise en masse. They will attack to kill - in lieu of weapons most of them will try to grapple their victims to the ground and rip out their throats with their teeth. The room closest to the guard's room is where Dag Po's newest zombie is kept, a large fellow known as 'Tiny Tim' (to differentiate between him and the older Carver brother). In the other Meat Room, located nearer the Coolers, is the undead form of a burglar who unwittingly stumbled across the zombies when he broke into what he assumed was an empty warehouse.

There are a couple of large wooden boxes within each **Meat Rooms**, where Dag Po usually instructs the zombies to lay the bodies of those killed and not yet risen. This ensures that no-one entering the room with an escort (such as the aforementioned burglar, or the investigators) stumbles across any bodies in the process of turning, without first encountering the end

result of the procedure. These are not always in use, but if you decide they are inhabited, most likely with another abducted prostitute or homeless strait, they will not reanimate unless anyone intones the right ritual to awaken them.

It was one of these boxes that broke open when the Heligoland Company boat sank. Annie shouldn't have

animated without the correct ritual being performed, which is perhaps indicative of her greater ability.

THE RESIDENCE

The Residence is a simple enough single floored building, with the brothers having a bedroom each and there being a fourth office for work, if one of the brothers would prefer to work from home. It is likely that the investigators will stumble across the brothers in heated discussion concerning either the moving of their business to somewhere away from the docks (perhaps out of London until the heat dies down) or the fact that Frederick has killed someone on their doorstep. Timothy considers Frederick a hot-headed thug, who flaunts the authority of the cult with reckless abandon, whereas Frederick considers his older brother too measured, holding his cards too close to his chest rather than playing the winning hand he undoubtedly holds. But, above all, they are brothers - they will shout at each other and air their grievances and then find common ground by focussing on external problems. Timothy, of course, sees the bigger picture, and so the problems he considers are those of how to ensure the cult continues to exist and, eventually, thrives once more. Frederick, conversely, only sees immediate problems, such as any investigators that come snooping around.

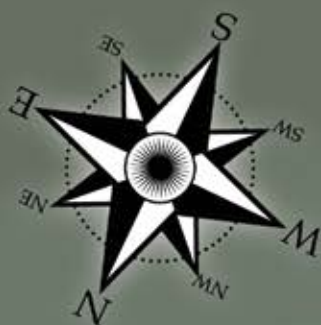
The brothers have a few personal effects in their bedrooms, which help underline their personalities a little more. If it is particularly late at night the investigators might find the brothers sleeping, rather than arguing in the living area. Otherwise these room will be unoccupied.

Bedroom One, with a window looking out of the building (and offering a potential escape route), has a bookshelf, mostly containing crime novellas. On a bottom shelf, however, is a box containing a notebook and several letters from a correspondent in Brichester, Mr Jacobs. The notebook contains theories and ideas concerning some of the practices mentioned in the letters, including the books of Revelations that Mr Jacobs quotes from. The book also mentions some of the practices that Dag Po performs. The spells for Call/Dismiss Shubb-Niggurath and Create Zombie can be found written up, though there is also mention of Azathoth, Daoloth, and the Black Man. Cthulhu Mythos gain is 3%, but with a potential loss of 0/1D4 SAN. The book is written in a very matter-of-fact way. Timothy is no match for Dag Po in terms of magic, but he is in many ways smarter. The rest of the rooms tastefully decorated, with drawings of hillsides and distant woodland.

Bedroom Two, Frederick's, is simpler. Empty (or half empty) bottles lie near the bed, and under a loose (and creaky) floorboard in the far corner of the room is a cigar box that contains some saucy pictures, a pouch of snuff, and a sharp razor. A saucer has been used as an ashtray and there is the lingering scent of cigar smoke in the air. There are likely various articles of clothing strewn across the floor too, with a shirt hanging somewhat randomly on a hook on the back of the door. Frederick rarely brings 'guests' here, but has been known to be entertained by ladies elsewhere.



THE HELIGOLAND COMPANY



THE
RIVER THAMES



EXTERNAL VIEW



MAIN ENTRANCE

1
RECEPTION

WAREHOUSE
ONE

WAREHOUSE
TWO

OFFICE

TOOLS

4 3
RESIDENCE

PENNINGTON STREET



OFFICE

RESIDENCE

- ① TERENCE PEGG
- ② DAG PD
- ③ FREDERICK CARVER
- ④ TIMOTHY CARVER
- ⑤ 'TINY TIM'
- UNDEAD SERVANTS



PUTTING IT ALL TOGETHER

You could have the investigators simply explore the warehouses and encounter the NPCs room by room. What is more likely, however, is that the investigators are noticed by someone, and in the resulting encounter the other NPCs are alerted.

THE HUMANS

Terrence Pegg is employed to guard the premises. As such he will try to chase away anyone found outside the warehouses (unless they are police officers). If he finds anyone inside he will try to detain them until he is able to get either the police to come deal with them or, more likely, the brothers. Between the various persuasions of the brothers and their sorcerous accomplice, he is very much in thrall to the cult, and thinks little of the workforce being undead. He doesn't really like that Dag Po fellow much but, at the end of the day, it's more about putting food on the table. Pegg is a pleasant enough person, but is trying to normalise his situation somewhat in order to avoid cracking completely (and a mix of alcohol and mental conditioning by the Tcho-tcho are helping him to do that). He might prove an unexpected ally later on but, initially, his loyalties are to the brothers.

Pegg is more likely to turn against Dag Po than Frederick, should it come to it. The Carver brothers are his employees, whilst Dag Po is just some horrible man he has to work with. If the brothers have left the investigators in Dag Po's hands, Pegg

may step in if he's seen too much, either to serve as an ally, or as a distraction.

Dag Po acts according to the situation. If surprised by the investigators he will feign innocence, claiming to be an immigrant that the Heligoland Company have smuggled into the country, in broken English (though he can actually speak very good English). If able to ambush the investigators he will either attack outright with a knife, or attempt to confuse them with magic so that they are easier targets. Alternatively, if wandering around in the office block, Dag Po might - from cover of darkness - send zombies after the investigators with the aim of capturing them. Like Timothy Carver, he will seek to overwhelm the investigators if they seem too much of a threat for him to handle one at a time, and if the tide turns against him he may leave the brothers and the zombies to their own devices.

Should he succeed in overwhelming the investigators Dag Po is more interested in slowly torturing the investigators, perhaps mentally torturing them by killing one of their number in front of them. If the brothers are around he'll likely turn him over to Frederick first, let him have some fun, before returning to finish the job.

Frederick Carver will think with his fists first, then his knife. If he manages to subdue them then he'll slow down a bit, take his time. He carries a gun, but prefers not to use it - as such he could surprise someone with it later, having been previously disarmed. Frederick is a violent thug, but he's a capable one. If the brother overhear the sounds of the investigators fighting Terrence, Dag Po or the zombies, Frederick will try to sneak up on the intruders whilst his



older brother takes the opportunity to collect a few essentials and make his escape. Frederick enjoys inflicting pain, but should he have the investigators subdued he can have a conversation, trying to find out for whom they work, all the while time gloating about the power he and his brother wield in the service of The Black Goat, of how he's killed people before and has no qualms about doing so again. He'll happily slice off digits, ears or noses as he tortures the investigators. Alternatively he can ascertain whether the investigators are a threat at gunpoint, and then shoot them once he's had his fun.

The zombie called Tiny Tim was once one of Frederick's old friends. Needless to say, the fact that he has been killed and reanimated as a zombie is one of the reasons that Frederick is none too keen on Dag Po. If he has the opportunity to make Dag Po suffer, he will do so, but not at the expense of dealing with the investigators.

Timothy Carver, on the other hand, prefers to keep his distance from problems like investigators. He'll use his gun as a threat, and perhaps resort to magic, but his immediate plan will be to overwhelm the investigators with other people. To that end he may flee to the offices, seeking "Po" and his zombies. Timothy will do what he can to ensure that the investigators don't leave Lion's Wharf alive, but if the odds are against him and all his other allies have proved ineffective against the investigators, he will flee. Timothy would rather engage them on a more intellectual level, to see if they are likely candidates for joining the cult, and letting Frederick or Dag Po have their way if not (depending on which of them has fared best in any prior combat, but Dag Po by default, as Timothy assumes he can create new zombie slaves). If the elder brother feels that his work with the investigators is over he will leave, either retiring to his bedroom or leaving the warehouses to pursue other interests. In any case, Timothy is your best candidate for a recurring villain, so make sure you don't cut off his avenues of escape if you intend to use him as such.

THE ZOMBIES

If the investigators encounter the zombies first, without human handlers, they will attempt to bring them down and worry their throats with their teeth until dead. Dag Po can arrive in time to stop any untimely character deaths, though he'll be tying them up to interrogate or torture later.

Tiny Tim was, in life, a drunken thug, a Scotsman with a shocking ginger beard. Nowadays, of course, he's a lot less rowdy.

If George MacLachlan was murdered by Frederick, you can have the restless 'spirit' of Annie come to take revenge on behalf of the dead artist.

ANNIE ("OPHELIA")

She likely won't appear until the end of the night. Her main target will be the younger Carver brother - if he has the upper hand on the investigators then she may well turn the tide in their favour. If Frederick is busy gloating he may fail to notice as she emerges from the shadows, dress filthy with grime from the river bottom, skin sloughing off her bones, dark tangled hair, eyes eaten by fish (SAN loss 1/1D8), and attempts to

snap his neck. She will further attempt to kill anyone who tries to control her with magic, such as Dag Po, but otherwise will remain motionless once she has killed George's killer.

If killed, her dead spirit is released to the Dreamlands. Similarly, if both Frederick Carver and Dag Po are killed, her spirit will find release and her body will collapse in on itself.

RESOLUTION

Ultimately, the investigators can do much good by exploring this cult head-quarters, and ridding it of his inhuman inhabitants.

If they discover the zombies, but get rid of them, they earn a reward of 1D4 SAN.

If they defeat Dag Po they also gain a reward of 1D4 SAN. If they defeat the brothers, they are worth a single SAN each, although if Frederick has been seen to torture or kill someone, defeating him is worth 1D4 SAN instead.

If the investigators uncover evidence of the zombies, or of Dag Po's magic, or the activities of the brothers, but don't stop them, each investigator loses a further 1/1D6 SAN.

Should anyone think to investigate George MacLachlan's home/art studio, they'll find his last work in progress, "Ophelia Rising", a painting of a young dark haired girl apparently sleeping just beneath the surface of the water of a river. The dress looks familiar, if they encountered Annie. Further investigations into the identity of the model used for the girl in the painting will eventually uncover Annie's name, and allow the investigators the opportunity to give her family some sort of closure. Discovering who Annie was earns an addition 1 SAN each, or 1D4 SAN if they inform her family or the authorities.

FUTURE SCENARIOS

If any of the cult escaped, there will obviously be opportunities for antagonists to return. In the unlikely event that Frederick Carver escaped he will find himself some hired thugs to track down the investigators, which will be a Mythos light scenario where the action is brought to the investigator's door. Timothy Carver and Dag Po, on the other hand, have other plans. Timothy might be followed to Brichester, where he has allies, or may have fled across the English Channel to one of the Heligoland Company's foreign properties, should you wish to take the action further afield. Dag Po will have integrated himself with one of London's many ethnic communities, but may well have allied himself with another wealthy patron.

For a more fantastical future outing it is very possible that the investigators might encounter Annie in the Dreamlands. If you're feeling particularly generous you might allow Annie to have found a companion in this afterlife, the London artist once known as George MacLachlan. In either case, these are not powerful Dreamers. But they are familiar faces, and potential allies.

NON-PLAYER CHARACTERS

ZOMBIES (mostly reanimated ladies of the night, but some homeless people too)

STR 40/65*/70** CON 35/55*/65** SIZ 70/60*/90**
POW 05/50*/05** DEX 40/55*/35** HP 10/11*/13**

Damage bonus: none/+1D4*/+1D6**

Build: 0/1*/2**

Move: 8

Magic Points: 1/10*/1**

ATTACKS

Fighting (Grapple/Bite) 30% (15/6). Successfully 'grappled' investigators will be attacked with bites if they don't free themselves, for 1D6 damage

Armour: Major wounds to the body will sever limbs, otherwise ignore damage, except to the head (one penalty die on rolls to target the head).

Sanity Loss: 0/1D8 Sanity points to see a zombie (1/1D8 to see Annie, who has been underwater quite a long time)

*Stats for Annie

**Stats for Tiny Tim

TERRENCE PEGG, Security Guard

STR 70 CON 65 SIZ 65 INT 50 POW 50
DEX 60 APP 50 EDU 55 SAN 30 HP 13

Damage bonus: +1D4

Build: 1

Move: 8

ATTACKS

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

Firearms (handgun) 50% (25/10), damage 1D6

Dodge 30% (15/6)

Skills: Stealth 35%.

PEMA DAG PO, Tcho-Tcho sorcerer

STR 50 CON 50 SIZ 45 INT 50 POW 50
DEX 50 SAN 0 HP 9

Damage bonus: none.

Build: 0

Move: 8

Magic Points: 10

ATTACKS

Fighting (knife) 45% (22/9), damage 1D6 +db, or knife/razor, damage 1D4 + db

Firearms (handgun) 50% (25/10), damage 1D6

Dodge 25% (12/5)

Skills: Intimidate 40%, Stealth 60%, Swim 45%, Track 50%.

Spells: Call/Dismiss Shubb Niggurath, Summon Dark Young, Create Zombie, Voorish Sign.

Sanity Loss: 0/1D3

TIMOTHY CARVER, older brother

STR 76 CON 80 SIZ 65 INT 70 POW 60
DEX 55 APP 60 EDU 70 SAN 0 HP 14

Damage bonus: +1D4

Build: 1

Move: 8

Magic Points: 10

ATTACKS

Fighting (Brawl) 45% (22/9), damage 1D3 +db

Firearms (handgun) 45% (22/9), damage 1D6

Dodge 25% (12/5)

Skills: Intimidate 20%, Listen 55%, Psychology 25%, Spot Hidden: 65%, Stealth 40%, Swim 45%, Track 50%.

Spells: Call/Dismiss Shubb Niggurath, Create Zombie.

FREDERICK CARVER, younger brother

STR 80 CON 55 SIZ 75 INT 50 POW 60
DEX 70 APP 55 EDU 50 SAN 0 HP 14

Damage bonus: +1D4

Build: 1

Move: 9

ATTACKS

Fighting (Brawl) 60% (30/12) fists, damage 1D3 +db, or knife/razor, damage 1D4 + db

Firearms (handgun) 50% (25/10), damage 1D6

Dodge 40% (20/8)

Skills: Intimidate 50%, Listen 55%, Spot Hidden: 45%, Stealth 50%, Swim 50%, Throw 30% Track 50%.

Spells: Call/Dismiss Shubb Niggurath, Create Zombie.

not many of
it. If he had
ct came. The
ough Arthur
ed fine faces
h Sir Wade,
s few friends.
not such as
kingly in the
said, was the
did not like
ied him back
the third and
e servants; for
ay at Jermyn
usband alone.
nily; for when
ng son save a
death of Lady

POPULATING LONDON

DRAMATIS PERSONAE AND ORGANISATIONS

The world of Hudson and Brand is populated by a myriad number of heroes and villains, some mundane and some far more mysterious. These characters may wish to help, or they may wish to hinder the investigators in the pursuit of their enquiries. Many are named from the case files of the Hudson & Brand agency, while others are presented as potential hooks or foils for the Keeper to use as required. In addition to the NPCs, various relevant organisations are referred to and a short bestiary of the Mythos and otherworldly horrors that await the investigators in their enquiries.

CONSTABULARY

Fine upholders of Her Majesty's peace.

SUPERINTENDENT RONALD HOOKER

The Superintendent is a balding man with large whiskers and a steadily expanding waistline in his senior police years. From the foundation of solid detective work and clear results he built a solid working relationship which turned into friendship with Hudson and Brand, and will be happy to do the same for those that earn his respect.

STR 60 CON 60 SIZ 75 INT 70 POW 60
DEX 40 APP 40 EDU 50 SAN 55 HP 13

Damage bonus: +1D4

Build: 1

Move: 7

ATTACKS

Fighting (Brawl) 40% (20/10), damage 1D3+db

Dodge 20% (10/5)

Skills: Forensics 40%, Law 80%, Occult 30%, Persuade 70%, Psychology 60%, Spot Hidden 40%.

SERGEANT WILLIAM PARLOW

A dependable officer who helped Hudson and Brand in many an hour of need, Parlow is well-built veteran of the London constabulary is now in a position where he might himself be a mentor figure to those encountering the Mythos afresh.

STR 70 CON 70 SIZ 60 INT 50 POW 50
DEX 65 APP 50 EDU 50 SAN 39 HP 13

Damage bonus: +1D4

Build: 1

Move: 9

ATTACKS

Fighting (Brawl) 60% (30/15), damage 1D3 + db or truncheon, damage 1D6 + db

Firearms (.450 Webley MP Revolver) 60% (30/15), damage 1D10+1

Dodge 22% (11/5)

Skills: Animal Handling 45%, Cthulhu Mythos 5%, Disguise 30%, Forensics 25%, Law 65%, Listen 50%, Occult 40%, Persuade 60%, Spot Hidden 65%, Track 20%.

DOCTOR ISAAC GASTER

— post-mortem physician and Jewish scholar

A slight, older man with a bushy moustache, Isaac has been a member of the police's morgue staff for close to three decades. In that time, he has seen a great deal of unpleasantness visited by man upon his fellow man, so very little surprises him now. In addition to being an experienced physician, Gaster is a noted theology scholar and always has a religious phrase or passage for those in need.

STR 35 CON 30 SIZ 40 INT 70 POW 80
DEX 40 APP 40 EDU 75 SAN 58 HP 7

Damage bonus: -1

Build: -1

Move: 7

ATTACKS

Fighting (Brawl) 25% (12/6), damage 1D3 + db

Dodge 20% (10/5)

Skills: Biology 80%, First Aid 40%, Forensics 65%, History 60%, Language (Hebrew) 60%, Library Use 70%, Medicine 80%, Pharmacy 70%, Spot Hidden 65%.

POPULATING LONDON

SEEDY CONTACTS

These are useful characters from London's dingier quarters.

PIERRE LEBRUN — jeweller and forger

A rotund Frenchman of no mean skill, Pierre became jealous of the wealth and lifestyle of his rich patrons. To finance his lavish new lifestyle, he turned his jeweller's hand to forgery and has proved incredibly adept at it. To date, the only people aware of his criminal side-line were Hudson and Brand, who used him as an informant. Details of Lebrun's criminal activities can be found in the agency's case notes. Should the investigators wish to continue to employ him as an informant, they will find him to be jovial if cowardly and thus amenable to any agreement he can reach with the investigators. Lebrun will do whatever he can to try and keep the nature of his fraudulent work a secret (without resorting to violence as he lacks the stomach for it).

STR 50 CON 50 SIZ 70 INT 80 POW 35
DEX 40 APP 45 EDU 60 SAN 30 HP 12

Damage bonus: none.

Build: 0

Move: 7

ATTACKS

Fighting (Brawl) 25% (12/6), damage 1D3 + db

Dodge 20% (10/5)

Skills: Appraise 50%, Art and Craft (Forgery) 80%, Art and Craft (Jeweller) 80%, History 45%, Language (English) 50%, Language (French) 60%, Language (German) 40%, Language (Italian) 40%, Locksmith 30%, Sleight of Hand 45%.

'LIMPER' JIMMY — ex-soldier and Local heavy

Ever since Hudson and Brand rescued Jimmy's niece from the clutches of the Three Beacons match factory, he has been a stoic ally and will not hear a bad word said against them or their associates. Jimmy earned his nickname due to the wound left by a Zulu spear and once he was honourably discharged he came to London to be closer to his family, and has done well for himself as a heavy for a couple of gangs. (See **Case 13: The Matchstick Girl** on page 33 for details of this case.)

STR 70 CON 75 SIZ 75 INT 60 POW 50
DEX 30 APP 40 EDU 45 SAN 43 HP 13

Damage bonus: +1D4

Build: 1

Move: 5

ATTACKS

Fighting (Brawl) 60% (30/15), damage 1D3 + db or Brass Knuckles, damage 1D3+1 + db

Dodge 15% (7/3)

Armour: 2-point heavy padded vest

Skills: First Aid 50%, Intimidate 70%, Listen 50%, Persuade 60%, Spot Hidden 50%, Stealth 60%.

HONEST CITIZENS (CONTACTS)

Being a list of some of the finer and more upstanding members of London society or at least the more innocent ones.

HENRY WIGGINS — landlord of the Golden Lion

Henry is always happy to serve his patrons come rain or shine and given suitable monetary encouragement, he will do them minor favours. Such favours include keeping an eye out, slip an item out of a snoring drunk's pocket, or passing on hot tips he has heard for the latest boxing match or horse race.

STR 60 CON 65 SIZ 70 INT 45 POW 80
DEX 50 APP 35 EDU 40 SAN 35 HP 13

Damage bonus: +1D4

Build: 1

Move: 7

ATTACKS

Fighting (Brawl) 40% (20/10), damage 1D3 + db or small club, damage 1D6 + db

Dodge 25% (12/6)

Skills: Charm 55%, Listen 50%, Persuade 70%, Sleight of Hand 55%.

NELLIE SHELLEY — dollymop

Always quick to smile and laugh, behind her friendly exterior is a pragmatic woman who does not suffer fools lightly – that is, unless they pay well enough. She's happy to pass on what she hears from patrons and her professional network for a gin or two as long as it does not seem too personal. That is when she starts charging real money!

STR 45 CON 50 SIZ 40 INT 55 POW 70
DEX 70 APP 65 EDU 20 SAN 66 HP 9

Damage bonus: none.

Build: 0

Move: 9

ATTACKS

Fighting (Brawl) 30% (15/7), damage 1D3 or straight razor, damage 1D4

Dodge 35% (17/8)

Skills: Art and Craft (Dance) 60%, Charm 80%, Language (French 25%), Persuade 70%, Sleight of Hand 70%, Spot Hidden 60%.

ANTHONY ROWBOTHAM — foreign office clerk

Of friendly but nervous disposition, Anthony is from a reputable family and has a respectable life with a comfortable job and a dearly dotting wife. All of this was possible due to Hudson and Brand's efforts in a case, and now he renders what aid he can from inside the Foreign Office. This usually involves the occasional tip-off or providing information on foreign matters when consulted.

STR 40 CON 40 SIZ 50 INT 60 POW 30
DEX 45 APP 60 EDU 70 SAN 29 HP 9

Damage bonus: none.

Build: 0

Move: 7

ATTACKS

Fighting (Brawl) 25% (12/6), damage 1D3)

Dodge: 22% (11/5)

Skills: Accounting 50%, History 80%, Law 50%, Library Use 80%, Persuade 40%.

HENRI PICHE — *Bedlam inmate*

The ex-agent of the accomplished violinist Grenier, Henri's mind snapped when he witnessed the full horror of an otherworldly manifestation. He is currently an inmate at Bedlam Asylum where his time there has not been easy. He frequently complains of strange dreams; perhaps these may grant him insights into the Mythos. (See **Case 5: The Cursed Violinist** on page 81 for details of this case.)

STR 30 CON 30 SIZ 40 INT 65 POW 30
DEX 55 APP 50 EDU 55 SAN 3 HP 7

Damage bonus: -1

Build: -1

Move: 8

ATTACKS

Fighting (Brawl) 25% (12/6), damage 1D3 + db

Dodge 22% (11/5)

Skills: Accounting 50%, Cthulhu Mythos 5%, History 50%, Persuade 40%, Sleight of Hand 40%.

WARREN PIERCE — *engineer*

Warren is an engineer with Wantage-Norton, a London firm currently tasked with digging tunnels for the underground. He worked with Hudson and Brand in facing a strange encounter in newly dug tunnels below London and is appreciative of their efforts. As result, he knows there are dark things out there and will help if he can to keep people safe. He can also supply access to blueprints for various engineering projects both under and across London. If necessary, he can even supply explosives too – but it would have to be absolutely necessary. (See **Case 8: The Horror in the Tunnels** on page 24 for details of this case.)

STR 50 CON 50 SIZ 50 INT 60 POW 65
DEX 70 APP 40 EDU 60 SAN 59 HP 10

Damage bonus: none.

Build: 0

Move: 9

ATTACKS

Fighting (Brawl) 25% (12/6), damage 1D3 + db

Dodge 22% (11/5)

Skills: History 50%, Library Use 60%, Mechanical Repair 60%, Operate Heavy Machinery 50%, Science (Engineering) 70%.

NE'ER DO WELLS AND VILLAINS

A rogue's gallery of the criminals and tricksters who plague the great City of London.

AUGUSTE DUBEAU

A radical anarchist and dabbler in the Mythos, the handsome Frenchman was present at the bloody end of the Paris Commune in 1871 and harbours a deep loathing for the inequalities faced by the working poor across Europe. In his efforts to destabilise the old regimes he has turned to esoteric tomes and otherworldly allies, and may yet cause havoc in London.

STR 65 CON 60 SIZ 65 INT 75 POW 65
DEX 65 APP 70 EDU 50 SAN 26 HP 12

Damage bonus: +1D4

Build: 1

Move: 8

Magic Points: 13

ATTACKS

Fighting (Brawl) 50% (25/12), damage 1D3 + db or knife, damage 1D6 + db

Firearms (revolver) 50% (25/12), damage 1D8

Dodge 32% (16/8)

Skills: Cthulhu Mythos 15%, Demolitions 50%, Disguise 45%, Drive (Carriage) 60%, Fast Talk 45%, Intimidate 70%, Persuade 70%, Psychology 60%, Ride 50%, Stealth 60%.

Spells: Contact Mi-Go, Bind/Summon Byakhee, Warding.

THE FENIANS

The Fenians seek to obtain home rule for Ireland and independence from the British. Their activities are not just restricted to the British presence in Ireland however; American Fenians raided and invaded Canada during the 1860s (even winning a pitched battle against the Canadian militia in 1866), the aim being to take the colony hostage until such times as home rule was granted to Ireland. More recently they attacked Scotland Yard with dynamite in 1884. The Fenians are a dedicated and resourceful movement which will stop at nothing to achieve their goals, which makes them very dangerous. (The Greens are a Fenian-affiliated gang based in London and several of their members are detailed in **Chapter 8: The Curious Case of Bare-Knuckle Bill.**)

GANG MEMBER

There are dozens of gangs operating throughout London, each of them vying to control more territory and take in more money through extortion, racketeering, and running prostitutes. Gang members are invariably rough-and-ready sorts, but while most will be simple thugs, capable of dishing out violence to rivals, innocent bystanders, and even on occasion members of the constabulary, while others are skilled burglars, safe-breakers, pickpockets, forgers, and more. This profile can also be used to represent footpads, the rougher sort of doorman, and any other burly type henchmen, but can be customised to suit the gang member's speciality.

STR 65 CON 60 SIZ 70 INT 45 POW 50
DEX 55 APP 45 EDU 35 SAN 50 HP 13

Damage bonus: +1D4

Build: 0

Move: 9

ATTACKS

Fighting (Brawl) 60% (30/15), damage 1D3 + db or knife, damage 1D4 + db or club, damage 1D6 + db

Dodge 27% (13/6)

Skills: Climb 30%, Intimidate 40%, Spot Hidden 30%.

