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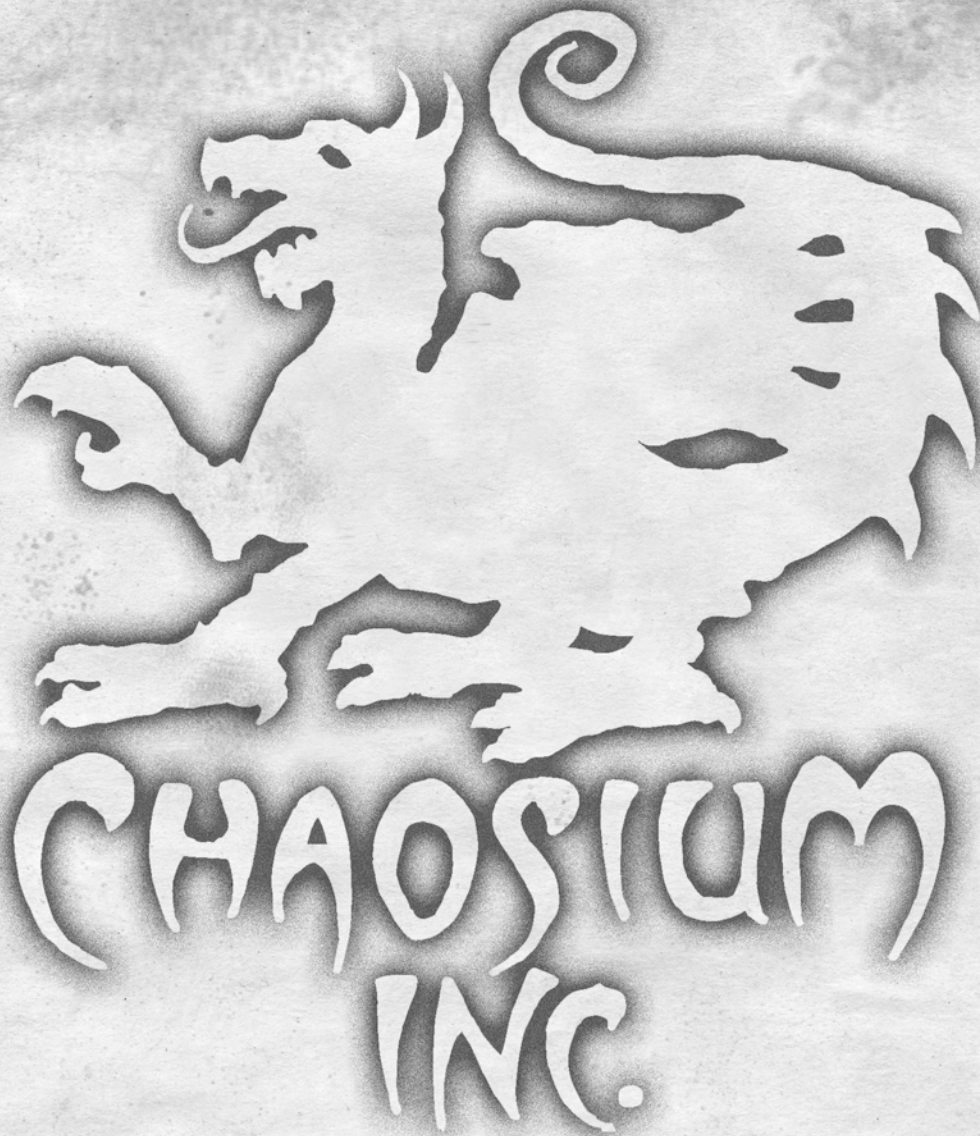
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CTHULHU BY GASLIGHT

HORROR ROLEPLAYING IN 1890S ENGLAND

WILLIAM A. BARTON,
KEVIN ROSS & FRIENDS





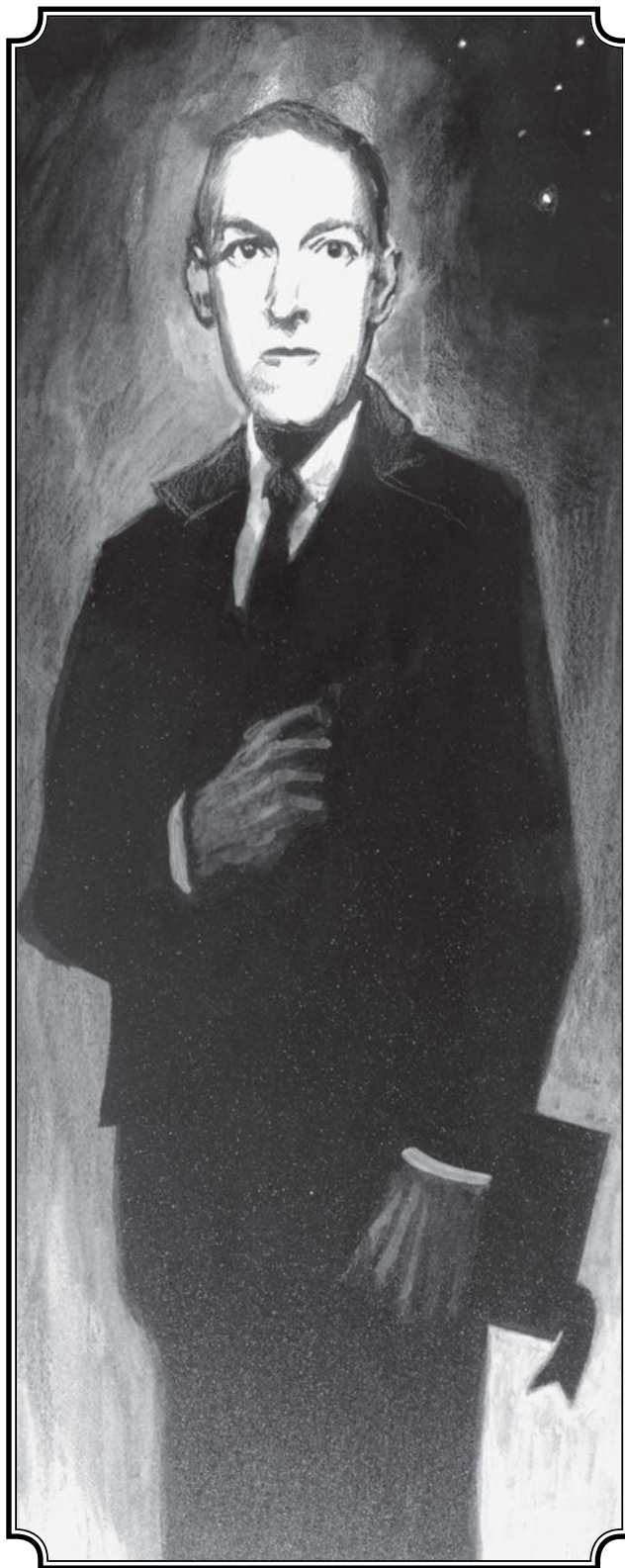
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GASLIGHT
HORROR ROLEPLAYING IN 1890S ENGLAND



CLEAR CREDIT:

William A. Barton wrote the text of the original edition of *Cthulhu by Gaslight*, much of which is retained herein. Specifically, the early introductions, Social Class, Occupations, Altered Base Chances, Weapons, 1880-1901 Timeline, most of the Biographies, the Selected London Locations, London Stores, Communications, Crime, Underworld Slang, most of the Miscellaneous articles, most of Occult in the 1890s, Sample Prices and Money, and the statistics for Sherlock Holmes, Doctor Watson, Professor Moriarty, and the Martians are Bill's work. Kevin Ross compiled and edited material for this third edition, and wrote the following sections: the new introduction, much of the Character Creation chapter (incorporating Bill's work), the article on British Military Service, some new biographies (Blavatsky, Budge, Frazer, Petrie, Yeats), parts of the Jack the Ripper article and the coach chase rules, the Society for Psychical Research, part of the Strange Sites in Britain article, the new Scenario Suggestions, The Cthulhu Mythos in Britain and The Haunted Severn Valley, stats for Allan Quatermain and part of Springheeled Jack, the sample NPCs, The Night of the Jackals scenario, and the new Bibliography/Filmography. Scott Aniolowski wrote most of the Ripper article and the coach chase rules, and added the section on Cthulhu Mythos Entities in Britain, in addition to penning the lion's share of the Victorian Fictional Characters. David Hallett wrote part of the Victorian World chapter, as well as the Brief Tour of London and part of the Strange Sites in Britain article. Glyn White wrote the other part of the Victorian World chapter, in addition to the Exploration and Fortean Timelines and part of the Strange Sites in Britain. Richard Watts wrote The Burnt Man scenario. Original playtesters for The Burnt Man were Terrance Cooper, Penelope Love, and Mark Edward Morrison. Fred Behrendt supplied stats for Professor Challenger, and David Conyers allowed us to use his write up for Dr. Moreau's Beast-men. Colin "Radioactive Ape" Chapman supplied updates and corrections for the Weapons and Equipment guides. The late Kevin Ramos illustrated the original editions of this book, and much of his work is retained. Adam Denton, David Grilla, and John T. Snyder supplied new interior art for this edition. The new cover painting is by Paul Carrick. Carolyn Schultz-Savoy did the maps for the earlier edition, along with the illustration of clothing styles. Steff Worthington provided the maps for the new edition. Dean Engelhardt created the new 1890s character sheet, the handouts for the scenarios, supplied a number of period artwork, and was instrumental with helping research the correct period look and feel. Digital fonts for player handouts used with permission by the H. P. Lovecraft Historical Society. www.cthulhulives.org. Finally, David Hallett and Glyn White read the text of the new material to make sure us stupid Americans didn't screw things up trying to write about their home country. Cheers to 'em all!



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ADDITIONAL MATERIAL BY SCOTT ANIOLOWSKI, DAVE HALLETT,
RICHARD WATTS & GLYN WHITE

WITH CONTRIBUTIONS BY FRED BEHRENDT, COLIN CHAPMAN
& DAVID CONYERS

COVER PAINTING BY PAUL CARRICK

INTERIOR ART BY KEVIN RAMOS, ADAM DENTON, DAVID GRILLA,
CAROLYN SCHULTZ-SAVOY & JOHN T. SNYDER

MAPS BY STEFF WORTHINGTON, SHERMAN KAHN
& CAROLYN SCHULTZ-SAVOY

BOOK DESIGN BY BADGER MCINNES

HANDOUTS & CHARACTER SHEET BY DEAN ENGELHARDT

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Cthulhu by Gaslight 3rd Edition

Introduction

Victorian England. The era of Sherlock Holmes and Dracula, and a horrific real-life mystery in the form of Jack the Ripper. Thousands of books, films, and stories have featured these characters over the past 120+ years – Holmes and Dracula have become the most commonly-used fictional characters of all time. Little wonder then that this era, with its foggy atmosphere, gross social and economic inequality, and the vast history of England to draw from, should spawn a setting for *Call of Cthulhu*. For what is *Call of Cthulhu* if not the first truly great roleplaying game combining mystery and horror?

In 1986, avid Sherlockian Bill Barton produced the award-winning first edition of *Cthulhu by Gaslight*. A second edition, with only slight changes, appeared two years later. Since then a handful of *Call of Cthulhu* books set in the Victorian era have appeared, and articles and scenarios still crop up from time to time. But it's been over 20 years (!) since the *Gaslight* book itself was reprinted or updated.

This new edition of *Cthulhu by Gaslight* has been thoroughly revamped, expanding the book by nearly 50% and adding new material roughly equivalent to the original book's length. We have omitted most of the Sherlockian content of the original edition, not because it was bad, but so we could more thoroughly develop the Victorian England setting. Character creation has been reworked, with some new wrinkles added, and there are new articles on the Victorian world, crime, politics, personalities, and so forth. There are also extensive new sections on the Cthulhu Mythos in Britain – creatures, cults, books, etc. – including a précis of Ramsey Campbell's Severn River Valley. Also included are tips on running various types of Gaslight era campaigns, a gazetteer of intriguing British myths and legends, a selection of friends and foes from Victorian fiction, and a lengthy new bibliography/filmography of suggested reading and viewing. Rounding out this new edition are a pair of new Victorian era scenarios – one an urban adventure set in London, the other set in rural Dartmoor.

With this book and a copy of the *Call of Cthulhu* core rulebook, a prospective Keeper can run a campaign set in Victorian England. This edition provides a strong background in both the Victorian world and the activities of the Cthulhu Mythos within it. So grab your coat, hat, and walking stick, and have the doctor bring his bag and revolver. It's time to step into a world of Victorian occult adventure – the world of *Cthulhu by Gaslight*!

Cheers!
Kevin Ross

Author's Introduction to the First Edition

In this sourcebook, despite my efforts, errors will have crept in. On occasion, I found two sources offering conflicting information. Sometimes lacking a third source for verification, I was forced to choose. It is quite possible that I have chosen wrongly. In other cases, lacking factual data I extrapolated on the basis of Victorian fiction. I hope that keepers and players of *Gaslight* will overlook minor transgressions. In the meantime, I urge all Cthulhu aficionados to give a try at adventuring in Imperial Britain near the end of Victoria's reign, where the game's always afoot — or perhaps a-tentacle!

Author's Introduction to the Second Edition

I extend my appreciation to Cthulhoid gamers for the warm response given to *Cthulhu By Gaslight*. I was especially gratified by Gaslight's winning the H.G. Wells Award, the Gamers' Choice Award, and the Society of Independent Game Manufacturers' Award for best roleplaying supplement. I thanks Edward Powell of Scarborough, Ontario, for his insightful letter pointing out first-edition errors. Where detected, all have been corrected.

ACKNOWLEDGEMENTS

Special thanks as always to my first-rate third-edition co-writers, Scott Aniolowski, Dave Hallett, Richard Watts, and Glyn White. Thanks also to Charlie Krank of Chaosium for giving us the go-ahead to create this new edition; to Tom Lynch of Miskatonic River Press for getting the ball rolling on it in the first place; and to Lynn Willis and Janice Sellers for their insights and advice on previous attempts to rework *Gaslight*. A tip of the hat to the many folks I've worked with on other Gaslight projects: Fred Behrendt, Garrie Hall, Steve Hatherley, Penny Love, John T. Snyder, and Todd Woods, among others. And an extra special thanks to Dave and Glyn for their editorial of the text to save us (and you, dear reader) from the inevitable Stoopud Amerkunisms.

DEDICATIONS

The second edition of *Cthulhu by Gaslight* is dedicated to the memory of Mary B. Jones, who believed in me.
- William A. Barton

This one's for its creator, Bill Barton, who opened up the first new setting for *Call of Cthulhu*, allowing many of us to exercise our rabid Anglophilia for over two decades now. Bill's original *Cthulhu by Gaslight* let us walk those cobbled lanes with delicious dread and anticipation of what might be waiting for us out there in the fog. Thanks, Bill.
-Kevin A. Ross

VICTORIAN CHARACTERS





"...and there, lurking just beyond the pool of light, the tendrils of the fog take on an evil life all their own, to wreak the foul biddings of the Old Ones..."

—The Revelations of Glaaki

"The Victorian Age was a bright time for the British Empire, which reached its zenith during the 1890s. But for all the light shed by the coming of the new-fangled electric illumination that slowly replaced the gaslights of the earlier Victorian years, there was still darkness afoot — especially in the obscurest corners of London, hub of the Empire. Here, in the dark pools of shadow lurking just beyond the gaslight, evil hid, and grew, and made its nefarious plans.

"In this London in which stalked, in both fact and fiction, such creatures as Jack the Ripper, Count Dracula. Sweeney Todd, and Mr. Hyde, and where magical societies such as the Golden Dawn practiced hermetic rituals. Who can know for certain what other, more horrible entities shared the dim recesses of the great city with them. How naive to assume that the dread minions and dark worshipers of Great Cthulhu, Y'golonac, Nyarlathotep and other cosmic blasphemies had not carved out accursed niches in the narrow alleyways, slimy sewers and basements and hidden back rooms of 1890s London!

"And such was the case. During those years, many of the horrors now plaguing the world first gained tenuous sway in our reality, to fester and multiply into the fullness of foul and unnatural life — and to gradually rot from within the once-noble empire of Britain. Had mankind only been more vigilant during those fateful years..."

— Professor Laban Shrewsbury, *Cthulhu Among The Victorians*,
Miskatonic University Press, Arkham, Massachusetts, 1929

This chapter details the creation of *Call of Cthulhu* characters specifically suited for use in the *Cthulhu by Gaslight* setting. These rules for character creation are very similar to those described on page 36 of *Call of Cthulhu* 6th edition, with some modifications for the Victorian setting. Other changes have been made to allow players to tailor their characters more to their own conceptions rather than relying on what the dice dictate.

Character creation follows the steps listed below, which are then discussed in greater detail:

- 1) Decide character's occupation.
- 2) Roll for statistics.
- 3) Place statistics in desired order.
- 4) Roll for age and age effects.
- 5) Determine skill points.
- 6) Roll for a trait, and determine its effects.
- 7) Allocate skill points.
- 8) Finalize character details.

STEPS 1-3: The regular character creation rules state that the player should roll statistics in order, keeping whatever is rolled for each statistic; here it is assumed the player has some conception of what kind of character he or she wants to create, so the dice rolls are made and distributed as the player wishes. STR, CON, POW, DEX, and APP are all rolled using 3D6, while EDU is rolled using 3D6+3, and INT and SIZ are determined by rolling 2D6+6. Regardless of whether the player knows exactly what type of character is desired, he or she can either choose an occupation and then distribute the rolls, or distribute the rolls and then choose an occupation. Suitable Gaslight era occupations are listed below.

STEP 3A: The "Sexist Option". If the player and/or Keeper wish to make characters slightly more realistic, they can choose to decrease the STR and SIZ of female characters by 1 point each, to reflect the slightly smaller stature of womankind. To compensate, the player may distribute the 2 lost points to the female character's INT, DEX, APP, or EDU.

STEP 4: Determine age. Minimum age is EDU+6 years. To randomly determine age, roll 1D6 and consult the following table:

- 1: 20+1D6 years old
- 2: 25+1D6 years old
- 3: 30+1D6 years old
- 4: 35+1D6 years old
- 5: 40+1D6 years old
- 6: 45+1D6 years old

Note that increased age comes with adverse effects: starting at age 40, an investigator loses 1 point from STR, CON, DEX, or APP for every 10 years of age (i.e. 1 point at 40, another at 50, another at 60, etc.). (This is a slight change from the original rules, which begin this statistic loss at age 50.) However, an older investigator gains 1 point of EDU for every additional 10 years of age, starting at age 30. **EXAMPLE:** A 48-year-old investigator loses 1 point of STR, CON, DEX, or APP, but gains 2 points of EDU, and thus another 40 occupational skill points.

STEP 5: Determine skill points: $EDU \times 20$ points for occupational skills, and $INT \times 10$ points for personal interest skills. Don't allocate these points yet, as they may be affected by the investigator's rolled Trait (see next step).

STEP 6: Roll on the Traits Table (see page 16). Some Traits may require fleshing out or discussion with the Keeper, and many affect the investigator's statistics or skills in various ways. The nature of some Traits may remain unknown to the player until the Keeper wishes to introduce their effects. If the player and Keeper agree, a Trait may be ignored and the character can be created without one.

STEP 7: Allocate skill points. Now distribute all skill points among the desired occupational and personal skills, including whatever effects Traits may have had.

STEP 8: Finalize the investigator: roll for income according to social class and determine the amount of his or her assets, name him or her, describe his or her home, family, occupation, appearance, background, and so forth as desired. Now you're ready to play!

Victorian Era Occupations

The following is a list of professions suitable for Victorian investigators, with the skills available to each. The investigator's profession also indicates his or her social class, as discussed in the boxed text nearby. Income is determined by social class rather than by occupation. Social class and income also determine the base percentage for the Credit Rating skill, which is an important measurement not only of financial worth but of a person's reputation as well, even more so in the 1890s than in the 1920s. Investigators should watch and protect their Credit Rating skill with care in order to protect their reputations. Base skill level for Credit Rating is 5% per £100 of income, except that Upper Class investigators automatically have a base skill of 65%. *Example: A Middle Class character with an income of £400 has a base skill of 20% ($400/100 = 4$, $4 \times 5\% = 20\%$).*

When creating a Gaslight era investigator, the player should choose an occupation, and then use the table below to determine income. If the amount rolled is at the upper

end of the indicated range, the investigator can be assumed to be at the higher of the social classes listed, if applicable. *Example:* A Physician investigator (Middle to Upper Class) rolls $(1D6+6) \times £100$ for his annual income; if he rolls a 5, his income is £1100, and since this is near the maximum possible, the Keeper judges that the Physician is of lower Upper Class.

Notes on Income

In the period covered by this book, the British Pound (£) equals roughly \$5 US. Annually, the average Lower Class man's wage is £100, the average Middle Class wage or salary £160, and the average Upper Class stipend is £1200. The Keeper can use these figures to maintain a more realistic campaign, or he or she can consult the table below to give characters larger incomes and savings, and significantly more economic freedom.

Income by Social Class (£)

Lower Class $1D2 \times 100$
 Lower to Middle Class $(1D2+1) \times 100$
 Middle Class $(1D3+2) \times 100$
 Middle to Upper Class $(1D6+6) \times 100$
 Upper Class $1D10 \times 1000$

Credit Rating Base Skill Level

Credit Rating base skill = $5\% / £100$ of income, except Upper Class = 65%

Adventuress

The Victorian adventuress was a woman who, by her association with Upper Class suitors and admirers, managed to gain power, respect, and sometimes reluctant approval from Victorian society. Often the adventuress has worked in the theater or in some other form of entertainment. Sometimes ruthless, usually very intelligent, she can greatly influence the life of her suitor of the moment. In fiction, the most famous example of the adventuress is Irene Adler, "the woman" of the Sherlock Holmes story "A Scandal in Bohemia". The adventuress may come from any social class, but with regard to as the behavior of the Middle and Lower Classes toward her, her effective class standing is that of her current suitor – but only so long as he remains her protector and benefactor. Without such a benefactor, her standing reverts to that of her birth. In any case, her suitor's peers often view her in terms of her original social class.

SKILLS: Art (any), Bargain, Conceal, Credit Rating, Fast Talk, First Aid, Other Language (any Continental), Psychology, Ride, any one skill as a personal interest, and one of Disguise, First Aid, or Locksmith.

SOCIAL CLASS: Lower to Middle

Antiquarian

An antiquarian may be anything from a distinguished antique-seller to a book-dealer, perhaps even a museum curator, depending on the skills chosen. Antiquarians will often have a useful network of contacts and/or rivals.

SKILLS: Accounting, Art (any), Bargain, Credit Rating, History, Library Use, Other Language (any Continental), Persuade, Psychology, Spot Hidden, any two other skills as personal interests.

SOCIAL CLASS: Middle to Upper

Aristocrat

An aristocrat is someone born to a titled family. He may have important responsibilities in the military, the government, or the Church of England, or may simply collect his rents and vote occasionally in the House of Lords. He may resemble the Dilettante, having both vast wealth and the time to spend it entertainingly. Well-mannered, confident and impressive, the aristocrat may be disconcertingly poorly educated or an absolute expert on a favored subject. Many of the highest-ranking officials of various occupations listed below – Police Commissioner, Army General, Naval Admiral, etc., are aristocrats appointed to these important posts.

SKILLS: Credit Rating, History, Latin, Law, Other Language (any Continental), Persuade, Ride, Shotgun, any three other skills as personal interests.

SOCIAL CLASS: Upper

Artist

There are many examples of artists in Victorian fact and fiction, from real-life alleged Jack the Ripper suspect Walter Sickert to Dorian Gray's portraitist Basil Hallward. Artists may range in temperament from the dandy or bon vivant favored by the upper classes to the anarchic misanthrope whose only love is his art. The artist occupation includes painters, sketch artists, and sculptors in stone or metal.

SKILLS: Art (multiple?), Bargain, Craft (any?), History, Library Use, Other Language (any Continental), Spot Hidden, any two other skills as personal interests.

SOCIAL CLASS: Lower to Middle

Author

The author occupation includes everything from playwright (George Bernard Shaw) to poet (Lord Tennyson) to novelist (Bram Stoker, H.G. Wells, Arthur Conan Doyle) to writers of musical theater (Gilbert and Sullivan). Following the first appearance of Sherlock Holmes in 1888, many other writers began to produce detective fiction, with protagonists as diverse as lady sleuths, agency detectives, and even master criminals. Science fiction or "scientific romances" also blossomed in the period, thanks to H.G. Wells. Wells and other writers often used their writings to comment on social problems of the era.

SKILLS: Art (Writing), History, Library Use, Other Language (any Continental), Own Language, Persuade, Psychology, any two other skills as personal interests.

SOCIAL CLASS: Lower to Middle

Cab Driver

Carriage drivers were ubiquitous in London, and indispensable where travel of any distance was required, from train station to rural village, village to country estate, and so on. The smaller hansom cabs and larger carriages (described in greater detail in the "Travel" section of this book) were used as public transportation in London. Drivers (called "jarveys")

were licensed and the cabs numbered, so the clever Investigator who knows a cab's number can find the driver and – for the right price – perhaps glean useful information from him.

SKILLS: Dodge, Drive Carriage, Jump, Listen, Mechanical Repair, Natural History, Navigate, Persuade, Spot Hidden, Whip, any one other as a personal interest.

SOCIAL CLASS: Lower

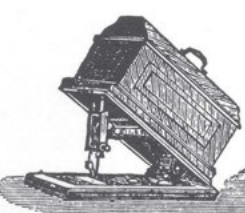
Clergyman

Most English clergy are Church of England, with a substantial minority of other Protestant denominations and Catholics. The Church of England clergyman has unusual opportunities, as despite reforms, he could sometimes receive the

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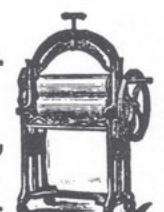
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Social Class

Victorians put great stock in social class. The theory was that class status reflected indefinable but substantial differences in individual breeding, which therefore could be passed from generation to generation, perpetually justifying the existence of relatively rigid classes. Though entire libraries have been written on the subject, for game purposes we define three fundamental divisions in Late Victorian British Society: Upper Class (aristocrats, landed gentry, high government officials, those who have amassed great wealth); Middle Class (professionals, merchants, a few exceptional skilled tradesmen); and Lower Class (the working and criminal classes).

An aristocrat inherits his breeding, and therefore his title, be it Duke, Baron, Baronet, or Lord. The minor noble or the person elevated to the peerage during his lifetime is still Upper Class, but of distinctly lesser status, because his breeding has not yet proven true. Expectations, responsibilities, and the social activities necessary to maintain their personal standing are the main problems for aristocrats wishing to spend their time actively opposing the Old Ones.

Investigators are more likely to be Middle Class or lower Upper Class than Lower Class, thereby having greater opportunity to spend time and funds investigating Mythos horrors. Lower Class characters, unless criminals or with some other special connection, must spend most of their time working just to survive. One obvious exception would be those in domestic service to a wealthier Investigator. Even Middle Class characters will probably have at least one domestic servant, and Upper Class characters are likely to employ many more.

Social status affects one's occupation. Middle Class and to some extent Upper Class people may enter any respectable occupation (doctor or lawyer would be respectable; dance-hall singer would not be), although occupations that involve buying and selling are not open to the Upper Class, who look down upon "tradesmen". The Lower Class however is restricted to low-paid and often demeaning or dangerous occupations such as servant, factory worker or laborer, with little job security, although those whose jobs demand more skill usually have a better and more reliable income. To help players maintain the spirit of Victorian society, the occupations listed below are designated with the social class most appropriate for each.

Game Effects of Social Class

In the game during the 1890s, social class is an informational concept, just as it is during a game set in the 1920s. However, Keepers and players alike should remember that social class is considerably more important in the earlier era, and that game rulings concerning social class should be definite and often arbitrary in feel – one's social class is a powerful definition of intrinsic personal worth. Victorians would spare no efforts to uncover the social status and wealth of unknown individuals assuming new responsibilities. In the absence of personal records, mutual trust and reliability of promise are even more important than in the 1920s. Investigators who pass themselves off as what they are not run considerable risk.

More strictly, social class is a relative measure of a character's understanding of social customs and mores, and of a character's chances of convincing or being convinced by a character of the same or different class. Social class might modify Fast Talk, Persuade, or Credit Rating rolls especially when getting someone to believe an incredible claim – that the distinguished count from Transylvania is really a vampire in league with the Great Old Ones, or that ghouls roam the sewers of London. Generally, the higher one's social class, the greater the chance he has of convincing someone of a lower class that what he says is true, no matter how unbelievable it might sound, and vice versa. Thus, an Upper Class baronet should more easily convince a Middle Class Scotland Yard CID inspector that the Queen's Physician in Ordinary is really Jack the Ripper than would a Lower Class navvy.

As an option, Keepers might consider allowing players to increase an investigator's skill level by 10% when using Fast Talk, Persuade, or Credit Rating in conversation with a person one class lower than his own, or by 20% if the person is two social classes lower. Make no modification with someone of one's own class. Naturally, exceptions exist. For instance, Lower Class labor leaders, criminals, or anarchists could have such contempt for the Upper Class that an Upper Class character might have to suffer a 20% penalty to his Communication skills rather than a bonus.

It is unlikely, but possible, that an investigator's social class might change over a period of play. To raise class standing, the investigator would have to perform a deed inordinately important to the public good; to lower class standing, the deed would have to be disreputable or despicable. For example, a Middle Class character knighted by a grateful queen would be raised in class. A person of Lower Class who made an honest fortune might be raised to Middle Class, but no amount of wealth alone will qualify you for Upper Class status – breeding is still breeding. On the other hand, a Middle Class investigator who spends all her time and money chasing unearthly horrors across England might be lowered to Lower Class, reflecting both depleted funds and lost peer respect.

Changes in social class should be the natural outcome of what occurs during play, and should always be exceptional events that Keepers should discuss with their players.

parish funds whether or not he performed his duties there. He might thus choose a casual life in London, leaving all his work to a subordinate. Wealthier parishes were prized plums.

SKILLS: Credit Rating, History, Latin, Library Use, Persuade, Psychology, any two skills as personal interests.

SOCIAL CLASS: Middle

Consulting Detective

The consulting detective differs from the inquiry agent or private detective in that his investigations are more of an intellectual pursuit, and his clients are usually of higher class standing. Think of the difference between Sherlock Holmes and Sam Spade. Often the consulting detective guides the inquiry agent or official police, requiring that they bring the evidence to him, or employing the inquiry agent to do the legwork. The consulting detective sometimes solves the case from his sitting room, using a wealth of reference books and his own encyclopedic knowledge. When choosing this occupation, an investigator should have a minimum of 14 INT and EDU.

SKILLS: Anthropology, Bargain, Chemistry, Credit Rating, First Aid, History, Law, Library Use, Listen, Psychology, Other Language, Spot Hidden, Track, up to two others as personal specialties.

SOCIAL CLASS: Middle

Craftsman

Craftsmen create various types of goods or offer specific services. Examples include coopers (barrel-makers), glass-blowers, carpenters, furniture-builders, blacksmiths and metal-workers, leather-workers, potters, cobblers and shoemakers, brewers, butchers, bakers, chandlers, barbers, and countless others. (There may be some crossover here with the shopkeeper occupation described below.) A craftsman who has achieved Middle Class status either owns a business employing others or performs work of such high quality as to be greatly prized by Upper Class customers, and rewarded accordingly.

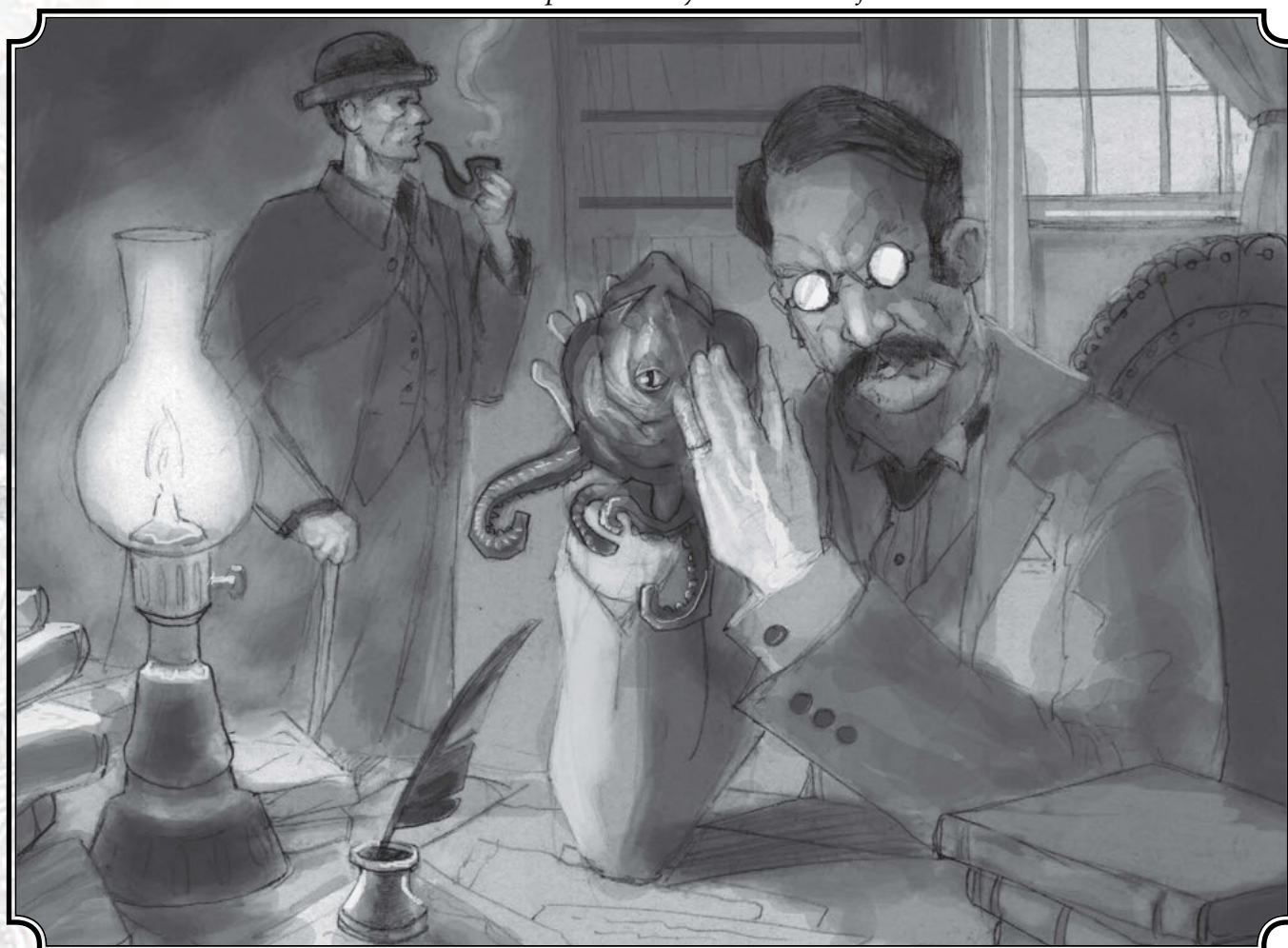
SKILLS: Accounting, Bargain, Craft (multiple?), Credit Rating, Mechanical Repair, Persuade, Spot Hidden, any one other skill as a personal interest.

SOCIAL CLASS: Lower to Middle

Criminal

From the lowly pickpocket to the cracksman (burglar), the pimp, protection racketeer, or thuggish leg-breaker, there are many options available for the criminal occupation. Keeper and player should be careful how they use such lowly law-breakers in their campaign, as most decent citizens would

Inspector Falcove consults Professor Scott about a Cthulhu idol



not gladly associate with known criminals. Then again, many “respectable” occupations (police, inquiry agents, journalists, etc.) might have need of such criminal contacts as sources of information about the seedier side of Victorian life.

SKILLS: Bargain, Disguise, Fast Talk, Hide, Locksmith, Sneak, Spot Hidden, any two weapon skills, any one other skill as a personal interest.

SOCIAL CLASS: Lower to Middle

Dilettante

As in the 1920s, the Victorian dilettante is assumed to have accumulated a large sum of money through inheritance, investment, or what have you. There is usually no title associated with this money, though a lesser Baronet is possible. Even an Upper Class dilettante is looked down upon by others of his class, since he probably has no title to match his wealth. This “occupation” might run the gamut from the layabout playboy or social butterfly to the crusading do-gooder eager to use his or her wealth to right wrongs and solve crimes.

SKILLS: Credit Rating, up to six other skills as personal interests

SOCIAL CLASS: Middle to Upper

Entertainer

Actors, singers, musicians and dancers all fall within this category, from the opera singer to the stage actor to the dance-hall piano player or comedian, the concert pianist to the ballet dancer. The period saw such famous actors as (Sir) Henry Irving (Bram Stoker was his manager!) and Richard Mansfield, whose roles as Mephistopheles and Jekyll and Hyde, respectively, shocked the Victorians. Famous actresses included Irving’s frequent collaborator (Dame) Ellen Terry, and prominent Golden Dawn member Florence Farr.

SKILLS: Art (any, multiple), Disguise, Dodge, Fast Talk, Listen, Own Language, Persuade, Psychology, up to three other skills as personal interests.

SOCIAL CLASS: Lower to Middle

Ex-Military

The ex-military investigator is a veteran of either the Royal Navy or the British Army. Upper Class investigators served as officers, while those of Middle Class were enlisted men or non-commissioned officers.

SKILLS: Conceal, Credit Rating, First Aid, Handgun, Navigate, Other Language (any), Persuade, Psychology, Ride, Rifle, Saber, Sneak, Spot Hidden, and one of Climb or Swim.

SOCIAL CLASS: Middle to Upper

Explorer

Only the polar regions remained unexplored, but explorers do more than trudge across the wilderness. An explorer investigator could be an academic hunting for archaeological

treasures and lost cities, a plundering rogue tracking down lost golden hoards of the ancients, or a daredevil braving the steaming jungles and desert wastes to see what’s beyond the next hill. Any of these might collect specimens for English museums or lead safaris to pay their way.

SKILLS: Anthropology, Archaeology, Bargain, Biology, Climb, First Aid, Handgun, Knife, Natural History, Navigate, Other Language (any), Pilot (Boat, Ship, Balloon), Ride, Rifle, Sneak, Spot Hidden, Swim, Track.

SOCIAL CLASS: Middle to Upper

Inquiry Agent

The inquiry agent is very similar to the 1920s private detective. Many inquiry agents worked for detective agencies, taking cases either on their own or in conjunction with the police or a consulting detective. This occupation is well-represented in the detective fiction of the period, Arthur Morrison’s Martin Hewitt being a prime example.

SKILLS: Accounting, Fast Talk, Law, Library Use, Listen, Locksmith, Persuade, Photography, Psychology, Spot Hidden, any one other skill.

SOCIAL CLASS: Lower to Middle

Journalist

Hundreds of newspapers were published in the late Victorian period in London alone, to say nothing of the wide variety of magazines and other periodicals. Journalists might be muck-raking hacks feeding sordid stories to the masses, social crusaders, champions of liberal, conservative, or radical causes, crime-reporters, or commentators and critics of art and culture. The center of the newspaper industry in London was located mainly on Fleet Street. Lower Class journalists are the lowliest of beat reporters, while Middle Class journalists might be editors or more respectable writers or critics.

SKILLS: Accounting, Dodge, Fast Talk, Library Use, Listen, Other Language (any Continental), Own Language, Persuade, Photography, Psychology, Spot Hidden.

SOCIAL CLASS: Lower to Middle

Laborer

This category covers all types of unskilled or semi-skilled labor: carters, drovers, slaughterhouse workers, gasworks-men, construction workers (“navvies”), mill-workers, dockworkers, gravediggers, lamplighters, miners, and (in rural areas) agricultural workers, herders and foresters. Investigators with this occupation need to have a good excuse for time spent away from their job, since many will live almost literally hand to mouth, with a day away from work meaning a day without food.

SKILLS: Bargain, Fast Talk, Fist/Punch or Grapple, Dodge, First Aid, Mechanical Repair, Operate Heavy Machinery, any one other skill as a personal interest, and up to two skills from

the following list: Climb, Club, Craft (any), Drive Wagon/Carriage, Pilot Boat.

SOCIAL CLASS: Lower

Lawyer

The British legal system features two very different types of legal professionals. Solicitors are the main point of contacts for clients, overseeing everyday legal chores such as writing contracts and wills, or arranging the sale of property, seeking more specialist advice from barristers when needed. They are usually Middle Class. In *Dracula*, Jonathan Harker is a solicitor's clerk in Mr. Renfield's law firm when he is sent to Transylvania to finalize the Count's real estate purchases. Barristers are responsible for representing clients in court and offering specialist legal opinion. Barristers might be Middle or Upper Class, and are much feared and respected in Victorian society. They might well conduct an entire case without ever speaking to their client, regarding that as the solicitor's job.

SKILLS: Accounting, Bargain, Credit Rating, Fast Talk, History, Latin, Law, Library Use, Listen, Persuade, Psychology, any two other skills as personal interests.

SOCIAL CLASS: Middle to Upper

Physician

The medical profession includes everything from general practitioners to dentists to surgeons to various specialists, and doubtless even a few quacks. Harley Street is popular for up-market medical practices. Physicians of all classes often have consulting rooms within their home or lodgings. Some medical men may have served in the military, as Dr. Watson served in Afghanistan; others may be employed as police surgeons or coroners, brought in by the authorities to help determine cause of death in mysterious circumstances or criminal cases.

SKILLS: Biology, Credit Rating, First Aid, Latin, Library Use, Medicine, Pharmacy, Psychology, any two other skills as personal interests.

SOCIAL CLASS: Middle to Upper

Policeman

This occupation includes all Victorian police, from country constables and the bobbies walking the foggy streets of London, to the police detectives of the Criminal Investigation Department (CID) of Scotland Yard. The former will usually be Lower Class, the latter always Middle Class. A Commissioner or other high-ranking police official is usually Upper Class, and falls under the Aristocrat occupation. An investigator choosing a police occupation may remain on the force: if at all high-ranking he'll be privy to inside information, but regardless of rank, might be restricted in his activities – an ordinary constable can't take time off to chase Deep Ones down the Thames whenever he feels like it. A policeman investigator sharing inside information with civilians might

quickly become an ex-policeman, unemployed and possibly facing criminal charges. In such cases, the ex-policeman would still retain police force sources and informants.

SKILLS: Club (nightstick), Credit Rating, Dodge, Fast Talk, First Aid, Handgun (detectives only), Law, Listen, Psychology, Sneak, Spot Hidden.

SOCIAL CLASS: Lower to Middle

Professor/Scholar

Scholarly investigators might include occupations such as museum curator in addition to the more obvious choices of university professor or private school teacher. Several schools and colleges were located in London and its suburbs, offering a wide variety of institutions for investigators to call their home. Scholarly investigators are certain to have a set of contacts or peers whom they can consult on virtually any subject – a useful tool in any campaign.

SKILLS: Credit Rating, Library Use, Other Language (any Continental), Persuade, Psychology, and up to six additional Thought skills as personal specialties.

SOCIAL CLASS: Middle Class

Scientist

This category includes everything from inventors to engineers, with specialties ranging from biology to construction, astronomy to aeronautics, weaponry to medicine. Depending on the investigator's field, he or possibly she may have contacts among fellow scientists, the military, or the government, and perhaps other powerful or wealthy patrons.

SKILLS: Craft, History, Library Use, Mechanical Repair, Persuade, Spot Hidden, and up to six other Thought skills as personal specialties.

SOCIAL CLASS: Middle

Servant

This occupation may be difficult to feature in a campaign unless the servant investigator is employed by another investigator. It includes butlers, valets, drivers, maids, cooks, housekeepers, gardeners or groundskeepers, stable hands, and so forth. Almost all domestics will be Lower Class, unless they are the trusted servant of someone of very high status (butler to a member of the Royal Family, for example). A servant investigator might be droll, sarcastic, long-suffering, or even invisible, and may be able to elicit information from the lower classes that they would never divulge to his or her employer.

SKILLS: Craft (any), Dodge, Hide, Listen, Sneak, any one other skill as a personal interest, and up to three skills from the following list: Accounting, Bargain, Drive Carriage/Wagon, Etiquette, First Aid, Other Language (any Continental), Persuade.

SOCIAL CLASS: Lower (just possibly Middle)

Shopkeeper

Investigators choosing this occupation own their own small business, be it a bakery, dry goods, livery, jewelry store, tobacconist's, pawnshop, bookstore, men's or women's clothing, grocery, newsstand, hat-shop, or what-have-you. The shopkeeper investigator should have a reasonable explanation for being able to spend time exploring mysteries rather than tending the shop – perhaps a business partner, spouse, family member, etc. Predictably, Middle Class shopkeepers tend to be found in better-off areas, with only Lower Class shops in impoverished areas.

SKILLS: Accounting, Bargain, Craft (any), Credit Rating, Listen, Persuade, Psychology, Spot Hidden, any one other skill as a personal interest.

SOCIAL CLASS: Lower to Middle

Soldier

Despite the label, this occupation also includes members of the British navy (add Swim to their skill list). Many British men served in various military campaigns in the late 19th century, from Africa to India to Afghanistan. Sherlock Holmes' steadfast partner Dr. John Watson served in Afghanistan, and the Holmes stories are filled with other military men. An article elsewhere in this book briefly discusses "The Victorian Military." Lower Class military investigators are enlisted men, while those of Middle Class might be non-commissioned officers.

SKILLS: Dodge, First Aid, Hide, Listen, Mechanical Repair, Rifle, Sneak, Spot Hidden, any two other skills as personal interests.

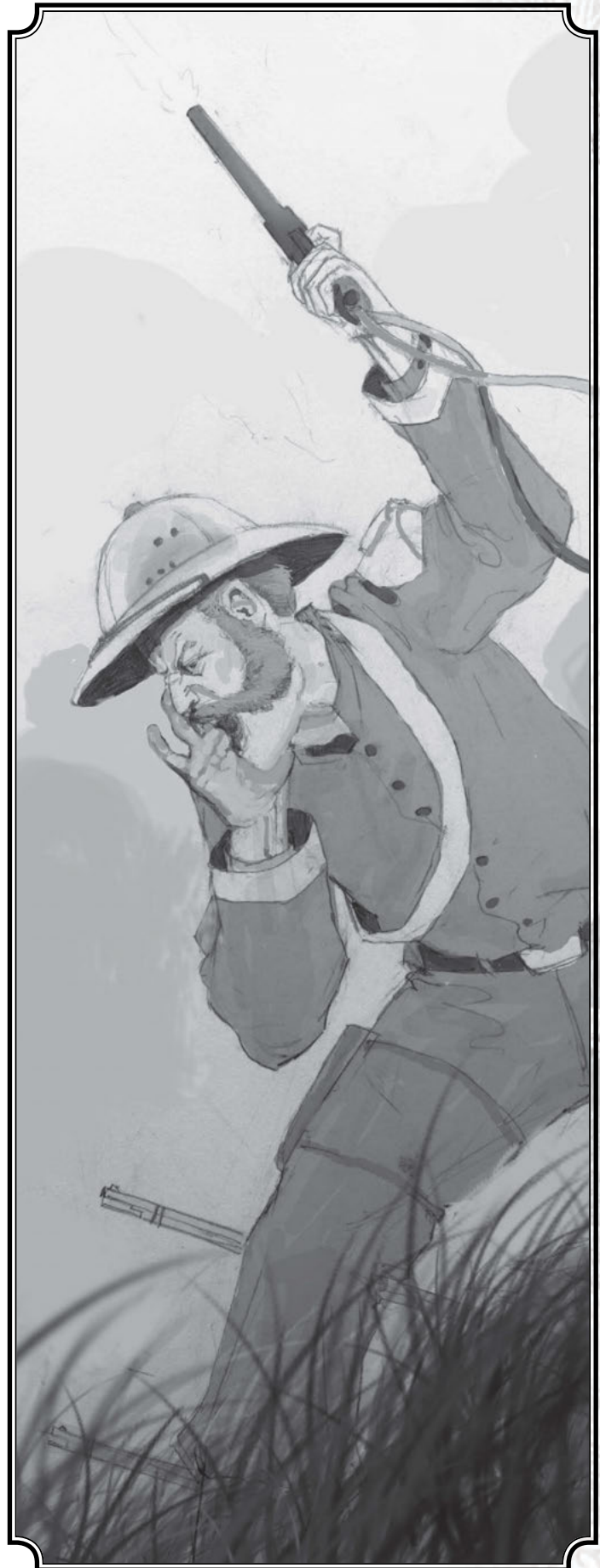
SOCIAL CLASS: Lower to Middle

Spy

Different types of Victorian "secret agents" are possible, from members of Scotland Yard's Special Branch (dedicated to dealing with domestic terrorism: initially mainly Irish in origin, but later European anarchists) to spies working for Continental governments, to British agents proudly serving Queen and country. This was the era of "the Great Game", as Britain and Russia contended for control of central Asia. Regardless of the setting, Victorian spies rooted out enemy agents, stole foreign secrets, misled their enemies with false information, and assassinated or kidnapped important scientists and prominent political figures.

SKILLS: Disguise, Fast Talk, Hide, History, Library Use, Listen, Locksmith, Navigate, Other Language (any Continental), Psychology, Sneak, Spot Hidden, any one weapon skill.

SOCIAL CLASS: Middle to Upper



Leading the charge

Character Traits

Traits are a new addition to *Call of Cthulhu*, and are much like the advantages and disadvantages commonly found in roleplaying games that use point-allocation character creation systems. Traits are an optional addition to the game,

and are randomly rolled for. These traits serve as “tweaks” to give investigators a bit more personality, a bit more variation from their fellow characters. Traits marked (D) are detrimental or disadvantageous, sometimes drastically so, and players and Keepers may wish to reroll such results, or ignore them and treat the result as No Trait. Alternately, a Keeper could award a player 3D20 extra skill points for keeping a particularly disadvantageous Trait. In many cases the player and Keeper will have to discuss the effects of a given Trait, while some Traits may be better off secretly determined by the Keeper without the player knowing the exact details. Many Traits also suggest rolling a D100 to gauge certain aspects of a Trait’s effects.

To randomly determine an investigator’s Trait, roll 1D6 and 1D20 and consult the following table. The first number is the D6 roll, the second the D20 roll.

D6, D20

1,1:

Choose any Trait marked (D).

1,2:

Aged (D): Add $(1D3+1) \times 10$ years to age; age affects statistics starting at age 30 for EDU, 40 for physical attributes (p. 36 of *Call of Cthulhu* 6th edition).

1,3:

Ages Gracefully: Physical age effects (p. 36 of *Call of Cthulhu* 6th edition) start at age 50 rather than 40.

1,4:

Albino (D): -3 pts from any of STR, CON, SIZ, DEX, POW, or APP; $-(1D4-1) \times 5\%$ to Spot Hidden rolls made in bright sunlight, and may also suffer 1 or more points of damage per day of extensive exposure; the albino investigator also stands out in a crowd, and may be feared because of his unearthly pallor.

1,5:

Alcoholic (D): -1 CON; -1 from STR, DEX, POW or APP; roll Sanity to avoid getting intoxicated if given the opportunity; insanity may lead to seek intoxication.

1,6:

Alert: Difficult to surprise; always gets a Spot Hidden or Listen roll in ambush situations.

1,7:

Ally: Roll D100 for ally’s power/numbers, and also for frequency of appearance (higher rolls are more beneficial); limited uses?

Creating a Victorian Investigator: An Example

Step 1: Brian is ready to create an investigator for his Keeper’s Cthulhu by Gaslight campaign. Brian wants to play an inquiry agent, or Victorian private detective.

Step 2: Brian rolls 3D6 six times for the bulk of his statistics, and 2D6+6 twice to be used for SIZ and INT. His results are 8, 11, 14, 14, 12, and 11 on 3D6, and, with modifications, 15 and 12 on 2D6+6. He will add 3 to whichever result he chooses to make his EDU.

Step 3: Brian’s inquiry agent needs to balance his intellect and physical prowess, so he distributes the rolls as follows: STR 12, CON 14, SIZ 12, INT 15, POW 14, DEX 11, APP 11, and EDU $8+3=11$. These figures create a decent physical specimen with excellent intelligence and Sanity, and a good enough EDU to get a fair amount of skill points. Brian’s character will be male, so the Sexist Option of Step 3A doesn’t affect him.

Step 4: Brian rolls for age and comes up with 27 years old. Since the character is younger than 30, he gains no extra EDU points, and since he’s younger than 40, he suffers no physical penalties.

Step 5: Brian now calculates his investigator’s skill points. EDU $(11) \times 20$ gives 220 points for occupational skills, while INT $(15) \times 10$ equals 150 points for any skills.

Step 6: Since Brian’s Keeper is using the optional Traits introduced in this book, Brian rolls for one and gets Loyalty, which among other things gives him +10% to all of his Communication skill levels in his home/neighborhood.

Step 7: Brian now allocates his skill points. We’ll skip the number-crunching details here, other than to point out that Brian will use the Inquiry Agent occupation template for his character’s available skills.

Step 8: Again, we’ll skip most of the details here, but Brian names his wily inquiry agent Adam Barton. He rolls for income (the Inquiry Agent template says that his Social Class is Lower to Middle, so he rolls $1D2+1 \times £100$) and ends up with a salary of £300 per year. That’s a very good sum, so he’s definitely Middle Class, perhaps a partner in the detective agency he works for. According to the normal *Call of Cthulhu* rules, Mr. Barton has five times his income in property and assets (£1500), of which 10% (£150) is banked as cash/savings and another 10% exists in assets that can be liquidated in a few weeks’ time; the remainder of these assets are personal possessions, lodgings, perhaps the detective agency office, and so forth. Brian and his Keeper can iron out some of these details, and Brian can fill in more about Adam Barton’s character. Enter the intrepid agency detective Mr. Adam Barton!

1,8:

Ambidextrous: Uses either hand without offhand penalties.

1,9:

Animal Antipathy (D): $-(1D6) \times 5\%$ from any skill use involving animals (Ride, Drive Carriage, Sneak, Hide, etc.).

1,10:

Artistic Talent: $+INT \times 5$ skill points to musical, writing, or other artistic skills (choose specialty).

1,11:

Athletic: Bonus to Exertion skills = $+30\%$ to one skill, $+20\%$ to 2 skills, $+10\%$ to 3 skills.

1,12:

Better Night Vision: Penalties for seeing after dark are halved.

1,13:

Black Sheep (D): The investigator comes from a good/respectable family, but he or she is somehow a disappointment or embarrassment; may affect Communication skills by as much as $-(1D3) \times 10\%$.

1,14:

Born Leader: $+1D2$ POW, $+INT \times 5$ points to Communication skills.

1,15:

Brawler: $(+1D4) \times 5\%$ to Fist/Punch OR Grapple, 2 Fist/Punch OR Grapple attacks per round, does $+1$ damage per successful attack.

1,16:

Clumsy (D): Double all fumble chances, and any fumbled skill roll results in a mishap of some kind.

1,17:

Collector: Coins, books, insects, art, jewelry, historic artifacts, etc.

1,18:

Crippled (D): Missing a limb or eye/ear; roll D6: 1-2 = leg, 3-4 = arm, 5 = head (D6: 1-3 eye, 4-6 ear), 6 = PC chooses; missing leg = -3 DEX, -1 STR or CON, Move halved, Exertion skills -25% ; missing arm = -1 STR, -2 DEX, -15% Manipulation skills and limits weapon use; missing eye = -35% Spot Hidden, firearms, and other sight-related skills, Luck roll to avoid $-1D2$ APP; missing ear = $-1D3$ APP, -30% Listen and other hearing-related skills.

1,19:

Roll 3 times; player chooses 1 of the three results.

1,20:

Roll 3 times; player chooses 1, Keeper chooses 1.

2,1:

Roll and keep 1 Trait: if the Trait was marked (D), player may choose and add any other Trait; if the Trait was not a (D), player must choose and add an additional Trait marked (D).

2,2:

Cursed (D): By gypsy, witch, warlock, foreign native, etc. Effects as Evil Eye spell (p. 235 of *Call of Cthulhu* 6th edition) or as determined by Keeper, who also determines circumstances for its removal.

2,3:

Dark Ancestry (D): Descended from a bad family, foreigners, cannibals or unearthly creatures. Roll D100 and the higher the roll, the worse it is.

2,4:

Deaf (D): $-(1D4) \times 5\%$ from Listen rolls.

2,5:

Debilitating Malady/Illness (D): A gradually developing illness, e.g. cancer, blindness, syphilis, consumption, etc. affects the investigator. Loss of 1 or more CON at least, and probably other stats as it progresses. Roll D100 to see how long he or she has left to live (higher = longer).

2,6:

Disfigured (D): Serious scarring, hunchback, or other outwardly "ugly" effect on APP ($-1D4$ or more); may also affect Communication skills by $-(APP \text{ lost}) \times 5\%$.

2,7:

Drinks Like a Fish: Difficult to get drunk. If alcohol is treated like a poison, investigator has all alcohol-related POTencies reduced by half.

2,8:

Eagle-Eyed: $+(2D3) \times 5\%$ to Spot Hidden.

2,9:

Enemy (D): Roll D100 for enemy's power/numbers, also for frequency of appearance (higher rolls are worse here); limited uses?

2,10:

Excellent Weapon: A gun may add 50% to normal ranges; a melee weapon may add 5% to user's skill or add $1D2$ to damage; the weapon may alternately be harder to damage (more HP) or be of a more expensive quality than normal examples.

2,11:

Family Heirloom: Painting, book, weapon, furniture, or other personally treasured item that may have additional value to the investigator or the campaign.

2,12:

Fleet-Footed: $+1$ DEX and roll D6: 1-4 = $+1$ Move, 5-6 = $+2$ Move.

2,13:

Gambler (?): Roll Luck; if successful, investigator has Gaming skill of $(INT+POW) \times 2\%$; if Luck fails, skill is $(INT \text{ or } POW) \times 1\%$, assets are reduced by $(1D6) \times 10\%$, and investigator must roll Sanity to avoid gambling if the opportunity arises.

2,14:

Good Cook: $(INT \text{ or } EDU) \times 5\%$ to Craft (Cooking) skill.

2,15:

Good Ears: $+(2D3) \times 5\%$ Listen.

2,16:

Good Judge of Human Nature: $+(2D3) \times 5\%$ Psychology.

2,17:

Good Reflexes: Roll D6: 1-3 = $+1$ DEX, 4-5 = $+2$ DEX, 6 = $+3$ DEX.

2,18:

Good with Animals: $+(1D6+1) \times 5\%$ to any skill involving animals: Ride, Drive Carriage, certain Hide, Sneak cases, etc.

2,19:

No Trait, but add 3D20 to any skills.

2,20:

Player may pick any Trait.

3,1:

Roll 3 times; player chooses 1, Keeper chooses 1.

3,2:

Greedy (D): Money is the investigator's god; usually considers financial aspects of a situation above all others; may try to cheat others, perhaps including other investigators?

3,3:

Grief-Stricken (D): $-1D10$ Sanity, and investigator and Keeper should create back story: dead spouse, child, or close family tragedy.

3,4:

Hate (D): The investigator has an unreasoning antipathy toward a given nationality, race, or creed: Irish, English, Welsh, French, Spanish, Dutch, German, Arab, Catholics, law enforcement, criminals, etc. Player and Keeper should discuss who and why, but the investigator should be barely capable of containing his enmity when dealing with such folk.

3,5:

Healthy as a Horse: $+1D3$ CON.

3,6:

Hedonist: Seeks pleasure of any and all kinds: food, drink, sex, clothing, music, furnishings, accommodations, whatever; reduce assets and Income by $(1D4+2) \times 10\%$ to reflect these wastrel ways. Roll Luck to avoid losing 1 point from STR, CON, INT, POW, DEX, or APP due to this decadent lifestyle.

3,7:

Horseman: $+(1D6+1) \times 10\%$ to Ride.

3,8:

Impulsive (D): Acts rashly, without first considering consequences. A halved Idea roll might be allowed in some cases to allow a cooler head to prevail.

3,9:

Ingenuous: Investigator's choice of A) $+10\%$ to Idea roll and ability to jury-rig inventions, gadgets, etc. (à la MacGuyver); or B) $+30\%$ to one non-weapon Manipulation skill, $+20\%$ to two such skills, $+10\%$ to 3 more.

3,10:

Insanity (D): $-1D8$ Sanity, and Keeper and player should choose a suitable (minor) Insanity (pages 128-132 of *Call of Cthulhu* 6th edition) and its origin.

3,11:

Intimate Area Knowledge: The investigator knows some area literally like the back of his hand: its physical layout, streets, roads, businesses, inhabitants, history, etc. Area should be not much larger

than a large neighborhood or small village, but may be anywhere the investigator can reasonably assume to have visited. This knowledge can be reflected as a Know or Idea roll to recall pertinent details.

3,12:

Iron-Willed: $+1D3$ POW, with appropriate Sanity increase.

3,13:

Ladies' Man/Seductress: $+1D3$ APP, $+(1D3) \times 10\%$ to Communication skills in dealing with the opposite sex.

3,14:

Large Expensive Item: The investigator owns something large and valuable: ship, mill, business, estate, mine, land tract, etc. Keeper and player should discuss this carefully, as the item may require considerable time and attention from its owner.

3,15:

Linguist: Investigator always has a chance of communicating with another speaker. Treat this as an improvable skill, Linguist, with a base chance of $(INT \text{ or } EDU) \times 1\%$.

3,16:

Long-Lost Brother/Sister/etc.: Investigator has a lost family member who may show up during the campaign: lost at sea, presumed dead in a foreign land, taken away by other relatives, etc.

3,17:

Loyalty: Investigator won't desert or mistreat his family, friends, or other companions, and must help them if humanly possible; this reputation adds $+10\%$ to Communication skills locally.

3,18:

Magical Aptitude: Investigator requires half as much time as normal to learn spells, and does so with $+INT \times 1\%$ chance of success.

3,19:

No Trait, but add 3D20 to Occupation skills.

3,20:

Player may pick any Trait.

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AD. IV



On the hunt

4,1:

No Trait, but investigator receives double the normal amount of cash he would normally receive as part of his income/savings allocation.

4,2:

Magic Item: Keeper should choose some enchanted item that the investigator owns, be it a weapon capable of harming magical creatures, a device used in summoning creatures, a scrying device, POW storage, etc. If desired, an investigator may only know the nature of such an item if he or she rolls less than POWx1 on D100.

4,3:

Marksman (choose Pistol, Rifle, or Shotgun): $+(2D3) \times 5\%$ to chosen firearm skill.

4,4:

Mistaken Identity: Investigator is frequently mistaken for someone else, probably someone of ill repute (criminal, scandalous rogue, etc); halved Luck roll each adventure or this occurs at some point. (Alternately, the investigator has taken the identity of someone else for some reason – criminal past, bad reputation, to gain wealth or power through the deception, etc.).

4,5:

Nose for Weather: Accurate short term (1D6+1 hours' warn-

ing) weather predictions with an Idea roll: how much precipitation, where, wind strength, duration, etc.