STREET URCHIN

London is filled with all manner of younger labourers from matchstick-selling girls to chimney sweeps and messenger boys. Sometimes a nuisance and a source of petty crime, they can also be useful as lookouts and couriers.

STR 35 CON 40 SIZ 30 INT 45 POW 50
DEX 60 APP 40 EDU 15 SAN 50 HP 6

Damage bonus: -1

Build: -1

Move: 9

ATTACKS

Fighting (Brawl) 35% (17/7), damage 1D3 + db

Dodge 30% (15/7)

Skills: Climb 50%, Fast Talk 30%, Sleight of Hand 50%, Stealth 50%.

THE HELIGOLAND TRADING COMPANY

Heligoland is a small island off the coast of Germany in the North Sea. Prior to the unification of Germany by Prussia in 1871, it was a haven for German political dissidents from the political upheavals that beset the various German states during the mid-nineteenth century. It is currently a British possession, a holdover from the Napoleonic Wars, best known as a holiday destination, especially for ornithologists.

The Heligoland Trading Company has a small office on Heligoland but only its director and his guards are on the island. The population of Heligoland just see the concern as just another import/export company. The main presence of the company is actually at their wharf in Limehouse. Business once again thrives there despite Hudson & Brand's previous attempt at ending their business. The wharf is heavily guarded and deal mostly with logistical concerns, chartering captains to ferry goods from one location to another on behalf of a third party.

This activity, whilst steady, is a grand cover for a widespread smuggling operation that handles everything from stolen antiquities to armaments. This operation has proven incredibly lucrative for the company director, Edward Healey, and the Carver brothers, and they have every intention of keeping it in operation for as long as possible. Neither Carver brother considers himself a criminal and both believe that the smuggling operation cannot and has not caused harm to anyone. This is despite the fact that at least two customs officers have gone missing at Edward's request. He has no moral qualms about this since he only asked for them to be got rid of, not killed.

Of late, both brothers have become fascinated by certain rare collections of historical texts that came into their possession and their interests in smuggling the esoteric have switched to owning it instead. Both men have taken to studying these works and in hiring experts to teach them further secrets. Thus, it has been whispered that since then William has lost interest in the company while new, less sociable but more industrious staff have found their way into the employ of the Heligoland Trading Company.

FREDERICK CARVER – London Manager

A tall man with a well-cut jawline and piercing eyes, Frederick Carver looks as though he should be commanding a cavalry charge in a far-flung part of the empire rather than be sat behind a desk dealing with purchase orders and shareholder dividends.

STR 75 CON 70 SIZ 70 INT 60 POW 75
DEX 75 APP 80 EDU 70 SAN 43 HP 14

Damage bonus: +1D4

Build: 1

Move: 9

Magic Points: 15

ATTACKS

Fighting (Brawl) 60% (30/15), damage 1D3 + db

Firearms (Remington Double Derringer .41 Short RF calibre pistol) 60% (30/15), damage 1D6+1

Dodge 37% (18/9)

Skills: Charm 75%, Cthulhu Mythos 10%, Language (French) 60%, Language (Latin) 35%, Persuade 60%, Psychology 65%, Ride 70%, Spot Hidden 50%.

Spells: Cloud Memory, Create Zombie, Create Mist of R'lyeh.



TIMOTHY CARVER — unhinged torturer

The younger Carver brother has become unhinged as a result of his esoteric studies and has gone from being a lecherous bully to a lecherous bully who loves to indulge in gory acts of torture. So far, such acts have been conducted on harlots he has abducted off the street and the two customs officers that his brother indicated were causing the company trouble. As good looking and charming as his brother, beneath the façade lurks a loathsome monster.

STR 70 CON 65 SIZ 65 INT 55 POW 50
DEX 80 APP 80 EDU 65 SAN 14 HP 14

Damage bonus: +1D4

Build: 1

Move: 9

Magic Points: 10

ATTACKS

Fighting (Brawl) 70% (35/17), damage 1D3 + db or switchblade, damage 1D4 + db

Firearms (sawn off shotgun) 60% (30/15), damage 4D6/1D6

Dodge 40% (20/10)

Skills: Biology 35%, Charm 70%, Cthulhu Mythos 10%, First Aid 40%, Language (Latin 20%), Persuade 60%, Ride 75%, Spot Hidden 40%.

Spells: Create Zombie.

THE TCHO-TCHO

The Tch-Tcho of London are involved in all manner of illegal activities, although they are best known for operating opium dens and supplying various rare narcotics from the Orient to London's idle rich. They dress in a manner similar to many Chinese, with some elements from central Asia and Indochina. Statistics for the Tcho-Tcho can be found on page 309 of the *Call of Cthulhu Keeper Rulebook*.

Tch-Tcho are very rarely encountered in isolation, so will always be found in groups of 1D4+2. It is also not unusual for them to carry knives and garrotes, or larger concealed weapons such as a Chinese dao (treat as heavy sword) or the occasional firearm. They will fight when necessary and will do so savagely, but not without good cause and they will flee if the situation goes against them, either taking their wounded with them, or killing them if they are unable to carry them off.

NAMDAK YUYING — ruthless manipulator

Namdak is one of the most ruthless and cunning criminals London has ever seen. Wherever there is money to be made or people to control, his henchmen and allies will often be there. He has a good knowledge of poisons and fine eye for detail, and is known to personally inspect many of shipments that his gang process. He deals exceedingly harshly with anyone who would try to cross him; more than one body has washed up for the mudlarks to find on the banks of the Thames without eyes or a tongue, thanks to Namdak.

This fierce reputation has led to him being nicknamed 'No-Nonsense Namdak', or 'No-No' for short, and it is said in hushed tones he has supernatural powers that enable him to murder his enemies in locked rooms, see the future, and speak with the very devils of Hell.

STR 50 CON 50 SIZ 45 INT 85 POW 80
DEX 60 APP 85 EDU 60 SAN 0 HP 9

Damage bonus: none.

Build: 0

Move: 9

Magic Points: 16

ATTACKS

Fighting (Brawl) 45% (22/11), damage 1D3 + db

Firearms (revolver) 45% (22/11), damage 1D8

Dodge 30% (15/7)

Skills: Appraisal 65%, Chemistry 60%, Intimidate 60%, Spot Hidden 50%, Stealth 60%, Swim 45%, Track 50%.

Spells: Contact Chaugnar Faugn, Dominate, Enthrall Victim, Red Sign of Shudde M'ell, Voorish Sign, Wrack.

Sanity Loss: 0/1D3 to see Namdak 'No-No' Yuying.

Henchmen: No-No always has 1D4+2 Tcho-Tcho in attendance with him at all times when in public or going about gang-related business.

SALVATION ARMY

The Salvation Army is barely two decades old, but it has risen with great force to be a visible element of Britain's Christian society. Aiming to help the poor and the destitute with the 'three S's' – soup, soap, and salvation – as of 1880 it became an international body with further branches in Ireland, the United States of America, and Australia.

Perhaps those who visit a Salvation Army mission might have queer tales to tell of terrible shapes they spied just beneath the surface of the Thames when all else of London was abed; of the foreigners in Soho speaking in terrible tongues with words that make the brain ache and noses, ears, and eyes run with blood; strange stalkers that track through the fog by making clicking sounds, or of the hideous shapes they see lurking in the pea soupers. Whilst most of these are clearly the fanciful stories of broken men and women, their minds addled by neglect and years of drink, upon occasion there might be more than a kernel of truth to their words. Thus, according to Mr Hudson and Mr Brand, much might be learned in such places which might otherwise go unreported.

Despite its humanitarian mission, the Salvation Army is not without its detractors, the anti-Salvationist 'Skeleton Army' being formed to mock them and bar their progress with demonstrations, vandalism, and acts of violence against what some see as an oppressive moralising crusade (especially against alcohol). Skeleton Army members march beneath skull banners and could easily be represented by the Gang Member profile in the 'Ne'er do wells and Villains' section.

ALICE MOORCOCK — dedicated Salvationist

Alice Moorcock is a pious soul from a middle-class family, who since her husband's death, has dedicated her life to giving something back to those less fortunate than herself. She gets by on her husband's meagre pension and when not visiting her elderly family members, works every available hour at a mission. Of late, she has given some of her time to being a good friend to Terrence Shovel on his path back to recovery and righteousness.

STR 45 CON 55 SIZ 45 INT 65 POW 65
DEX 65 APP 70 EDU 45 SAN 65 HP 10

Damage bonus: none.

Build: 0

Move: 8

ATTACKS

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

Firearms (revolver) 45% (22/11), damage 1D8

Dodge 32% (16/8)

Skills: Art and Craft (Piano) 60%, Charm 35%, Persuade 45%, Psychology 40%, Spot Hidden 40%.

TERRENCE SHOVEL — *nervous survivor*

Once a quiet clerk who attended a Salvation Army mission in his free time, Terrence encountered something many-legged and terrible beneath the streets of London and his mind snapped. In the aftermath, he turned to drink, drowning his fears and night terrors in cheap liquor at the least reputable establishments London had to offer. Slowly though, and with the help of his good friend Alice Moorcock, he has been able to mostly overcome his demons through piety and prayer.

STR 40 CON 40 SIZ 45 INT 55 POW 50
DEX 50 APP 45 EDU 60 SAN 22 HP 9

Damage bonus: none.

Build: 0

Move: 7

ATTACKS

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

Dodge 25% (12/5)

Skills: Accounting 70%, Library Use 60%, Stealth 45%.

Phobias: Arachnophobia

33 GOLDEN SQUARE

The true heroes of this tome.

MARKHAM — *butler*

James Markham has been in service to various families all of his life. He is punctual, discreet, and can anticipate what his employers want before they have even asked him, all excellent qualities in a butler. He has been a dependable shot, a staunch ally, and will do whatever is needed to ensure the comfort and safety of the residents of 33 Golden Square.

A man of middling height in his fifties, he has thick greying hair and sports amutton-chops. He has family on the south coast of England and enjoys spending time fishing in his free time.

STR 60 CON 60 SIZ 55 INT 65 POW 70
DEX 45 APP 45 EDU 55 SAN 53 HP 11

Damage bonus: none.

Build: 0

Move: 8

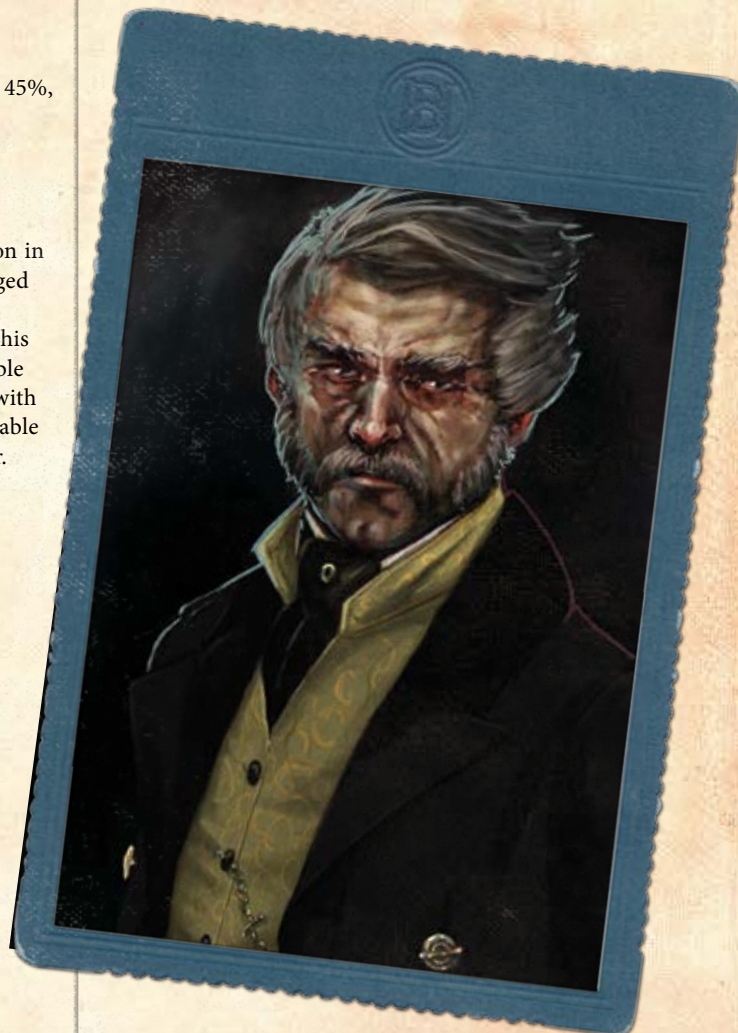
ATTACKS

Fighting (Brawl) 50% (25/12), damage 1D3 + db or cricket bat, damage 1D8 + db

Firearms (.450 Webley MP Revolver) 60% (30/15), damage 1D10+18

Dodge 22% (11/5)

Skills: Accounting 40%, Animal Handling 50%, Arts/Crafts (Cooking) 60%, First Aid 60%, Library Use 50%, Listen 75%, Natural World 30%, Science (Botany) 70%, Spot Hidden 60%.



MRS LEVI — *housekeeper*

A diminutive woman, Mrs Sarah Levi is always moving, and even when standing still or sitting she seems to provide the impression that she is active in some capacity. She is sharper than her appearance might suggest, and is quite capable at cards, drinking gin, and eliminating every spot of grime within a ten-foot radius.

STR 35 CON 30 SIZ 35 INT 55 POW 80
DEX 40 APP 50 EDU 45 SAN 71 HP 6

Damage bonus: -1

Build: -1

Move: 9

ATTACKS

Fighting (Brawl) 25% (12/6), damage 1D3 + db

Dodge 20% (10/5)

Skills: Art and Craft (Cleaning) 85%, First Aid 50%, Language (English) 40%, Language (German) 45%, Language (Yiddish) 55%, Listen 60%, Persuade 60%, Spot Hidden 75%.



STAFFORD — the coachman

As is fitting a man in his role, Stafford is a conversational soul who can always find something to talk about, whether it is the latest riot or how heavy the fog is. He is always careful to avoid taking a particular stance so as to avoid confrontation and seems to be agreeable to most things if it makes his lot in life easier.

STR 75 CON 60 SIZ 65 INT 45 POW 40
DEX 60 APP 30 EDU 30 SAN 40 HP 12

Damage bonus: +1D4

Build: 1

Move: 8

ATTACKS

Fighting (Brawl) 25% (12/6), 1D3 + db or whip, damage 1D3 + half db

Dodge 30% (15/7)

Skills: Animal Handling 55%, Art and Craft (Penny Whistle) 60%, Charm 50%, Drive (Carriage) 75%, Fast Talk 50%, Ride 60%, Spot Hidden 45%.

INCLUDING HUDSON AND BRAND IN YOUR GAMES

Although the premise of the book is based upon the absence of Hudson and Brand, there is no reason that they could not be included in your games either prior to their respective fates or through changing the outcome of *The Curious Case of Bare Knuckle Bill* (see chapter 8). It will obviously alter the dynamic of your game if they are still present, as they are both experienced opponents of the Mythos and so you may wish to consider placing limitations on them so as to prevent Hudson and Brand receiving all the glory – injury or a need to spend long periods away from Golden Square are both ways on which they can still be present but not lessen the impact of any investigator actions on the game.

Of course, a Keeper may wish to preserve Hudson and Brand so that the investigators can become attached to them as stalwart allies and mentors, only to discover that eventually they too have succumbed to either violence, scheming insanity, or entered the thralldom of unknowable gods.

CAPTAIN ALBERT HENRY HUDSON (RETD.)

STR 60 CON 70 SIZ 55 INT 70 POW 70
DEX 45 APP 45 EDU 65 SAN 25 HP 12

Damage bonus: none.

Build: 0

Move: 8

ATTACKS

Fighting (Brawl) 65% (32/16), damage 1D3 + db or sovereign-topped walking cane, damage 1D6 + db

Firearms (.450 Webley MP Revolver) 75% (37/18) 1D10+1

Dodge 22% (11/5)

Skills: Art and Craft (Piano) 25%, Cthulhu Mythos 15%, History 70%, Intimidate 60%, Language (French 60%), Language (Latin 40%), Library Use 70%, Listen 40%, Occult 45%, Natural World 60%, Psychology 60%, Ride 35%, Science (Botany) 50%, Spot Hidden 70%, Track 50%.

ULYSSES VICTOR BRAND

STR 50 CON 45 SIZ 60 INT 60 POW 55
DEX 60 APP 60 EDU 60 SAN 31 HP 10

Damage bonus: none.

Build: 0

Move: 8

ATTACKS

Fighting (Brawl) 45% (22/11), damage 1D3 + db

Firearms (.450 Webley MP Revolver) 50% (25/12), damage 1D10+1

Dodge 30% (15/7)

Skills: Art and Craft (Journalism) 80%, Charm 50%, Cthulhu Mythos 10%, History 40%, Language (French 35%), Language (German 25%), Law 40%, Library Use 50%, Listen 65%, Occult 30%, Psychology 50%, Sleight of Hand 50%, Spot Hidden 60%, Stealth 50%.

THE MYTHOS IN LONDON

Foul things humans were not meant to know.

SPAWN OF LENG

A purple thing with a bloated abdomen that scuttled about on many legs, the Spawn of Leng was tall as a Shire horse, its numerous eyes deep and dark and utterly alien. Birthed into this world from a withered egg by the will and rituals of Namdak Yuying, for years it scurried in the darkness of London's cellars and sewers, preying on vermin and those its master wished it to slay until it found its way into the London Underground. Once in the underground system it finally broke free of Namdak's control (killing several Tcho-Tcho who were sent to retrieve it), and made its web-covered lair in forgotten cellars adjoining the tracks. (See **Case 14: Underground Surprise** on page 34 for details of this case.)

STR 140 CON 100 SIZ 160 INT 40 POW 70
DEX 80 HP 25

Damage Bonus: +3D6

Build: 4

Move: 10

ATTACKS

Attacks per round: 1

Fighting (Bite) 60% (30/15), damage 1D6 + db + poison*

Web Shooter 60% (30/15), entangle**

Dodge 40% (20/10)

Armour: 5-points of chitin

Skills: Climb 90%, Language (English) 40%, Jump 70%, Stealth 70%, Track 80%.

SAN Loss: 1/1D10 Sanity to see the Spawn of Leng

* **Poison:** This poison takes the target's starting Hit Points in rounds to take effect, but otherwise the rules for poison as found on p. 128 of the Call of Cthulhu Keeper Rulebook apply. This is a lethal poison and therefore does 4D10 damage.

** **Entangle:** If struck by the web of the Spawn of Leng, the target must make an extreme strength roll in order to free themselves. If this is failed, they may do nothing as they are wholly incapacitated by the thick strings of web now holding them in place, apart from attempting to break free again on the next round.

THE ESCAPED PATIENT

The downtrodden and the wretched are not an uncommon sight in London. Though it may be the heart of the greatest empire the world has ever seen, it is no stranger to beggars and vagabonds. Some of these are veterans of the empire's wars, some are the victims of the cruel whims of capricious tenement landlords, while others have far more miserable, yet extraordinary, tales to spin.

One such is a hunched figure who wears a stained old pea coat and a torn peaked cap, his feet covered by strips of cloth and his arms permanently folded inside his coat. He shuns places with many people, fleeing from them with a curious hopping gait due to his misshaped legs. His grey-green skin is always covered in a wet sheen and his eyes bulge in such a manner that frightens children and makes men laugh to hide their fear. (See **Case 20: The Hybrid** on page 42 for details of this case.)

STR 80 CON 80 SIZ 65 INT 40 POW 70
DEX 60 HP 14

Damage Bonus: +1D4

Build: 1

Move: 7/Swim 7

ATTACKS

Attacks per round: 1

Fighting (Brawl) 50% (25/12), damage 1D6 + db

Dodge 30% (15/7)

Skills: Disguise 40%, Jump 45%, Listen 50%, Stealth 70%, Swim 80%.

SAN Loss: 0/1D4 to see the Escaped Patient

Breathe underwater: The Escaped Patient may remain underwater for twice as long as a normal human.

VICTORIAN NAME GENERATOR

As a Keeper, sometimes a name is needed for an NPC with little in the way of preparation as the investigators seek out unexpected avenues of investigation or leave the beaten path to procure goods and services. Presented here is a name generator that will help the Keeper name the shopkeepers, publicans, police, cab drivers, ladies of the night, and any other characters that the investigators are likely to meet.

D100	Male	Female	Surname
1-4	John	Mary	Adams
5-8	William	Anna	Ashmore
9-12	James	Emma	Blair
13-16	George	Elizabeth	Brewer
17-20	Charles	Margaret	Devitt
21-24	Frank	Minnie	Dosett
25-28	Joseph	Anne	Gedge
29-32	Henry	Bertha	Griggs
33-36	Robert	Clara	Hayward
37-40	Thomas	Alice	Hopkins
41-44	Edward	Annabel	Kidd
45-48	Harry	Florence	Lynch
49-52	Walter	Bessie	Jones
53-56	Arthur	Grace	Smith
57-60	Fred	Ethel	Johnson
61-64	Albert	Sarah	Miller
65-68	Samuel	Ella	Roberts
69-72	Clarence	Martha	Rowe
73-76	Louis	Lucy	Seymour
77-80	David	Mabel	Stanbury
81-84	Jacob	Laura	Strong
85-88	Charlie	Edith	Thomas
89-92	Richard	Victoria	Whipple
93-96	Ernest	Helen	Whitlock
97-100	Terrence	Maude	Younger

HORROR IN THE TUNNELS

These creatures have existed, neither sleeping nor waking, for hundreds of thousands if not millions of years in the same chamber. They are the last of their kind and the history of their civilisation lines the wall, etched in a hieroglyphic language which is all but impossible for anyone in the world to now translate. Fired by curiosity these creatures, freed from captivity, are now able to explore this brave new world and will do so using any means they can, especially if it means their continued survival.

Gangly with an inky flesh that pulses across its surface, their frames are bipedal, but when in their natural form, they walk on all limbs seemingly at random, sometimes on just their legs and other times on all fours without any reason.

STR 100 CON 90 SIZ 70 INT 40 POW 70
DEX 100 HP 17
Damage Bonus: +1D6
Build: 2
Move: 9

ATTACKS

Attacks per round: 1

Fighting (Brawl) 70% (35/17), damage 1D6 + db

Dodge 50% (25/12)

Skills: Jump 80%, Listen 70%, Stealth 80%.

SAN Loss: 0/1 sanity to encounter the Horror wearing the skin of someone the character was acquainted with and 1/1D10 to see the Horror without its skin cloak.

Skin Cloak: It takes a Tunnel Horror 1D10+2 rounds to fully empty and don the flesh from a human. They may wear, with only slight difficulty, a Size + or -20 to their own, but after that their innate wrongness becomes obvious.

THE YELLOW SERPENT

Mutated by the power of a cursed pendant, this creature's bite is death. It has become faster, its skin has sprouted jagged barbs and it now delights in terrifying its victims before sinking its fangs into their flesh. Wherever it goes, this creature intends to sow misery and pain. (See **Case 12: The Lost Pendant** on page 32 for details of this case.)

STR 110 CON 65 SIZ 70 INT 50 POW 70
DEX 90 HP 18
Damage Bonus: +1D6
Build: 2
Move: 10

ATTACKS

Attacks per round: 1

Fighting (Bite) 60% (30/15), damage 1D6 + poison*

Dodge 50% (25/12)

Skills: Climb 90%, Stealth 90%, Track 90%.

SAN Loss: It costs 1/1D6 sanity to see the Yellow Serpent.

* **Poison:** The Yellow Serpent's poison, if it can be called that, seems to be instantaneous and always deadly. The victim's skin flakes and turns ashen as oily black tears roll down their cheeks, and within a minute they have collapsed into dust. This poison takes instant effect and is so deadly that if the bite causes any damage to its target, the target begins to deduct 10 from every statistic until the first one reaches 0, at which point their body can take no more and the victim turns to dust.



THE WEAPONS OF HUDSON & BRAND

Arthur J
object w
personal
to live if
a poet a
great-gra
whilst his
explorers
and supp
zeal amo
Congolese
on the Se
been plac
Upon con
care of th

Hudson and Brand led violent lives. Hudson, the former Army captain who saw action in the Third Ashanti War, naturally possessed the implements of his profession. Unlike most men of his class and standing, he was not a keen sportsman, but nevertheless acquired a modest battery of hunting guns and rifles. His stay in Africa resulted in a considerable collection of African war weapons; although brought back from the dark continent as mementos and curios, they nevertheless would still be handy in a fight. Brand already took to carrying a revolver while he was still a journalist, and later habitually carried a handgun. Both men were apt to use their weapons in the course of their investigations, if and when the need arose.

Depending on the Keeper's style of play, there could even be a few 'magic' weapons in the armoury of Hudson and Brand. Hudson's collection of tribal weapons brought back from Africa is an obvious place to look, of course. Any one of his melee weapons could, for example, have had the Bless Blade spell (*Call of Cthulhu Keeper Rulebook*, p. 246) put on it. There is also a variety of ways to enchant either guns or bullets (compare 'Magic' in *Investigator Weapons 1: The 1920s and 1930s*, pp. 112, 114), including Banishing Rounds (*The Laundry*, p. 92) and Elder Sign Bullets (*Pulp Cthulhu*, p. 88).

HAND-TO-HAND WEAPONS

There are a number of melee weapons to be found in the lodgings at 33 Golden Square.

WALKING CANE

Like most gentlemen, Hudson and Brand owned a selection of walking canes. The heavier ones can be used as light clubs if necessary.

Location: All the walking canes can be found standing in basket near the front door.

WILKINSON INFANTRY SWORD PATTERN 1845

This was the standard infantry sword type used by the British Army during the Third Ashanti War. Designed by Wilkinson, the *Pattern 1845* has a slightly curved single-edged 32.5" (83-cm) blade and gothic-type hilt, and is really more of a sabre.

As an officer, Captain Hudson had to acquire his own blade. He chose the standard type.

Location: Hudson's sword hangs on the wall of the parlour.

AKRAFENA

The Akrafena ('sword') was the traditional war weapon of the Ashantis. By the 1870s, it had been replaced as the main military weapon by the musket, but many Ashantis still owned and used one, and there were also many heavily decorated patterns for ceremonial and representation purposes. The akrafena typically has a broad, blunt, single-edged 27.5" (70-cm) blade and heavy pommel, meaning it is better classified as a falchion.

Hudson brought back several akrafenas from Africa.

Location: A number of akrafenas decorate the wall of the parlour, but there is also one handy in the master bedroom.

PEAW

The Peaw ('spear') is the spear used by the Ashantis, usually together with a wooden beremo ('shield').

Hudson brought back a pair of peaws from Africa.

Location: Two peaws crossed over a beremo decorate the wall of the parlour.

MIT BAÏONNETTE MLE 1866

The Baïonnette Modèle 1866 is a sword bayonet with a 22.75" (58-cm) long single-edged blade, originally for the French Chassepot Fusil Mle 1866.

A relic of the Franco-Prussian War, this was picked up on a whim by Brand.

Location: The bayonet is kept in the Safe Room.

HANDGUNS

Handguns were the primary weapons of Hudson and Brand. A pistol is easy to carry concealed and therefore unproblematic in the city of London. It is also lighter to carry around all day, making it the best choice for a weapon that should be available whenever it is required. Even if carried in a pocket rather than a proper holster, a handgun is



Left to Right: Walking cane, Wilkinson Infantry Sword Pattern 1845, Akrafena, Peaw, Baïonnette Modèle 1866

pretty quick to draw and deploy. While handguns are not as powerful as rifles or shotguns, they can still be deadly. Their low effective ranges are not a problem in urban environments and in enclosed spaces.

ADAMS Mk III

This .450-calibre (11.5-mm), long-barrelled, double-action revolver was adopted by the British Army as the Pistol, Breech-Loading, Revolver, Adams Mk III in 1872.

Although replaced by the Enfield Mk I from 1882, it was the standard service revolver for the entire time that Captain Hudson served in the Army. Hudson held on to his weapon—officers are required to pay for their own sidearm—and used it at least once on a case. While the Adams fires a powerful cartridge, it is slow to reload on account of the loading gate and did not receive a perfect military record. For civilian use, it is also on the large and heavy side, not something easily slipped into one's pocket. Hudson therefore first experimented with a small-calibre pocket pistol, a Sharps Repeater (below), but from 1883 almost exclusively carried a Webley MP like his and Brand's friends from the Yard.

Location: Hudson's Adams Mk III revolver is stored in a small wooden case complete with its cleaning kit in a drawer of the gun cabinet. A large amount of ammunition is stored for this in the gun range.

SHARPS No.1A REPEATER

In 1881, Hudson acquired a four-barrelled repeating pistol of .220-calibre (5.6-mm). Designed as the No.1A Repeater by Sharps in America, his weapon had been made under licence by Tipping & Lawden in England.

Although the .220-calibre cartridges are of pitifully low power, the four barrels can be discharged in a heartbeat and the weapon is light and small, and thus easy to conceal about one's person in everyday clothing. At least at point-blank range, even just one of the tiny bullets is bound to make some impression, let alone four of them. The Sharps takes a long time to reload; Hudson usually did not bother to carry spare cartridges.

Location: Hudson's Sharps Repeater is stored in a small wooden case complete with its cleaning kit in a drawer of the gun cabinet. A considerable amount of ammunition is stored for this in the gun range.

WEBLEY No.2

The Webley No.2 is a small double-action pocket revolver in .380-calibre (9-mm). It has a short barrel and a five-shot cylinder.

Brand carried one of these between 1875 and 1883, when Hudson and Brand both upgraded to the Webley MP also issued by Scotland Yard (below). While the No.2 is slightly smaller, it also fires a less potent round and carries one shot less. Brand nevertheless kept the pistol.

Location: Brand's old Webley No.2 is stored unloaded and wrapped in an oily cloth in a drawer of the gun cabinet. A small amount of ammunition is stored for this in the gun range.

WEBLEY MP

The weapon most commonly used by Hudson and Brand is the Webley MP pocket revolver. It is a .450-calibre (11.5-mm), short-barrelled, double-action pattern with a loading gate and six shots in the cylinder. Its designation refers to its adoption by the London Metropolitan Police in 1883. The detectives in Scotland Yard's Criminal Investigation Department carry this weapon when required and the revolver is routinely available to any Metropolitan Police bobby in the exterior divisions of London as a 'comforter' from the station armoury.

Owing to their close cooperation with the Yard, Hudson and Brand have also selected this pattern as their primary armament and have used it in virtually all their cases since late 1883. The Webley MP is small and easily concealed, yet fires a powerful round and offers quick-shooting double-action functioning. It is the pinnacle of reliability, but slow to reload on account of its loading gate. Still, both Hudson and Brand would usually carry at least six spare cartridges in a vest pocket, more if they expected serious trouble. The ammunition is interchangeable with that of the Adams revolver. Hudson and Brand carry them in pocket holsters that are custom-made to fit into their coat pockets. This is a safer method of carry than simply stuffing the revolvers in the pockets.

Location: Two of the Webley MPs—one for Brand and one for Hudson—are kept together with their holsters in a drawer of the gun cabinet and one in the bedside drawer of Markham. All three are fully loaded at all times. A spare pair of Webleys, a large amount of ammunition, as well as cleaning equipment for all five is stored in the gun range.

WEBLEY WG

The Webley Government (WG) revolver was introduced in 1886. It is a .455-calibre (11.5-mm), long-barrelled, self-extracting, double-action design. Unlike earlier loading-gate patterns, it breaks open and simultaneously extracts all spent cartridge cases, considerably speeding up the reloading. It is also chambered for a more powerful cartridge, which is now standard British Army issue. In a pinch, it can fire the .450-calibre ammunition used in the Adams and Webley MP (Damage 1D10+1).

Hudson had long been unsatisfied with the slow reloading of his earlier sidearms, and eventually settled on this modern Webley design. The main disadvantage is that the pattern is larger than the small Webley MP revolvers; as of late, he often carried a WG as his primary sidearm and an MP as a back-up.

Location: The fully loaded Webley WG is stored in its wooden case in a drawer of the gun cabinet. Some ammunition is stored in the gun range.



Top to Bottom: Adams Mk III, Sharps No.1A Repeater, Webley No.2, Webley MP, Webley WG

SHOTGUNS

Hudson acquired several shotguns for sporting purposes, although he has never hunted much. He also owns the latest repeating shotgun, which he had intended primarily as a fighting tool.

GREENER DOUBLE HAMMERLESS GUN

Hudson owns a pair of matching Greener double-barrelled hammerless shotguns in 12-bore (18.5-mm), fitted with the latest Greener chokes for the best shot pattern. These guns are designed to be used with small shot on birds and similar small game, not for heavy buckshot loads, but can of course also be used with the latter.

Hudson's guns are Greener's Best Quality guns, stocked to fit his arms and upper body and lavishly decorated. He has used these occasionally for bird hunting, but they are still in excellent condition. These shotguns can be taken apart into two halves or reassembled in just one combat round. The two halves can be concealed under a coat.

Location: The two Greener Hammerless guns are stored in the gun cabinet. A substantial amount of ammunition as well as cleaning equipment is stored in the gun range.

GREENER DOUBLE KEEPER'S GUN

In addition to his Best Quality guns, Hudson also acquired a Keeper's Gun in 12-bore (18.5-mm), a more rugged and much less decorated weapon that is not custom-fitted to Hudson but otherwise performs almost the same. This is also choked for small shot.

If someone wanted to saw off the barrels of one of Hudson's shotguns to reduce its length, this would be the one to do it to.

Location: The Keeper's Gun is stored in the gun cabinet. A substantial amount of ammunition as well as cleaning equipment is stored in the gun range.

SPENCER REPEATING SHOT GUN

The Spencer Repeating Shot Gun is a pump-action shotgun designed in America. A small number of them were imported by Lancaster to England from 1886 and stocked and fitted there. The 12-bore (18.5-mm) gun has an underbarrel tube magazine for five shells. Pumping the underbarrel handle back and forth will eject the spent shell and feed a new one from the magazine into the chamber. This allows a rapid rate of fire and allows the shooter to keep several more shots in reserve compared to a double-barrel.

Hudson acquired this newfangled gun in late 1888, but has not in fact been able to shoot it much yet. Its advantages to an investigator in a firefight are too obvious to ignore, but like all long arms it is too bulky and heavy to bring along on a case unless specific circumstances demand it. Unlike modern pump-action shotguns, this weapon lacks a trigger disconnect, meaning that with practice—requires **Firearms (Shotgun)** 50% or better—the user can simply keep the trigger depressed after the first shot and then slamfire the

next shot(s) by pumping the handguard back and forth. This allows the higher Uses per Round noted on page 114 of the *Call of Cthulhu 7th edition Keeper's Rulebook*.

Location: The Spencer Repeater is stored in the gun cabinet. A large amount of ammunition as well as cleaning equipment is stored in the gun range.

RIFLES

Hudson acquired a small battery of rifles during his time in Africa, both for war use and for hunting game. He has seldom used any of them either in war or in sport, and has found little occasion to use one of them while on a case. However, Hudson was a fine shot with any rifle and his rifles remain in excellent condition, ready to use should the need arise.

SNIDER CARBINE PATTERN II

The Snider Carbine Pattern II was adopted by the British Army in 1867. It is a .577-calibre (14.6-mm) single-shot breech-loading carbine. It uses the same action and ammunition as the Snider Short Rifle Pattern III, which was the standard long arm of the British in the Third Ashanti War. The Snider was already technically obsolete by that time and afterwards quickly replaced by the Martini-Henry patterns.

As an officer, Captain Hudson was not issued a rifle, but he bought a refined Snider carbine from Greener's prior to his deployment to Africa. He used it little during the war, but held on to it even after he had left the service.

The Snider carbine fires a huge .577-calibre bullet that by virtue of its internal design collapses and expands upon hitting a target, much like a hollow-point round. This accounts for its massive damage, but also means that it has only very limited penetration – double any Armour Points against it (compare 'Hollow-Point (HP)' in *Investigator Weapons 1: The 1920s and 1930s*, p. 102). The cartridge case consists of a brass base holding the primer and a body made of paper. The paper can swell up in steaming jungles or after immersion in water, leading to jams. The Mal number becomes 96 under such conditions.

Location: Hudson's Snider carbine is stored in the gun cabinet. Some ammunition and cleaning equipment is stored in the gun range.

GREENER DOUBLE ELEPHANT RIFLE

Prior to departing for Africa, Hudson somewhat prematurely bought an elephant rifle. He selected an 8-bore (21.5-mm) double-barrelled rifle made by Greener's, a huge and heavy weapon with comparatively short barrels and external hammers. Due to the heavy recoil, only an expert rifleman – **Firearms (Rifle)** 75% or better – can fire the rifle more than once per combat round, despite its two triggers. The rifle really requires a bearer to carry both it and the heavy cartridges.

Hudson never fired a shot at an elephant, but he did use the rifle on buffaloes on several occasions. Hudson even acquired some of the explosive bullets available for this. These have

CHAPTER 11



Top to Bottom: Greener Double Hammerless Gun, Greener Double Keeper's Gun, Spencer Repeating Shot Gun, Snider Carbine Pattern II, Greener Double Elephant Rifle, Greener Hammerless Double Express Rifle, Winchester Modle 1873 (not pictured: Odanta)

Damage 3D6+2 plus 1D6 Explosion. However, because of the primitive fuzing, the explosive damage is only added on a successful Luck roll.

Location: Hudson's elephant rifle is stored in the gun cabinet. Some ammunition and cleaning equipment is stored in the gun range.

GREENER HAMMERLESS DOUBLE EXPRESS RIFLE

Hudson's favourite rifle is a Greener Best Quality Express rifle chambered for the .450-calibre (11.43-mm) Express cartridge. The weapon is a modern double-barrelled hammerless design of the finest craftsmanship.

Hudson used this rifle in Africa to shoot lion and antelope.

Location: Hudson's Express rifle is stored in the gun cabinet. Some ammunition and cleaning equipment is stored in the gun range.

WINCHESTER MODEL 1873

The Winchester Model 1873 is a lever-action rifle chambered for a .440-calibre (10.8-mm) cartridge. It is exceedingly popular in America, but is also favoured by many British hunters when abroad, normally for smaller game – including leopard.

Hudson acquired a Winchester short rifle for his time in Africa and used it quite a bit. The generous tube magazine below the barrel came in handy several times, including on one occasion against the natives. Replacing all 15 cartridges in the magazine takes quite some time, but it can be topped up whenever it is convenient. The Winchester is light and handy and the ammunition is reasonably effective. The lever-action system and tube magazine can be rapidly handled to give an impressive rate of fire.

Location: Hudson's Winchester rifle is stored in the gun cabinet. Some ammunition and cleaning equipment is stored in the gun range.

WEAPON TABLES

HAND-TO-HAND WEAPONS

Name	Skill	Damage	Base Range	Uses per Round	Cost
Walking Cane	Fighting (Brawl)	1D6+DB	Touch	1	£-/1/-
Wilkinson Infantry Sword Pattern 1845 (Sabre)	Fighting (Sword)	1D8+1+DB	Touch	1	£3/15/-
Akarfena (Falchion)	Fighting (Sword)	1D8+1+DB	Touch	1	Curio
Peaw (Spear)	Fighting (Spear)	1D8+1+DB	Touch	1	Curio
MIT Baïonnette Mle 1866 (Sword Bayonet)	Fighting (Brawl)	1D6+1+DB	Touch	1	Curio

HANDGUNS

Name	Skill	Damage	Base Range	Uses per Round	Bullets in Gun (Mag)	Cost	Malfunction
.450 Adams Mk III (Revolver)	Firearms (Handgun)	1D10+1	20	1(3)	6	£3	99
.220 Sharps No.1A Repeater (Derringer)	Firearms (Handgun)	1D4	3	1(3)	4	£1/5/-	98
.380 Webley No.2 (Revolver)	Firearms (Handgun)	1D8+1	5	1(3)	5	£2/2/-	00
.450 Webley MP (Revolver)	Firearms (Handgun)	1D10+1	5	1(3)	6	£2/5/-	00
.455 Webley WG (Revolver)	Firearms (Handgun)	1D10+2	20	1(3)	6	£5/5/-	00

ODANTA

The Odanta ('Danish gun') or 'Long Dane' is the standard muzzle-loading musket used on the 'Gold Coast' of Africa by both civilians and the Ashanti military. Supplied since the 18th century by Danish and Dutch merchants, most of the weapons are actually produced in Germany or even in Africa. These are very long-barrelled smoothbore muskets with an outdated flintlock action, using a small flintstone to create the spark that ignites the black powder charge. Most have large bores and are typically around .600-calibre (15.2-mm). Owing to the scarcity of proper lead balls, the Ashantis often substituted nails and even pebbles. This does nothing to improve the muskets' accuracy, of course.

There were several odanta muskets in Hudson's possession, all spoils of war brought back by Hudson from his time in Africa. While they are theoretically in firing condition, there are no flints, no black powder, and no lead bullets at hand to actually use them.

Location: Half a dozen odanta muskets decorate the walls of the parlour.

WEAPON TABLES CONTINUED

SHOTGUNS

Name	Skill	Damage	Base Range	Uses per Round	Bullets in Gun (Mag)	Cost	Malfunction
12-bore Greener Double Hammerless Gun (Double-barrelled Shotgun)	Firearms (Shotgun)	4D6/2D6/1D6	10/20/50	1 or 2	2	£36/15/-	00
12-bore Greener Double Keeper's Gun (Double-barrelled Shotgun)	Firearms (Shotgun)	4D6/2D6/1D6	10/20/50	1 or 2	2	£10/10/-	00
12-bore Lancaster-Spencer Repeating Gun (Pump-action Shotgun)	Firearms (Shotgun)	4D6/2D6/1D6	10/20/50	1(2)	5	£15/5/-	98

RIFLES

Name	Skill	Damage	Base Range	Uses per Round	Bullets in Gun (Mag)	Cost	Malfunction
.577 Greener Best Quality Snider Pattern II (Breech-loading Carbine)	Firearms (Rifle)	1D8+1D6+2	70	1/3	1	£5/5/-	99
8-bore Greener Double Elephant Rifle (Breech-loading Rifle)	Firearms (Rifle)	3D6+2	70	1 or 2	2	£42	00
.450 Greener Double Hammerless Express Rifle (Breech-loading Rifle)	Firearms (Rifle)	2D8+4	80	1 or 2	2	£47/5/-	00
.440 Winchester Model 1873 (Lever-action Carbine)	Firearms (Rifle)	1D8+1D6	50	1(2)	12	£5/5/-	99
.600 Odanta (Muzzle-loading Flintlock Musket)	Firearms (Rifle)	1D10+3	40	1/4	1	Curio	90

ARTEFACTS & CURIOS

DANCING BUDDHA

Made from an unidentifiable metal which the seller informed Brand was actually iron that fell from the stars in a comet, this statue depicts a Buddha either dancing or in a somewhat relaxed Lotus position, holding a fruit. He is bearded and has one ear pierced, and a swastika adorns the front of his quilted tunic.

Heat does not seem to affect this statue, and no matter how long it remains close to, or in, a fire, it will not become hot to the touch. According to an account from Markham, the statue has also received a point-blank rifle blast and not received a single mark on it from the bullet. Markham has not yet elaborated on how the statue came to receive the bullet in the first place.

Current Location: Hudson & Brand, Bedroom 1

Science (Geology): It is made of a mineral as yet unclassified by science. Not even diamond can mark it.

History: It is from western China, somewhere along the Silk Road, probably from the 14th century.

AMULET OF PU-YI

Supposedly capable of resurrecting the dead, the Amulet of Pu-Yi is thought to be of 12th century Burmese origin. Were an expert to examine it though, he would find several discrepancies that suggest otherwise.

The amulet itself is a bronze disc that would easily fit into the palm of a child's hand, with five indentations in its centre set about a black precious stone. Chinese-looking script runs around the edge of the amulet. Prolonged skin exposure to the amulet can have terrible effects on people. Should anyone wear it next to their flesh for more than a day, they will begin to experience paranoia, auditory and visual hallucinations, suicidal thoughts and a desire to taste human flesh.

Current Location: In possession of The Woman.

Art and Craft (Jewellery): The script was inscribed onto the amulet at a later date.

Other Language (Cantonese or Mandarin): Anyone with knowledge of modern Chinese will be unable to read the

script – it appears that the characters are close approximations of Chinese, but not wholly 'right'. An expert, perhaps an expert at the British Museum or a Chinese scholar living in Limehouse, can identify the script as being similar to Archaic Chinese. This dates the script to about 1000 BCE. The closest anyone can come to making sense of them is 'sleep death', but this is more of a guess than an accurate translation.

MASK OF MBANGONO

This mask was received as a gift from a grateful client, who was aware of Hudson's past experience in Africa on campaign. Perhaps the client actually sought good reason to be rid of the mask, as it was apparently the cause for a nasty accident involving ordinarily reserved children who, upon playing with it, became 'excessively boisterous in a most savage and unbecoming manner'.

Just under a foot tall, it is made from wood so dark it appears black. It is covered in geometric patterns and shapes which are seemingly impossible for the eye to follow, and has two small curved horns above its forehead. Whilst it bears a suggestive blankness where features should be, the mask possesses no mouth or eye holes.

Current Location: Originally kept over the games room fireplace, it made Mrs Levi uneasy and is now in the guest bedroom with the nailed-down chair, directly opposite where any 'guests' may be sat during their stay.

Anthropology: This style is African, possibly central or East African, yet no specific culture comes to mind.

Occult: It was possibly used in rituals as a totem.

Cthulhu Mythos: The mask depicts the face of a Nightgaunt. The style suggests it is from Central Kenya.

COLLECTION OF AFRICAN MELEE WEAPONRY

A variety of interesting curved and hooked many-bladed swords and axes from across western Africa adorn the walls of 33 Golden Square, alongside clubs and spears. Many were collected by Hudson when he was on deployment, but he has since taken to collecting examples he has come across in

various markets in London, including examples of Azande curved swords and Zulu short stabbing spears.

In practical terms, this means that in any room likely to be encountered by guests, including bedrooms, there will almost certainly be a handy weapon or three hanging on the wall. Some may be unusual or purely ceremonial, but should the need arise there will probably be something with which to stab, slash, bludgeon, or just wave menacingly. In case of requirement, the Keeper can decide what is to hand or roll 1D3 for the number of available weapons in a given room and then roll 1D6 on the table below for each one:

Result	Type
1	Central African assegai – treat as a spear
2	Zulu knobkerry – treat as a large club
3	Azande kpinga – treat as war boomerang if thrown, hatchet in melee
4	Ashanti akrafena – treat as a heavy sword
5	Kuba axe – treat as hatchet
6	Mangbetu hooked knife – treat as large knife

THE FROZEN FLUTE

A strange device that looks like a small assembly of flutes bound together, or perhaps the efforts of a blind one-armed person to cobble together a church organ, having had the process described to them in another language. It leaves a frosty residue wherever it is stored and is very cold to the touch. This is the device used by Auguste Dubeau at the Pankhurst house and has twelve charges left in it.

Current Location: It is stored in a locked strongbox in the gun testing range.

Cthulhu Mythos: This is a Mist Projector used by the Mi-go (see **Chapter Thirteen: Artifacts and Alien Devices** of the *Call of Cthulhu 7th edition Keeper's Rulebook*).

LIEUTENANT CAMPBELL'S SABRE

Supposedly Lieutenant Campbell was ambushed by an angry spirit during the Second Afghan War whilst he was on patrol and discovered an old shrine carved into the rock of a valley wall. The heroic officer slew the spirit but lost his mind, which was as broken as his sword once the fight was done. Nobody was quite sure who reported this tale, as when he was discovered half-naked and raving on the valley floor he was in no state to string a sentence together. He was brought home, quietly given an honourable discharge, and committed to an asylum. His family will not talk about his whereabouts or his condition.

The sword is broken, apparently melted, halfway down its length and is coated in a fine grey residue, somewhat powdery in texture. If used to wound someone it does 1d6+DB damage, at which point a human target must take an Extreme CON test. If failed, he must make a Sanity (0/1D3) check and lose 2D10+2 CON for the next 24 hours, regaining it at the rate of 1 CON per hour thereafter.

Current Location: The sword is kept in the master bedroom safe pending closer investigation.

Science (History): It is an 1840s pattern Army sabre.

Cthulhu Mythos: It is to be considered an Enchanted Weapon per the *Call of Cthulhu 7th edition Keeper's Rulebook*).

LIAO TABLETS

Each of these tablets is lozenge-shaped, jet black in colour, perfectly smooth, made of a smooth stone, and the size of a man's finger joint. Each is carefully wrapped in white tissue paper and neither the tablets or the tissue paper have any markings. They are stored in a small lacquered pillbox of French design and recent manufacture, which is secured shut with a lock. Attached to the pillbox is a note in Ancient Greek, with writing underneath in an unknown hand in English that says 'gateway to Elysium' and 'be careful'.

Each tablet is a dose of the Plutonian Drug, although this was not known to Hudson and Brand who intended to investigate the pillbox's contents at a later date.

Current Location: The pillbox is stored in the safe in the master bedroom.

Geology: The tablets appear to be onyx.

Other Language (Ancient Greek): A successful roll will reveal that the note in English is an accurate translation of the Greek.

Cthulhu Mythos: These small stone tablets act as a single dose of the Plutonian drug and enable travel to the Dreamlands. Once 'passed' however, they are just small onyx stones..

CAULDRON OF PROFESSOR DALRYMPLE

This large smoked glass bowl sits inside a polished metal cradle which has feet shaped like wild animals. It is currently empty, but should any of the investigators make enquiries about it, they are informed that it used to be filled with fish which, curiously, never seemed to need to eat or required feeding – when removed for examination the fish all died within minutes of being removed from the bowl.

After that, the bowl was used to keep flowers, which once again never seemed to need any form of nourishing. When one of the blooms, a white orchid, was removed from the bowl, it withered within minutes. After this, it was emptied

and has remained so since, as it seems neither Hudson nor Brand knew what to do with it. It was apparently left to them by a Professor Dalrymple, a physician who acquired it in his travels across the Orient and thought it would be better placed in the care of Hudson and Brand as he was also unsure of what to do with it. The professor certainly did not seem keen to expose the bowl's abilities to any of his colleagues..

Potential Hooks:

✂ **Yithian Tech** – the bowl is an artefact of Yithian technology intended to preserve the life of an organic specimen. Using their alien sciences they would be able to keep something alive in it indefinitely, and with the right methods they would be able to extract it and keep it alive after removing it from the bowl too. Of course, at some point it wholly likely that the Yithians or one of their agents may very well wish to retrieve the bowl.

✂ **The Cauldron of Rebirth** – this is in fact the cauldron of Welsh legend, the Pair Dadeni, and if used appropriately it is able to restore life to the departed. With a combination of ancient and rare tomes, the folklore of venerable old storytellers in remote villages, and a little luck, it may be possible to learn the ritual required to use the bowl to restore the dead to life – though surely not without cost.

Current Location: Sat on a table decorated in an oriental fashion by the library.

Art and Craft (Glassblowing or Pottery) or History: It is pre-Roman and Pictish.

Cthulhu Mythos: Anything dead of SIZ 50 or less curled up in the bowl will animate by midnight. They will be little more than a semi catatonic thrall unresponsive except for basic commands and will be unable to speak.

THE SERPENT'S COIL

What appears to be a metallic silver coiled viper approximately 20" in diameter is in fact a rather unusual weapon. By grasping the serpent's head and pulling, a thin sword can be pulled and unwound from the snake's body. The light, flexible blade is ill-suited to prolonged fencing, but it is certainly an injurious weapon which can cause both surprise and harm on a foe. Brand was fond of entertaining guests with its appearance and it has been used to the detriment of at least one Tcho-Tcho. To most people upon examination it will only appear to be an ornamental snake which could be worn as an armlet.

The Serpent's Coil should be treated as a light sword (1D6+db damage), but with a 10% penalty to the user's **Fighting (Sword)** skill due to its flexibility. However, when drawn and used on a first attack, the user gains all the benefits of a surprise attack (unless the opponent has already seen it used).

Current Location: Hanging from a hook above the parlour fireplace.

Arts and Craft (Metallurgy) or History: It is Chinese but its era is unclear.

Cthulhu Mythos: It was used in 3rd century BC China to hunt

Serpent men and may have been mentioned in the books of the time by generals and warriors. Other than that there is no Mythos link to this artifact.

THE CARRIAGE CLOCK

This is a small unassuming timepiece that dates to the early 19th century. Relatively plain with a dull gold finish, there is a partially-faded inscription that looks like Roman numerals and Latin characters on its underneath, but they are illegible.

Markham will inform the players that this particular clock was something Mr Hudson and Mr Brand were very keen on removing from their possession owing to its history – almost every owner had suffered some unpleasantness, and supposedly its list of previous possessors included Napoleon III (until the battle of Sedan), Spencer Perceval, and the Qing Dynasty during the Opium Wars, as well as appearing in Ireland during the Great Famine and in various places of revolution, war, and upheaval. This is almost certainly hearsay and fancy...but tell that to the late Messrs Hudson and Brand.

Potential Hooks:

✂ The Clock is perfectly harmless and there is nothing unusual about it – in a world of confirmed unspeakable horror, some rumours about a cursed clock seemed wholly reasonable to the good pair of detectives.

✂ The Clock is in fact an aspect of the Tick Tock Man, an avatar of Nyarlathotep concerned with technological progress. Being aligned with that bringer of chaos, naturally it is always present where great upheaval is occurring, but is it a catalyst or merely drawn to these events?

Current Location: Sat on a table in the corridor from the parlour to the master bedroom.

Cthulhu Mythos: There is no way to discern that this is an aspect of the Tick-Tock man. There is no curse on this clock.

RING OF THE EBON KING

This is a black metal ring which bears some Egyptian hieroglyphic characters as a seal.

Should someone put the ring on, it cannot subsequently be removed save by removing the finger. It brings visions of cyclopean pyramids under thunderous skies, where pallid legions of quasi-human thralls debase themselves before terrible altars and perform diabolical blood rituals. Glimpsed in the roiling clouds can be seen dreadful forms that should not be, those that move endlessly amongst the stars, and things that slumber endlessly beneath the stygian waves.