4,6:

Obsessed with Appearance (D): +1 APP, but spends much of his income on fine clothing, wigs, etc. to maintain his fashionable good looks. Savings and assets are halved.

4,7:

Old Book: Investigator owns some written/printed material important to the campaign: journal, grimoire, history, family Bible, Mythos tome, map, etc. Keeper should determine its nature and value.

4,8:

Ordeal Survivor (D): -1D6 Sanity; the investigator has survived some dreadful situation in the past: shipwreck, military action, anarchist bombing, earthquake. Event should have left some serious impression on him or her (minor phobia or other Sanity reaction?).

4,9:

Orphan: Investigator has no living family, and may not even know who his real family was/is.

4,10:

Other Language: Investigator chooses an additional language

with (1D4)xINT% skill.

4,11:

Outdoorsman: +(2D3+1)x5% to Navigate, Natural History, and Track (roll for each).

4,12:

Owed a Favor: Someone in the campaign owes the investigator a favor, Keeper's discretion who and why and how big.

4,13:

Owes Somebody a Favor (D): Investigator owes someone a favor, Keeper's discretion who and why, etc.

4,14:

Palsied (D): Investigator suffers from some tic or twitch due to nerves, disease, etc.: -1D2 DEX, roll Luck or -1 APP as well.

4,15:

Paranormal Experience: Investigator has had some unexplained encounter in the past: ghost, black magic, creature, ESP, etc. Keeper and player should discuss, and may cause up to 1D6 Sanity loss.

4,16:

Paunchy (D): Investigator is somewhat overweight. Luck roll to avoid -1 CON (D6 roll of 1-3) or -1 APP (roll of 4-6).

4,17:

Persuasive: +(2D3+1)x5% to Persuade.

4,18:

Pet: Investigator has a beloved dog, cat, bird, etc.

4,19:

No Trait, but add 3D20 to any skills.

4,20:

Roll and keep 1 Trait: if the Trait was marked (D), player may choose and add any other Trait; if the Trait was not a (D), player must choose and add an additional Trait marked (D).

5,1:

No Trait, but add 3D20 to Occupation skills.

5,2:

Phobia/Mania (D): Investigator has a pre-existing phobia or mania, determined randomly or by choice as desired (p. 131 of *Call of Cthulhu* 6th edition); if confronted with source of his/her fear/fetish, the investigator must roll Sanity or be unable to suppress his fear/fascination.

5,3:

Position of Power/Rank/Business Owner: Investigator carries some measure of power due to political, economic, or military circumstances. Roll D100, the higher the number the more powerful he or she is; business influence might extend to money-lending, political might be government official, military might be advanced rank, etc. Add 25% of the D100 roll to Credit Rating skill. Keeper and player should discuss details.

5,4:

Previous Experience: (INT or EDU)x5% to an additional occupation's skills, player's choice.

5,5:

Prophetic Dreams: At Keeper's discretion, during each session the investigator may have dreams foretelling the future, per-

haps requiring a roll of POWx3% or less. Dreams need not necessarily be literal, and may cause Sanity loss (10% of normal loss for witnessing a "real" event) if events or characters are horrible enough. Failed rolls may give false predictions.

5,6:

Prosperous: Investigator's income and assets are doubled, +(1D4)x5% to Credit Rating; either his business is larger and more successful, or he works for/with someone wealthy or powerful, etc.

5,7:

Psychometry: By handling an object (alternately by visiting a location, a separate option), an investigator may roll POWx1% to get a psychic glimpse of that object/location's past. Keeper's discretion as to this power's accuracy, and each attempt uses 1D6 Magic Points. Some visions may cause Sanity loss (10% of normal, as Prophetic Dreams above).

5,8:

Raconteur: +(2D4)x5% Fast Talk; the investigator is a marvelous storyteller, and can sometimes win friends, calm enmities, earn meals, etc., through his tales.

5,9:

Rare Skill: Investigator has some ridiculously obscure or unlikely skill at INTx4%: obscure language, martial arts, hot-air ballooning, or whatever the player and Keeper can agree on.

5,10:

Red Hair: Investigator has bright red locks, and stands out in a crowd (no other effects).

5,11:

Reputation (?): Roll Luck: if successful, the investigator is well-respected (determine reason?) and adds +15% to all Communication skills in his home village/city; if Luck fails, his reputation has suffered (determine reason), and Communication skills are -15% in his home village/city. If the Keeper wishes, a bad reputation may be undone by good works.

5,12:

Revenge-Seeker: The investigator believes he has been wronged and seeks retribution on his malefactor. Keeper and player should discuss and determine nature of the foe, perhaps rolling D100 to indicate foe's strength and/or severity of the original offense.

5,13:

Scarred: Roll Luck: succeed and the scarring doesn't mar the investigator's looks, and may even be dashing; fail Luck and lose 1D3 APP and suffer -(1D3)x5% from Communication skills.

5,14:

Scientific Mind: Idea +5%, and the investigator may add +30% to one Thought skill, +20% to 2 others, and +10% to another.

5,15:

Secret (?): The investigator has some important secret nobody else knows; he may have sensitive knowledge of his neighbors or some important person; he himself might be a criminal, a spy or other foreign agent, a traitor, etc. Largely left to Keeper and player to discuss/determine.

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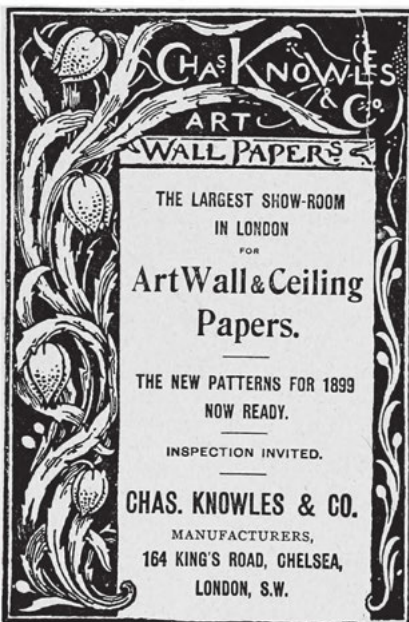
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it nationality, sex, race, religion, past criminal activity, etc. Effects may range from limited free time available to penalties of -(1D4)x10% or more on Communication skills. Exact effects for Keeper and player to determine.

6,6:

Ex-Military: Investigator receives INTx5% to Soldier occupational skills.

6,7:

Spell Knowledge: Keeper's discretion! The investigator may know up to 1D3 minor spells. -1D6 Sanity.

6,8:

Squeamish (D): Investigator sickened by the sight of blood/gore, losing an additional Sanity point if encountered; may also become physically ill or unable to pass by an example of such gore.

5,16:

Secret Society: The investigator is a member of a secretive group, perhaps the Freemasons, Rosicrucians, Theosophists, a brotherhood of alchemists, Illuminati, or perhaps illicit medical experimenters or a criminal/conspiratorial group of some kind.

5,17:

Self-Educated: +1D3 EDU, and resulting extra skill points may be used on any skills.

5,18:

Shady Past/Scandal (D): Investigator was involved in some ill-favored act in the past: prostitution, adultery, etc., or alternatively was acquitted of a more serious crime. -(1D3)x10% Communication skills.

5,19:

Roll and keep 1 Trait: if the Trait was marked (D), player may choose and add any other Trait; if the Trait was NOT a (D), player must choose and add an additional Trait marked (D).

5,20:

Roll for 2 Traits.

6,1:

Roll 3 times; player chooses 1, Keeper chooses 1.

6,2:

Sickly (D): -1D3 CON.

6,3:

Sleight of Hand: +DEXx5% in Sleight of Hand skill, which can be used to pick pockets, perform stage magic, and so forth.

6,4:

Slow (D): -1 Move.

6,5:

Social Stigma (D): Investigator suffers due to social stigma, be

6,9:

Sterner Stuff: Investigator is unaffected by mundane blood and gore: he/she loses minimum possible for seeing blood and gore, or half in the most extreme cases (seeing dozens of persons disemboweled, a person turned bloodily inside-out, etc.).

6,10:

Strong as an Ox: +1D3 STR.

6,11:

Superstitious (D): Investigator is superstitious, and may have a good luck charm, elaborate rituals, silly beliefs, and so forth. Met with evidence of the paranormal, may lose 1 more Sanity point than normal, or lose 1 even if none are normally lost.

6,12:

Sympathetic Mind: Investigator adds +30% to one Communication skill, +20% to two such skills, and +10% to another.

6,13:

Unexpected Ally: Investigator has some benefactor who for whatever reason is loyal to him or her and may come to his aid. Keeper should determine ally's nature and influence, perhaps with D100 roll; a D100 roll might also indicate likelihood/frequency of ally's help.

6,14:

Unseen Property: Investigator owns some property which he or she has never seen, willed to him by a relative, bestowed upon him by some governing body, etc. May be simply land, or a house and grounds, a business, etc. As always, D100 roll may determine relative value. The property may come with unexpected consequences . . .

6,15:

Weak (D): -1D3 STR.

6,16:

Wears Spectacles (D): Investigator needs eyeglasses to see. Luck roll indicates they're needed only for reading and close-up work, otherwise they may be lost with strenuous activity or other circumstances, resulting in $-(1D3) \times 10\%$ loss in sight-related skills (penalty similarly applies to skills needing close-up work if they're lost for a reading-only spectacle-wearer).

6,17:

Well-Mannered: Investigator adds +10% to Credit Rating skill; courteous, a gentleman or (lady) to a fault.

6,18:

Youngster (D): Investigator's age is $10 + 2D3$ years; maximum EDU is $(1/2 \text{ age}) + 2$, but +1 DEX and +1 to STR, CON, or APP; Keeper and player should decide whether or not the character still lives with his family, his occupation, and similar matters.

6,19:

Choose any Trait.

6,20:

Roll 2 times; player chooses 1 of the two results.

Skill Alterations

The following skills are altered somewhat from the base *Call of Cthulhu* rules.

Credit Rating

Starting percentage is derived from starting income: 5% per £100 income, unless the investigator is Upper Class, in which case starting percentage is 65%.

Drive Carriage(20%)

This skill replaces Drive Automobile, and the base percentage is sufficient to handle a horse-drawn carriage, whether hansom cab, four-wheeler, or wagon, under all normal conditions. Skill rolls must be made when running off roads, turning tight corners, moving through heavy traffic at more than a trot, or performing tricky maneuvers. Automobiles did exist in the 1890s, but they were toys of the very wealthy, and until 1896 – when the speed was increased to 14 mph – laws existed in England preventing the operation of automobiles at speeds greater than 2 mph in town and 4 mph in the country. And you really did need a man with a red flag to walk ahead of your car in the city!

Electrical Repair

The base chance drops to 01% for all characters, as working with electricity was very uncommon in the period.

Operate Heavy Machinery

For 1890s characters, this skill applies primarily to operating a locomotive or underground subway train, either steam-powered or electric (electric subways began operation in London in 1890). While almost anyone can keep a train mov-

ing once it is underway by simply keeping the engine stoked, skill rolls will be required to work up an ample head of steam, start or stop the train safely, make radical changes in speed, and so forth. This skill must also be used when operating heavy artillery, construction equipment, and similar large machines.

Pilot Balloon

The only flying vehicles available at the time were lighter-than-air craft such as hot-air balloons, so Pilot Aircraft becomes Pilot Balloon, with a base chance of 01%. The first airship flew at the turn of the century.

Weapons

The 19th century saw a lot of experimentation in firearms and weaponry of all sorts, especially around the mid-century. Many of these new weapons were failures and were discarded; others – the machine gun, for example – led the way to modern warfare. Some exotic weapons – such as the LeMat pistol, with a shotgun barrel beneath its revolver barrel – did not catch on. Those that did were lethal enough. Gun laws in Victorian England were far more relaxed than those of the 1920s, with no restrictions on private ownership. In theory, a license was required to carry a gun in public from 1870, but in practice a respectable person is unlikely to be challenged unless they appear to be a threat to the public. This is perhaps because gun crime is uncommon, even in London.

Hand-to-Hand Weapons

Most late Victorian hand weapons were essentially the same as those used in the 1920s, but a few new ones are added here. The “life-preserver” was a small concealable club carried for self-defense, often leather-covered and weighted with lead. A life-preserver can only be used for a knock-out attack (see p. 60, *Call of Cthulhu* 6th edition), and a failed knock-out attempt with this weapon does only 1/3 of normal rolled damage rather than full damage.

Many people carried small, folding pocket knives, though these were used more for utility than as a means of defense. Popular with young men and boys, it was not unheard of for ladies to carry a pocket knife as well.

The sword-cane, like the life-preserver, enjoyed a Victorian vogue, though by the 1890s they had fallen out of fashion in favor of the gun-cane, typically in .32, .38, or .410, the latter in ball or shot. Sword-canes usually consisted of a slender sword sheathed within a wooden cane, though some models were designed to extend a short knife-like blade from the tip of the cane when the handle was twisted.

Handguns

Most handguns during the period were revolvers. The first practical automatic pistol appeared in 1893, with the introduction of Hugo Borchardt's self-loading pistol. The 1896 Mauser 7.65mm automatic pistol popularized the concept, but revolvers enjoyed the easiest and widest access. Revolvers came in all varieties, though the heavier-caliber weapons



Top Row: Webley-Fosbery Automatic revolver, W.S. Army revolver, Smith and Wesson Hammerless Safety Pocket Pistol; Next Row: R.I.C. Solid Frame revolver, Colt .45, Webley Automatic pistol; Lee-Enfield rifle, Mauser Gewehr rifle, Baker 12-gauge shotgun, elephant gun, air rifle

were most popular, with .38, .41, .44, and .45 caliber models available.

In particular, the Webley “British Bulldog” was extremely common, a compact, short-barreled 5-shot revolver of .45 caliber produced in great quantities and varied qualities in Britain, and under license in Belgium, France, and America. The .44 and .45 are for all practical purposes the same, except that the bullets are obviously not interchangeable.

Smaller caliber pistols were available, but less common, and were often sometimes considered to be ladies’ guns, carried in purses by bolder members of the fairer sex. Revolvers smaller than .32 were nearly unheard of.

The Webley Mk. I, in .455 caliber (treat as the .45 for stats purposes), was the common service revolver of the British army, having replaced the problematic .476 Enfield in 1887. The Webley was upgraded to the Mk. II in 1895.

In America, the various models of Colt .45 were still the most popular revolvers, and many models enjoyed strong sales in Britain too — in fact, the British Navy adopted the Colt over British makes as its service revolver. All the automatic pistols available in the 1890s are smaller caliber weapons (7.65mm), and all jam on a roll of 96-00.

Most revolvers of the 1890s were too large to hide on one’s person, but smaller revolvers, sometimes in the Velo-Dog style with no trigger guard and a folding trigger, were quite common as hideaway weapons, carried in the pocket, purse, boot, vest-pocket, belt (or garter, for the ladies), hats, in special hideaway rigs up a coat-sleeve, etc.

Ostensibly these were protection against footpads and angry dogs, especially as cycling became ever-more popular, most being .32 in caliber and sold as “Baby” or “Puppy” Bull Dog or Constabulary pistols.

Derringers were uncommon in Britain in the 1890s, the only model encountered in any quantity being the single-barreled Colt .41 Derringer, Third Model. If an investigator wants to carry a hidden gun, a Velo-Dog style pocket pistol or Derringer is the logical weapon.

Among big game hunters, a heavy-caliber handgun was popular as a backup firearm. The most famous of these was the Lancaster, sold in a double-barreled .577 model and four-barreled .455 model. Despite its multiple barrels, its internal hammer meant that only a single barrel could be fired at once.

Rifles

The most common rifles in 1890s Britain were double-barreled; repeaters, either lever- or slide-action with a tubular magazine or bolt-action with a box magazine, were largely American imports. The lever-action was popular in the American West, the famous Winchester models being the most widely-known.

The British army used the Lee-Metford bolt-action rifle until 1895, when it was replaced by the Lee-Enfield. The famous German Mauser appeared in 1898, and was used to great effect by the Boers in South Africa.

All of these weapons use the statistics for the .30-06 bolt-

action rifle described in the *Call of Cthulhu 6th edition* rules. Semi-automatic rifles did not exist until much later.

While most British-made rifles of the period were .295, .300, and .360 caliber (also known as Rook and Rabbit rifles) it wasn’t uncommon to see larger-caliber rifles in action, especially as sporting or big game hunting guns. The typical elephant gun was a double-barreled, .450 or .500 Express rifle, but only one barrel could be fired at a time.

Perhaps the most unusual British rifles were the Ball and Shot Guns produced by companies such as Holland & Holland and Charles Lancaster, under trademarks such as the Paradox Gun and Colindian. These luxury, double-barreled guns had bores that were rifled only near the muzzle, and were specifically designed to fire standard 12-gauge shotgun ammunition or specially-made ball ammunition interchangeably. This made them capable shotguns as well as big game rifles.

Air Rifles

A weapon using a reservoir of compressed air to propel bullets or darts. The air rifle was almost completely silent to fire, and nearly as effective as a regular rifle in other respects. Most models were single-shot breech-loaders, and often used soft-nosed revolver bullets.

An air rifle’s reservoir could hold enough compressed air to fire up to 20 shots. This reservoir was most often a sphere on the underside of the rifle. Special models, with enough air for only one shot, could be concealed within a walking stick, and were sometimes used by assassins.

When firing a dart, halve the base range and damage of the air rifle.

Shotguns

Shotguns are essentially the same in Victorian times as in the 1920s. They are double-barreled (with the barrels traditionally side by side) and available in 12-, 16- and 20-bore (British terminology for gauge).

Additionally, larger shotguns of 10-, 8-, or even 4-bores may be available, although these are much less common. Such guns are either single- or double-barreled.

Although the pump-action shotgun has been around since Spencer introduced them in 1882, they are rare in Britain, and only the model 1892 and 1889 Winchester pump-action shotguns truly popularize the mechanism. Even sporting use of such shotguns might be frowned upon, as a true gentleman would employ loaders to hand him weapons ready to use when shooting pheasants or other game birds.

Machine Guns

The first widely-used automatic weapon was the hand-cranked Gatling gun, followed soon by the similar Gardner and Nordenfelt machine guns. All were heavy-caliber

Victorian Era Weapons

This list is compiled from the tables on pp. 64-65 of *Call of Cthulhu* 6th edition, and unless specified otherwise use those statistics. New listings are denoted with **, and follow the format in the *CoC* 6th ed. tables: base chance, damage, base range, attacks/round, ammunition, HP, malfunction #.

Hand to Hand Weapons

Fencing Foil, sharpened	2/6
Sword Cane	£1 3s.
Rapier/Heavy Epee	£1
Cavalry Saber	£1
Cavalry Lance	£1 10s.
Wood Axe	5s.
Hatchet	3/2
Fighting Knife (Bowie)	7s.
Butcher Knife	11d.
Meat Cleaver	1/3
Hand Sickle	1s.
Scythe	4s.
Straight Razor	3/6
Small Knife	1s.
Blackjack (life preserver)	4s.
Large Club (cricket bat, poker)	13/9
Small Club (truncheon)	4s.
Horsewhip (see Bullwhip stats)	17s.
Garrote	n/a
Thrown Rock	n/a
Thrown Spear	11s.
Burning Torch	n/a

Handguns

.32 Revolver	£2 2s.
** .32 Bulldog Puppy (as .32 Revolver, but Ammunition 5, cost 14/6)	
7.65mm Automatic	£6
.38 Revolver	£3 10s.
** .41 Derringer (20, 1D10, 5 yards, 1, 1 or 2, 4, cost £1 1s., mal 00)	
.44/.45/.455 Revolver	£5
** .476 Revolver (as .45 Revolver, but dam 2D6+2, cost £5, mal 96-00)	
** .45 British Bulldog (as .45 Revolver, but Ammunition only 5, cost £2 2s.)	
** .577 Lancaster (15, 3D6, 5, 1/2, 2, cost £8, HP 10, mal 00)	

Rifles

Air Rifle	£2
** .410 Cane-Gun (1, 1, 4, cost £2 6s., mal 99-00)	
- Ball (20, 1D10, 10 yards)	
- Shot (30, 1D4/1D2, 10 yards)	
** .44 Slide-Action Rifle (25, 1D10+2, 50, 1, 15, HP 8, cost £4 10s., mal 98-00)	
.30 Lever-Action Rifle	£4 10s.
** .300 Rifle (2B) (25, 2D6+4, 100, 1 or 2, 2, HP 12, cost £4 15s., mal 00)	
.303 Lee-Enfield	£7 10s.

8mm Mauser Gewehr (as .30-06 Bolt-Action but cost £7)	
.577 Martini-Henry Rifle	£8
.500 Express Elephant Gun (2B)	£45
** 12-bore Ball & Shot Gun (1, 2, HPs 12, cost 52 guineas, mal 00)	
- Ball (25, 3D6+4, 80 yards)	
- Shot (30, 4D6/2D6/1D6, 10/20/50 yards)	

Shotguns

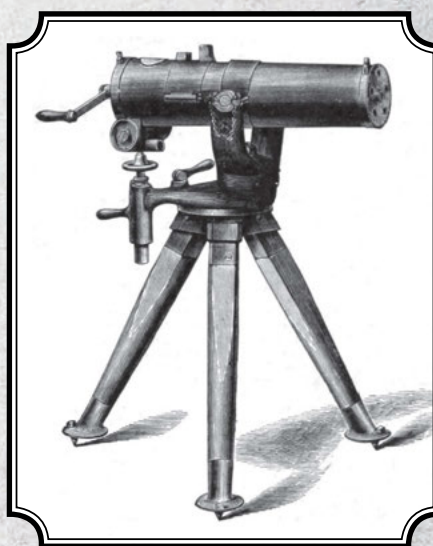
Fencing Foil, sharpened	2/6
20-gauge Shotgun (2B)	3 guineas
16-gauge Shotgun (2B)	5 guineas
12-gauge Shotgun (2B)	7 guineas
12-gauge Shotgun (2B, sawed-off)	7 guineas
10-gauge Shotgun (2B)	15 guineas
12-gauge Shotgun (pump)	£10

Machine Guns

Model 1882 Gatling Gun	£150
** Maxim .303 (15, 2D6+3, 150 yards, burst, drum = 100 or belt = 250, 18, 96)	

Explosives, Etc.

Molotov Cocktail
Dynamite Stick *
Pipe Bomb



Five-barrel Gatling gun

weapons, hand-cranked, using box- or barrel-magazines or hoppers to feed the bullets. The first true machine gun was invented by Hiram Maxim in 1884 and adopted for use by the British army in 1891. The principles used in the Maxim are the same used in modern automatic weapons, and the Maxim itself, with variations, was still widely used in the 1920s. The British Navy, however, clung to the five-barreled Nordenfelt throughout this period, and Gatlings were used by British colonial forces as late as 1895.

Investigators are unlikely to have access to such weapons, short of raiding an arsenal, or purchasing them in England for use abroad, or purchasing them from foreign dealers and smuggling them into the UK. For Maxims, use the data for the .30 caliber machine gun in the *Call of Cthulhu 6th edition* rules. Gatlings, Gardners, and Nordenfelts use the stats for Gatling guns.

Explosives

Investigators in the 1890s might have access to dynamite, nitroglycerin and primitive fuse-lit bombs. The hand grenade, an invention prompted by the trench warfare of the Great War, was unavailable. Investigators seeking any quantity or type of explosive had better have good reasons for wanting them. The 1880s and 1890s saw numerous terrorist bombings in London, and Scotland Yard and Special Branch will be swift to act on suspicious purchases.

A Glossary of Selected Victorian Era Terms

Army list: A list of all commissioned officers in the army.

Assizes: Judicial sessions held twice annually in jurisdictions outside of London. Here circuit judges hear criminal and civil cases deemed too serious or complicated to be heard by local justices of the peace.

Bar (legal): The “bar” is the dividing line separating the judge from the barristers in a courtroom. When a man is “called to the bar”, he has qualified to practice as a barrister, the elite of British legal practitioners.

Barrister: The lawyers who actually argue and try cases in British courtrooms. Barristers are more powerful and prestigious than solicitors, who handle wills and deeds and similar everyday legal matters, in addition to researching and preparing court cases for barristers.

Bath chair: A large chair on wheels, sometimes with one small wheel in front and two larger ones in the rear, sometimes with two of each. Mainly used by invalids and the elderly, particularly at spa resorts.

Bench (legal): The place where a judge sits in a courtroom: by extension, a terms for judges in general (as opposed to the Bar, which means barristers) or the judges of a particular court (e.g. “The Queen’s Bench”).

Bob: Slang for a shilling.

Bowler: A rounded hat of hard felt, also called a billycock. Known as a “derby” in the US.

Buggy: A one- or two-person carriage pulled by a single horse.

Cab: Short for cabriolet, a light two-wheeled carriage. See Hackney and Hansom.

Carriage: Catch-all term for vehicles that carry passengers rather than freight.

Cashiered: Dishonorably discharged from the army, usually the result of a court martial.

Chaise: A two- or four-wheeled carriage with a convertible top, carrying up to two persons.

Charwoman: A cleaning woman who comes to the house to do chores; a maid does the same work, but lives in the house.

Chase: Unfenced hunting land; a park is the same thing, but enclosed; a forest is a similar game preserve for royalty.

Clerk: Catch-all term for lower-level professional men, from lesser management positions to legal assistants.

Close: An alleyway (Scots), a dead-end street, or the area surrounding a cathedral.

Coach: A closed four-wheeled vehicle used to carry passengers or goods.

Conservatory: A room in a house where plants are grown.

Costermonger: A seller of fruit, fish, vegetables, or other foodstuffs, often from a push-cart.

Court: An alleyway. When used in a building’s name, it implies a building built around a central courtyard.

Deal: Cheap pinewood planking used for furniture and buildings.

Divan: A public smoking room, usually featuring cigars, coffee, chess, newspapers, etc.

Dock (legal): Where the accused stands in a courtroom.

Dog-cart: Two-wheeled cart with back-to-back seats, originally used to carry hunting dogs (i.e. the dogs didn’t pull the cart); in later years used to carry passengers in the country.

Downs: A hilly area, from the Anglo-Saxon “dun” or “hill”.

Drawing Room: A room used to casually entertain visitors, and where women go after dinner; the men remain in the dining room to smoke their cigars, joining the women later.

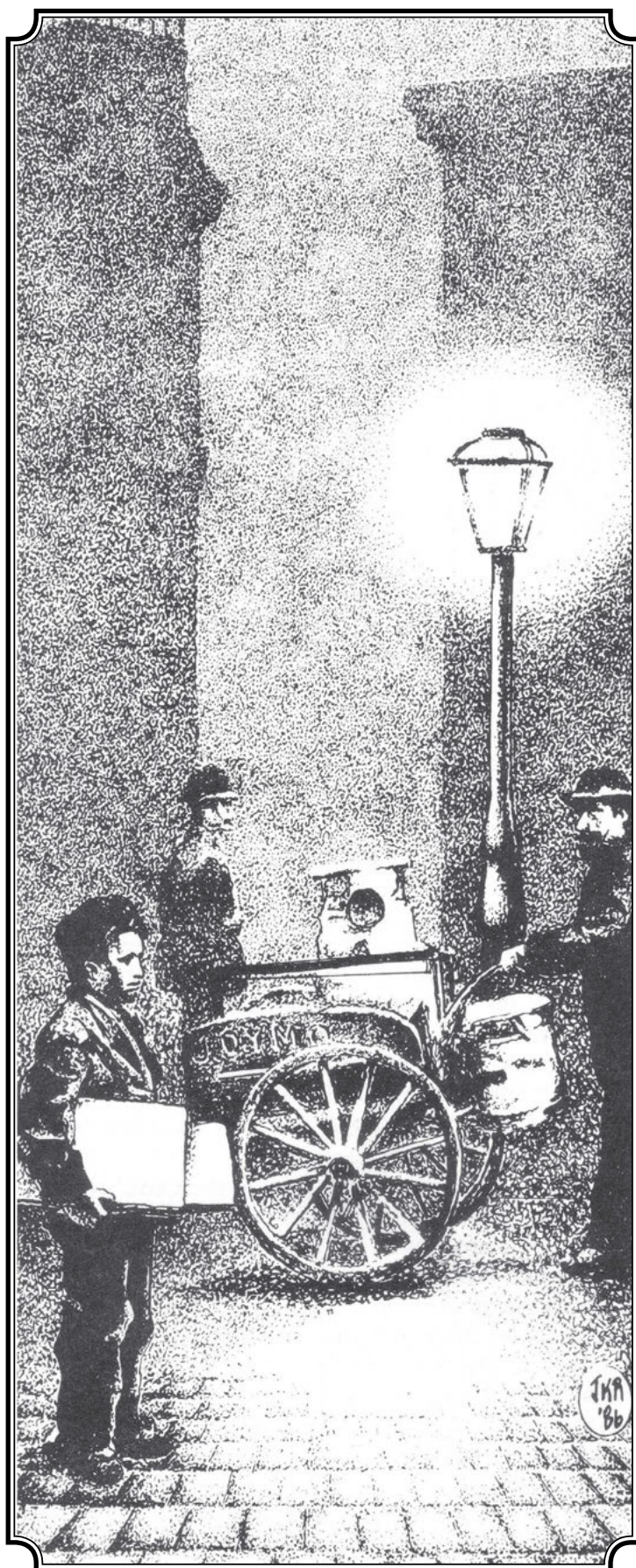
Dray: A cart with no sides used for hauling freight.

Dustmen: Garbage collectors. They travel from house to house emptying ashes and refuse into their carts; the collected waste is searched for discarded items of value.

First Floor: In the UK, the first floor above the ground floor.

Gentry: Country landowners ranking below the nobility. They rent out their lands to tenant farmers, often take titles such as “Squire” and serve as Justices of the Peace (local legal authorities).

Gig: A small two-wheeled one-horse carriage capable of carrying two passengers.



Newsboy, costermonger, bobbie; as night hovers, the London streets empty

Grange: An isolated country house. Originally referred to publicly shared grain storehouses.

Greatcoat: Large overcoat for outdoor wear, often caped at the shoulders.

Growler: A closed coach used as public transport. Four-wheeled, drawn by two or four horses, carries four people comfortably, or six in a pinch.

Hackney: Any coach available for hire. A growler.

Hansom: A two-wheeled one-horse cab capable of carrying two passengers. The driver sits on a seat above and behind the passengers.

Heath or heathland: An area dominated by low-growing shrubs of the heath or heather family (e.g. Hampstead Heath in London).

Jarvey: Another name for a coachman. The driver of any hired cab or carriage.

Lascar: Sailor from India or nearby countries such as Burma. Often employed on British vessels, they also live in small numbers in the areas of London close to the docks.

Lodge: The house of a groundskeeper near the gate to a large estate, or a remote house used by hunters.

Magic lantern: A device like a slide projector, with a candle placed behind an illustrated slide to project the image on a screen or wall. Magic lantern shows often tell stories through a series of slides, and effects such as movement and magnification are achieved by various ingenious means.

Manor: The land owned by a local lord or squire, generally rented out to tenant farmers. The “manor house” is his dwelling-place (although a lord might have several manors) and usually occupies a central position in the manor. By extension, in the sense of an area of control, the territory of a particular police force or a criminal gang.

Mews: An alley or courtyard in which a stable is located.

Omnibus: A large vehicle like a modern bus, but pulled by horses (usually two). Originally single-level and carrying 20 passengers, by the late Victorian era they had become “double-deckers” that carried 12 below and 14 above. A few “Favourites” were 49-seaters pulled by three horses.

Physician: A doctor of internal medicine. Of a higher status than surgeons (see below). Victorian doctors enjoy high social status, and are not considered to be “in trade”. A doctor’s offices are called a “surgery”, whether he is a surgeon or not.

Portmanteau: A suitcase or other traveling bag.

Publican: The proprietor of a pub or inn.

Rag-and-bone shop: A shop that buys and sells scraps of cloth that can be made into paper, and bones that are ground up for fertilizer.

Red Book: A book listing the names, addresses, and positions of government employees and the nobility.

Retainer: A servant who has been with the family for many years.

Salver: A metal tray (usually silver) for serving food and wine, or presenting letters or visiting cards.

Solicitor: A lawyer dealing with wills, deeds, and similar everyday legal matters. Solicitors also hire barristers and prepare cases for them, if their client's case requires argument in court, but lack their high social status.

Squire: A respectful term for a member of the gentry whose family has lived on his land for many years. Many squires serve as the local Justice of the Peace.

Stone: A measure of weight equal to 14 pounds.

Street Arab: Homeless children living on the streets, perhaps named for the nomadic nature of some Arabic tribes. Also called urchins or street urchins.

Surgeon: A doctor who handles external injuries such as broken bones and wounds, and pulls teeth. Less prestigious than the physician (see above).

Take orders: To become a member of the clergy. In the Anglican church, there are three such orders: deacons, priests, and bishops.

Tradesman: Anyone who buys or sells goods, including shopkeepers. Tradesmen were looked down upon by the upper classes.

Tram: Also called a "horsecar". An omnibus whose course is fixed by running on metal rails set into grooves in the ground, providing a smoother ride. They are also horse-drawn, and carry similar numbers of passengers to omnibuses.

Valet: A gentleman's gentleman, or manservant, the valet prepares his master's clothes and attends to him hand and foot.

Vicar: A parish priest.

Victoria: A low four-wheeled carriage that carried two persons, mostly used for ladies' pleasure drives.

Visiting card: A cards showing the owner's name and (in the case of gentlemen) address, and sometimes occupation. A visitor should present their calling card to a servant, who takes it to their master or mistress to learn whether to admit the caller. If they return to say that their employer is "not at home" to the caller, it is a gross breach of etiquette to enquire further as to the circumstances. Generally, when calling at the home of a new acquaintance, one simply leaves one's card and departs. If the acquaintance reciprocates the gesture in the following days, that is then an invitation to visit with the expectation of being received. If a matter is very urgent, however, it is possible to present one's card with an apologetic explanation that immediate audience is required if at all possible. The caller had better have good reason for such a declaration, however.

Waistcoat: A sleeveless upper-body garment worn over a shirt but under a coat, sometimes called a vest in the US.

Weir: A low dam where water flows over the top, used to raise the water level and reduce the rate of flow upstream; alternately, nets staked out in ponds and other bodies of water to catch fish.

Whist: A popular 19th century card game for four players in two pairs. Similar to Bridge, but without the bidding aspect.

Wicket: A small gate for pedestrians next to a larger one for vehicles and horses. In cricket, the target that the bowler tries to hit, consisting of three "stumps" with two "bails" resting on top. A batsman who is out is said to have "lost his wicket", regardless of how it happened; the bowler who bowled the ball in question is similarly said to have "taken his wicket".

Workhouse: Public institutions, much feared and hated, where the poor are sent to perform manual labor in exchange for food and shelter. Families are separated and conditions usually abominable. If not claimed, the bodies of those who die within are given to medical schools for dissection.

Prices

The pound sterling was the standard unit of currency in Victorian Britain. Its symbol was an L with a line across it: an abbreviation for the Latin *librum* or pound (£). In Victorian times, a pound consisted of 20 shillings, each of which in turn was equal to 12 pennies (pence). Internationally, the pound sterling was equivalent to about \$5.00 U.S.; to about 25 French francs, Italian lira, or Spanish pesetas; to 20 German marks or 10 Austrian florins; to 9 Russian rubles; and to 18 Danish, Swedish, or Norwegian crowns. In these pages, the British pound is abbreviated as this sign: "£".

Amounts in shillings were shown by the symbol s., while values in pence were

Visiting Cards



Sample Prices in 1890s England

Investigators and keepers alike will find the following lists useful for 1890s England. Prices are representative; higher-quality or fancier items can be found at higher prices. At the keeper's discretion, lower-priced items can be available. It was still possible and acceptable to haggle over prices, especially with costermongers and small shopkeepers. Most hotels, restaurants, large department stores, and the like kept set prices. When dealing with those that didn't, investigators should be at the mercy of Bargain rolls in attempting to secure goods at more favorable prices..

Price Lists

Unlisted prices can be roughly estimated by establishing U.S. prices for similar items in the *1920s Investigator's Companion*. Or the keeper might obtain any of several mail-order catalog reprints from the time. Prices in American period catalogues can be converted to pounds, shillings, and pence by treating the pound as equal to U.S. \$5.00; the shilling as equal to U.S. \$0.25; and the penny as equal to U.S. \$0.02. Thus \$16.12 U.S. would equal about £3- 4s 6d U.K.

Transportation and Communication

<i>Sea Voyage, U.S./ England</i>	
First Class, one way	£12-35
First Class, return	£22-63
Steorage	£5-7
River Steamer fare	1-6d.
Channel Ferry	8d.-1s.
Steamer Rental (daily)	£6-35
Rowboat	£10

Cab Fares

1 person, up to 2 miles	1s.
per additional mile	6d.
per additional person	6d.
per piece of luggage	2d.
per 15 minutes wait	6-8d.
London Underground fare	2d.
London Omnibus fare	1-6d.
London Tram fare	¼-4d.

Horses and Horse-Drawn Vehicles

horse, draft/riding	£4+ / £10+
saddle, gent's/ladies'	£2 8s.
bridle	8/6
stable fee forage, 2 weeks	1s. / £1 2s.
draft horse	£4+
harness, draft/pair-horse	3 guineas / 19 guineas
wagon	£12
front-seat surrey	£17
front & back seat surrey	£20-25

Train

Liverpool to London	16/6-29s.
London to Dover	8-10s.
Automobile	£200
Bicycle	£15
Hot Air Balloon	£300

Telegram

for 12 words	6d.
per additional word	½d.
international, per word	4s.

Postage

to 1 ounce	1d.
------------	-----

to 2 ounces	+½d.
each additional 2 ounces	+½d.
Phone Call (3 minutes)	2d.
Messenger (per mile)	3d.
Messenger (per hour)	6d.
Newspaper	1d.
London Guidebook	2s.
Passport	3/6
Tip to Porter	6d.

Lodging and Dining

Good Hotel (per night)	15/6-25s.
<i>Average Hotel</i>	
per night	8s.
per week with service 2 meals	35s.
<i>Common Lodging, per night</i>	
double bed	8d.
single bed	4d.
Rope lean-to	2d.
House, rent per year	£30
Flat, rent per week	15s.
Breakfast	1s.
Toasted Crumpets	2d.
Lunch, cheap	10d.
Lunch, moderate	1s.
Lunch, expensive	2-5s.
Dinner	3-18s.
Biscuits, tin	1/2
Beef, per pound	5d.
Bread, loaf	3d.
Eggs, each	10d.
Fruit/Vegetables, per pound	2d.
Ginger beer, pint	1d.
Lobster, whole	11d.
Milk, per pint	2d.
Oatmeal, per pound	2d.
Salmon, whole	6d.
Soup, Common, per bowl	4d.
Tart, Custard/Jam	1d.
Tea, per pound	5s.

Sample Prices continued

Entertainment

<i>Attendance at West End Theater</i>	
standing	2/6
seated	10/6-15s.
box	1½-6 guineas
Attendance at Music Hall	4d.-10s.
Exclusive Club Membership, e.g.	
Albemarle, Arts Club, Carlton, Reform	
- One-Off Entry Fee	5-40 guineas
- Annual Subscription	5-10 guineas
Opera Glasses, rental	1s.
Cocktail	8d.
Fine Wine, bottle	5s.
Stout/Ale/Beer, mug	2½d.
Whiskey, glass	3d.
Whiskey, bottle	3/5.

Clothing

Gent's Boots, button or lace	10/6
Gent's Shoes, Oxfords	10/6
Gent's Dress Coat, detachable cape	£1 6/3
Gent's Shirt	2/6
collars/cuffs, dozen	5/6-8/6
clerical collar	11d.
Gent's Suit	£1 10s.
Gent's Suit, Dress Suit	£5 5s.
Gent's Trousers	5s.
Tie, normal or bow	4d.
Cap, Deerstalker	4/6
Hat, Felt	4/6
Hat, Silk Topper	10/6
Hat, Straw Boater	4/6
Ladies' Blouse	9/11
Ladies' Dress, Fashionable	5 guineas
Ladies' Hat, Expensive	1 guinea
Ladies' Shirt, cotton	3/11
Ladies' Skirt, wool	2/11
Ladies' Skirt, silk	18/11
Ladies' Waistcoat	6/11
Ladies' Waterproof Cloak	15/11
Ladies' Boots, button or lace	9/6
Ladies Shoes, evening	6/6
Ladies' Shoes, walking	5/11
Ladies' Handbag	4/9+
Fur Cape or Stole	£1 9/6
Handkerchief, normal/silk	6d. / 2/6
Money Belt	4s.
Sou'wester Hat/Cape	3/6 / 9/3

Medical Gear

Medical Case, Fitted	£4 5s.
Medicine Chest	17/6
Medical Compactum Coil, dry battery	£1 2/6
Surgical Saw Set	8s.
Bandage, 6 yards	4d.

Chloroform, quart	1/9
Carbolic Acid, gallon	4s.
Alcohol, half gallon	7d.
Laudanum, 4 doses	6s.
Camphor, 4 ounces	8d.
Paregoric, 4 ounces	6s.
Sulphur, pound	3d.

Tools

Tool Chest (33 tools)	£2 3s.
Hammer	1/5
Saw	2s.
Hack Saw	2s.
Screwdriver	1/4
Hand Drill, Bits	8/10
Clamps	1/3
Wire Cutters	3s.
File	4s.
Shovel	2/5
Axe	3/2
Padlock	10d.
Rope, 50 feet	4s.
Chain, per foot	4d.
Watch Repair Kit	16s.
Ammonia, pint	9d.
Scissors	1/5
Crowbar	2s.
Wheelbarrow	15s.
Glass Cutter	4d.
Pick	3s.
Gaff Hook	2s.

Weapon Accessories

<i>Handgun Ammunition, per 100 rounds</i>	
.32	3/6
.38/.41/.410 Ball	4/6
.44/.45/.455	5/6
.476	6/6
.577	8/9
<i>Rifle Ammunition, per 100 rounds</i>	
Air Rifle Balls	3d.
Air Rifle Darts, 6	1/11
.295/.30/.300	5s.
8mm/.303	15s.
.577/450 Martini	19s.
.500 Express	£1 3s.
12-bore Ball	£1 18/6
<i>Shotgun Ammunition, per 100 rounds</i>	
.410 Shot	6/6
20-bore	8/6
16-bore	9s.
12-bore	9/6
10-bore	10s.
Cartridge Bag, 100 rounds	19s.

Sample Prices continued

Cartridge Belt, 40 rounds	7/6
Holster	4/9
Pistol Case, with implements	15s.
Rifle Case, with implements	£1 2s.
Telescopic Sight, X4	£4

Miscellaneous Equipment

Dark Lantern	3/6
lantern fuel, quart	5d.
Handcuffs/Leg Irons	5s./10s.
Pocket Watch, Silver/Gold	£1 10/6-£6 15s.
Field Glasses, 12X	£1 12s.
Opera Glasses, 3X	£1 2s.
Spy Glass, 15X	£1
Box Camera, 1/4-plate	£5
folding tripod	16s.
plates, 12	1/5
Ball-Point Pens (box of 36)	6s.
Fountain Pen	7s.
Pencils, 1 dozen	7d.
Journal, 144 leaves	1/5
Sketchbook, 36 leaves	1/3
Bottle of Ink	9d.
Typewriter	£5
Writing Case, paper, envelopes, pen, etc.	8/9
Microscope, 200X	£4 15s.
Magnifying Glass	2/9.
Bottle of Glue	6d.
Umbrella/Ladies' Sunshade	3/11 / 4/11
Violin	£1 19s.
violin case	7/6
Compass, Pocket	3s.
Walking Cane	2s.

Pipe	1/6
Gold Ring, plain/gems	£1 4s./£4 10s.
Silver Crucifix	9/9
Small Animal Trap	14s.
Tent, 7x7x7 feet	£1
Backpack, Ghillie-style	20s.
Camping Basket	
(kettle/camp stove/cutlery for 6)	£2 8s.
Playing Cards	8d.
Make-up Kit	10s.
Full Toupee/Woman's Wig	£1 12s./£3
Grease Paints, box of 8	4s.
Fake Mustache/Beard	5d/4s
Unabridged Dictionary	15/9
10-vol. Encyclopedia	£3 15s.
Gent's Gladstone Bag,	
with accessories*	£9 15s.
Ladies' Fitted Travelling Bag**	£5 5s.
Portmanteau	£1 13s.
Soap, bar	6d.
Lighter, automatic	1/5
Wooden Matches, 1 dozen	6d.

* inc. comb, 2 brushes, shaving brush, 2 razors, 6 bottles, reading lamp, candle box, razor strop, paper knife, blotter, ink box, match box, folding mirror, nail scissors, button hook, nail file, tooth brush, scent bottle, writing case, pen holder.

** inc. hair and velvet brushes, paper knife, glove stretcher, 3 bottles, tooth brush, ink box, match box, folding mirror, scent bottle, comb, nail brush, blotter, cutlery set.

Cost of Living

The following table roughly calculates the amount necessary to survive and the amount of money which the average representative of the Lower, Middle, and Upper classes, respectively, could bring to bear. Naturally no person from the wealthier classes would have dreamed of actually existing on the amount suggested by the 'Survival' column. Amounts are pounds per annum.

Living Costs In Pounds Sterling

Year	Survival	Lower	Middle	Upper
1890	80	95	165	1,300
1892	80	100	160	1,300
1894	85	100	160	1,250
1896	85	100	165	1,200
1898	90	105	170	1,000
1900	95	110	180	1,000

shown by the symbol d. (from the Latin denarius). When amounts in a combination of shillings and pence were made, a simple slash / separated the values, with the number of shillings always first. For example, 12 shillings could be written 12s. and 4 pence could be written 4d., but the amount of 12 shillings 4 pence would be inscribed 12/4.

While paper bank notes existed for larger denominations, the usual medium of exchange was the coin. There was, in fact, no pound note at all, the pound itself was represented by the gold coin known as a sovereign. The Bank of England issued notes in denominations of 5, 10, 20, 50, 100, 200, 300, 500, and 1,000 pounds. Unlike the late 20th century U.S. dollar with its silk-threaded paper, notes issued by the Bank of England used distinctive watermarks to safeguard against counterfeiting. Compared to modern bills, these pound notes were large ungainly pieces of paper, and normally were used only when one needed to carry large sums. Coins were far more common.

Another monetary unit, no longer actually represented by a coin or note by the 1890s, was the guinea. Originally, the guinea was a coin equaling 21 shillings. Though no longer minted, prices were still listed in it – particularly those of higher-priced stores – and professionals who catered to the upper classes who found this method of granting status for a price to be convenient and profitable.

No foreign currency could circulate in Britain at this time. Visitors to Victorian England were required to change such currency as they brought to pounds sterling.

Coins In Circulation

Farthing: a bronze coin equal to a quarter of a penny.

Halfpenny: or ha'penny (also known in slang as a flatch), a bronze coin equaling half a penny.

Penny: (also known in slang as a yennap, penny backwards), 12 of which equal 1 shilling. The plural of penny is pennies or pence.

Twopence: or tuppence (also known in slang as a deuce), no longer minted but occasionally turning up, and equal to 2 pennies.

Threepence: or thruppence, or thrupenny bit; a silver coin equal to 3 pennies.

Sixpence: or half-shilling, a silver coin equal to 6 pennies; in common slang known as a tanner or a sprat.

Shilling: a silver coin equal to 12 pennies. The most common coin other than the penny. Also known commonly as a bob or (less often) as a deaner

Florin: a silver coin equaling 2 shillings or 24 pennies.

Half-Crown: a silver coin equal to 2/6 (2 shillings, 6 pence) or 30 pennies; also known as an alderman.

Double Florin: a silver coin, quite rare in the 1890s, equal to 2 florins (or 4 shillings, or 48 pennies).

Crown: a silver coin equaling 5 shillings or 60 pennies;

commonly referred to as a dollar in England.

Half-Sovereign: a gold coin equal to 10 shillings or 120 pennies.

Sovereign: a gold coin that represented 1 pound sterling, 20 shillings, or 240 pennies. Alternately called simply a pound, a quid, a couter, or a thick 'un.

There were also gold coins of £2- and £5-pound denominations in circulation, but they were rare.

Keepers should assume that English-born investigators are thoroughly familiar with the British monetary system, although some (by their backgrounds) might not know all the slang terms. Americans or other foreigners may have difficulties.

Clothing

Thanks to television and film, keepers and players are casually familiar with late Victorian clothing styles. Nearby illustrations show representative Middle Class and Lower Class garb for men and women.

Clothing was stiff and confining. Collars were high; men's starched and women's boned (held rigid with a piece of metal or bone) to keep them standing. The fashionable silhouette of the decade decreed that one's posture must be stiffly erect to reflect the values of Victorian formal society. Hats and gloves were worn by both sexes out-of-doors, a custom observed by all but those who could not afford such items. For Victorians, to look good was vital; to be comfortable while looking good was unthinkable.

The modern zipper was many decades from widespread use, though it was invented in this period. Clothing fastened with laces or buttons. Shoes also were fastened with buttons; the buttonhook was a common personal item.

The Mackintosh (still in use today) was the Victorian equivalent to the modern raincoat. A cloth coat treated with India rubber to make it waterproof, the Mackintosh often had a short cape, making it resemble the garment associated with Sherlock Holmes. The MacFarlane, an overcoat with a longer attached cape, was similar in appearance. The ulster was a long, loose overcoat, usually of heavy wool. The actual

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ESTABLISHED 1825.

Inverness cape was a long-caped overcoat, usually of wool or worsted, in a plaid pattern, and often was sleeveless as well.

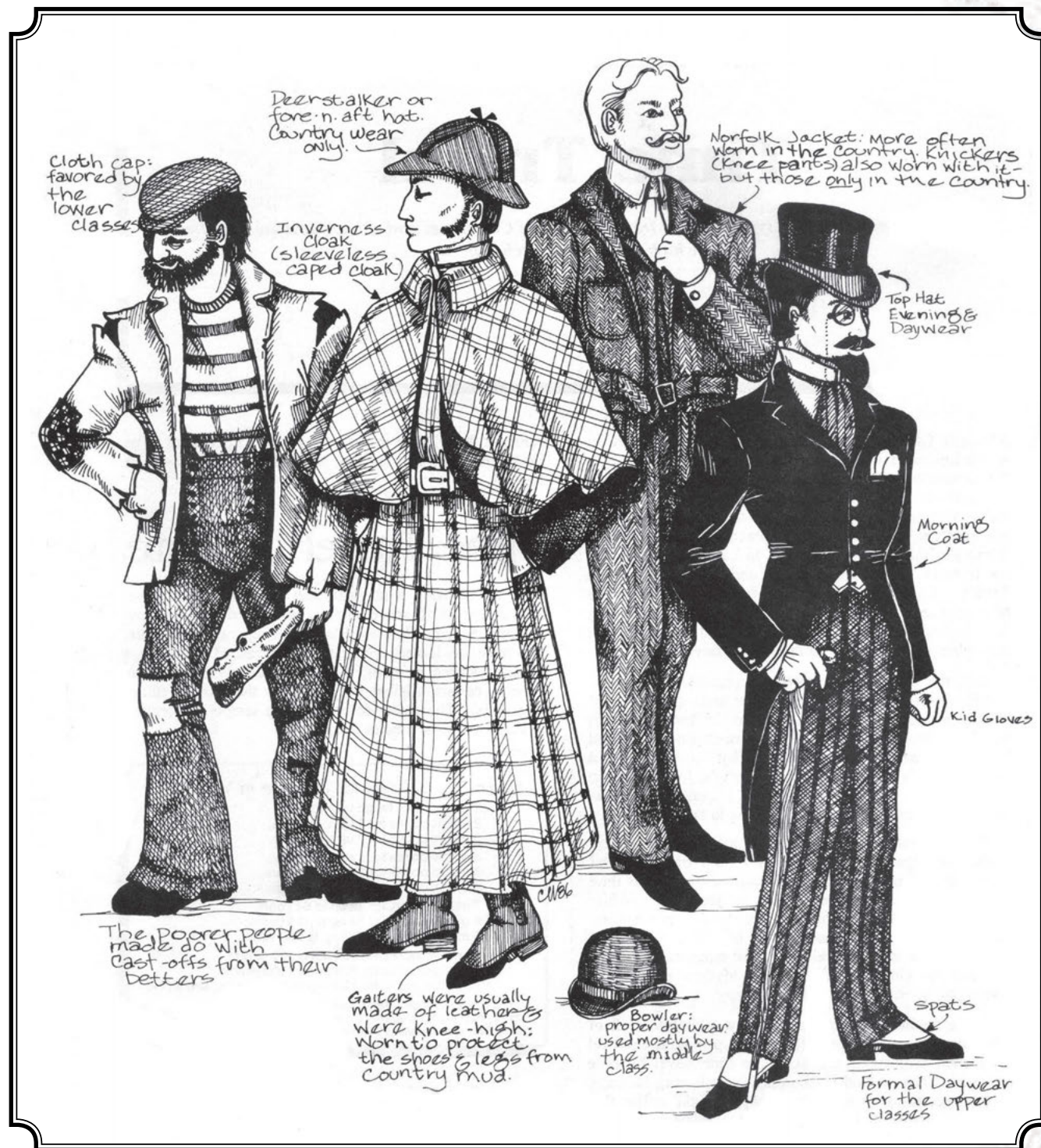
The most common men's hats were the bowler or billycock (derby), and the top hat. Either was proper for evenings out among the higher classes. Soft cloth hats were popular for all classes for casual wear. The cloth deerstalker, or fore-and-aft, was normally worn only in the country, not the streets of London, despite later films to the contrary. Straw hats ("boaters") were often worn for boat trips down the Thames or on lakes such as Hyde Park's Serpentine.

Men's clothing usually was somber: dark frock coats such as the Prince Albert, black string or Windsor ties, and

white shirts. Tweeds often were worn for hunting. In look, an expensive man's suit of today resembles one from the 1890s, though modern suits have considerably more ease (room to move).

Women's clothing was far more colorful, but conservative by late 20th century standards - long sleeves, high necks, and floor-length, bell-shaped skirts with many petticoats underneath. High-necked blouses had leg-o-mutton (widest at the shoulder, narrowest at the forearm) sleeves. The bustle was now rare. Little skin was allowed to show.

The 1890s were the last heyday of the corset, and women laced themselves into their stays tightly. Some women even




had ribs removed in order to achieve smaller waist measurements, and occasionally a woman would die when a rib snapped by an over-tight corset punctured a lung. At the time, the medical community was involved in a hot debate over the hazards of corsetry. It is certain that a corseted lady

did not have any ease of movement or the wind to run very far. Any woman with pretensions of fashion or of gentility wore a corset, and the more leisured her life, the tighter the stays.



THE VICTORIAN WORLD





BRITAIN'S EMPIRE

During Queen Victoria's reign, and especially in the last 30 years, the area of the British Empire increased by 50%. Between 1801 and 1854, the colonies had been under the control of the Secretary of State for War, and although ministers changed, were regarded mainly as a liability by the Permanent Undersecretary in the Colonial Office. The colonies themselves were run by nominees selected by the Colonial Office. The chief posts were given to ex-army men, the junior posts to poor relations and well-born ne'er-do-wells whose chief qualification was that they were not wanted in England. Those who settled in the colonies inevitably wanted their own representation, and progress on this was led by Canada (see below), perhaps because the British government was mindful of the example of the United States.

There was no grand scheme in the way the colonial commitments of the United Kingdom increased: "The empire was the work of several generations and individuals working to no common plan, and often at cross purposes. Sometimes these purposes were knowingly and cynically evil, more often they were not." (R.J. Evans) There was, however, a clear hierarchy of colonies: in Canada, Australia, New Zealand, and to a lesser extent, South Africa (see below), a substantial European population had settled and to some extent dislodged the indigenous inhabitants, whereas in colonies such as India, relatively few white settlers and soldiers dominated a large native population, often with the assistance of particular local elites, minority tribes, or castes.

Before the 1880s, the majority of the British population was not much concerned with colonies, but that attitude slowly changed with increased availability of news reporting, and inspirational books such as Seeley's *Expansion of England* and Fouldes's *Oceana*, and the popular poetry of Rudyard Kipling. As national pride in the extent and condition of Britain's colonies grew, one element within it was confidence that British colonies were better and more humanely administered than those of their European rivals. The rightness of Britain's imperial destiny became increasingly an article of national faith, encouraged by Victoria's acceptance of the title Empress of India in 1876. A series of Colonial Conferences (1887, 1894 in Ottawa, 1897 and 1902) drawing together heads of state from across the Empire showed a symbolic unity, if not much practical uniformity of outlook.

Attitudes to those visiting England from the colonies may be enthusiastic, indulgent or patronizing, depending on recent news from the particular colony. Attitudes towards more "exotic" foreigners will vary widely from working-class solidarity with former slaves to the most ignorant assumptions about cannibalism and unfettered sexuality. In the colonies themselves, attitudes to race are oddly symbiotic. The colonist may vaunt his perceived superiority over the

colonized indigenous inhabitant, since he believes he is there to establish and maintain a level of order and productivity the native is supposedly incapable of achieving, yet at the same time the colonist needs the colonized to justify his existence and must constantly show himself to be worthy of his (assumed) superior position.

The following subsections outline colonial history in specific regions and countries and are designed to provide enough detail for the Keeper and players to sketch colonial links in character creation. The events described may also be given a Cthulhu Mythos spin by any Keeper who wishes to develop adventures with non-British elements. (See also the Exploration, Fortean, and "Mundane" Timelines.)

Australia

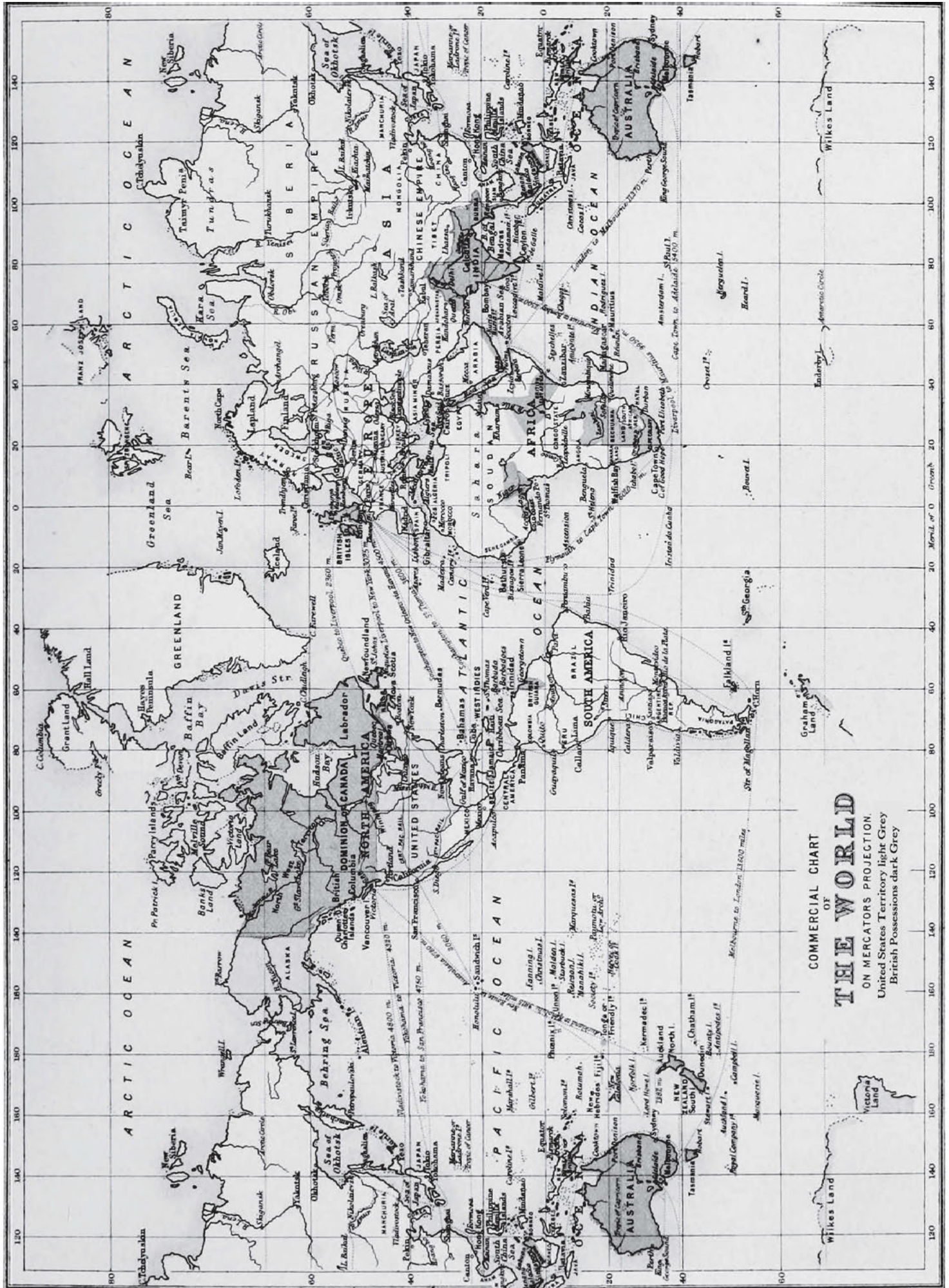
Named in 1817, Australia developed as a major trading colony, with the practice of transporting criminals there finally ending in 1840. Initially slow population growth spiked sharply when gold was discovered in 1851. Responsible governments for the various colonies were formed between 1855 and 1890. Australia became a federation in 1901 and gained Dominion status in 1907.

Canada

In 1840, upper and lower Canada were united, and the Oregon Treaty of 1846 agreed upon the continuance of the 49th parallel boundary from the Rockies to the Pacific and South of Vancouver Island. With boundaries settled, Canadian concerns focused on responsible government. Canada was unified in 1867, and was the first colony to gain Dominion status, in the same year.

The Caribbean

Seized from the Spanish in 1655, Jamaica's hugely profitable cane sugar estates of the eighteenth century became much



COMMERCIAL CHART
OF
THE WORLD
ON MERCATORS PROJECTION.
United States Territory light Grey
British Possessions dark Grey

less profitable from 1815 onwards, because of competition from European sugar beet. The abolition of slavery in 1833 created a large population who needed land simply to be self-sufficient in food production. In 1885, a protest outside Morant Bay Courthouse escalated into a riot in which 28 people were killed, and Governor Eyre, a failed explorer of Australia, used the riot as an excuse to act as if a full-scale rebellion was underway. Roughly 580 Jamaicans were killed and as many severely flogged. Although initially supported by the British authorities, Eyre was soon replaced. Other British Islands in the Caribbean include Antigua and Barbuda, the Bahamas, Barbados, the Caymans, Dominica, St. Kitts and Nevis, St. Lucia, St. Vincent, Trinidad and Tobago, and the Virgin Islands. British Honduras (Belize), the one place in Central America to speak English, was a crown colony from 1862. Seized from the French in 1796 and formally acquired from the Dutch by treaty in 1814, British Guiana (as it was known from 1831) united three sugar-producing colonies on the north coast of South America, including Demerara. Border disputes increased when gold and diamonds were found there in the 1880s.