For each night that the ring is worn, the wearer must make a Sanity (1D3 loss) check. However, each time the wearer fails the Sanity check, he gains 1 point of **Cthulhu Mythos**, 1 point in **History (Ancient Egypt)**, and 1 point in **Other Language (Ancient Egyptian)**, but loses 1 point from any

modern language. The wearer also knows how to cast Contact Black Pharaoh, as per the Contact Nyarlathotep spell, but only contacts him in his Black Pharaoh form (see **Chapter Twelve: Grimoire** of *Call of Cthulhu 7th edition Keeper's Rulebook*).

Current Location: Kept in a small box labelled 'Egyptian ring' in the master bedroom's safe.

History or Other Language (Egyptian Hieroglyphics): This is an impression seal used to authenticate documentation in wax or clay by leaving an indent or impression. It bears the term 'Great Black Pharaoh'.

History (Hard Difficulty): The records make scant references to a 'black pharaoh' of great influence, who was sometimes called 'Hotep' and who brought forth both wonders and terrible punishments to the world.

Cthulhu Mythos: The Black Pharaoh is an avatar of the Nyarlathotep, messenger of the gods, whose reign as pharaoh was wiped from history.

BONE PIPE

At least a metre in length, this primitive flute-like musical instrument appears to have been carved from a single piece of bone and has multiple finger holes stretched across its long body, more than can be accounted for by even a large man's hands. No musician or academic asked about the pipe has seen anything like it before, although it apparently came from the collection of an old orchestra conductor. Any attempts to play it will be met with futility and red cheeks.

Potential Hooks:

✱ The bone pipe keeps being found out in the garden, lying on the ground, supposedly without anyone having moved it. An investigator may need to pass an Idea roll to realise that this only seems to happen when the moon is full. Even if locked or tied up, the pipe will still mysteriously be found out in the moonlight by morning. Is the pipe waiting for something?

✱ One of the investigators begins to have dreams in which infernal pipes haunt their every move, notes of madness skirling through their mind and shattering apart every thought. Every time that he has this nightmare, he notes that the bone pipe is propped up at the end of his bed – does it want the investigator to use it, or is that the last thing he should do?

Current Location: Leaning against the gun cabinet.

Cthulhu Mythos: This is a flute used by occultists during the Elizabethan period to aid in summoning denizens linked to Azathoth and adds a 5% bonus to the spell.

WHITECHAPEL EGG

In appearance, this curio is similar to the Fabergé eggs given by the Tsar of all the Russias to his wife. It fits easily in the fist, aquamarine in colour and banded with silver and diamonds. Whilst it appears to be an expensive item, Markham can assure the investigators that it is a well-made forgery that Brand was given as a gift by a client from Whitechapel, although he cannot remember who.



END PAPERS AND OTHER EPHEMERA

Arthur Jer
object whi
personal a
to live if p
a poet and
great-gran
whilst his
explorers
and suppo
zeal amoun
Congolese
on the Sev
been place
Upon com
care of the

What follows is a collection of art and useful information for the Keeper to use in his adventures. A few of the items should be for the Keeper to reference in her book but all of them could be used at her gaming table for the players to peruse.

A separate PDF will contain these and more but for quick reference they are included here.

- ✧ A page-by-page copy of Bacon's Portable Map of London. It is an invaluable resource for immersing one's self into the foggy streets of the world's greatest metropolis of the Victorian Age. In the version included in this book, Golden Square (home to Hudson & Brand), Lion Wharf (Lair of the Heligoland Company), the Greens' Cooperage, and the House of Dark Mysteries are all shown. An unmarked player's version of the maps are included in the play-aid PDF 'A Lense Of Darkness', available online.
- ✧ A copy of 'The Illustrated Thames-Sentinel' by Dean Engelhardt. This base and scandal filled periodical relies on titillation and fear to boost circulation but it is also an excellent resource when it comes to rumour and news regarding the lower orders. In these pages you will find scenario seeds, a clue or two, and much to entertain.
- ✧ For those who enjoy running 'one-shot' adventures at their club, home, or conventions, 'History Cards' are included to give your players some closure in regards to their character. Simply print these out, (they are also present in the 'A Lense of Darkness' PDF), turn them over so the Players can pick one blindly, and have them read out the ultimate fate of their investigator.
- ✧ A collection of Allies & Adversaries follow, written up as NPCs. Their character sheets are double sided with one side focusing on being an enemy of the players, and another on being an ally, depending on which role you'd like those NPCs to play. They are also suitable for play as pre-generated characters should you permit it.
- ✧ And finally, double-sided blank character sheets with the 'eye of light' version to be used by Players and the 'eye of darkness' version to be used by the Keeper for her adversaries.

END PAPERS AND OTHER EPHEMERA

BACON'S
Portable Map

OF

LONDON

G. POWELL,
"OWL WORKS,"
159, ALDERSGATE ST.
AND
42, OLD BROAD ST. E.C.

CASH
PRICE.

Scale 4 inches to a mile.

PRICE SIXPENCE.

On Cloth 1s.

LONDON:

G. W. BACON & CO., Ltd., 127, STRAND.

N.
CIRCLES.

G

5th

1/2 MILE

H

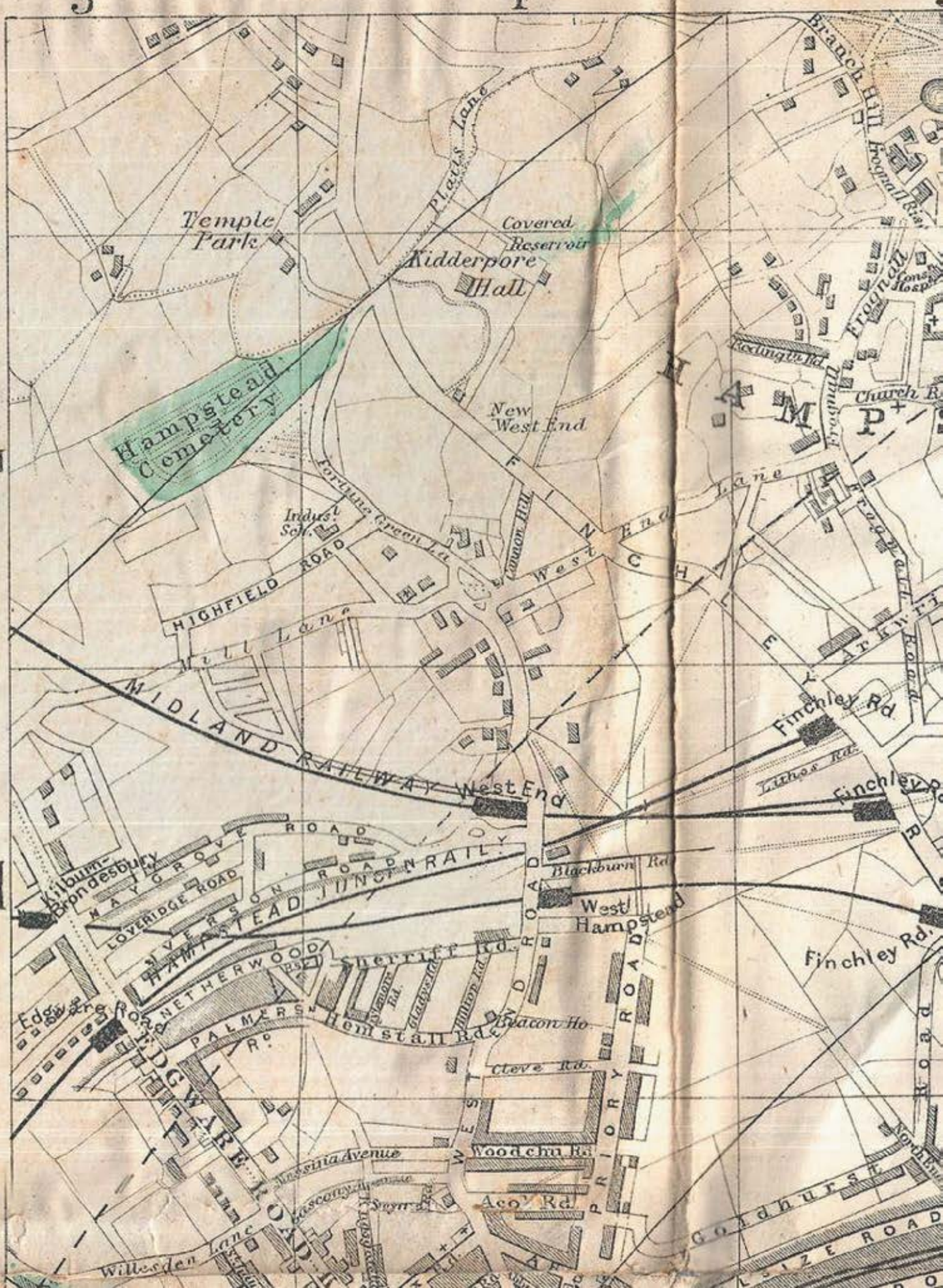
R N AND

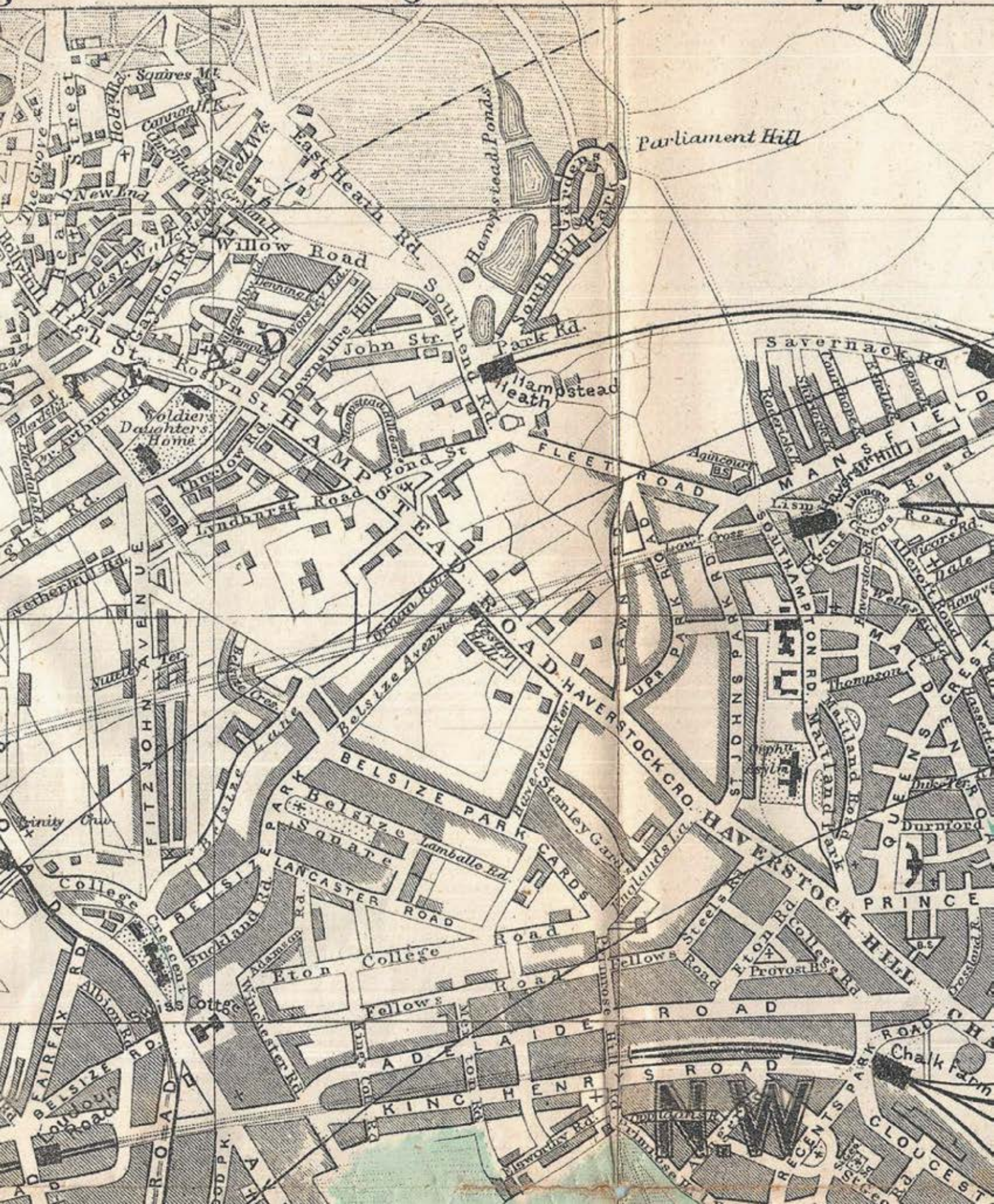
3

4

G

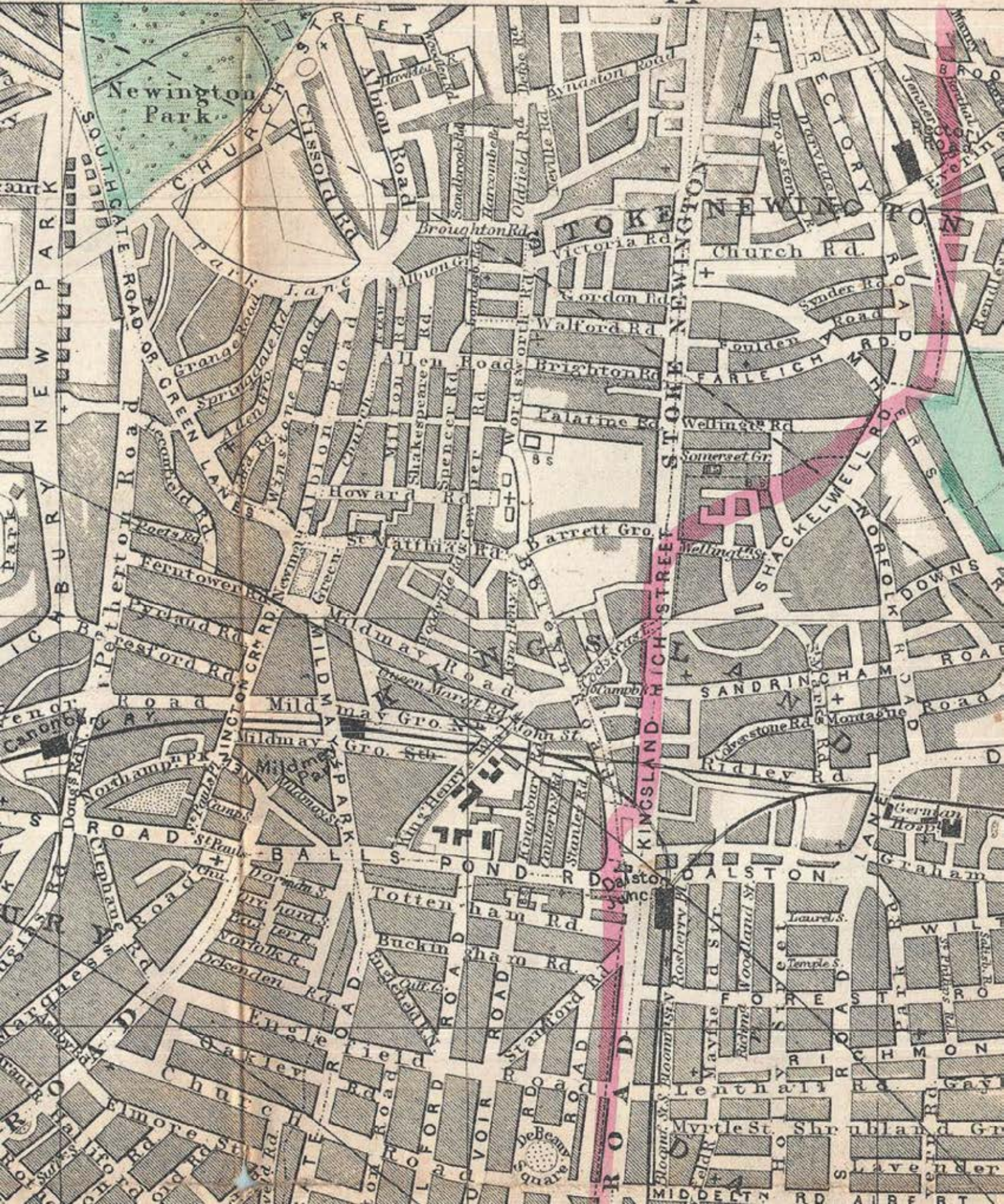
H













B
L
C
DIVIDED INTO
Sca
S
O
I
C
P
C
T
H
C
P
B

BACON'S

NEW MAP OF

LONDON,

DIVIDED INTO HALF MILE SQUARES & CIRCLES.

SCALE FOUR INCHES TO THE MILE.

Squares & Gardens

Cemeteries

Railways & Stations thus

Tramways

Omnibus Routes

Public Buildings

Churches & Chapels

Theatres

Board Schools

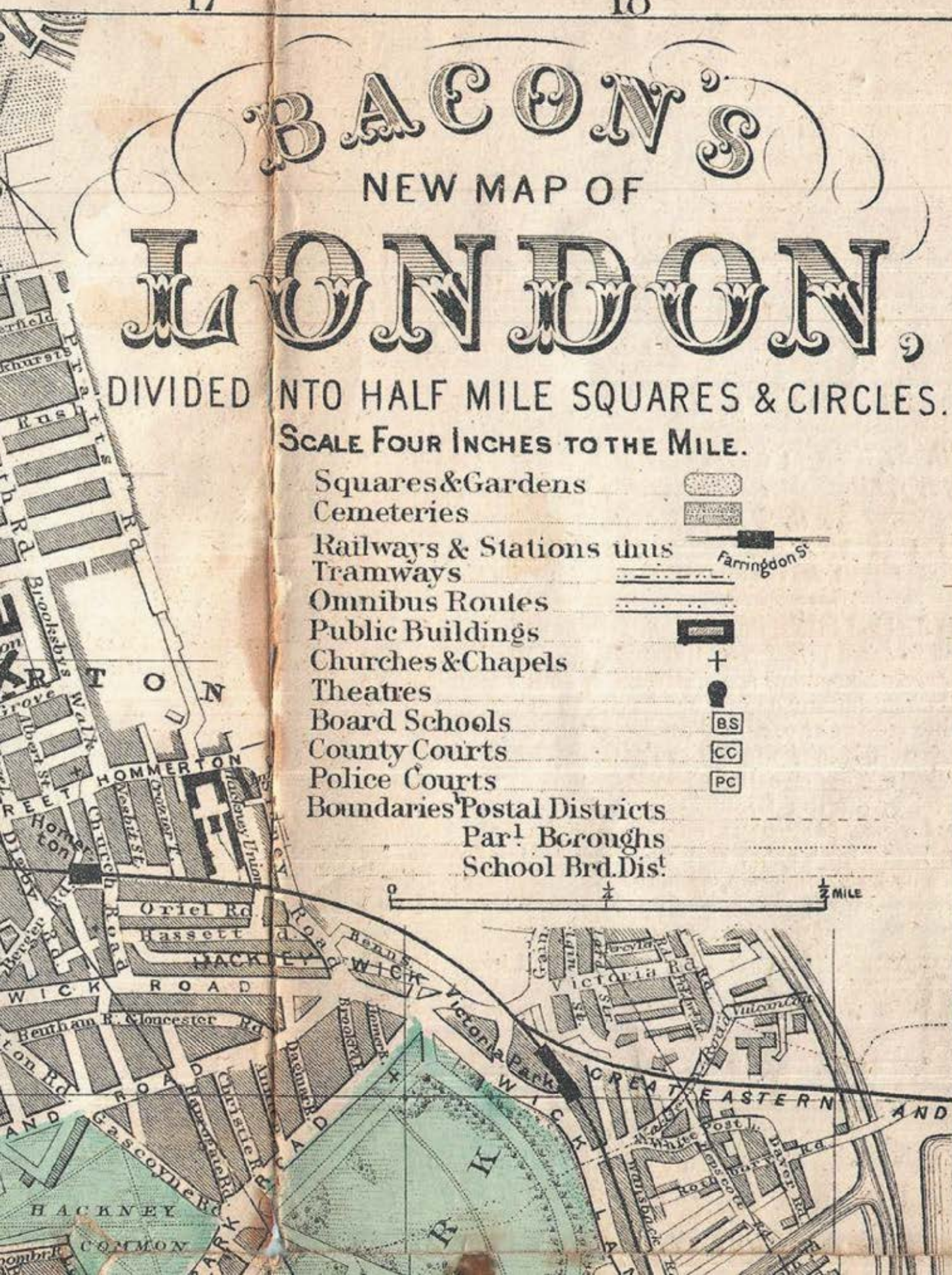
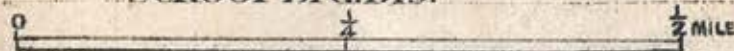
County Courts

Police Courts

Boundaries Postal Districts

Par^l Boroughs

School Brd. Dis^t

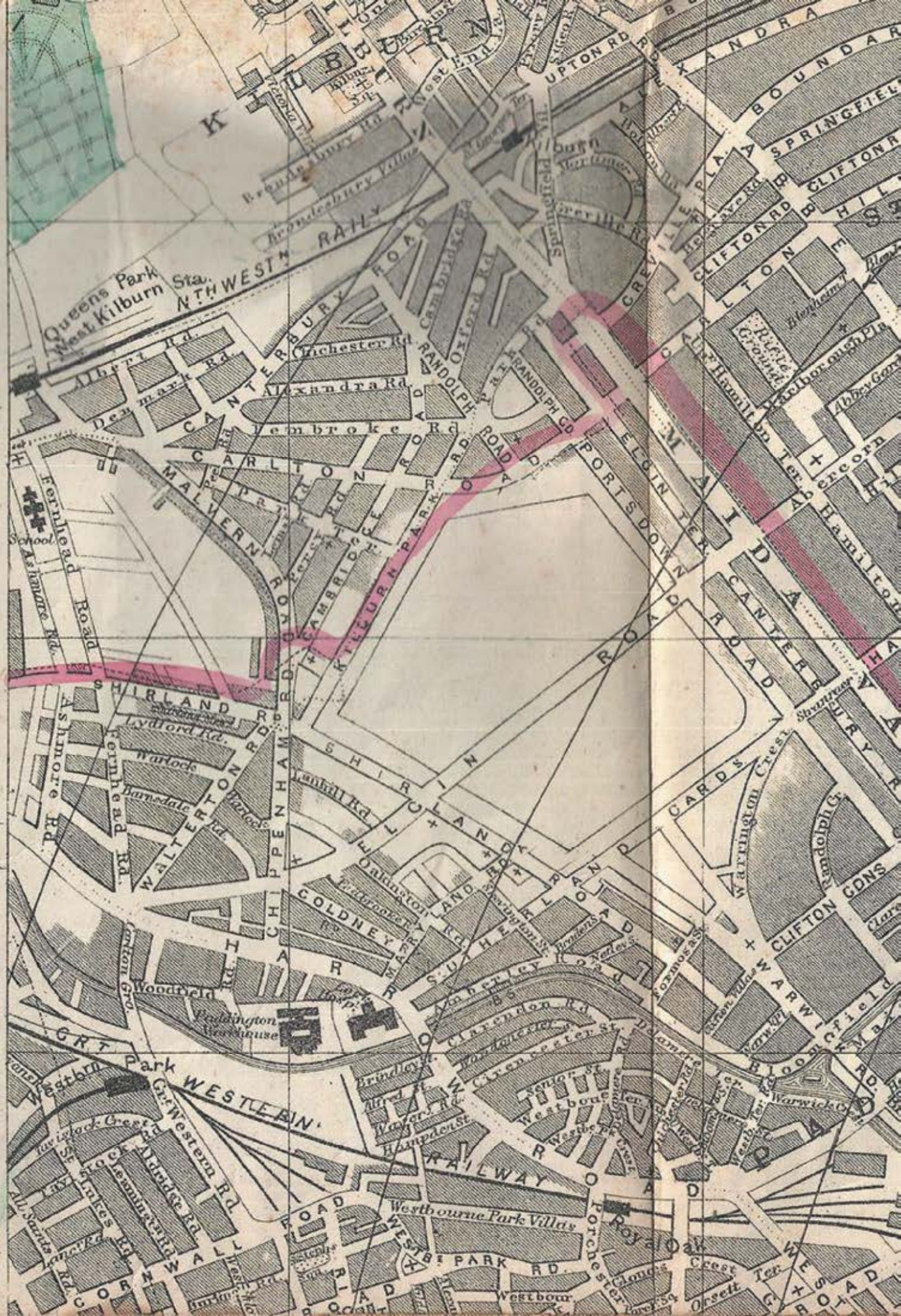


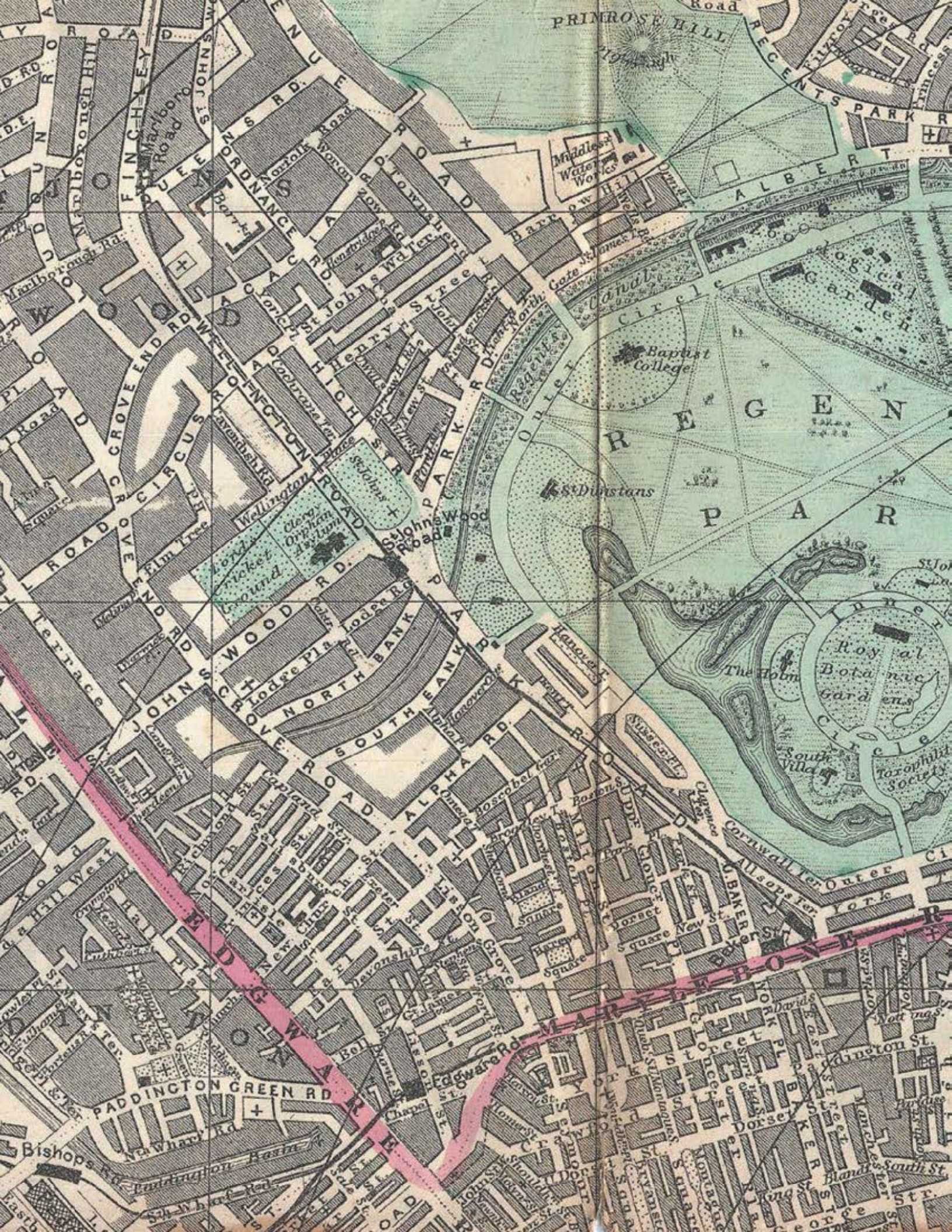
I

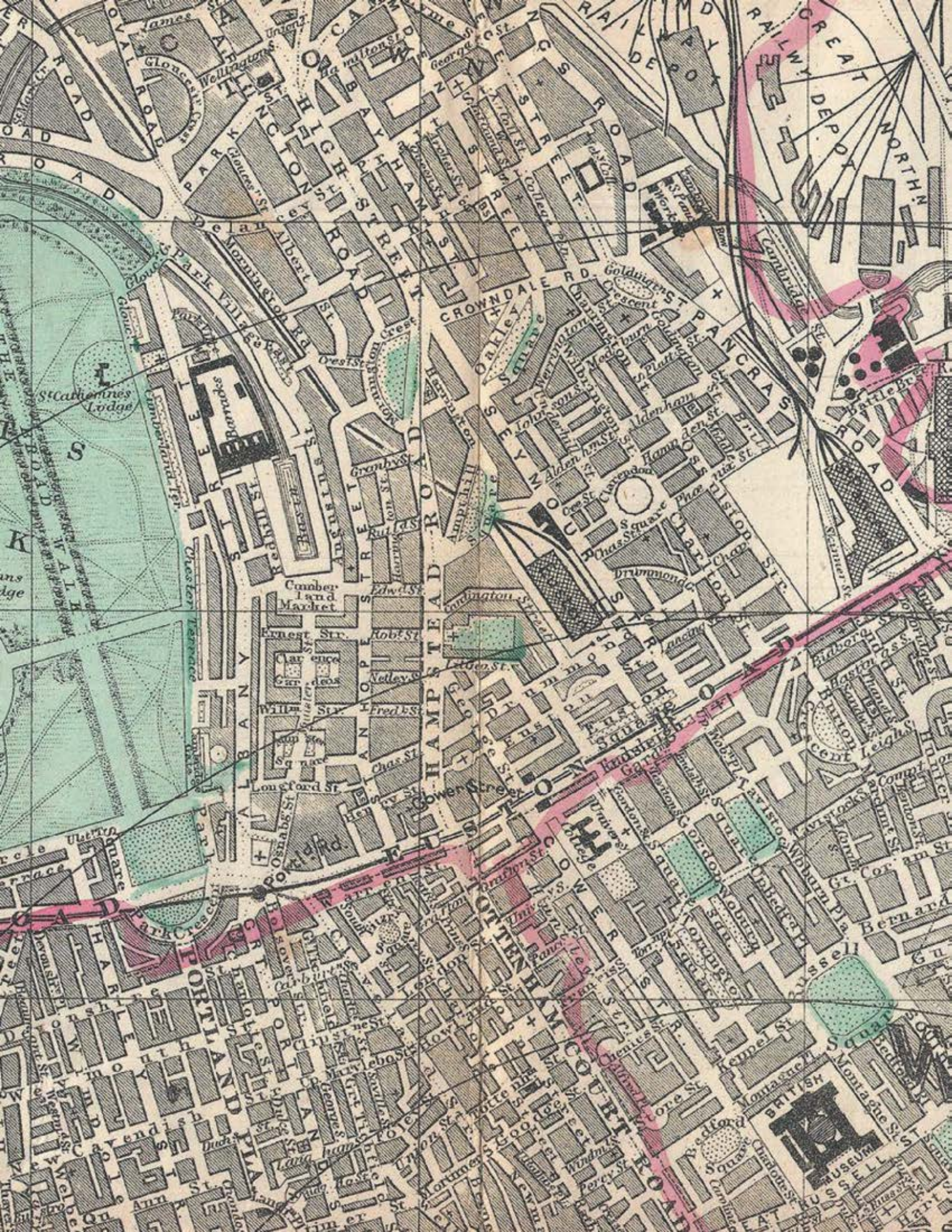
J

K

L

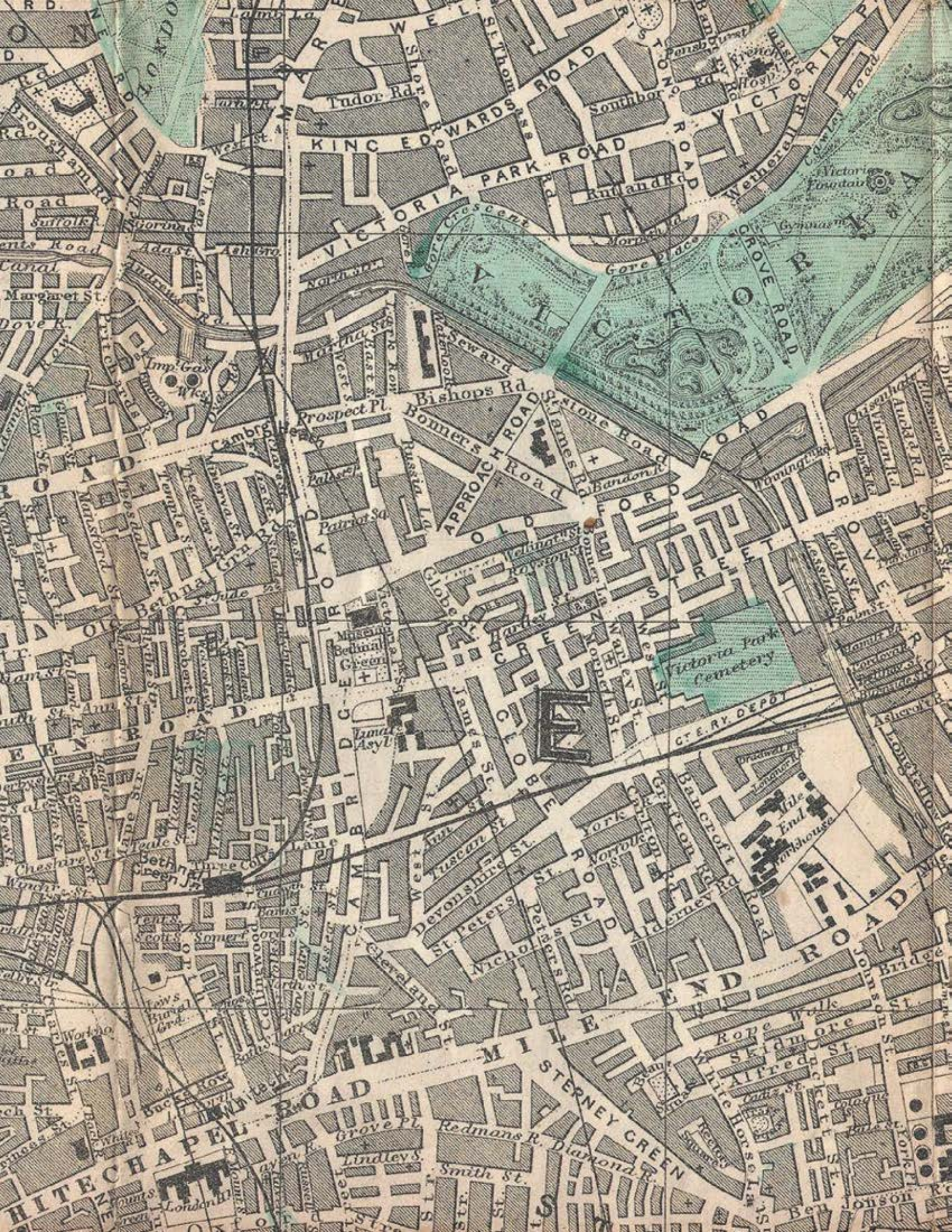


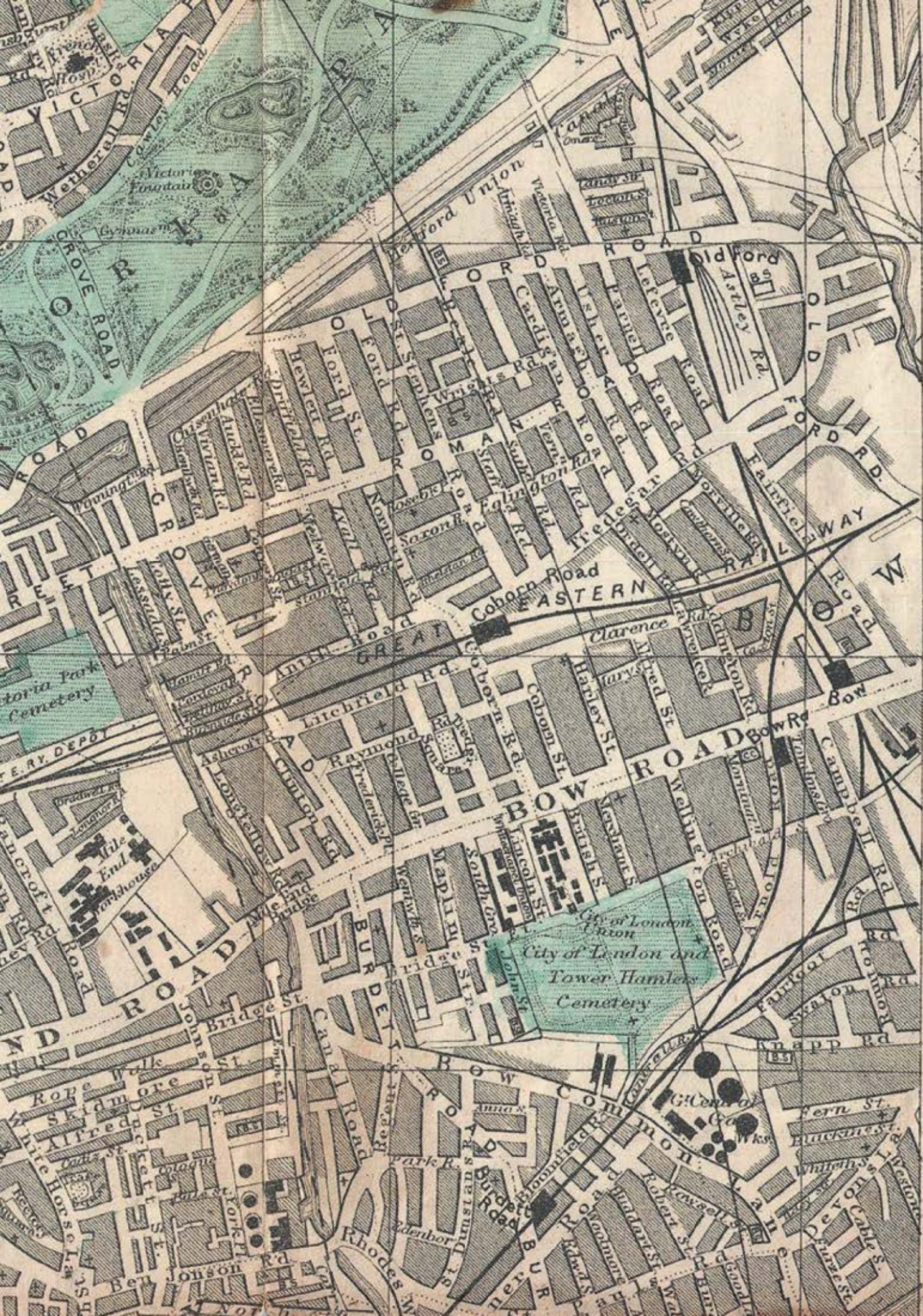


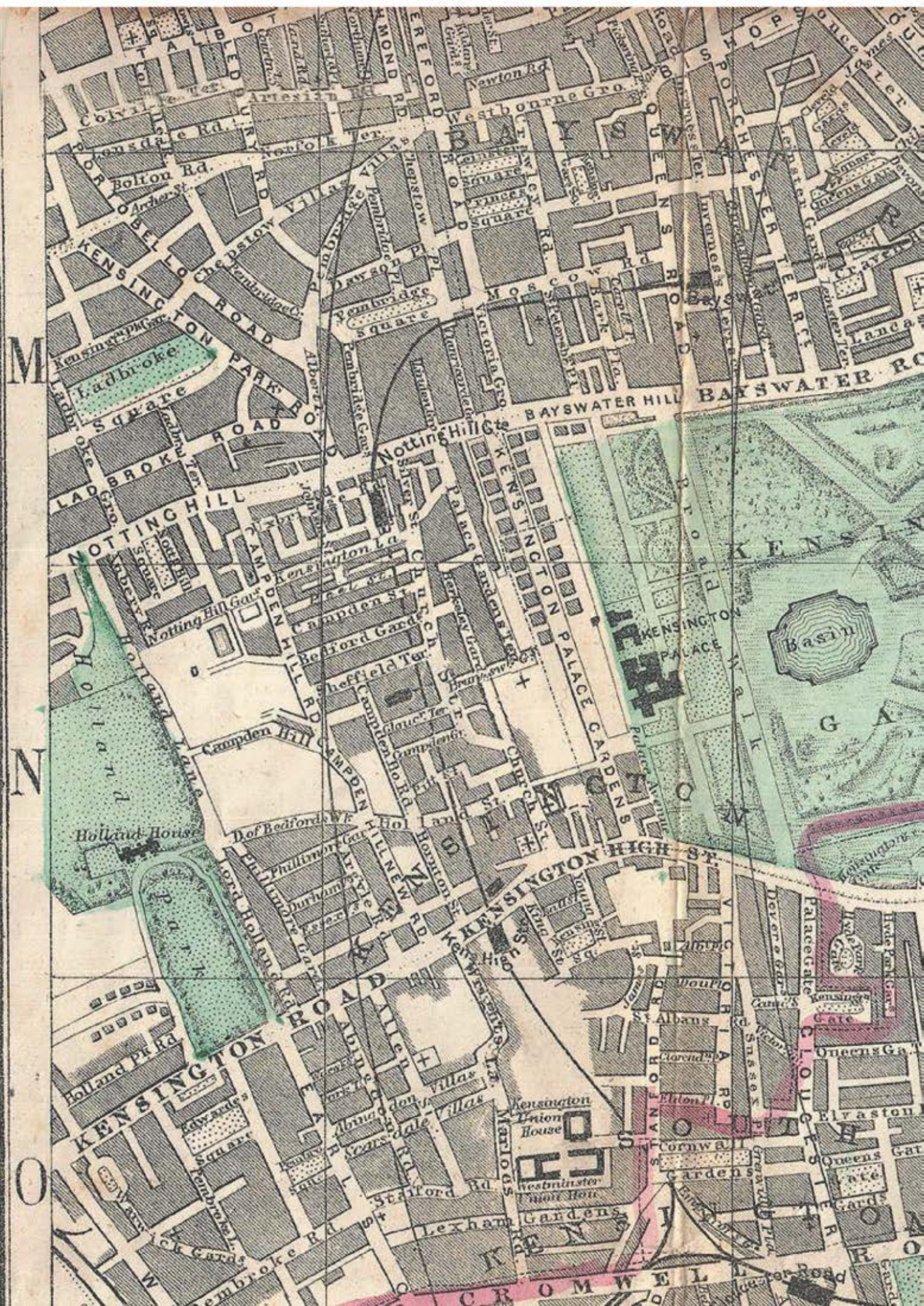


















A POLICEMAN'S FRIGHT - HE THOUGHT IT WAS A GHOST

CHARLES PEACE
AND
BUFFALO BILL.

ALL BACK NUMBERS
IN STOCK.

THE ILLUSTRATED

To MARRIED LADIES.

TRY THE FRENCH REMEDY.—Not a dangerous
drug, but a WONDERFUL SECRET INVENTION.
Never Fails. Particulars free to all applicants
on receipt of a stamped addressed envelope.
APPLY TO M. H.

217, GRAHAM ROAD, LONDON, N.E.
PLEASE NAME PAPER.

THAMES SENTINEL

ESTABLISHED 1866

No. 1722. [REGISTERED FOR CIRCULATION IN THE
UNITED KINGDOM AND ABROAD.]

SATURDAY, SEPTEMBER 14, 1895.

Price One Penny.

An Unbridled Night of Violence in the Capital



HOW TO AVOID THE INJURIOUS EFFECTS OF STIMULANTS.



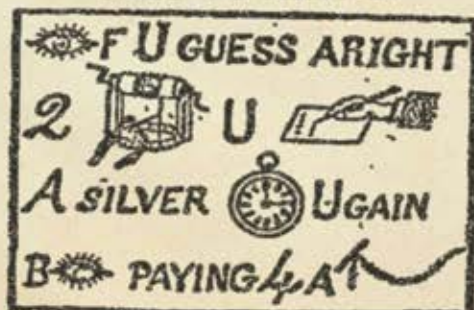
The present system of living—partaking of too rich foods, as pastry, saccharine, and fatty substances, alcoholic drinks, and an insufficient amount of exercise—frequently deranges the liver. I would advise all bilious people, unless they are careful to keep the liver acting freely, to exercise great care in the use of alcoholic drinks, avoid sugar, and always dilute largely with water. Experience shows that sugar, pink or chemically coloured sherbet, mild ales, port wine, dark sherries, sweet champagne, liqueurs, and brandies are all very apt to disagree: while light white wines, and gin or whisky largely diluted with soda-water, will be found the least objectionable. **ENO'S "FRUIT SALT"** is peculiarly adapted for any constitutional weakness of the liver; it possesses the power of reparation when digestion has been disturbed or lost, and places the invalid on the right track to health. A world of woes is avoided by those who keep and use **ENO'S "FRUIT SALT"**; therefore no family should ever be without it.

IMPORTANT TO ALL LEAVING HOME FOR A CHANGE.—Don't go without a Bottle of Eno's "FRUIT SALT." It ought to be kept in every bed-room in readiness for any emergency. It prevents diarrhoea and removes it in the early stages. The secret of success—Sterling honesty of purpose. Without it life is a shan.

CAUTION.—Examine each bottle and see the Capsule is marked **ENO'S "FRUIT SALT"**. Without it you have been imposed on by a worthless and occasionally poisonous imitation.

**PREPARED ONLY AT
ENO'S "FRUIT SALT" WORKS,
LONDON, S.E.**

**A WATCH FOR EVERYBODY.
SEND NO MONEY.**



To all who give a solution to the CONUNDRUM, and send an order for one of our beautiful Silver Chains, will be presented **A FINE SILVER WATCH**—our list price £2 2s. Send stamped addressed envelope to the Manager, Clerkenwell Watch and Jewellery Association, 6, Rosebury-avenue, Bideford Mansions, Clerkenwell, E.C.

SERIOUS CASE OF MUTINY AMONGST DARTMOOR CONVICTS.

A PERILOUS POSITION

PARTICULARS have just transpired of a serious mutiny which occurred in the Dartmoor Convict Prison last week. The mutiny arose out of the action of a coloured convicts, named White, who was undergoing a term of five years' penal servitude. White alleged that an assistant warden name Saunders was constantly ill-treating him. At ten o'clock on Monday morning he was at work, with a number of other convicts, carrying turnips, when he suddenly "pulled up," and refused to keep to his task. Two warders, named Lawton and Miller, asked him why he had ceased work, and he replied, "I can't work any more under that officer," meaning Saunders. The warders thereupon ordered him to be handcuffed, but the convict resisted strongly, and called for help. At this, the warders resorted to force. In the subsequent struggle the convict succeeded in throwing both warders to the ground, and several other convicts came up in answer to his appeal for help. There were cries of "Shame," and "Don't kick him," for the two warders had regained their feet and were showing to greater advantage in the continued struggle.

The gang of prisoners who were engaged in the same work as White were drawn up for the march for dinner, and six of them fell out of line and went towards their comrade. One of them, who wore the canvas dress which indicates extra punishment for tearing up his "regimentals" rushed to White's help, and threatened to knock down the chief warden if he did not let the man alone.

Another warden named Downs, who had charge of working a gang 100 yards away, realised the serious nature of the situation, and resorted to a desperate expedient to quell the rebellion. Rushing to the bank he raised his rifle and threatened to shoot the "extra punishment" man if he did not withdraw from the action. He fired one shot over the man's shoulder to frighten him, and a minute or two later Warden Saunders (the assistant whose conduct had been complained of by White) rushed to the help of Warders Miller and Lawton, and stumbled over a plank into a muddy ditch, to the great amusement of the other convicts.

Warden Prior then joined Warden Downs on the bank, and both prepared to fire on the mutineers. White now surrendered to the handcuffs, and was thoroughly subdued. The man in canvas dress, however, continued the struggle, and was knocked down by Chief-Warden Lawson, who drew his sword and gave it to Warden Prior, asking him to keep White away.

Ultimately both convicts were marched off, handcuffed, to the punishment cells. They are now waiting their trial by the director of the prison. Three other prisoners, Cox, Desmond, and Vinadi, were also taken to the punishment cells, charged with mutinous conduct, and ordered strictly "disciplinary" punishment.

TO THE MARRIED.

PERSONS who cannot afford to keep a large family should send 3 stamps for our **NEW BOOK**.

It contains valuable information on this most important subject.—How large families can be avoided, as recommended by eminent physicians. Improved edition. "The Wife's Guide and Friend." 100 pages, elegantly bound in cloth. 1s. post free.

B. LAMBERT & CO.,

16 DALSTON LANE, DALSTON, LONDON, N.E.

TERRIBLE MURDER IN BARNES.

[SUBJECT OF ILLUSTRATION]

EMMANUEL THOMAS, twenty-five, of Smith-street in Barnes, was charged at Richmond-on-Thames, on Thursday, with the wilful murder of Caroline Harriet Barron, and old woman of seventy-four. Mrs. Barron was supposed to have a considerable sum of money, and it is thought that, owing to the poor woman's garrulity, Thomas became aware of this while engaged with other workmen painting the outside of the row of houses in which Mrs. Barron resided. On Wednesday Thomas paid the woman a visit. Mr. and Mrs. Dalhousie, who live next door, heard someone in the house talking to the murdered woman, and hearing a fall they went to see what was the matter. The house was in darkness, and a voice from within said, "You are not coming into my house." "But I want to see Mrs. Barron," persisted Mrs. Dalhousie. "You can't see her. You can't come into my house," was the answer. Meantime Mr. Dalhousie went round to the back and presently heard someone carefully open the back door of Mrs. Barron's house. "What are you doing here?" asked Dalhousie. "It's all right," the stranger replied, and rushed off. Dalhousie gave chase and captured him after a short run. Thomas took out his pocket-knife and a struggle ensued, bystanders declining to interfere. At last the police arrived, and Thomas was arrested. Mrs. Barron was found in the kitchen of her house, her neck having been cut with a large kitchen knife, which lay near, covered with blood and hair. She died on Sunday. Thomas, when told of the woman's death, and that he would be charged with murder, turned pale and burst into tears. He now declared that he was drunk and knew nothing about it. He was eventually committed for trial.

The Flower-Garden may be made all the more beautiful by gardeners who will act upon the information given in Daniel Brothers' new "Illustrated Catalogue of Dutch Flower Roots—The Secrets of the Worm," plentifully illustrated, and published at the Royal Norfolk Seed Establishment, Norwich.

BENSON'S
KEYLESS
"BANK" WATCH
BEST LONDON MAKE
In Silver Cases. BEATS In Silver Cases,
ALL OTHERS.

Illustrated Book Post Free.

Is a good Knockabout Watch for Rough Wear generally. Three-quarter Plate ENGLISH LEVER Movement, with Chronometer Balance, Jewelled throughout, extra Strong Keyless Action, each part interchangeable.
PRICE £5, IN STERLING SILVER CRYSTAL GLASS CASES.

WOMAN PUSHED INTO THE THAMES?

[SUBJECT OF ILLUSTRATION]

DR. GORDON HOGG opened an inquiry at the London Apprentice tavern, Isleworth, on Tuesday, into the circumstances attending the death of Jessie Elizabeth Brett, aged 28, a married woman, who had lately been living apart from her husband, at Twickenham, and whose body was found in the Thames, off Isleworth ferry, on Sunday. In the *Thames Sentinel* of last week we reported that the woman was missing, and it was mentioned during the inquiry that the identification was established through our description.

Mr. G. W. Lay, solicitor, appeared on behalf of the deceased's mother and brothers; and Mr. J. Temple Martin watched the proceedings for the husband, a merchant, at present residing at Clapham.

Evidence of the finding of the body off Isleworth ferry, at eight o'clock on Sunday evening, was given.

William Bulling, of Twickenham, identified the deceased as his sister, whom he last saw alive on Tuesday, the 6th inst. She was then in good spirits, and told witness that she was going to the Hospital for Women in Euston-road in the afternoon, in the company of her maid Winnie, and would return in the evening. She did not return, however, and was not heard of until the next day, when witness went to her husband's house at Clapham, and questioned him about her.

The Coroner: They were separated, I think?

Witness: Yes; my sister left him three months ago, very much against his will. Since then she had been living alone with only the company of her favourite maid.

When the witness heard that a woman's body had been found in the river at Isleworth he went and identified it as his sister. Witness spent from the Tuesday to Sunday making inquiries as to her movements, but could find nothing to throw any light upon her death. He also tried to locate the woman's maid, who had apparently vacated the house which she shared with the dead woman. This also proved a vain search, with the young maid apparently having vanished without a trace.

A number of individuals recall seeing the woman on the day of her accident, several of them noting she was carrying a distinctive bag. No bag has been found with the deceased.

Dr. Bullock, of Spring-grove, Isleworth, stated the cause of death was drowning. There was a mark on the frontal bone and an abrasion which might have been caused before death.

Elizabeth Bulling, deceased's sister, deposed that she left her mother's house, 3, Cromwell-place, Station-road, Twickenham, on the 6th inst., stating that she intended to meet with her maid Winnie and go together to the Hospital for Women, Euston-road. She was then in good spirits. She had also confided that she had recently learned a "most scandalous secret" which related somehow to her maid, or the maid's family.

The coroner asked whether the deceased woman had already discussed this "secret matter" with the maid herself, or with any other party. The deceased's sister stated that she had not. The coroner then painted a hypothetical scenario in which an ill-fated attempt to confront the maid about some matter had escalated into a physical altercation during which the deceased had been pushed into the Thames. This suggestion silenced the room. For want of any eyewitness account, or the testimony of the maid herself, the providing of this hypothesis is not presently possible. The coroner suggested that without one of these two items, the matter is likely to remain unresolved.

The inquest was then adjourned.

LIVER COMPLAINTS.—Dr. King's Dandelion and Quinine Liver Pills, without Mercury, remove Liver Complaints, Biliousness, Headache, Indigestion, Constipation.