China

The Nanking Treaty of 1842 required the Chinese to open five ports (including Hong Kong) to foreign trade, but they preferred isolation and dragged their heels. In 1856, Chinese authorities arrested the crew of HMS *Arrow*. When Canton was shelled by warships for the lack of an apology, the Chinese destroyed British ships in the harbor and massacred English and French subjects. In 1858 an Anglo-French force took Canton and forced the signing of the Treaty of Tientsin, but without much effect. In 1860, Peking itself was taken, the Imperial summer palace was sacked, and trade opened up in earnest.

East Africa

Kenya became a colony in 1880 (see Chaosium's *Secrets of Kenya* for details) and landlocked Uganda was annexed a decade later. East African borders were settled in discussion with France and Italy in 1899. The Italians held Somaliland (1884) and Eritrea (1885), but were crushed in Abyssinia (Ethiopia) in 1896 by local resistance.

Egypt and Sudan

Though nominally part of the Ottoman (Turkish) empire, Egypt's Khedives had established virtual independence. The opening of the Suez Canal in 1869 meant they held the key to the colonial trade of Britain and other European nations. Disraeli bought nearly half the shares in the canal in 1875. In 1882, revolt against corrupt rule broke out and Greek citizens were massacred. An Anglo-French occupation was proposed, but the French did not participate, and Sir Garnet Wolseley landed at Port Said, defeated the Egyptians at Tel-el-Kabir and occupied Cairo.

Although nominally an Egyptian territory, Sudan was administered as Equatoria by British military advisers such as Colonel Gordon, who governed Khartoum from 1877 to 1879. Though slave trading was supposedly banned by the

Khedives in 1860, it was men such as Gordon who actively suppressed it. In 1881, the Mahdi used resentment against foreign rule to stir up revolt, and ousted Egyptian rule from rural areas, confining it to the towns. In 1883 the Khedive's forces were defeated at Shekan. Gordon, sent only to investigate, reached Khartoum and refused to evacuate, demanding that the Nile valley be held. In 1885, Garnet Wolseley led a force up the Nile, with General Stewart leading the way. Stewart was killed in a victorious engagement with Mahdist forces and his second, Wilson, was slow to follow up the victory, arriving at Khartoum a day too late to save Gordon and a garrison of 7000 from slaughter. Sudan was then abandoned by the British for a dozen years until threats from other European powers caused Kitchener to be sent to pacify the area. Arriving in 1898, his troops used new armaments technology to inflict a crushing defeat on 11,000 Dervishes at Omdurman and, much more tactfully, dislodged a French military unit established on the Nile at Fashoda, despite French diplomatic protests.

Southern Africa

The British settled the Cape colony more slowly than most, because of the large native population and the presence of the long established Dutch settlers the Afrikaners (known as *Boers*, i.e. farmers). The Afrikaners were unhappy with British rule and moved out of the Cape Colony *en masse* on the great trek of 1837, founding Natal, the Orange Free State and the Transvaal. The leaders of the Natal colonists were killed by Dingaan, son of Chaka Zulu, and they retaliated with a massacre of Zulus at Blood River. Partly to gain the protection of the British Army, Natal became a British colony in 1843. Orange Free State took the first step in 1848, but then reversed it in 1852, instead tying itself to Pretorius' Afrikaans government in the Transvaal. The Cape Colony had responsible government from 1872, but the power of the Zulu nation further north inhibited colonial development. In 1879, the Zulus under Cetaweyo destroyed a force of 800 British troops at Isandhlwana, although a smaller British force at Rorke's Drift held out and prevented further advance, and Cetaweyo was subsequently defeated at Ulundi in Natal. With the Zulu threat removed, the Afrikaners began to seek further independence from Britain, and a defeat of a small British force at Majuba Hill in 1881 (the first Boer war) led to recognition of the South African States in 1884. A year later Britain claimed Bechuanaland (Botswana). Then in 1886, gold was discovered in Transvaal, south of Pretoria, bringing a vast influx of non-Afrikaners (*Uitlanders*) seeking their fortunes. Cecil Rhodes, the ambitious governor of the Cape Colony, had the areas of North and South Zambezia, acquired in 1888, renamed after him as North and South Rhodesia (now Zambia and Zimbabwe). But Rhodes overstepped himself when he sought to sponsor an armed takeover of Transvaal by Dr Starr Jameson riding in from Bechuanaland, and was forced to resign in 1899 when it failed. In the same year, the *Uitlanders* appealed to the Queen for protection as British subjects from Afrikaner rule, and the ("2nd") Boer War was precipitated. The war was fought over vast areas by relatively small number of troops, making textbook military training

useless and often dangerous. Sir Redvers Buller split his force into three, and each section was beaten, with Buller later also defeated at Spion Kop and Vaal Krantz. Generals Roberts and Kitchener landed at the Cape in 1900, with support from Canada, Australia, and New Zealand, and the war was over in 6 months, with Orange Free State and Transvaal annexed. Guerilla activities continued for another 18 months, and the frustration that the military might of Britain could not eliminate resistance resulted in Afrikaners being confined in army-run concentration camps. Peace was finally signed at Vereeniging in 1902, and generous funds for rebuilding bound South Africa back into the empire. Transvaal was allowed self-government in 1906 and the Union of South Africa was established between the various states in 1909.

West Africa

Sierra Leone, occupied partly by freed slaves since the 1790s, and with its own university by 1827, was the oldest British foothold in this area. In 1898, the indigenous inhabitants revolted against the Hut Tax and proved difficult to subdue. By 1871, Britain had united several former Dutch and Danish colonies as the Gold Coast (Ghana). In 1873, the Ashanti attacked this colony, but were subdued by an efficient punitive raid led by Garnet Wolseley. Slavery was abolished in the Gold Coast the following year. Nigeria, first colonized by the Portuguese, became subject to the Royal Niger Company in 1886, with the company ceding control to the British Government in 1900, and the territory becoming a British protectorate in 1901. The ancient Kingdom of Benin was plundered of its bronzes by Admiral Harry Rawson as part of a punitive expedition following the massacre of an eight man British delegation. West Africa's borders were settled (according to the British and French) by diplomacy in 1898.

India and Central Asia

European colonization of India began in the sixteenth century. By diplomacy and war Britain eventually ousted its rivals, and the East India Company expanded its influence across the subcontinent. In 1843, Sind was finally conquered by British troops and their Indian Allies, and the Punjab was conquered during 1845-9. This unification of the subcontinent allowed a decrease in British troop levels, but left a reliance on Anglo-Indian troops at the same time that their rights and privileges were being eroded compared to those of white settlers. In 1857, when the balance of native

to British troops was approximately 310,000 to 40,000 there was a mass mutiny, partly inspired by prophecies about the end of British rule. It began at Meerut, with key engagements at Delhi, massacres at Cawnpore and a long siege at Lucknow. After the Indian Mutiny was ruthlessly put down (1858) the East India Company's interests were handed to the British Crown. In 1875-6, the Prince of Wales visited India, and Queen Victoria was proclaimed Empress.

Afghanistan became significant as the northwest frontier of Britain's Indian territory and the contest with Russia for dominance in the area was sometimes known as "the Great Game". Entering as guarantors of a local ruler's dominance rather than invading, the British were ousted in 1841-2, with thousands of troops and civilians driven south and killed as they traveled. British troops held fast at Kandahar and Jalalabad, however, and, having visited reprisals on Kabul, the British withdrew for a dozen years. Invading again in 1878 to counter growing Russian influence, the British mission in Kabul was massacred in 1879. The following year, Burrows was defeated at Maiwand and Kandahar was again besieged. General Roberts occupied Kabul, then moved to annihilate the army besieging Kandahar. British boundaries produced more conflict in the adjacent North West Frontier Province (now Pakistan), leading to the siege of Malakand fort in 1897. Besieged for six days by a Pashtun army of at least 10,000 led by a holy man known to the British as the Mad Fakir of Swat, it was eventually relieved, the conflict being reported by a young Winston Churchill.

New Zealand and the Pacific

New Zealand was a crown colony from 1840, and despite periodic wars with the Maori, there was a representative government in 1853 and one with full responsibility in 1856.

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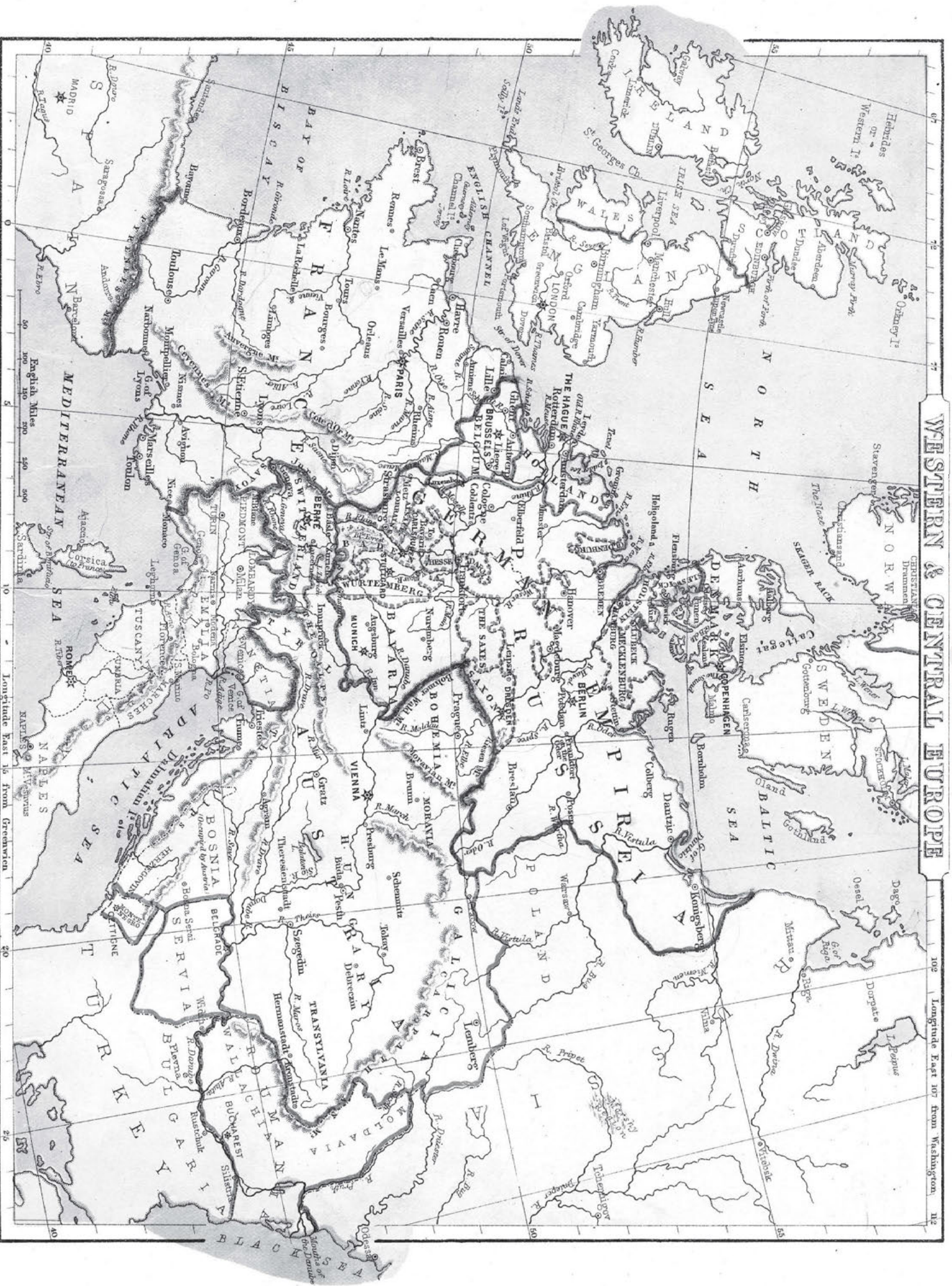
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WESTERN & CENTRAL EUROPE



From this base, colonization of numerous Pacific Islands could prosper, with Fiji (1874), the Solomon Islands (1893) and Tonga (1900) being examples. New Zealand was given Dominion status in 1907.

The Rest of the World

Through centuries of trading overseas and a series of naval wars that had smashed the national fleets of Spain, Holland, Denmark, France and the Netherlands, the British fleet ruled the waves and dominated international shipping. Britain's considerable overseas territories were not just the source of pride and economic benefits: as suppliers of raw materials and markets for manufactured goods, they were also the cause of strife, conflict, and rivalry with European and other powers. Vast though it was, the Empire was also exclusive, and this helps explain Britain's extraordinary isolation in the Gaslight period, when it could find no international allies or well-wishers outside its established spheres of interest. A certain xenophobia is common at all levels of British society, although it is generally masked by politeness.

France

Britain's relationship with France in the aftermath of Napoleon's defeat in 1815 was uneasy. By the late 1900s they had much in common though, being the European nations with the most invested in overseas colonies. In mid-century, military collaborations in Crimea (see Russia, below) and China had ultimately been successful, and by 1898-99, agreement was finally reached on territory and spheres of influence in Africa, with France taking most of central west Africa, as well as Algeria, Morocco, Tunisia and Madagascar. In 1893, France and Russia joined in the Double Alliance.

Germany

Dominated by Prussia, the German states were led by Bismarck to military victories against Denmark (1864), Austria (1866) and France (1870-1), and were then unified under the Hohenzollern monarchy of Wilhelm I in 1871. Increasingly an industrial powerhouse, Germany was becoming a major player on the world stage and, after the 1878 Congress of Berlin initiated the scramble for Africa, Germany sought colonial territory claiming Togo, the Cameroons, and South West Africa (Namibia) in 1884, and Tanganyika (Tanzania) in 1885. In 1882, Germany allied with Austria and Italy in the Triple Alliance. Close family links with the British monarchy meant that Imperial Germany was initially seen as friendly, but by the 1890s its wider ambitions under William II were becoming clear as Admiral Von Tirpitz developed the German navy and seized Shantung Harbor (China) in 1897.

Russia

With vast Asiatic territory, Russia was often seen as a rival to Britain's interests. In 1853, Britain feared the Russians would bully the crumbling Turkish empire into a deal to gain access to the Mediterranean from the Black Sea, and joined with France and Turkey in declaring war against Russia. The Anglo-French task force assembled on the Crimean penin-

sula to besiege Sevastopol during one of the worst winters on record: 30 support ships were sunk during one storm alone. *The Times* journalist W.H. Russell revealed the privations of the troops, and Florence Nightingale (1820-1910) showed the way forward for professional nursing. Crimean War battles such as Balaclava and Inkerman were famous for bungled heroics (The Charge of the Light Brigade), but victory came in 1855, with the death of Czar Nicholas allowing the Russians a chance to negotiate peace. Prevented from expansion in the West, Russia joined France in the Dual Alliance, and then looked further east. In 1904, an aggressive Russian Baltic Fleet fired on British trawlers near Dogger Bank in the North Sea as it made its way towards annihilation by the Japanese at Tshima in 1905.

The United States of America

As a post-colonial nation, the United States had no wish to found colonies of its own. It had other issues to thrash out, notably slavery and the relationship between state and federal government. Both were resolved by the American Civil War of 1861-1864. During this conflict Britain was strictly neutral, to the annoyance of both sides. The appeal of the Confederate underdog was tempered by an abhorrence of slavery (despite this being a legacy of British rule), and any belief in the rightness of the Federal cause was undermined by the demonstration of its growing industrial power (if not always competently employed). Early on, Britain's neutrality was sorely tested when Confederate envoys Mason and Slidell were seized from the British ship the *Trent* by the Federal navy. During the war, three ships built in British shipyards became Confederate raiders and the US government was later awarded over \$3 million by postwar Swiss arbitration as compensation for their attacks on U.S. shipping. British views of Americans were colored by vehicles such as Buffalo Bill's Wild West Show, which in 1887-8 visited London, Birmingham, and Salford. President Cleveland used vote-winning hostile rhetoric against Britain in 1895, in support of Venezuela's border dispute with British Guiana, but in 1898, Britain acted in a pro-US manner during the Spanish-American war, unlike the rest of Europe.

The Victorian Military: A Brief Overview

In the 1890s, Britain was the most powerful nation in the world. Her navy ruled the seas, and her army protected her imperial interests on foreign soil.

However, the British Army had problems throughout the 19th century, not least because of a serious lack of experience in the officer ranks after the Napoleonic Wars. This was largely due to the practice of "buying" commissions, with the higher ranks made up almost entirely of well-to-do younger sons who had literally purchased their positions, with few veterans. This resulted in several embarrassing defeats for the British, including the disastrous "Charge of the Light Bri-

gade” during the Crimean War of 1853-1856, and was eventually abolished in 1871. Even thereafter, it remained difficult to advance through the ranks, and Britain’s volunteer-only army was primarily made up of the lower classes, including many Irishmen. Although Britain was the most powerful nation on the globe, her army was best suited to fighting lightly-armed and poorly-organized enemies, rather than their military peers.

The largest permanent army unit for both infantry and cavalry was the regiment. The regiment gave a soldier a sense of identity, comradeship, and pride, and rivalries between regiments were thought to promote excellence. After the Childers Reforms of 1881 in which many smaller regiments were amalgamated, most infantry regiments were also associated with the part of the country from which they chiefly recruited, e.g. the Devonshire Foot, The King’s Regiment (Liverpool).

The infantry were actually deployed, however, in battalions. After the Childers reforms, almost all infantry regiments were composed of two battalions of regular troops, plus two militia battalions. Each battalion numbered about 750-1000 men at full strength, and was commanded either by a lieutenant colonel, with a major as second in command, or by a full colonel assisted by a lieutenant colonel. This command rank should not be confused with “Colonel of the Regiment”, a ceremonial post generally held by a senior retired officer from the regiment, or a member of the Royal Family. Battalions were named simply by regiment and number, so the 2nd Battalion of the (20th) Lancashire Fusiliers could be referred to as the 2nd Lincs for convenience. As battalions were generally deployed completely independently, it was unusual to find two from the same regiment fighting in the same area, although this did occasionally happen by chance. Each battalion was in turn divided into 6-8 companies each of 100-120 men, led by a major or a captain, assisted by a lieutenant, a second lieutenant, and one or more non-commissioned officers (sergeants). Sergeant major was a special appointment (not strictly a rank) who oversaw discipline for an entire battalion. In special cases, battalions might be combined to form a larger unit such as a brigade, but these were only temporary units for particular missions.

The cavalry was considered more “romantic” than the regular infantry unit. Their primary weapon was the sword, since guns were difficult to aim from horseback. Cavalry regiments were slightly smaller than their infantry counterparts, and were deployed as a whole, without division into battalions. A cavalry regiment of about 500 men was made up of four squadrons, each commanded by a major and consisting of four troops of about 40 men apiece.

In the early 1800s, different regiments had different specialties, from which they drew their names. Dragoons, for instance, were cavalry trained to dismount and fight on foot, whereas lancers were cavalry who used lances. In the infantry, the fusiliers were named for the light muskets their historical counterparts once carried, while grenadiers were grenade-throwers. Though these titles survived into the late Victorian era, the specialties from which they drew their names generally did not, although some lance use persisted

into the 20th century.

The most prestigious regiments were the Household Guards, units stationed in Britain to guard the members of the royal family. The Foot Guard (the infantry branch of the Household Guards) was made up of the following regiments: the Scots Guards, the Grenadier Guards and the Coldstream Guards. The Household Cavalry consisted of the 1st and 2nd Life Guards and the Royal Horse Guards.

In the 1870s, the traditional weapon of the British army was the Martini-Henry rifle, a single-shot, breech-loaded .45 caliber weapon. In 1888, this was replaced by the Lee-Enfield, a bolt-action .303 caliber rifle that used a magazine. (This is similar to the Lee-Enfield rifle listed in the *Call of Cthulhu* rules; the Lee-Enfield did not come into use until 1895.) The British also used machine guns: some .45 Gatling guns were manufactured in England after the American Civil War, and the first of Sir Hiram Maxim’s .303 machine guns was produced in 1884. Cavalrymen were taught to use the sword and lance, in addition to horsemanship.

The army was a dangerous career choice, even in times of peace. New recruits signed up for six years of active duty and six more in the reserves. Many criminals enlisted in the army to escape discovery and prosecution, and enlisted men were assigned menial labor to combat boredom and enforce discipline. Many officers were inept, corrupt, or both; with little to do, many took to gambling – and worse. Disease was rampant, especially in tropical areas, and relations with the native populace were usually problematic at best.

Some conditions had improved, however. Earlier in the century, some units had been posted to foreign shores and promptly forgotten and left to rot there; by the end of the century, units were generally rotated to spend some time at home as well as abroad.

Britain was involved in several military campaigns throughout the Victorian era. The Crimean War of 1853-1856 found England allied with France and Turkey against Russia; though Britain and her allies triumphed, many costly blunders were made (the aforementioned “Charge of the Light Brigade,” for one). Britain was initially caught by surprise when the Sepoy rebelled in India in 1857-1858, but ultimately the rebellion was put down. In 1900, a Chinese secret society known as the Boxers rebelled against foreign interests in their country, and Britain was among the multinational force which crushed this revolt. Numerous other military engagements are discussed in the Britain’s Empire section.

The Royal Navy

Conditions in the Royal Navy in the early 19th century were atrocious. The work was back-breaking, discipline harsh, food inedible, and disease rampant. Sailors were enlisted only when needed for a specific campaign, and when fighting ended, they were returned home, paid off, and dumped on the docks to join the unemployed. When willing sailors were too few, homeless men and boys were “arrested” and forced to serve. Once at the rank of Captain, an officers could only advance further when a position above him was vacated;

Gaslight Era Timeline

The timeline lists notable events during the 1890s and the decade immediately preceding. See the Utilities chapter of the *Call of Cthulhu 6th edition* rulebook for other events from 1890 to 1930.

1880: Parcel post introduced to England; Edison in U.S. and J.W. Swan in England independently patent first practical electric lights; first performances of Gilbert & Sullivan's *Pirates of Penzance*; Lord Beaconsfield (Disraeli) resigns as British Prime Minister, succeeded by William E. Gladstone; first British telephone directory issued by London Telephone Company; ballpoint pen invented; Boer Republic declares independence from Britain in Transvaal; malaria traced to a blood parasite; typhoid fever bacillus identified; Robert Koch discovers anthrax vaccine; first wireless telephone message transmitted by Alexander Graham Bell; First photographic reproductions in newspapers; Battle of Maiwand in Afghan War; atheist member of Parliament, Charles Bradlaugh, unseated for refusing to take oath of office.

1881: Flogging abolished in British Army, Navy; Boers defeat British forces in South Africa, Britain recognizes independent Boer Republic; Natural History Museum, South Kensington, London opens; Disraeli dies; Alexander II, Czar of Russia, assassinated; U.S. President James A. Garfield assassinated; London's Savoy Theatre opens as first electrically-illuminated public building; serum effective against cholera discovered; Start of the "Disappearings" in the East End of London; American Association of the Red Cross founded; photographic roll film is patented.

1882: Gasoline-powered internal combustion engine invented; electric illumination of London begins; London Chamber of Commerce established; British fleet bombards Alexandria, Egypt, British troops defeat Egyptian nationalist forces and occupy Cairo, and dual control of Egypt by France and Britain abolished; electric fan invented; tuberculosis bacillus discovered; psychoanalysis pioneered by Viennese physician Josef Breuer, a colleague of Freud; Oscar Wilde tours North America.

1883: Krakatoa explodes near Java; Maxim machine gun invented; British Egyptian forces wiped out in Sudan by forces of the Mahdi; worldwide cholera pandemic begins; Nietzsche's *Also Sprach Zarathustra* published in first of four parts in Germany; Karl Marx dies; Fire guts London's Harrod's store; first malted milk produced in U.S.; Dynamiters strike near Local Government Office, Whitehall; Treasure Island by R.L. Stevenson published; British establish control of Egypt.

1884: Linotype typesetting machine patented; gold discovered in the Transvaal; British General Gordon trapped at Khartoum by Mahdi following his rescue of 2,500 women, children and wounded men from the city; first deep tube of London's underground railway opens; compound steam turbine invented; anesthetic properties of cocaine in medical practice discovered; socialist Fabian Society founded in London; fountain pen invented; Dynamiters strike Old Scotland Yard; phonograph patented; Statue of Liberty presented to U.S. by France.

1885: Khartoum falls to Mahdi, Gen. Gordon and forces massacred; world's first successful gasoline drive motor vehicle reaches speed of 9 mph; first identification system based on fingerprints devised; rabies vaccine devised by Pasteur; Gilbert & Sullivan's *The Mikado* opens at London's Savoy Theatre; Gladstone replaced as Prime Minister by the Marquis of Salisbury; roller coaster patented; dictating machine invented; Karl Marx' *Das Kapital* (Vol. 2) published; Indian National Congress meets for first time.

1886: Britain annexes Burma; gold rush to South Africa's Transvaal; *Das Kapital* published in English; Coca-Cola first goes on sale, Dr. Pepper introduced in US.; Irish Home Rule Bill introduced to Parliament by Gladstone; R.L. Stevenson's *Strange Case of Dr. Jekyll and Mr. Hyde* published; typewriter ribbon patented; Geronimo captured in U.S.; first tuxedo introduced.

1887: First round-the-world bicycle trip completed in San Francisco; earmuffs patented; Abe Lincoln's coffin opened to make sure he was still in it (he was); Britain annexes Zululand; Lloyd's of London writes its first non-maritime insurance policy; Esperanto invented; first Sherlock Holmes story, *A Study in Scarlet*, published in Beeton's Christmas Annual; Queen Victoria's Golden Jubilee.

1888: Kaiser Wilhelm II begins reign in Germany; Britain establishes protectorate over Sarawak and North Borneo; alternating current electric motor developed by Nikola Tesla; first Kodak camera marketed; pneumatic bicycle tire patented; National Geographic begins publication; *Book of the Thousand Nights and a Night* by Sir Richard Burton published; Jack the Ripper terrorizes London.

Gaslight Era Timeline cont.

1889: London dock strikes; Cecil Rhodes' British South Africa Company granted royal charter; British army adopts Maxim machine gun; cordite patented as a smokeless explosive; Cleveland Street scandal over a London West End homosexual brothel involves both the Prince of Wales and the Duke of Clarence; worldwide influenza pandemic begins; reporter Nellie Bly begins round-the-world journey in attempt to beat 88-day record of Jules Verne's Phileas Fogg; Eiffel Tower completed in Paris.

1890: London's first electric underground railway tube opens; first execution by electrocution occurred; Cecil Rhodes becomes prime minister of Cape Colony; Java Man fossils found in Java; Britain establishes protectorate over Zanzibar; Battle of Wounded Knee ends Indian Wars in U.S. with massacre of 350 Sioux; first volume of James Frazier's *The Golden Bough* published (next 15 to follow over next 25 years); Bismarck dismissed as prime minister of Germany; London's "Disappearings" end as mysteriously as they began; peanut butter is invented.

1891: Triple Alliance of Germany, Austria and Italy is renewed for 12 years, Kaiser Wilhelm failing to persuade Britain to join; Franco-Russian entente; New Scotland Yard opens as new home of Criminal Investigation Department of the Metropolitan Police Force; Prince of Wales, as a witness in a libel trial, admits playing baccarat for high stakes; Oscar Wilde's *Picture of Dorian Gray* published; the adventures of Sherlock Holmes begin publication in the Strand magazine; zipper invented; free public education established in England.

1892: Diesel patents his internal combustion engine; first automatic telephone switchboard introduced; Salisbury ministry falls after 6 years, Gladstone becomes prime minister for fourth and last time; Cape to Johannesburg railroad completed; outlaws, the Daltons are killed in Kansas; Oscar Wilde's *Lady Windermere's Fan* plays the St. James Theatre in London; Tchaikovsky's ballet *The Nutcracker Suite* plays in St. Petersburg, Russia; first successful gasoline tractor produced in U.S.; unexplained explosions occur along the English Channel and continue for several years with no explanation ever discovered; J.R.R. Tolkien born.

1893: Independent Labour Party founded in Britain; Franco-Russ alliance signed; revolt against South Africa Company at Matabele crushed by machine guns; Second Irish Home Rule Bill passed by House of Commons but rejected by House of Lords; Swaziland annexed by Transvaal; Henry Ford builds his first car; Imperial Institute founded in South Kensington, London; Lady Margaret Scott wins first British golf championship; Wall Street stock market crash results in four-year depression in U.S.; world's first open-heart surgery performed in Chicago; four-color rotary press installed by Joseph Pulitzer in New York; world's first Ferris wheel in Chicago; Lizzie Borden goes to trial in Massachusetts; third Ashanti War begins in West Africa; first self-loading automatic pistol developed by Hugo Borchardt.

1894: Gladstone's fourth ministry ends and he is replaced as prime minister by Archibald Philip Primrose of his own Liberal party; German-Russian commercial treaty signed; French Army captain Alfred Dreyfus arrested and convicted of passing military information to Germans and sentenced to Devil's Island; Robert Louis Stevenson dies; Kipling's *The Jungle Book* published; Tower Bridge opens to traffic; a London Building Act limits the height of buildings in the city to 150 feet after the Queen's view has been disturbed by a new development; British ship *Kowshing* is sunk by the Japanese while carrying Chinese troops to Korea; Korea and Japan declare war on China and defeat Chinese at Port Arthur; British invitation to other nations to intervene in Far Eastern war fails when Berlin and Washington reject the move; inert argon gas discovered by Scottish chemists; bubonic plague bacillus discovered; first railroad opens across the South American Andes; inheritance tax introduced in Britain; Manchester Ship Canal opens to link Manchester with the Mersey River; London's conservative *Evening News* reorganized under new ownership; *The Prisoner of Zenda* by Anthony Hope published; *The Yellow Book* begins publication with 22-year-old London artist Aubrey Vincent Beardsley as art editor; England's first Penny Bazaar department store opens in Manchester; Harrod's at London inaugurates 7 o'clock closing hours; London's first J. Lyon's teashop opens on Piccadilly; first motion picture film copyrighted; strange light observed floating over Mars.

1895: Sino-Japanese War ends with Chinese defeat; X-rays discovered by Roentgen; third Salisbury ministry begins, to last until 1902; the territory of the British South Africa Company south of the Zambezi River named Rhodesia in honor of Cecil Rhodes; Tongaland annexed by British; Lanchester motorcar introduced as the first British four-wheeled gasoline-power motorcar; Fabian socialists found the London School of Economics; Marconi pioneers wireless telegraphy (though almost a century later it will be established that Tesla beat him to it); H.G. Wells' *The Time Machine* published; Pocket Kodak camera introduced by Eastman Kodak; *The Importance of Being Earnest* by Oscar Wilde plays at St. James Theatre; Wilde sues the Marquis of Queensbury for libel for publicly accusing the playwright of homosexuality, which results in Wilde's sentencing to two years in prison for moral offenses; first commercial presentation of a film on a screen; Britain's National Trust created with government funding to preserve country house, parks and gardens; botulism bacterium isolated; volume three of Karl Marx's

Gaslight Era Timeline cont.

Das Kapital published; Sigmund Freud begins to develop scientific psychoanalysis; motion-picture camera invented; principle of rocket reaction propulsion formulated; safety razor invented; Joshua Slocum completes first solo circumnavigation of earth.

1896: Cecil Rhodes resigns the premiership of Cape Colony; British forces imprison Ashanti king in Fourth Ashanti War; new tribal uprisings in Rhodesia; Anglo- Egyptian forces begin reconquest of Sudan under British General Kitchener; radioactivity is discovered in radium; anti-typhoid inoculation originated by British pathologist Almroth E. Wright; first flight of a mechanically-powered flying machine – a steam-powered model airplane – by U.S. astronomer Samuel Pierpont Langley; world's first permanent wireless installation is established by Marconi's Wireless Telegraph Co. on the Isle of Wight; London *Daily Mail* founded as new morning paper offering condensed news for a halfpenny; London's National Portrait Gallery moves into permanent home in Westminster; Strauss' Also Sprach Zarathustra first performed in Frankfurt; Olympic games revived in Greece; London's Hotel Cecil opens as city's largest; failure of India's wheat crop raise world prices; Czar Nicholas II visits Paris and London; last of Gilbert & Sullivan's comic operas, *The Grand Duke*, plays the Savoy; helium discovered; Royal Victorian Order founded; electric stove invented.

1897: Queen Victoria celebrates her Diamond Jubilee; electron discovered as part of atom; Anopheles mosquito shown to be vector for malaria by British physician Ronald Ross; Hawaiian Islands annexed by U.S.; Royal Automobile Club founded in London; Mark Twain in London on world lecture tour; William Randolph Hearst's *New York Journal* starts sensationalist "yellow journalism" techniques; first halftones printed on newsprint; Monotype typesetting machine introduced; H.G. Wells' *The Invisible Man* published; Rudyard Kipling's *Captains Courageous* published; Bram Stoker's *Dracula* published; Britons begin eating lunch, dooming the traditional English breakfast of kippers, roast beef, sausage, bacon, porridge, kidneys, etc.; Lord Kelvin studies cathode rays; severe famine in India; Dynamiters cease activities; Workmen's Compensation Act passed in Britain.

1898: Sinking of the battleship *Maine* in Havana Harbor starts Spanish-American War, which includes charge of Teddy Roosevelt's Rough Riders up San Juan Hill in Cuba and Commodore Dewey's destruction of Spanish fleet in Battle of Manila Bay, the Philippines; Battle of Omdurman in the Sudan in which forces of British General Kitchener defeat the Khalifa and his dervishes; British force French evacuation of Egyptian territory; Austrian Empress Elizabeth assassinated in Geneva by Italian anarchist; new trial for French Captain Dreyfus reveals he was falsely convicted as part of anti-Semitic plot, although he won't be released until 1906; radium is isolated by Marie Curie and her husband Pierre as first radioactive element; heroin is introduced under that brand name as a cough suppressant derived from opium; bubonic plague rampant in China and India; a message to Garcia delivered; world's first magnetic wireless recording device, the Telegraphone is patented; H.G. Wells' *The War of the Worlds* is published; Lewis Carroll dies; first photographs taken with artificial light; Stanislavski founds Moscow Art Theatre and "method" school of acting; new Claridge's Hotel opens in London; Pepsi-Cola introduced in U.S.; Gladstone dies; German Count von Zeppelin begins building his first airship; anti-foreigner Boxer society formed in China; first successful hydrofoil tested; the "Mickey Finn" invented and used by bartender Mickey Finn in Chicago, from recipe by self-styled voodoo witch doctor.

1899: Boer War begins in South Africa, with several early British defeats; Ashanti of West Africa stage their last uprising against the British; U.S. proposes "Open Door" policy in China; worldwide Cholera pandemic begins; aspirin perfected as a pain reliever; Ernest William Hornung's *The Amateur Cracksmen* is published, introducing the gentleman burglar A.J. Raffles; London's Carlton House Hotel opens; London borough councils established; alpha and beta rays in radioactive atoms discovered by Rutherford; Emperor William II visits England; Anglo-Egyptian Sudan convention; Dreyfus pardoned by presidential decree, retrial ordered.

1900: Boer War continues in South Africa, with British gaining upper hand; Boxer Rebellion rocks China; new quantum theory developed by German physicist Planck; Mendelian genetics become popularly known and accepted; palace of Knossos on Crete unearthed by English archeologist Arthur John Evans; role of mosquito in transmittal of yellow fever virus demonstrated; first British gasoline-powered motorbuses go into service; Trans-Siberian Railway opens; first modern submarine, the *Holland*, purchased by U.S. Navy; Count von Zeppelin launches the first rigid airship; Brownie box camera introduced; the *Daily Express* newspaper founded; Houdini executes an escape from Scotland Yard and becomes a main attraction at the Alhambra Theatre; milk bottles are introduced in England for pasteurized milk only; Oscar Wilde dies; first Browning revolvers manufactured; human speech first transmitted via radio waves; Freud writes *The Interpretation of Dreams*; Labour Party founded in Britain.

1901: Queen Victoria dies and is succeeded on the throne by Edward VII, ending the Victorian era and beginning the Edwardian.

since there were no pensions, Captains and Rear, Vice, and full Admirals held their ranks until death, making advancement slow. In times of peace, ships were taken off active duty, and their officers received only half-pay if they had no active post. However, by the 1850s, the navy was starting to reform some of these practices. Seamen were now asked to enlist for 10-year terms, during which they were trained for specific shipboard duties, and older officers were forced to retire, allowing younger men to advance.

Officers aboard a typical British vessel included a Captain, assisted by a Commander, with lieutenants and midshipmen ranking just below. Next in rank were non-commissioned warrant officers such as the boatswain, surgeon, and ship's master, and below them the ordinary men. Unlike the army during this period, naval officers didn't buy their commissions, making the navy a more promising career than the army for some young men. Nonetheless, class and connections could put a prospective officer on the fast track to captaincy, ahead of more qualified or capable men.

While continental European nations needed to support large standing armies to defend themselves from their neighbors, as an island, Britain could concentrate on maintaining naval superiority, building the first steel-hulled, steam-powered battleships in 1886, and in 1895 constructing "Magnificent" class battleships costing £1 million each. At Queen Victoria's Diamond Jubilee Naval Review in 1897, there were 165 ships, and the speed of Charles Parsons' steam turbine was demonstrated, leading to the first turbine driven battleship, the *Dreadnought* in 1906.

However, for most of the Victorian period, the navy's duties were somewhat limited. With no wars to fight, vessels patrolled the west African coast to combat the slave-trade and fought pirates in the Mediterranean Sea. The navy also engaged in exploration, including the disastrous 1843 Franklin Expedition which sought the Northwest Passage and culminated in cannibalism and icy death. When conflicts did break out somewhere in the Empire, the navy brought supplies and patrolled the coasts, but most of the colonies had no naval forces to speak of.

The military life offers many threads for scenario ideas, from discoveries made during adventurous duties in foreign lands, to old vengeance that follow the unwary back to their homes in Britain.



Many notable personalities lived in Late Victorian England. Some may be interesting enough to introduce as non-player characters during play. Keepers might also check the *1920s Investigator's Companion* for additional period personalities.

Blavatsky, Madame Helena Petrovna (1831-91)

Born Helena Hahn in Russia, Helena Petrovna Blavatsky (Blavatskaya) was the founder of the esoteric Theosophical

movement. She was married at the age of 16, but left her husband within a few months. She then travelled throughout Europe and Asia, spending several years studying in India and Tibet. In 1873, she came to New York City, where she founded the Theosophical Society, combining elements of Hinduism and Buddhism, among others. In *Isis Unveiled* (1877) and *The Secret Doctrine* (1888) she outlined the principles of Theosophy, as telepathically revealed to her by hidden Masters or Mahatmas: powerful immortal beings who lived in the Himalayas. She left the US to tour Europe and the East again, settling for short times in India and London; in her travels she performed various feats of "magic" – spirit writing, mind-reading, conjuring grapes in mid-air, and so forth. In 1884, her claims and powers came under the scrutiny of the British Society for Psychical Research, and some of her "tricks" were exposed: some by her own failings and some by her accomplices. Despite this serious blow, Theosophy survived and included in its membership such distinguished personages as William Butler Yeats, Thomas Edison, and Abner Doubleday. Never far from controversy, Madame Blavatsky was a short, obese woman who spoke bluntly and smoked cigarettes and opium. She died in London in 1891, but the Theosophical movement survives in various forms to this day.

Budge, E.A. Wallis

Ernest Alfred Wallis Budge was the most famous Egyptologist of his day. Born in Cornwall and educated at Cambridge, Budge joined the staff of the British Museum in 1883. He later became Director of Assyrian and Egyptian Antiquities at the Museum from 1894 to 1924. Budge conducted excavations in Egypt and the Sudan, and wrote voluminously on his findings, including a monumental 1895 translation of *The Book of the Dead*. His other books include *An Egyptian Hieroglyphic Dictionary*, *The Gods of the Egyptians*, and *The Mummy: Chapters on Egyptian Funeral Archaeology*. Budge continued to travel and write on Egyptological subjects well into the 1900s, and was knighted in 1920.

Burton, Sir Richard Francis (1821-1890)

A noted English explorer, Orientalist, and author, Burton's explorations ranged from Africa to the Middle East. His army service included seven years in India and the Crimean War; his duties with the British diplomatic service took him to Brazil, Damascus, and Trieste. A master of several Eastern languages, Burton, disguised as an Afghan pilgrim, became one of the first Europeans to enter the city of Medina and Mecca, the sacred Moslem city, in 1853. In 1858, Burton and another Englishman, John Speke, discovered Lake Tanganyika. Knighted in 1886 for his exploits, Burton is best known for his definitive translation, *The Arabian Nights*, (16 vols., 1885-88). He wrote a number of other travel works. He died in 1890 in Trieste, Italy, where he had been a diplomat since 1872.

Carroll, Lewis (1832-98)

Charles Lutwidge Dodgson, logician, mathematician, photographer and novelist used the Carroll pseudonym for his

popular tales *Alice in Wonderland* and *Through the Looking Glass*. Dodgson was also a deacon in the Church of England, and a lecturer in Mathematics at Christ Church, Oxford, but his Alice books were his greatest claim to fame (by the time of his death, they were the most popular children's books in all of England). He had rapport with children, and loved to tell them fantastic stories; Alice evolved from one such tale told to some of his young friends, including one Alice Liddell, while on a boat ride in 1862. His last books were *Curiosa Mathematica*, written from 1888-93, and *Sylvie and Bruno*, two volumes written from 1889-93. The former reflected Dodgson's love for mathematics; the latter was an attempt to recapture what he'd accomplished with Alice, but was an unfortunate failure. Dodgson died in 1898 in Guildford, Surrey.

Disraeli, Benjamin, 1st Earl of Beaconsfield (1804-1881)

Twice prime minister of Britain, Disraeli was one of the Victorian era's most important politicians, as well as the favorite of Queen Victoria. He, more than any other, had Victoria's confidence. His last administration ended in 1880, when Gladstone and the Liberals swept into office. Disraeli was also the author of several political tomes, romantic novels and satires. He was a pillar of the Conservative party throughout his career, as well as a brilliant diplomat and a staunch imperialist. It was Disraeli who, in 1876, created the title of Empress of India for Victoria. She made him Earl of Beaconsfield that same year in recognition of his services. Disraeli died in 1881 in London, but his influence was felt throughout the remainder of Victoria's reign.

Doyle, Sir Arthur Conan (1859-1930)

Dr. (later Sir) Arthur Conan Doyle is best remembered as the author of the Sherlock Holmes stories, though he also wrote several excellent, though little-remembered, historical novels, as well as adventure, horror and science fiction tales, including *The Lost World*. Doyle had studied medicine at the University of Edinburgh and only started writing to relieve his boredom while waiting for patients. He practiced medicine until 1891, when he gave it up to devote his time to his more lucrative writing. Intellectually, Doyle shared his famous detective's love for mental activity and for seeing justice done. On several occasions he spent his own time and funds in clearing some unfortunate wrongly accused of a crime. Physically and temperamentally, he was closer akin to Watson, the rugged and conventional Englishman. He considered his detective stories lesser works that distracted notice from his "more important" historical novels. Doyle was knighted in 1902 for his efforts in the Boer War, where he served as a physician. After the death of his son in WWI, Doyle turned to spiritualism, and was a prominent writer and proponent of it until his death in 1930.

D'Oyly Carte, Richard (1844-1901)

London-born English operative impresario Richard D'Oyly Carte helped bring to the attention of the British stage such notables as Oscar Wilde, whom he managed in the 1870s, and

Gilbert & Sullivan, whose light operas he promoted. From 1881-96, he produced their comic operas at the Savoy Theatre, built specially for that purpose. Under D'Oyly Carte, the Savoy – the first theatre designed for electric lighting – was noted for high-quality acting and production, and D'Oyly Carte was credited for immensely improving the standards of performance in the English theater.

Frazer, Sir James (1854-1941)

English anthropologist Frazer is best known as the author of *The Golden Bough* (1890, expanded to 13 volumes in 1915). His specialties were anthropology, folklore, and the belief systems of primitive cultures. Frazer was born in Scotland, educated in Glasgow and Cambridge, and became a Fellow at Trinity College, Cambridge. He wrote a number of works on anthropological and historical subjects, including *Passages of the Bible Chosen for their Literary Beauty and Interest* (1895), a translation of Pausania's *Description of Greece* (1898), *Questions on the Customs, Beliefs, and Languages of Savages* (1907), *Creation and Evolution in Primitive Cosmogonies* (1935) and *Aftermath: A Supplement to the Golden Bough* (1936). Frazer was also a Fellow of the British Academy, an honorary Fellow of the Royal Society of Edinburgh, and a corresponding member of the Royal Prussian Academy of Science. He became a Professor of Anthropology at Liverpool University in 1907, and was knighted in 1914.

Gilbert, Sir William, and Sullivan, Sir Aurthur (1836-1911) and (1842-1900), respectively

A London-born playwright and composer partnership, their comic operas typify that distinctively English form. The two met in 1871, following mediocre successes of their own, and formed a partnership that would last 25 years and result in 14 comic operas, including *H.M.S. Pinafore* (1878), *The Pirates of Penzance* (1879), *The Mikado* (1885), *The Yeomen of the Guard* (1888) and *The Gondoliers* (1889). These works, produced by D'Oyly Carte at the Savoy and thus also known as Savoy operas, won international acclaim. The two quarreled over business affairs after *The Gondoliers* and did not work together from then until 1893. Their final collaboration was *The Grand Duke*, in 1896, which didn't measure up to their earlier works, according to the critics of the day. Among Sullivan's solo works were the hymn "Onward Christian Soldiers," and a grand opera, *Ivanhoe* (1891). He died in London in 1900. Gilbert collaborated with other English composers until his death in 1911.

Gladstone, William (1809-1898)

Four times prime minister of England, Gladstone is remembered as the greatest Liberal of the Victorian era. He spent some sixty years in government. First elected to parliament as a member of the Tory party in 1832, he finally changed his views and embraced Liberal doctrines, joining that party in 1859. From then on he was a persistent advocate of political and social reform, and attempted to apply his own strict moral principles to domestic and foreign policy, often with limited success. Gladstone's third (1886) and fourth (1892-

Victorian Exploration Timeline

During the period, with the British active on so many colonial fronts, there was much exploration of new territory, filling in most of the blanks on maps of the world. The following list focuses mainly on occasions when things went wrong: this is *Call of Cthulhu* after all.

1832: Alexander "Bokhara" Burnes travels from Lahore to Tehran, via Kabul and Bokhara.

1836-7: Dease and Simpson complete a survey of Canada's arctic coast from Mackenzie to the Pacific.

1839: Dease and Simpson map the Boothia Isthmus. Returning to London to collect his rewards, Simpson becomes paranoid, and kills himself and two of his travelling companions with a shotgun.

1841: Burnes is killed by an Afghan mob in Kabul at the beginning of an uprising that will oust the British from the country.

1842: Arthur Conolly, central Asian explorer who first described Afghanistan as "the great game", is executed by the Emir of Bokhara after being kept in a pit for a year.

1843: The Franklin Expedition to find the Northwest Passage sets off with two ships, *Erebus* and *Terror*, 128 men and supplies to last three years. They are never seen alive again.

1844-5: Prussian Ludwig Leichhardt leads a 14-month expedition into northern Queensland, and is attacked by Aborigines: one man is killed and two are wounded.

1847: Leichhardt's six man expedition

sets out for Western Australia from Sydney, and is never heard from again.

1848: Edmund Kennedy's 12-man expedition to northern Queensland is reduced to three men by swamp, disease and hostile Aborigines.

1851: David Livingstone, missionary turned explorer, discovers the Zambezi River.

1854: Dr. John Rae finds 35 bodies, remnants of the Franklin Expedition, near the mouth of the Back River, 2000 miles from civilization. Despite considerable evidence that they have been reduced to cannibalism, the reports are not believed.

1855-6: Livingstone crosses Africa west to east and discovers Victoria Falls.

1860: Alexandrine Tinne, a Dutch heiress, her mother, aunt and retinue travel up the Nile as far as Juba in Southern Sudan.

1861-2: Livingstone discovers heavily populated Lake Malawi.

1860-1: Robert Burke and John Wills set out on a large and mismanaged expedition from Melbourne, Australia, aiming to reach the northern coast. On the way back, the principals and Charley Gray die. John King survives only because he was taken in by Aborigines.

Haggard, Sir H(enry) Rider (1856-1925)

An English novelist, colonial administrator, and agriculturalist born in Norfolk, H. Rider Haggard is best known for his stirring tales of adventure set in Africa. Haggard first went to South Africa at age 19, later staying on in the Transvaal as a master of the high court. He returned to England in 1885 retiring to his country estate in Norfolk and devoting his time to writing and agriculture. He eventually wrote some forty novels, which included his popular works *King Solomon's Mines* (1885), *She* (1887), *Allan Quartermain* (1887), and *Ayesha, or the Return of She* (1905). Haggard also served as an advisor to the British government on agriculture.

Irving, Sir Henry (1838-1905)

The professional name of John Henry Brodribb, Sir Henry Irving is generally regarded as the most influential figure in the English theater of the Victorian era. He made his acting debut at age 17, and in 1871 first appeared at the Lyceum Theatre in London, where he remained as an actor for the next 28 years, 21 of which he was also manager and lessee of the theatre. In 1878 his company was joined by the famous English actress Ellen Terry, who was his leading lady until 1902.

For his own successful productions, Irving restored much of the text of Shakespeare excised from the plays by earlier producers. His shows were famous for their visual opulence. He became the first actor ever to be knighted, 1895. Irving's knighthood effectively raised the acting profession to one of respectability in the eyes of society, fulfilling one of his life's goals. He was buried in Westminster Abbey.

94) ministries were dominated by his crusade for Home Rule for Ireland, which finally led to a split in the Liberal party and Gladstone's resignation as prime minister. Though Queen Victoria personally disliked the man, considering him "crass and common," Gladstone was a favorite of the people, a devoted husband, and a daily reader of the Bible who firmly believed that through politics, religion could be reflected and made practical.

Kelvin, Lord: William Thomson, 1st Baron Kelvin of Largs (1824-1907)

Lord Kelvin, mathematician and physicist, was one of the Victorian age's great teachers and physical scientists, particularly in thermodynamics. Irish-born, Kelvin was educated at the universities of Cambridge and Glasgow. He served as a professor at the latter from 1846 to 1899. In 1848, Kelvin proposed the absolute scale of temperature that bears his name. His theories and practical work in the fields of electricity and magnetism was of importance in telegraphy as well as in physics. He was a scientific advisor in the laying of the Atlantic telegraph cables in 1857-58 and 1865-66. He contributed to the theory of elasticity, and investigated the nature of electrical discharge, the mathematical treatment of magnetism and the electrodynamic properties of metals. Among his inventions or improvements to existing ones were an apparatus for marine soundings, a tide predictor, and a harmonic analyzer, as well as a redesign of the standard mariner's compass. Kelvin was knighted in 1866, became president of the Royal Society in 1890, was raised to the peerage in 1892 with the title of Baron, and received the Order of Merit in 1902. His work in physics helped set the foundation for much of the 20th century's knowledge of thermodynamics and electromagnetism.

Kipling, (Joseph) Rudyard (1865-1936)

Poet, novelist and short story writer, Rudyard Kipling is primarily remembered for the latter; he is considered one of the greatest English writers of short stories. Most of his stories were set in India and Burma during British rule, and emphasized intense patriotism and England's imperial destiny. His poetry was remarkable for its rhymed verse written in the

slang of the ordinary British soldiers. Kipling's best-known works are *The Jungle Book* (1894), *The Second Jungle Book* (1895), *Captains Courageous* (1897), and *Kim* (1901). His popular poem "Gunga Din" and others appeared in the collection *Barrack-Room Ballads* (1892). Kipling spent 1882-89 in India as an editor and writer for the *Civil and Military Gazette of Lahore*; after that he traveled extensively in Asia and the United States, marrying an American in 1892 and eventually settling down in England in 1903. He was awarded the Nobel Prize in literature in 1907, and died in London in January 1936.

Victorian Exploration Timeline continued

- 1862:** John McDouall Stuart crosses Australia south to north. Australia east to west by camel.
- 1864:** Alexandrine Tinne's mother, aunt and others succumb to disease after an expedition to Southern Sudan.
- 1864:** Charles Francis Hall, founder of the Cincinnati *Daily Press*, discovers the remains of Franklin's lost expedition.
- 1868:** Livingstone reaches Lake Bangweulu.
- 1869:** Alexandrine Tinne loses a hand in a fight with Tuaregs on the way to Ghat, and subsequently dies.
- 1871:** Four bodies are found in Western Australia, and a skull sometime later, possibly from Leichhardt's expedition.
- 1871:** Henry Stanley finds Livingstone at Ujiji, greeting him with the words "Doctor Livingstone, I presume."
- 1871:** Hall, in command of the *Polaris* in the race to the North Pole, is poisoned by arsenic, probably by the head of the German scientific contingent.
- 1873:** Australia: Ernest Giles' expedition member Alfred Gibson is lost in what will become Gibson's Desert, named after "the first white victim to its horrors."
- 1873:** Livingstone's health finally gives out. He is buried in Westminster Abbey.
- 1873:** Peter Egerton Warburton crosses
- 1875:** Giles finally succeeds in crossing the Gibson desert.
- 1878:** George Washington De Long reaches the North Pole using the *USS Jeannette*, funded by James Gordon Bennett of the *New York Herald*.
- 1881:** Trapped in ice, the *USS Jeanette* is destroyed by a storm. After travelling across the pack ice De Long and his men split into three boats and attempt to reach Siberia by sea. One boat is lost at sea; a second reaches a village and its crew survive; in the third, De Long and others reach a deserted hut, but starve and freeze to death.
- 1886:** Henry Stanley leads an attempt to rescue Gordon's Governor of Equatoria, Emin Bey. Travelling through the Congo and the Ituri forest, Stanley loses two thirds of his company of 700. It transpires that Emin Bey, who is actually a disqualified Silesian doctor, does not want to be rescued.
- 1892:** Emin Bey killed by Arab slave traders in Congo.
- 1897:** Salomon Andre and two other Swedes set out to reach the North Pole by balloon. They are never seen alive again, their bodies being found on White Island in 1930. Andre's journal indicates that after crashing on the ice they reached the island quite well equipped, but the last entries are incoherent.

Machen, Arthur (1863-1947)

H.P. Lovecraft considered Arthur Machen one of the greatest writers of the supernatural horror story, though Machen is today one of the least-remembered authors of the Victorian era. Machen became a tutor in 1880 after failing the entrance examination for London's Royal College of Surgeons. He also worked for several publishers as a translator, proofreader, editor, and cataloguer until 1887, when an inheritance he received upon the death of his father made him economically independent. He spent the next 14 years writing the stories for which he is most remembered, including the horror classics, "The Great God Pan" and "The White People." Machen often claimed that the inspiration for his horrific tales came from personal experiences with "other realms of consciousness." He joined the Hermetic Order of the Golden Dawn in 1900, partly as a result of these experiences. Machen's latter years were spent in relative obscurity, his tales forgotten by all but horror story readers.

Petrie, Sir (William Matthew) Flinders (1853-1942)

Flinders Petrie was an English archaeologist, born in Kent and privately educated. His grandfather had been an explorer in Australia. Petrie's initial archaeological researches (1875-80) were in England, including excavations at Stonehenge. He published two books on these findings, but by 1881 he had set his sights on Egypt. Petrie spent the next decade and more working in Egypt, conducting expeditions at Giza (1881), Tanis (1884), the Greek city of Naucratis on the Nile Delta (1885), and Am and Daphnae (1886). His findings at this time indicated previously unknown Greek colonies in ancient Egypt. He published two more books on his findings during this period, then spent 1888-90 excavating in the Faiyum province of Egypt, and a year later at Medum. By this time, Petrie had become one of the world's foremost Egyptologists. In 1892, he was appointed Professor of Egyptology at the University of London, a position he held until 1933. Nevertheless, Petrie continued field work throughout Egypt and Palestine, including sites such as Thebes, Memphis, and Nagada. In 1894, he founded what became the British School of Archaeology in Egypt. The first book of his 4-volume *History of Egypt* appeared in 1894, the final volume in 1927. Petrie was knighted in 1923.

Shaw, George Bernard (1856-1950)

Now considered the greatest of British playwrights since Shakespeare, George Bernard Shaw began his career as an unsuccessful novelist, then a noted journalist and satiric pamphleteer. Born in Dublin, Shaw moved to London in 1876, where he lived in near-poverty for the next decade, working briefly in a phone company job and as a music critic. Of five novels he attempted, only two were published. Shaw turned to critical journalism and to social polemics after he discovered Marx in the mid-1880s, joining and eventually becoming a force behind the newly-founded socialist Fabian Society. He also became a lifelong vegetarian as well as a skilled orator. Shaw's journalism ranged from book reviews and art criticism to music columns; from 1895-98 he was a

drama critic for the *Saturday Review*. His sharp pen made many enemies during these years, but he also championed the controversial German composer Wagner and the Norwegian dramatist Ibsen. Shaw's first play, *Widowers' Houses*, was produced in 1892 and published in a collection in 1898. Of his first seven plays, all had either short runs or no production at all, though his works after the turn of the century – including *Pygmalion* (1914) – would be noted for their important themes of social reform while remaining witty and amusing. In 1898 Shaw married Irish heiress Charlotte Payne-Townshend, whom he'd met through Fabian Society comrades Sydney and Beatrice Webb.

Stevenson, Robert Louis (1850-1894)

Robert Louis Stevenson is best remembered as the author of novels such as *Treasure Island* (1883), *The Strange Case of Dr. Jekyll and Mr. Hyde* (1886), and *Kidnapped* (1886). Born in Edinburgh, Stevenson first studied engineering and law at the University of Edinburgh. His natural inclination, however, was toward literature, and he eventually worked his way into the top ranks of contemporary writers of the late Victorian period. Stevenson traveled extensively in an effort to find healthier climates for the tuberculosis from which he suffered. His earliest works were descriptions of his journeys. He traveled through the mountains of southern France by foot in 1878; to California by ship and train in 1879-80; and across the South Pacific to Samoa in 1889. Stevenson and his wife, whom he'd met and married in California in 1880, settled in Samoa, where he lived until his death in 1894.

Stoker, Bram (1845-1912)

Born Abraham Stoker in Dublin, Bram Stoker attended the University of Dublin, then served ten years in his native Ireland as a civil servant and literary and dramatic critic. In 1876 he left Ireland for London, where he joined British actor Sir Henry Irving in the management of the Lyceum Theatre. Stoker's association with Irving continued until the actor's death in 1905. During those years and until his death, Stoker wrote a number of books, including remembrances of Irving. His greatest work was, of course, *Dracula*, published in 1897, in which he introduced the vampire count from Transylvania to the public. Though *Dracula* was not the first vampire story, it became the most important and served to codify the genre for years to come, though subsequent fiction and films often were not faithful to the original.

Terry, Dame Ellen (1847-1928)

Ellen Terry was Victorian England's leading lady of the stage. Her stage debut was at age nine, playing a boy in a Shakespeare play. She received acclaim during her early career in several Shakespearean roles. In 1878, Terry joined Sir Henry Irving, opposite whom she'd appeared in *Taming of the Shrew* in 1867, in an acting partnership that would last 24 years. She toured the U.S. and Canada with Irving, and achieved her greatest successes as an actress during this period. After her partnership with Irving ended in 1902, Terry continued her stage career, appearing in several of George Bernard Shaw's plays. She was made a Dame of the British Empire in 1925.

Webb, Sydney and Beatrice (1859-1947) and (1858-1943), respectively

The Webbs were prominent social reformers of the late 19th and early 20th centuries. Beatrice, a sociologist, became a socialist in 1888 while working on a study of the London poor. Sidney, an economist, was a civil servant from 1878-91; he joined the socialist Fabian Society in 1885. The two were married in 1892, after which they campaigned together for social reform and became leading figures among the Fabians. They had a strong liberalizing effect on the British public during their efforts to advance unionism, reform the poor-law system and develop London's educational system. The Webbs helped establish the London School of Economics in 1895, and were influential in liberal reform movements through the early 20th century, counting among their acquaintances fellow Fabians George Bernard Shaw and H.G. Wells.

Wells, H(erbert) G(eorge) (1866-1946)

Along with Jules Verne, Wells is the co-founder of science fiction, his greatest works in that genre appearing during the 1890s: *The Time Machine* (1895), *The Invisible Man* (1897), and *The War of the Worlds* (1898). Wells was educated at the University of London and worked as a draper's apprentice, bookkeeper, tutor and journalist before embarking on a full-time writing career in 1895 with the success of *The Time Machine*. Over the next fifty years he wrote more than eighty books, nearly all considering social reform and the problems of contemporary civilization. Wells envisioned a social utopia where science and rationality worked for the good of

all people. He was a Fabian socialist for a period, and freely wrote of and advocated free love. He became increasingly pessimistic in his later years.

Wilde, Oscar (1854-1900)

Oscar Wilde was an Irish-born English writer best remembered as the chief proponent of the aesthetic movement, based on the primacy of artistic expression. He enjoyed flouting convention. As an aesthete, Wilde wore long hair and velvet knee breeches, and surrounded himself with objects d'art. He won many followers with his wit, brilliance, and flair. Primarily a poet and playwright, Wilde's best known works are the classic plays *Lady Windemere's Fan* (1892) and *The Importance of Being Earnest* (1895) and his only novel, *The Picture of Dorian Gray* (1891) (the latter written on commission from an American magazine as part of a package with Conan Doyle's second Sherlock Holmes novel, *The Sign of the Four*). Wilde married a wealthy Irish woman in 1884, enabling him to devote himself totally to writing. At the peak of his career in 1895, he was convicted of sodomy and sentenced to two years imprisonment at hard labor. Bankrupt and disheartened following his time in prison, Wilde spent the rest of his life in Paris, where he died of meningitis in 1900.

Yeats, William Butler (1865-1939)

William Butler Yeats was born in Dublin and spent most of his youth in Ireland. He was educated in Ireland and England, and initially studied art, perhaps inspired by his father, who was a famous portrait painter. Yeats was deeply interested



Mr. Wilde's clever bon mot outrages Mr. Yeats; Mr. Wells recalls that the world to come will be beyond bad manners

in all things mystical. He studied Hinduism, wrote on the works of William Blake, helped form the Dublin Hermetic Society in 1885, and soon afterward became a member of Madame Blavatsky's Theosophical Society. In 1890, Yeats became a member of the Hermetic Order of the Golden Dawn, through which he met such notables as Samuel Liddell MacGregor Mathers, Aleister Crowley, and Arthur Machen. Yeats was a major player in this occult society for the next decade, and in 1903, after internal struggles had destroyed the Order, he formed a splinter group called the Stella Matutina. His early poetry and prose were steeped in Celtic themes: *The Wanderings of Oisín* (1889), *The Lake of Innisfree* (1893), *The Celtic Twilight* (1893) and *The Secret Rose* (1897). Yeats was also involved in the movement for Irish independence, and a central figure in the Irish literary revival. He helped found the Abbey Theatre in Dublin, and wrote plays such as *Cathleen ni Houlihan* (1902) and *Deirdre* (1907). In 1924, he became a Senator in the Irish Free State.

The best single resource on the economic status of different areas of London is probably Charles Booth's Poverty Map of 1889-99, which can currently be found online at <http://booth.lse.ac.uk/>. This covers an area from Hammersmith in the west to Greenwich in the east, and from Hampstead in the north to Clapham in the south, and classifies streets into seven levels of wealth from extreme hardship to the servant-keeping classes. The most obvious point it conveys is that London is not neatly compartmentalized. Although solidly working-class neighborhoods certainly exist, equally the poor and semi-criminal often live cheek-by-jowl with the comfortably middle-class and even the wealthy. This constant reminder of the short distance from affluence to penury is an important part of the Victorian psyche, even at the end of the century. However, the boroughs of London certainly have distinctive characters, and some of the more interesting will be outlined here, along with places of likely interest to the Keeper. The reader is recommended to read what follows while consulting the large foldout map of London supplied.



The City of London

Also called the "Square Mile", London's congested and chaotic heart is dominated by the great dome of St. Paul's Cathedral and bounded by ancient city walls. Over a million workers and visitors enter the Square Mile each working day, and its narrow streets are often completely choked by traffic. A vast cohort of clerks in black suits and tall hats makes a daily pilgrimage to Lombard Street and Threadneedle Street, powering the banks and insurance companies of the world's greatest financial center. In particular, the great Stock Exchange

at Capel Court is the place to spot the city "Gent" with his new-minted wealth: flashy, tasteless and frequently drunk by lunchtime. He may be rolling in money this week, but he is just as likely to be in court on fraud charges next week.

The City also includes Fleet Street, the heart of London's print industry and the leader in British news coverage. In 1895, 825 registered newspapers are published here, including more than 20 dailies, such the *Times* and the *Daily Mail*, some of which sell almost a million copies a day.

There are plenty of more humble workers too: the City remains the densest manufacturing quarter of London, turning out everything from springs to sealing wax, from fire-works to fishing tackle. All of this industry is maintained by a near-invisible aproned army of charladies who clean, polish and cook. Investigators who fall seriously foul of the law may end up at the Central Criminal Courts at Old Bailey, part of the notorious Newgate Prison. Prisoners are still hanged here, but the last public execution was in 1867.

Westminster

West of the City, the borough of Westminster contains most of "central London" outside the City. It is best known for the Houses of Parliament and other offices of government, Westminster Abbey, where national heroes are interred, and the royal residence Buckingham Palace.

The term West End is generally used to describe the area just west of The City, although sometimes used so loosely as to take in Bloomsbury (see below) and areas as far west as Hyde Park. The part east of Charing Cross Road is home to many of London's bookshops, most of its theatres, the Covent Garden vegetable market, and a good proportion of its tens of thousands of prostitutes. Changes in social attitudes and the law are driving prostitution underground, but it remains unthinkable for a respectable woman to walk down Haymarket alone at an hour when theaters are closing. Former slums and criminal havens around Oxford Street, such as St. Giles rookery, have been demolished in recent decades, much improving the area. Somerset House, a palatial building that holds all Birth, Marriage and Death certificates for England and Wales, can be found here next to the river, with Freemasons' Hall, headquarters of British Freemasonry, nearby at Great Queen Street.

Soho is a small lower-class area east of Charing Cross Road and south of Oxford Street, known mainly for Italian immigrants, prostitutes, music halls and cheap places to eat and drink. Many of its once grand houses are dilapidated or decaying, its squares are overgrown, and it was the centre of London's cholera outbreak in 1854. Its shops sell mainly secondhand goods, and pawnbrokers and gin shops are much in evidence.

To the south of Soho lie the up-market areas of Leicester Square, Trafalgar Square and Piccadilly. The long street of Piccadilly leads west to Hyde Park, and includes Burlington House, home to the Royal Society, the Linnaean Society, the Chemical Society, the Royal Academy, the Geological Society, the Royal Astronomical Society and the Society of Antiquaries. South of Piccadilly and west of Haymarket, the

The County of LONDON

Scale, 1:105,000
English Miles

Railways underground
Canals
County boundary
Metropolitan Boroughs
FULHAM



A 0°12' B 0°12' C 0°12' D 0°12' E 0°12' F 0°12'

1 2 3 4

Longitude East 0°4' of Greenwich

Midian 0° of Greenwich

Longitude West 0°4' of Greenwich

A 0°12' B 0°12' C 0°12' D 0°12' E 0°12' F 0°12'

1 2 3 4

aristocratic parish of St. James is one of the wealthiest in London, and home to the most gentlemen's clubs, such the Athenaeum and the Reform Club. The London Library, an expensive establishment for wealthy scholars set up in 1841, is also in St. James'. It resembles a gentlemen's club with lots of books, but has some unusual early holdings that may be of interest.

Hyde Park is London's largest open space, and currently the scene of an interesting social battle. At the beginning of the century, it was the parade-ground of wealthy Londoners in their splendor. But increasingly the middle and even the working class are seen more and more, with a diminishing area regarded as suitable for the "best sort" of people. Nonetheless, the display of elegance and affluence remains impressive to foreign observers. This balance of forces is aptly demonstrated by the Children's Fete of 1887, in which some 30,000 London schoolchildren were fed, entertained and even visited by the Queen, after which, a mob broke into the enclosure and set fire to the marquees.

The part of Westminster north of Hyde Park is most noted for Paddington railway station. Predominantly a middle-class area of large, comfortable houses, it does however hide pockets of poverty. These are the result of property speculation earlier in the century: grand houses that no-one wanted to buy are now divided up by as many families as will fit into them, creating streets that became slums almost as soon as they were built. This problem is even more evident in the district of Marylebone to the north.

Houses of Parliament



West of Westminster

This area has seen dramatic expansion over the last 50 years as London sprawls westwards to Kensington, Fulham and Hammersmith. Most of it is of no great interest to Keepers, being largely full of terraced houses, except where the original character of the engulfed settlements is retained, such as the predominance of artists and writers in leafy Chelsea. In South Kensington, however the recent building of the Natural History Museum, the Royal Albert Hall of Arts and Sciences (technically just in Westminster) and the Victoria & Albert Museum, with a Science Museum well under way, is creating an impressive atmosphere of scholarship and learning.

Clerkenwell and Bloomsbury

Clerkenwell lies just to the north of The City, and 200 years ago was a bucolic village favored by the wealthy. Nowadays it is home to the brewing, distilling and printing trades, and is popular with radical political groups: Anarchists, Socialists, and, increasingly Communists. The combination of alcohol to fuel lively discussions and cheap printing for pamphlets and posters has obvious advantages for the would-be revolutionary. Many of the capital's watch- and clockmakers are also found here. There is a mix of middle-class and working-class streets, but no extreme poverty.

Bloomsbury lies to the west of Clerkenwell, between Lincoln's Inn and Euston Station, and includes The British Museum and University College London. It is largely well-to-do, and home to an increasing esoteric presence. The

Theosophical Society is based on Great Russell Street, not far from the museum, and the Swedenborg Society is also nearby. Euston Road also has Mark Masons Hall, which although it belongs to an appendant order of Freemasonry, hosts the larger meetings of the Isis-Urania Temple of the Golden Dawn.

The East End

The East End is a recently coined term for the areas just to the east of the City. It has no distinct boundaries, but centers around Whitechapel, notorious as the hunting ground of Jack the Ripper in 1888. Once the haunt of street robbers and prostitutes, its cheapness of housing now makes it increasingly a refuge for migrants from all around Europe and even beyond. First came the Irish, displaced from their former colony in the St. Giles area by the building of New Oxford Street. Then the Italians and Germans, a sprinkling of “black-birds” from the Caribbean, “lascars” (Indians) and Chinese, mostly sailors or ex-sailors. But most recently, over 40,000 Russian and Polish Jews, driven west by persecution, have made this area their home, with Wentworth Street in particular known as Jew’s Market. Many Londoners are deeply disturbed by the alien character of the streets where these refugees predominate, with Yiddish the main language, and unfamiliar food and drink for sale, and violence sometimes erupts as a result.

The Docks

Further east lie the docks that make London the most important trade centre in the world, connecting Britain with her global empire. The open quays of former centuries, located around the Pool of London and Limehouse, have been replaced in the nineteenth century by vast wet docks. The Isle of Dogs, a lobe of land formed by the curve of the River Thames, has been transformed into a high-security fortress of man-made lakes surrounded by 30-foot walls. These docks process millions of tons of shipping each year: the East India docks alone can handle 250 ships simultaneously. The working-class areas of Poplar to the north and Stepney to the west house most of the men who work here. Many are permanent employees, but each morning, thousands of “casuals” form a great crowd at the dock gates, hoping for a day’s work, poorly paid and dangerous though it may be. About half of them will generally get it.

South of the Thames

Most of this area is far more recently developed than that north of the river. Although Southwark (also called The Borough) was a small town in the Middle Ages, and the home of the Globe Theatre in Shakespeare’s day, urbanization has only come with the advent of the railways in the 1830s. Most houses here are working class, especially those nearer to the river, which can now be crossed by multiple bridges, ferries, and since 1890, even an underground line.

Lambeth is best known for Lambeth Palace, the official London residence of the Archbishop of Canterbury, and the chaotic and confusing Waterloo Station. The latter is divided into three substations (Central, Cyprus and Kartoum), each with its own street entrance, taxi rank, platform numbering and booking office. There is also an adjacent station called Waterloo East, three separate Underground stations run by different companies, all called Waterloo, and the Necropolis Railway station for carrying coffins and mourners to Brookwood Cemetery. Plans are currently afoot to resolve this situation.

The Borough itself is best known for its wholesale food market, probably the most important in London, because of its proximity to river wharves in the Pool of London where produce can be easily landed, and food has been traded there at least as far back as the 11th century. More or less any food-stuff from around the world can be found here, so long as it will survive import by ship.

Lastly, the district of Rotherhithe is mostly occupied by the Surrey Commercial Docks, which are similar in type to those on the Isle of Dogs, but with their own distinctive working culture and practices. They particularly specialize in timber, and the “deal porters”, who carry and stack baulks of wood from ship to warehouse, have to be particularly strong, agile and quick. They are sometimes called “blondins”, after

Trafalgar Square, dominated by Nelson’s Column



the famous acrobat and tightrope walker Charles Blondin.

The more southerly districts such as Stockwell, Brixton and Streatham are bastions of the middle classes, and their rapid expansion in the latter half of the century has produced London's first real examples of sprawling suburbia: clean, modern, comfortable and safe, but uniform and characterless. Unfortunately, the railway companies have not adequately anticipated the scale of these development; in particular, the London, Chatham and Dover Railway (known simply as "The Chatham") is infamous among commuters for its overcrowded trains, uncomfortable seating and lack of punctuality. Of note, the affluent area of Sydenham Hill now holds the original "Crystal Palace" built in Hyde Park for the 1851 Great Exhibition, and now open to the public for a small admission fee.

Selected London Locations

221B BAKER STREET: from 1881 through 1903 the home of Sherlock Holmes, consulting detective, and from 1881-1888 and 1894-1902 the home of his famous companion and chronicler, Dr. John H. Watson.

ADMIRALTY, THE: this building houses the offices of the Admiralty, a department of the government overseeing all maritime affairs, plus all those relating to the Royal Navy, and includes the offices of the First Lord of the Admiralty.

ALHAMBRA MUSIC HALL: a variety of entertainments were offered here, of a less high-brow nature than those of the Albert Hall and others. Houdini played here in 1900.

BANK OF ENGLAND: the only bank in London empowered to issue paper money, it was the most important financial institution in England, and acted as the principal business agent for Her Majesty's government.

BRITISH MUSEUM, THE: the great national museum and library is open 10 am to 4, 5, or 6 pm, depending on the season. Some galleries were open later on certain days, and the

museum also was open Sunday afternoons. Admission was free, but catalogs of the exhibits cost up to sixpence.

Its collections were divided into eleven departments: Books and Maps; Manuscripts; Prints and Drawings; Oriental Antiquities (including Egyptian); Greek and Roman Antiquities; British and Medieval Antiquities and Ethnography; Coins and Medals; and Zoology, Geology, Mineralogy, and Botany (these last four housed at the Natural History Museum in Kensington).

The Reading Room was a large circular hall covered by a dome of glass and iron, located within the central courtyard of the museum. It was open daily from 9am to 7 or 8pm, depending on the season, and comfortably accommodated 360 patrons. Researchers requested the books they desired, and attendants brought them to their seats. Those wishing to use the reading room needed to apply in writing to the Principal Librarian, noting name, profession, and address, with a recommendation from a well-known London householder. A two-day waiting period was required between submission of the application and issuance of a non-transferable admittance ticket, good for six months. Single-day admittance was sometimes possible by applying directly to the Principal Librarian. The Reading Room had Wormius' Latin translation of the *Necronomicon*, but special permission was needed to use it.

A ticket to the reading room also grants use of the Newspaper Room, off the Manuscripts Saloon. Among the Oriental manuscripts in the Mss. Room for Students is an as-yet untranslated Arabic copy of the *Al-Azif*. Keepers should make it extremely difficult to spot, as well as to translate.

BUCKINGHAM PALACE: the main London residence of Queen Victoria.

CANNON STREET STATION: London terminus (with Charing Cross Station) of the South-Eastern Railway.

CENTRAL CRIMINAL COURTS: also known as "Old Bailey," where criminal trials were held; old Newgate Prison just north of the courts was used as a "Gaol of Detention" when the courts are in session.

CHARING CROSS STATION: London terminus (with Cannon Street Station) of the South-Eastern Railway. Just west of the station is the Grand Hotel.

COVENT GARDEN MARKET: the main wholesale fruit, vegetable, and flower market in London; market days were Tuesday, Thursday, and Saturday. Just north is the Covent Garden Theatre, or Royal Italian Opera House, offering operas, concerts, and dress balls.

CUSTOM HOUSE: where duties were levied for the Port of London. Includes storage space for confiscated goods.

EUSTON STATION: London terminus for the London and North-Western Railway.

Summoning a Cab

The investigator who wishes the services of a London cab has no difficulty finding one in the center of London. Stand on the curb, wave alertly, and one will be by momentarily. In rougher portions of the East End and in the suburbs, chances are much diminished, day or night. Fares were more likely (and tips much greater) around the City and West End, as every cabby quickly learns.

In areas in which cabs are unlikely to be found, base the investigator's chance on his or her Luck roll, with appropriate deductions for area, time of day or night, and visibility. In lonely places, leave some chance that the cabby deliberately ignores the luckless investigator, or that a foe of the investigator drives the cab and attempts to run down the investigator.

By the way, 65% of the time, the cab proves to be a hansom, capable of carrying only two passengers. Otherwise, it is a four-wheeler, into which up to six passengers can be crammed. This ratio of cabs holds true for all of London, day or night.



The British Museum

GOVERNMENT OFFICE BUILDING: separated from the Treasury by Downing Street (where the P.M. lived at No. 10), this building held the Foreign Office, the Colonial Office, the Home Office, and the India Office.

GRAY'S INN: one of the Inns of Court.

HOUSES OF PARLIAMENT: also known as the New Palace of Westminster, it contained the House of Commons, House of Lords, eleven quadrangles, and more than 1,100 apartments for legislators, aides, and workers. Its three towers are, from south to north, the large Victoria Tower, Middle Tower, and Clock Tower, in which is housed Big Ben.

KING'S CROSS STATION: London terminus for the Great Northern Railway.

LINCOLN'S INN: one of the Inns of Court. Just to the west is the King's College Hospital, the College of Surgeons and, just northwest, the Freemason's Hall.

LIVERPOOL STATION: London terminus for the Great Eastern Railway. Next door, to the west, is Bond Street Station.

LLOYD'S: an association of shipowners, merchants, underwriters, and ship and insurance brokers with headquarters in the Royal Exchange. It publishes the annual Lloyd's Registry of British and Foreign Shipping, which lists ship names and classes them by construction methods, age, and state of repair.

LONDON BRIDGE: the oldest and most important of the bridges across the Thames, connecting the City and the Borough; the westernmost point along the Thames to which seagoing vessels had access.

LONDON BRIDGE STATION: main London terminus for the London, Brighton, and South Coast Railway, and used by the South- Eastern and Chatham Railway.

LONDON HOSPITAL: served the East End - Whitechapel, etc.

LONDON LIBRARY, THE: located in St. James Square off Pall Mall, this was a circulating library for paying members. Nearby were several of the London clubs.

LONDON UNIVERSITY COLLEGE: includes University College Hospital.

LYCEUM THEATRE, THE: located in the Strand, cross-comers from Somerset House, this was one of London's chief theaters, presenting Shakespearean pieces, dramas, and comedies.

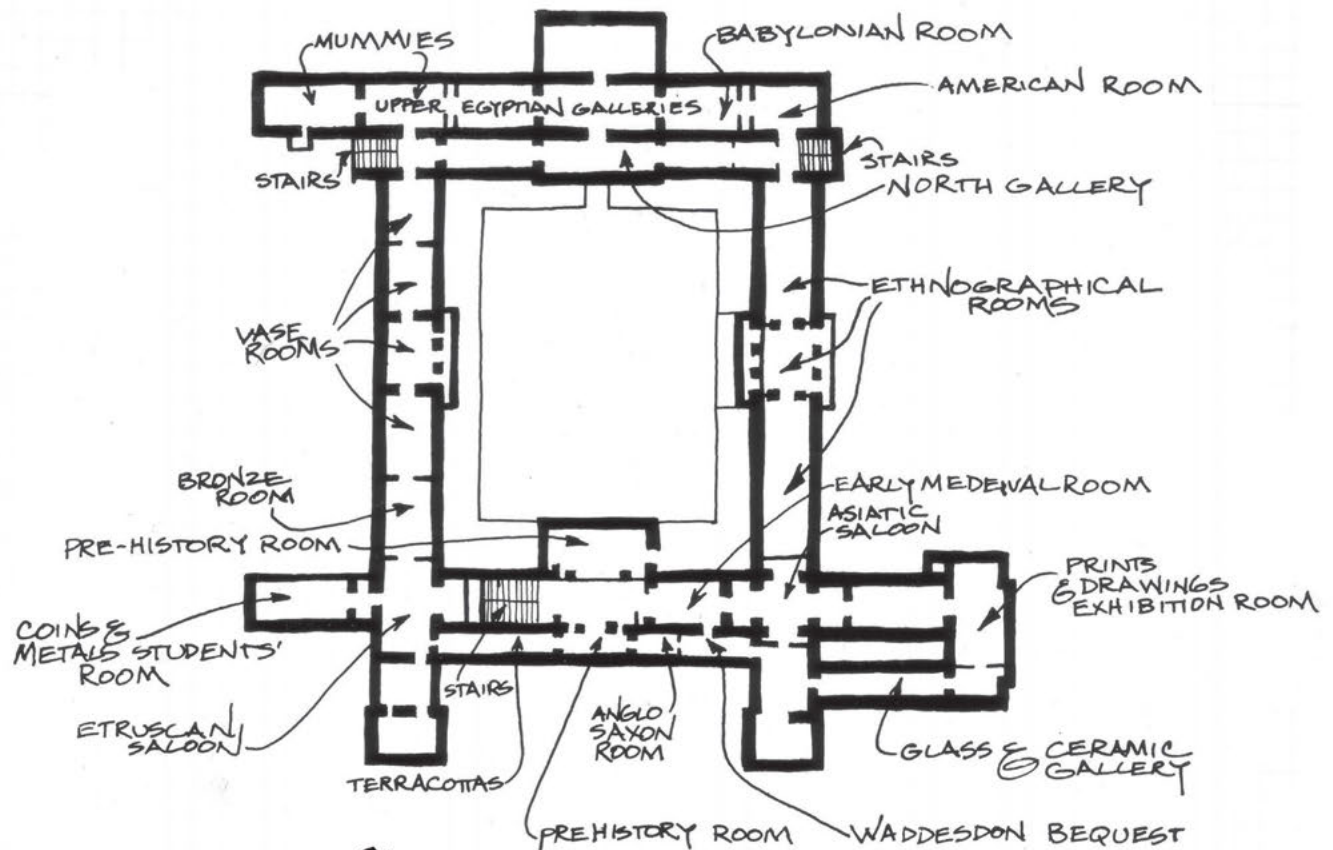
MADAME TUSSAUD'S WAXWORK EXHIBITION: London's most famous wax museum, Madame Tussaud's was located on Marylebone Road just east of Baker Street Underground Station (on the northeast corner of Baker Street). Admission was one shilling, plus an additional sixpence to enter its famed Chamber of Horrors.

MARYLEBONE WORKHOUSE: one of several poorhouses, one per borough, spread throughout London in which paupers engaged in forced labor in return for relief. The insane could also be incarcerated in workhouses without the necessity for paperwork that would be required at hospitals and asylums. South of this place was the Marylebone Burying Grounds.

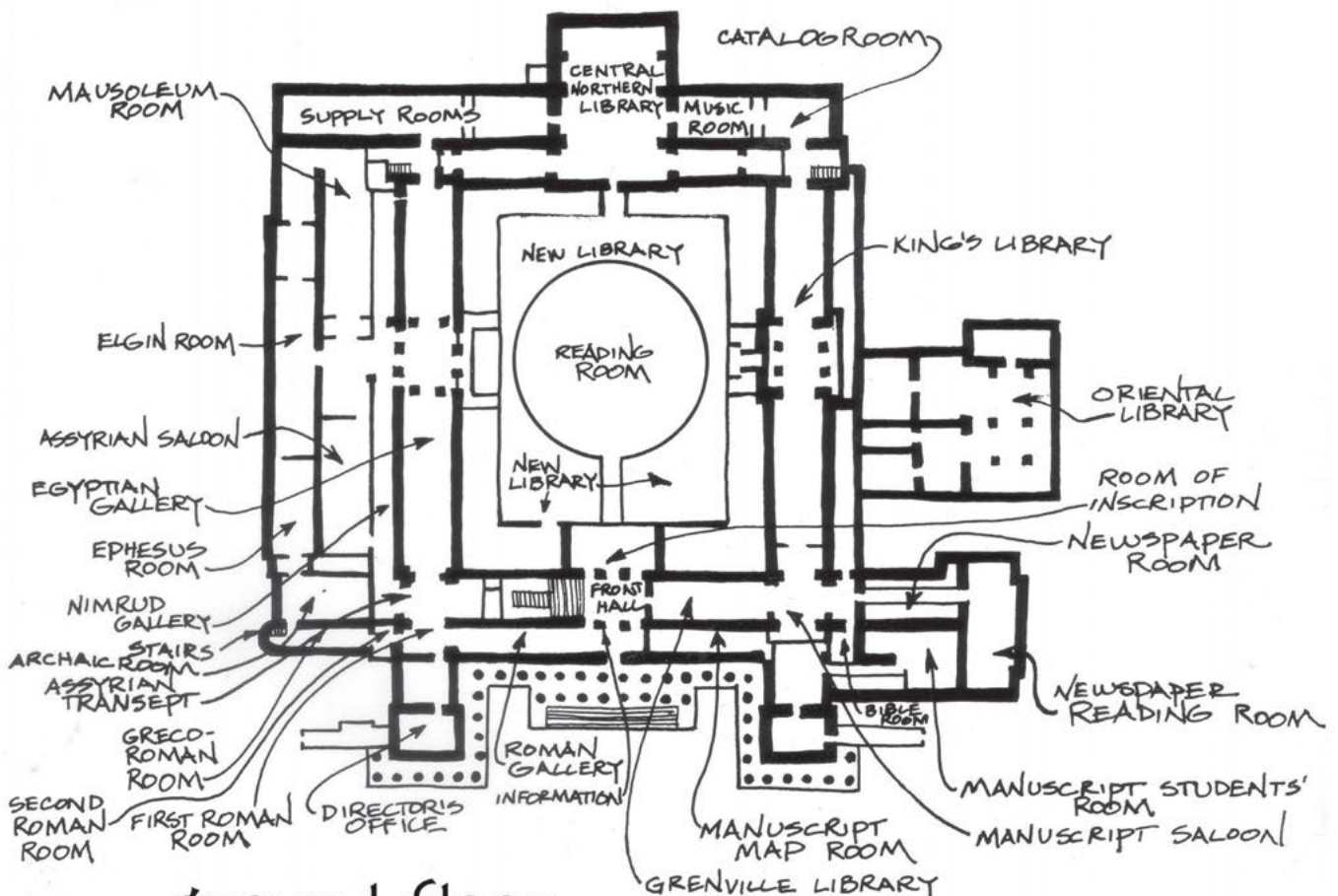
MILLBANK PENITENTIARY: a large prison, located here until 1893, when it was demolished and replaced by industrial buildings and a museum.

NATURAL HISTORY MUSEUM: a division of the British

The British Museum



upper floor



ground floor

Museum, located south of Hyde Park and Albert Hall, containing fossil relics for the still-young science of paleontology and other exhibits relating to natural history - geology, botany, zoology, etc.

NEW SCOTLAND YARD: from 1891, home of London's Metropolitan Police Force, Criminal Investigation Division (CID), and Special Branch. Prior to this, the MPF was headquartered at Great Scotland Yard just north, next to the Admiralty. The Scotland Yard Museum of criminal relics, known popularly as the Black Museum, is located here as well. Next door is the Cannon Row police station, where suspects were actually booked and jailed, rather than the Yard itself.

PADDINGTON STATION: London terminus of the Great Western Railway.

PRIMROSE HILL: During H.G. Wells' *War of the Worlds*, this site just north of Regent's Park became the main base of the Martian invasion.

OFFICE OF RECORDS: contains various civil and criminal legal records and state papers. Includes the Land Records Office. Not open to the public. Across the street to the west stands the Royal Courts of Justice.

ROYAL ALBERT HALL OF ARTS AND SCIENCES: popularly known simply as the Albert Hall, this assembly hall just south of Kensington Gardens was originally constructed as a memorial to Queen Victoria's royal consort, Prince Albert. It was used for art and scientific assemblies, political conventions, and large-scale musical concerts.

ROYAL ARSENAL: also known as Woolwich Arsenal, its 593 acres were dedicated to the design, manufacture, and storage of war materials.

ROYAL BOTANICAL GARDENS: the gardens, set in the center of Regent's Park, contained samples of flora from across the world.

ROYAL VICTORIA AND ALBERT DOCKS: largest dock system in London's port.

ROYAL MINT: where the coin of the realm was struck, as well as medals and governmental seals.

ST. BARTHOLOMEW'S HOSPITAL: the oldest hospital in London, known popularly as Bart's, and affiliated with the University of London as one of its medical schools; in addition to its wards, it contains class rooms, libraries, research laboratories, and museums, plus the office of the coroner's

London Fog

Most images of Victorian London that come to mind are framed in the tendrils of gray mist known as the London fog. The city was not fog-bound all year (it was likelier to be foggy in the spring, late summer, and autumn), but a London fog might arise at any time in the damp, smokey air.

Keepers will want to save foggy conditions for those special situations in which they know limited visibility will enhance the uneasiness and potential horror of the adventure. Combining night with pea-soup fog makes a sinister setting.

Occasionally investigators may become involved in adventures encompassing weeks or months of game time; in those cases the keeper may wish to randomly determine when fog rises.

- In March, April, May, August, September, and October, assume 85% nightly chance of light fog, 50% for heavy fog, and 25% chance for a pea-souper. In the day, assume 25% chance for light fog, 10% for heavy fog, and 5% chance for a pea-soup fog.
- In January, February, June, July, November, and December, assume 40% nightly chance for light fog, 20% for heavy fog, and 5% chance for a pea-souper. In the day, assume 15% chance for light fog, 5% for heavy fog, and 1% chance for a pea-soup fog.
- Light fogs usually dissipate within 12 hours, often after only a few hours of formation. Heavy fogs have a 50% chance to dissipate within twelve hours or of becoming light fogs (keeper's choice). On a D100 roll result of 00-90, the pea-souper continues for another twelve hours; on a result of 61-89, it dissipates to heavy fog; on a result of 11-60, it begins to become a light fog; on a result of 01-10, it completely dissipates.

On days without fog, precipitation (rain or snow, as appropriate) occurs 50% of the time. Rainfall is mostly in the form of showers, without much wind.

Light fogs mostly serve as mood enhancers. Perhaps foes might have an easier time of hiding from or ambushing investigators; keepers might consider an occasional Spot Hidden roll where, in clear weather, no roll would be needed.

Heavy fog drops daytime visibility to a few hundred feet, and nighttime visibility to perhaps 50 feet. Halve rifle base chances, except at point blank range.

A pea-soup fog diminishes visibility to point-blank range. Firearm attacks beyond that do not occur. Other skills relying on vision are similarly limited.

Keepers who are interested in such modifications to tactical situations should think about the ramifications of lighting, familiar or unfamiliar environs, and particular magic spells in working out fog-prompted rules that have the correct feel and effect.

Chief Medical Examiner.

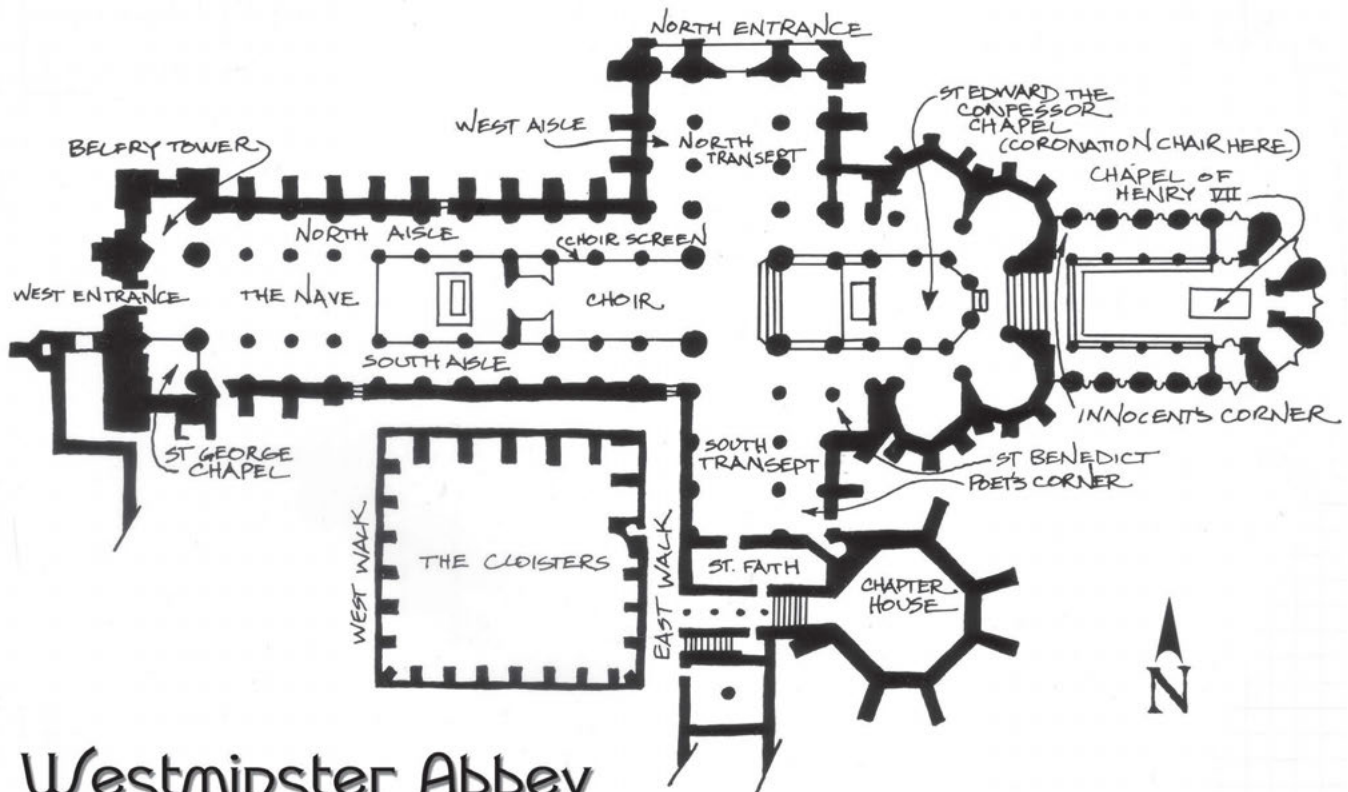
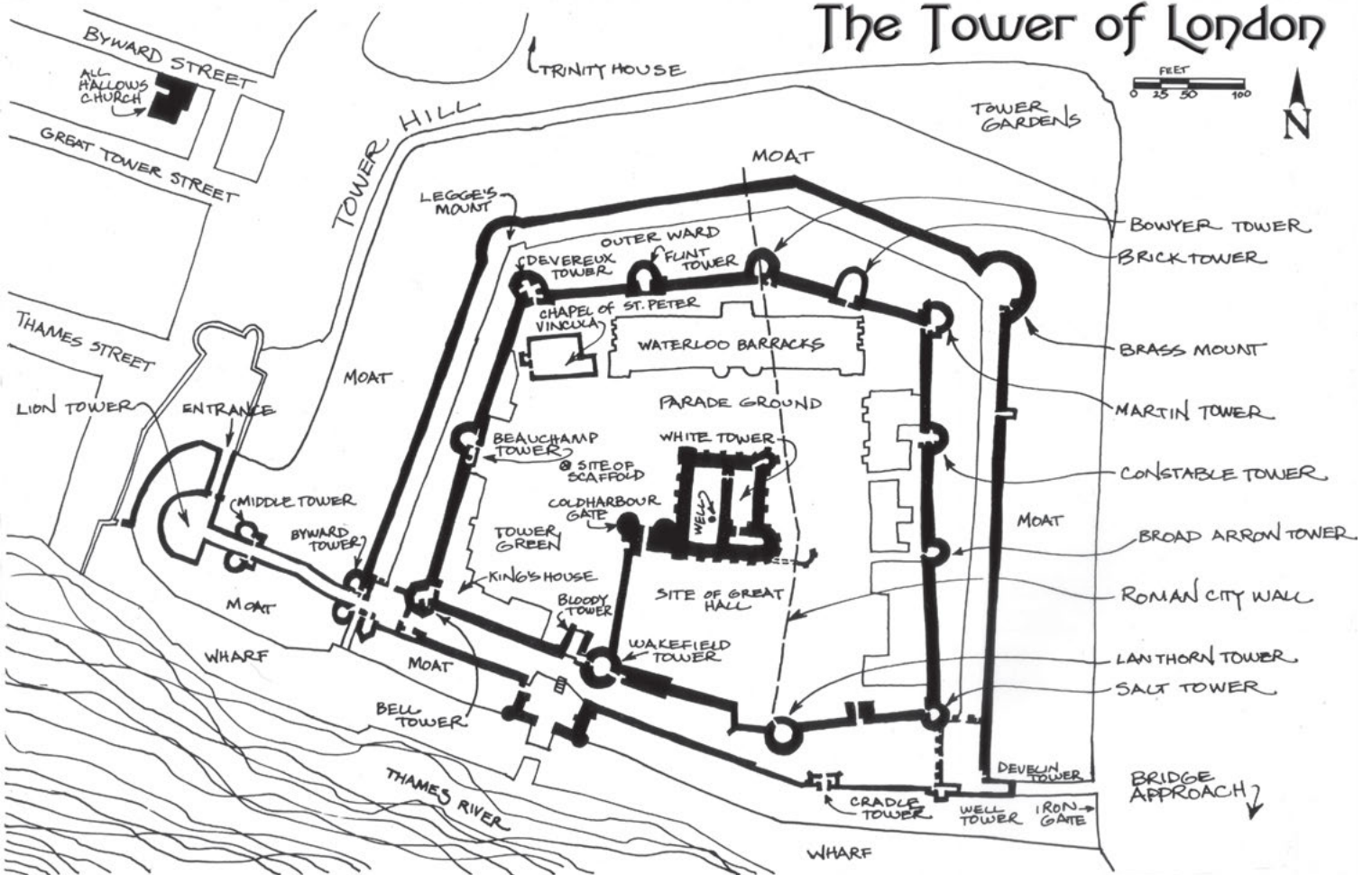
ST. PANCRAS STATION: London terminus of the Midland Railway.

ST. PAUL'S CATHEDRAL: the City of London's great cathedral, often considered the most magnificent building in all of London.

SAVOY THEATRE: where most of Gilbert & Sullivan's operettas were performed; the first public building in London to have had electric lighting installed.

SERPENTINE, THE: a large, artificial lake in the middle of

The Tower of London



Westminster Abbey

Hyde Park.

SIMPSON'S TAVERN & DIVAN: also known as Simpson's Dining Rooms, Simpson's-in-the-Strand; Simpson's Cigar Divan, or simply Simpson's – a well-known Strand restaurant where nine pence gained one admission, and a shilling gained admission plus a good cigar and a cup of coffee.

SOMERSET HOUSE: contains many public records of the Empire. Its offices include the Office of the Registrar of Births, Deaths & Marriages; the Inland Revenue Office; the Audit Office; the Probate Registry; and the Commons Will Office. Also on its grounds is King's College.

STOCK EXCHANGE: the association of London stockbrokers, known more commonly in the City as "the House," listing securities and stocks for its members.

TEMPLE, THE: headquarters of the Knights Templar in medieval times, now one of the four Inns of Court (with Lincoln's Inn and Gray's IM). The Temple is actually two of the Inns, as it is divided into a Middle and an Inner Temple. The IMS are incorporations for the study of law, enjoying the exclusive privilege of calling barristers to the Bar. All the Inns contain dining halls, libraries, offices, and living quarters for barristers and law students.

TIMES, THE: offices of London's leading newspaper.

TOWER BRIDGE: completed only in 1894, it replaced a subway tunnel under the Thames at that site.

TOWER OF LONDON: originally a medieval fortress, its central keep (called White Tower) was built by William the Conqueror. Best-known as a prison where such historic figures as Sir Walter Raleigh and Princess (later Queen) Elizabeth were confined. It was a government arsenal in the 1890s. Its 13-acre grounds are shaped roughly like a pentagon, with the central keep surrounded by a double-walled ward strengthened with several towers, such as the Bloody Tower, the Bell Tower, Middle Tower, Byward Tower, and Record (or Wakefield) Tower. The Regalia, or Crown Jewels, of England were kept in Wakefield Tower, the inner of the central towers along the Thames, at this time. The Tower's Yeomen Warders, known popularly as Beefeaters, are old soldiers of meritorious service who dress as Yeomen of the Guard of old. Admission is free from 10am to 4pm on all days but Sunday, when the Tower is closed (except by special order of the Constable of the Tower for very interested parties). Admission to the Regalia and to the Armory is six pence each at all times. The main entrance to the Tower is the Lion's Gate at the southwest corner; there are three other entrances, including the old Traitor's Gate, accessible from the Thames only.

TREASURY BUILDING: contains the government's offices of public revenue, as well as the actual residence of the Prime Minister, who usually doubled as First Lord of the Treasury.

VICTORIA STATION: West End terminus of the South-Eastern and Chatham Railway; also served by the London, Brighton, and South Coast Railway, and four suburban lines. The Grosvenor Hotel was located at the station.

WATERLOO STATION: London terminus for the South-Western Railway. The departure and arrival point for trains

to and from Woking.

WEST INDIA DOCKS: to the northeast are the smaller East India Docks.

WESTMINSTER ABBEY: London's greatest church and burial site of English monarchs, receiving as well monuments for great English poets, statesmen, and soldiers. Here were held the coronation ceremonies for British monarchs.

ZOOLOGICAL GARDENS: maintained by the Zoological Society and known popularly as "The Zoo," this Regent's Park attraction was one of the major European zoological collections.

London Stores

Investigators looking for shops selling specific quality items (especially clothing) and keepers needing such places as locations for leads in investigations might try some of the following.

Many of these stores are open by appointment as well, especially to upper-class or otherwise well-to-do investigators. Anyone attempting to obtain information about clientele from such a shop must receive a successful Fast Talk or Persuade roll, or be able to present impeccable credentials and references.

For Books and Maps

HATCHARDS, at 187 Piccadilly, W1, London. Hours are Monday through Friday, 9am to 5:30pm; Saturdays until 5pm. Since 1797.

For Clothing

GIEVES & HAWKES, at 1 Saville Row, W1, London. Suppliers to the Royal Navy since the time of Nelson and to certain regiments of Her Majesty's Army. Hours are Mondays through Fridays, 9am to 5:30pm; Saturdays until 1pm.

For Hats

LOCK & CO., at 6 St. James Street, SW1, London. Top hats, bowlers, fishing and sporting hats. Just the place for a proper pith helmet. Hours are Mondays through Fridays, 9am to 5pm; Saturdays are 9:30am to 12:30pm. Since 1676.

For Jewelry, two stores

GARRAD, at 112 Regent Street, W1, London. Appointed the Crown Jewelers by Queen Victoria in 1843. Hours are Mondays through Fridays, 9:30am to 5:30pm; Saturdays until 1pm.

PHILIP ANTROBUS, 11 New Bond Street, W1, London. Hours are Mondays through Fridays, 10am to 4:45pm. Established in 1815.

Tailors

HENRY POOLE, 15 Saville Row, W1, London. Granted Queen Victoria's livery warrant. Hours are Mondays through Fridays 9am to 5:30pm. Since 1806.



There isn't room to do justice to the full cultural and economic diversity of Britain's different areas here, but a tourist guidebook from any period will help to fill in details.

Accents

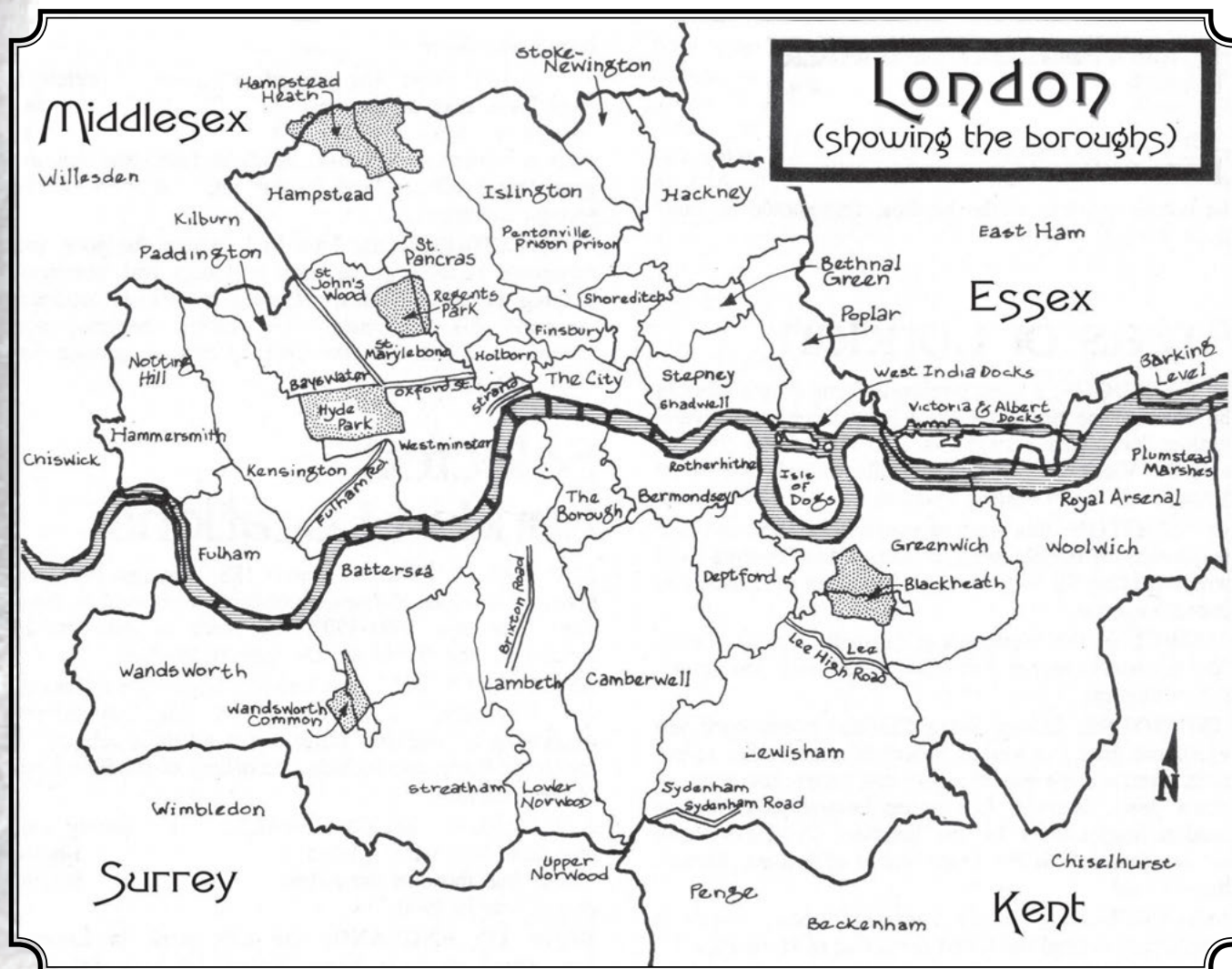
Most regions of Britain have their own distinctive accent(s) and local vocabulary. This is generally most evident among Lower Class speakers, with Upper Class speakers sounding similar across the country, and Middle Class speakers somewhere between the two. The biggest difference in accents is the north/south divide between short and long vowels in words such as "grass" and "bath": if a line is drawn between the Wash on the east coast and Bristol on the west, those to the north of it are likely to use short vowels.

Regions

Cornwall, the remote western extremity of mainland Britain, ending at Land's End, is known for fishing, smuggling and tin mining. Although its native tongue, similar to Welsh, is almost extinct, the region retains its Celtic roots. The landscape is mostly craggy moorland. With the coming of the railways, Cornwall is no longer as remote as it was 100 years, with picturesque towns such as St. Ives beginning to attract artists and holidaymakers.

East Anglia includes the counties of Lincolnshire, Cambridgeshire, Norfolk, Suffolk and Essex, and was of great significance in the medieval period, when Norwich was England's second city. East Anglia is generally very flat, especially the Fens between the Wash and Cambridge, which are at sea level and sometimes below, and are kept dry by pumping and sea banks, as in the Netherlands. Parts of the Norfolk, Suffolk and Essex coast are subject to rapid erosion: places that were ports a few hundred years ago are now under the sea.

The Home Counties and Kent are grouped around London, and characterized by growing dormitory towns for the capital, which are gradually taking over a rural landscape of gently rolling hills, with plentiful woodland.



The Midlands includes ancient cathedral towns such as Hereford and Worcester, and industrial centers such as Nottingham, Leicester and the sprawling giant Birmingham. Despite its recent history of innovation, residents of Birmingham have a reputation for being friendly and industrious, but unsophisticated.

The Northeast, between Yorkshire and Scotland, contains historic Durham, the major industrial towns of Newcastle and Sunderland and a windswept coastline.

The Northwest is the birthplace of the Industrial Revolution. Besides the numerous mill towns around Manchester, Liverpool is a major Atlantic seaport for goods and travelers, and is cosmopolitan enough to include a large Chinatown. Blackpool on the Fylde peninsula is Britain's largest seaside resort, and the Lake District is a hilly area of great natural beauty.

The South Coast has several major ports from Plymouth to Dover, including the naval bases of Portsmouth and Southampton. Rail links have also opened up the coast to holidaymakers, with Torquay, Poole, Brighton and Eastbourne all established seaside towns. Brighton in particular has been known for its decadence since the Regency period, when it was popular with royalty.

The West Country of Dorset, Devon and Somerset is a predominantly rural area of ancient settlement, including Stonehenge, the Roman settlement of Bath, cathedral towns such as Salisbury and Wells, and the major port and industrial centre of Bristol. The areas towards Cornwall are more rural and isolated.

Yorkshire, the largest county in Britain, is subdivided into Ridings (North, West & South, from York). Yorkshire folk have a distinct accent, a reputation for dourness, and a well-known regard for their own county, particularly as opposed to neighboring Lancashire. Outside large industrial cities such as Leeds, Sheffield (famed for its steel) and Bradford, large rural areas include the Dales (valleys) and uncultivated moors.

Ireland is currently a British colony riven by conflict between a politically influential Protestant minority descended from earlier colonizers and a Catholic majority descended from indigenous people. The mid-century Potato Famine caused mass starvation here, emigration remains an open wound, and political agitation for Home Rule is powerful. Industrialized Belfast in the north (Ulster) is the main Protestant stronghold, while Catholics are in the majority in Dublin. The west is largely rural and Gaelic is more likely to be still spoken there.

Scotland has a long history as an independent country, sharing a monarch with England since the early 1600s and giving up its separate government in 1707. The borders with England have a long history of conflict. The central belt of Glasgow and Edinburgh is most heavily populated and industrialized, with Glasgow the second city of the empire, and Scottish medicine and science at their zenith. The mountainous Highlands reaching up to John O'Groats, at the northern tip of the mainland, are of great beauty and popular with the Upper Classes for deer stalking and grouse shooting, but the traditional way of life of Highland crofters has been

progressively destroyed over the last 50 years as landowners evict their tenants to allow more profitable sheep farming (the Clearances). The Scandinavian influence is very strong in the windswept archipelagos of Orkney and Shetland to the far north, and the Hebrides off the west coast have the most Gaelic speakers, although nearly all now speak English in addition.

Wales retains a strong sense of nationhood, and its past is often in evidence, from medieval castles to ancient folk traditions. Many of the older generation still speak only Welsh, particularly among the Lower Class, and especially in the north. Its landscapes range from the mountainous wilderness of Snowdonia in the north to the industrial mines and forges of the southern valleys. Choral singing and the game of rugby are national enthusiasms.



Though important items of present-day media (such as television) were not yet invented, the backbone of modern communications (particularly as pertaining to speed of communication) were in place and functioning well before the turn of the century.

Travel

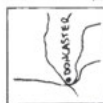
Air travel as yet consisted of hot-air or hydrogen-filled observation balloons but, though automobiles were not yet long-range transport machines, the railways and shipping of the 1890s are quite similar to those of the 1920s.

Huge passenger liners crossed the oceans, and railroads criss-crossed industrial nations. The average sea voyage from America to England took 6-10 days at an average speed of 22 knots. The record crossing was 5 days, 7.5 hours. The average price for an Atlantic crossing was £12-35 for one-way, and £22-65 for a round-trip ticket – the differences depending upon how much luxury the passenger craved. One-way steerage was as low as £5-7. Gratuities to stewards ran about 10s., but tips to porters when docking could be as low as 3-6 d. Normally, sea voyages from the U.S. to England were between New York and Liverpool. At Liverpool, one traveled by rail to London, a trip lasting from 4.5 to 8 hours, depending on the line taken, at a cost of 16/6 (16 shillings sixpence) to 29s. A trip across the Channel to the Continent – Dover to Calais – took 1.25 to 1.75 hours and cost 8-10s. The train trip from London to the ferry docks at Dover lasted 2-3.25 hours and cost 6/5 to 19s. Passports could be had for 3/6.

Lloyd's Registry in London kept track of all British and foreign shipping, publishing pertinent data in its annual Lloyd's Register of British and Foreign Shipping.

The Thames was a major British waterway, especially for London, through which it flows, making the capital the greatest port in the British Isles. The majority of major shipping was confined to the eastern reaches of the river, with

Rails of Great Britain



major
rail line



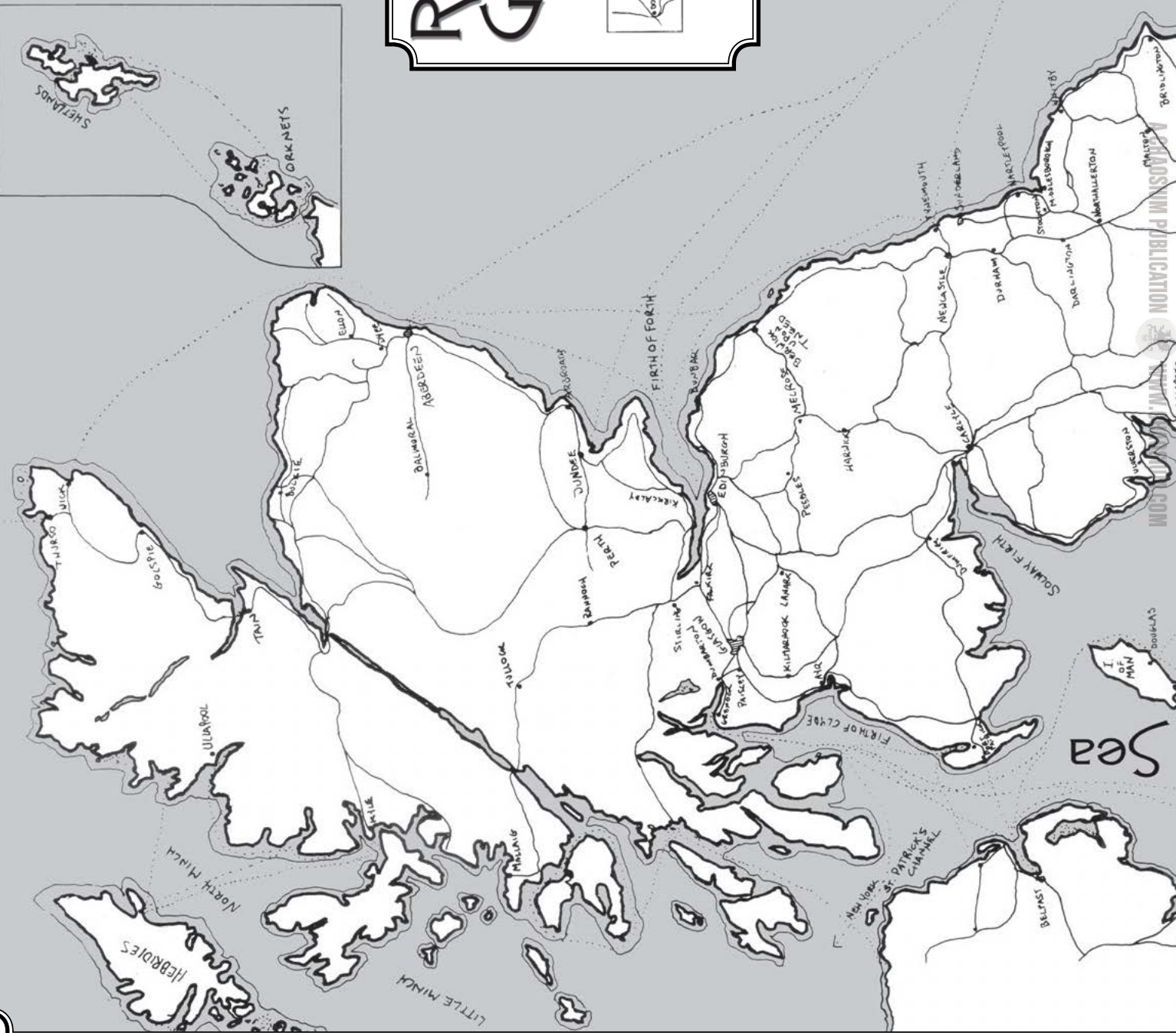
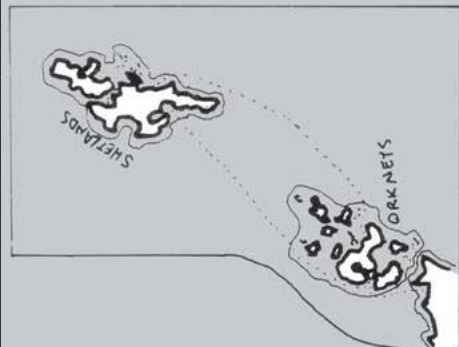
regular
Steamer
route

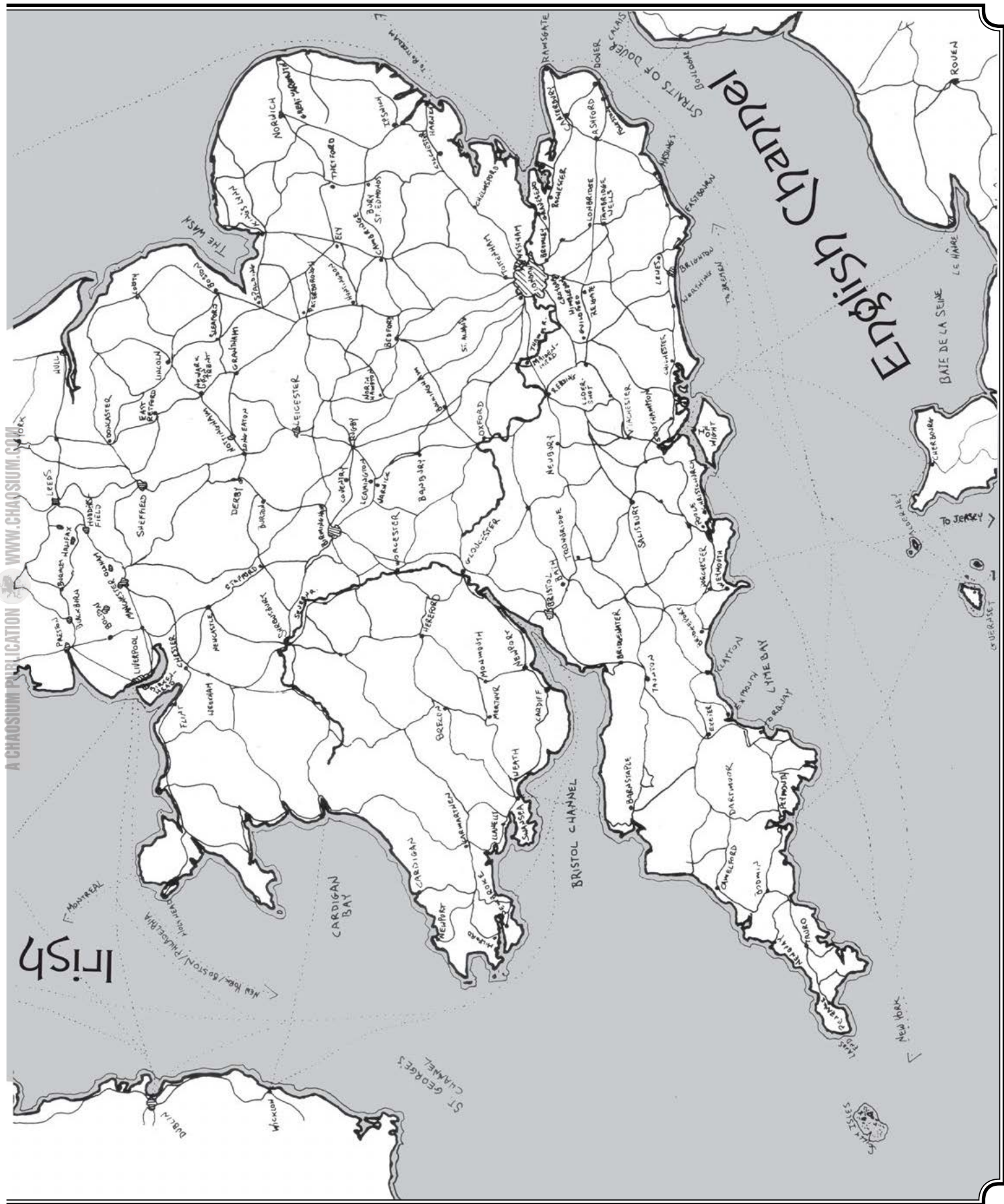


city

28 miles

North Sea





Irish

English Channel

New York

To Jersey

DATE DE LA SEINE

LE HARE

ROUEN

LAKE TILES

ST. GEORGE'S CHANNEL

NEW YORK

NEW YORK

NEW YORK

NEW YORK

NEW YORK

NEW YORK

NEW YORK

NEW YORK

NEW YORK

NEW YORK

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NEW YORK

major freighters being allowed no further upstream than the Pool, which ended at London Bridge (Tower Bridge, once completed in 1894, could be raised to allow shipping into the Pool). Throughout London's complex of docks along the East End – Wapping, Rotherhithe, the Isle of Dogs – were rows and rows of warehouses for the storage of goods brought in from and ready to be sent out to the far reaches of the Empire. Agents at the Customs House, along the banks of the Thames east of London Bridge, checked the goods for contraband and to see that the proper duties were paid.

Though the larger sea-going vessels were banned from most of the Thames, the river was still active with smaller craft. In addition to the larger dock systems, there were some 45 smaller piers or landing places along the Thames where clipper, launches, lighters, or spritsail boats could dock. Steamers conveyed travelers down the Thames from London to other sites along its banks, the price for such trips ranging from a halfpenny to sixpence between stations, depending upon the distance. For £6-35, one could hire a steamer for a day for parties and social events – a common amusement of the Upper Class.

The common transport was the horse, whether ridden itself or pulling wheeled wagons and conveyances. In London, the cab was king. The two-wheeled hansom, sometimes called the “gondola of London,” and the larger four-wheeler (“Clarence” or “growler”) were ubiquitous. By the mid-1890s, more than 11,000 cabs plied London.

The hansom cab was a two-passenger vehicle, though three could squeeze in. The driver rode on a high seat at the rear, his weight helping to balance the passengers between himself and the horse. Luggage was carried on the floor inside the cab, and orders to the driver were shouted up through a trap door in the top. Half-doors closed the sides of the carriage, and small windows allowed the passengers to see out, as did the open front, though the horse obstructed the view. The four-wheeler was roomy enough for four passengers inside, and a fifth could ride up front with the driver if he wished. More riders could squeeze uncomfortably inside, though the driver discouraged this, and the back axle could also be used as a perch for someone to cling to unseen by the driver. Luggage could be carried on the roof of the cab, as well as inside. The four-wheeler afforded passengers more privacy than did the hansom, as it was entirely enclosed and curtains could be drawn across the window. Also, the horse was hidden from the riders' view.

Cab fares were usually only a shilling for one person to ride two miles or less; each additional mile added sixpence to the fare, as did each additional person. Each piece of large luggage carried outside the carriage cost twopence. Victorian cab drivers, commonly known as jarveys, were happy to wait for their passengers after dropping them off somewhere, at



Knifeboard Bus

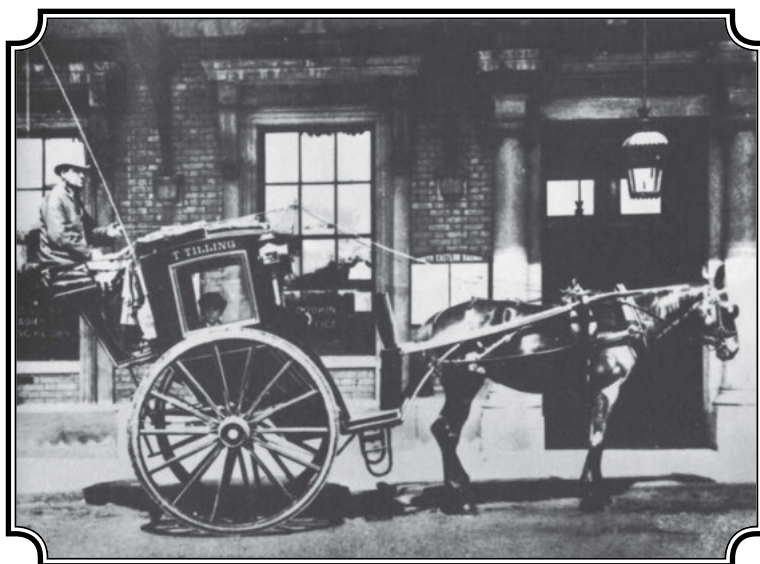
a rate of sixpence per quarter hour for four-wheelers and eightpence for hansoms.