KRAATING'S POWDER.—Kill's Bugs, Fleas, Moths, Beetles, and all Insects (perfectly univalued). Harmless to everything but Insects. Sold in Tins, 6d and 1s.

A POLICEMAN'S FRIGHT.
HE THOUGHT IT WAS A GHOST.

AT two o'clock on Wednesday morning a constable who was on duty near St. Andrew's Church, Bethune Road, Stoke Newington, was startled to see the white figure of a woman walking over the frozen ground. The officer could hardly believe his eyes; he thought he had encountered a ghost. The figure approached him, and he saw it was no ghost, but a naked woman. When she spoke, the officer saw that she had taken leave of her senses, and he conveyed her as rapidly as possible to the police station in the High Street. Here the unfortunate creature was kindly treated, and soon after claimed by her friends. The latter are in good circumstances, and they informed the police that the unfortunate lady has been suffering from religious mania.

REKNOWNED FIGHTER GOES MISSING

REPUTED BARE-KNUCKLE fighter, and idol of the East End, William Hatlocke, has disappeared on the eve of his first loss to Andrew Rosen, an amateur from Limehouse. Hatlocke, a.k.a. 'Bare-Knuckle Bill,' seemed to suffer an unlucky blow in the fifth round at the Old Cooperage in Limehouse and was taken to the nursing station, where he was last seen. While many in the Ropemakers Field area are concerned for his well being it seems the police are less so. This reporter attempted to get the police to give a statement but none was forthcoming. Whispers say that a criminal gang operate in that area — who may speculate what true fate has befallen Mr. Hatlocke?

THE ESCAPED NUN'S STORY.

MISS GOLDWEATHER, the young woman who recently made her escape from a bizarre French convent, has made a statement to a Hull journalist, in the course of which she says: "I know there will be misrepresentations as to the circumstances of my detention, and I am already told that Parisian newspapers are making grave and dire accusations about my character and conduct. Therefore I think that a little of the inner story of my convent life will enable me to be better understood."

"My sister, you must think of death and what is beyond death' is the constant and dolorous advice given the nuns by those in authority. Every hour of the day you are told to be ready to die. When I was ill once, I was left alone in my bed a whole day and night. Never a hand was raised to succour me. I was told to prepare for the end; for meeting He whom is served."

"All the sisters die between thirty and forty; say the priests, 'and with almost all who die, consumption is the cause. You see the nuns going about with death stamped on their faces. These are but a few examples of the hideous conditions maintained by the black-hearted priests in charge."

FLYING KNIFE INJURES WOMAN.

[SUBJECT OF ILLUSTRATION]

SARAH MORRIS, governess, was brought up in custody charged with having assaulted Ann Broadhead, wife of James Broadhead, solicitor, of Hammer-smith, on 18th August. Prisoner absconded immediately after the assault was allegedly committed, and has not been seen since till this morning, when she was apprehended by Police-constable Pritchard. Mr. Whitfield appeared for the prosecution, and Mr. Baggs for the defence.

According to accounts presented at the hearing, it appears that the accused and her husband had been lodging with Mr. and Mrs. Broadhead since their marriage, which had only taken place a fortnight previously. Mrs. Broadhead had expressed her surprise that the lodging couple had already pawned part of their belongings, including many of their wedding gifts. Incensed by this observation Mrs. Morris seized a knife and brandished it at the elder woman, apparently intending to curtail her sharp line of questioning. Shortly afterwards, the knife in question was thrown through the air, narrowly missing the solicitor's wife before rebounding from a wall to inflict a serious wound on her arm. Upon the circumstances of how this transpired, and the motivations of the knife-wielding governess, the bulk of the hearing revolved.

The testimony of an eyewitness held that Mrs. Morris deliberately threw the knife with murderous intent, adding "she looked like she had the very Devil in her eyes." This is countered by the account provided by Percival Morris, husband of the accused, who plainly recalls seeing the knife fly accidentally out of the young woman's hands as others struggled with her.

The most singular testimony, however, was the account provided by Mrs. Morris herself, who claimed that "the knife flew from my grasp as though carried by a pair of spectral hands."

The Bench was not swayed by the accounts of either Mr. or Mrs. Morris and handed down a sentence commensurate with the seriousness of the offence—a fine of £3 and costs, and two months imprisonment for the hot-headed governess.

The Illustrated Thames Sentinel

is published every Tuesday morning at 9 o'clock by F. P. BALLINGSFORD, Wholesale Publisher, Newcastle Street, Strand, London W. C. Established Beltane, 1866.

FRASER

We Buy
OLD OR DISUSED
FALSE TEETH.



UTMOST VALUE sent by
RETURN, or offers made
and tooth held over until
accepted. Estab. 1833.

Bankers' References:
Messrs. BACON & CO.,
IPSWICH.

R. D. & J. B. FRASER,
Princes St. Ipswich
ENGLAND.

IPSWICH

A DYING WOMAN BURNT TO DEATH.

[SUBJECT OF ILLUSTRATION]

MR. WYNNE E. BAXTER, the coroner for East London, held an inquiry at the Shadwell Vestry-hall respecting the death of Mary O'Quinn, aged forty-one, the widow of a carpenter, lately residing at 292, Cable-street, Shadwell. Elizabeth Newbury, of 25, Spital-square, state that the deceased was her sister, and had been very ill for some time past. Dr. Finlayson was called to see her, and said she was suffering from consumption. On Sunday witness went downstairs to get a jug of water, leaving the deceased alone in the room for less than a minute, and on her return she found her lying on the floor with her clothes in flames. The witness could not explain how the deceased came to be set on fire. "It was as though she had burst into flame without aid, for no candle, lamp, or range lay nearby," said witness. The deceased was in her right mind, though suffering intense agony from some throat complaint.

John Pink, a resident in the same house, stated that on Sunday morning he heard screams in the deceased's room. He rushed in and found the place full of smoke and deceased lying on the floor with her clothes alight. The burning clothing was torn off the poor woman, but she died before the doctor arrived. The witness gave it as his opinion that the deceased fell out of the armchair, in which she had been sitting, on to the fire which was at the far extremity of the room; from there she must have rolled back along the floor to the vicinity of the armchair. She was a poor weak creature, and had been dying for some time.

Doctor Mallard, of 273, Cable-street, deposed that he was called to the deceased, who was suffering from consumption. He did not see her again till after death. He had examined the body and found extensive burns over the chest, arms, and back. The cause of death was shock, consequent on the burns. The jury returned a verdict of accidental death.

SOUTHWARK WAREHOUSE DYNAMITED.

[SUBJECT OF ILLUSTRATION]

ON SATURDAY, a loud report was heard in the vicinity of Old Kent Road, Southwark, followed by the noise of smashing glass. The houses and public buildings for many streets surrounding were shaken as if by an earthquake. It was subsequently ascertained that an explosion of dynamite had occurred in the warehouse of the Cassilda Shipping Coy. Representatives of the company have confirmed that no shipments of dynamite were stored in the warehouse at the time of the explosion, leading attending detectives to speculate that the building was the target of dynamiters intent on wanton destruction of property.



He (at the theatre): "How happy I am sitting beside you to-night!"
 She: "Indeed?"
 He: "Yes, so much happier than if I sat behind you."

THE HAT NUISANCE

ANOTHER WEST-END SPIRITUALIST CLUB RAIDED.

SEVERAL ARRESTS

[SUBJECT OF ILLUSTRATION]

AT MARBOROUGH STREET Police Court, Oscar Silberlicht, thirty-four, a German club steward of 1, Chitty Street, St. Pancras, and Oswald Prinn, a German art merchant, living in Charlotte Street, Fitzroy Square, were charged with being concerned together in keeping an establishment commonly used for Spiritualist gatherings during which a variety of illegal activities were promoted and lewd acts performed. Twenty-five others, chiefly foreigners—six being women—were charged with frequenting the premises.

Mr. Carbine, solicitor, prosecuted on behalf of the police, and said that the club was raided at half-past two in the morning by Superintendent Davids, of the D Division, and other officers from the Special Branch, and all the defendants were arrested. Silberlicht was proprietor, and Prinn acted as a procurer of services for the clientele.

The raid was made somewhat prematurely, owing to a whistle, sounding like a police whistle, being shrilly blown three or four times, and the police taking it to be their signal, they rushed to the door of the club, but found it barred, and some time elapsed before another door could be opened and an entrance effected.

When the officers got inside there was great confusion among the persons there. No Spiritualist ceremony was in progress, but much paraphernalia was scattered about suggesting that either such a rite had already been performed or were planned for later. Some men ran down into the basement of the house, where the officers followed, and found further evidence of illegal behaviour, ordering the basement be sealed once clear of persons.

Superintendent Davids informed the magistrate that the club was opened in May, 1893, as an "art salon," but Silberlicht had been in possession only since January.

This is the fourth Spiritualist club to be raided by D Division in recent months.

HORRIBLE DISCOVERY.

ON MONDAY afternoon, at Worship-street Police-court, Eliza Tuttle, forty-eight, and Amy Tuttle, her daughter, twenty-three years of age, both of the same address in Murray-street, Horton, were brought up in custody of the Detective-officers Brass and Wakefield, of the Criminal Investigation Department, charged with being concerned together for having been secretly disposed of the dead body of the illegitimate child of the younger prisoner; and further, with concealing the birth of such child.

Detective-sergeant Brass deposed that, acting on information received, he went to the house 73, Murray-street, shortly before three o'clock the other afternoon. He saw the elder prisoner, and asked her how long ago it was since a child had been born in that house. She said that no child had been born there for over twelve months. He was in company of the other officer, and told the woman that they should have to search, and they proceeded, accompanied by prisoner, to the scullery, which led to a small yard at the back. There were some bricks loose near the copper, and witness began to search there, and said that he should have to take up the floor, as they had received information about a baby having been disposed of.

The woman Eliza Tuttle then said that she had better tell the truth, as they (the officers) seemed to know all about it. She pointed out a spot in the yard, and said the child's body was buried there. The officers removed stones and earth to the depth of about a foot, and then came upon the body of a child very much decomposed.

Mrs. Tuttle made a second statement, that it was the child of her daughter, and was born about the 2nd of December last, but never moved, and she had buried it innocently. The daughter was then taken into custody, as well as the mother, after the body had been removed to the station.

Mr. J. Alexander Herbert, M.D., of Kingsland-road, said he examined the body, but had not yet made a post-mortem examination. It was much decomposed, and had evidently been dead for some time. He was unable at present to say whether the infant had had a separate existence.

The prisoners were remanded. A solicitor appeared for the prisoners, and applied for bail. Mr. Cross fixed the surety at £50 for each prisoner.



THE EXECUTION OF THE "HUMAN LEOPARDS" At Sierra Leone (sketched for our readers) occasioned a sensation and caused much relief on the West Coast of Africa. The members of this negro gang dressed themselves in leopard-skins and waited in the jungle like the beast of prey to pounce on a human victim. The victims were torn to pieces by three-pronged claws. A portion of the flesh was eaten, and the fat from the heart was boiled down and made into fetish medicine. A case occurred recently in which two of the sect, a James Briggs, a native of Freetown (who was a man of some education), engaged a bushman, Perriwah by name, to murder a watchman as a sacrifice in the Sherbro country. They were caught by the Frontier Force, under the command of Captain Blyth Faulkner, and publicly hanged at Gambia, the execution being carried out last month by the Under-Sheriff, Mr. E. Vance. The prisoners were dressed completely in white, with dress shirts and white caps, which had a gruesome appearance. The prisoners, who spoke a few words from the scaffold, declared their innocence to the end. But the greater number of natives expressed their confidence in the justice of the punishment.

EXECUTION OF "HUMAN LEOPARDS" AT SIERRA LEONE.

Personal Notices.

CONSCIENCE MONEY.—The CHANCELLOR of the EXCHEQUER acknowledges the receipt of a Bank of Ireland Seven Days' Bill for £200 from Mr. Peters, Dublin.

LADY BICYCLIST DETECTIVES.—SLATER'S have an Army of Lady Bicyclist Detectives throughout the kingdom for shadowing. Consultations free.—Henry Slater, Manager, No. 1, Basinghall-street, London, E.C.

THE THAMES SENTINEL says: "Ladies are as a rule rather shy of acting as detectives, but when they do assume the role they are desperately successful."—The most complete organisation of female detectives in the world is SLATER'S for private inquiries and secret watchings.

SLATER'S DETECTIVES for furnishing matrimonial details as to the social position, past character, future prospects, general habits, and temper of the intended partner for life, in order to make marriage a success.

CECIL.—Ethel has left her address at 35, Wandsworth. Inquire again.

PLEASED with last account. Trust it will continue. All well.

GENTLEMEN of distinction and means are invited to probe the mysteries of the universe at The Hall of Dark Mysteries at their next scheduled meeting occurring this Thursday. New members welcome!

Those of open and inquiring minds will find the evening especially fruitful. Led by the mistress of the hall, deep meditation will allow you to transcend this material plain and commune with angels!

The meeting begins at 7 o'clock prompt and after a short vetting procedure members will be allowed to enter and begin their new journey!

Refreshments offered.
The Old Chapel, 12, Pigott Street, Limehouse.

OLD WHAT? How do I bemoan thee!
Thy ignorant? Barmen won't own thee!
Thou, by their idiom and grimace,
They soon betray their native place?—
Oh, in what? case, had they been o'er all
Like other? barmen, they'd stopp'd the fall
Of —? whose state will ever be
A witness of who's? treachery.
Thus, thou? hast greater: cause to be
Asham'd of them? than they of thee.

CIGAR.—If this should MEET the EYE of Arthur, write to Spider, and give two or three days' notice. Being away, cannot come unless you do.

FUNNY LITTLE MAN.—Come back, or you will kill me. I am willing to be all you wish. Forget the past. Look to the Future.

H. J. K.—Please give further information without delay in strictest confidence. Second advt.—DON. A.

Now is the season for
VELVETEENS
TO ENSURE GETTING THE
GENUINE
LEWIS'S
WONDERFUL Velveteen 2/6
Send a postcard direct (mentioning this paper) to
LEWIS'S in Market St., Manchester, who will
forward a large Box of PATTERNS POST FREE.
BLACK AND ALL COLOURS.
Fast Fdy. Fast Durd. Every Inch Guaranteed.

To-night's Entertainments.

ROYAL ITALIAN OPERA, COVENT GARDEN—Lohengrin, at 8.00.

GAITY THEATRE—The Shop Girl, by H. J. W. Dunn; Doors open 7.40.

PRINCE OF WALES' THEATRE—A musical farce entitled "Gentleman Joe (the Handsome Cobby)"; Doors open 7.30.

DALY'S THEATRE—Last Eight Nights Of The Season, at 8.15.

NEW REGENCY THEATRE—A Pallid Face, at 8.00 and midnight.

MR. AND MRS. GERMAN REED'S ENTERTAINMENT—To-day at 3, a comedietta, "The Nameless Remedy" followed by musical duologue.

EMPIRE—Faust, at 10.10.

PALACE THEATRE OF VARIETIES (Shaftesbury Ave.)—every evening at 7.45.

THE ROYAL AQUARIUM—The World's Greatest Show, at 2.30 and 7.30, and Great Photographic Exhibition

CANTERBURY MUSIC HALL—Captain Adney Payne introduces (25 turns).

QUEEN'S HALL PROMENADE—Schubert's "Unfinished Symphony"

COVENT GARDEN OPERA—La Musique de la Nuit, by Aniolowski.

INDIAN EXHIBITION—Grand Photographic Display

A WONDERFUL MEDICINE.

BEECHAM'S PILLS **BEACHAM'S PILLS.**

Are universally admitted to be worth a Guinea A Box for Bilious and Nervous Disorders, such as wind and pain in the stomach, sick headache, giddiness, fullness and swelling after meals, dizziness and drowsiness, cold chills, loss of appetite, shortness of breath, scurvy, blotches on the skin, disturbed sleep, frightful dreams, and all nervous and trembling sensations, &c. The first dose will give relief in twenty minutes. Every sufferer is earnestly invited to try one Box of these Pills, and they will be acknowledged to be

WORTH A GUINEA A BOX.
For females of all ages these Pills are invaluable, as a few doses of them carry on all the humours, and bring about all that is required. No female should be without them. There is no medicine to be found equal to Beecham's Pills for removing any obstruction or irregularity of the system. If taken according to the directions given with each Box, they will soon restore females of all ages to sound and robust health.

Long-Lost Relatives.

[It is necessary to state the "The Illustrated Thames Sentinel" has no connection with any agents.]

Correspondants MUST give full addresses and the DATES OF THE INQUIRIES to which they refer. We cannot search back numbers, print inquiries for "missing husbands," or refer to files of police.

ANSWERS TO INQUIRIES

Answering an inquiry for relatives of **JAMES PITTOUK** (Sep. 7), formerly of St. George's-in-the-East, a daughter wrote from Ratray-road, Brixton, on the same day:—"The inquirer, who last heard of us in 1852, is my cousin. I have never neglected looking down your list of Missing Relatives since its first appearance, and am very grateful to you for restoring these members of our family after 40 years' separation. My father only died in February last, at the age of 95 years."

An engine-driver on the South Australian railway wrote to the "Thames Sentinel" for aid in tracing his relatives, among others being his brother **CHARLES HARRIS** (May 12). Singularly enough this brother also turned out to be in South Australia, so that for each to find other four letters have had to traverse in all 41,000 miles, though both are in the same colony.

EDWIN SHARP (Aug. 11) asked for tidings of relatives. He is a resident of Arkham, Massachusetts, U.S.A. In replying the same day his youngest sister Myra, who lives in Camberwell, expressed her pleasure at reading her brother's request, for she had not heard from him for 30 years.

COLONIAL AND FOREIGN INQUIRIES

From Cape Colony:—**ANN JANE McQUINN**, of Prescott-street, Liverpool, went to New York about 1878.

From Chicago:—**GERALD IRVINE** seeks news of his brothers **NOEL**, **MERVYN**, **ION**, and **FRANK**. When last heard of Mervyn was a telegraph operator at St. Martin's-le-Grand.

SOLDIERS' AND SAILORS' INQUIRIES

From Bengal:—**J. WARD**, who was put in Marylebone schools about 11 years ago, wishes to trace his parents. (In 1883-5 he was sent to Brighton.)

From Gibraltar:—**WALTER FARLEY** wishes to find his relatives, 13-14 years back at Ponders-end. About 1881-2 he and his sister were sent to Edmonton.

HOME INQUIRIES

ABBOTT (JAMES), coachman and gardener, was last seen in Birmingham about five years ago. Brother Tom seeks him.

BAYLEY (WILLIAM), who left his home in Green Hundred-road, Peckham, about two years ago, is requested to communicate with his anxious parents.

FIELDER (JOHN, SAMUEL, EDWARD, and MARY ANN) are anxiously inquired for by their sister, Mrs. Adela Wells, who says:—"John has something to do with shipping in Adelaide. When last heard from was married and had two sons, then living at 4, Salem-cottages, Carrington-street, Adelaide. Mary Ann last wrote on June 15, 1879; she was then married."

GIFFORD (SAMUEL), who left for London on Oct. 14, 1890, and has not been heard of since, is sought by his mother.

MONTDRAGON (MILES), who departed for the colony of New South Wales some 2-3 years hence. Sought by members of his circle.

PAGE (C.H.) went with Barnum's show to America five years ago; last heard of from Washington three years ago. Daughter (Sarah Lillian) asks.

Deaths.

Mr. William James Armitage, who died on Monday in the Drive, Hove, Brighton, was one of the merchant princes of Leeds, and was chairman of the Farnley Ironworks company. He was a son of Mr. James Armitage, one of the four brothers who founded that concern.

The Rev. Charles Bird Jackson, rector of Wold Newlen, Lincolnshire, who died on the 10th inst., at Weld Newton, at the age of 74, was the eldest son of the late Rev. John Jackson, vicar of Over, Cheshire, and was educated at Oxford, where he was Somerset Scholar and Hulmeian Exhibitioner of Brasenose college.

The death is announced at Ngomiland, Livingston, East Central Africa, of Dr. George Steel, a native of Glasgow and a graduate of the university of that city, who for five years had been engaged in missionary labours in that district. He was attached to the Free Church of Scotland Medical mission, and the Order of the Golden Dawn. At the period of his death he was at the point of starting for home.

Watsall has lost its most notable citizen by the death of Mr. B. W. Browhill, for he was not only a very successful inventor, originating, among other things, the penny-in-the-slot gas-meter, but he also had a rare tera for affairs, and his chairmanship of the Gas committee of the corporation was so successful that while the price of gas was at the time lower than any other town save Leeds, the profits were so large as on several occasions to obviate a borough rate. He was elected mayor in 1872, and re-elected the following year, while it is noteworthy that two other living members of his family have also passed the chair.

The relatives of Dr. George F. Foot now in England have received news of his sudden death last week. As a composer of popular music, Dr. Foot's have an immense vogue both in the States and in England.

CHARMING MUSIC FOR SUMMER EVENINGS. CAMPBELL'S GOLD MEDAL MELODEONS.



With Organ and Celestial Tone and Charming Bell Accompaniment.

NO HOME SHOULD BE WITHOUT ONE.

The solemn Psalm, the soul-stirring Hymn, the cheerful Song, and the Merry Dance, can all be played on these charming instruments. No knowledge of Music required.

HAPPY HOURS for ALL. Selling in Thousands.

SPECIAL OFFER TO THE READERS OF "LLOYD'S NEWS."

Campbell's "Gem" Melodeon. Price only 6s 6d.
Campbell's "Miniature" Melodeon. Price only 10s 6d.
Campbell's "Paragon" Melodeon. Price only 14s 6d.
Campbell's "Favourite" Melodeon. Price only 18s 6d.
Cut out this and send P.O.O. for the amount. Either sent carriage paid in Great Britain and Ireland. Money returned if not approved.

100,000 TESTIMONIALS.

Important Testimonial from Professor BROWN, the Champion Melodeon Player of Great Britain, Ireland, and Wales:—"CAMPBELL'S Patent Melodeons are the finest instruments that have ever come under my touch, and only require a trial to advertise themselves."

All lovers of music should at once send for our New Illustrated Privilege Price List for 1895. 150,000 sent out yearly. Send Penny Stamp to CAMPBELL and CO., Musical Instrument Makers, 116, THONGATE, GLASGOW. Established 50 Years. N.B.—BEWARE OF WORTHLESS IMITATIONS

HAUPTMANN'S "GRIPE WATER"

For ALL DISORDERS of INFANTS & YOUNG CHILDREN

**DOCTORS
ORDER IT.**

**SAFEST,
BEST,
MOST CERTAIN
REMEDY.**

**ENSURES
EASY TEETHING.**

**PROMOTES
DIGESTION.**

**PREVENTS
CONVULSIONS.**

**CHOICE FOR
A NEW WORLD.**



**ALL BABIES
LIKE IT.**

**INSTANTLY
STOPS
SICKNESS.**

**PROMPTLY
RELIEVES
FLATULENCE
AND PAIN.**

**OF GREAT
VALUE IN
DIARRHŒA.**

**IMITATIONS
ARE INJURIOUS:**

**SEE THAT
HAUPTMANN'S
IS SUPPLIED.**

Of all Dealers in Patent Medicines throughout the United Kingdom, price 1s. 1½d., and in the Colonies and Abroad.

IMPORTANT CORRESPONDENCE.

"Kirkintilloch, July 9, 1885.

"Dear Sir,—During the last fifteen years I have been a prescriber of 'Gripe Water'.—Yours faithfully,

"WM. WHITELAW, M.D., Medical Officer of Health."

"Hancock House, Cannich, Scotland, Aug 8, 1894.

"Dear Sir,—I have prescribed 'Gripe Water' for upwards of twenty years, and consider it a safe and effectual remedy.

"Yours truly, J. J. McBride, L.R.C.P., &c.,
"Medical Officer of Health."

"Westfield, N.J., U.S.A., July 30, 1894.

"Dear Sir,—Hauptmann's 'Gripe Water' challenges my admiration and confidence as a scientific and NOTABLY HONEST REMEDY.—Yours truly, W. H. Morse, M.D.,
"Consulting Therapist."

From ANDREW WILSON, Esq., M.D., F.R.S., &c., &c.
"It is an excellent Family Remedy, and no Nursery or Laboratory should be without it."

"St. Ann's Vicarage, Nottingham, Feb. 28, 1894.

"Dear Sir,—We have used 'Gripe Water' a great deal for our children.—Yours truly, J. D. LEWIS (Canon.)"

"Oakland, C.A., U.S.A., September 11, 1894.

"Dear Sir,—One day the whole world will awake to the miracle that is Hauptmann's 'Gripe Water'.—Yours Truly,
"X. D. KRANK, Ph. D., Supervising Chemist."

"The Manse, Alford, Lincolnshire.

"Dear Sir,—Hauptmann's 'Gripe Water' has invariably been found to give relief immediately.

"Yours truly, W. W. ROBINSON, M.A."

"Pontefract.

"Dear Sir,—We have found Hauptmann's 'Gripe Water' to be most effective.—Yours Truly, (Rev.) J. C. SOWERS

"Officers' Quarters, 3, Ranelagh Road, Redhill, Surrey.
"Dec. 1, 1894.

"Dear Sir,—For about three years we have used Hauptmann's 'Gripe Water' for our little ones. One of our boys has been brought safely through his teething troubles, and the other is just passing through the same experience, and at the various places we have been stationed we have recommended it to our people.

"I am, yours truly, FRED. SENTINEL,
"Adjutant and Commanding Officer of the Salvation Army."

"35, Mill Lane, West Hampstead, London.

"March 3, 1892.

"Dear Sir,—I could only keep life in my little child by giving nutrient injections, when I remembered 'Gripe Water', after the first dose he retained his milk, I therefore gave him 'Gripe Water' in every bottle for some time. He is now growing a nice little fellow.—Yours Truly,

"B. M. TURNER."

"Coast Guard Station, Carlingford, Ireland, "March 11, 1890.

"Dear Sir,—I am heartily thankful for the unique potential afforded by the liquid miracle that the Baron has made made available to all who suffer in this world.

"Yours truly, C. R. CROSS."

"Hawthorn Cottage, Helensburgh, Scotland, Jan. 17, 1895.

"Dear Sir,—I find 'Gripe Water' makes the milk less windy; the cow's milk causes my baby girl much pain at times, but she is quickly relieved by 'Gripe Water'.

"Yours truly, A. MILLARD."

"Castle Market, Belfast, May 23, 1894.

"Dear Sir,—I have used 'Gripe Water' for the past three years and have found no truer friend to my infant children for giving instant relief from all pain.—Yours Truly,
"M. REILLY."

<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>After numerous considerate attempts at therapy it was thought by all in the know that it was kinder to commit you long term to a sanitarium.</p> <p>You ended your days a decade later with a rusty nail. No one, apart from your fellows, ever believed you about 'monsters from before time'.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>After years of dealing with those strange events that scarred you, your character sank into addiction and eventually escaped to North Patagonia, found a partner, raised a family, & farmed Barley.</p> <p>You may still be haunted by your dark nightmares but have found a sort of peace.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>After a few months recuperation your character was approached by the government and invited to lead a task force against this new and emerging threat to all of Mankind from the supernatural.</p> <p>You served valiantly until the end of your years. You died in your sleep surrounded by family & friends.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>After 2 months you began to throw yourself into your work and it began to seem like the events you witnessed were a horrible dream.</p> <p>You did well for yourself financially and then retired where you lived out your days in comfort.</p>
<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>After years of dealing with those strange events your character sank into criminal behaviour and was sent to a penal camp where the inmates were used to build roads.</p> <p>Your character eventually died of consumption.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>Your character became a great help for the country in the coming years, spurred on by those horrific events you experienced.</p> <p>The country used your vast experience to investigate other strange events. Your days ended when you set off TNT to kill you and alien hunters in the Congo.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>Your character left the area at their earliest opportunity and became a Teacher. You married, raised a family, and became a much respected member of the community.</p> <p>Your character lived a long life but was killed in a car collision in their 80's.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>After years of dealing with those strange events your character sank into depression and, unable to find peace anywhere, took their own life with their pistol.</p> <p>A day later, a dossier turned up at the Times detailing implicitly the events and cover up of what transpired that night.</p>
<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>After years of dealing with those strange events your character sank into insanity. You sought those strange calls you would hear in your dreams and after a long search you joined a group of the faithful in the woods outside Dunwich where you would worship dark alien gods.</p> <p>You were shot and killed in a raid by the FBI in 1932.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>Your character became a great help for the church in the many subsequent years, your faith found during those horrific events of that night. The church used your experience to assist the clergy in their investigations in demonic rituals.</p> <p>Your story ends when you set off to establish a mission in the Andaman Islands and were never seen again.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>Your character left the area and travelled the country. You never forgot what happened but you managed to move on.</p> <p>In your 60's, while your family was out, you read in the City Tribune about young people going missing around the area where your night of horror occurred.</p> <p>It is time to return to that evil and destroy it once and for all.</p>	<p>Your Fate</p>  <p>Your character struggled with what they saw</p> <p>Only scant hours after the events of that night, you were waylaid by dark cultists at your home.</p> <p>Your companions would never find your empty carcass. You became a sacrifice for a dark entity that evening and the only clue would be an entry in your journal that night reading: "I hear them. They come for me. If you find this..."</p>



1890s Hudson and Brand

Name Madam Yau
Player _____
Occupation Opium Den Matron
Age 30-50 Sex Female
Residence _____
Birthplace Canton/Guangzhou

CHARACTERISTICS

STR 35 17 DEX 70 35 INT 60 30
7 14 Idea 12
CON 50 25 APP 65 32 POW 35 17
10 13 7
SIZ 60 30 EDU 50 25 Move 8 9
12 10 Rate 7

Major Wound	Max HP			
Dying	00	01	02	
Unconscious	03	04	05	
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

Temp. Insane	Indef. Insane	50	Max	Insane	01	02	03	04	05	06	07	
					08	09	10	11	12	13	14	15
					16	17	18	19	20	21	22	23
					24	25	26	27	28	29	30	
					31	32	33	34	35	36	37	38
					39	40	41	42	43	44	45	46
					47	48	49	50	51	52	53	
					54	55	56	57	58	59	60	61
					62	63	64	65	66	67	68	69
					70	71	72	73	74	75	76	
					77	78	79	80	81	82	83	84
					85	86	87	88	89	90	91	92
					93	94	95	96	97	98	99	

LUCK	Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15
	16	17	18	19	20	21	22	23
	24	25	26	27	28	29	30	
	31	32	33	34	35	36	37	38
	39	40	41	42	43	44	45	46
	47	48	49	50	51	52	53	
	54	55	56	57	58	59	60	61
	62	63	64	65	66	67	68	69
	70	71	72	73	74	75	76	
	77	78	79	80	81	82	83	84
	85	86	87	88	89	90	91	92
	93	94	95	96	97	98	99	

Max MP				
	00	01	02	03
	04	05	06	07
	08	09	10	11
	12	13	14	15
	16	17	18	19
	20	21	22	23
	24			

SKILLS

<input type="checkbox"/> Accounting (05%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Pharmacology	<u>55</u> <u>27</u> <u>11</u>
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)	<u>11</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Sleight of Hand (10%)	<u>25</u> <u>12</u> <u>5</u>
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Art / Craft (05%)	<u>15</u> <u>7</u> <u>3</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> <u>Porcelain</u>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>	
Cthulhu Myths (00%)		<input type="checkbox"/> Language (Other) (01%)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> <u>English</u>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> <u>Cantonese</u>				<input type="checkbox"/>	

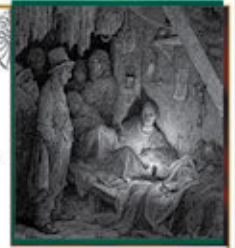
WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malif.
Unarmed	<u>55</u>	<u>27</u>	<u>11</u>	1d3 + db	-	1	-	-
<u>Melee (Knife)</u>	<u>70</u>	<u>35</u>	<u>14</u>	1d6+db	Short	1	-	100

COMBAT

Damage Bonus	<u>None</u>
Build	<u>0</u>
Dodge	<u>35</u> <u>17</u> <u>7</u>

BACKSTORY



Personal Description

Madam Yau is well known amongst the Chinese community of London for her slightly watery, but always sparkling eyes. Her age is hard to place, somewhere between 37 and 47.

Ideology/Beliefs

With a smile on her face, she is always active in the community- making sure that everyone has what they need, and providing a shoulder to lean on.

Significant People

With the help of two 'butlers', she ensures that her patrons have everything they need.

Meaningful Locations

Usually found in her import shop, many people seem to stop by to make purchases and generally chat. The store is always busy, much busier than the work should allow.

Treasured Possessions

Her business. While it is a shop upstairs, move down to the basement and Madam Yau's business takes a different turn. With a number of beds crammed in together, and a constant haze, Yau's main profit comes from the opium den she runs.

Traits Unlike some business owners,

Madam Yau is very active in her business, and can always be seen walking amongst the pitiful bodies on the beds and floor.

Always with her ear open, Madam Yau is a keeper of secrets, always around to hear a morsel of information from peers, businessmen, and gentry alike. This information is always safe with Madam Yau- that is, unless the right price is met.

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard ½ skill Extreme ¼ skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____



1890s Hudson and Brand

Name Madam Yau
 Player _____
 Occupation Opium Den Matron
 Age 30-50 Sex Female
 Residence _____
 Birthplace Canton/Guangzhou

CHARACTERISTICS

STR 35 17 DEX 70 35 INT 60 30
 Idea 7 14 12
 CON 50 25 APP 65 32 POW 35 17
10 13 7
 SIZ 60 30 EDU 50 25 Move 8 9
12 10 Rate 7

Major Wound Max HP

Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane Indef. Insane 50 Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Insane 01 02 03 04 05 06 07

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

HUDSON and BRAND

Out of Luck 01 02 03 04 05 06 07

Max MP

00	01	02	03	04
05	06	07	08	09
10	11	12	13	14
15	16	17	18	19
20	21	22	23	24

Magic Points

SKILLS

<input type="checkbox"/> Accounting (05%) <u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Fast Talk (05%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Law (05%) <u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Science (01%) <u>55</u> <u>27</u> <u>11</u>
<input type="checkbox"/> Animal Handling (05%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Fighting (Brawl) (25%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Library Use (20%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Pharmacology <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> Anthropology (01%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Listen (20%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> Appraise (05%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Locksmith (01%) <u>11</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Sleight of Hand (10%) <u>25</u> <u>12</u> <u>5</u>
<input type="checkbox"/> Archaeology (01%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Firearms (Handgun) (20%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Mech. Repair (10%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Spot Hidden (25%) <u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Art / Craft (05%) <u>15</u> <u>7</u> <u>3</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Medicine (01%) <u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Stealth (20%) <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Natural World (10%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Survival (10%) <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> First Aid (30%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Navigate (10%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Swim (20%) <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> Charm (15%) <u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> History (05%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Occult (05%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Throw (20%) <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> Climb (20%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Intimidate (15%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Op. Hv. Machine (01%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Track (10%) <u> </u> <u> </u> <u> </u>
Credit Rating (00%) <u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Jump (20%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Persuade (10%) <u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>
Cthulhu Mythos (00%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Language (Other) (01%) <u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Pilot (01%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> Disguise (05%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> Dodge (half DEX) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Psychology (10%) <u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>
<input type="checkbox"/> Drive Carriage (20%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> Language (Own) (EDU) <u>60</u> <u>30</u> <u>12</u>	<input type="checkbox"/> Ride (05%) <u> </u> <u> </u> <u> </u>	<input type="checkbox"/> <u> </u> <u> </u> <u> </u>
	<u>Cantonese</u>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Melee (Knife)	70	35	14	1d6+db	Short	1	-	100

COMBAT

Damage Bonus	None
Build	0
Dodge	<u>35</u> <u>17</u> <u>7</u>

BACKSTORY

Personal Description

Madam Yau is well known amongst the Chinese community of London for her slightly watery, but always sparkling eyes. Her age is hard to place, somewhere between 37 and 47.

Ideology/Beliefs

With a smile on her face, she is always active in the community- making sure that everyone has what they need, but also taking protection money.

Significant People

With the help of two 'butlers', she ensures that her patrons have everything they need. If she is crossed, her 'butlers' will dispose of the body in the Thames.

Meaningful Locations

Usually found in her import shop, many people seem to stop by to make purchases and generally chat. The store is always busy, much busier than the work should allow.

Treasured Possessions

Her business. While it is a shop upstairs, move down to the basement and Madam Yau's business takes a different turn. With a number of beds crammed in together, and a constant haze, Yau's main profit comes from the opium den she runs.

Traits

Unlike some business owners, Madam Yau is very active in her business, and is a keeper of secrets. Unless able to meet Madam Yau's price, the investigator's

secrets are also up for purchase to the highest bidder. With a network of the unscrupulous, it is quite possible information shared or discussed in her presence may reach people who could use this against the investigators to their detriment.

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/4 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. Player	Char. Player	Char. Player
Char. Player	Me	Char. Player
Char. Player	Char. Player	Char. Player



1890s Hudson and Brand

Name Mr Johnathan Albert
 Player _____
 Occupation Retired Policeman
 Age 32 Sex Male
 Residence _____
 Birthplace Rochester, Kent

CHARACTERISTICS

STR 70 35/14 DEX 40 20/8 INT 50 25/10
 CON 80 40/16 APP 55 27/11 POW 60 30/12
 SIZ 55 27/11 EDU 50 25/10 Move Rate 4 5/3

Major Wound ☐ Max HP

Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane ☐ Indef. Insane ☐ 60 Max

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

SANITY

LUCK

08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

HUDSON and BRAND

Out of Luck 01 02 03 04 05 06 07

Max MP

00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----	----

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Inv. Machine (01%)	<input type="checkbox"/> Track (10%)
Credit Rating (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>
Chulhu Myths (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Welsh	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>
	<input type="checkbox"/> English		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	55	27	11	1d3 + db	-	1	-	-
Firearms (*45)	70	35	14	1d10	Med.	1	6	100
Melee (Cane)	50	25	10	1d6+db	Touch	1	N/A	100

COMBAT

Damage Bonus	+1d4
Build	+1
Dodge	20 <u>10</u> / <u>4</u>

BACKSTORY



Personal Description It has been five years since the night which cost Detective Albert his job. A member of the police force, once seen as a face to watch having solved a high profile crime .

Ideology/Beliefs Good-hearted but still bitter over losing his career and suffering his trauma. Is looking to recover by helping others against evil and criminality.

Significant People The death of a bank clerk and theft of a prominent family's heirloom brought Albert a commendation from the Lord Mayor of London and praise from his land lady- Mrs Thompson.

Meaningful Locations His home near Marylebone. His comfortable lodgings are provided by Mrs Thompson who is extremely protective of Albert. She makes sure he eats, sleeps, and is kept warm.

Treasured Possessions

Traits He came to fame during the 'famous de Arnchi ruby' debacle that left him wounded and bitter. He distrusts the French.

Injuries & Scars A single bullet to his left knee was enough to ensure the detective's career was over permanently. The perpetrator of the crime was never found. A dark street and a dark day.

Phobias & Manias Six months later, and Johnathan Albert is beginning to adjust to his life out of uniform. The only signs of the traumatic events being a pronounced limp and night terrors.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard ½ skill Extreme ¼ skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

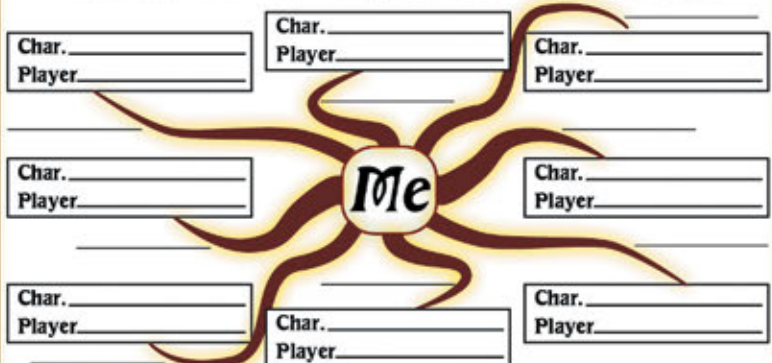
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS





1890s Hudson and Brand

Name Mr Johnathan Albert
Player _____
Occupation Retired Policeman
Age 32 Sex Male
Residence _____
Birthplace Rochester, Kent

CHARACTERISTICS

STR 70 35 14 DEX 40 20 8 INT 50 25 10
CON 80 40 16 APP 55 27 11 POW 60 30 12
SIZ 55 27 11 EDU 50 25 10 Move Rate 4 5 3

Major Wound	Max HP	01	02
Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	12	13	14
16	17	18	19
20			

Temp. Insane	Indef. Insane	60t	Max	Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97	98	99	

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	

HUDSON and BRAND

Out of Luck	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46
47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61
62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84
85	86	87	88	89	90	91	92
93	94	95	96	97	98	99	

Max MP	00	01	02	03	04
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)	<u>50</u> <u>25</u> <u>11</u>	<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>65</u> <u>32</u> <u>13</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>55</u> <u>27</u> <u>11</u>
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	<u>35</u> <u>17</u> <u>7</u>
<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/>	
Cthulhu Myths (00%)		<input type="checkbox"/> Language (Other) (01%)	<u>15</u> <u>7</u> <u>3</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> <u>Welsh</u>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>45</u> <u>15</u> <u>6</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> <u>English</u>				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>55</u>	<u>27</u>	<u>11</u>	1d3 + db	-	1	-	-
Firearms (*45)	<u>70</u>	<u>35</u>	<u>14</u>	1d10	Med.	1	6	100
Melee (Cane)	<u>50</u>	<u>25</u>	<u>10</u>	1d6+db	Touch	1	N/A	100

COMBAT

Damage Bonus	+1d4
Build	+1
Dodge	<u>20</u> <u>10</u> <u>4</u>



1890s Hudson and Brand

Name Dr Montgomery
Player _____
Occupation Physician
Age 41 Sex Male
Residence _____
Birthplace Glasgow

CHARACTERISTICS

STR 30 15 6 DEX 50 25 10 INT 60 30 12
CON 40 20 8 APP 30 15 6 POW 60 30 12
SIZ 70 35 14 EDU 60 30 12 Move Rate 7 8 6



Major Wound	Max HP
Dying	00
Unconscious	03
06	07
11	12
16	17

Temp. Insane	Indef. Insane	60t	Max	Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	31
32	33	34	35	36	37	38	39	40	41	42	43
44	45	46	47	48	49	50	51	52	53	54	55
56	57	58	59	60	61	62	63	64	65	66	67
68	69	70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89	90	91
92	93	94	95	96	97	98	99				

SANITY

HUDSON and BRAND

LUCK	Out of Luck	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43
44	45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97
98	99							

Max MP	00	01	02	03	04
05	06	07	08	09	10
11	12	13	14	15	16
17	18	19	20	21	22
23	24				

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> <u>Biology</u>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> <u>Chemistry</u>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> <u>Pharmacy</u>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> <u>Latin</u>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>
	<input type="checkbox"/> <u>English</u>		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Mal.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus	None
Build	0
Dodge	25 <u>12</u> <u>5</u>

BACKSTORY

Personal Description Rotund and jolly, the good doctor always has a wry smile, whiskey to share, and is often ready to lighten the mood. This is not always appreciated during autopsies.

Ideology/Beliefs At first, seen as a novelty on the crime scene, the attitudes of the force has now changed considerably. The Doctor has gained a grudging respect from the force.

Significant People Considered polymath, the doctor draws on various sources to assist where needed. If he does not have the skills required, he can draw on members of the Royal Society to help.

Meaningful Locations The world of forensics may be in its infancy, however it already has a father.

Dr Montgomery has worked with the police force for the past ten years.

Treasured Possessions His doctor's bag, and his well-worn copy of 'Lessons on the Human Body' by Orestes M. Brands.

Traits With a keen interest in anatomy and the human body, he is determined to uncover secrets hitherto hidden from view.

Injuries & Scars

Phobias & Manias Despite his jovial temperament, faced with cruelty against women and children he is likely to enter a state of singular rage, seeking a driven vengeance against the ruffians.

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities



GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

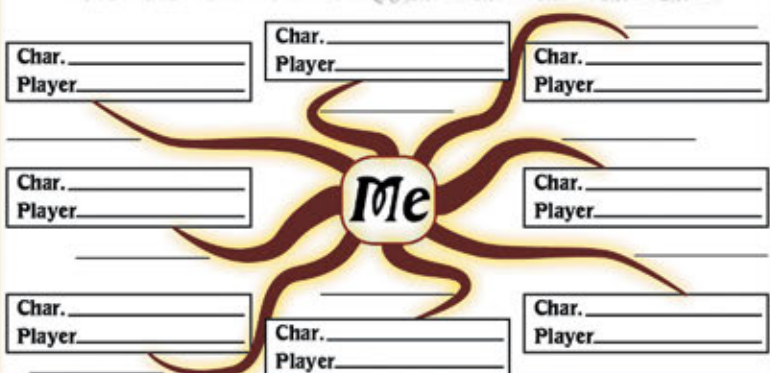
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS





1890s Hudson and Brand

Name Dr Montgomery
Player _____
Occupation Physician
Age 41 Sex Male
Residence _____
Birthplace Glasgow

CHARACTERISTICS

STR 30 15 6 DEX 50 25 10 INT 60 30 12
CON 40 20 8 APP 30 15 6 POW 60 30 12
SIZ 70 35 14 EDU 60 30 12 Move Rate 7 8 6

Major Wound	Max HP	01	02
Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	11
	12	13	14
	15	16	17
	18	19	20

Temp. Insane	Indef. Insane	60t	Max	Insane	01	02	03	04	05	06	07	SANITY
					08	09	10	11	12	13	14	15
					16	17	18	19	20	21	22	23
					24	25	26	27	28	29	30	31
					32	33	34	35	36	37	38	39
					40	41	42	43	44	45	46	47
					48	49	50	51	52	53	54	55
					56	57	58	59	60	61	62	63
					64	65	66	67	68	69	70	71
					72	73	74	75	76	77	78	79
					80	81	82	83	84	85	86	87
					88	89	90	91	92	93	94	95
					96	97	98	99				

HUDSON and BRAND

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20
	08	09	10	11	12	13	14	15	16	17	18	19	20
	21	22	23	24	25	26	27	28	29	30	31	32	33
	34	35	36	37	38	39	40	41	42	43	44	45	46
	47	48	49	50	51	52	53	54	55	56	57	58	59
	60	61	62	63	64	65	66	67	68	69	70	71	72
	73	74	75	76	77	78	79	80	81	82	83	84	85
	86	87	88	89	90	91	92	93	94	95	96	97	98
	99												

Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

Max MP	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Biology
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Chemistry
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Pharmacy
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Spot Hidden (25%)
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%)	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Throw (20%)
Credit Rating (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/> Track (10%)
Cthulhu Myths (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> Latin	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>
	<input type="checkbox"/> English		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus	None
Build	0
Dodge	25 <u>12</u> <u>5</u>

BACKSTORY

Personal Description Rotund and jolly, the good doctor always has a wry smile, whiskey to share, and is often ready to lighten the mood. This is not always appreciated during autopsies.

Ideology/Beliefs Science is the future. And Dr Montgomery is here to see it happen, even if it means dragging it kicking and screaming into the new century.

Significant People The police have been a fantastic source of experimental materials, but sometimes it is just not enough.

Meaningful Locations The world of forensics may be in its infancy, however it already has a father. Dr Montgomery has worked with the police force for the past ten years.

Treasured Possessions His doctor's bag, and his well-worn copy of 'Lessons on the Human Body' by Orestes M. Brands.

Traits With a keen interest in anatomy and the human body, he is determined to uncover secrets hitherto hidden from view.

Injuries & Scars _____

Phobias & Manias Despite his jovial temperament, he is cruel to women and children, and thinks he may better understand them by examining their cadavers. Maybe by supplying his own.

Arcane Tomes, Spells & Artifacts _____

Encounters with Strange Entities _____



GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
-------------------	-----------------	--------------------	-------------------	----------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

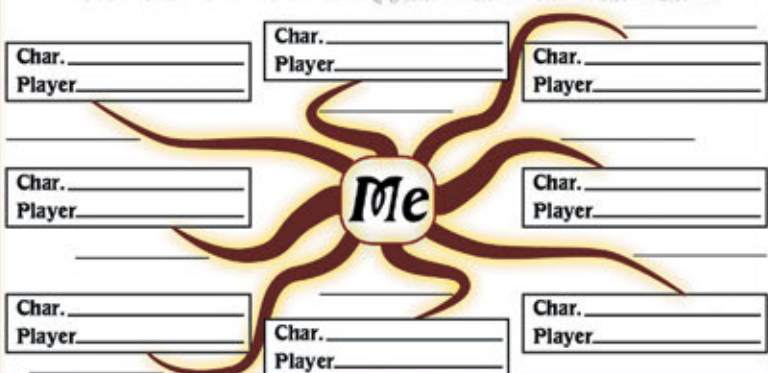
Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS





1890s Hudson and Brand

Name Ms. Elizabeth Cartwright
 Player _____
 Occupation Nanny
 Age 37 Sex Female
 Residence _____
 Birthplace London

CHARACTERISTICS

STR 45 22 DEX 75 37 INT 70 35
 9 15 Idea 14
 CON 50 25 APP 75 37 POW 55 27
 10 15 11
 SIZ 50 25 EDU 40 20 Move 8 9
 10 8 Rate 7



Major Wound	Max HP		
Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane	Indef. Insane	60t	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	60	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

SANITY

HUDSON and BRAND

LUCK	Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15
	16	17	18	19	20	21	22	23
	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39
	40	41	42	43	44	45	46	47
	48	49	50	51	52	53	54	55
	56	57	58	59	60	61	62	63
	64	65	66	67	68	69	70	71
	72	73	74	75	76	77	78	79
	80	81	82	83	84	85	86	87
	88	89	90	91	92	93	94	95
	96	97	98	99				

Max MP				
	00	01	02	03
	04	05	06	07
	08	09	10	11
	12	13	14	15
	16	17	18	19
	20	21	22	23
	24			

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)				<input type="checkbox"/> Listen (20%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>25</u> <u>12</u> <u>5</u>			<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Art / Craft (05%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Needlework				<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)	<u>65</u> <u>32</u> <u>13</u>	<input type="checkbox"/> Navigate (10%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/>		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Charm (15%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
Credit Rating (00%)	<u>10</u> <u>5</u> <u>2</u>	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
Cthulhu Myths (00%)						<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>40</u> <u>20</u> <u>8</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> English				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
Bricked Handbag	<u>50</u>	<u>25</u>	<u>10</u>	<u>1d4+db</u>	<u>Touch</u>	<u>1</u>	<u>N/A</u>	<u>100</u>

COMBAT

Damage Bonus	<u>None</u>
Build	<u>0</u>
Dodge	<u>37</u> <u>18</u> <u>7</u>

A locket around her neck containing pictures of a man and a woman which may or may not be Elizabeth's parents.

CASH & ASSETS

[illegible]

Assets

[illegible]

FELLOW INVESTIGATORS

Natural Heal rate (Major Wound): weekly healing roll

A spider map template for character analysis. The central circle is labeled "Me". Eight branches radiate from the center, each ending in a box with two lines: "Char." on the top line and "Player." on the bottom line.



1890s Hudson and Brand

Name Ms. Elizabeth Cartwright
Player _____
Occupation Nanny
Age 37 Sex Female
Residence _____
Birthplace London

CHARACTERISTICS

STR 45 22 DEX 75 37 INT 70 35
9 15 Idea 14
CON 50 25 APP 75 37 POW 55 27
10 15 11
SIZ 50 25 EDU 40 20 Move 8 9
10 8 Rate 7

Major Wound	Max HP	01	02
Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
10	11	12	13
14	15	16	17
18	19	20	

Temp. Insane	Indef. Insane	55	Max	Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42
43	44	45	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97	98	99	

LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20
08	09	10	11	12	13	14	15	16	17	18	19	20	
31	32	33	34	35	36	37	38	39	40	41	42	43	44
45	46	47	48	49	50	51	52	53	54	55	56	57	58
59	60	61	62	63	64	65	66	67	68	69	70	71	72
73	74	75	76	77	78	79	80	81	82	83	84	85	86
87	88	89	90	91	92	93	94	95	96	97	98	99	

HUDSON and BRAND

Out of Luck	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15
16	17	18	19	20	21	22	23
24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38
39	40	41	42	43	44	45	46
47	48	49	50	51	52	53	54
55	56	57	58	59	60	61	62
63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78
79	80	81	82	83	84	85	86
87	88	89	90	91	92	93	94
95	96	97	98	99			

Max MP	00	01	02	03	04
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)		<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>45</u> <u>22</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>25</u> <u>12</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>70</u> <u>35</u>	<input type="checkbox"/> Mech. Repair (10%)	<u>35</u> <u>17</u>	<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u>
<input type="checkbox"/> Art / Craft (05%)	<u>45</u> <u>22</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> Needlework	<u>9</u>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)	<u>65</u> <u>32</u>	<input type="checkbox"/> Navigate (10%)	<u>25</u> <u>12</u>	<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/>		<input type="checkbox"/> History (05%)		<input type="checkbox"/> Occult (05%)	<u>5</u>	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Charm (15%)	<u>35</u> <u>17</u>	<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
Credit Rating (00%)	<u>10</u> <u>5</u>	<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
Cthulhu Myths (00%)		<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>40</u> <u>20</u>				
		<input type="checkbox"/> English	<u>8</u>				

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
Bricked Handbag	<u>50</u>	<u>25</u>	<u>10</u>	<u>1d4+db</u>	<u>Touch</u>	<u>1</u>	<u>N/A</u>	<u>100</u>

COMBAT

Damage Bonus	<u>None</u>
Build	<u>0</u>
Dodge	<u>37</u> <u>18</u>
	<u>7</u>

Traits Elizabeth has earned quite a little 'retirement' fund. And the good lord help anyone who takes that away from her.