The most common private carriage was called a “Victoria,” after the Queen. Generally used as an open vehicle, it had a collapsible hood for inclement weather, and seated two to four passengers. Such carriages could be rented for a pound or so a day.

Two other important horse-drawn vehicles were the omnibus and the tram, Victorian equivalents of the bus and trolley. The omnibus, usually a two-decked vehicle, was often crowded, but was reliable and cheaper than a cab. Omnibuses ran on regular routes, with one passing every 4-15 minutes (depending on the route) at rates of one- to sixpence (depending on the distance). They ran from 8am to 12 midnight daily. Trams differed from omnibuses in that horses pulled them along set rails, or tramways. There were more than 147 miles of tramways in London by 1898, radiating from the edges of the central City districts in all directions except west, with some 4,000 trams in operation. Horse trams were cheaper to ride than omnibuses, costing a farthing to fourpence to ride, depending on the distance traveled.

The bicycle began to rival the horse in the 1890, at least for short distances. The modern bicycle was in full production by 1893, following the invention of the pneumatic tube in 1888. It was seen more often in the suburbs and countryside than the heart of London. The automobile did not debut in England until 1896, at an international show of horseless carriages held at the Crystal Palace in Sydenham, south of London. If automobiles are encountered at all by investigators in the 1890s they are toys for the rich and well connected, such as the Prince of Wales, who took quite a fancy to the new machine. Not till the next decade does the horseless carriage begin to replace horse-drawn vehicles.

London had a wonderful subway system, known as the Underground, even though long sections of it ran in deep-cut trenches open to the sky. With trains running every



Hansom Cab

3-10 minutes at a mere twopence for any distance along the circuit, including the entire route, the Underground was the favorite means of travel for Londoners of limited means. The early Underground trains were conventional engines, which created an extremely unhealthy atmosphere in the tubes from smoke and soot. By 1890, the first electrical tube trains were running on the City and South London lines, but not until the end of the century would the electric tube train completely replace the steam train in the Underground.

Three Underground circuits shared major portions of the route. The Inner Circle wound around the center of London to Aldgate in the east, King's Cross Station to the north, Paddington to the west, south to Victoria Station, then along the north bank of the Thames. The Middle Circle extended the route west to Kensington, and the Outer Circle west of Kensington and north, looping back to connect with Broad Street Station from the northeast. Two lines made up the Inner Circle, the Metropolitan Railway and the Metropolitan District Railway. Several suburban lines connected with these for the outer circles. The entire circuit could be traveled in about half an hour.

A number of railway stations and railways served London, all easily accessible by the Underground or by cab or omnibus. Train routes and schedules were published monthly in *Bradshaw's Railway Guide* and other, less-thorough guides.

Media

The telegraph was the quickest, most reliable method of general communication. Great Britain had boasted more than 100,000 miles of telegraph wires in 1876, and considerably more was laid by the end of the century. Transatlantic telegraph cables were established by the 1870s, and, by the 1890s, even a telegram to Australia took less than three hours to process, transmit, and receive. Telegraph offices in London could be found every few blocks. A telegram cost sixpence for a minimum of 12 words sent to any location within a mile, sixpence more for the next three miles, and a penny for every mile after that (each word more than 12 cost an

additional halfpenny). International telegrams cost more – fourpence per word from London to New York, for instance. London telegraph offices were open daily from 8am to 8pm, from 8am-10am on Sunday, and several (particularly at the railway stations) were open all night as well.

In 1888, the United Kingdom had 20,400 telephones in operation, most of them in London, where the first telephone exchange had opened nine years earlier. Phone calls cost twopence for each three minutes. But the quality of transmission was poor. Only the clearest lines were free of buzzing, clatter, and circuit noise and, until the advent of the Apostoloff automatic dialing system in 1892, all calls had to go through a very human operator at one of the phone exchanges. It was possible to telephone most of England and, via the cables, the major Continental cities.

The postal service, especially in London, was superb. London was divided into eight postal districts – Northwest (NW), North (N), East (E), West (W), Western-Central (WC), Eastern-Central (EC) Southwest (SW), and Southeast (SE). All the districts except the Eastern-Central (which included the City), enjoyed 11 mail deliveries per day – and East-Central had 12 deliveries daily – from 7:20am to 7:45pm. Most letters were delivered the same day they were mailed. Postage cost one penny for the first ounce, an additional halfpenny for the second ounce, and another halfpenny for each two ounces more. Thus a 4-ounce letter cost two pennies to mail. Overseas mail of up to a half-ounce cost two-and-a-half pennies.

The paid messenger was common in London. The Commissionaires, a group of retired soldiers, were known as particularly trustworthy. Commissionaires delivered messages for three pennies a mile or six pennies per hour. For five shillings, the services of a Commissionaire could be hired for the day.

For most Londoners, the newspaper was the quickest way to learn what was occurring in the city and the world. By the 1890s, London was served by almost 500 newspapers, many headquartered on or near Fleet Street, which ran from the Strand east to the City. Among the Fleet Street offices were the *Daily News*, *Daily Telegraph*, *Morning Advertiser*, *Standard*, *Daily Chronicle*, *Punch*, *Citizen*, *Echo*, and others, along with a multitude of weeklies and periodicals. Both the *Times* and the *St. James Gazette*, among London's most prestigious papers, had offices near Fleet Street. In terms of editorial bias, some such as the *Echo* were liberal; others like the *Times* or the *Evening News* were quite conservative. And there were sensationalist papers such as the *Illustrated Police News* whose lurid covers were often adorned with artists' conceptions of grisly crimes – the IPN featured the mutilated body of Mary Kelly, the Ripper's last victim, the morning after the crime. Most papers cost a penny, some a halfpenny, and the *Times* cost threepence.

And there were other forms of communication. Magazines such as *The Strand*, *Beeton's*, or *Pearson's*, as well as the countless popular novels known as "shilling shockers"

or “penny dreadfuls” (depending on their price) were very popular. The half-tone process of photo reproduction began to replace the artist’s drawing for newspaper illustrations.

Cinematography was still not commercially practicable. Marconi gave the first important demonstration of wireless telegraphy in 1894, having brought his ideas to London for the backing he needed. By 1897, Royal Navy maneuvers included ships equipped with the wireless “Marconi device.” The criminal underworld in Victorian London was very complex and quite diverse. While most violent crime was restricted primarily to the East End – the labyrinths of Lower Class regions such of Whitechapel, Spitalfields, and Limehouse – even the stately residences and fashionable clubs of the upper-class areas of the West End too often felt the bite of the cracksman, the swindler and the broadsman (card sharp). It is little wonder that, by 1890, the ranks of the Metropolitan Police Force had swollen to more than 15,000.



Criminals

Faced with increasing pressure from the forces of law and order on one side, and the threat of poverty and near starvation should they fail to ply their illegal trade on the other, it is little wonder that Victorian underworld developed a sort of community feeling among its ranks. While most criminals worked alone or with an accomplice or two, criminal gangs and mobs were not at all uncommon in the London of Sherlock Holmes (though there almost certainly was not, in fact, any single guiding mastermind behind Victorian crime, such as Conan Doyle envisioned in the form of the nefarious Professor James Moriarty, Napoleon of Crime).

That the Victorian criminal belonged to a class all his own, however, is shown in the distinctive criminal slang used especially among those whose territory centered around the East End. Developed from several sources – Cockney slang, Tinker’s Cant, Romany, costermonger’s slang, and other – it was used by criminals as a sort of underworld shorthand to confuse the crushers (police) and to identify each other, especially when conducting crimes outside their regular territories. Thus a mugger was a *rampsmen*; someone who passed counterfeit money was a *smasher*; a *hunter* was a common street robber; a cheat was known as a *macer*; someone who sold stolen goods was called a *duffer*; a *palmer* was a shoplifter; and the hated informer was a *blower*. *Nobblers* and *punishers* were those among the underworld who were called upon to inflict bodily harm, often as severe beatings, to transgressors – especially blowers. The most violent were called *bludgers*, from their tendency to use bludgeons in their work. The police were known by many names among the criminal class – *esclops* (or *slops*), *crushers*, *rozzers*, *pigs*, and *peelers* among them. Investigators who are not from the

criminal classes themselves may find it necessary to make Idea or Know rolls in order to understand bits of information obtained from East End streets.

Another phenomenon characterizing the Victorian underworld was the flash-house. This establishment was the headquarters for a criminal gang, as well as a place to receive stolen goods. Additionally, flash-houses were often used as schools in which new generations of criminals – often the very young – learned the tricks of the trade. Flash-houses were often protected by lurkers, lookouts disguised as beggars or innocent-looking street urchins who could warn the mob using a particular house when the peelers were getting too near. Though not as prominent in the 1890s as in earlier Victorian times, the flash-house further exemplified the family-like characteristics of the Victorian underworld.

Among the most common of criminal types in London’s underworld were the *cracksman*, or burglars, and the pickpockets, also known as *mutchers*, *drunkenrollers*, *dippers*, *mobsman* (if they worked with a mob) or, if especially adept at their trade, *toolers*. Pickpockets came in all shapes, sizes, and ages in Victorian London, from young street arabs to grizzled old “retirees.” Often they disguised themselves as beggars, taking just a bit more from their victims than the generous souls intended. The unsuspecting Londoner who found himself having to hold up the swaying drunkard who fell against him in the street might soon find he’d been relieved of his watch, wallet, and other valuables while doing his Christian duty to help the poor unfortunate soul. Even the most experienced investigators navigating the streets of London will find it necessary to be on constant alert against the ubiquitous pickpockets (or, in the case of female investigators, the cutpurses) of the Empire’s capital.

The cracksman, thanks largely to E.W. Hornung’s Raffles in *The Amateur Cracksman*, perhaps epitomizes the Victorian London criminal class in popular thinking. Armed with the tools of his trade – the *jemmy* (a small crowbar used to wrench open doors and windows), the cutter (a tool to cut holes in woodwork), a dozen betties (picklocks), a jack for removing iron bars, a dark-lantern, a life-preserver (a sap or blackjack), a knife to cut glass, and sometimes a rope (to be used as a rope ladder – the competent cracksman could



Just about anyone could be a mutcher

work his way into just about any dwelling or structure any less fortified or guarded than the jewel room of the Tower of London. Normally the cracksman worked alone, although he might employ a lookout, known as a crow (or a canary if a woman). He kept his tools wrapped up with list (strips of cloth) for easy disposal if it looked like he might be picked up by the peelers. Many cracksmen carried a special type of life-preserver consisting of a small lead or steel ball attached to a short length of gut that fastened to the wrist - a practice that kept a weapon handy while freeing his hands to scale walls, pick locks, and crack safes, as his dangerous but often lucrative trade required of him.

Occasionally, the cracksman would entrust his crow or canary to carry his tools to the scene of the crime and away again, along with his ill-gotten gains, to avoid certain arrest should he be apprehended by the police. Here, again, the community feeling - and honor - among thieves felt by the Victorian underground became even more important.

Cracksmen who specialized in safe-cracking were called *screwsmen*. A screwsman usually carried a special instrument known as a Jack-in-the-box, which was designed to pry open all but the strongest safe doors. By the end of the century, many were also quite knowledgeable in the use of explosives to further their trade.

The most common victimless crime in Victorian London was prostitution. At mid-century, it was estimated that there were some 6,000 brothels and 80,000 prostitutes in London. Though some social reforms had occurred by the 1890s, the situation in the East End was little improved. There a glass of gin and a few pence could buy one of the area's poorer streetwalkers for the night, especially if it included a bed for the entire night. Those girls who operated out of a brothel under the relatively benign guidance of a madam, even in the poor sections of Whitechapel, were far better off than the often-wretched street girls called, variously, *buers*, *troopers*, *ladybirds* or, if they were amateurs or only part-time streetwalkers, *dollymops*. Those who were especially good at their trade, and thus more capable of attracting toffs, or higher-class customers, were known as *toffers*.

But while the lot of the common streetwalker was hardly enviable, that of her more fortunate sister, able to attract the continuing patronage and protection - sometimes even marriage - of an aristocrat or wealthy peer, was often far more like a Cinderella story come true. These "higher-class" prostitutes, popularly known under the Victorian euphemism of "adventuress," were actually thought of as popular heroines by the otherwise straight-laced scions of society, as well as by Middle Class women who might wish to be so fortunate themselves. Those bold, intelligent, and talented women often could be seen in the more fashionable sections of the city, dressed in the newest styles from the Continent and on their way with their wealthy patrons to the opera or a society affair, or riding purebred steeds given them as tokens of their aristocratic paramours' affections. Irene Adler, of the Sherlock Holmes story "A Scandal In Bohemia," was definitely of this kind.

While the troopers and toffers of the East End may have been as far removed from the adventuresses of the West End,

all were symptomatic of the social ills which gave rise to London's criminal classes.

Other criminals were intriguingly specialized. *Snoozers* stole the luggage and belongings of hotel guests while the latter slept. *Skimmers*, women who lived by luring children into alleys and stripping them of and then selling their clothing, left their young victims naked and frightened out of their wits.

Investigators operating in London, especially in the East End, should guard at all times to avoid the wily tooler, a desperate *mugsman*, or a vicious nobbler. If engaging the services of a ladybird in the course of an investigation, beware lest she have a rampsman accomplice waiting in that dark alley. Even long-time residents, unless members of the criminal class themselves, may find themselves becoming victims of the Victorian criminal family if not cautious - or if too deeply involved in an occult struggle to pay attention to the baser elements around them. Then they may need the services of the local representative of Victorian law - usually the nearest bobby of Scotland Yard's Metropolitan Police Force.

The Law

To American imaginations, Scotland Yard was the law in Victorian England. Actually, Scotland Yard's authority was limited to London and the surrounding countryside, and not even all of London at that. The City had an independent police force, the City Police. However, Scotland Yard's Metropolitan Police Force and the City Police customarily cooperated on matters of mutual concern, and the rural constabularies often requested inspectors from the Yard's Criminal Investigation Division (CID) as consultants on particularly tough or bizarre cases.

Additionally, Scotland Yard inspectors were allowed by law to hire out their services as private investigators on their own time, so long as it did not interfere with their official duties. Without asking, one could not presume whether a CID man was on the case officially or unofficially.

Found in 1829 under the guidance of Sir Robert Peel, Scotland Yard's Metropolitan Police Force was not a municipal organization at all, but was administered by the government at Whitehall under the Home Office. It was the only police force in England not under direct control of the municipality in which it operated, but was the responsibility of the Home Secretary (and, ultimately, Parliament) through the Commissioner of Police, who was appointed by the Home Secretary. Commissioner of the Metropolitans in the 1890s was the respected Sir Edward Bradford, who replaced the controversial James Munroe at the beginning of the decade. In addition to the constables of the MPF (still called "bobbies" or "peelers" in acknowledgement of their founder), there was the CID, organized in 1878 from the renamed Detective Department originally created in 1842. The plain-clothes inspectors of the CID are what most North Americans envision when they think of Scotland Yard. There was also the Special Branch, established in 1886 to combat the Irish nationalists, particularly the Dynamiters, who had struck Scotland Yard itself in 1884, nearly demolishing the

Underworld Slang

The Victorian underworld consisted of criminal elements and the poor. Aside from the poverty and squalor binding them together, the two groups shared a common language, a mixture of tinker's cant, Romany, Cockney rhyming slang, and other elements. Keepers presenting adventures in the East End or other laboring class areas have an opportunity to present authentic underworld slang.

All Gay: used by lookouts to indicate that the coast is clear; e.g., no constables in sight.

Angler: a thief who uses a hook tied to a stick to steal from open windows.

Arab: a street urchin. Also, "street arab."

Argot: the secret street talk and rhyming slang of the underworld.

Badger: a riverside thief who throws his victims into the Thames after overpowering or killing and robbing them.

Barker: a pistol or revolver.

Betties: lockpicks.

Bit Faker: crafter of counterfeit coins.

Blower: informer.

Bludger: an especially violent criminal, particularly one who uses a bludgeon in his crimes.

Broadsman: a cardsharp; anyone who cheats at cards for profit.

Cab: a brothel.

Caddee: an especially lowly underling or assistant to a thief.

Chiv: a knife. Used as a verb, it means "to slash."

Chokey: police custody or prison.

Cop: arrest, capture, or ensnare.

Copper: a penny or, by extension, a police constable (whose buttons resembled pennies).

Cracksman: a burglar, especially a safecracker.

Crib-Cracker: a burglar; also known as a pannyman.

Crow: a lookout, especially for a cracksman. Female crows were known as canaries.

Darbies: handcuffs. Also called John Darbies or ruffles.

Dipper: a pickpocket.

Dollymop: a streetwalking prostitute, usually an amateur or part time streetwalker.

Dragsman: a robber of vehicles or carriages.

Dry Room: a cell, or a prison as a whole.

Duffer: a cheat, especially one selling fake jewelry. Also, a seller of stolen goods.

Esclop (pronounced "slop"): a policeman.

Eye: the place where a fence hides stolen goods.

The Factory: Scotland Yard.

The Family: the Victorian criminal fraternity.

Fitter: a locksmith specializing in making burglar tools.

Flash House: headquarters for a criminal gang. Here stolen goods were received and new recruits trained.

Flash Notes: crudely fashioned paper designed to resemble bank notes; counterfeit bank notes.

Flying Cove: seller of false information about stolen goods.

Gagger: con man specializing in hard-luck stories.

Gift: stolen property sold cheaply.

Hempfen Fever: hanged (till dead). Also known as "kicking the clouds" or "leaping at a daisy."

Hustling: robbing in pairs, one man holding the victim while the other robs him.

Jack: a detective; also, a peach.

Jemmy: a crowbar helpful in breaking and entering; a

cracksman's tool.

Jug: prison.

Kate: a skeleton key.

Kidsman: a recruiter of gangs of child thieves (Fagin was an example).

Ladybird: a prostitute.

Leaving Shop: pawnbroking without a license.

Life-Preserver: a short, weighted club; a cosh.

Lurker: a beggar, often legitimate but sometimes a criminal who dresses as a beggar to act as a spy or lookout for other criminals.

Macer: a cheat.

Magsman: a cheat or trickster operating in the street.

Mobsman: a swindler or pickpocket operating with a mob.

Mil Tonian: a policeman.

Mud Lark: a scavenger along the Thames.

Mug-Hunter: a street robber.

Mutcher: a thief who robs drunks.

Neddy: a life-preserver.

Nibbed: arrested.

Nobbler: a criminal specializing in inflicting bodily harm.

Old Bird: an experienced thief.

On the Game: thieving.

Out of Twig: in disguise; undercover.

Palmer: shoplifter.

Peter: a safe.

Pipe: a private detective. A reference to Sherlock Holmes?

Punisher: a superior nobbler.

Rampsmen: a mugger; a ramp is any violent robbery.

Readers: marked cards.

Rook: a burglar's jemmy.

Scurf: leader of a gang.

Skinner: a thief specializing in robbing children and taking their clothes.

Smasher: a passer of counterfeit money.

Smug: steal.

Snide Pitching: passing counterfeit money.

Snoozers: hotel thief, especially one who strikes while guests sleep.

Spike: a workhouse.

Spring the Rattle: call the police or otherwise raise an alarm.

Stand the Racket: take the rap for a fellow thief.

Stephen: money.

Tiddlywinker: a cheat.

Timber Merchant: a match-seller on the street.

Toff: a well-to-do gentleman.

Toffer: a superior prostitute; one mainly serving toffs.

Tooler: a superior pickpocket.

Tom Sawyer: rhyming slang for a lawyer.

Tombstone: a pawn ticket.

Twirls: skeleton keys.

Under and Over: a swindle.

Vampsmen: a robber; a vamp is a robbery.

Virtue Rewarded: taken away in a police van (emblazoned with the initials V.R.)

offices of the CID.

Scotland Yard also included the Public Carriage Office, which licensed all cabs and drivers in London; the Scotland Yard Museum of Criminal Relics, popularly known as the Black Museum, where evidences and artifacts of famous crimes were kept on view; a central records office; a laboratory; and administrative offices. There was also the Thames Division, or River Police, who patrolled the Thames in fast steam launches. Contrary to popular belief, the Yard itself was not a police station. Criminals taken to the Yard for booking and detention actually were held at Cannon Street police station, next door.

The Metropolitan Police District itself included 22 administrative districts, including the Thames Division, and covered some 700 square miles that encompassed all of London (except the City) and Middlesex county, plus parts of Essex, Hertford, Kent, and Sussex. And almost in the center, between Whitehall and the Embankment along the Thames, just north of Parliament, sat New Scotland Yard itself.

It wasn't until 1891 that the MPF was fully settled in its home at New Scotland Yard. Prior to that, the force had occupied a building to the north across from the Admiralty, called Great Scotland Yard, from the days when the kings of Scotland stayed there when in London. It was this building that had been bombed in 1884. While its new quarters were far more fitting for the functions of the Yard, the move resulted in a great deal of confusion due to misplaced files during the first months and years of the new building's occupancy.

The MPF persevered, especially in the form of the familiar bobby patrolling his beat - easily recognized by his blue uniform and high-hat, on his belt his nightstick, or billy club; a dark-lantern (also known as a bulls-eye lantern), so-called because of its focusing lens and shade that could cut off the light without extinguishing the lamp; his police whistle or (in the days before that) a rattle to summon fellow constables. The bobbies, or constables (or P.C.s, as was their official designation), were generally forthright and honest, working long hours and thankless duties for very little salary (less than 24s. a week maximum). And except for an occasional shilling for looking the other way in the case of minor discretions, their only reward was often in the form of an assault upon their persons by the very citizens they were sworn to protect.

Fortunately, while the criminals were often well armed, usually the force had to face no more than knives and life-preservers (blackjacks or saps), bad enough as these were. Though they were not hard to obtain, possession of firearms was a serious offense for those not on the side of the law. Those using firearms in the commission of a felony could probably forget any hope of leniency when their cases came to court - not that this deterred the hardcore criminal, who often had little to lose. CID inspectors were allowed to carry handguns when on the job, and this often proved necessary.

Procedures

Criminology was not greatly developed even in the 1890s.

Summoning the Police

In daylight, in the busier parts of London, an investigator need only call out for assistance and someone will come quickly. In the East End at any time, or in the suburbs at night, aid may be less likely or much less likely to appear. The keeper must determine just how likely is immediate police response.

If an investigator blows a police whistle to summon aid, 1D6 police constables hear its piercing tones and, panting, arrive at the spot in 1D3 minutes. These worthies will not be amused by a false alarm. If the investigator swears he was beset by monsters, their response should be to remove him to the station house for extensive questioning. Investigators involved in illegal or suspicious activities can be certain of an extended stay in the hands of the authorities.

The CID could not run a set of fingerprints through the lab to find the identity of their man, for instance. Fingerprints were a curiosity yet, considered to have little practical application in police work. The men of the Yard had to run down suspects through exhaustive questioning, dogged determination, and miles of footwork. Brilliance might not have been the mark of the CID inspectors, but they were systematic and very thorough. Investigators who choose to flout the law in their pursuit of Mythos minions will not long elude the men of the Yard, unless they intend to spend the rest of their days on the run or have assistance in the higher reaches of government for a cover-up.

Once the Yard arrested its suspect, the offender went before the courts. If the offense was minor, not requiring a trial by jury, or the charges against the defendant were preferred by the police themselves, the trial was usually held in one of the police courts located around the city. If a trial by jury was required, as in the case of a major offense, the matter was referred to the Assizes, where periodical court sessions were held by superior court judges who took the verdicts (or assizes) of the jury. Assizes were held in each of the counties of England and Wales. Courts of limited criminal and civil jurisdiction, called Quarter Sessions, were held quarterly in rural areas and presided over by justices of the peace. The most serious of crimes - treason, murder, etc. - were tried at the Central Criminal Courts in Old Bailey, north of St. Paul's Cathedral. Popularly known themselves as "Old Bailey," the Criminal Courts were located in a building just south of and under the same roof as the old Newgate Prison. Those awaiting trial in the Courts were held at Newgate, even though it hadn't been in service as an actual prison for years.

Characters finding themselves facing trial on criminal charges will need the services of a barrister, a member of England's highest class of lawyers, who enjoyed the exclusive privilege of pleading cases in open court. Should one be faced with a legal problem of a noncriminal nature, it will be necessary first to secure the services of a solicitor. Solicitors handled all routine legal business in the Empire - the signing of contracts, wills, etc., - and, except in direct criminal cases, a solicitor was needed to engage the services of a barrister, and actually prepared the case for the latter to argue in court.

Fictional Detectives

While Sherlock Holmes is the best known of Victorian detectives, he was not by any means the only one, though he was the first consulting detective – one to whom both the official police and other private detectives, as well as ordinary citizens, could turn to for advice and assistance. There were other private detectives of renown in 1890s London. One was Martin Hewitt, whose career began in the 1890s. Another was Loveday Brooke, lady detective. The Pinkertons, too, were represented in England at this time as well as in the U.S., both in reality (only one office, though) and in fiction, and then there were the newcomers – such as Clyde Beatty and his many-talented assistant Dotterell, whose case with the Woking Necropolis has been recorded for posterity by Basil Copper. These young detectives, striving for recognition in the shadow of Holmes, were to be followed by others such as Dr. John Thorndyke, the first of the truly scientific detectives, and Solar Pons, who so admired Holmes that he modeled his entire sleuthing career after the great detective. Even when the official police were unable to offer assistance – or probably even belief, should an investigator be besieged by minions of Cthulhu – one of these private servants of law and order might be open-minded enough to lend valuable aid, as long as the price was right

The Late Victorian Underworld

While Victorian life sported a public face of morality, clean living, and social responsibility, a darker undertow was always present. Such matters often went unacknowledged day to day, only to emerge periodically as public scandals in the penny newspapers, often accompanied by melodramatic illustrations that owed more to the artist's imagination than the known facts. Many such concerns are reflected in the 1885 Criminal Law Amendment Act, which heralded much greater involvement of the state in the domain of sexuality.

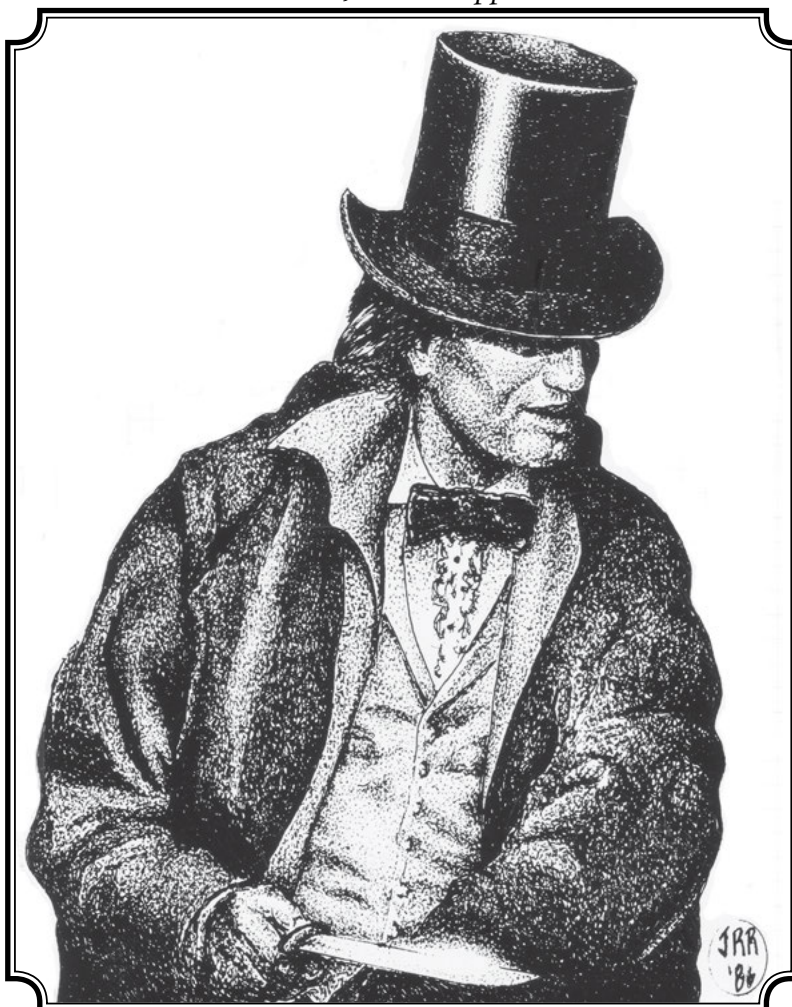
The large number of prostitutes in London and other British cities has already been mentioned. However, the 1885 Act made all activities related to prostitution illegal, particularly the keeping of “brothels”, a term the courts interpreted very loosely. From this time on, prostitution was unquestionably a criminal activity, and while it did not go away, it increasingly disappeared from public view.

The issue of the age of sexual consent was brought to public attention by a controversial series of articles by W.T. Stead, editor of *The Pall Mall Gazette*, aimed at promoting the 1885 Act then under Parliamentary debate. Entitled the “Maiden Tribute of Modern Babylon”, the series included the story of “Lily” under the subhead

“A Child of 13 Bought for £5”. Society was thrown into uproar, with numerous protest meetings held and reform groups founded. Unfortunately, Stead omitted to mention that the girl, whose real name was Eliza Armstrong, had been “bought” from her family, chloroformed and delivered to a room in which he was waiting, by an agent he had hired himself. Although Eliza came to no physical harm, Stead was eventually prosecuted for her abduction and assault and sentenced to three months in jail, delighting his competitors and critics. Nevertheless, the 1885 Act finally raised the age of consent from 13 to 16, and Stead regarded this success as well worth his jail time. He died on the *Titanic* in 1912.

A closely related issue of the day was “white slavery”, where English women and girls were supposedly kidnapped to work in brothels on the Continent (with its “moral blight of licensed debauchery”) or in South America. A London Committee for the Suppression of the Traffic in British Girls for the Purposes of Continental Prostitution was set up, supported by a 1880 leaflet by Alfred Dyer entitled “The European Slave Trade in English Girls”. Although the 1881 Select Committee found evidence of a small foreign traffic in girls, the panic of the time now appears somewhat exaggerated. Nonetheless, the 1885 Act also made it an offence to attempt to persuade a woman or girl to leave the UK for a foreign brothel.

Jack the Ripper



Jack the Ripper

On Friday, 31 August, 1888, the body of Mary Ann Nichols was discovered in Buck's Row. Her throat had been cut and a deep, jagged cut had been made in her abdomen.

On Saturday, 8 September, 1888, Annie Chapman was found mutilated in Hanbury Street. Her throat had been cut through to the spine, her intestines had been removed and placed on her right shoulder, and her bladder and reproductive organs had been removed.

Elizabeth Stride was found murdered in Berner Street on Sunday, 30 September, 1888. Her throat had been cut, but there were no other wounds on the body. Some theorists have suggested that Stride was not in fact killed by the Ripper. That same night, the savagely mutilated body of Catharine Eddowes was discovered in Mitre Square. Her eyes, nose, cheeks, lips, and throat were slashed, her abdomen had been opened, and her uterus and left kidney had been taken.

On Friday, 9 November, 1888, the horribly mutilated body of Mary Jane Kelly was found in her flat in Miller's Court. She had been completely disemboweled, her nose had been cut off, her face mutilated beyond recognition, other entrails had been removed, and her breasts had been cut off. The door to Kelly's tiny apartment had been locked from the inside, and something had burned very hot in the fireplace.

Other murders sometimes attributed to the same killer include Emma Elizabeth Smith and Martha Tabram. Smith was brutally raped by three youths on 3 April, 1888, at the corner of Brick Lane and Wentworth Street; she died a few hours later. On 6 August, 1888 Tabram was found dead in the stairwell of the George Yard Building (not far from Wentworth Street); she had been stabbed 39 times.

During the Ripper's reign of terror, the police and newspaper offices were flooded with hundreds of letters purporting to be from the murderer. Most of the letters were frauds, but a few were considered authentic. It is now believed that the letter that coined the name "Jack the Ripper" was in fact written by one of the sensationalist press in order to sell newspapers. On 16 October, 1888, George Lusk, the president of the Whitechapel Vigilance Committee, received half a human kidney in the mail. A note accompanying the organ – addressed "From Hell" – alleged that the sender fried and ate the other half. The kidney was identified as that of Catharine Eddowes.

On the night of 30 September, the authorities discovered unusual graffiti chalked on a wall in Goulston Street, not far from the scene of the Eddowes murder: "The Juwes are the men That Will not be Blamed for nothing." Some attribute a Masonic meaning to this message, but its true import and author have never come to light. A portion of Catharine Eddowes' blood-soaked apron was found in a doorway near the graffiti.

Numerous suspects and alleged witnesses to the Ripper crimes were interviewed, police and the Whitechapel Vigilance Committee patrolled the streets of Whitechapel, and psychic Robert James Lees claimed to have had visions of the killer, but in the end the identity of Jack the Ripper was never discovered. In 1892, the Scotland Yard file on the Ripper case was closed and sealed for 100 years.

Criminologists and writers have speculated as to the Ripper's identity for over 120 years now. Perhaps the most popular theory is related in Stephen Knight's fascinating but far-fetched *Jack the Ripper: The Final Solution*, which suggests that Dr. William Withey Gull, Physician in Ordinary to Queen Victoria, and a coachman named John Netley murdered the women while searching for Mary Kelly. According to Knight, Kelly was blackmailing the royal family because she knew Victoria's grandson, Prince Edward Albert Victor Christian ("Prince Eddy"), had married and fathered a child by a Catholic girl named Annie Crook. Gull set out to silence the women who knew of this indiscretion by murdering them in accordance with certain rituals of Freemasonry. Knight's story also forms the basis for Alan Moore's graphic novel *From Hell* and its film adaptation, as well as the Sherlock Holmes/Jack the Ripper film *Murder by Decree* and a long list of other stories. Frank Spiering's book *Prince Jack* suggests the killer was Prince Eddy himself, whom he thinks suffered from syphilis and was homosexual.

Montague John Druiitt is another popular suspect; he committed suicide just after the Kelly murder, allegedly because he had been dismissed from his school teaching job for a homosexual scandal. An early police suspect was John Pizer, a Polish Jew boot-finisher, sometimes called "Leather Apron." Other recently-revealed suspects include Francis R. Tumblety, an American "quack" doctor visiting London at the time (*The Lodger: The Arrest & Escape of Jack the Ripper*); Robert D'Onston Stephenson, a soldier, occultist, and journalist, who supposedly had mystical motives for the killings (*The True Face of Jack the Ripper*); James Maybrick, a Liverpool cotton merchant driven mad by an addiction to arsenic, and who was later himself apparently poisoned by his long-suffering wife (*The Diary of Jack the Ripper*); Walter Sickert, a Victorian artist and a friend of Prince Eddy (*Portrait of a Killer: Jack the Ripper Case Closed*); Severin Klosowski (aka George Chapman), a Polish hairdresser who was later convicted of poisoning several of his wives; Lord Randolph Churchill, father of Winston Churchill; and even Lewis Carroll!

Most of these suspects and the books they figure in are discussed in *The Jack the Ripper A to Z*, an essential reference work for Keepers interested in the case.

The 1880s also saw the first appearance of pornography for the masses. Although nude photographs had been taken since 1840, the invention of half-tone printing in the 1880s, combined with a reliable postal service, now enabled erotic photographs of every type to be discreetly supplied at prices well within the reach of the middle classes. Burlesque actresses were often hired as models, and although most of the photos would now be termed “softcore”, they would probably have been judged illegal under the Obscene Publications Act of 1857, and certainly many Victorians would have found them shocking. Despite some high-profile prosecutions, there was little the authorities could do to stop the trade.

Sex between men remained illegal at this time, although since 1861 it was no longer a capital offence. However, whereas private, discreet relationships were previously tolerated to a degree, the 1885 Act made illegal any act of “gross indecency” between men, whether actual or attempted, public or private, with no need for the prosecution to prove that penetrative sex was involved. This “blackmailer’s charter” was famously used to sentence Oscar Wilde to two years hard labor in 1895. The largely secret world of homosexual men (the term “gay” in this sense was not yet in use) hit the headlines in 1889, when police raided a male brothel in London’s Cleveland Street. Although its proprietor escaped, one rent boy named several prominent aristocrats as among his clients, and the journalist Ernest Parke subsequently alleged that the case was covered up by the Government because Prince Albert Victor, son of the Prince of Wales, was also a customer. Many biographers consider this unlikely, but the truth was never fully established.

While hardly novel, organized gangs of working-class youths remained a problem in most British cities in the 1890s. As nowadays, they often identified themselves by conspicuous styles of dress and had a hierarchical organization with leaders and junior officers. Their preferred weapons were leather belts with heavy brass buckles and steel-clad clogs, although knives were also common. Their primary focus was on reputation and territory rather than criminality as such, but they could still be very dangerous. Regional fairs, where they could effectively run riot, particularly attracted their attention. Racetrack gangs were also very active, subjecting bookies to robbery and demands for “protection” money, although the wider public was seldom affected. In 1892, a bookies’ scheme attempting to raise money for a force of “detective police” to control the gangsters collapsed, and the problem continued to worsen during the 20th century.

Many brutal sports beloved of early Victorians were on the wane by 1890, with bull- and bear-baiting and cockfights almost non-existent, and bare-knuckle prizefighting giving way to regulated boxing. Dog fighting however remained common, despite being made illegal in 1835, and ratting (competitive killing of rats by dogs) was still legal and popular. Such events, attended by rich and poor alike, frequently took place at the rear of public houses in specialized pits and were the subject of much betting. Here too the tide was turning, however, and the last public ratting event was held in Leicester in 1912. The organizer was prosecuted, fined, and had to promise the court not to repeat the offence.

Drug use, by contrast, was not yet seen as a problem. By the end of the century, the East End opium dens catering to Oriental sailors were also attracting a few curious locals, and anyone could buy morphine or cocaine from a chemist, though few chose to do so. Cocaine users were mostly upper class experimenters, often women with excess leisure time, or else doctors. Sigmund Freud, for example, treated his depression with cocaine, reporting favorable results, and the great American surgeon William Stewart Halsted was addicted to both cocaine and morphine at different times. Overall, drug users were seen as eccentrics, rather than a problem or a threat to anyone. The drug panics of the 1920s, based largely on racism and anxieties about the increased freedom of women, were yet to come.

This section gathers together bits of useful and interesting information with which keepers can add flavor to 1890s play.



The British Government

As today, the British government was a constitutional monarchy with a so-called “unwritten” constitution, consisting of a body of statutes, customs, and judicial precedents that could be changed at any time by an act of Parliament. Theoretically the Queen was the head of state, though actual executive power lay with the Cabinet, a committee of ministers of which the Prime Minister was chief. Queen Victoria, however, was greatly respected by her people, including most of those who served in the British government, so her advice and suggestions often were heeded to an extent unheard of today. For example, when a new building blocked off her view from the palace, her anger resulted in the passage of an act restricting the height of future constructions in London to three stories, an act remaining on the books into the 20th century.

The Prime Minister (PM) was the head of the executive branch of government and was always the leader of the majority party in Parliament. At the beginning of the 1890s, the Marquis of Salisbury, leader of the Conservatives, had been PM since 1886. Salisbury’s party was defeated in August of 1892 and the Liberal party leader, William E. Gladstone, became Prime Minister, a post he had held prior to Salisbury (and earlier as well, alternating with Benjamin Disraeli of the Conservatives). In February 1894, Gladstone resigned and the Earl of Rosebery took over the Liberal government until its defeat in June of 1895 returned Salisbury and the Conservatives to power through the end of the Victorian age. The Conservative ministries of Salisbury during this period were primarily concerned with Britain’s position in world politics and with imperial concerns. Gladstone’s Liberal government was more interested in social reforms, progressive legislation, ethical considerations and – the issue which split the Liberals and brought them to defeat in 1895 – Home Rule for Ireland.

The Cabinet directed the departments of government and initiated legislation in Parliament. Among the Cabinet positions, all appointed by the P.M., were the First Lord of the Treasury (Gladstone doubled in this position during his ministry), the Lord Chancellor (the highest judicial officer of the British courts, law advisor of the ministry, keeper of the great seal, and presiding officer of the House of Lords), the Home Secretary, the Foreign Secretary (Salisbury doubled in this capacity during parts of his ministries), the Colonial Secretary, the Secretary for War, the Secretary for India, the Chancellor of the Exchequer (the minister of finance), the First Lord of the Admiralty, the Post-Master General and various other chancellors, secretaries, lord-lieutenants, presidents of boards, and so on.

Parliament held legislative power; its members passed the actual laws of the realm (with the assent of the Queen, who usually was guided in her decisions by her Cabinet, and especially the Prime Minister). Parliament was of two houses. The upper house, or the House of Lords, was composed of "Lords spiritual and temporal" (the bishops of the Church of England, and hereditary and life peers of the realm). The lower house, the House of Commons, was made up of elected representatives of the nation's parliamentary districts. Members of the House of Lords were appointed by the Crown. From 1911, the power of the House of Lords has been limited to a quasi-advisory function, but in the 1890s both Houses were equal in power. It was the House of Lords that continually blocked Irish Home Rule whenever it came to them for a vote.

Parliament met at Westminster during what was called "the London season," which consisted of the months of May, June, and July, and ended its sessions usually in late August, at which time it was said that Parliament had "risen."

Royalty & Titles

Monarchies are necessarily concerned with royalty and titles, precedents and privileges. Queen Victoria was the longest reigning British monarch in the history of the Empire, and probably the most beloved by her subjects. She reigned from 1837 to 1901; at her death, few remembered a time when she was not Queen. Her son Edward, the Prince of Wales, succeeded her and ruled till his own death in 1910. The Prince was rather wild by nature, in contrast to his mother's somber demeanor, and stories of his exploits at the gaming tables and with numerous women (and men, it was rumored) kept the lower classes in gossip. But commoners also felt much closer to the Prince than they might have otherwise - this aristocrat, a member of the royal family, had weaknesses and foibles; he was a people's Prince and, after his coronation, a people's King. After Victoria's husband, Prince Albert, died in 1861, Victoria made few public appearances, leaving those to the Prince of Wales. His high visibility only increased his popularity.

To some, however, the Prince's activities made him less desirable as a future monarch, and some looked to the Prince's son, Albert Victor, Duke of Clarence, as a more suitable king. Clarence, or Eddy as his intimates called him, was not a better candidate to rule the Empire than the Prince -

the Duke's sexual liaisons were far more unorthodox than the Prince's, and Eddy was involved in several scandals. Some have theorized that the Duke was much associated with the Ripper murders of 1888 - either being the cause of them or perhaps even being the Ripper himself! A frail, often sickly individual, Eddy died in 1892. Unfounded rumors circulated among anti-monarchists that he'd been put in an asylum to avoid embarrassment to the Crown, suffering from increasing insanity provoked by syphilis.

In addition to the royal family, many other titled individuals existed, ranging from members of the peerage to non-hereditary knights whose titles were conferred by a grateful monarch in return for great service or great personal merit.

The peerage consisted of those who held title to one of the five degrees of hereditary nobility: duke, marquis, earl, viscount, or baron.

Duke was the highest rank in the Empire. A duke was properly addressed as "Your Grace," and referred to as "the Duke of [place name]." A member of the royal family who was a duke (such as the Duke of Clarence) was known as a Royal Duke. The wife of a duke is a duchess.

A marquis, in British usage also known as a marquess, was the second-highest hereditary rank. A marquis could informally be called a Lord, as could both an earl and a viscount. The wife of a marquis was a marchioness, and referred to as "Lady." "My Lord" (or "My Lady") or "Your Lordship" were the proper ways to address these nobles.

An earl was the British equivalent to a count, and the wife of an earl was a countess. They were addressed similarly to the marquis and marchioness.

A viscount was referred to and addressed similarly to the marquis and earl. His wife was a viscountess, or lady.

Baron was the lowest rank of hereditary nobility in the peerage. A baron was properly referred to as "Lord," and his wife (the baroness) as "Lady."

If a peer held more than one title, he was usually known by the superior rank, with an inferior title being honorarily granted to his eldest son. The younger sons of dukes and marquis were given the courtesy title Lord, and the younger sons of earls and all children of viscounts and barons were granted the courtesy title "Honorable" before their names.

Below the peerage and above the knight in rank was the baronets, whose title was also hereditary. As a courtesy only, the wife of a baronet was known as "Lady." Though officially commoners and not true nobility, baronets nevertheless constituted an important part of the English aristocracy. A baronetcy could be conferred upon an individual considered worthy by the Crown, and baronets were addressed similarly to knights, with "Sir" preceding their names and "Baronet" - often abbreviated as "Bart." - following it.

Knighthood was conferred on worthy individuals, and the title lasted only for the life of the knight; it could not be passed on to his heir. Normally the Queen's List, announced annually, named those individuals upon whom knighthood was conferred. The title "Sir" was prefixed to the name of knights. There were different orders of knighthood, such as the Knights of the Garter (K.G.), the highest order of knighthood in the Empire, and the Knights of the Bath, or

Companions of the Bath (C.B.), the lowest order. The initials of these orders usually were affixed at the end of the knight's name. The wife of a knight sometimes was referred to as "Lady" out of courtesy.

The aristocracy also included the gentry, a term applied to all those non-nobles entitled to coats of arms, especially those owning large tracts of land (the landed gentry). Often a member of the gentry might be referred to as "squire," though technically any country gentleman, especially the chief landed proprietor in a district, could be called a squire.

The British royal family was related both by blood and by marriage to the German royal family, and many British nobles also held titles of nobility from other countries, further complicating the lives of commoners from places like the United States.

Club Life in London

Gentlemen's clubs were very important in Victorian life, and London especially had its share of such establishments. These were buildings where gentlemen could go to relax and socialize with others of similar interests, read the papers and books provided, and enjoy good meals at prices barely above cost. Clubs usually had sitting rooms, lounges, libraries, and dining rooms and bars, and provided the daily papers for their

members. Non-members were usually confined to a visitor's room of some kind, where they could meet with members at the club when need be. Clubs usually formed around some theme or interest – there were clubs of politically conservative members; liberal clubs; clubs for former (and current) military men; sports clubs; literary and arts clubs; and even ladies clubs for the fair sex to gather when their men were at their own clubs.

Many of London's clubs were clustered off Pall Mall and around St. James Square, including the conservative Carlton Club, the Conservative Club, the liberal St. James Club, the Army and Navy Club, the East India United Service Club, the Guards Club, the Athenaeum Club (club of the literati), and several others. Other prominent London clubs were sporting clubs such as the Alpine Club (in Saville Row), the National Sporting Club (Covent Garden), the Queen's Club (in West Kensington - tennis, rackets, etc.), and the Turf Club (in Piccadilly - whist and other card games); social clubs such as the Marlborough Club (in Pall Mall), the Traveller's Club (in Pall Mall - each member must have traveled at least 500 miles from London), and the Albemarle Club (in Albemarle St., for ladies and gentlemen both); and even professional clubs such as the Press Club (in Fleet Street).

To join a club might cost from £5 to £40, with yearly fees

A very important discussion, to be sure



ranging from about £3 to £15. New members were admitted by ballot, but a certain number of “black balls” or dissenting votes could keep out a candidate, even though a majority might wish to admit him. A current member might need to sponsor the candidate, whose reputation and qualifications would need to be established.

Hotels and Lodging

Characters new to London, or those residents who might suddenly find it expedient to leave their current address, will find plenty of temporary lodging, from the high priced hotels of the West End to the common lodgings or doss houses of the East End.

Prices at West End hotels ran higher than those in the City, from 8-20 shillings and upwards per night. A hot bath usually cost a shilling; a cold sponge bath in one's room was sixpence. Breakfast at the hotel was usually a fixed charge of 1/6, plus tips for the waiter and boot-attendant (a shilling or two for the former). Smoking usually was prohibited, except in the hotel's Smoking Room; an assortment of English newspapers was provided, but usually not foreign ones.

Hotels clustered around the railway stations, some right on the premises. West End hotels in or near Charing Cross and the Strand included the Hotel Cecil (Victoria Embankment, near Waterloo Bridge), the Savoy Hotel (by the Savoy Theatre), and the Charing Cross Hotel (at the railway station). In Piccadilly was the Albemarle Hotel (corner of Albemarle St.). In and near Westminster were the Westminster Palace Hotel (opposite Westminster Abbey), the Buckingham Palace Hotel, Claridge's Hotel, and the Grosvenor Hotel (in Victoria Station). Hotels around Bloomsbury (near the British Museum) included the Euston Hotel (at the railway station), the Northern Railway Hotel (at King's Cross Station), and the Imperial Court Hotel (Holborn, near Lincoln's Inn). Hotels in the City included De Keyser's Royal Hotel (on the Embankment by Blackfriars), Cannon Street Hotel, the Metropolitan Hotel (near the Great Eastern Railway Station) and Anderton's Hotel (Fleet Street - a favorite meeting spot of dining clubs and Masonic lodges). South of the Thames were few good hotels, none being at Waterloo or London Bridge Station, though the York Hotel was near Waterloo Station.

Boarding houses were less expensive. For 30-40 shillings a week, guests received lodging, breakfast, lunch, dinner, and tea, and a sitting room for socializing with the other boarders. Good boarding houses were to be found in the West End and near the British Museum. Common lodgings were widely found in the East End. Whitechapel and Spitalfields especially were dotted with these often-squalid doss houses, where men and women slept all in a large, dingy room of rows and rows of soiled beds. Here a single bed cost fourpence, and a double eightpence. Those without that much money could pay twopence for a rope lean-to strung from wall to wall against which they could lean for what sleep they could catch. Investigators staying in doss houses - probably a good idea when on the run, as few questions were asked - could expect to be robbed if not constantly vigilant, and to likely come away with their clothing infested with vermin.

Private apartments or flats could be rented, from 10-20 shillings weekly around the British Museum and St. Marylebone, and from £2-15 weekly in the better sections of the West End. Breakfast usually could be secured for a shilling. Fire and light cost extra, as did cleaning services. Such dwellings afforded maximum privacy, though investigators involved in strange ceremonies may risk intervention by furious landlords if they become too noticeable.

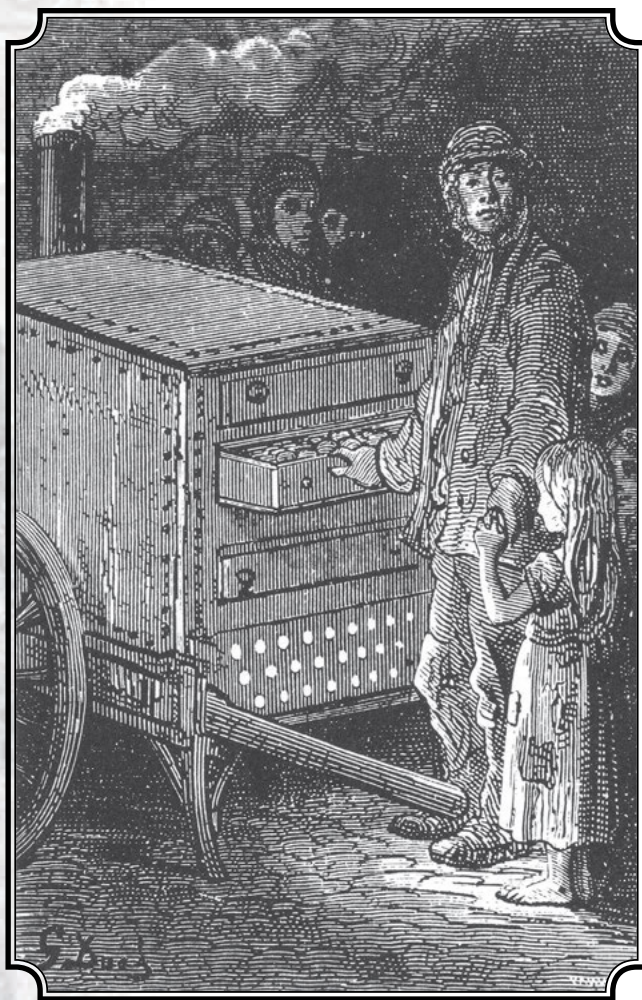
Markets & Bazaars

In the business districts of London, it was unusual to find a house without a shop on the ground floor. Piccadilly, Charing Cross Road, Oxford Street, the Strand teemed with stores of every variety, with Regent's Street, Bond Street, and Piccadilly boasting the fashionable stores. Department stores such as Harrod's and Whiteley's, in Kensington and Paddington, became popular during Victorian times, bringing a multitude of goods and services under one roof. And the streets of the East End and south of the Thames were filled on Saturday night and Sunday morning, especially, with hundreds of costermongers selling their wares from street stalls or carts.

Several bazaars were scattered around London. These emporiums featured rows and rows of shops and stalls offering all types of goods, with pleasant covered walks between them for shoppers to stroll along as the merchants hawked their wares. The most important were the Baker Street Bazaar, the Soho Bazaar (in Oxford Street), the Opera Colonnade (in Haymarket), the Burlington Arcade (Piccadilly), the Royal Arcade (Old Bond Street), and the Lowther Arcade (in the Strand), the last offering mainly toys and other lower-priced goods.

London also had several chief markets, where merchants could gather to sell their fresh merchandise, usually in the early morning hours, to London consumers. Covent Garden Market (a few blocks northeast of Trafalgar Square) was the main market for vegetables, fruit, and flowers. Billingsgate Market, along the Thames between London Bridge and the Custom House, was a great fish market, and Smithfield Market on Newgate Street was the great meat market of London. Leadenhall Market, in Leadenhall Street, specialized in poultry and game. Serving the poorer folk of the East End were markets such as Spitalfields Market (vegetables), Shadwell Market east of the London Docks (fish), and Columbia Market in Bethnal Green past Spitalfields (meat, fish, and vegetables).

“Costermonger” derives from *costardmonger*, which in turn traces to *costard*, an old name for a type of large apple once sold in street stalls. Costermongers were not so prevalent in the 1890s as in earlier times, but many were still found in the New Cut (a thoroughfare in Lambeth), near Westminster Road (where the poorest classes set up their street stalls on Saturday night and Sunday morning), and throughout the East End. These street vendors sold produce from vegetables to game birds to chestnuts, from fixed booths or from mobile carts. Prices generally were very reasonable. They often shared these areas with street performers and beggars vying for the attention of passers-by. The labyrinths of costermonger



A costermonger plies his chestnuts

ger stalls and carts were also favorite haunts for pickpockets and cutpurses.

Sources of Information

Somerset House and the Records Office (see the Locations chapter) were excellent sources of public and private information - criminal, civil, and political. The Inns of Court could offer data on the barristers and solicitors of the metropolis, though an investigator would need a contact and need to receive a successful Law roll to obtain access. Scotland Yard kept extensive criminal records, but the same hurdles would have to be crossed. Even if successful at the Yard, the records will be difficult to sift through in the early years of the decade, thanks to the disorder caused by the move to New Scotland Yard.

London had numerous public libraries, open weekdays from 8-10am to 9-11pm, with some open Sundays from 3-9pm. All had free reading rooms, news-rooms, and reference libraries, but books were lent only to residents of the district who had the recommendation of a ratepayer (taxpayer). The circulating libraries served a paid membership only, at annual fees from 28s to £3.3s. (the fee for the London Library in St. James Square). Some, like the London Library, required an introduction by a current member. For foreign

books, the circulating library at Rolandi, off Oxford Street, had a total of 300,000 volumes.

Special library collections requiring an introduction for admittance but no fees included the Reading Room of the British Museum (20,000 in the Reading Room itself, others throughout the museum), Sion College Library on the Thames Embankment (at 66,000 volumes the most valuable theological library in London), and the Patent Office Library in Chancery Lane (stuffed with scientific journals and transactions of learned societies).

Many private reading rooms and circulating libraries served London. Admission fees were 1d. or 2d. at the door, or up to £3 yearly. Among those specializing in newspapers were the Central News Agency and the City News Rooms, both in Ludgate Circus, and Street's Colonial and General Newspaper Offices, near Lincoln's Inn. The many newspapers themselves maintained private clipping libraries ("morgues"), not usually accessible to the public. Investigators could get access with a contact and a successful Journalism roll.

To establish the comings and goings of suspects by ship, investigators will have to consult the records of individual steamship lines and those of the separate dock systems. There was no overall agency, the London Port Authority, until 1909. Simple vessel arrivals and departures could be found in most newspapers. Individually, the offices of the Orient and Pacific Company were at the end of Pall Mall; those of the Aberdeen Steam Navigation Company were in the City. Transatlantic lines, such as the Guion Steamship Company, operated out of Liverpool, with their main offices and central records there, though most maintained a smaller London branch as well.

Information on rail travel could be found at the London terminals for the major and local railways (the Metropolitan Railway, for example, was at the Baker Street Station, next to Madame Tussaud's). Cab passenger data could best be secured by checking local cab-yards, where the licensed drivers left their cabs when off duty.

There were many useful reference works. *Bradshaw's Railway Guide*, published monthly, was the most thorough source for railway schedules. *The Post Office Directory of London*, either the thick, 3,000-page *Kelly's* or the less-extensive *Morris's* listed all residents and commercial establishments in London. A London telephone directory located phone subscribers. *The Dictionary of National Biography* functioned similarly to our contemporary *Who's Who* in providing brief biographical sketches of important personages in the Empire. Both the *Medical Directory* and the *Medical Register* supplied data on doctors. *Crockford's Clerical Directory*, published annually, did the same for clergy. Information on the nobility could be gleaned from *Debrett's Illustrated Peerage*, and *Titles of Courtesy of the United Kingdom of Great Britain and Ireland*. *The Gazetteer of the World* or a similar volume provided invaluable facts about foreign locales. And *Whittaker's Almanack* was the best in England for a wealth of data. *Ordinance Survey Maps* could be obtained at E. Stanford's in Charing Cross, official London agent for the Royal Surveyor's Office. London also had many booksellers, though naturally those shops purveying Mythos volumes tended to be hidden in disreputable mews and alleys of the metropolis.

Coach Chase Rules

Coach chases typify the adventurous spirit of the Victorian era, and can perhaps be worked into play during the Keeper's campaign.

(These rules might also be used to simulate foot chases, with a roll of CON+STR+Dodge or less replacing the Drive skill; the Keeper may wish to halve the chances of most skills used during a foot-chase, with the exception of combat skills, which should be reduced to 1/5 of normal skill levels, at best. The Keeper may also call for occasional Jump, Dodge, or Climb rolls – at normal percentages – to reflect obstacles such as bystanders, fences, and so forth.)

When two or more carriages are involved in a high-speed chase, the coachman with the highest Drive Carriage skill attempts his Drive Carriage roll first. The coachman with the next-highest Drive Carriage skill attempts to make his roll next, and so on. Four basic situations exist in coach chases:

- If all Drive Carriage rolls are successful, the coaches keep pace with one another.
- If the coachman being chased fails his Drive Carriage roll and his pursuer succeeds with his roll, the pursuer catches up with or even overtakes the coach he is chasing.
- If the coachman being chased makes his Drive Carriage roll and his pursuer fails his roll, the chased coach pulls ahead.
- If all Drive Carriage rolls are failed, the coaches keep pace with one-another, unless one or more failed badly enough to require a roll on the Trouble Table.

Ranges are expressed in terms of sighting and firearm attack chances, as follows:

- 1) Side by side (skills at normal chance)
- 2) Close range (skills halved)
- 3) Extended range (skills at 1/4)
- 4) In sight (skills at 01% only)
- 5) Out of sight (no attacks possible)
- 6) Escape (no attacks possible)

The Keeper should make a track showing these ranges for use during play. Counters or coins can be used to represent the vehicles, and when a vehicle reaches the Escape range, or Out of Sight for two consecutive rounds, the pursuer has lost it. At high speeds or in rough terrain, the Keeper may halve all attack skills due to unstable firing conditions.

Characters inside a vehicle are protected by its armor rating (see below), and the vehicle itself doesn't take damage to its Hit Points unless the armor rating is exceeded. (EXAMPLE: A pistol bullet does 6 damage to the vehicle, but its armor rating is 8, so no damage is incurred. A shotgun blast doing 11 points of damage has 8 points stopped by the armor, and thus does 3 points to the same vehicle.) When a vehicle has suffered damage equal to its total Hit Points it has become an undriveable wreck; the driver must make a skill roll at -25%, and the vehicle slows by 1 Speed each round until it stops.

Drive Carriage Skill Modifiers

All modifiers are cumulative.

Hazard, etc.	Percentile Modifier
Horses spooked	-10
Rocks/limbs	-10
Tight curves or swerve or high speed turn	-10
Cobblestoned roadway	-0
Off-roads (flat)	-5
Off-roads (rough/hilly)	-10
Moderate incline/decline	-5
Steep incline/decline	-10
Snowy/icy/muddy/sandy surface	-10
Fog	-5
Heavy rain	-5
Night	-5
High winds	-5
At Speed 1 or 2 handling per vehicle	+10

Coach Chase Rules continued

Vehicle Ratings and Speeds

Format: description, skill required, maximum speed, handling, acceleration/deceleration, move, armor, SIZ, HP, crew, passengers

Human on foot, CON+STR+Dodge%, 1, NA, 1, 8, ?, =SIZ, =HP, n/a, n/a

Horse, Ride, 2, +20, 2, 12, 1, 26, 20, 1, 1

Hansom cab, Drive, 2, +5, 1, 10, 6, 38, 25, 1, 2-3

4-horse carriage, Drive, 2, -5, 1, 10, 8, 55, 30, 2, 4

Trouble Table

If a Drive Carriage roll is failed by 20 or more percentiles in a high-speed/chase situation, roll 1D12 on the Trouble Table.

- 1:** Cracked wheel: vehicle's Speed is reduced by 1 until changed or repaired.
- 2:** Broken harness: slows vehicle by 1 Speed each round until stopped. Vehicle then cannot be driven without a Mechanical Repair roll.
- 3:** Horse injured: next Drive roll is at -15%. Second such result lames horse: reduce Speed by 1 and all Drive rolls are made at -15%.
- 4-6:** Skid: lower next Drive roll by 10% and reduce Speed by 1 for next round.
- 7:** Fishtail/swerve: lower next Drive roll by 10%, and if that roll fails, add 1 to the result on the Trouble Table roll.
- 8:** Bad fishtail: lower next Drive roll by 20%, and if that roll fails add 2 to the result on the Trouble Table roll.
- 9:** Carriage loses a wheel – a halved Drive Carriage roll is required to safely bring the carriage to a halt. If the roll fails roll again on this table adding 4 to the result.
- 10:** Crash: vehicle runs into something and comes to an abrupt stop. The vehicle, horses, and driver all take 1D6 points of damage per Speed traveled, and passengers incur 1D3 damage per Speed. With a successful Jump roll anyone on the outside of the vehicle can try to leap clear and receive half damage.
- 11+:** Overturns: vehicle overturns and rolls once per Speed traveled. Each roll does 2D3 damage to the vehicle and 1D3 to each passenger. Anyone on the outside of the vehicle can escape injury with a successful Jump roll, otherwise they take 1D6 damage from the fall per level of Speed traveled.