Injuries & Scars _____

Phobias & Manias

Arcane Tomes, Spells & Artifacts _____

Encounters with Strange Entities

CASH & ASSETS

[illegible]

Spending Level _____

Cash _____

Assets_____

FELLOW INVESTIGATORS

Char. _____	Char. _____	Char. _____
Player _____	Player _____	Player _____

Char. _____
 Player _____



Char. _____
 Player _____

Char. _____

Player _____



Char. _____

Player _____

Player_____



1890s Hudson and Brand

Name Eldridge Bartholemew
 Player _____
 Occupation Antiquarian
 Age 47 Sex Male
 Residence _____
 Birthplace St. Albans

CHARACTERISTICS

STR 35 22 9 DEX 50 37 15 INT 85 35 14
 CON 50 25 10 APP 55 37 15 POW 60 27 11
 SIZ 50 25 10 EDU 70 20 8 Move Rate 8 9 7

Major Wound	Max HP			
Dying	00	01	02	
Unconscious	03	04	05	
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

Temp. Insane	Indef. Insane	60t	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	60	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

SANITY

HUDSON and BRAND

LUCK	Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15
	16	17	18	19	20	21	22	23
	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39
	40	41	42	43	44	45	46	47
	48	49	50	51	52	53	54	55
	56	57	58	59	60	61	62	63
	64	65	66	67	68	69	70	71
	72	73	74	75	76	77	78	79
	80	81	82	83	84	85	86	87
	88	89	90	91	92	93	94	95
	96	97	98	99				

Max MP				
	00	01	02	03
	04	05	06	07
	08	09	10	11
	12	13	14	15
	16	17	18	19
	20	21	22	23
	24			

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<u>27</u> <u>13</u> <u>5</u>	<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)		<input type="checkbox"/> Library Use (20%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)		<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Art / Craft (05%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> <u>Bookbinding</u>		<input type="checkbox"/> <u>12-bore Shot.</u>	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Natural World (10%)	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/>		<input type="checkbox"/> History (05%)	<u>55</u> <u>27</u> <u>11</u>	<input type="checkbox"/> Occult (05%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> Intimidate (15%)		<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>	
Credit Rating (00%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Language (Other) (01%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
Cthulhu Mythos (00%)		<input type="checkbox"/> <u>French</u>	<u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)		<input type="checkbox"/> <u>German</u>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)		<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Language (Own) (EDU)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Ride (05%)	<u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/>	
		<input type="checkbox"/> <u>English</u>				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
<u>12-bore Shotgun</u>	<u>45</u>	<u>22</u>	<u>9</u>	<u>4/2/1d6</u>	<u>10/20/50</u>	<u>1 or 2</u>	<u>2</u>	<u>100</u>

COMBAT

Damage Bonus	<u>None</u>
Build	<u>0</u>
Dodge	<u>25</u> <u>12</u> <u>5</u>

BACKSTORY



Personal Description Eldridge was the youngest of four children. With so much competition for attention, Eldridge retreated into a world of books.

Ideology/Beliefs With a love of the written word born, Eldridge began greedily seeking out new texts amongst both the family library, as well as those of family, friends and neighbours.

Significant People When a new tome emerged he didn't own, he would steal the offending item. When he was fifteen, he was stopped by a neighbour, attempting to steal the Orthuum Omnicia.

Meaningful Locations Initially fearing reprisal for this theft, he was surprised to discover there was none. Rather a friendship emerged, with the older man teaching Eldridge in his library over the years.

Treasured Possessions After University, Eldridge was saddened to learn that his mentor had passed away, leaving his library contents to him. With books in tow, Eldridge moved to London, where he opened his own bookshop, specialising in ancient and rare texts.

Traits With specialist knowledge in worldwide cultures and historical texts, Eldridge is a wealth of knowledge on the mundane and obscure.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard ½ skill Extreme ¼ skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____



1890s Hudson and Brand

Name Eldridge Bartholemew
Player _____
Occupation Antiquarian
Age 47 Sex Male
Residence _____
Birthplace St. Albans

CHARACTERISTICS

STR 35 22 9 DEX 50 37 15 INT 85 35 14
CON 50 25 10 APP 55 37 15 POW 60 27 11
SIZ 50 25 10 EDU 70 20 8 Move Rate 8 9 7

Major Wound	Max HP	01	02
Dying	00	01	02
Unconscious	03	04	05
	06	07	08
	09	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

Temp. Insane	Indef. Insane	60+	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	60	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

Luck	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

HUDSON and BRAND

Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14
	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30	31	32	33	34	35
	36	37	38	39	40	41	42
	43	44	45	46	47	48	49
	50	51	52	53	54	55	56
	57	58	59	60	61	62	63
	64	65	66	67	68	69	70
	71	72	73	74	75	76	77
	78	79	80	81	82	83	84
	85	86	87	88	89	90	91
	92	93	94	95	96	97	98
	99						

Max MP	00	01	02	03	04
	05	06	07	08	09
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

SKILLS

<input type="checkbox"/> Accounting (05%) <u>27</u> <u>13</u> <u>5</u>	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/> Library Use (20%) <u>50</u> <u>25</u> <u>10</u>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/> Listen (20%) <u>45</u> <u>22</u> <u>9</u>	
<input type="checkbox"/> Appraise (05%) <u>35</u> <u>17</u> <u>7</u>		<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Sleight of Hand (10%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/> Spot Hidden (25%) <u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Art / Craft (05%) <u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Stealth (20%)
<input type="checkbox"/> <u>Bookbinding</u>	<input type="checkbox"/> 12-bore Shot. <u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Natural World (10%) <u>25</u> <u>12</u> <u>5</u>	<input type="checkbox"/> Survival (10%)
<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Swim (20%)
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/> History (05%) <u>55</u> <u>27</u> <u>11</u>	<input type="checkbox"/> Occult (05%) <u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Throw (20%)
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/> Track (10%)
Credit Rating (00%) <u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/> Persuade (10%) <u>35</u> <u>17</u> <u>7</u>	
Cthulhu Myths (00%)	Language (Other) (01%) <u>35</u> <u>17</u> <u>7</u>	<input type="checkbox"/> Pilot (01%)	
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/> <u>French</u>		
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/> <u>German</u> <u>25</u> <u>12</u> <u>5</u>		
<input type="checkbox"/> Drive Carriage (20%) <u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Language (Own) (EDU) <u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Psychology (10%)	
	<input type="checkbox"/> <u>English</u>	<input type="checkbox"/> Ride (05%) <u>35</u> <u>17</u> <u>7</u>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-
12-bore Shotgun	45	22	9	4/2/1d6	10/20/50	1 or 2	2	100

COMBAT

Damage Bonus	None
Build	0
Dodge	<u>25</u> <u>12</u> <u>5</u>

BACKSTORY



Personal Description Eldridge was the youngest of four children. With so much competition for attention, Eldridge retreated into a world of books.

Ideology/Beliefs With a love of the written word born, Eldridge began greedily seeking out new texts amongst both the family library, as well as those of family, friends and neighbours.

Significant People When a new tome emerged he didn't own, he would steal the offending item. When he was fifteen, he was stopped by a neighbour, attempting to steal the Orthuum Omnicia.

Meaningful Locations Initially fearing reprisal for this theft, he was surprised to discover there was none. Rather a friendship emerged, with the older man teaching Eldridge in his library over the years.

Treasured Possessions After University, Eldridge was saddened to learn that his mentor had passed away, leaving his library contents to him. With books in tow, Eldridge moved to London, where he opened his own bookshop, specialising in ancient and rare texts.

Traits With specialist knowledge in worldwide cultures and historical texts, Eldridge is a wealth of knowledge on the mundane and obscure.

Injuries & Scars

Phobias & Manias

Arcane Tomes, Spells & Artifacts

Encounters with Strange Entities

GEAR & POSSESSIONS

CASH & ASSETS

Spending Level

Cash

Assets

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success: Fumble 100/96+ Fail > skill Regular ≤ skill Hard 1/2 skill Extreme 1/3 skill Critical 01

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Char.
Player.

Me



1890s Hudson and Brand

Name Richard Percival
 Player _____
 Occupation Journalist
 Age 27 Sex Male
 Residence _____
 Birthplace Droitwich Spa

CHARACTERISTICS

STR 50 22 9 DEX 75 37 15 INT 70 35 14
 CON 65 25 10 APP 50 37 15 POW 45 27 11
 SIZ 55 25 10 EDU 50 20 8 Move Rate 8 9 7



Major Wound	Max HP				
Dying	00	01	02		
Unconscious	03	04	05		
	06	07	08	09	10
	11	12	13	14	15
	16	17	18	19	20

Temp. Insane	Indef. Insane	45t	Max	Insane	01	02	03	04	05	06	07	
					08	09	10	11	12	13	14	15
					16	17	18	19	20	21	22	23
					24	25	26	27	28	29	30	31
					32	33	34	35	36	37	38	39
					40	41	42	43	44	45	46	47
					48	49	50	51	52	53	54	55
					56	57	58	59	60	61	62	63
					64	65	66	67	68	69	70	71
					72	73	74	75	76	77	78	79
					80	81	82	83	84	85	86	87
					88	89	90	91	92	93	94	95
					96	97	98	99				

SANITY

HUDSON and BRAND

Out of Luck	01	02	03	04	05	06	07	
08	09	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	32	33	34
35	36	37	38	39	40	41	42	43
44	45	46	47	48	49	50	51	52
53	54	55	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97
98	99							

Max MP

00	01	02	03	04	
05	06	07	08	09	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	70	35 14	<input type="checkbox"/> Library Use (20%)	60	25 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	30	22 9	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	45	22 9	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Spot Hidden (25%)	45	22 9
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> <u>Reportage</u>	55	27 11	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Swim (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> History (05%)	25	27 11	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Throw (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Intimidate (15%)	30	15 6	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)	<input type="checkbox"/>	<input type="checkbox"/>
Credit Rating (00%)	20	10 4	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cthulhu Myths (00%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	50	25 10	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Language (Own) (EDU)	50	35 14	<input type="checkbox"/> Psychology (10%)	70	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> <u>English</u>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	70	35	14	1d3 + db	-	1	-	-

COMBAT

Damage Bonus NoneBuild 0Dodge 37 18 7

BACKSTORY



Personal Description A seemingly average frame disguises his ability to defend himself in a confrontation. He keeps well-dressed to gain entry to the lounges, clubs, and corridors of power.

Ideology/Beliefs With a notepad in hand, Richard can be seen up and down the city, looking for the next story- his next big break to occur. If a ruffian gets in his way, then the fellow's up for a trouncing!

Significant People Richard's tenacity is infectious. At the centre of his own social and networking web, Richard is easily able to pull on one of the many filaments surrounding him, and utilise that resource.

Meaningful Locations Writing for a more 'obscure' paper has its challenges- namely; being taken seriously is much harder in journalistic circles than working for a large broadsheet.

Treasured Possessions Be it a news reporter's write up, an eye witness statement, or even a police report, Richard is in possession of a wealth of information via his handy leather bag where he keeps all such things.

Traits Looking known in journalist circles as being akin to a dog with a bone, he can regularly be noted as one of the first on the scene.

Injuries & Scars _____

Phobias & Manias _____

Arcane Tomes, Spells & Artifacts _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard 1/2 skill	Extreme 1/3 skill	Critical 01
-------------------	-----------------	--------------------	-------------------	----------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ 1/2 max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____



1890s Hudson and Brand

Name Richard Percival
Player _____
Occupation Journalist
Age 27 Sex Male
Residence _____
Birthplace Droitwich Spa

CHARACTERISTICS

STR 50 22 DEX 75 37 INT 70 35
9 15 Idea 14
CON 65 25 APP 50 37 POW 45 27
10 15 11
SIZ 55 25 EDU 50 20 Move Rate 8 9
10 8 7



Major Wound	Max HP	01	02
Dying	00	01	02
Unconscious	03	04	05
06	07	08	09
11	<u>12</u>	13	14
16	17	18	20

Temp. Insane	Indef. Insane	45t	Max	Insane	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29	30	
31	32	33	34	35	36	37	38	39	40	41	42
43	44	<u>45</u>	46	47	48	49	50	51	52	53	
54	55	56	57	58	59	60	61	62	63	64	65
66	67	68	69	70	71	72	73	74	75	76	
77	78	79	80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97	98	99	

HUDSON and BRAND

LUCK	Out of Luck	01	02	03	04	05	06	07
08	09	10	11	12	13	14	15	16
17	18	19	20	21	22	23	24	25
26	27	28	29	30	31	<u>32</u>	33	34
35	36	37	38	39	40	41	42	43
44	45	46	47	48	49	50	51	52
53	54	<u>55</u>	56	57	58	59	60	61
62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88
89	90	91	92	93	94	95	96	97
98	99							

Max MP	00	01	02	03	04
05	06	07	08	<u>09</u>	
10	11	12	13	14	
15	16	17	18	19	
20	21	22	23	24	

SKILLS

<input type="checkbox"/> Accounting (05%)		<input type="checkbox"/> Fast Talk (05%)		<input type="checkbox"/> Law (05%)		<input type="checkbox"/> Science (01%)	
<input type="checkbox"/> Animal Handling (05%)		<input type="checkbox"/> Fighting (Brawl) (25%)	<u>70</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Library Use (20%)	<u>60</u> <u>25</u> <u>10</u>	<input type="checkbox"/>	
<input type="checkbox"/> Anthropology (01%)		<input type="checkbox"/>		<input type="checkbox"/> Listen (20%)	<u>30</u> <u>22</u> <u>9</u>	<input type="checkbox"/>	
<input type="checkbox"/> Appraise (05%)		<input type="checkbox"/>		<input type="checkbox"/> Locksmith (01%)		<input type="checkbox"/> Sleight of Hand (10%)	
<input type="checkbox"/> Archaeology (01%)		<input type="checkbox"/> Firearms (Handgun) (20%)	<u>45</u> <u>22</u> <u>9</u>	<input type="checkbox"/> Mech. Repair (10%)		<input type="checkbox"/> Spot Hidden (25%)	<u>45</u> <u>22</u> <u>9</u>
<input type="checkbox"/> Art / Craft (05%)		<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		<input type="checkbox"/> Medicine (01%)		<input type="checkbox"/> Stealth (20%)	
<input type="checkbox"/> <u>Reportage</u>	<u>55</u> <u>27</u> <u>11</u>	<input type="checkbox"/>		<input type="checkbox"/> Natural World (10%)		<input type="checkbox"/> Survival (10%)	
<input type="checkbox"/>		<input type="checkbox"/> First Aid (30%)		<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Swim (20%)	
<input type="checkbox"/> Charm (15%)		<input type="checkbox"/> History (05%)	<u>25</u> <u>27</u> <u>11</u>	<input type="checkbox"/> Occult (05%)		<input type="checkbox"/> Throw (20%)	
<input type="checkbox"/> Climb (20%)		<input type="checkbox"/> Intimidate (15%)	<u>30</u> <u>15</u> <u>6</u>	<input type="checkbox"/> Op. Hv. Machine (01%)		<input type="checkbox"/> Track (10%)	
Credit Rating (00%)	<u>20</u> <u>10</u> <u>4</u>	<input type="checkbox"/> Jump (20%)		<input type="checkbox"/> Persuade (10%)		<input type="checkbox"/>	
Cthulhu Myths (00%)		<input type="checkbox"/> Language (Other) (01%)		<input type="checkbox"/> Pilot (01%)		<input type="checkbox"/>	
<input type="checkbox"/> Disguise (05%)	<u>50</u> <u>25</u> <u>10</u>	<input type="checkbox"/>		<input type="checkbox"/>		<input type="checkbox"/>	
<input type="checkbox"/> Dodge (half DEX)		<input type="checkbox"/>		<input type="checkbox"/> Psychology (10%)	<u>70</u>	<input type="checkbox"/>	
<input type="checkbox"/> Drive Carriage (20%)		<input type="checkbox"/> Language (Own) (EDU)	<u>50</u> <u>35</u> <u>14</u>	<input type="checkbox"/> Ride (05%)		<input type="checkbox"/>	
		<input type="checkbox"/> <u>English</u>				<input type="checkbox"/>	

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed	<u>70</u>	<u>35</u>	<u>14</u>	1d3 + db	-	1	-	-

COMBAT

Damage Bonus	<u>None</u>
Build	<u>0</u>
Dodge	<u>37</u> <u>18</u> <u>7</u>

Traits Richard is a vile gossip
-monger and is happy to smear
the reputations of anyone for a
price, men and women alike.

Injuries & Scars _____

Phobias & Manias _____

Arcane Tomes, Spells & Artifacts _____

Encounters with Strange Entities _____

CASH & ASSETS

[illegible]

Spending Level _____
Cash _____
Assets _____

FELLOW INVESTIGATORS

A spider map template for character analysis. The central circle is labeled "Me". Eight lines radiate from the center, each ending in a box for "Char." and "Player.".

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

First Aid heals 1HP: Medicine heals +1d3 HP

Reach 0 HP without Major Wound = **Unconscious**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (Major Wound): weekly healing roll



1890s Hudson and Brand

Name _____
Player _____
Occupation _____
Age _____ Sex _____
Residence _____
Birthplace _____

CHARACTERISTICS

STR DEX INT
CON APP POW
SIZ EDU Move Rate

Major Wound	Max HP			
Dying	00	01	02	
Unconscious	03	04	05	
	06	07	08	09
	10	11	12	13
	14	15	16	17
	18	19	20	

Temp. Insane	Indef. Insane	Start	Max	Insane	01	02	03	04	05	06	07
					08	09	10	11	12	13	14
					15	16	17	18	19	20	21
					22	23	24	25	26	27	28
					29	30	31	32	33	34	35
					36	37	38	39	40	41	42
					43	44	45	46	47	48	49
					50	51	52	53	54	55	56
					57	58	59	60	61	62	63
					64	65	66	67	68	69	70
					71	72	73	74	75	76	77
					78	79	80	81	82	83	84
					85	86	87	88	89	90	91
					92	93	94	95	96	97	98
					99						

SANITY

HUDSON and BRAND

Luck	Out of Luck	01	02	03	04	05	06	07
	08	09	10	11	12	13	14	15
	16	17	18	19	20	21	22	23
	24	25	26	27	28	29	30	31
	32	33	34	35	36	37	38	39
	40	41	42	43	44	45	46	47
	48	49	50	51	52	53	54	55
	56	57	58	59	60	61	62	63
	64	65	66	67	68	69	70	71
	72	73	74	75	76	77	78	79
	80	81	82	83	84	85	86	87
	88	89	90	91	92	93	94	95
	96	97	98	99				

Max MP				
	00	01	02	03
	04	05	06	07
	08	09	10	11
	12	13	14	15
	16	17	18	19
	20	21	22	23
	24			

MAGIC POINTS

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="text"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="text"/>	<input type="checkbox"/> Law (05%)	<input type="text"/>	<input type="checkbox"/> Science (01%)	<input type="text"/>
<input type="checkbox"/> Animal Handling (05%)	<input type="text"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="text"/>	<input type="checkbox"/> Library Use (20%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Anthropology (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Listen (20%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Appraise (05%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Locksmith (01%)	<input type="text"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="text"/>
<input type="checkbox"/> Archaeology (01%)	<input type="text"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="text"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="text"/>	<input type="checkbox"/> Spot Hidden (25%)	<input type="text"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="text"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="text"/>	<input type="checkbox"/> Medicine (01%)	<input type="text"/>	<input type="checkbox"/> Stealth (20%)	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Natural World (10%)	<input type="text"/>	<input type="checkbox"/> Survival (10%)	<input type="text"/>
<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> First Aid (30%)	<input type="text"/>	<input type="checkbox"/> Navigate (10%)	<input type="text"/>	<input type="checkbox"/> Swim (20%)	<input type="text"/>
<input type="checkbox"/> Charm (15%)	<input type="text"/>	<input type="checkbox"/> History (05%)	<input type="text"/>	<input type="checkbox"/> Occult (05%)	<input type="text"/>	<input type="checkbox"/> Throw (20%)	<input type="text"/>
<input type="checkbox"/> Climb (20%)	<input type="text"/>	<input type="checkbox"/> Intimidate (15%)	<input type="text"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="text"/>	<input type="checkbox"/> Track (10%)	<input type="text"/>
Credit Rating (00%)	<input type="text"/>	<input type="checkbox"/> Jump (20%)	<input type="text"/>	<input type="checkbox"/> Persuade (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
Cthulhu Myths (00%)	<input type="text"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="text"/>	<input type="checkbox"/> Pilot (01%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Disguise (05%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>	<input type="checkbox"/> Psychology (10%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>
<input type="checkbox"/> Drive Carriage (20%)	<input type="text"/>	<input type="checkbox"/> Language (Own) (EDU)	<input type="text"/>	<input type="checkbox"/> Ride (05%)	<input type="text"/>	<input type="checkbox"/>	<input type="text"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

Build

Dodge

BACKSTORY



Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____

GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of $\geq \frac{1}{2}$ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____



1890s Hudson and Brand

Name _____
Player _____
Occupation _____
Age _____ Sex _____
Residence _____
Birthplace _____

CHARACTERISTICS

STR

--	--

 DEX

--	--

 INT

--	--

CON

--	--

 APP

--	--

 POW

--	--

SIZ

--	--

 EDU

--	--

 Move Rate

	+1
	-1

Major Wound	Max HP
Dying	00
Unconscious	03
06	07
08	09
10	11
12	13
14	15
16	17
18	19
20	20

Temp. Insane	Indef. Insane	Start										Max										Insane	01	02	03	04	05	06	07	SANITY
08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30								
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53								
54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76								
77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99								

											Out of Luck				01	02	03	04	05	06	07		
LUCK	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53
	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76
	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99

Max MP	Magic Points
00	01
02	03
04	05
06	07
08	09
10	11
12	13
14	15
16	17
18	19
20	21
22	23
24	24

SKILLS

<input type="checkbox"/> Accounting (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Animal Handling (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Sleight of Hand (10%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mech. Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Spot Hidden (25%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Art / Craft (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Stealth (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Swim (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> History (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Throw (20%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Op. Hv. Machine (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Track (10%)	<input type="checkbox"/>	<input type="checkbox"/>
Credit Rating (00%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Cthulhu Myths (00%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Pilot (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Dodge (half DEX)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Drive Carriage (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf.
Unarmed				1d3 + db	-	1	-	-

COMBAT

Damage Bonus

--	--

Build

--	--

Dodge

--	--

BACKSTORY

Personal Description _____

Traits _____

Ideology/Beliefs _____

Injuries & Scars _____

Significant People _____

Phobias & Manias _____

Meaningful Locations _____

Arcane Tomes, Spells & Artifacts _____

Treasured Possessions _____

Encounters with Strange Entities _____



GEAR & POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

CASH & ASSETS

Spending Level _____

Cash _____

Assets _____

QUICK REFERENCE RULES

Skill & Characteristic Rolls

Levels of Success:

Fumble 100/96+	Fail > skill	Regular ≤ skill	Hard ½ skill	Extreme ⅓ skill	Critical 01
-------------------	-----------------	--------------------	-----------------	--------------------	----------------

Pushing Rolls: Must justify reroll; Cannot Push Combat or Sanity Rolls

Wounds & Healing

First Aid heals 1HP; Medicine heals +1d3 HP

Major Wound = loss of ≥ ½ max HP in one attack

Reach 0 HP without Major Wound = **Unconscious**

Reach 0 HP with Major Wound = **Dying**

Dying: First Aid = temp. stabilised; then require Medicine

Natural Heal rate (non Major Wound): recover 1HP per day

Natural Heal rate (Major Wound): weekly healing roll

FELLOW INVESTIGATORS

Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____
Char. _____ Player. _____	Me	Char. _____ Player. _____
Char. _____ Player. _____	Char. _____ Player. _____	Char. _____ Player. _____

KICKSTARTER BACKER LIST

The Powers

Daniel Ley	Consulting Metaphysicist
David Maple	Antiquarian
Amber Dawn	Thief
Stephen A Turner	Troubleshooter
David March	Consulting Detective
Martin Herles	Teacher
Joran aus den Schatten	
Major Sir Colin J. M.	Gentleman
Seaford, VC, 60th Ft (Ret)	Antiquarian
Brendon Rehm	Security
Mark Grehan	Teatrical Impresario
Timothy SW Jennings	Haberdasher
Figgus von Finklestein	Royal Historian
Sandra Phillips	Editor and Librarian
Dr. Lisa Padol	Private Investigator
Mateen Greenway	Widow
Galilee Soames	Oxford Academic (Retd)
Benjamin Sennitt	Occultist
Lenman McCann	Master of law
Michael Laitinen	Author
Seth Skorkowsky	Assistant Bean Counter
Håkon Gaut	Consulting Geologist/ Paleontologist
Paleopookie	Pedestrian
Edward MacGregor	Historian
Kyle Pavlicek	Explorer
Dok G	Starpilot
Couscous	Esoteric Bureaucrat
Daniel Klaminder Michael	Professor
Lane	Historian/Curator
Timothy von Gal, II Andy	Professional Curmudgeon
Simmons	Librarian
Xavi "Tillinghast" Cruz	Obtainer of Rare Antiquities
John Ossoway	Mythologist
Michael J. Raymond, PhD	Occultist
Lee Carnell	Dime Novel Writer
Joab Stieglitz	Devious Plotmeister
Mark Edwards	Librarian
Michael Bowman	Alienist
Joe Viturbo	Consulting Detective
Stefan Anundi	Ne'er do well
Trollboy	Shoggoth Wrangler
Badger McInnes	Rabbi
Jacob Rotschild	Archeologist
Jeremy Apps	

The Spirits

Neill Cox	Computational Analyst
Paladin von Kor	Spiritualist
Richard Hickman	Keeper
Dr. Troy Leiland Sagrillo	Egyptologist
Doctor Nicholas Arkham (Corkigian)	Director of the Abnormal Nuclear Ethics Institute
Grey Wulfe	Captain of the Horus
Robert Kelsey	Bookseller
Kenneth Jeffers	Resurrectionist
Gideon Aster	Chief Inspector Keeper
Richard Hickman	Keeper

The Immortals

Charles Myers	Export-Import Specialist
Revnne	Repairer of Reputations
Simon Taylor	Analyst and Metaphysician
William Kunkle	Historian
Scott Maynard	Archaeologist
Jonathan Keim	Dinner & Coffee Czar
Richard Lock	Gentleman Thief
Søren Hagge	Shipping Agent
Laird Kenneth Douglas	Laird (Lord)
Storen Kelonar	Chicken Farmer
Andrew Rodwell	Astronomer
Troels Frostholt Sør-Larsen	Keeper of Arcane Lore
Mr Christopher Moses	Keeper of Lore
Charles Wilkins	Metaphysician
Sam Heazlewood	Purveyor of Fine Hats
Robert Hrabí	Antiquarian
Thomas Powell	Reverend
Harry Bradley	Lieutenant, 5th Northum- berland Fusiliers
Franklin Jones	Alienist
Fenric Cayne	Subversive Investigator

The Curators

Hezekiah Smith	Hedge Wizard
David S. Robinson	Docent
Sabella Stormquiss	Fortune Teller
Mobius Oblidus	Inquisitor of the Holy Ordos
Rika "Irene" De Vries	Troublemaker
Robert	Psychiatrist
Charles "Lukkychukky"	
Ulveling	Linguist
Steve Rubin	Historian
Ols Jonas Petter Olsson	Philanthropist
Julian White	Butcher
Mike "Thunderbolt"	
Tudevsky	Father (priest)
Thaddeus Ryker	Researcher
Jeffrey R. MacCarty	Investigator of the Arcane
Lars Schaefer	Curator of Ancient Lore