Special Situations and Actions

Anyone who is injured while on the outside of a carriage, including the driver, requires a roll of STR, CON, or DEX (whichever is highest) x5%. If the roll fails, the injured party falls off the coach. A Jump roll is then needed to avoid taking 1D6 falling damage per level of Speed.

Driving a carriage and attacking at the same time: only weapons that may be wielded single-handedly may be used while driving a coach: handguns, swords, knives, whips, etc. If the coach is moving at a slow pace, the Drive Carriage roll is performed at 3/4 normal and the attack roll is halved. If the coach is moving at a high speed, the Drive Carriage roll is halved, and the attack roll is performed at 1/4 normal.

Jumping from a moving carriage to the ground: a successful Jump roll is required. If the coach is moving at high speed, the Jump roll may be halved. Typical injury sustained in falling from a moving carriage is 1D6 Hit Points per level of Speed.

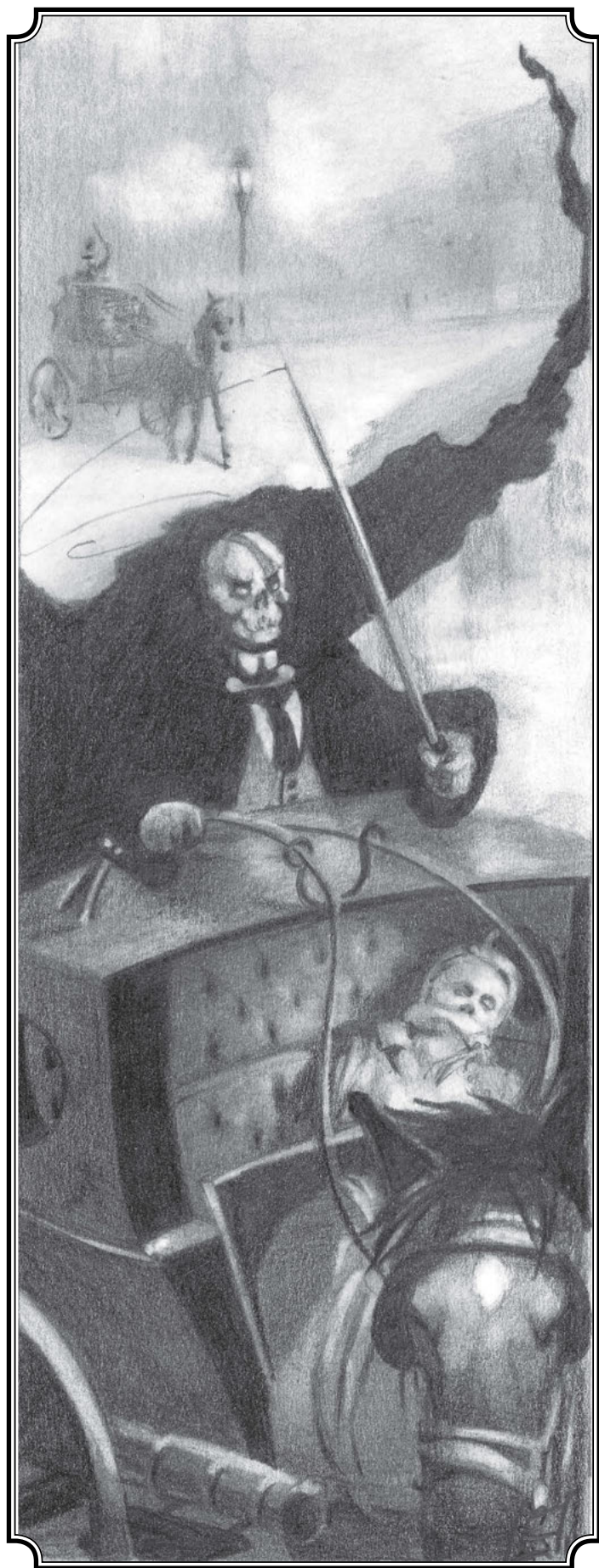
Jumping from one moving carriage to another: this daring stunt requires a halved Jump roll. If the roll fails, a Luck roll is needed: success indicates that only 1D6 points of damage are sustained from the fall. Failure means the luckless investigator falls under the other coach or is trampled by the horses, resulting in 4D6 points of damage.

Jumping from a moving carriage onto a horse: this even more daring stunt requires a successful Jump roll at 1/4 normal. If the Jump roll fails, a Luck roll must be performed, success indicating only 1D6 points of damage are sustained in the fall. Failure means that the luckless investigator is trampled by the horse, resulting in 4D6 points of damage. Once on the horse, the investigator must immediately make a successful Ride roll or fall or be thrown from the animal, suffering 1D6 points of damage per level of Speed.

Climbing around the outside of a moving carriage: this requires a Climb roll. If the roll fails, the investigator falls from the vehicle, suffering 1D6 points of damage per level of Speed.

Driverless carriage: roll 1D6 – 1-2 the horses decelerate, 3-4 they continue to run, 5-6 roll on the Trouble Table. Continue to make these rolls each round until the coach gains a driver or crashes or the horses decelerate to 0 and stop.





A desperate pursuit

Finally, keepers should always feel free to invent any new reference book which seems in keeping with the spirit of the times and with the spirit of the game.

British Universities

Universities in England were dominated by Oxford, founded 1096, and Cambridge, founded 1209, sometimes jointly known as “Oxbridge” because they provided essentially the same Classical (i.e. based on classics) education for the upper classes. Because of their age, they had established similar institutions and facilities such as printing houses, botanical gardens, museums (the Ashmolean at Oxford and the Fitzwilliam in Cambridge), and legal deposit libraries (the Bodleian and the Cambridge University Library) where copies of all newly published books must be filed. Both Oxford and Cambridge required all entrants to belong to the Church of England until 1870s, and student lifestyle was strictly regulated. Britain often lagged behind continental nations in academic terms, because advanced education was restricted to those with leisure time due to wealthy backgrounds.

Both Universities operated collegiate systems under the University umbrella with Kings (1441), Trinity (1546), Magdalene (pronounced *maudlin*) (1428), Caius (*keys*) (1348), St. Catherine’s (1473) among Cambridge’s colleges, and Balliol (1263), Brasenose (1509), Corpus Christi (1517), Merton (1264), Pembroke (1624) and Keble (1870) among those of Oxford. Women were first accommodated at Cambridge at Girton (1869) and Newnham (1871) colleges. They could attend lectures, although they were not allowed to sit exams until 1881, and were not awarded degrees for a further 40 years after that. The other colleges were men-only institutions.

In the nineteenth century, the long overdue broadening of university education from these two centers, with their class and religious restrictions, occurred in roughly three stages. First, rival universities were founded in the first third of the century: Kings and University College London, established in 1828, becoming the University of London in 1836 and Durham University opening in 1832. Next, in the latter half of the century numerous University Colleges were founded across the country. These could give the equivalent of degree-level education, but required Oxford or Cambridge to award the degrees. Owens College, Manchester, was the first in 1851. The final stage, at the end of the century and into the Edwardian period, was the development of so-called redbrick universities from these colleges. In 1884, Manchester, Liverpool and Leeds Colleges combined to form The Victoria University (Liverpool would split off in 1903 and Leeds a year later). Aberystwyth, Bangor and Cardiff Colleges formed The University of Wales in 1893, and later still came Birmingham University (1900), Sheffield (1905), and Bristol (1909).

In Scotland, the four earliest universities were St. Andrews (1410), Glasgow (1541), Aberdeen (1495), and Edinburgh (1582). Because of Scotland’s separate history,

these institutions placed fewer restrictions on their entrants and were thus able to attract enquiring minds from a broad social spectrum. This may in part be why Scottish Universities were world leaders in science and medicine in the 1890s.

Ireland's Dublin University was founded in 1592, and by the 1890s was accepting both Protestant and Catholic students.

The majority of degrees were Bachelor of Arts, with the first Bachelor of Science degree awarded by London University in 1860. Particular specialised degree programmes were very rare. Most degrees focused on one of Theology, History, Empirical Science, or Mathematics from a basic grounding in Logic, Rhetoric and Grammar, with students expected to have a working knowledge of Latin and Ancient Greek.

Literature was thought of as far too frivolous for academic study, although courses on Old English and Norse were well established. Greater disciplinary specialism existed in postgraduate work, where students worked towards Masters degrees and doctorates.

Note: In British universities, the title "Professor" was given only to the most senior and influential figures in their field by committees of peers, and is a title rather than a job description.




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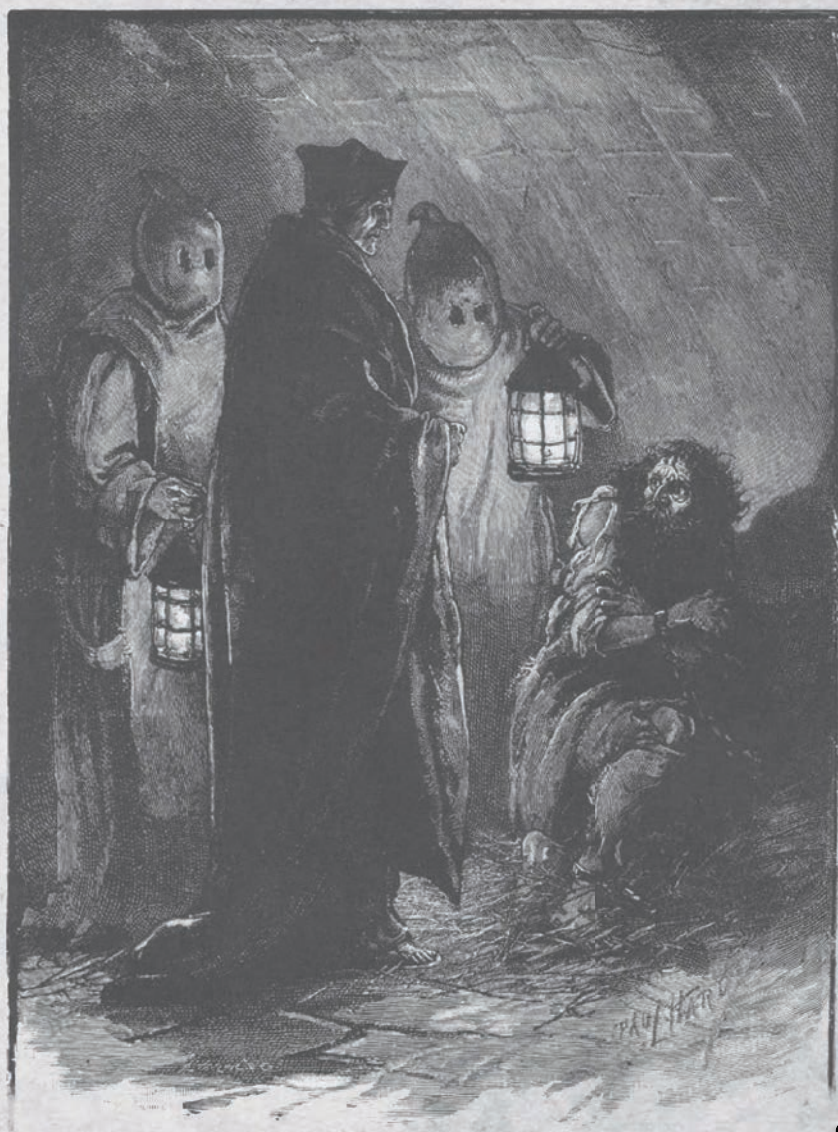


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THE TWIN-CYLINDER 6 H.P. WAGONETTE { See Engraving }

STRANGE BRITAIN





THE OCCULT IN THE 1890S

In the face of new and revolutionary scientific theories sweeping through the late 19th century, interest in the occult remained high. From pseudo-scientific studies such as Atlantology to mysticism couched in religious terms (such as spiritualism had become by the end of the century), things smacking of hidden powerful mysteries enjoyed considerable popularity. Especially, it seems, in England.

Interest in Egyptology, and thus in the gods and myths of that ancient land – Ra, Seth, Osiris, Sutek, and others (though not openly as yet, except with evil cults privy to his secret, that of the Faceless God that represented Nyarlathotep) – reached a new high provoked by Sir Flinders Petrie’s systematic excavations throughout Egypt in the 1880s and 1890s. In 1887, hundreds of clay tablets discovered at Tell el-Amarna, the ancient site of Akhenaton, city of Ikhnaton, the “Sun Pharaoh,” led to new information on the period of that pharaoh’s Egypt, and raised interest in the study of the ancient civilization and its beliefs. Therefore Egyptian myth and legends often figured highly in the beliefs of Victorian occultists.

Modern Atlantology experienced a great revival following the publication in 1882 of Ignatius Donnelly’s *Atlantis: The Antediluvian World*. Donnelly followed with *Ragnarok: Age of Fire and Gravel*, and lectured widely on the subject. An American, Donnelly visited England in the 1890s, spreading his theories about the Lost Continent to British occultists who greeted them eagerly, often tracing the roots of their own occult beliefs back to Atlantis. Groups such as the Theosophical Society occasionally elaborated on Donnelly’s theories, infusing them with more mysticism than Donnelly would have dreamed of, and often twisting the belief in Atlantis to their own unclear ends. Some even claimed to be in mystical communication with the old masters of the Lost Continent. (In the context of a Cthulhu campaign, some might actually be in touch.)

Neo-Druidism was also popular. A number of British occult groups and magical societies incorporated Druidic beliefs and practices into their own rituals. They ranged from the Ancient and Archaeological Order of Druids, founded in 1874 as a “study society for Ancient and Modern Druidism,” to the Hermetic Order of the Golden Dawn. Several branches of Freemasonry also adhered to some Druidic practices. Adoptions usually were limited to the observation of rites on those days particularly sacred to the original Druids in their roles as priests or magi to the Celts – Beltane (May’s Eve), Lughnasadh (Summer Solstice), Samhain (Halloween), and Imbolc (Winter Solstice). Few in the 19th century still actively worshiped the Druid gods, Hu and Ceridwen, the

great father and mother. Nor did they burn human sacrifices in their huge wickerwork figures, as Julius Caesar reported the original Druids to have done – certainly not those who formed and attended Druidic societies in London and other cities.

(Rural Druidic cults could exist, of course, perhaps worshipping their gods in the dense groves of oak sacred to the Druids, where the sacred fires were kept lit. And, although by the 1890s most archaeologist had discounted the earlier theories of a Druidic origin for the great neolithic temple, Stonehenge and Druids were still linked in popular thinking. And it’s quite possible some neo-Druidic cult could choose that monument for its own rituals: it wasn’t until after the turn of the century that annual Druidic festivals at Stonehenge became common at the Summer Solstice.)

The Theosophical Society

Among the most influential occult movements of the era was the Theosophical Society, founded in New York in 1875 by Madame Helena Blavatsky, a former medium and world traveler. Theosophy under Madame Blavatsky became a curious blend of Eastern and Western mysticism, spiritualism, and secret doctrines. In 1877, she published *Isis Unveiled*, the central book of Theosophy, a mixture of doctrines from the Kabbalah, from Hindu, Buddhist, and Taoist scriptures, and the secret or magical teachings of Pythagoras, among others. In 1888, she elucidated the more obscure points in a second book, *The Secret Doctrine*. She claimed to base this book on the ancient *Book of Dzyan* (indeed, it is from her work that scholars derive much of their knowledge of that long-lost work). In it, she also wrote of the various “root” races of life on earth, including those of Lemuria and Atlantis, ours being the Fifth Root Race.

Central to Theosophy is the existence of Mahatmas, or master or adepts, also known as the “Great White Brotherhood,” or “Great White Lodge.” These ethereal beings were the true masters of the world, but they remained available to mankind through spiritual to help humans attain astral wisdom. It was her Mahatma who allowed Madame Blavatsky to view the original words of the *Book of Dzyan* scribed on palm

leaves, and helped her to understand the now-forgotten Senzar language of Atlantis in which it was composed. These Mahatmas of the Theosophists thus sound very much like not only the spirit guides of the spiritualist movement, but the mysterious Secret Chiefs of the Golden Dawn and other occult groups.

After several years in America, Madame Blavatsky moved her headquarters to India, because she felt the spiritual clime there more conducive to her work. The movement flourished there, until 1884 when a former disciple confided some of Blavatsky's more fraudulent practices to a Christian missionary, who published them in his missionary magazine. Blavatsky was in England at the time, allowing the Society for Psychical Research to investigate her mediumistic claims. When the scandal broke, she rushed back to India, but missionary pressure and legal complications caused her to flee to Europe. She settled in London in 1887, where *The Secret Doctrine* was published the next year, and where she died in 1891, not before having a great influence on British occultists. Many of those who later joined such groups as the Golden Dawn had been or were still Theosophists. After Madame Blavatsky's death, leadership of the Theosophical Society eventually passed to Annie Besant, formerly a Fabian Socialist and once George Bernard Shaw's mistress. Miss Besant had met Madame Blavatsky in 1889, after reviewing *The Secret Doctrine*, and had been captivated by her. For a time she ran the Society's Esoteric Section, an inner group that had been formed to combat the growing popularity of the Golden Dawn among its members. Under Miss Besant's guidance, the movement remained strong well into the 20th century.

Freemasonry

Before discussing the Golden Dawn, a few words should be said about Masonry, in its various forms among the most popular of secret societies in Victorian times. In fact, many of the leading occultists in British society had been at one time or were members of one of the Masonic lodges, including Theosophists and members of the Golden Dawn. There were many varieties of Masonry, though all claimed to stem from one founder, Grand Master Hiram Abiff, the Master Mason in charge of building Solomon's temple, who was killed by his three apprentice Masons. In actuality Masonry originated in England in the Middle Ages as a stonemason's guild, then spread across the continent. Eventually, it evolved into a secret brotherhood that met in Lodges throughout England and Europe, finally spreading to America. By the 18th century, Masonry was an exclusive, quasi-religious secret society, steeped in eclectic occult ritual – Hebrew, Egyptian Hermetic, Gnostic, even Druidic. Some of the continental lodges, especially, such as the Grand Orient Lodge, were intimately tied in with other, more sinister, secret societies, such as the Ancient Illuminated Seers of Bavaria of Adam Weishaupt, founded in Ingolstadt in 1776.

To most, the organization is simply a fraternal society,



A Masonic ritual

little more than a social club with special rituals and secret handshakes. The truth of lurid hints about the purpose of the higher Orders of Masonry is beyond the scope of this essay.

The Golden Dawn

Perhaps the best-known late Victorian occult society is the Hermetic Order of the Golden Dawn. In truth, there were several orders, starting in 1888 with the Golden Dawn in the Outer. In 1892, the Second Order, or Inner Order of the Rose of Ruby and Cross of Gold, was formed as a more exclusive order within the Golden Dawn and dominated the society through the rest of the decade. A Third Order,

consisting of the mystical "Secret Chiefs," had not admitted any mortal members by the time the Order began to unravel at the turn of the century, subsequently to split into dissenting groups that effectively ended the Golden Dawn as an organization.

The Isis-Urania Temple of the Golden Dawn was originally established in London by Dr. William Wynn Wescott, a London coroner, student of the occult and a Freemason. Wescott had discovered an apparently-ancient manuscript written in a cipher, which he found on translation to contain five mystical or pseudo-Masonic rituals. He secured the services of one Samuel Liddell MacGregor Mathers, a fellow occultist and Freemason to expand upon the material so that its rituals could actually be performed. Mathers, the author of an 1887 book titled *The Kabbalah Unveiled*, did this, while Wescott claimed to obtain authority from a German occult order called "Die Goldene Dämmerung," led by a "Fraulein Sprengel," to found an English branch of the order.

Wescott's claims, and the existence of Fraulein Sprengel and her order, later proved false and the letters he produced forged, but initially they were sufficient to found the Golden Dawn. Wescott invited Mathers and another occultist Freemason, Dr. W. R. Woodman, to join him as Chiefs of the new Temple. All three had been members together of the Societas Rosicruciana in Anglia, the Rosicrucian Society of England, a small group of Master Masons interested in the occult and the alchemical traditions of Rosicrucianism.

The new order flourished, gaining such members as occultist A.E. Waite, poet W.B. Yeats, and Florence Fan, actress and mistress of G. B. Shaw. The last two joined early in 1890. By 1896, the order boasted five separate temples including one each in Paris and Edinburgh, and had initiated 315 members. Considering the exclusiveness of the order, this was quite a success.

With the founding of the Second Order, Mathers effectively became the Golden Dawn's sole Chief. However,

A Timeline of Fortean Events

Charles Fort (1874-1932) American author, recorder of strange phenomena and incisive critic of lazy scientific orthodoxy spent much of 1892-5 in Britain before a visit to the Transvaal brought about a serious illness. The following timeline records incidents that Fort logged in his later research and other criminal instances that may be of interest to the Keeper.

1855: "The Devil's hoof prints" found in snow in Devon, crossing over 100 miles in a single night, unimpeded by walls and haystacks.

1859: A shower of fish falls in Abereid, Wales.

1861: Fifty acres showered with catfish near Singapore.

1869: William Sheward confesses to the 1849 murder and dismemberment of his wife in Norwich, distributing parts of her body around the city, so that a foot was found in a churchyard, a dog recovered a hand in a wood, and the entrails were found by a sewerman in 1851.

1873: Eccleston, Lancashire, Bank House afflicted with internal rains; a couple flee the Bristol Hotel after finding themselves falling into the floor repeatedly and inexplicably.

1874: Vampiric sheep killing in Cavan, Ireland.

1876: "Flakes" of meat fall from the sky in Kentucky; pigtail-cutting panic in Nanking, China.

1877: Two blocks in Memphis, TN, reported to be covered by foot-long snakes; falling blocks of ice in Texas kill hundreds of sheep; Caroline Clare (17) becomes ill, subject to motor dysfunction and describes places far away, but after recovery becomes magnetic and discharges electricity.

1879: Execution of Charlie Peace, Sheffield-born criminal responsible for the murder of a policeman, a former neighbor's husband and possibly others while plying his trades as burglar and dealer in (stolen) musical instruments.

1880: Red rain falls in Morocco.

1883: Lulu Hurst "the Georgia Wonder" tours for two years, demonstrating invincible strength against grown men.

1886: Fourteen days of rain on a single patch of ground in South Carolina.

1887: Disc of worked stone falls from sky in Tarbes, France; North Carolinian red oaks rained upon daily; Hoyt residence, New Brunswick, afflicted by mysterious fires.

1888: Spontaneous combustion of an old soldier in Aberdeen hayloft.

Mathers also migrated to Paris to found a temple there; and there he would remain, except for occasional visits to England. The London Isis-Urania Temple was left to the running of four senior members – a London physician, Dr. Edward Berridge; Florence Farr; Anne Horniman; and Percy Bullock. That Miss Horniman did not care for Dr. Berridge did little to preserve the unity of the Order.

While in Paris, Mathers uncovered a medieval grimoire called *The Book of Sacred Magic of Abra-Melin the Mage* in the Bibliotheque de L'Arsenal. It supposedly had been written in 1458, as a ritual for summoning a Guardian Angel to do the bidding of the summoner. Mathers spent several years translating the book into English, publishing it in a limited edition in London in 1898. With the publication of *Abra-Melin*, and with his claims to have communicated with the Secret Chiefs in Paris, Mathers' authority seemed unquestionable. Unfortunately, proof of Westcott's deceptions in founding the order came to light soon after, causing dissension and rifts, and leading to challenges to Mathers' leadership. Mathers had one certain champion, however, in a recent initiate, the young Aleister Crowley.

Today, many remember the Golden Dawn in the light of Crowley's notoriety, but Crowley had little firm influence with the original Order, and did not reach his own prominence as a sorcerer or as the 'Great Beast' until the 20th century. He had joined in November of 1898, and left the Golden Dawn in the spring of 1900. He joined at the suggestion of a companion who shared his interest in things occult. He was taken by Mathers' translation of *Abra-Melin* and determined to perform the ritual, which he started (but failed to complete) in February of 1900. Crowley, who was 24 at the time, conveniently overlooked the admonition that the practitioner be at least 25. Crowley had purchased an estate in the Scottish Highlands (at Boleskine) as an isolated site at which to perform the ritual. His failure to conjure up his Guardian Angel, in spite of

other manifestations he claimed to have experience, and his expulsion from the Order following his initiation into the Second Order by Mathers and his vigorous defense of the latter back in London, soured the young occultist on the Golden Dawn and its chief, and led him to other, darker paths in search of magical knowledge.

In summary, the Golden Dawn's teachings seem to be an amalgamation of the Hermetic tradition (from Hermes Trismegistus, the legendary founder of Egyptian magic, and author of the legendary Emerald Tablets - identified by the Egyptians with the god Thoth; of Rosicrucian and Masonic ritual; of Kabbalistic teachings; of Celtic traditions; and of other lesser esoteric lore. At the Order's height

A Timeline of Fortean Events continued

1889: Murder of mistress Maria Vetseva and suicide at Mayerling by Crown Prince Rudolph of Austria; Dagg household, Quebec, experiences spontaneous fires and a disembodied voice in woodshed.

1890: Fall of blood at Messignadi, Calabria (Italy).

1891: Mrs. Annie Abbot of London exhibits similar powers to Lulu Hurst (1883).

1892: Unexplained sounds of explosions in English Channel; fall of white frogs near Birmingham.

1893: Ghost of Admiral Tyrone seen at London dinner party by several witnesses.

1896: Fall of hundreds of dead birds at Baton Rouge, Louisiana.

1897: First legal claim that furniture seller Thomas Druce (d. 1864) was in fact a false identity of the 5th Duke of Portland (d.1879); claimant asks for money and title. The men are said to have shared habits of secrecy, obsessive building work, nocturnal wanderings, wigs, closed carriages, unexplained absences and avoidance of sunlight. The Duke built numerous carriage-sized tunnels and a subterranean ballroom at Welbeck Abbey. The case is first brought by Annie,

the widow of Druce's son, after she encountered one Dr. Harmer, in an asylum, who supposedly resembled both men. Fraudulent American witness Caldwell dies later in Matewan asylum. The case is taken up by Australian relatives and lasts until 1907 when Druce's body is exhumed.

1898: Morgan Robertson's novel, *Futility*, has a ship called the *Titan* struck by an iceberg of its maiden north-Atlantic trip.

1901: Miss Anne Moberley and Mrs. Eleanor Jourdain visit Versailles and subsequently claim to have walked into 1789 and met Marie Antoinette.

1903: Animal mutilations in Staffordshire.

1904: Darkness during daytime in Wimbledon for 10 minutes on April 17th; Mrs. Cochran of Rosehall, Falkirk burns to death silently in her barely damaged chair.

1905: Vampiric sheep mutilations in Gloucestershire; old woman fatally injured by burns at Hull almshouse and kitchen servant hired from workhouse spontaneously injured by fire at nearby Market Rasen a fortnight later, while 225 chickens are mysteriously killed on the property; Druids at Stonehenge resume ceremonies.

in the 1890s, even the Theosophical Society was forced to form its own Esoteric Section, to avoid losing adepts to the Golden Dawn. The Order's Secret Chiefs were very much like the Mahatmas of the Theosophists, so the attraction isn't surprising. Various factions of the Golden Dawn claimed to possess and utilize magical powers derived from magical texts such as *The Key Of Solomon*, with members of different factions accusing others of launching magical attacks and curses against them. Mathers himself believed that Abra-Melin demons were responsible for troubles that plagued him during the translation of the text, including the loss of half of the manuscript.

Investigators interesting in joining the Order would be required to demonstrate a sincere interest in the occult and to have an introduction to the Order from a member. Investigators visiting Paris after 1892 might visit Mathers as he translates the *Abra-Melin*. After 1898, Crowley may be found frequenting the Hotel Cecil with unsavory companions, and after October 1899 at Boleskine. Once published in English translation, any occultist or bookseller should be able to secure a copy of the *Abra-Melin* (+ 8% Occult, +1% Cthulhu Mythos, -1D2 SAN, teaches the ritual for summoning a Guardian Angel). The original grimoire (in medieval French) is a more potent book (+10% Occult, +2% Cthulhu Mythos, -1D3 SAN) .

An investigator interested in summoning a guardian must devote six lunar months to complete solitude, must begin on the first day after either Passover or Easter, and end on the autumnal equinox. He must concoct the Oil of Abra-Melin, a mixture of cinnamon, myrrh, galangal, and olive oil, and must copy onto parchment a series of sacred talismans. According to the instructions, the summoner will evoke and be challenged by four princes of evil, eight sub-princes, and 316 of their servants during that six months, but probably all he or she actually need meet is a Servitor of the Other Gods (which should end the investigation).

Spiritualism

Spiritualism was the Victorians' most popular occult movement. It began in the United States in 1848, when a pair of sisters, Margaret and Kate Fox, claimed to have had spirit contacts in the form of tapping. Decades later, one of the sisters admitted that their 'manifestations' were a hoax, but by then the movement was worldwide. Many saw spiritualism as a religion, pulling quotes out of context from the Bible to support their claims, and pointing to the biblical summoning of the spirit of the prophet Samuel

Attempting to call those from beyond



by the Witch of Endor as the first recorded séance, and as divine proof of their beliefs. Others claimed no ties to religion to confirm their spiritualistic beliefs, seeing them more as scientific phenomena to be studied. The Society of Psychical Research was founded in England in 1882 for the latter purpose. The great attraction of spiritualism was that anyone could join the movement and take comfort from its teachings, unlike more exclusive organizations such as the Golden Dawn or the Masons.

Andrew Jackson Davis of Poughkeepsie, New York, had earlier claimed trance revelations from a Universal Intelligence, and early on the spiritualists adopted many of his teachings. Spirit mediums communing with spiritual guides and beings by means of a trance state became the norm. Séances held to communicate with dearly-departeds also produced a wealth of physical manifestation from the spirit world –appings, horns blowing, items floating around the room, and the cheesecloth-like substance called ectoplasm that often appeared to extrude from the medium's body.

Invariably the majority of mediums who wished to be paid to contact the spirits proved to be clever frauds. A few actually seemed to possess psychic powers and, at least in game terms, Keepers might consider this to be the case.

A number of spiritualist churches were established in America, Britain, and the Continent, mixing Christian and spiritualist doctrines, seeking revelations through spiritual contact, and using the Bible as a record of supernatural occurrences. Although the movement was losing popularity by the end of the century in the United States, spiritualism remained important in certain British circles.

Among the beliefs of spiritualism is that the soul of a person is released at death, and that it survives to travel to one of several divisions of the spirit world. These divisions are called "spheres," and there are seven in all. Those who have lived evilly in life either remain on earth (the sphere of Desires) as ghosts or go to the sphere of Hell. Those who lived righteously go to a sphere called Summerland, the place of preparation for the higher spheres, and from whence spirit guides come. The remaining spheres are for more-developed spirits, angels, and other higher beings.

Investigators who conduct a séance have little chance of success without the proper trappings – a dimly-lit room, a table at which everyone can sit and hold hands around, a minimum of conversation, and so forth. If the keeper decides that the attempt succeeds, then they call up either a neutral spirit guide or a malevolent trickster spirit who lifts tables, knocks pictures from the wall, and so forth, or possibly some Mythos entity who makes a shambles of the room and those within it before departing with a blast of wind and an eerie howl.

The Society for Psychical Research

The Society for Psychical Research (SPR) was founded in 1882 by a handful of British scholars and scientists from Cambridge University, among them the classical scholars Frederic Myers, Edmund Gurney, and Henry Sidgwick, and physicists Sir Oliver Lodge and Sir William Barrett. The SPR was created to make a careful scientific study of paranormal phenomena. Though criticized at the time for what was deemed a frivolous pursuit for men of science, the members were nevertheless serious about their work.

In 1886, members of the SPR produced *Phantasms of the Living* (+5% Occult), a 1400-page report on over 700 cases they had studied to that date. Having collected a staggering amount of evidence and testimony, they then set out to explain the different types of phenomena. In doing so, the authors coined the term "telepathy."

The SPR's second undertaking was the *Census of Hallucinations* (+4% Occult), a project that took five years to complete. Over 1600 people were asked whether they had ever experienced hallucinations that might have been ghostly phenomena, and more than 10% responded positively.

The SPR also became involved in the study of so-called spirit mediums. While they were able to find a few mediums and psychics whom they felt possessed genuine powers, their study of the remarkable physical medium Eusapia Palladino eventually deemed her a fraud in 1896. Similarly, they also found the powers of Madame Helena Petrovna Blavatsky, leader of the wildly popular Theosophical movement, to be fraudulent; the publication of this report in the 1880s dealt a serious blow to the Theosophical movement's international reputation.

The SPR attracted the support of prominent people such as Lord Tennyson, Mark Twain, the great statesman William Ewart Gladstone, and Sir Arthur Conan Doyle, who would write a great deal for the SPR after the turn of the century. An American branch of the SPR was founded in 1885, and the British SPR continues its work even today.

Investigators seeking to join the SPR will find that the group observes strict scientific principles in the study of paranormal phenomena. Most of the cases studied involve ghost-sightings or psychic mediums, with many turning out to be hoaxes or dead ends. There are also rivalries within the SPR: for example, one faction might debunk a case that another had deemed genuine. With these shortcomings in mind, who knows what havoc might result if the SPR were to investigate a case with genuine Mythos involvement.

Many other societies, traditions, or influences of a supernatural, spiritual, or pseudo-scientific nature might be encountered in Victorian England or on the Continent. There was an upsurge of interest in vampirism - according to Stoker, Count Dracula paid his visit to London in the fall of 1890, so that might be the explanation. In the 1890s, the bridge between logic and spirit was bent, but not broken. Ingenious keepers will find many ways to exploit the link.



Ireland

1) DRUID'S ALTAR (County Cork, Ireland)

This stone circle has spawned a bizarre legend. In the 19th century, a young girl became obsessed with the stone circle, spending an inordinate amount of time there. Years later, apparently overcoming her obsession, she married a school-teacher and became pregnant. Just before the baby was born, however, she was seen leaving the stone circle. The next day she was found to have committed suicide by jumping into the sea. (Compare with Arthur Machen's "The White People" and "The Great God Pan".)

2) LEAP CASTLE (County Offaly, Ireland)

These ruins are haunted by several ghosts. A strange light is sometimes seen in a room where a man slew his brother; beneath this room was a secret dungeon filled with bones. Other spectral presences include a mysterious red-glowing woman, a bestial humanoid figure that emits a foul stench, and yet another group of bones entombed within the walls.

Scotland

3) CASTLE STALKER (Argyllshire, Scotland)

In addition to once hiding a secret prison filled with the bones of dead, Castle Stalker is said to be the site of an eerie omen – a mysterious glowing orb appears in the sky overhead when the head of the local Stewart clan is about to die.

4) EDINBURGH (Scotland)

The historic and picturesque Scottish capital has many fine examples of medieval and Georgian architecture. Extensive underground vaults created during the 18th century expansion feed rumors of a haunted underground city. Sinister figures of the city's past include the preacher Major Thomas Weir (1599-1670), whose confession to being a warlock, practicing incest with his sister Janet (who was hanged), and



The girl at the altar

owning a staff of life led to his execution by garroting and burning. Ulstermen Burke and Hare supplemented their income in 1827-8 by providing corpses for university doctors to dissect, smothering more than a dozen victims. Hare turned King's Evidence, condemning Burke to be executed. Legal means to acquire corpses were increased by 1832 legislation.

5) GLAMIS CASTLE (Angus, Scotland)

Secret passages, enemies walled up in a room, a monstrous hidden heir, and a plethora of ghosts make Glamis one of the most famous haunted sites in England. The heir kept hidden in the castle was supposedly born in the early 1800s, and was allegedly more toad than man; this secret is handed down generation by generation. Glamis is also the site of the murder of King Duncan in Shakespeare's *Macbeth*.

6) HERMITAGE CASTLE/NINESTONE RIG (Roxburghshire, Scotland)

Built to police the "debatable land" between England and Scotland in the 13th and 14th centuries, Hermitage Castle is an impressive medieval ruin replete with ghosts and legends of "Bad Lord Soulis". A "red cap" (a sharp-toothed and clawed humanoid) was said to be his familiar. This made him invulnerable to rope and steel, so his enemies wrapped him in sheets of lead and boiled him in a brass cauldron at an oval of standing stones called Ninestone Rig. Nevertheless, Soulis' ghost still reportedly appears once a year in the castle, for an appointment with the Devil.

7) ISLE OF LEWIS (Scotland)

This island (with a stone circle at Callanish) was once the meeting place of evil spirits, and was thus devoid of inhabitants until a monk performed an exorcism in the 8th century. Even after this, however, there were reports of witchcraft and animal sacrifices, some as late as the 18th century.

8) LOCH NESS (Scotland)

The earliest sightings of the world's most famous lake-monster date back to the 6th century. St. Columba, a Scottish priest, supposedly witnessed the monster's attempt to harass a swimmer, and successfully drove it off.

9) LOCH RANNOCH (Scotland)

The desolate moors, bogs, forests and mountains around Loch Rannoch are home to legends of faeries, spectral hounds, water-horses, lake monsters, and ghosts.

10) MAES HOWE (Orkney Islands, Scotland)

A huge cairn with a subterranean chamber beneath. Once believed to have been a prehistoric burial site, it is now thought to be part of a complex of standing stones, stone circles, etc. that make up a very complex and accurate astronomical "calendar." One nearby circle, for instance, has a circumference of exactly 365 feet – the number of days in the year.

11) ORKNEY (Orkney Islands, Scotland)

One of the most impressive stone circles in Britain, the Ring of Brogar once boasted 60 stones, though fewer than half still stand. Some stand as high as 16 feet, while others can be found fallen or snapped off at the base. One stone is inscribed with more recent Norse runes – "graffiti" left by a Viking invader more than a thousand years ago. Again, it appears that the ring was used for calendrical purposes.

12) RAMMERSCALES MANSION (Dumfriesshire, Scotland)

Built c. 1760 at the instigation of James Mounsey, a Scottish doctor who became wealthy through his position as First Physician and Councilor to Catherine the Great of Russia. Paranoid about assassins after his patron died and her successor was murdered, he had every room equipped with two doors, and at one point faked his own funeral. His ghost is said to haunt the library.

Wales

13) CADER IDRIS (now spelled CADAIR IDRIS) (Wales)

This menacing primeval mountain (3000 ft) near Dolgellau is the Seat of Idris, a gigantic warrior poet of a time before memory. Local legend says that anyone who sleeps on its mist-covered slopes will awaken either a poet or a madman. It is also said to be the hunting ground of Gwyn ap Nudd, lord of the underworld, and his pack of dogs. The eerie sound of their howling at night is a portent of death.

14) CANTRE'R GWAELOD ("The Lowland Hundred") (Wales)

Legends tell of this sunken kingdom in what is now Cardigan Bay in Wales. It was a walled country, possibly defended by dykes, ruled over by Gwyddno Garanhir ("Gwyddno Long-Shanks"). Ghostly bells from the sunken land are said to ring out at times of danger. Like the Cornish legend of Lyonesse, this may seem implausible, but in 1770 the antiquarian William Owen Pughe reported seeing sunken human habitations about four miles off the coast, and the sandy beach at Borth has a petrified forest of tree stumps exposed at low tide, suggesting that this may be an ancient folk memory (and see St. Michael's Mount below).

The North

15) CROGLIN GRANGE (Cumbria)

A woman staying at Croglin Grange with her two brothers was attacked by a fiery-eyed vampiric creature which climbed in her window. The trio left for a time, and when they returned, the creature again attacked. This time one brother shot it and they tracked it to a vault in a nearby cemetery. Inside was a body with a fresh bullet wound; once this was burned, the



attacks ceased. Sources differ as to whether this took place in the 1870s or the late 1600s.

16) LINDISFARNE (Northumbria)

Tidal island and religious centre from the 6th century, founded by St. Aidan. The Lindisfarne gospels produced here, although originally in Latin, include a gloss in Old English that is the earliest extant version of the Gospels in the English language. In 793, various ill-omens, including fiery dragons, announced the first Viking raid here. In 875 the monks fled to Durham, but "Holy Island" was re-established as a monastic site in 1093, and remained so until its suppression in 1536, when the priory was turned into building materials for Lindisfarne Castle, a small Tudor fort. Legends include the ghost of St. Cuthbert and a menacing white dog who leaps from the castle ruins.

17) PENDLE HILL (Lancashire)

This long isolated hill was the location for supposed meetings of Lancashire witches, ten of whom were executed after the Lancaster Assizes in 1612, with another dying in custody. In 1652, it was the scene of a formative vision for George Fox, founder of the Society of Friends (Quakers).

18) RENWICK (Cumbria)

The legend of the "Renwick Cockatrice" dates back to 1733. It recounts how John Tallantire used a rowan branch to kill a large bat-like creature that was released from the foundations of the church when it was being rebuilt. In recognition of this feat, Tallantire and his descendants were exempted from payment of tithes thereafter.

19) RUDSTON (Yorkshire)

The tallest standing stone in Britain looms over a churchyard in Rudston: over 26 feet above ground, and at least that much is buried beneath. Archaeologists have placed great emphasis on the ritualistic importance of the area, since it lies along one of the ancient trackways and the nearby hills contain many prehistoric burial mounds. The Romans built one of their roads along the trackway, and also had villas at Rudston.

20) TROLLER'S GILL (Yorkshire)

This forbidding ravine sports a pair of hauntings. Trolls are said inhabit its caves, from which they attack passersby after dark; although if they should be caught in the sunlight, they will turn to stone. The surrounding countryside is said to be the hunting ground of the *barguest*, a spectral hound with long fur and huge fiery eyes. A tale dating to 1881 tells of a traveler who braved the Gill at night. His body was found the next day with marks that "seemed not by mortal hand."

21) YORK (Yorkshire)

Founded by Romans as *Eboracum* in 71, York has been visited by three Roman Emperors. In AD 306, one such visit saw Constantine succeed his father Constantius Chlorus to the Imperial throne, when the latter became the second Roman Emperor to die in York. When the city was captured by

Vikings in 866, they renamed it *Jorvik*. With its gothic Minster, medieval Shambles and largely intact city walls, York is encrusted with history. Its accumulated ghosts number over 100, including Roman legionaries, victims of the 1190 pogrom against the Jewish population, a Grey Lady and Catherine Howard, fifth wife of Henry VIII.

London and the East

22) BUNGAY (Suffolk)

A legendary black demon hound burst into the church here during a storm in 1577 and killed three parishioners. During the same storm the beast killed two at Blythburgh, nearby, and destroyed the steeple. The beast or its cousins still haunt the surrounding countryside.

23) BYARD'S LEAP (Lincolnshire)

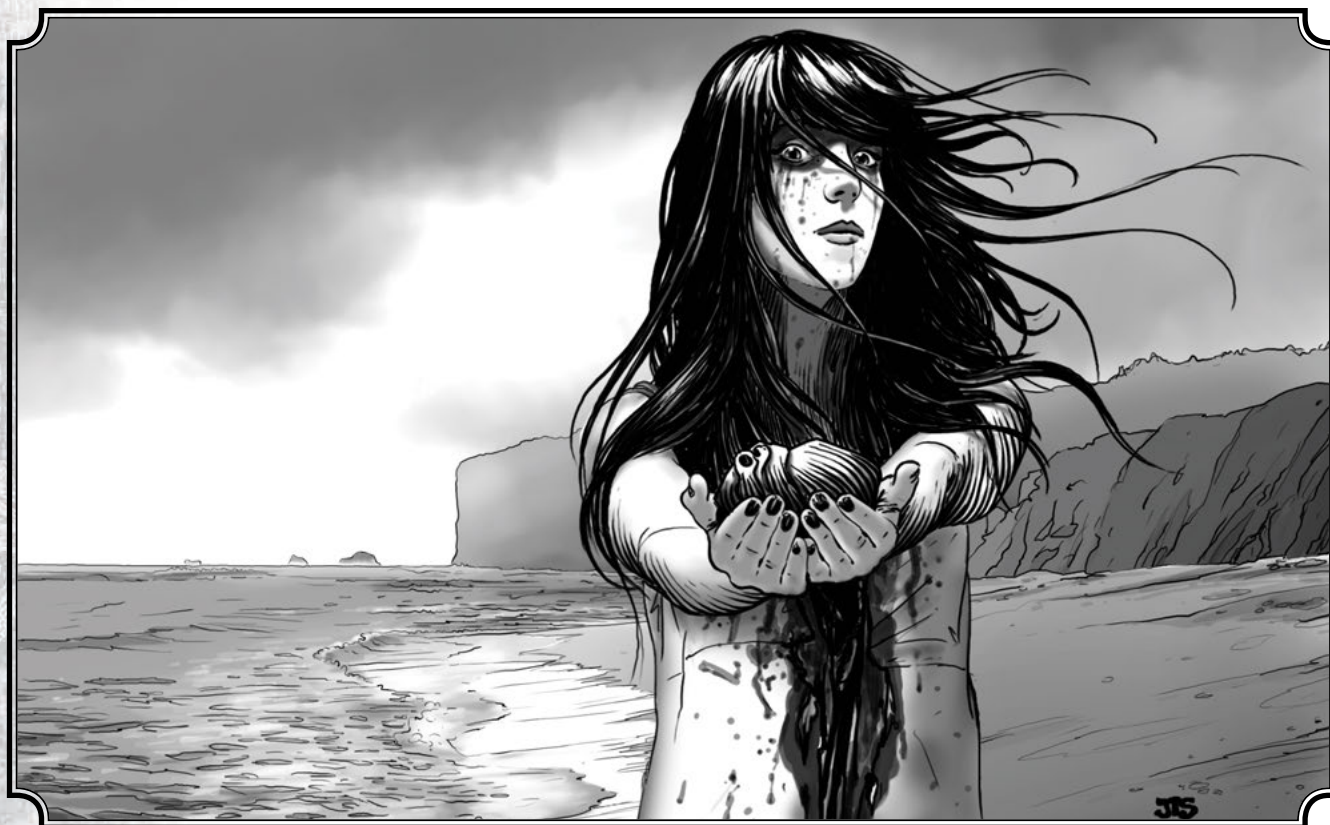
This small hamlet is named after the legend of a clawed witch called "Old Meg" who was said to terrorize a junction on Ermine Street, the old Roman road. In the legend, which has several versions, the man who volunteers to kill Meg chooses Byard as the quickest or steadiest horse available (sometimes he is blind). When encountered, the witch leaps up on to the horse, behind the man, and Byard jumps prodigiously; when he lands, Meg falls into a pond in which she drowns. The surrounding area is associated with the Knights Templar, who had a training ground here.

24) CASTLE RISING (Norfolk)

A 12th century castle with massive earthworks used to house Isabella "She-Wolf of France" during the reign of her son, Edward III, after she had conspired in the gruesome murder of her husband, Edward II, in 1328. Her ghost is said to be responsible for screams and cackles heard in later years. The habitable rooms of this semi-ruin were used from the late 1700s to house insane or traumatized naval officers.

25) DUNWICH (Suffolk)

Settled in Roman times and once an important seaport and regional capital, Dunwich declined rapidly after a major incursion by the sea in 1286. Erosion gradually reduced the town to virtually nothing, with the last medieval church falling into disuse in the 1750s and disappearing into the sea from 1904. Other buildings lost to the waves include a Franciscan priory, a Templar preceptory and a hospice for lepers. Church bells are supposedly heard at times from beneath the waves. Another legend tells of how a Dunwich maiden fell for a good-looking local, who had his way with her and then ran off to sea. After waiting in vain for her lost love to return, she cut out her heart and hurled it into the sea. According to the legend, she was unable to die, and still haunts the beach. The heart itself, which appears to be made of wood, is believed to wash up there occasionally, bringing great misfortune to anyone who picks it up and keeps it.



26) ELY CATHEDRAL (Cambridgeshire)

On a piece of high ground in the midst of the Fens, there has been a place of worship since at least 673 AD. The original church was partly destroyed by Vikings in the Dark Ages, but was rebuilt and enlarged by the Normans, and had its central tower replaced by a unique octagonal lantern in the 1300s. George Basevi, the architect of one Victorian restoration, plunged to his doom from the roof in 1845.

27) LEICESTER (Leicestershire)

In an area called the Dane Hills, now built upon as part of the western side of Leicester, a hidden cave is said to be the lair of the dread demonic hag Black Annis. This legendary witch-creature, with long, sharp claws and teeth, sprang from trees onto her prey, and drank their blood.

28) LINCOLN CATHEDRAL (Lincolnshire)

Impressively sited on the top of a ridge, this may have been the world's tallest man-made structure between 1300 and 1549 (when its central tower collapsed). Hidden high up among the carved pillar tops is the Lincoln Imp, turned to stone by an angel during an illicit visit. Depending on the legend you believe, the wind, the devil or another imp waits outside at the southeast corner of the cathedral for his return.

29) LONDON

The heart of the Empire is the site of many oddities, including:

Cleopatra's Needle: Actually predating the Egyptian queen but associated with her nonetheless, this hieroglyph-

The heart that haunts

covered obelisk was given to Britain in 1877. Six seamen were drowned and the obelisk itself nearly lost during the voyage from Egypt, but it was finally installed on the Victoria Embankment of the Thames in 1878. Statues of sphinxes were fashioned to "guard" it soon afterward. The area around the needle has supposedly been haunted ever since its arrival. The obelisk is one of a pair which originally stood in Heliopolis, and later in Alexandria; the other "needle" is in New York City's Central Park.

Westminster Abbey: The abbey is the burial place of kings, queens, poets, playwrights, scholars, and politicians. It is also the site of a number of hauntings. The most famous and frightening of these is a spectral monk named Father Benedictus, supposedly killed in 1303 when robbers broke into the abbey. With his penetrating gaze, his hawk-like nose, and his monk's robe, he makes for an eerie apparition.

University College: Philosopher Jeremy Bentham, one of the founders of the college, had a bizarre request in his will: to have a death-mask made of his face and for his skeleton to be fashioned into a dummy to wear his clothes, and that this creation should be kept at the college. The result is frighteningly life-like, and is the guest of honor at an annual dinner for distinguished medical students. Bentham's mummified head is also kept under glass here. Not surprisingly, his ghost is said to haunt the college grounds.

30) SAFFRON WALDEN (Essex)

This village is home to many oddities and legends. There is a large and famous maze on the Common, and there are legends of battling giants and a cockatrice. The latter was

able to kill with its gaze, and shatter stones by breathing on them. Details of its appearance are perhaps, understandably, lacking. It was eventually slain by a knight wearing highly polished crystal armor that reflected the cockatrice's stare back on the creature, with lethal effect.

The South West

31) AVEBURY (Wiltshire)

Some believe the stone circles of Avebury are part of a larger prehistoric configuration that includes Stonehenge. Also included in that configuration, and not far from Avebury, is Silbury Hill, the largest man-made hill in Europe. Its exact purpose is unknown.

32) CHILTON CNETLO (Somerset)

The Higher Farm near this village is haunted by one of England's many "skull spirits." Theophilus Brome, one of Cromwell's Roundheads, had his head removed and kept in his house here. The skull still remains, and whenever it is taken from the house, poltergeist activity ensues until its return.

33) GOBLIN COMBE (Somerset)

This steep-sided, wooded limestone gorge near Cleeve, Goblin Combe (from the Welsh *cwm*, a valley) has a reputation as a refuge of the Little People. A local tale describes how a small child went there to gather flowers and became lost. Exhausted, she threw herself against a rock, which promptly opened. Many fairies then emerged to comfort her, give her a gold ball and lead her home to safety, apparently because she was carrying primroses. A local wizard tried to follow her example the next day, and was never seen again.

34) KINGLEY VALE (Sussex)

One of Britain's oldest yew forests, located close to the old Roman town of Chichester, Kingley Vale is a beautiful but spooky place. It includes Bow Hill, which is topped by two Bronze Age barrows known locally as the Devil's Humps. Anyone wishing to contact the Devil need only run around either barrow seven times widdershins, and he will appear. Stories also persist of marching Roman soldiers and the ghosts of defeated Viking raiders in the forest after dark.

35) KNOWLTON CHURCH (Dorset)

Reputedly the most haunted church in England, this 12th century church near Bournemouth was constructed within a Bronze Age earthwork, probably using stones from a Neolithic henge. It has been ruined since the mid 1750s. Ghost stories include a spectral rider, a praying nun, and the sound of a church bell, which local legend says the devil stole and threw into the River Allan. There is also an ancient burial mound nearby called the Great Barrow, and the site is now thought to be part of a much larger ritual henge network, perhaps like that at Avebury.

36) MEON HILL (Warwickshire)

Meon Hill is said to have been built by the Devil, and was used as a fortified location by ancient pagans. It is also said to be haunted by ghosts and goblins, including a black dog spirit, whose appearance is said to be a bad omen for one of the nearby villages. (It is also the site where a suspected warlock was murdered – in 1945!)

37) OXFORD (Oxfordshire)

The Black Drummer Inn on St. Ebbe's Street (no longer standing, but still there in 1901) is haunted by an invisible pig. Not only is the animal heard in the night, but food left in rooms mysteriously disappears, and a leather bag has been found partly eaten by something with large teeth. Archbishop Laud (beheaded in 1645) is said to haunt St. John's College and hurl his head at witnesses. A similarly decapitated Charles I can sometimes be seen at Christchurch College, and a mysterious Grey Lady haunts the churchyard of St. Giles.

38) ROLLRIGHT STONES (Oxfordshire)

This impressive collection of over 50 stones features such named outlying pieces as the "King Stone" and the group known as "the Whispering Knights." The latter are the capstone of a long barrow. Legend has it that everyone who counts the stones comes up with a different total.

39) STONEHENGE (Wiltshire)

The most famous monument in Britain, Stonehenge is believed to date from the Bronze Age, nearly 3500 years ago. While legends say that Stonehenge was built by Phoenicians, Druids, Romans, and even Merlin himself, and that the stones were brought here by magic, its true builders remain unknown. Like other stone circles, Stonehenge appears to have calendrical significance.

40) UFFINGTON/DAGON HILL (then Berkshire, now Oxfordshire)

The area around Uffington is best known for the prehistoric White Horse, a stylized figure of a horse (or possibly some other quadruped) engraved into a hillside by means of trenches filled with chalk. It is 374 ft long, can be seen from many miles away, and appears on Iron Age coins, so is of undoubted antiquity. Next door, Dragon Hill is a small natural hillock with an artificially flattened top of unknown purpose. This chalky-surfaced hill is allegedly the site where St. George slew the dragon – the lack of vegetation here is purportedly the result of the flow of the dying dragon's blood and venom. A mile away is the Neolithic long barrow and chamber tomb of Wayland's Smithy, probably associated with the smith god Wayland by later Saxon immigrants. Local legend says that if a horse is left here overnight with a silver coin, in the morning the coin will be gone and the horse will be shod. There are many other prehistoric remains in the area, and ancient Ridgeway track runs nearby, eventually leading to Avebury.

41) WEST WYCOMBE (Buckinghamshire)

The church of St. Lawrence here was remodeled by Sir Francis Dashwood, an 18th century nobleman and politician, including a huge golden ball atop the tower. Dashwood was known for his contempt for Catholicism, and with his cronies formed the “Order of St. Francis”, also known as the “Friars of Medmenham.” This Order, later known as the Hellfire Club, transformed the nearby disused Medmenham Abbey into a place for political networking and decadent parties. The latter were alleged to include black masses and orgiastic parodies of religious rituals.

Cornwall and the West**42) BODMIN MOOR (Cornwall)**

Bodmin Moor is studded with standing stones and circles and ruins of prehistoric villages. It is also the site of many tin-mines, many of which, as elsewhere in Cornwall, are said to harbor subterranean “knockers”, the local equivalent of Irish leprechauns or German kobolds. Sometimes knockers can be helpful and warn of imminent collapse, if left offerings of food and treated with respect. At other times they bring disaster on those who neglect or abuse them. Several of the abandoned engine-houses of these mines are said to be haunted by ghosts of dead miners, and there are also legends of a ghostly carriage and people who have vanished in sudden eerie mists on the moors.

43) DARTMOOR (Devon)

A vast plateau of desolate moorland dotted with standing stones, stone circles and other Neolithic remains, Dartmoor is associated with innumerable legends. In jackdaw-ridden Chaw Gully, there is a shaft known as the Roman Mine that is said to contain treasure and a supernatural guardian of some sort. Plunderers lowered into the shaft never emerge, until their broken bodies appear by the shaft the following morning. Ancient Wistman’s Wood is the most haunted place in Dartmoor, probably because of the ancient lych way running along its edge. Besides ghostly funeral processions, it has legends of Druids, abundant venomous adders, and is home to the “Wisht Hounds” a spectral pack of black dogs with glowing eyes. Such a pack ran howling across the moor after the death of Squire Cabell (who was said to have allied with the Devil) in Buckfastleigh in 1677. His tomb is fortified to prevent his escape.

44) KNILL’S MONUMENT (Cornwall)

An eccentric former Mayor and tax collector of St. Ives, John Knill (1733-1811) built this 50-foot high granite obelisk on a cliff top near the town. He intended to be interred in a vault beneath, but was eventually buried in St. Andrew’s Church, Holborn, London. The obelisk bears several inscriptions, including “Resurgam” (I will rise again). His will left property to St. Ives, on condition that every five years, ten virgins dressed in white should walk in procession with music, from the market house to the monument, around which the whole

party was to dance singing Psalm 100 (“All people that on earth do dwell”). This curious tradition continues to this day.

45) ST. MICHAEL’S MOUNT (Cornwall)

A tidal island that can be reached from the village of Marazion only at low tide, its Cornish name is *Karrek Loos y’n Koos*, or “the grey rock in the wood”. Medieval accounts suggest that the hill was once 6 miles from the sea: this may relate to the mythical lost land of Lyonesse off the Cornish coast, now underwater. Legend says that the giant Cormoran lived on the Mount, and that building work for a 14th century monastery uncovered a skeleton of unusual size. The mount is now topped by a 16th century castle, ancestral home of the St. Aubyn family.



There are few places on Earth where the alien forces of the Cthulhu Mythos have not made themselves known, and Britain is no exception. In fact, there is a surprising history of Mythos presences in the green and pleasant land, including a region every bit as corrupted as the Miskatonic Valley in Massachusetts. The following section surveys stories and previous roleplaying publications that have described such activities. Not all of them will suit every campaign, and the Keeper should feel free to pick and choose according to taste. Keepers interested in more details about these and other Cthulhu Mythos horrors of the British Isles should consult the works listed in the Bibliography section of this book.

The waters off England are probably home to several deep one communities. One may lie in the North Sea, near the cities of Sunderland and Newcastle, near the buried tombs of one or more Star Spawn (Brian Lumley, “The Night the Sea-Maid Went Down”) A second, Ahu-Y’hloa, may lie off the northern coast of Cornwall near Newquay, and was probably started sometime in the 19th century (Lumley, “The Return of the Deep Ones”). Yet a third, called Gell-Ho, is said to be located in the North Atlantic off the southern coast of Iceland, far to the west of Scotland; despite its distance from the British Isles, its inhabitants have occasionally made contact with unwitting Britons (Lumley, “Rising With Surtsey”).

A lost colony of the Elder Things may lie somewhere beneath the Salisbury Plain, near the enigmatic menhirs of Stonehenge. The site was apparently abandoned prior to the 20th century, but many of their alien technologies remained.

It is possible the Elder Things never completely abandoned the subterranean outpost (Lumley, “In the Vaults Beneath”).

Serpent folk survivors may also be found in the British Isles. Fleeing the human invasion of ancient Valusia, the serpent men dispersed throughout the globe; some went into suspended animation while others slowly devolved into bestial half-human, half-snake abominations (Robert E. Howard, “The Worms of the Earth”, “The Children of the Night”, “People of the Dark”). Occasionally these degenerate serpent folk mated with humans or with the stunted aboriginal race that gave rise to the legends of the Little People. Some colonies of these half-breed creatures may find and revive their untainted ancestors, and one such case has been described near the village of Cannich in the Scottish Highlands (*Shadows of Yog-Sothoth*: “The Coven of Cannich”).

Yorkshire in the north of England may conceal yet another prehistoric subterranean civilization: a still-extant city of half-reptilian, half-amphibian man-like creatures. These entities are apparently related to the beings of Ib, a mute amphibious race that resided in the Dreamlands until wiped out by their human neighbors; aside from physical similarities, both races worship the lizard-god Bokrug. These beings from Ib may in fact be Dreamland extensions of the creatures still living under Yorkshire. Like the serpent folk, however, the “real-world Ibites” have degenerated into two races: one small and troglodytic, the other larger and more intelligent (Lumley, *Beneath the Moors*).

The country of Wales is also home to many Mythos horrors. The aforementioned Little People may be a diminutive prehistoric human-like race driven underground by mankind. Over the centuries they have degenerated, but they retain strong ties to magic and the land. While legends of these creatures are found throughout Britain, there the dark, wooded hills and valleys of Wales are a likely place to find surviving colonies (Arthur Machen, “The Shining Pyramid”, “The Novel of the Black Seal”).

The astral race called the lloigor may also inhabit the wilds of Wales, particularly along the Usk River Valley (Colin Wilson, “The Return of the Lloigor”). One story recounts how the lloigor, then called the Dragon Kings, ruled over pre-Roman Britons, using their stone oracles and statues to accept blood sacrifices (*Sacraments of Evil*: “Sacraments of Evil”). Legends of dragons occur throughout England, and may well be based on encounters with the lloigor in their physical forms. Survivals of this unpredictable alien race may also be found in Yorkshire, near Loch Feinn in Scotland (*Cthulhu Companion*: “The Mystery of Loch Feinn”), and perhaps even in London itself, where draconic icons abound.

The influence of the Cthulhu Mythos can also be discerned in the variety of Cthulhoid tomes to be found in Britain, some even originating there. The venerable British Museum is thought to house at least two such tomes: the *Cthaat Aquadingen* and the *Necronomicon*. The Museum’s copy of the *Necronomicon* is apparently the only surviving copy of a Latin translation printed in Germany in the 15th



Serpent man and degenerates

century; needless to say, the curators are extremely protective of it. Other copies of the *Cthaat Aquadingen* exist in England, including at least one bound in human skin. There are undoubtedly other copies of the *Necronomicon* in private collections throughout Britain, including handwritten copies made from Dr. John Dee's English translation.

Other notable British editions include the Sussex Manuscript, a poor translation of the *Necronomicon* made by Baron Frederic in 1597 and published in an octavo edition. In 1821, Charles Leggett of London published an English translation of *De Vermis Mysteriis* called *The Mysteries of the Worm*, while 1845 saw the publication of the badly flawed Bridewell edition of Von Junzt's *Nameless Cults*. Who knows how many copies of these monstrous works are still drifting around the bookstalls and private libraries of London?

There are probably other Mythos tomes in Britain as well, both in private hands and in libraries and museums. One such work is *The Revelations of Glaaki*, which in the Victorian era was most readily available in the 9-volume folio-sized expurgated 1865 edition. The more complete handwritten version is held by Glaaki's cult, based near the lake at Brichester (Ramsey Campbell, "The Inhabitant of the Lake", and see below).

Although the decadent and insidiously destructive play *The King in Yellow* was originally published in French in the 1890s, an English translation appeared at least as early as 1895 (Robert Chambers, *The King in Yellow*).

The late Victorian period offers many other possibilities for Mythos- or occult-related works. Sir James Frazer's *Golden Bough* appeared in 1890, and E.A. Budge's transla-

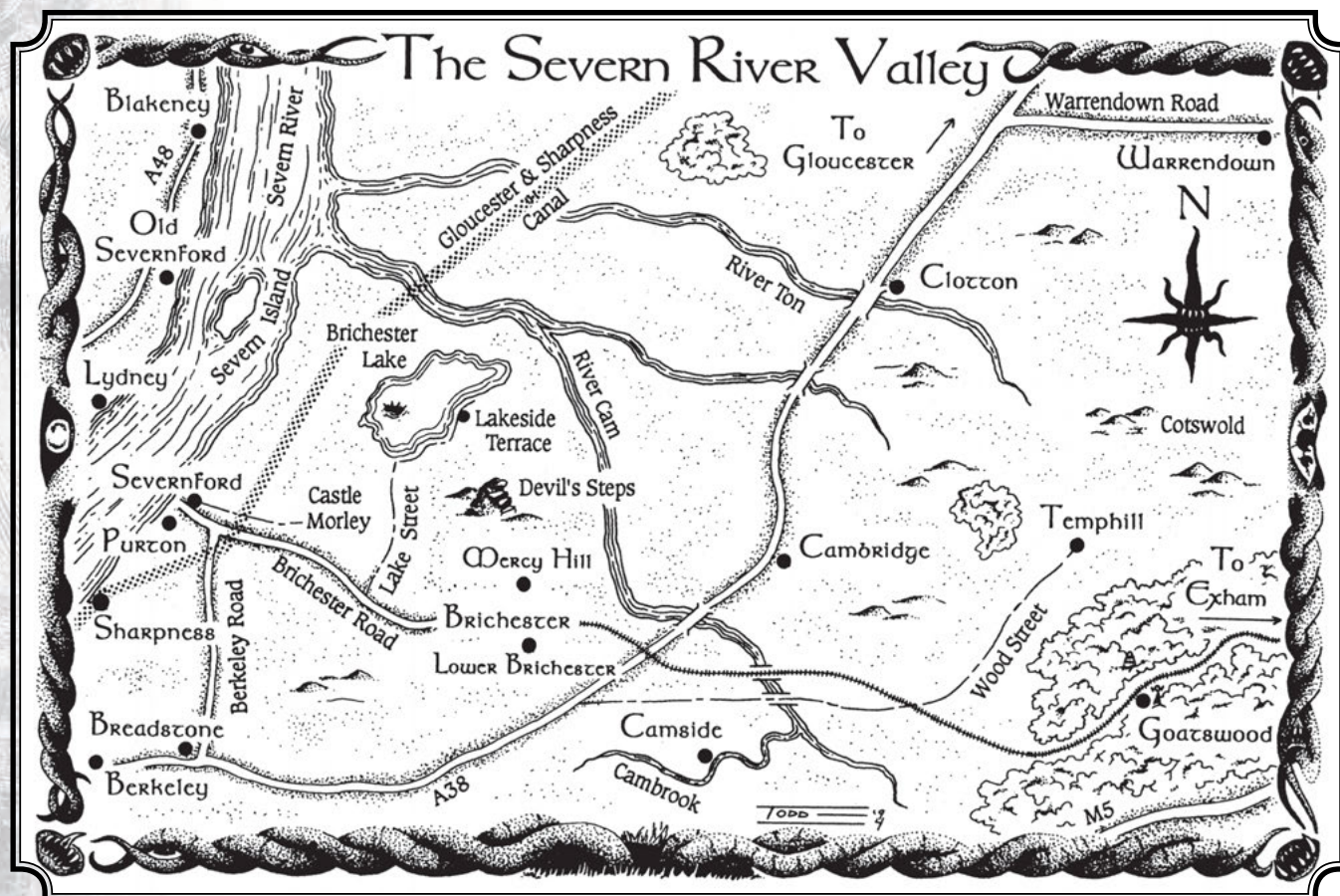
tion of the *Egyptian Book of the Dead* was published in 1895. Flinders Petrie also published numerous studies of his findings in Egypt in the 1880s. Madame Blavatsky published her mammoth works *Isis Unveiled* and *The Secret Doctrine* in the 1870s and 1880s, and countless other works were published on Eastern mysticism, spiritualism, the supernatural, and archaeology during this time.

That there are other manifestations of the Mythos in Britain is certain. Her centuries-old churchyards must harbor bands of ghouls, for instance, and who knows what nightmares sleep in buried tombs, lurk in lost cities, or creep in the shadows of the Empire? A selected listing of these creatures appears at the end of this section.

The Severn Valley

The Severn River Valley, lying at the southern end of the border between England and Wales, has been featured in several Mythos stories by Ramsey Campbell, and warrants special mention. These stories are set in the modern day, but they logically imply the presence of Mythos phenomena in the area in much earlier times. While some Keepers may prefer the "genuine" Victorian atmosphere of Doyle and Machen, the possibilities offered by a Victorian Goatswood are at least worth consideration.

A brief overview of this area follows, but interested Keepers are urged to seek out Campbell's Mythos collection *Cold Print* and the *Call of Cthulhu* book *Ramsey Campbell's Goatswood and Less Pleasant Places* for further information. (All stories cited below are from the former.) Note that almost all the



places named in these stories are fictional: no Brichester is found on any map of Britain, whether modern or Victorian.

The town of Brichester is the largest in the area. Nearby Brichester Lake, where a meteor crashed untold millennia ago, is the home of the Great Old One Glaaki. Glaaki came to Earth in a crystal city on the meteor, which now lies beneath the waters of the lake. When the shore of the lake was settled in the late 18th century, Glaaki made the residents its undead slaves, and the resulting cult has persisted into the 19th century and beyond. Its members are responsible for *The Revelations of Glaaki*, a book compiling his dream-sent wisdom ("The Inhabitant of the Lake"). The underground prison of the Great Old One Y'golonac may also be near Brichester, although its precise location is uncertain.

Between Brichester and the lake lies a curious natural stone formation called the Devil's Steps, which climbs to a height of 200 feet. Legend has it that Satan used these steps to descend from the sky to the Earth. Atop the highest step are three windowless stone towers connected by strange black metal catwalks, the whole surrounded by alien fungus. Within the towers, Gates lead to a city of the mi-go on the planet Yuggoth (Pluto) ("The Mine on Yuggoth").

The labyrinth of the Great Old One Eihort is found beneath the countryside near Camside, and may extend through much of the Severn Valley. It too is thought to contain Gates to other locations. Eihort, a pale, amorphous being, has also enslaved some of the locals, primarily farmers who have stumbled into its lair. These poor souls are infested with Eihort's carnivorous, grub-like brood ("Before the Storm").

The village of Goatswood has the dubious distinction of being the most corrupted location in the Severn Valley. In the village square is a metal pylon topped by a convex mirror attached to the ground by ropes. This is the moon-lens, originally fashioned by the Romans, and used to summon an avatar of Shub-Niggurath from beneath the nearby hills. The whole town is part of a cult, and most members have been physically changed as a result of ingestion and rebirth from the womb of the avatar ("The Moon-Lens").

The woodland surrounding Goatswood is also dangerous. In the 17th century, one of the temple-ships of the insects from Shaggai crashed here, and unable to teleport their ship away, the insects turned the local witch-cult to the worship of Azathoth. The shans have at least one Xiclotlan aboard their vessel, and other alien horrors as well ("The Insects from Shaggai").

In the 18th century, there were reports of a great winged, serpent-bearded creature terrorizing the area around Castle Morley, not far from the village of Severnford. Sir Gilbert Morley, an infamous local warlock, bound this demon to serve him, and although he was killed by local villagers, his demon servant disappeared. This serpent-bearded horror is the Great Old One Byatis, commemorated in the legend of the Berkeley Toad, and it still lies imprisoned beneath the ruins of Castle Morley ("The Room in the Castle").

The village of Temphill is home to a cult worshipping Yog-Sothoth. Their rites are held in the church in the High Street, where Gates to other dimensions are guarded by bizarre creatures ("the tomb-herd") with the ability to warp space ("The Church in High Street").

Cthulhu Mythos Entities in Victorian Britain

These are some of the Cthulhu Mythos races and entities that might be plausibly be encountered in Victorian Britain, but the list is in no way complete, and the Keeper is urged to add, delete or change entries as best fits his or her Gaslight campaign. These creatures are detailed in the *Call of Cthulhu* rulebook and the *Malleus Monstrorum*.

BEINGS FROM XICLOTL: Xiclotlans may have come to Earth as slaves with the insects from Shaggai. If so, they may be encountered in the woods near Goatswood in the Severn Valley, acting as guardians and brute laborers for the shan.

DARK YOUNG OF SHUB-NIGGURATH: Centuries ago when the pagan worship of Shub-Niggurath was more prevalent, the dark young stalked the dark and haunted forests of the British Isles. A few of these giant tree-like horrors may still be found in remote and little-explored forests of the British countryside.

DEEP ONES: With several deep one cities located off the British coast, deep ones and (more likely) deep one hybrids may occasionally be encountered in small, isolated seaside communities and villages. Deep ones may also venture into the estuaries of major rivers such as the Thames, and could potentially be encountered in London's extensive sewer system, for example. However, deep ones in Britain stay mostly hidden from humans, in contrast with Innsmouth, where their activities and interbreeding with humans are far more obvious. Small deep one relics may sometimes wash ashore or turn up in shops in small coastal towns.

EIHORT AND ITS BROODLINGS: The Great Old One Eihort lives in a series of labyrinthine tunnels beneath the Severn Valley village of Camside. Eihort bides its time, occasionally making contact with hapless humans to offer its Bargain and spread its grub-like brood. Some of its broodlings may at times combine to form a human-looking creature, hairless and pale. These things insinuate themselves into human society to spread Eihort's influence and power.

GHOULS: Ghouls feast on the moldering corpses of humans. Their burrows and warrens are found beneath cemeteries as vast series of tunnels that lead off to other cemeteries and even into the Dreamlands. Only ghouls can successfully navigate these incomprehensible mazes. Ghouls generally avoid living humans, preferring to be left to their feasting and ghoulish activities, but are common in any area where the dead are found, if one knows where to look. Ghouls can be of great help to investigators if they can be persuaded to cooperate, as their tunnels are an excellent way to travel undetected by enemies.

GLAAKI AND ITS SERVANTS: Outside of the city of Brichester in the Severn Valley is Lake Brichester, and the alien Great Old One Glaaki. Anyone who settles in this area is haunted by Glaaki's "Dream Pull" and soon becomes one

of its zombie servants. Glaaki's servants, while undead, can successfully masquerade as normal humans until they have become quite old and begin to decompose, or until they suffer from "The Green Decay". They may extend their human appearance with the use of preservatives and makeup.

GOF'NN HUPADGH SHUB-NIGGURATH: These are the Blessed of Shub-Niggurath. When Shub-Niggurath accepts a human sacrifice, they are sometimes reborn as a gof'nh hupadgh: generally humanoid but with goat-like, satyrish features. They serve as the high priests, the prophets and the blessed loyal of the Outer God. The largest concentration of gof'nh hupadgh in Britain is in the Goatswood area, associated with the Moon-Lens cult.

THE GREEN GOD AND ITS CHILDREN: The nameless Great Old One known only as The Green God inhabits a dank cavern beneath a crumbling church in the tiny and almost unknown Severn Valley village of Warrendown. It is a sentient plant creature whose followers take on a rabbit-like appearance. By ingesting even the smallest part of the Great Old One, a human becomes one of its mutant children. The Green God's motives and plans are unclear, but neither it nor its children seem particularly threatening.

INSECTS FROM SHAGGAI (SHAN): In the 17th century, a temple-ship of the insects from Shaggai is said to have crashed in woods near Goatswood in the Severn Valley. The shan brought with them members of other alien slave races, and Xada-Hgla – an obscure avatar of Azathoth – resides within and powers the ship. The insects use humans as hosts, embedding themselves in their host's brain so that they can move about society unnoticed. The shan have two clear purposes: to wallow in the excesses of human debauchery and torture, and to free their ship from whatever holds it trapped on Earth. Some members of this race may move unseen among men in London and other highly-populated areas as the shan study and manipulate their human puppets.

LITTLE PEOPLE, Lesser Independent Race

"...Things made in the form of men but stunted like children hideously deformed, the faces with the almond eyes burning with evil and unspeakable lusts; the ghastly yellow of the naked flesh..."

-Arthur Machen, "The Shining Pyramid"

The Little People are a stunted humanoid aboriginal race found in isolated pockets all around the world, most notably in the British Isles and Europe. They are the foundation of many myths and legends of elves and faeries, but their temperament is far less sunny. As humankind ascended the evolutionary scale, the Little People became more and more bestial and hateful toward their larger neighbors. The Little People have been known to kidnap human children and replace them with their own for dark purposes. A fierce and lusty race, they delight in ravaging human women, and have been known to mate with other races, and even other species.

Little People appear as small, wiry human-like creatures, and might be mistaken at first glance for a filthy or feral

human child. They have dark, lank, oily hair, yellowish skin, almond-shaped eyes, and small sharp teeth. They wield primitive weapons such as spears, stone axes and knives, and vicious clubs, or tooth and nail if they have to. They speak a crude form of the Aklo language, a harsh guttural speech of sibilant grunts and barks, and can also communicate via a system of simple hieroglyphics. Many are proficient in at least some minor magics, and their shamans may possess particularly powerful sorceries. Different tribes of Little People worship different Great Old Ones and Outer Gods, most notably Shub-Niggurath, and other more minor nature-oriented entities.

In combat, a member of this race may either attack once with a weapon, or with two claws and a bite. They prefer to attack with weapons, unless they can swarm upon an opponent *en masse*.

LITTLE PEOPLE, hateful dwarves

char.	rolls	averages
STR	2D6+2	9
CON	2D6+4	11
SIZ	1D6+6	9-10
INT	3D6	10-11
POW	3D6	10-11
DEX	2D6+6	13
APP	2D4	5
Move 8		HP 10-11

Average Damage Bonus: +0

Weapons: Claws (x2) 35%, damage 1D4 each

Bite 30%, damage 1D3

Spear 55%, damage 1D6+1

Thrown Spear 45%, damage 1D6+1

Stone Knife 40%, damage 1D4+1

Stone Axe 60%, damage 1D6+1

Club 65%, damage 1D6+1

Spells: A Little Person of INT and POW of 10+ may know 1D3 minor spells. A Little Person with INT of 10+ and POW of 14+ is a shaman, and knows at least 1D6+6 spells, including at least one deity-related Call/Contact spell and 1-2 for Summoning/Binding or Contacting appropriate servitor races.

Skills: Craft (Wilderness Lore) 90%, Hide 75%, Natural History 55%, Sneak 80%, Spot Hidden 55%, Throw 55%, Track 55%.

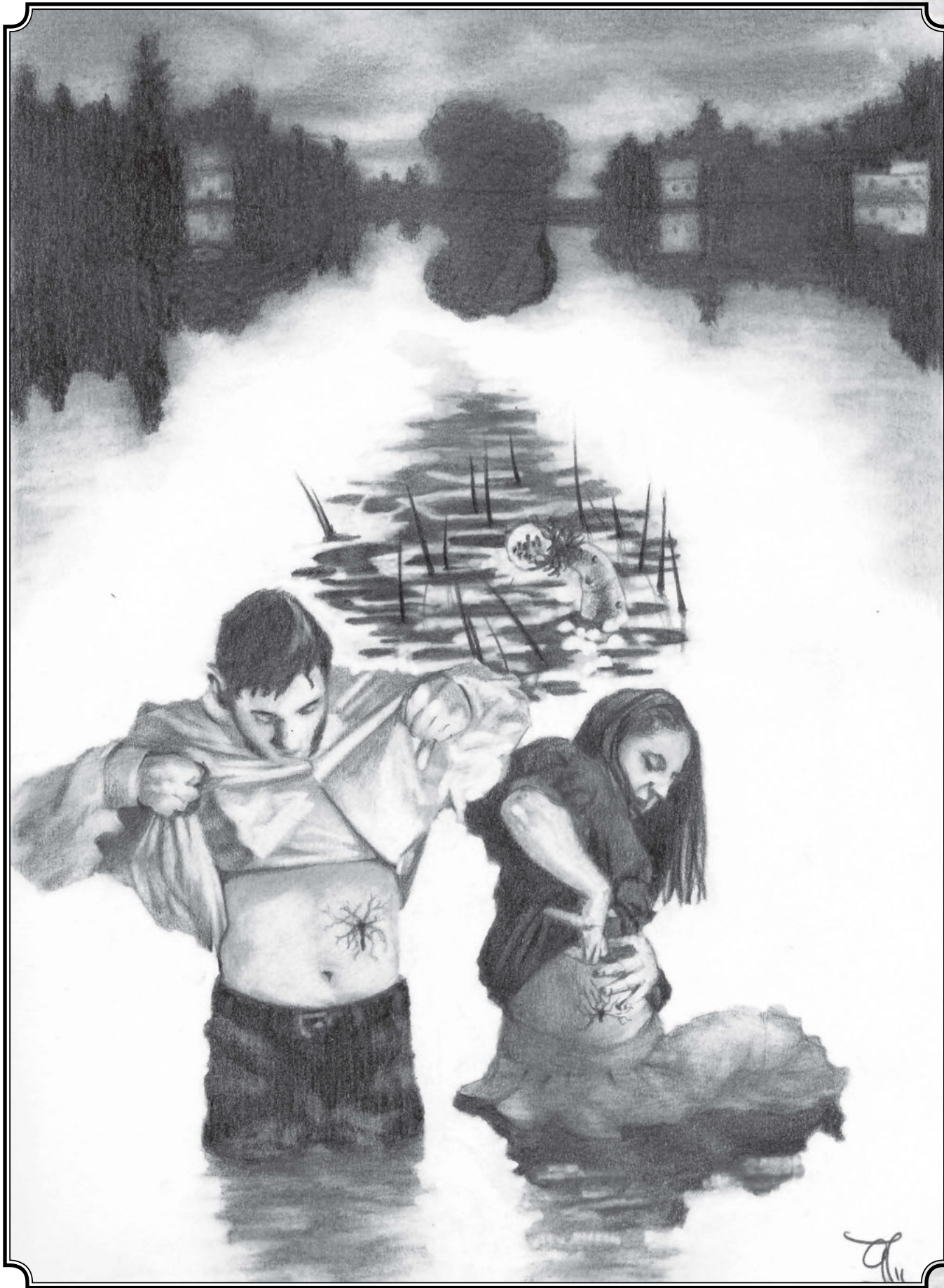
Languages: Aklo 40%, English 15%, Little People Hieroglyphics 50%.

Sanity Loss: It costs 0/1D4 points to see one of the Little People.

LLOIGOR: The powerful astral race of lloigor are drawn to areas of natural power such as ley lines and standing stones. Although normally invisible, their presence is sometimes signaled by paranormal activities such as instantaneous human combustion, crop circles and hauntings. Their lizard-like corporeal forms may be the basis for many legends of dragons in Britain.

MI-GO: The Fungi from Yuggoth are known to take an interest in the mineral called Blue John, which can be found in caves in Derbyshire. Covert mining operations and encounters with the mi-go are likely near these caves, although they will avoid contact with humans who are not their allies as far as possible.

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Brichester Lake and Glaaki's Servants

NYARLATHOTEP: While largely destroyed in previous centuries, remnants of witch cults worshipping the Black Man may still survive in Britain. More likely, however, are new societies based on the current enthusiasm for the Orient (the Bloated Woman avatar), or the finds being unearthed in Egypt (the Black Pharaoh). In particular, a branch of the Brotherhood of the Black Pharaoh (*Masks of Nyarlathotep*) may already be established in London at this time.

NYOGTHA: Britain is rich with caves, particularly in Northern England, Wales and the West Country. A secret cult worshipping Nyogtha could escape detection for a long time, particularly with the support of local ghouls.

RHOGOG, Great Old One

"...he came upon a great tree, blacker than the deepest void in all creation. [he] touched the bark of the tree, and found that the wood felt as if it were aflame. Terrified, he struggled to pull his hand away, but found that the branches of the tree were holding his arm fast. [he] shrieked in fear and in pain as a branch began to split his stomach in two, and his childlike voice was replaced by the howls of a being of unimaginable hatred."
 -Michael Saint-Paul, "Sacristans of Rhogog"

Rhogog appears as great dead-black, leafless oak tree with a single red eye at the center. Its flesh is very hot to the touch and it produces horrible deep howls. Some sources claim that Rhogog is the product of Cthulhu's blood spilled on British soil during a conflict with Hastur. The Great Old One is generally summoned or encountered in dark primal forests or lonely hillsides.

CULT: Rhogog has little human cult, although lone madmen or small groups may attempt to use it to try to bring the stars to rightness for the Great Old Ones' freedom. A complicated ritual found in a few obscure Mythos tomes is said to be the key to harnessing the alien power of the blood of Cthulhu that embodies Rhogog.

ATTACKS & SPECIAL EFFECTS: Anyone touching Rhogog immediately becomes stuck to the Great Old One's burning flesh, automatically suffering 1D2 points of burn damage each round. On the next round, branches move in to further grasp and entangle victims and begin to slash and eviscerate them, or completely engulf a single target and crush him to a pulp. As blood spills from victims, Rhogog howls madly, its black burning flesh sucking in the warm blood like a sponge. As it gluts itself on sacrificial blood, the Great Old One grows larger and stronger. Each round Rhogog drinks blood from each victim, dividing the consumed STR points equally between its own STR and SIZ. For example, if Rhogog drains 11 points of STR from a victim the Great Old One's STR and SIZ each increase that round by 5. The extra 1 point of STR drained from the victim is lost. Rhogog's hit points and damage bonus also increases as it feeds and its STR and SIZ increase.

The Great Old One's evisceration attack inflicts 1D6 points of damage and drains blood at a rate of 1D10 STR per round to up to 6 victims at a time. Stuck investigators

may attempt a STR vs STR roll on the resistance table each round to break free of the Great Old One's sticky burning grasp. Rhogog may instead choose to crush a single victim in a round instead of eviscerating him, in which case it wraps all of its branches around him and squeezes, inflicting greater damage but drinking in only 1D6 STR.

RHOGOG, The Bearer of the Cup of the Blood of the Ancients

STR 30 CON 90 SIZ 60* INT 18 POW 30
 DEX 10 Move HP 75*

*base amounts: increases as it feeds

Damage Bonus: +5D6*

Weapons: Branches: automatic while held or 55%, damage 1D2 burns + 1D6 + 1D10 STR drain

Crush 75%, damage 1D2 burns + 1D6 + db + 1D6 STR drain

Armor: 10 points of thick, tough bark.

Spells: Any as desired by the keeper.

Sanity Loss: 1/1D10 Sanity points to see Rhogog.

SERPENT PEOPLE: A once proud and powerful people, the serpent folk's empire fell into ruin millennia ago, through war, climate change and inbreeding. A few powerful scientists and sorcerers put themselves into a type of suspended animation, allowing them to sleep for centuries; the remainder devolved into stunted animal-like creatures forced to rely on primitive stone weapons and tools. These small deformed serpent folk may be the inspiration for faerie tales and some legends of fantastic little people such as gnomes (see also "Worms of the Earth" in *Malleus Monstrorum*). The small inbred serpent people may be encountered in small tribes in the remotest corners of the British Isles, while a solitary purebred serpent wizard or scientist might be found anywhere, even in an urban environment, cloaking its true form with magic.

SHUB-NIGGURATH: A figure of fertility, Shub-Niggurath was long worshiped by the ancient peoples of England to ensure successful crops and to placate the destructive powers of nature and the unknown creatures of the wilderness. The major surviving Shub-Niggurath cult is that of the Moon-Lens, in Goatswood in the Severn Valley.

STAR-SPAWN OF CTHULHU: The Atlantic Ocean and the North Sea both have deep trenches capable of concealing a Star-Spawn, perhaps imprisoned in an underwater tomb.

TCHO-TCHOS: Asian immigrants to Britain are currently few, but their numbers are slowly rising. These may include members of the notorious Tcho-Tcho tribes, if the Keeper sees fit. If so, they are likely to be concentrated mainly in London's Limehouse district, where they can operate laundry businesses, ethnic restaurants, import and exports and similar enterprises. Elsewhere, they may take positions as servants and maids, cooks, and laborers. Some Tcho-Tchos will be members of ruthless gangland organizations similar to triads or tongs, but reserved for those of Tcho-Tcho blood only. The Tcho-Tchos will bring their worship of the Great Old Ones to London with them, most notably Chaugnar Faugn, but Cthulhu, Atlach-Nacha, Shugoran, Zhar and Lloigor are also among their chosen deities.

YEGG-HA: The minor Great Old One Yegg-Ha is said to have terrorized the British Isles until killed by Roman soldiers and buried somewhere in the rolling countryside along Hadrian's Wall. If found, the corpse might be restored to life with the proper ritual.

Y'GOLONAC AND ITS SERVANTS: The obscene and bloated Great Old One Y'gonolac lies behind an ancient brick wall in an underground area, tended by a horde of small eyeless, deformed humanoid creatures with mouths in their hands. This may lie beneath the town of Brichester, but its exact location is uncertain. Y'gonolac may make its presence known to anyone who of sufficiently corrupt morals, and anyone reading even a page of the 13th volume of the *Revelations of Glaaki* qualifies immediately.



Presented here are a number of iconic characters from Victorian era fiction. Dozens and dozens more exist, and avid readers will no doubt have favorites not included here. This is meant to be but a small sampling of the many colorful characters from Victorian fiction. Some of these people would make valuable allies, consultants, or financial backers for the investigators, while others would be deadly enemies. They might be encountered while investigating some world-spanning mystery, or met while the character is in England on some personal business. The Keeper is encouraged to use or ignore these characters as best fits a campaign, sprinkling them in to add period flavor or even using them as player characters for a *League of Extraordinary Gentlemen*-inspired campaign. Many of these characters are British-based, while others are from other parts of Europe, Asia or even America; remember that some may not have English as their first language. Some liberties have been taken with time and age, as these characters appeared in fiction from the mid to late 19th century.

Allan Quatermain

Allan Quatermain is a seasoned African hunter and guide, and reportedly one of the greatest marksmen in the world. Quatermain is in his 60s, well-tanned, small of stature, with bristly close-cropped hair and beard. He is brave but modest, devoted to his friends, and possesses a surprisingly liberal view (for his time) of African tribal peoples. The old adventurer is well-respected among many African tribes,

who have nicknamed him *Macumazahn* ("The Man Who Keeps His Eyes Open") owing to his alertness and quick mind. Quatermain has been married several times, but his wives have all died, along with his son Harry. Quatermain occasionally returns to England when he tires of Africa, but he always goes back to the Dark Continent in the end. He has led African expeditions for his aristocratic friends Sir Henry Curtis and Captain John Good, and is good friends with the Zulu warrior Umslopogaas and the Kukuana prince Ignosi. Quatermain has a considerable knowledge of Africa, its legends and its legendary lost worlds.

Allan Quatermain, Adventurer

STR 15 CON 16 SIZ 12 INT 14 POW 13
DEX 15 APP 12 EDU 15 SAN 65 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 75%, damage 1D3+db

Fighting Knife 75%, damage 1D4+2+db

Elephant Gun 90%, damage 3D6+3

Hunting Rifle 95%, damage 2D6

.455 Revolver 75%, damage 1D10+2

Skills: African Dialects 65%, African History and Lore 70%, Climb 75%, Dodge 60%, English 75%, First Aid 80%, History 65%, Jump 85%, Listen 90%, Medicine 20%, Natural History 90%, Ride 95%, Sneak 80%, Spot Hidden 90%, Swim 65%, Throw 70%, Track 95%, Wilderness Survival 95%.

Buffalo Bill

Buffalo Bill is the archetypal Wild West cowboy: a shaggy, buckskin-wearing, long-haired and bearded frontiersman. He is an expert sharpshooter, hunter, wilderness guide, survivalist, and horseman, and a student of American Indian culture and languages. He is more at home in the backwoods than in civilization. Although a practitioner of frontier justice, he is an honorable and fair man, even to his enemies. He is also a skilled surgeon – a very handy skill in the wilderness. Buffalo Bill can fire two revolvers simultaneously without any penalties to hit. (This is the fictionalized "dime-novel" character based on the real-life Buffalo Bill Cody.)

Buffalo Bill, Wild West Cowboy

STR 17 CON 18 SIZ 16 INT 16 POW 15
DEX 16 APP 13 EDU 15 SAN 75 HP 17

Damage Bonus: +1D6

Weapons: Fist/Punch 85%, damage 1D3+db

Saber 45%, damage 1D8+1+db

Fighting Knife 80%, damage 1D4+2+db

Bow & Arrow 65%, damage 1D8+1+db

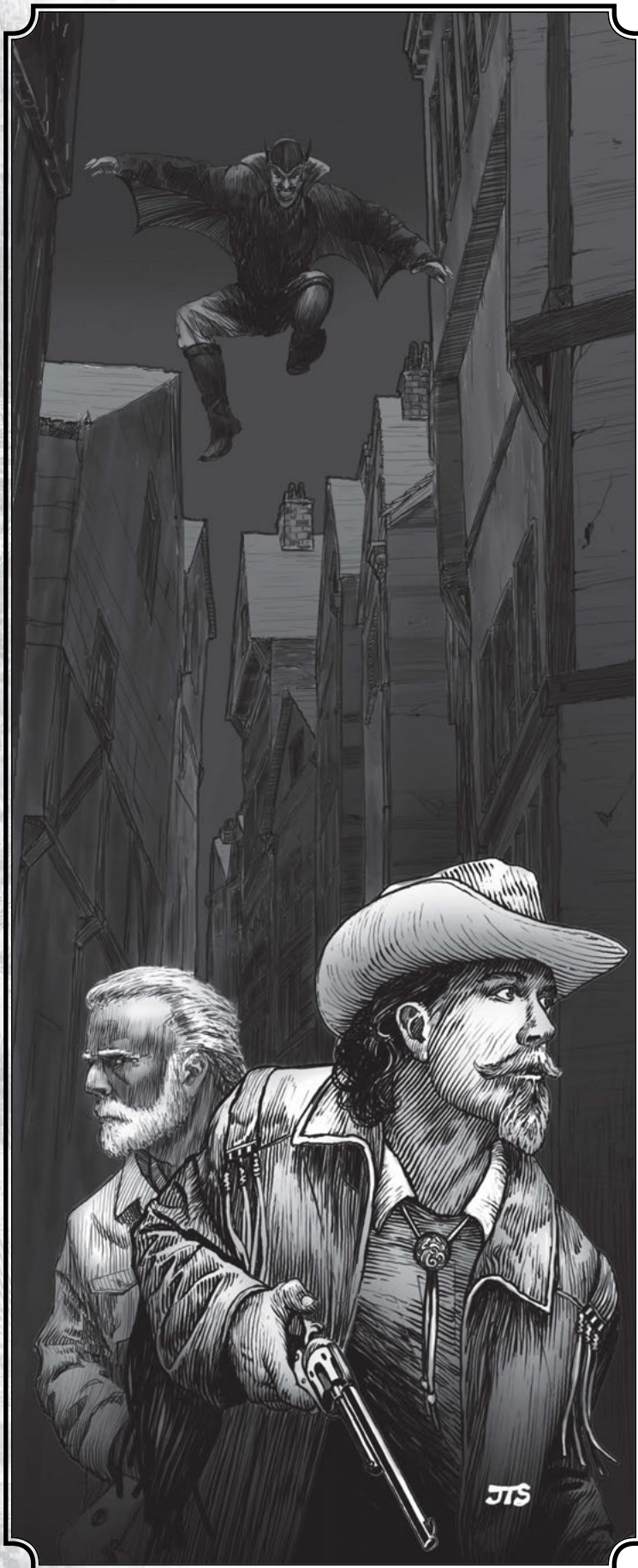
Double-Barreled 12-gauge Shotgun 90%, damage 4D6/2D6/1D6

Hunting Rifle 95%, damage 2D6

Revolver 95%, damage 1D8

Lasso 75%, damage is grapple

Skills: Brawl 90%, Climb 90%, Dodge 60%, Drive Stage Coach 50%, English 75%, First Aid 90%, Folklore 75%, History 55%, Jump 85%, Indian History and Lore 65%, Law 50%, Listen 90%, Locksmith 35%, Medicine 95%, Natural History 80%, Pharmacy 50%, Ride 95%, Sneak 80%, Spot Hidden 90%, Swim 55%, Throw 90%, Track 95%, Western Indian Dialects 75%, Wilderness Survival 95%.



Quatermain and Buffalo Bill search for Spring-Heeled Jack

Captain Nemo

Captain Nemo is a wealthy Indian of royal ancestry who chooses to live in the sea inside his fantastic submarine, the *Nautilus*. He is a misanthrope, hating and avoiding human contact – and indeed contact with anything from the land – whenever possible. He secretly plies the world's oceans in his marvelous vessel, killing whales, sinking ships, and taking everything he needs from the ocean: food, material for clothing, etc. Nemo lives like a royal prince in the *Nautilus*, complete with exotic furnishings and wealth. He has a small but loyal crew aboard his submarine. Although moody, Nemo is a brilliant scholar, and studied in New York, London and Paris before he turned his back on the world of men.

Captain Nemo, Reclusive Sailor

STR 15 CON 16 SIZ 14 INT 17 POW 16
DEX 13 APP 12 EDU 20 SAN 80 HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 90%, damage 1D3+db

Sword 85%, damage 1D8+1+db

Pistol 55%, damage 1D6+1

Skills: Anthropology 25%, Biology 50%, Chess 90%, Dodge 35%, English 35%, First Aid 50%, French 40%, Hindi 90%, History 65%, Latin 25%, Law 50%, Library Use 50%, Listen 65%, Mechanical Repair 75%, Natural History (Sea Life) 90%, Navigate 90%, Operate Heavy Machinery 75%, Persuade 50%, Pilot Boat 90%, Pilot Submarine 90%, Psychology 65%, Spot Hidden 65%, Swim 80%.

Count Dracula

Dracula is a mysterious and foreign nobleman who moved to London from his castle near Borgo Pass in Transylvania. His full name is Count Vlad Tepes Dracula, and he is arguably the best-known and most powerful of all vampires. Unlike his suave portrayal in popular media, Dracula is actually a tall, thin, almost Asian-looking man with pale flesh and long white hair and mustache. He survives by drinking human blood and must sleep on a bed of his native soil. Dracula possesses a number of special powers and abilities, unusual even to typical vampire lore. He is able to move about in daylight, but conceals much of his body in a cloak, and behind dark glasses and a hat. He has the ability to change into a wolf, bat, or mist, and can climb spider-like upside down or right-side-up on any sheer surfaces. His gaze and silky voice can be hypnotic. Any victim drained fully of blood and killed by the vampire rises from its grave as a vampire. Anyone who drinks the Count's blood forms a psychic link with him, able to see and hear what he sees and hears, but more susceptible to his commands and influence.

Dracula's bite drains blood at a rate of 1D6 STR per round. His touch drains 1D3 Magic Points each round (added to his own Magic Point total). With his hypnotic gaze, Dracula can force victims to follow simple

commands. The Magic Point drain and hypnotic attacks require Dracula to overcome his victim's POW with his own on the resistance table. If reduced to 0 Hit Points, Dracula turns to mist and drifts away, fully regenerating by the next night. Garlic and holy symbols repel him, but the only way to truly destroy him is to drive a wooden stake through his heart, cut off his head and stuff his mouth with garlic.

Count Dracula, Powerful Vampire (Human/Wolf/Bat)

STR 19/18/8 CON 18/18/12 SIZ 15/13/8
INT 17/17/17 POW 18/18/18 DEX 18/18/24
APP 12/NA/NA EDU 18/NA/NA SAN 0/NA/NA
HP 17/16/10

Move: 8/12/12

Damage Bonus: +1D6/+1D4/NA

Weapons: Bite 90% (human form), damage 1D4+1D6 STR

(blood) drain

Claw 75% (human form), damage 1D4+1D6+1D3 Magic Point drain (see above)

Hypnotic Gaze (human form), special (see above)

Bite 90% (wolf form), damage 1D8

Bite 90% (bat form), damage 1D2

Armor: 0/1/0

Skills (all skills in human form only, unless indicated otherwise):

Anthropology 25%, Bargain 45%, Climb 80%, Disguise 40%, Dodge 36%, Drive Coach 75%, Echo-Locate Prey (bat 75%), English 35%, Fast Talk 70%, Hide 75%, History 80%, Human Psychology 80%, Jump 90%, Library Use 50%, Listen 90%, Natural History 35%, Occult 35%, Persuade 90%, Romanian 90%, Sneak 90%, Spot Hidden 75% (wolf 60%, bat 75%), Track By Smell (wolf 80%).

Sanity Loss: 0/1D4 sanity points to be attacked by

Dracula; 1/1D3 to witness a transformation;

0/1D6 Sanity points upon the realization of Count Dracula's true vampire nature.

Doctor Jekyll and Mr. Hyde

Meek Doctor Henry Jekyll has a savage and bestial alter-ego: Edward Hyde. Doctor Jekyll long felt that man was of two minds – the civilized and socialized man and his lustful and corrupt counterpart. Through diligent research, Jekyll discovered a combination of drugs that, when ingested, allow him to become his own alter-ego, the degenerate, troglodytic Mr. Hyde. As Hyde, Jekyll can live out his darkest lusts and sin without having to take responsibility. He can participate in whatever debased and sinful activities he wishes as Edward Hyde and then simply revert back to moral, law-abiding Henry Jekyll. Jekyll does not always need his drugs to change, and sometimes his Hyde personality manifests on its own, making him an unstable and dangerous figure.

The mild-mannered Doctor Jekyll lives in a finer section of London in a large and well-appointed home with a laboratory in the basement. The brutal and murderous Mr. Hyde has a small flat in a seedier part of the Soho district of London.

Doctor Henry Jekyll, Meek Physician

STR 13 CON 14 SIZ 13 INT 17 POW 15
DEX 12 APP 14 EDU 19 SAN 35 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 50%, damage 1D3+db

Scalpel 50%, damage 1D2+db

Skills: Anthropology 25%, Biology 90%, Chemistry 70%, Credit Rating 75%, Drive Carriage 25%, English 95%, First Aid 75%, Latin 75%, Library Use 65%, Listen 35%, Medicine 90%, Natural History 35%, Occult 25%, Persuade 35%, Pharmacy 90%, Psychology 80%, Spot Hidden 35%.

Sanity Loss: 0/1D4 Sanity points to witness the horrible transformation from Doctor Jekyll to Mister Hyde, or vice versa.

Edward Hyde, Brute and Murderer

STR 19 CON 17 SIZ 12 INT 10 POW 15
DEX 15 APP 7 EDU NA SAN 0 HP 18

Damage Bonus: +1D6

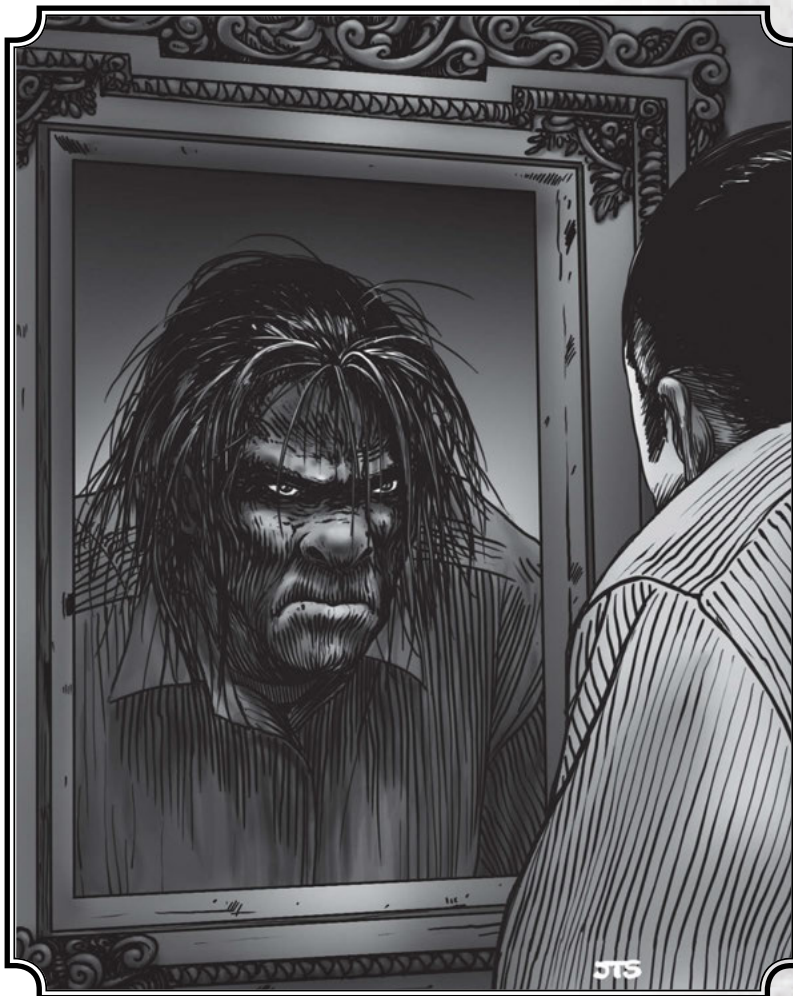
Weapons: Fist/Punch 80%, damage 1D3+db

Stomp 65%, damage 1D6+db

Walking stick 75%, damage 1D6+db

Skills: Climb 80%, Dodge 45%, Drive Carriage 25%, English 45%, Hide 60%, Jump 80%, Listen 40%, Sneak 50%, Spot Hidden 40%, Throw 60%.

Sanity Loss: 0/1D2 Sanity points to see Mr. Hyde.



Mr. Hyde and Doctor Jekyll

Doctor Jekyll's Potion

A combination of chemicals and drugs known only to Henry Jekyll. Ingesting the potion releases the sinful and savage part of the imbiber's personality. Anyone who drinks it immediately begins painful physical and mental changes. As the body contorts and the mind burns with chaos, the imbiber's STR increases by 2D3, his CON increases by 1D6, SIZ decreases by 1D2, and DEX increases by 1D6. However, the imbiber's INT drops by 3D3, and his APP drops by 2D6. Sanity drops to 0. POW does not change and EDU is no longer applicable. Hit Points and damage bonus also change accordingly. Once the transformation is complete, the victim becomes a savage de-evolved being unable to control his or her baser urges. The transformation lasts for 24-POW hours and causes a loss of 1/1D6 Sanity points. For each use of the potion, there is a cumulative 5% chance that at some random time the individual will transform without taking the potion.

Doctor Moreau

A brilliant scientist forced to leave Britain because of his horrible experiments in vivisection, Doctor Moreau has settled a remote tropical island in the Pacific Ocean, where he continues to combine animal and human genetics and bodies, aiming to create the ultimate "human" race. Moreau refers to his monstrous hybrids as his "children" and he as their "father", despite the cruelty of his work. In his laboratory – known to his beast folk as The House of Pain – he subjects his hybrids to surgery and chemical injections, all without the aid of anesthetics. Moreau controls his hybrids through intimidation and pain, offering himself as their God, and demanding that they follow his law: not to walk on all fours, not to kill and eat flesh or fish, and not to make love to more than one partner. In other words, Moreau is attempting to breed the animal nature and behavior out of his beast folk. The mad scientist's experiments have not been wholly successful, and without periodic injections of drugs, the beast folk eventually revert to their more animalistic nature.

Doctor Moreau is an obese, pale man who dresses in all white. He is highly educated and cultured and well-read, but is also ruthless and selfish, to say nothing of his Messiah complex.

Doctor Moreau, Mad Vivisectionist

STR 12 CON 12 SIZ 16 INT 18 POW 15
DEX 10 APP 10 EDU 19 SAN 35 HP 15

Damage Bonus: +1D4

Weapons: .38 Revolver 35%, damage 1D10

Whip 75%, damage 1D3

Scalpel 90%, damage 1D4+db

Skills: Anthropology 45%, Bargain 50%, Biblical Lore 50%, Biology 90%, Chemistry 75%, Credit Rating 50%, English 95%, Fast Talk 75%, First Aid 90%, French 35%, History 50%, Latin 75%, Law 25%, Library Use 85%, Listen 50%, Medicine 90%, Natural History 80%, Piano 35%, Persuade 35%, Pharmacy 90%, Psychology 80%, Ride 35%, Spanish 35%, Spot Hidden 40%.

BEAST FOLK, Lesser Servitor Race.

"The next most obvious deformity was in their faces, almost all of which were prognathous, malformed about the ears, with large and protuberant noses, very furry or very bristly hair, and often strangely-coloured or strangely-placed eyes. None could laugh, though the Ape-man had a chattering titter. Beyond these general characters their heads had little in common; each preserved the quality of its particular species: the human mark distorted but did not hide the leopard, the ox, or the sow, or other animal or animals, from which the creature had been moulded. The voices, too, varied exceedingly. The hands were always malformed; and though some surprised me by their unexpected human appearance, almost all were deficient in the number of the digits, clumsy about the fingernails, and lacking any tactile sensibility."

- H.G. Wells, *The Island of Doctor Moreau*

Created through surgery, vivisection and genetic engineering, Moreau's beast folk are a mixture of animals transformed into a more human form, or humans whose genetic coding has been altered to take on bestial attributes. This transformation from human to animal almost invariably results in a permanent loss of reasoning ability and deteriorating long-term memory. Most hybrids are tragic figures, walking the line between succumbing to their animal instincts and behaving as rational, emotional creatures.

Moreau's hybrids are found on Noble's Island, located far off the coast of South America in the Pacific Ocean. Others may have been transported to other parts of the world for further experimentation and study.

Known hybrids are almost exclusively mammalian, with one to three animals mixed with the human component in each creation. Species used include baboon, bull, cat, cheetah, chimpanzee, dog, elephant, fox, giraffe, gorilla, horse, lion, llama, jaguar, pig, ram, rhinoceros, tapir, sloth, warthog and wolf.

ATTACKS: All Moreau hybrids can attack in some form or another. Many have special attacks based upon the animal or animals from which they were created.

BEAST FOLK, Moreau's Hybrids

char.	rolls	averages
STR	5D6	17-18
CON	4D6	14
SIZ	3D6+3	13-14
INT	2D6	7-8
POW	3D6	10-11
DEX	3D6	16-17
Move 8		HP 15

Av. Damage Bonus: +1D4

Weapons: Bite (cat hybrid) 35%, damage 1D4+db

Bite (cheetah, lion & jaguar hybrids) 40%, damage 1D8+db
 Bite (dog & wolf hybrids) 40%, damage 1D6+db
 Bite (horse hybrid) 30%, damage 1D4+db
 Claw (cat, cheetah, lion, jaguar, dog, sloth & wolf hybrids) 40%, damage 1D6+db
 Club (baboon, chimpanzee & gorilla hybrids) 25%, damage 1D6+db
 Fist/Punch (baboon, chimpanzee & gorilla hybrids) 45%, damage 1D4+db
 Gore (bull hybrid) 35%, damage 2D6+db
 Gore (ram hybrid) 25%, damage 1D6+db
 Hoof (bull, ram, pig, horse, llama, tapir & giraffe hybrid) 20%, damage 1D6+db
 Horn (rhinoceros hybrid) 25%, damage 1D10+db
 Tusk (elephant & warthog hybrid) 20%, damage 1D8+db

Armor: 0-3 points of hide depending on species.

Spells: none.

Sanity Loss: 0/1D6 Sanity points to see beast folk.

Dorian Gray

Dorian Gray is a stunningly handsome young man from a wealthy family. Despite his good looks and charm, he is depraved and cruel, and wallows in as much debauchery and vice as he can find. Gray's life is littered with jaded lovers of both sexes, excessive drug and alcohol consumption, lies, betrayal and even murder. Throughout his bacchanalian life he remains young and handsome, never aging and never showing signs of bodily corruption. His secret is a magical painting of himself: whatever excesses, abuses or injuries he experiences affect the portrait instead of Gray himself. The painting is now that of a bloated, unhealthy creature full of blemishes, scars and disfigurements. Only by destroying the portrait can Gray be harmed: if this should happen, all of the disfigurements, scars and physical damage he has suffered will immediately appear on his body, killing him instantly. For obvious reasons, he keeps his portrait well hidden and protected.

Dorian Gray, Wicked Adonis

STR 13 CON 12 SIZ 13 INT 13 POW 14
 DEX 13 APP 19 EDU 14 SAN 0 HP 13

Damage Bonus: +1D4

Weapons: Fist/Punch 50%, damage 1D3+db
 Knife 35%, damage 1D4+db

Armor: None, however Dorian Gray suffers no physical damage from any attack unless his portrait is destroyed.

Skills: Bargain 90%, Credit Rating 75%, English 70%, Fast Talk 80%, French 25%, Occult 10%, Persuade 95%, Pharmacy 30%, Psychology 80%, Seduction 90%.

Sanity Loss: Seeing Dorian Gray's hideous portrait costs 0/1D4 Sanity points. Seeing Gray instantly suffer all the damage of his painting when the portrait is destroyed costs 1/2D3 Sanity points.

Fu Manchu

Fu Manchu is the ageless leader of a world-spanning Asian criminal organization. He is a powerful and mysterious figure feared for his strategic cunning, steel will, and extraordinary knowledge of science and alchemy. Fu Manchu concocts elaborate schemes and traps, and brews exotic toxins to

further his criminal empire and dispose of his enemies. He prefers the use of poisonous or deadly insects and animals over conventional weapons. Fu Manchu wields the wealth, power and influence of a world government, and is known to have secret bases in various locations in his native Orient as well as in London and other major cities. His criminal organization is the si-fan, a powerful tong with world-spanning reach involved in murder, assassinations, kidnapping, blackmail, robbery and assorted heinous activities. In London, the si-fan work out of the Limehouse district.

Fu Manchu is a tall, cat-like man of Oriental origin and unknown age. He is thin, with high shoulders and sharp features, including green eyes. His fingernails are long and sharp and he sports a long, thin, drooping mustache. Although a master of disguise, his normal mode of dress is classic Asian silk robes and hats of royal reds and yellows. Fu Manchu remains ageless through the use of his Elixir Viti: a potion he brews and drinks to prolong his life. He attacks swiftly and with great stealth, and although he does not carry or generally use large weapons, he may coat his knife or talon-like fingernails with deadly poisons.

Fu Manchu, Criminal Mastermind

STR 12 CON 18 SIZ 12 INT 18 POW 18
 DEX 14 APP 11 EDU 25 SAN 35 HP 15

Damage Bonus: none

Weapons: Fingernails 90%, damage 1D2+POT 18 poison
 Knife 85%, damage 1D4+POT 18 poison

Skills: Accounting 50%, Alchemy 80%, Anthropology 50%, Archaeology 60%, Astronomy 50%, Biology 75%, Brew Poison 90%, Chemistry 75%, Chinese 99%, Conceal 90%, Cthulhu Mythos 5%, Disguise 90%, Dodge 30%, Drive Carriage 35%, Electrical Repair 35%, English 75%, Geology 35%, Hide 75%, History 90%, Latin 75%, Law 50%, Library Use 80%, Linguistics 80%, Listen 60%, Martial Arts 75%, Mechanical Repair 45%, Natural History 80%, Occult 25%, Persuade 75%, Pharmacy 75%, Psychology 80%, Ride 25%, Sneak 55%, Spot Hidden 75%, Trap Design 90%.

Elixir Viti

Elixir Viti stops the imbiber from aging: a regular diet of the potion could conceivably grant immortality. A typical vial of Elixir Viti stops the imbiber from aging for 1D10 years. It does not, however, heal or resist physical injury.

The Invisible Man

In the 1890s, an albino scientist named Griffin (his first name might be Hawley) discovered the secret of invisibility. Griffin has an anarchistic view of society and government, and in his view, his research and his personal needs and desires outweigh rules and laws. Accordingly, he is willing to kill to achieve his ends, although he is not completely without conscience. Griffin's invisibility is not the boon he expected it to be: his clothes do not become invisible and any food and drink he consumes are visible in his body until digested. To move about entirely unnoticed, he must do so completely naked and with an empty stomach. He often disguises himself in layers of clothing and bandages to hide his invisibility. His

peculiar "condition" has made him mentally unstable, and he is shunned and feared by most men.

Griffin, the Invisible Man

STR 13 CON 14 SIZ 14
DEX 14 APP 12 EDU 18

INT 18 POW 15
SAN 35 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 75%,
damage 1D3+db

Garrote 55%, damage strangulation

Skills: Anthropology 15%,
Bargain 35%, Biology 70%,
Chemistry 80%, Conceal
80%, Disguise 90%, Dodge
90% (28% if dressed),
English 90%, Fast Talk
75%, First Aid 35%, Hide
90% (25% if dressed),
Latin 50%, Library Use 40%,
Listen 65%, Medicine 50%,
Persuade 50%, Pharmacy
75%, Psychology 60%, Sneak
90% (35% if dressed), Spot
Hidden 40%.

MARTIANS (Lesser Independent Race)

"A big, grey, rounded bulk, the size, perhaps, of a bear. . . rising slowly and painfully out of the cylinder. As it bulged up and caught the light, it glistened like wet leather. [The creature had] two large dark colored eyes [and its head] was rounded and had, one might say, a face. There was a mouth under the eyes, the lipless brim of which quivered and panted and dropped saliva. The whole creature heaved and pulsed convulsively. [It further displayed several] lank tentacular appendages, [a] V-shaped mouth, [and a] fingoid, oily brown skin."

- H.G. Wells, *The War of the Worlds*

NOTES: these are perhaps the most Cthulhoid of Wells' creations. Wells' novel opens with great lights observed on Mars in 1894, that marked the casting of their great

cannon which flung their invasion cylinders towards Earth. The great pulses of flame, one per night for ten nights in a row, marking the firings of the cannon, were easily observable by terrestrial astronomers, though no one grasped the significance until the first cylinder fell on Horse 11 Common outside Woking, southwest of London. There the Martians

Martian Invasion Chronology

First Day: first cylinder streaks through the sky over London just after midnight, causing the sky to glow green and producing a loud hissing noise; appears to be a meteorite falling to earth southwest of London. Cylinder lands on Horsell Common outside Woking. Word-of mouth news spreads via local schoolboys. By 4pm the evening papers read "A MESSAGE RECEIVED FROM MARS - Remarkable Story From Woking." By sunset, the Martians have emerged from their cooling cylinder. At twilight, they first fire the heat ray against representatives of the crowd observing them. By 11 pm, soldiers have cordoned off the commons.

Second Day: seconds after midnight, second cylinder passes overhead, landing at Byfleet. The morning papers include a garbled account of the Martians killing some people with a rapid-firing gun, and the evening papers give a detailed account of the heat ray. By 6pm there is the sound of gunfire on the commons, and at 7pm, the first battle machine rises from the pit.

Third Day: third cylinder falls in Surrey just after midnight; the tripods from the first cylinder are on the move to join with those of the second. During the afternoon, the village of Weybridge, between Woking and London, is destroyed by the Martians, as are its defenders, who first destroy one fighting machine with artillery. By twilight, the London papers are full of news of the disaster, and troops are stationed between the Martians and London. That evening, a second Martian is destroyed with artillery fire, but the battery of guns is wiped out by the first recorded black smoke attack.

Fourth Day: after midnight, the fourth cylinder falls in Surrey; and the Martians have reached the Thames Valley near Richmond just southwest of London by 3am. Morning papers describe the massacre in the Thames Valley, and people are streaming across Westminster Bridge shouting about the black smoke, which has devastated Richmond. By midday, the black smoke has reached Lambeth, and the Martians enter central London in the wake of a panicked mass exodus from the city. By 2pm the Martians have reached the Clock Tower at Parliament, waded down the Thames and destroyed Limehouse, following the black smoke they've loosed.

Fifth Day: just after midnight, the fifth cylinder lands in Surrey, and the sixth on Primrose Hill, where the Martians establish their main base in London. By the end of this day, the Martians totally possess the city.

Sixth Day: the next cylinder lands at midnight, as do the rest, one per night on the next three nights. The Martians push eastward to the Channel, reaching it by 6pm, where the torpedo ram *Thunderchild* valiantly destroys two Martians before being destroyed herself by the heat rays. At twilight, the first of the Martian war machines takes to the air. A red weed, clearly from Mars, begins to appear along the Thames, crowding out native vegetation and poisoning life.

Tenth Day: Martians begin dying.

Twelfth to Thirteenth Days: Martians congregate slowly toward main camp on Primrose Hill to die.

Fifteenth Day: death of last of the Martians – invasion ends.

emerged from the cylinder, making their base within the pit created by the crash of the cylinder, and assembled the first of their great tripod fighting machines.

Wells suggests that the Martians communicate telepathically. The Martians have a large eardrum on the back of their heads, but apparently can only hear certain sounds and tones. Their nearly-vestigial sense of hearing couldn't have been used by the Martians to carry on any more complex communications than the simple signals generated by the bleating horns of the tripod battle machines, used merely to call attention to one another or for help.

The Martians are vampiric in nature, extracting blood from their victims via long glass pipettes and taking it directly into their own systems for their nourishment. They are not feeble beings, despite their discomfort in our heavier gravity – they are able to move unaided, despite their increased weight, and humans grasped by Martian tentacles are rarely able to struggle free. Though the Martians employed mechanical aids when once established on Earth, probably they adapted devices used routinely on Mars, not machines specially built for the invasion.

The Martians were relatively vulnerable to injury, but the same was not true of their machines. The tripod battle machines were so heavily constructed that little short of a direct hit by artillery (or being rammed by the Thunderchild) could harm them. The construction machines are doubtless similarly well-made, though the Martians who rode these sat exposed atop them.

The tripod fighting machines were devastating war machines. They stood some 100 feet tall and could move at speeds up to 60 mph. Though heavy artillery fire could disable these machines, thanks to the alien heat rays (aimed with a parabolic mirror) and deadly black smoke projectors, few field pieces got off more than a single shot before they were destroyed, unless achieving a hit on the first shot (and only one Martian machine was within sight). Belching green vapor at the joints of their tripod legs and from other parts of the alien machinery, the tripods were nearly invincible.

The Martian heat rays are best known. They could ignite buildings a mile away. The beam showed only a pale light when fired in darkness, and was invisible in daylight, marked only by the flames that sprang up where it hit.

More hellish was the Martian black smoke. This was discharged in canisters carried by the mechanical tentacles of the battle machines. One canister could be loosed per round. Smoke billowed out from the canister, quickly encompassing an area many yards wide and moving with the wind. This smoke was thick, viscous, and clinging, rising no more than 50 feet into the air.

In play, anyone on the ground and in the smoke's path is attacked by it – a potency 25 poison against CON. If the poison potency overcomes the victim's CON, he dies at once. Otherwise, he takes 1D6 damage and tries again next round. Successfully holding one's breath reduces the effective potency of the smoke to 15, though it is still quite deadly. The Martians often followed along after the poison smoke, using a wind device to blow it along toward a target area, or away from an place where it was no longer needed. The smoke

solidified into a black, sooty covering when exposed to rain; such residue was harmless, but eating it is inadvisable.

Finally, the tripod war-machines had mechanical tentacles, simulating the Martians' own, with which they could grasp objects such as fleeing humans when the machines were not carrying heat ray projectors or black smoke canister guns. The Martians often had cages mounted on the bodies of the tripod machines in which to imprison humans they'd found among the ruins, to take back to their bases for dinner.

Can the vast, cool intelligences that were the Martians, with their great, plate-like eyes and clusters of tentacles around their mouths really be so distant in nature from Cthulhu, despite the differences noted?

Keepers wishing to involve their investigators in the War of the Worlds should have little problem integrating the struggle into campaigns. Rather than alter all future history, keepers may wish to limit the Martian invasion to its initial stages – the "meteor landing" southwest of London, some initial troop movements, and reports of disaster in the area. Of course, if the investigators fail to save the day, any keeper is justified in permitting a full-fledged invasion.

Martians

char.	rolls	averages
STR	3D6+6	17-18
CON	2D6	14
SIZ	4D6+12	13-14
INT	3D6+6	7-8
POW	3D6	10-11
DEX	3D6	16-17
Move 1		HP 17

Av. Damage Bonus: +1D4

Weapons: Grapple 50%, damage special

Armor: none. However, because the circulatory system of Martians is more diverse than that of terrestrial creatures, all physical weapons do only half damage.

Spells: none.

Sanity Loss: seeing a Martian feeding costs an additional 1/ID4 points.

THE MARTIAN WAR MACHINES

STR 80 SIZ 100 DEX as per operator

Hit Points: 120 (body), 40 (each leg)

Move 30

Weapons: Tentacle 30%, damage 10D3 or Grapple

Heat Ray 80%, 10D6'

Black Smoke 100%, pot. 25 vs. CON within 4-yard radius.

Armor: 30 points.

NOTES: each point of damage which penetrates the war machine's armor gives the device an additional and accumulating 5 percentiles chance that it will break down. Additionally, the operator take full damage from any attack penetrating the outer armor. If one of the tripod legs is reduced to zero hit points, the whole machine falls over and is no longer operational.

The Phantom of the Opera

The true identity of the shadowy figure who haunts the Paris Opera is unknown: the only name ever associated with him is Erik. He is a brilliant but horribly disfigured man who lives in the secret depths beneath the grand Paris Opera. Legends tell of a shadowy figure in black cloak and wide-brimmed hat occasionally glimpsed by stage hands and workers. A mask always hides his twisted face. Using long-forgotten passages and secret doorways, the Phantom moves unseen through the enormous and labyrinthine Opera House, silently watching and listening. The Phantom lives in a lair on a lake far beneath the opera house, hidden away from other humans. His limited contact with the outside world is generally in the form of cryptic notes he leaves, signed “O.G.” or “Opera Ghost”. He is a gifted musician, and a master of disguise and sleight-of-hand. Highly intelligent, well-read and brilliantly cunning, he is also desperately lonely, and his single weakness is his longing for love and companionship. The Phantom’s greatest work is an opera he has written called “*Don Juan Triumphant*”.

The Phantom prefers to attack by surprise, using his Punjab lasso: a length of cord tied into a noose-like hoop, originating in the Punjab region of northern India. Victims are snared from above about the throat, pulled off balance and hoisted off their feet to die like a hanged man. Consult the suffocation rules for strangulation damage.

(For an alternate background for the Phantom of the Opera see Pagan Publishing’s book *The Golden Dawn*.)

The Phantom of the Opera, Shadowy Stalker and Musical Genius

STR 13 CON 14 SIZ 14 INT 18 POW 14
DEX 15 APP 3 EDU 17 SAN 50 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 50%, damage 1D3+db

Punjab Lasso 75%, damage strangulation

.32 Revolver 45%, damage 1D8

Skills: Accounting 25%, Archaeology 25%, Bargain 50%, Climb 80%, Compose Music 90%, Conceal 90%, Conduct Music 90%, Disguise 95%, Dodge 35%, Drive Carriage 35%, English 25%, Fast Talk 50%, French 85%, Hide 90%, History 75%, Italian 35%, Jump 45%, Law 15%, Library Use 50%, Listen 90%, Locksmith 55%, Mechanical Repair 45%, Organ 90%, Persuade 90%, Pilot Boat 65%, Psychology 35%, Read Music 90%, Ride 35%, Sing 80%, Sleight-of-Hand 75%, Sneak 90%, Spot Hidden 75%, Swim 35%, Violin 75%.

Phileas Fogg

Phileas Fogg is a wealthy London eccentric. He is unemotional, cold and logical, and obsessed with order and timeliness. He is also a master whist player. Fogg was willing to risk his fortune to prove a point, which is how he ended up traveling around the world in 80 days. He accomplished the astounding deed, using trains, ships, sledges and all manner of transport, accompanied solely by his manservant Passepartout. The point of his journey was neither the adventure nor actually to see the world, but simply to prove that it could be done – such is the mindset of Phileas Fogg.

Phileas Fogg, Stubborn Eccentric

STR 12 CON 13 SIZ 13 INT 15 POW 14
DEX 13 APP 14 EDU 15 SAN 70 HP 13

Damage Bonus: none

Weapons: Fist/Punch 50%, damage 1D3

Revolver 45%, damage 1D8

Skills: Anthropology 35%, Archaeology 35%, Chinese 25%, Credit Rating 90%, Drive Carriage 45%, Drive Sledge 35%, English 75%, First Aid 30%, French 25%, Hindi 20%, Italian 25%, Linguistics 50%, Natural History 35%, Navigate 80%, Persuade 75%, Pilot Balloon 65%, Pilot Boat 75%, Ride 50%, Spanish 25%, Swim 45%, Whist 90%.

Professor Challenger

George Edward Challenger is a burly, pugnacious man with wide-ranging interests and a keen, forceful intellect. He studied zoology at the University of Edinburgh, where he also read extensively in medicine and anthropology, although there are few realms of learning Challenger has not mastered to some degree. In fact, given his imposing appearance as well as his intelligence and personality, Challenger easily dominates almost any situation. His close friend and chronicler, Edward Malone, said:

“His head was enormous, the largest I have ever seen upon a human being. I am sure that his top-hat, had I ever ventured to don it, would have slipped over me entirely and rested on my shoulders.”

Challenger bursts the expectations of those around him with brusque insight, abrasive imagination, and peerless intellect: few men could deduce that the end of the world had arrived, devise a way to witness it, and then live to tell of it, as Challenger did in *The Poison Belt*.

Professor George Edward Challenger, Scientist and Adventurer

STR 16 CON 15 SIZ 17 INT 18 POW 15
DEX 16 APP 9 EDU 20 SAN 12 HP 16

Damage Bonus: +1D6

Weapons: Fist/Punch 80%, damage 1D3+db

Firearms (long) 75%, damage (as weapon)

Firearms (short) 65%, damage (as weapon)

Skills: Accounting 45%, Anthropology 80%, Astronomy 65%, Biology 75%, Climb 60%, Dodge 55%, English 95%, First Aid 65%, Hide 20%, Jump 80%, Listen 60%, Medicine 75%, Navigation 55%, Paleontology 85%, Sneak 20%, Spot Hidden 55%, Throw 60%, Zoology 85%.

Professor Moriarty

Professor James Moriarty has been called “The Napoleon of Crime” by his arch-nemesis Sherlock Holmes. A professor of mathematics, Moriarty turned his genius to organizing the London underworld into a vast criminal machine, with himself at the center. He is cold-blooded, deadly, and ruthless, with a reputation in the London underworld as the man who never fails under any circumstances.

Moriarty is tall and thin, but stooped. His high-domed forehead is set off by a fringe of hair that wreathes his balding pate. His most notable trait is the continual slow reptilian

oscillation of his head, back and forth. Moriarty habitually wears a long black frock coat. Normally, he wears the facade of a wise fatherly professor.

Professor Moriarty, The Napoleon of Crime

STR 13 CON 12 SIZ 14 INT 20 POW 18
DEX 15 APP 9 EDU 20 SAN 94 HP 13

Damage Bonus: +1D4

Weapons: Fencing 73%, damage 1D6+db
.38 Revolver 51%, damage 1D10

Skills: Anthropology 57%, Archaeology 44%, Astronomy 89%, Bargain 65%, Chemistry 79%, Credit Rating 100%, Cthulhu Mythos 5%, English 99%, Fast Talk 75%, French 85%, Greek 90%, Latin 95%, Law 82%, Library Use 83%, Listen 66%, Mathematics 100%, Mechanical Repair 69%, Occult 81%, Persuade 80%, Physics 97%, Psychology 81%, Spot Hidden 67%, Track 68%.

Spells (if desired): Contact Nyarlathotep, Create Limbo Gate.

Professor Van Helsing

Abraham Van Helsing is a Dutch doctor and philosopher with an interest in metaphysics and the occult. Of medium stature, with solid square features, he has nerves of steel, an icy will, and a sardonic sense of humor; even when faced with insurmountable dangers, Van Helsing remains unshaken. He is an extremely learned man whose knowledge and background includes medical science, the study of the human mind and psyche, and the investigation and hunting of supernatural forces. When hunting vampires, he carries a special medical bag complete with garlic, silver cross, holy water, rosary, knife, mallet and wooden stakes.

Professor Abraham Van Helsing, Vampire Hunter

STR 14 CON 15 SIZ 13 INT 18 POW 18
DEX 13 APP 12 EDU 21 SAN 90 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 75%, damage 1D3+db

Sword 60%, damage 1D6+1+db

.38 Revolver 35%, damage 1D10

Mallet and Wooden Stake 90%, damage 1D6+db

Skills: Anthropology 25%, Biology 80%, Chemistry 25%, Credit Rating 70%, Drive Carriage 35%, Dutch 99%, English 40%, First Aid 90%, History 50%, Latin 50%, Library Use 50%, Listen 55%, Medicine 90%, Natural History 45%, Occult 75%, Persuade 75%, Pharmacy 70%, Psychology 80%, Ride 35%, Sneak 50%, Spot Hidden 75%.

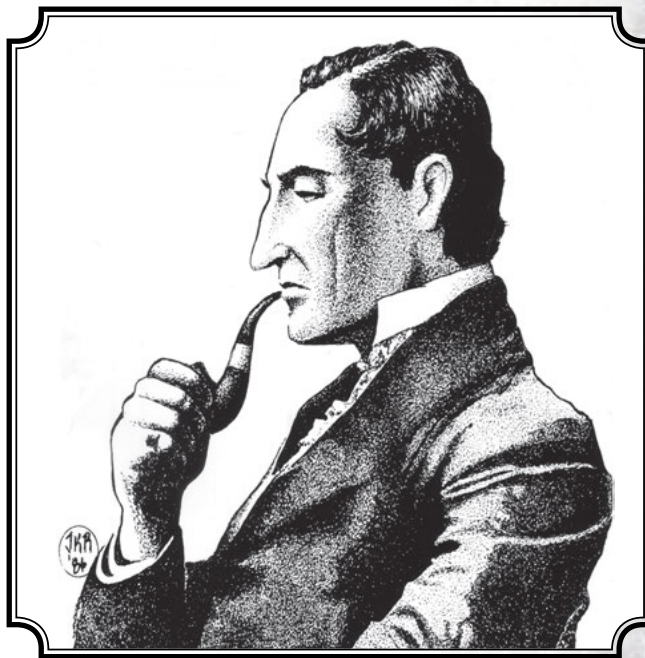
Sherlock Holmes & Doctor Watson

Sometimes harsh and arrogant, at other times courteous and kind, Sherlock Holmes is the world's most famous consulting detective and a brilliant eccentric. Once on the scent of a crime, he pursues it relentlessly in spite of all obstacles, bending the law rather than failing to see justice prevail. Holmes is an encyclopedia of knowledge. For example, he can recognize the type and brand of tobacco ash by close examination. His sense of honor is profound, and although a misogynist, he is a perfect Victorian gentleman. Holmes claims to abhor emotion, preferring to see things in the light of reason and pure rationality, although his conduct sometimes casts doubt on

this claim. He has little patience with incompetence.

His skill in martial arts allows Holmes to attack twice each round with his fists. A successful Baritsu attack acts as a normal Grapple except that it cannot be used to break bones or strangle, and he may attack with a Fist or Kick simultaneously. Holmes is far from an expert shot, however.

Holmes is not a handsome man – his countenance is hawklike and gaunt, and he towers over most at 6'4". His willpower and charisma, however, are striking.



Mr. Sherlock Holmes

Sherlock Holmes, Legendary Consulting Detective

STR 17 CON 18 SIZ 15 INT 19 POW 18
DEX 16 APP 9 EDU 18 SAN 94 HP 17

Damage Bonus: +1D4

Weapons: Fist/Punch 85%, damage 1D3+db

Fencing 81%, damage 1D6+db

Singlestick 79%, damage 1D6+db

Kick 67%, damage 1D6+db

.38 Revolver 25%, damage 1D10

Baritsu 82%, damage special (see above)

Skills: Anthropology 41%, Archaeology 49%, Bargain 53%, Biology 64%, Camouflage 74%, Chemistry 48%, Climb 77%, Cornish 50%, Credit Rating 50%, Criminal Literature 90%, Cthulhu Mythos 5%, Disguise 99%, Dodge 76%, Drive Carriage 62%, English 90%, Fast Talk 96%, First Aid 51%, French 85%, Geology 82%, German 60%, Greek 75%, Hide 88%, History 65%, Jump 66%, Latin 80%, Law 90%, Library Use 79%, Linguistics 44%, Listen 86%, Lockpicking 85%, Medicine 29%, Natural History 73%, Navigate 63%, Occult 55%, Persuade 86%, Pharmacy 85%, Phoenician/Chaldee 45%, Pick Pocket 66%, Psychology 100%, Ride 57%, Sneak 81%, Spot Hidden 94%, Swim 78%, Throw 78%, Track 83%, Violin 63%.

Dr. John H. Watson is Sherlock Holmes' chronicler, assistant, and closest friend and confidante. A former military doctor, he was wounded in battle in Afghanistan and retains a slight limp. Watson is bluff and good-natured. He is intensely loyal

to England, to Holmes, and to anyone else he finds worthy. He is always chivalrous to ladies, and ultimately marries three times. He is a capable physician, and, while not overly brilliant, is no dolt. When on a case, Watson generally carries his famous service revolver, with which he is a capable shot, and also brings along his medical bag if needed.

Doctor John H. Watson, Loyal Companion

STR 13 CON 12 SIZ 15 INT 14 POW 12
DEX 11 APP 13 EDU 17 SAN 82 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 55%, damage 1D3 + db

Webley .455 Service Revolver 89%, damage 1D10+2

Skills: Bargain 44%, Biology 51%, Chemistry 38%, Credit Rating 49%, Dodge 40%, Drive Carriage 58%, English 85%, Fast Talk 21%, First Aid 96%, French 75%, German 40%, Greek 60%, History 40%, Latin 80%, Law 49%, Library Use 40%, Listen 65%, Medicine 78%, Natural History 55%, Persuade 43%, Pharmacy 85%, Psychoanalysis 29%, Psychology 68%, Ride 67%, Spot Hidden 31%, Swim 88%, Throw 56%, Track 32%.

Spring-Heeled Jack

Spring-Heeled Jack is an English urban legend, sometimes regarded as a hero and sometimes a villain. His exploits include frequently rescuing damsels in distress, but he is also a known thief and figure of terror. Sometimes suspected to be of royal title, his true identity and name are unknown. He generally appears as a handsome young man in a leather costume, complete with wings, cloak, high boots and horned devil-cowl. He is capable of extraordinary feats of agility, and can jump great distances and heights, soar off rooftops, and appear and vanish quickly from sewers, doorways and windows. He can jump 2D6+10 feet in any direction (including straight up) from a standing position, and can glide silently off a rooftop and land safely as far as 50 yards away, depending upon the wind. He can pounce upon a victim from a great distance, knocking him down and inflicting pummeling damage. Jack can also spit blue fire and poisonous gas from his mouth. Those set on fire by his breath must make a Luck roll to avoid taking 1D4 damage each round until the flames are extinguished.

Spring-Heeled Jack's poisonous gas breath may cause a variety of effects: poison, sleep, nausea, or temporary blindness (choose one per use). A victim must match his CON against the POT of the gas (15) on the resistance table. Those who resist the gas suffer no ill effects, but those who succumb suffer the following, depending upon choice of gas: poison, 1D4 points of damage; sleep, falls unconscious for 100-CON minutes; nausea, becomes ill and vomits for 100-CON minutes (all skills at 1/4 normal chance); temporary blindness, blind for 100-CON minutes.

Spring-Heeled Jack, The Terror of London

STR 15 CON 17 SIZ 15 INT 14 POW 15
DEX 17 APP 14 EDU 15 SAN 75 HP 16

Damage Bonus: +1D4

Weapons: Flame Breath 50%, damage 1D6 + set on fire (see above)

Gas Breath 60%, POT 15, damage and effect varies (see above)

Pounce 45%, damage 1D8+1D4

Skills: Climb 55%, Disguise 75%, Dodge 75%, English 75%, Glide 95%, Hide 60%, Jump 95%, Listen 75%, Locksmith 50%, Sneak 80%, Spot Hidden 75%, Throw 50%, Track 80%.

Sanity Loss: 0/1D4 Sanity points to see Spring-Heeled Jack for the first time in his unearthly, blue-flame-breathing guise.

Varney the Vampire

Sir Frances Varney is a congenial and polite gentleman, freakishly tall with dark somber eyes and a sallow complexion. He is also a vampire. When his vampiric hunger stirs, Varney becomes an insane and horrific creature. He must feed on the blood of a virginal young maiden once per season, but otherwise does not eat or drink. Varney is a master swordsman, true to his word and honor, and possesses an icy will. He is not harmed by sunlight and can move about during daylight hours as any normal man. Varney possesses the strength of three men and is hypnotic, but may be harmed and even killed by mundane weapons such as bullets, swords and the hangman's noose. However, exposure to moonlight heals and fully regenerates him. Whenever he is killed, a mysterious stranger exhumes Varney's corpse and places it in moonlight to heal and revive him. In return, Varney pays the stranger an annual salary. Varney is not wholly villainous, however, and has much regret and despair over what he has become. With his hypnotic gaze, Varney can force victims to follow simple commands. This requires Varney to overcome his victim's POW with his own on the resistance table. He cannot assume other forms.



Sir Frances Varney

Sir Frances Varney, Vampire

STR 31 CON 14 SIZ 15 INT 15 POW 17
DEX 15 APP 9 EDU 20 SAN 0 HP 16

Damage Bonus: +2D6

Weapons: Sword 90%, damage 1D6+1+db

Bite 90%, damage 1D4+1D6 STR (blood) drain

Skills: Credit Rating 55%, Disguise 90%, Dodge 35%, English 99%, Hide 75%, History 50%, Jump 75%, Listen 65%, Occult 50%, Persuade 90%, Psychology 45%, Sneak 90%, Spot Hidden 50%.

Sanity Loss: 0/1D6 to see Varney in enraged vampire form; 0/1D3 sanity points to be attacked.

Victor Frankenstein and his Creation

Victor Frankenstein is a young Italian scientist who is obsessed with the process of creating life. At university, he studied under the most brilliant scientists and physicians of the time, and thus his obsession began. In Switzerland, he set up a laboratory where he instilled the spark of life into a body cobbled together from parts of corpses, creating the Creature. His work however has left Victor Frankenstein a troubled and tortured man.

The Creature – or Frankenstein's Monster as it is often called – is nothing like the image portrayed in popular media: a flat-headed, green-skinned, child-like brute. Instead it is an ordinary man composed of parts from various cadavers. Although not the most pleasant sight to behold, the Creature has a sharp mind and human emotions, and wants nothing more than for its creator to create a companion to ease its loneliness. Shunned by its creator and civilization, it is eventually driven to murder and destruction.

(If Frankenstein and his creation seem out of their fictional time period, perhaps consider these the Hammer Films versions of these characters.)

Victor Frankenstein, Creator of Life

STR 11 CON 13 SIZ 12 INT 18 POW 14
DEX 10 APP 14 EDU 20 SAN 25 HP 13

Damage Bonus: +0

Weapons: Scalpel 45%, damage 1D2

Burning Torch 35%, damage 1D6 + chance of setting combustibles on fire

Skills: Anthropology 25%, Biology 80%, Chemistry 50%, Electrical Repair 75%, English 35%, First Aid 35%, German 35%, Italian 99%, Latin 40%, Library Use 50%, Mechanical Repair 35%, Medicine 35%, Natural History 50%, Operate Heavy Machinery 25%, Persuade 50%.

The Creature, Lonely Thing

STR 22 CON 18 SIZ 19 INT 13 POW 10
DEX 9 APP n/a EDU n/a SAN n/a HP 19

Damage Bonus: +2D6

Weapons: Fist/Punch 50%, damage 1D3+db

Stomp 50%, damage 1D6+db

Armor: None, but all weapons inflict minimum possible damage to the Creature. Fire, electricity or chemicals inflict normal damage to the Creature.

Skills: Climb 75%, English 25%, Hide 75%, Listen 55%, Sneak 60%, Swim 30%, Throw 35%.

Sanity Loss: 1/1D8 Sanity points to see the Creature.



ADVENTURESS, age 20-40

STR 9 CON 11 SIZ 11 INT 15 POW 13
DEX 13 APP 16 EDU 14 SAN 65 HP 11

Damage Bonus: none.

Weapons: Derringer 30%, damage 1D6

Stiletto 35%, damage 1D3

Skills: Art (Acting, Singing, Play Musical Instrument, Dancing, or Painting) 75%, Bargain 45%, Conceal 50%, Disguise 45%, Dodge 40%, Fast Talk 55%, Hide 50%, Listen 45%, Other Language (French, Spanish, Latin, etc) 40+%, Persuade 55%, Psychology 45%, Sneak 40%, Spot Hidden 40%.

ANARCHIST, age 15-65

STR 12 CON 10 SIZ 13 INT 12 POW 12
DEX 13 APP 9 EDU 11 SAN 45 HP 12

Damage Bonus: +1D4

Weapons: Fist/Punch 60%, damage 1D3+db

Large knife 45%, damage 1D6+db;

.32 revolver 35%, damage 1D8

Improvised explosive 55% (thrown) or 70% (placed), damage varies (2D6-4D6 for thrown bombs, 4D6+ for set charges).

Skills: Chemistry 45%, Dodge 45%, Fast Talk 50%, Hide 55%, History 35%, Mechanical Repair 60%, Other Language 55%, Speak English 35%, Throw 55%.

ARISTOCRAT, age 20-75

STR 11 CON 12 SIZ 14 INT 14 POW 13
DEX 11 APP 14 EDU 15 SAN 65 HP 13

Damage Bonus: +1D4

Weapons: Walking stick 35%, damage 1D6+db

Skills: Art (any) 30%, Credit Rating 75+%, History 45%, Law 45%, Natural History 35%, Other Language 35%, Persuade 45%, Ride 35%.

CAB DRIVER, age 25-70

STR 13 CON 11 SIZ 14 INT 12 POW 11
DEX 14 APP 9 EDU 11 SAN 55 HP 13

Damage Bonus: +1D4

Weapons: Whip 60%, damage 1D3

Fist/Punch 60%, damage 1D3+db

Skills: Drive Carriage 70%, Dodge 40%, Fast Talk 55%, Mechanical Repair 40%, Natural History 55%, Navigate 65%, Spot Hidden 40%.

CONSULTING DETECTIVE, age 25-65

STR 10 CON 11 SIZ 14 INT 17 POW 15
DEX 11 APP 12 EDU 17 SAN 75 HP 13

Damage Bonus: none

Weapons: Sword-cane 50%, damage 1D6

Walking stick 40%, damage 1D6

Fist/Punch or Grapple 55%, damage 1D3 or special

Skills: Art (any) 35%, Dodge 35%, Fast Talk 55%, Hide 45%, History 50%, Law 55%, Library Use 50%, Listen 45%, Persuade 50%, Psychology 55%, Spot Hidden 55%, and any 3-4 of Accounting, Anthropology, Biology, Chemistry, Geology, Natural History, Occult, Other Language, Pharmacy, Photography, or Track, at 65+%.

CRIMINAL MASTERMIND, age 35-60

STR 11 CON 12 SIZ 14 INT 16 POW 16
DEX 11 APP 12 EDU 16 SAN 65 HP 13

Damage Bonus: +1D4

Weapons: .455 revolver 45%, damage 1D10+2

Fist/Punch or Grapple 55%, damage 1D3+db or special

Walking stick 40%, damage 1D6+db

Skills: Art (any) 35%, Dodge 40%, Fast Talk 60%, Hide 50%, Law 35%, Library Use 40%, Listen 45%, Persuade 55%, Psychology 55%, Spot Hidden 50%, and any 2-3 of Accounting, Biology, Chemistry, Conceal, Craft (any), Credit Rating, Cthulhu Mythos (reduce SAN accordingly), Geology, Mechanical Repair, Natural History, Occult, Other Language, or Pharmacy, at 65+%.

GYPSY BRAVO, age 20-50

STR 13 CON 12 SIZ 14 INT 12 POW 12
DEX 15 APP 11 EDU 10 SAN 60 HP 13

Damage Bonus: +1D4

Weapons: Large knife 55%, damage 1D4+2+db

Fist/Punch 60%, damage 1D3+db

Skills: Art (Singing, Play Musical Instrument, or Dancing) 65%, Bargain 65%, Conceal 70%, Dodge 55%, Drive Caravan 55%, English 40%, Fast Talk 55%, History 30%, Natural History 60%, Occult 50%, Ride 55%, Sneak 45%, Speak Romany 55%.

GYPSY SEER/WITCH, age 20-100

STR 9 CON 11 SIZ 11 INT 14 POW 15
DEX 12 APP 10 EDU 12 SAN 65 HP 11

Damage Bonus: none.

Weapons: None carried or used.

Spells: Augur, Bind Enemy, Dominate, Evil Eye, Heal, Send Dreams, as Keeper desires.

Skills: Art (Singing, Play Musical Instrument, or Dancing) 85%, Bargain 70%, Conceal 45%, English 50%, Fast Talk 45%, History 35%, Natural History 50%, Occult 70%, Speak Romany 65%.

INQUIRY AGENT, age 25-50

STR 13 CON 13 SIZ 14 INT 14 POW 12
DEX 12 APP 12 EDU 13 SAN 60 HP 14

Damage Bonus: +1D4

Weapons: .32 revolver 30%, damage 1D8

Grapple 45%, damage special

Improvised club 45%, damage 1D6+db

Fist/Punch 60%, damage 1D3+db

Skills: Accounting 35%, Bargain 40%, Dodge 40%, Fast Talk 60%, Hide 45%, Law 35%, Library Use 35%, Listen 40%, Persuade 40%, Psychology 40%, Sneak 35%, Spot Hidden 50%.

JOURNALIST, age 20-60

STR 10 CON 10 SIZ 13 INT 13 POW 12
DEX 12 APP 11 EDU 14 SAN 60 HP 12

Damage Bonus: none.

Weapons: Fist/Punch 55%, damage 1D3+db

Skills: Art (Writing) 70%, Bargain 40%, Fast Talk 55%, Library Use 45%, Listen 45%, Other Language (choose any one) 30%, Persuade 50%, Psychology 35%, Spot Hidden 45%.

MYSTIC/OCCULTIST, age 25-65

STR 10 CON 11 SIZ 13 INT 14 POW 12
DEX 10 APP 11 EDU 15 SAN 55 HP 12

Damage Bonus: none.

Weapons: Ceremonial dagger 30%, damage 1D4+2+db

Walking stick 35%, damage 1D6+db

Skills: Anthropology 55%, Art (any) 45%, Cthulhu Mythos 0-10%, Latin 40%, Library Use 55%, Occult 60%+, Other Languages (up to three) 40-60%, Persuade 50%, Psychology 55%, Spot Hidden 35%.

OCCULTIST/MAGE, age 30-100+

STR 11 CON 11 SIZ 14 INT 16 POW 17
DEX 11 APP 12 EDU 16 SAN 45 HP 13

Damage Bonus: +1D4

Weapons: Ceremonial dagger 40%, damage 1D4+2+db

.32 revolver 30%, damage 1D8

Spells: At the Keeper's option, choose from Bless Blade, Chant of Thoth, Dominate, Dream Vision, Levitate, Voorish Sign, and/or other magicks (preferably not those involving summoning or contacting alien creatures).

Skills: Anthropology 45%, Cthulhu Mythos 0-25%, Latin 50%, Library Use 55%, Occult 70%+, Other Languages (up to three) 40-60%, Persuade 45%, Psychology 50%, Spot Hidden 40%.

PHYSICIAN, age 30-70

STR 10 CON 12 SIZ 13 INT 15 POW 13
DEX 12 APP 12 EDU 18 SAN 65 HP 13

Damage Bonus: none.

Weapons: Walking stick 30%, damage 1D6+db

Scalpel 40%, damage 1D3+db

Skills: Biology 50%, Chemistry 30%, Credit Rating 50%, First Aid 75%, History 45%, Latin 50%, Medicine 60%+, Pharmacy 65%, Psychoanalysis 20%, Psychology 50%, Spot Hidden 35%.

POLICE CONSTABLE, age 20-50

STR 12 CON 13 SIZ 14 INT 13 POW 12
DEX 12 APP 11 EDU 12 SAN 60 HP 14

Damage Bonus: +1D4

Weapons: Truncheon 50%, damage 1D6+db

Fist/Punch 60%, damage 1D3+db

Grapple 50%, damage special

Skills: Dodge 50%, Law 45%, Listen 45%, Navigate 45%, Psychology 45%, Sneak 40%, Spot Hidden 50%.

PSYCHIC RESEARCHER, age 25-70

STR 10 CON 12 SIZ 13 INT 15 POW 12

DEX 12 APP 12 EDU 16 SAN 55 HP 13

Damage Bonus: none.

Weapons: Walking stick 30%, damage 1D6+db
Grapple 30%, damage special

Skills: Anthropology 35+%, Cthulhu Mythos 0-10%, Latin 40%, Library Use 60%, Occult 50%+, Other Language (any) 40%+, Persuade 60%, Psychology 60%, Spot Hidden 50%.

SCHOLAR/PROFESSOR, age 45-75

STR 9 CON 10 SIZ 13 INT 16 POW 14

DEX 11 APP 12 EDU 20 SAN 70 HP 12

Damage Bonus: none.

Weapons: Walking stick 35%, damage 1D6+db

Skills: Art (Writing) 55%, Credit Rating 45%, History 50%+, Library Use 70%, Psychology 55%, and up to three of the following skills at 70%+: Anthropology, Archaeology, Art (any), Law, Natural History, Occult.

SCIENTIST, age 30-70

STR 10 CON 12 SIZ 13 INT 16 POW 12

DEX 13 APP 11 EDU 18 SAN 60 HP 13

Damage Bonus: none.

Weapons: Walking stick 35%, damage 1D6+db

Skills: Credit Rating 50%, History 40%+, Library Use 60%, Mechanical Repair 50%, and up to three of the following skills at 70%+: Astronomy, Biology, Chemistry, Geology, Medicine, Physics.

SCOTLAND YARD INSPECTOR, age 35-55

STR 11 CON 11 SIZ 14 INT 15 POW 13

DEX 12 APP 11 EDU 16 SAN 65 HP 13

Damage Bonus: +1D4

Weapons: Walking stick 45%, damage 1D6+db

.455 revolver 35%, damage 1D10+2

Fist/Punch 55%, damage 1D3+db

Grapple 35%, damage special

Skills: Credit Rating 40%, Hide 40%, History 35%, Law 65%, Listen 40%, Navigate 40%, Persuade 55%, Psychology 55%, Sneak 40%, Spot Hidden 55%.

SOLDIER OR EX-MILITARY, age 30-60

STR 13 CON 12 SIZ 15 INT 14 POW 12

DEX 11 APP 13 EDU 14 SAN 55 HP 14

Damage Bonus: +1D4

Weapons: Rifle 55%, damage 2D6+4

.455 revolver 50%, damage 1D10+2

Saber 50%, damage 1D8+1+db

Fist/Punch 60%, damage 1D3+db

Skills: Anthropology 35%, Credit Rating 45% (ex-military only), Dodge 35%, First Aid 40%, History 40%, Mechanical Repair 35%, Natural History 35%, Navigate 40%, Other Language (any) 35%, Ride 55%, Spot Hidden 40%.

SPIRIT MEDIUM, age 15-70

STR 9 CON 10 SIZ 12 INT 13 POW 14

DEX 12 APP 12 EDU 14 SAN 60 HP 11

Damage Bonus: none.

Weapons: none.

Spells: Contact Spirits of the Dead (non-voodoo variant).



Professor Eddington ponders the terrible truth

Skills: Art (any) 45%, Bargain 50%, Conceal 55%, Fast Talk 55%, Listen 50%, Occult 40%, Other Languages (up to two) 35-45%, Persuade 40%, Psychology 50%, Spot Hidden 35%.

STREET URCHIN, age 6-14

STR 8 CON 9 SIZ 9 INT 11 POW 11

DEX 17 APP 10 EDU 8 SAN 50 HP 9

Damage Bonus: none.

Weapons: Thrown rock/bottle 55%, damage 1D4

Kick 55%, damage 1D4

Pummel 45%, damage 1D3

Skills: Climb 55%, Conceal 65%, Dodge 65%, Hide 75%, Jump 45%, Navigate 50%, Sneak 55%, Spot Hidden 55%.

THUG, age 15-50

STR 15 CON 13 SIZ 15 INT 11 POW 10
DEX 13 APP 9 EDU 10 SAN 40 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 80%, damage 1D3+db

Club 55%, damage 1D6+db or 1D8+db

Grapple 65%, damage special

Large knife 50%, damage 1D6+db

Skills: Drive Carriage 50%, Fast Talk 55%, Hide 40%, Listen 35%, Spot Hidden 35%.



Campaign Types

This book can be used to create a variety of different types of scenarios and campaigns. The Keeper may fashion a campaign around the types of investigators the players have chosen, or may suggest certain types to match the intended game.

There are many ways to bring Victorian investigators together to form an adventuring group. Countless clubs cater to the interests of men and women in Victorian times; these may be as mundane as organizations based around military, political, scientific, or artistic interests. Fellow clubmembers are perfect hooks to draw investigators into a new adventure. Mystic or occult societies such as the Hermetic Order of the Golden Dawn, the Theosophical Society, or the Society for Psychical Research are particularly ripe for use as club-driven campaigns.

The Keeper and his players may also wish to try run a crime-solving campaign using a mix of Scotland Yard inspectors, constables, and perhaps the scholarly specialists they consult when dealing with bizarre crimes. A campaign featuring a friendly rivalry between official police and amateur sleuths such as journalists, consulting detectives or inquiry agents is another fun possibility; a group of agency detectives offers yet another option. Adding a meddling aristocratic amateur detective – or several of them – might also be entertaining. A group made up exclusively of upper class amateur investigators (and perhaps their long-suffering ser-

vants) could use their social status to open doors that would be difficult for the lower classes to access. Another possible campaign framework might involve a group of scholars at one of Britain's prominent schools or universities offering their services, or being approached by police or students' families, to investigate weird events.

Other, more unusual options include having all the players play street urchins – impoverished young children living on the streets of Britain's larger cities – or the player characters might be criminals tangled up with Cthulhoid activity that has somehow crossed their path.

Published Scenarios

This book contains two Victorian era scenarios which the Keeper can use to kick off a *Cthulhu by Gaslight* campaign. "The Night of the Jackals" is suitable as an introductory adventure, while "The Burnt Man" offers a more difficult problem.

Other *Call of Cthulhu* books have written specifically for the Gaslight setting. Chaosium's *Dark Designs* collects three long scenarios, two of which form a loosely connected campaign. Chaosium's *Sacraments of Evil* contains six unconnected adventures on a variety of subjects. Pagan Publishing's *The Golden Dawn* features extensive background on the titular magickal society, along with four scenarios.

Several Cthulhu scenarios have been set in 1920s Britain, and the prospective Keeper may wish to convert them for use in the 1890s. Several of these scenarios and their sources are listed in the roleplaying section of the Bibliography of this book. Of special note is *The London Guidebook* for *Call of Cthulhu*, which, while set in the 1920s, offers much useful information about the city, its history, geography, and so forth; much of this information is pertinent in the 1890s as well. "Bad Company" in *Cubicle 7's Cthulhu Britannica*, and "The Beast in the Abbey" and "The Lambton Worm" in Pagan's *The Resurrected Volume 3: Out of the Vault* are also worthy of mention. Among the Chaosium monographs, *Return of the Ripper* (by Bill Barton) is set in 1890s London, *The Gaslight Equipment Catalogue* may well be useful, and *Kingdom of the Blind*, although covering Britain in the 1920s and 30s, provides extensive background on the UK, particularly for overseas Keepers. Chaosium's book *Ramsey Campbell's Goatswood and Less Pleasant Places* further describes the Severn Valley in modern times, but might also be mined for ideas for the Gaslight era.

With a little work, many other published scenarios can also be converted to the Gaslight era. Travel and communication are slower and less reliable in the Victorian age, which may create additional challenges for the players. Choices in weaponry are also more limited: with no automatic pistols or submachine guns, few pump-action shotguns, and a limited choice of explosives, players may have to rely more on their wits to overcome their foes.

Other Suggestions

There are many, many possibilities for scenarios set in the Victorian era. The various articles in this book should sug-

gest some specific ideas for the Keeper, especially those on the Cthulhu Mythos in Britain, and the “weird site” gazetteer. A look at the sources listed in the Bibliography should also prove helpful.

As a glance at the Bibliography will show, one particularly obvious avenue of Victorian adventure is the Sherlockian mystery. *Call of Cthulhu* has always been as much a game of mystery as horror, and since many of the Holmes stories involved at least pseudo-supernatural happenings, it seems natural to combine elements of the two when designing Victorian adventures. Fictional examples include Doyle’s *The Hound of the Baskervilles*, “The Devil’s Foot”, and “The Sussex Vampire”, to name but three, and also more modern appearances such as *Young Sherlock Holmes*, *The Canary Trainer*, *The Private Life of Sherlock Holmes*, and the *Shadows Over Baker Street* anthology, the latter of which specifically deals with Sherlock Holmes encountering the Cthulhu Mythos in various forms. This is not to say that your adventures need feature the Great Detective himself, only that these stories offer good examples of how mystery/horror scenarios can be constructed.

Many anthologies of British ghost stories deal specifically with the Victorian era, and are another excellent source of scenario ideas. In particular, although from the Edwardian period, William Hope Hodgson’s collection *Carnacki the Ghost-Finder* shows what a semi-scientific investigative approach to such phenomena might look like. Also of a slightly later date, the ghost stories of M.R. James offer supernatural accounts that go far beyond moaning, chain-clanking misty figures, introducing some truly original and frightening creations. The “weird sites” gazetteer discusses a few real-life hauntings, and the Bibliography listings for Lord Halifax and Simon Marsden are also eminently useful.

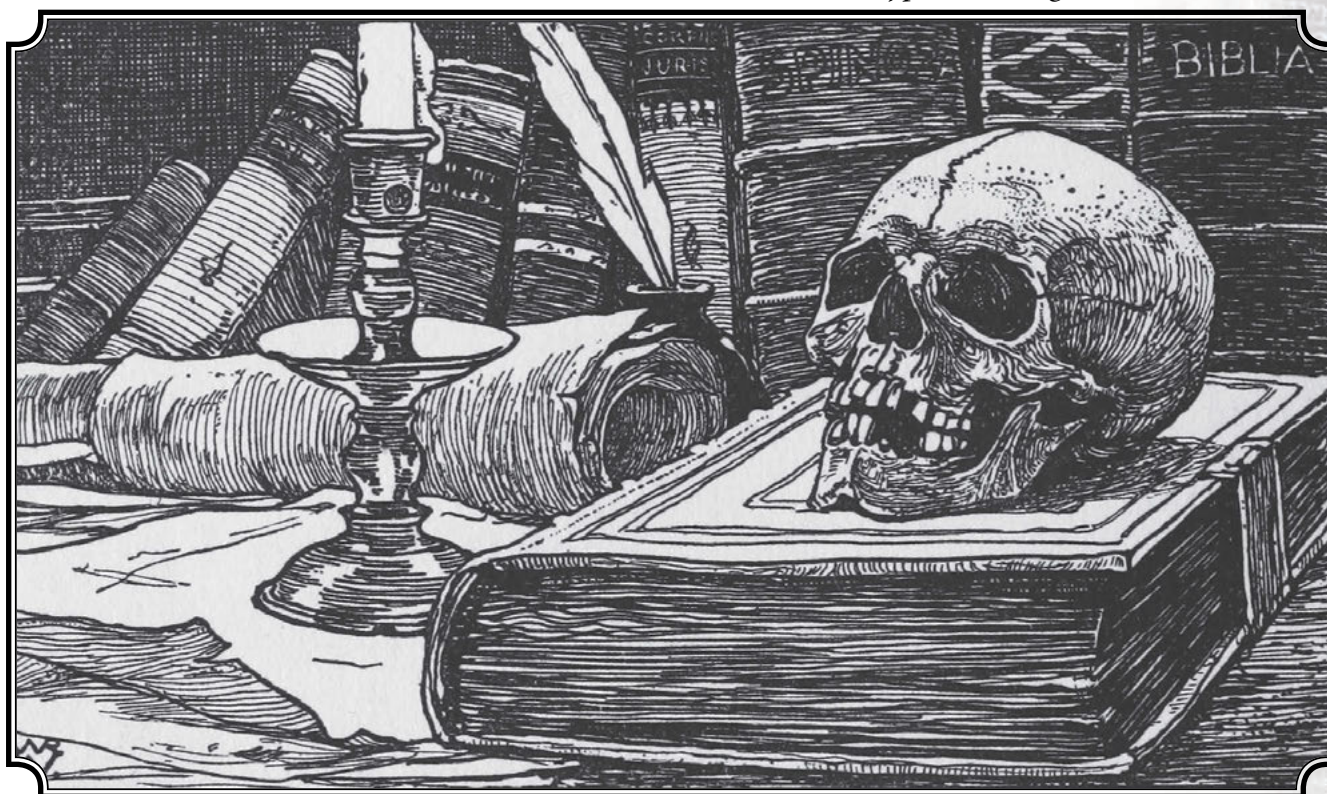
The history and legends of Britain offer many scenario possibilities, from enigmatic stone circles to the Little People, the legends of King Arthur, the mysterious Green Man, English witches, and the Golden Dawn. Again, see the non-fiction listings in the Bibliography, along with books and films such as *The Wicker Man*, *Mythago Wood*, and *Lair of the White Worm*. Settings such as lonely moors, isolated country houses, and ruined castles and abbeys have great atmospheres for fear and suspense.

There are also the implications of Britain’s imperialism and the exploration of foreign lands. H. Rider Haggard wrote several novels of fantastic foreign adventure during this period, and interest in Africa (especially Egypt) was tremendous. Doyle and Machen placed chapters of *A Study in Scarlet* and *The Three Impostors*, respectively, in the American West, which also held a great fascination for Britons. Many published Cthulhu scenarios featuring foreign locations can be transferred to the Victorian era with little effort.

Similarly, horrors unearthed in distant lands may subsequently make their way back to England’s unsuspecting shores. Foreign nightmares might unwittingly be brought home by explorers, soldiers, archaeologists, or statesmen – or come creeping vengefully after them. Tales of imported horrors include Stoker’s *The Jewel of Seven Stars*, Lovecraft’s “Arthur Jermyn” and Doyle’s *The Sign of the Four* and “Lot No. 249”.

Imaginative Keepers may wish to create adventures using elements of science fiction, featuring anything from alien/cryptozoological entities (Wells’ *The War of the Worlds* or “The Sea-Raiders”, Doyle’s “The Horror of the Heights”) to fantastic or anachronistic machines (Verne’s *20,000 Leagues*

A typical investigator’s desk



Under the Sea or *Robur the Conqueror*, Wells' *The Time Machine*). The works of the modern "steampunks" – Tim Powers, K.W. Jeter, and James P. Blaylock, etc. – might inspire even wilder combinations of elements of science fiction, fantasy, and horror. Of a less fantastic nature, but also worth noting, is the possibility of Victorian political intrigue, with British agents having to deal with problems arising from her colonial holdings and her ever-changing European neighbors.

Any of the above elements can be combined with the Cthulhu Mythos or used independently to create Victorian adventures.

On Hauntings

Keepers wanting a change of pace from the usual Cthulhoid horror investigations may wish to create more traditional hauntings for investigators to delve into. As hinted in articles throughout this book, Britain offers a rich variety of ghost stories and legends that can be mined for adventure ideas. This article offers a few suggestions and specific ideas for creating scenarios centered around ghosts and hauntings.

Firstly, Britain has a long and colorful history, any period of which might spawn ghosts or unquiet spirits. Picts, Celts, Druids, Romans, Vikings, Roundheads – any could be the source of a haunting in the Victorian age. A burial mound containing an angry spirit or undead horror; a mass burial; a slaughtered village eager to add to its population; or a Viking longship of the dead that makes landfall once every century, are all possibilities.

Any type of death may result in a haunting, be it natural, accidental, or murder. A worker who died during construction of a building may have been interred in the foundations, resulting in a spirit that harries the occupants ever afterward. A murder victim may attack others until it is laid to rest, or until its murderer (or a descendant) is revealed or brought to justice: see for instance Robert E. Howard's Solomon Kane tale "Skulls in the Stars". An accident-victim may not understand that he or she is dead, and plague the living until somehow laid to rest.

Other hauntings may involve portents or omens or family curses. Black dog spirits often appear to warn of impending death in the area. Glowing lights or wailing figures are other common omens. Family curses may involve the deaths of certain members, or birth defects, some perhaps even monstrous.

Witches and witchcraft may also be the cause of hauntings. Curses uttered by executed witches are one possibility, or the spirits or corpses of the slain sorcerers might stalk the

places where they lived or died. One particularly frightening example of a witch-derived haunting is found in M.R. James' story "The Ash-Tree": horrible deaths are discovered to be the result of a nest of lethal spiders living in a tree where a witch was hanged.

Weirder hauntings may not be caused by dead persons at all, but by reclusive creatures such as faerie folk, while others might actually be the actions of inhuman spirits or monsters. Mythos entities such as serpent folk, mi-go, or even dark young may be at the root of legends of haunted regions such as forests, hills and marshes. Even animals may return as unquiet dead: ill-treated pets or livestock, poisoned pests such as rats or insects, etc. could offer a unique slant on the traditional haunting.

Stranger still might be an area haunted by the land itself: a *genius loci* that absorbs the life force of all living creatures that die within its boundaries – spirits that occasionally appear to visitors, perhaps attacking to feed the governing force of the region.

The most common type of ghostly occurrence is of course the haunted house. Country houses may be haunted by past owners, or murdered visitors or servants. Haunted abodes need not necessarily be remote or even uninhabited – perhaps only a single room is affected by the restless spirit. One of the most famous British hauntings is a fashionable old house in London's Berkeley Square, a terrible house that often brings madness and death to those who try to stay the night in its haunted attic.

Finally, ghosts and hauntings need not be combative in nature. Ghostly happenings may be the result of past events that may spur investigation into their origins. The appearance of a ghost may result in a search to discover its identity, and how or why he or she died. A haunting may turn out to be a mystery story at its core, or perhaps a treasure hunt.

The Keeper should weigh carefully whether and how each individual haunting can be laid to rest. The efficacy of Christian exorcisms would seem to be nullified in the atheistic universe of Lovecraft's Cthulhu Mythos, but perhaps similar Mythos magics or pagan rituals might work instead. It's more likely that combat – spiritual or physical – or specific actions are necessary to destroy or dispel a ghost or spirit. Again, such actions might involve solving or avenging some past crime, or finding and laying to rest the remains of the unquiet dead. In some cases there may be no such solution at all – the haunting may simply be as inexplicable, inexorable, and insoluble as the nature of death itself.



GASLIGHT ADVENTURES





THE NIGHT OF THE JACKALS

While “The Night of the Jackals” is intended as an introduction to Victorian era role-playing, it offers a mystery tantalizing enough to confound even veteran players. What begins as a murder mystery turns into an exposure of a wartime secret and then a deadly foray into the Egyptian occult.

The time is the early 1890s, in the fall of the year; the place, the sprawling metropolis of London. The problem? Two retired members of the same British Army regiment have been murdered. The hook? The uncle of one of the investigators was also a member of that regiment...

Keeper's Information

In the early 1880s, Britain was battling nationalists for control of Egypt, which at that time included Sudan, invaded by Egypt in 1819. Increasingly violent opposition to European control of a puppet Egyptian administration forced the British to invade and occupy the country, although the Khedive remained nominally in charge. This in turn forced them to address the problem of the Sudan, where in the 1870s, a Muslim cleric named Muhammad Ahmad had led an open revolt against the Egyptians, proclaiming himself the Mahdi, the promised redeemer of the Islamic world. Although the Mahdists were originally poorly armed, an Egyptian army sent to suppress this revolt was effectively massacred, and their equipment used to equip the revolt. The Hicks Expedition of 1883, described by Winston Churchill as “perhaps the worst army that has ever marched to war”, was similarly unsuccessful.

In 1884, the British decided that further involvement in the Sudan was pointless, and sent General Charles George “Chinese” Gordon to supervise withdrawal of the existing Egyptian garrisons. This proved difficult, as the garrisons were scattered and Mahdist forces were everywhere. Unfortunately, Gordon’s sense of honor would not allow him to withdraw until all Egyptian soldiers had been withdrawn, and perhaps deliberately, he became besieged at Khartoum. The British were slow to send a relief force, and Khartoum fell to the Mahdists in January 1885, with the loss of all men. Sudan was eventually reinvaded and the Mahdists defeated in 1898, by an army led by Herbert Kitchener.

In 1884, the year before Khartoum, the First Battalion of the Buffs (The East Kent Regiment, named for their buff-colored facings and leather equipment) was initially stationed on the Sudanese border in southern Egypt. A force of a few hundred men led by Colonel Nicholas (“Fearless Nick”) Hollingsworth, they were at low strength from earlier

deployment in Afghanistan, and were already encountering the fanatical forces of the Mahdi. After a series of skirmishes in which nearly half the remaining battalion were hospitalized, the healthy members of the 1st Buffs were withdrawn to the area north of Aswan on the Nile River, and their duties limited to policing. There Colonel Hollingsworth learned of a secretive cult operating in the nearby village of Abadan, with rumors of human sacrifice and terrible magic. Fearing another rebellion fomented by religious fervor, Hollingsworth assembled a make-shift company of 40 or so from the best of the uninjured men, also taking Major John Gower, his second-in-command, and preferring experienced soldiers over younger recruits. They fell upon the cult like an avenging angel.

The half-strength company lost not a single man, but when it was all over, the small temple beneath the streets of Abadan was awash with the blood of more than twenty cultists. In the temple were found several pieces of gold jewelry and ritual ornaments, a handful of ancient artifacts, a collection of equally ancient scrolls, and a simple mummy case containing a wizened figure thousands of years old. Hollingsworth took the most interesting items for himself, and arranged to have the remainder sold on the black market, dividing the proceeds among the men of the company as a reward for their bravery.

Fortunately for them, the 1st Buffs never recovered enough strength to be sent to Khartoum the following year. It would be years before the battalion would reach its full capacity again.

In the meantime, many of the surviving members retired and returned home. Colonel Hollingsworth brought his exotic treasures back with him – among them the mummy and the scrolls. He took the scrolls to an old friend, an amateur Egyptologist named Geoffrey Jordan, hoping he could decipher them. A few weeks later, a frightened Jordan returned the scrolls and confronted Hollingsworth about how they had been acquired. The bewildered Colonel related his tale,

watching as Jordan's horror mounted. Jordan then revealed what he had discovered.

The scrolls, said Jordan, were the history of an ancient cult dating back over 4000 years. The cult had worshipped dark forces that had haunted the Nile region even before the coming of man. The mummy was that of their first high priest, Sekh-T'aut, a man of incredible magical power and possessor of dread knowledge from the stars. After his death, the cult preserved Sekh-T'aut's body, for he had left a prophecy that he would be reborn into a new world, a world which would fall under the power of his gods. The key point of the prophecy stated that Sekh-T'aut's rebirth would only occur when infidels had invaded and taken his remains to a distant land. There, the prophecy said, Sekh-T'aut would be reborn, and his vengeance would bring low the country of the defilers. The scrolls gave the ritual for Sekh-T'aut's resurrection, but try as they might the cult could not revive him – the prophecy had not been fulfilled.

Always a romantic, Jordan had come to believe in many of the beliefs and superstitions he discovered in his researches, and now that elements of an Egyptian prophecy were occurring exactly as written 4000 years earlier, he was convinced that the story must be true. Hollingsworth's discovery, he said, bore a curse that threatened those who had destroyed the cult, those who had had contact with the infidels, and

perhaps England itself. Hollingsworth scoffed at this superstitious nonsense, but Jordan was adamant: the Colonel's actions had doomed them all. The resulting row ended the friendship between the two men.

Now, several years later, the curse finally seems to be taking effect. A week ago, Orland Reynolds, a soldier who had been in the Abadan company, fell in front of a train in London's Charing Cross Station. Several days later, the body of Sgt. Maj. Herbert Crouch, another member, was found at his cottage in Dover, strangled, his windpipe crushed and the bones of his spine cracked with incredible force.

Colonel Hollingsworth has in turn been visited by a cultured young Egyptian named Mounir Faez. The mysterious Faez knows of Hollingsworth's treasure, and the curse accompanying it, and has tried to convince the Colonel to turn the items over to him "before it is too late." Hollingsworth however is not the type of man to yield to threats. He ran Faez off his Kent estate with a horsewhip, and threatened to call the police should he return.

Faez's cultured facade hides a religious fervor devoted to the ancient gods of Egypt: Anubis, Set, and Bast. He is a magician and cultist, a relative of one of the slain cultists of Abadan, where Hollingsworth acquired his grim treasures. Faez knows little of the dark patrons of the mummified priest Sekh-T'aut, but he does know of the prophecy, and he



now seeks to find the stolen scrolls wherein the secret of Sekh-T'aut's revival are revealed.

Faez is not alone in London. With him are a pair of fanatical Egyptian cultists who have rented a dilapidated house in Islington. Awad Salama and Yousef Biket murdered Orland Reynolds, pushing him in front of the train.

They did not, however, kill Sgt. Maj. Crouch. This was done by a third party, a towering jackal-headed travesty of the human form – one of the Children of the Sphinx. This silent, implacable creature stays with Faez's human accomplices, while Faez maintains his air of respectability by staying at the Somerset Hotel in the Strand. Faez has also created a few zombies to aid in his campaign of terror and murder.

These men and their monstrous servants seek the return of the mummy of Sekh-T'aut and the scrolls. Failing this, if they can at least gain the scrolls – or a copy of them – Faez can try to revive the mummy as it lies in Hollingsworth's study. Faez and his agents will do anything to achieve their goals. They know of the locations of other members of Hollingsworth's regiment, and plan to terrorize and/or kill them in order to frighten Hollingsworth into complying with their wishes. Failing this, Hollingsworth and his family are to be the targets of this campaign of fear and murder.

Shadowy figures stalk the fogbound streets and estates of London, and murder and ancient magic are afoot. Can the investigators decipher the mystery before others are killed? Or will someone near to them fall victim?

Involving the Investigators

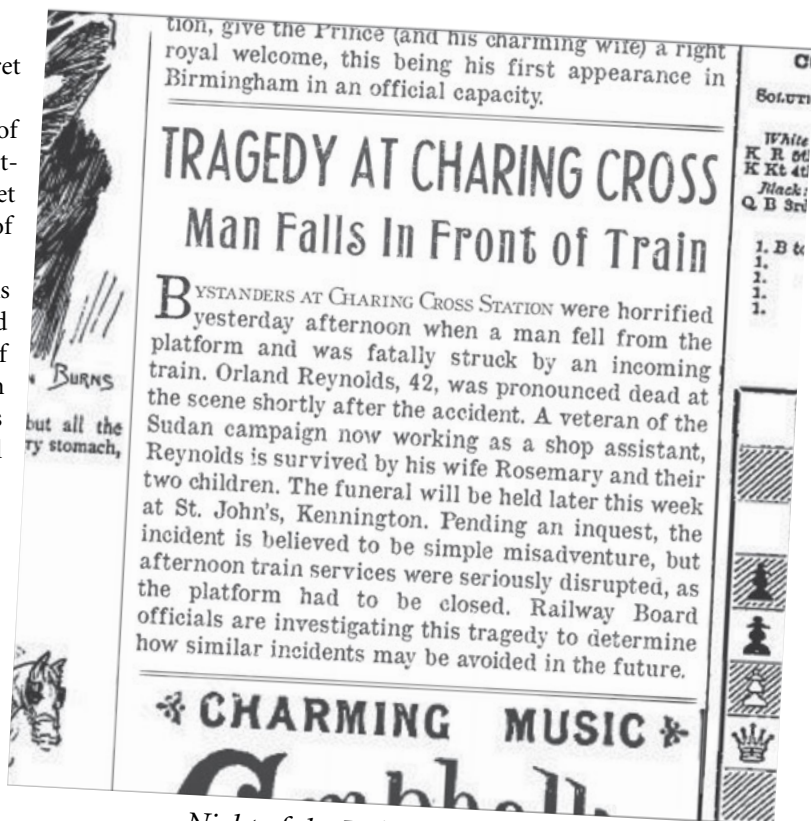
The story begins simply enough. Alan Paice (see boxed text below) is the uncle of one of the investigators. He was scheduled to dine with his nephew/niece on a Thursday, but on

Alan Paice, An Investigator's Uncle

Alan Paice is a cheerful man in his mid-30s, tall and thin. He lives in a flat above the small tailor-shop he owns not far from Piccadilly Circus. He has never been married. Paice lives in a constant state of blissful unawareness. He is not stupid, merely unperceptive. Perhaps as a result he is rather clumsy, and susceptible to distraction. He also has a tendency to prattle on about things.

Paice's two chief areas of interest are clothing and birds. His business is respectable, and he produces fine wares.

The investigator who is related to Paice will know that he has lived in London most of his adult life, having returned here after serving in the army several years ago. Paice was stationed in Egypt, saw action in several battles in the early to mid-1880s, and was wounded at least once, though not seriously. Although he can occasionally be exasperating, the investigator and his family are very fond of him.



Night of the Jackals Papers #1

Wednesday

he appears at their residence to offer his apologies: he has to travel to Dover for the funeral of one of his army companions, Sgt. Maj. Herbert Crouch, and won't be able to keep their appointment. Paice, in his usual offhand manner, remarks that this is the second funeral of an old army mate he's attended in the past week: poor old Orland Reynolds fell in front of a train last week at Charing Cross. If the investigator thinks to look for such, a Library Use roll turns up a London newspaper article concerning Orland Reynolds' death; this is reproduced above as "Night of the Jackals Papers #1". If asked, Paice relates that the stalwart

Sgt. Maj. was strangled to death by an unknown assailant.

The investigator's curiosity may be piqued by this last item, and he or she may wish to travel to Dover with Paice to look into the matter. If so, the unassuming Paice will not object. On the train to Dover, Paice can relate some of the facts about his regiment, the Buffs. This information is given in the next section, "About the Buffs."

There is little to learn in Dover. Sgt. Maj. Crouch's funeral is held in a windswept hilltop churchyard, with only a few of his friends and family present. Of his old regiment, only Alan Paice and grubby little Toby Norton (discussed later) are present. Toby is cheered to see Paice there, and states that only the kindness and generosity of Major (John)

Gower allowed him to make the trip; the Major paid Toby's train fare and also sent a sizable wreath of flowers. Toby is a little peeved at Colonel (Nicholas) Hollingsworth's absence, though he admits that the Colonel must be terribly busy these days, since he hasn't been making it to the Army & Navy Club in London lately.

Anyone who (rather indecorously) seeks to question Crouch's sisters at the funeral should attempt a Luck roll; if successful the questions are answered with a minimum of contempt, but if the roll fails the questioner suffers a loss of 1D2 Credit Rating points, as he or she is publicly rebuffed for his impertinence.

In any case, the family knows little. Crouch, a widower, lived alone in a small cottage. He was a gruff man, but had no known serious enemies. His body was found in the garden, a victim of strangulation. Nothing was missing from the house, and nobody saw anything amiss the night he was killed. Local newspapers contain similar information; one such article from a Dover paper appears below as "Night of the Jackals Papers #2".

Night of the Jackals Papers #2

in the county of Kent, by Robert Frederick Milford, 10 Folkestone Road, Dover

BRUTAL MURDER OF A POPULAR LOCAL WAR HERO

Retired Sergeant Major Strangled in His Home

A most brutal and shocking murder has been perpetrated in a quiet Dover suburb, without apparent motive. Sergeant Major Herbert Crouch, 51, was discovered in his home yesterday morning, strangled by an unknown assailant. A neighbor reported seeing a tall figure near the garden gate of Crouch's residence on the night of the murder, and the police urgently desire to speak with anyone who can cast light on the identity of this person. Sgt. Maj. Crouch served with the Buffs in Afghanistan, Egypt and the Sudan before his retirement in 1889, when he returned to the Dover area to be near his relatives. He was well-known locally for his expert coaching of the local rugby team and his prize-winning roses, and will be greatly missed.

Football Referee Mobbed

A disgraceful scene was witnessed last Saturday during the

On Saturday... installed... of the... the rites... demand... for the... persons... choose a... request... his office... of the... after a... elected... sion and... where a... Chaplain... session... Grand... been hel... Bredens... hill to th... decided... and the... purpose... moving... In 1899

The police know little more. A Law or Persuade roll or some police background or contacts are necessary to gain information. They can pass on what the family and papers know, but also that Crouch's attacker possessed extraordinary strength – his windpipe was crushed, and the bones of his neck were ground together with great force, leaving finger-shaped bruises on the victim's throat. If anyone should wonder whether the attacker was human, the police will point to these bruises as evidence that they were. A neighbor reported glimpsing a very tall figure near the back (garden) gate of Crouch's cottage the night of the murder, though it was too dark to make out any features. The police have no leads as to who this might have been. The Dover police are unaware of the "accidental" death of Reynolds, and would see no reason to connect the two anyway.

About the Buffs

Once the investigators learn that there have been two mysterious deaths within the retired ranks of the Buffs, they may want to learn more about this seemingly imperiled regiment. Alan Paice can relate much of this material, but only Colonel Hollingsworth, Toby Norton, Major Gower, and non-regiment-member Geoffrey Jordan know the details of the Abadan cult raid.

(To avoid any misunderstandings, it should be noted that the story of the 1st Buffs that follows is largely fiction. The historical 1st Buffs did serve in the Sudan in the 1880s, but not in Afghanistan or India, and they were not commanded by anyone called Hollingsworth. There is no evidence that they engaged in any cult-busting activities in southern Egypt, and the various named members of the regiment are also fictitious.)

The Buffs have a distinguished history dating back to 1572. They have fought in many a foreign war, and most recently in Egypt and the Sudan in the early to mid-1880s. Immediately prior to this they were stationed in Afghanistan and India.

Commanding the 1st Battalion from India onward was Colonel Nicholas Hollingsworth, a gruff, courageous, no-nonsense officer who was called "Fearless Nick" by his men. Alan Paice, Toby Norton, and Herbert Crouch were also among those who had served with the Buffs since India. An aristocratic young Captain named John Gower was promoted to Major in Egypt, where other new recruits included the late Orland Reynolds and a young medic named Elliot Sangster.

During the raid on the Abadan cult in 1884, Paice was laid up with a shoulder wound and young Sangster stayed behind to tend the wounded. Hollingsworth, Gower, Norton, Crouch, and Reynolds were among the raiders. (The other men who took part in the raid live outside of London, and are not integral to the scope of this scenario.) All who took part in the raid were sworn to silence about the treasures

discovered, so that when Colonel Hollingsworth sold these goods the shares would be larger. Hollingsworth himself took no money, but kept the scrolls and the mummy.

After Abadan, the 1st Buffs returned to fight the Mahdi, but suffered so many losses they were pulled back. This proved to be fortunate for them, since they avoided becoming part of Gordon's forces at Khartoum in the following year.

In the ensuing years many members of the regiment retired and returned home. Colonel Hollingsworth returned home to his London estate, where he married and started a family. Alan Paice set up his tailoring shop. Major Gower inherited his family's fortune and lives the life of an aristocrat. Elliot Sangster completed his medical studies, and has a London practice. Toby Norton serves as a "dogsbody" (lowly servant) at the Army & Navy Club, where he lives off the handouts of his former officers. Orland Reynolds was a store clerk. Herbert Crouch retired to his cottage to write his memoirs and grow roses.

This much can be learned by talking with any of the men in question. These men are described individually below. Note that those involved in the Abadan raid still hold to their vow of secrecy, though some are open to the right kind of persuasion.

With a successful Idea roll the investigators may realize that perhaps the best place to meet these men and/or seek further information is the Army & Navy Club in Pall Mall – just a short walk from the tailoring shop of Alan Paice, who may also suggest it.

The Lurker at the Club

The investigators may wish to ask Toby Norton if anything strange has occurred at the club recently. Initially, all he can think of is Colonel Hollingsworth's recent absence. As the days pass, however, he begins to notice that on some nights there is a mysterious figure or figures lurking in the foggy alley alongside the club. Toby doesn't think anything of this at first, but as his terror rises, he fears it is the murderer come for him. (It is in fact either the Jackal-Headed One, or the human cultists Biket or Salama, reconnoitering.) Others in the club might also have seen the lurker, though all they remember is a rather tall, powerful-looking figure.

If the Keeper desires, the investigators themselves may catch a brief glimpse of this fog-shrouded figure. In this case, the lurker(s) should be allowed to escape – for now.

Social Clubs

There were dozens, perhaps even hundreds of different clubs in London. Each was dedicated to a certain area of interest, be it politics, sports, the arts, food, travel, or some eccentricity (e.g. the Diogenes Club from the Sherlock Holmes stories, where the antisocial members had a strict rule banning speech on the premises).

Membership in these clubs should be limited to those of Middle and Upper Class occupations only, and perhaps with a minimum Credit Rating, depending on the individual club: requirements for the arts and non-officer military ranks would be lower than that of the political clubs, for instance. Yearly dues in these clubs were from £3 to £16, after an initial entrance fee of £5 to £40. These fees bought member privileges such as private libraries and reading rooms, excellent social contacts, and meals rivaling the best restaurant fare, usually offered at a little above cost price.

Investigators who are club members have access to club resources, contacts with prominent and/or interesting people, and perhaps a place of brief respite from the forces of evil. Clubs and their members also offer excellent opportunities for Keepers to introduce scenario hooks.

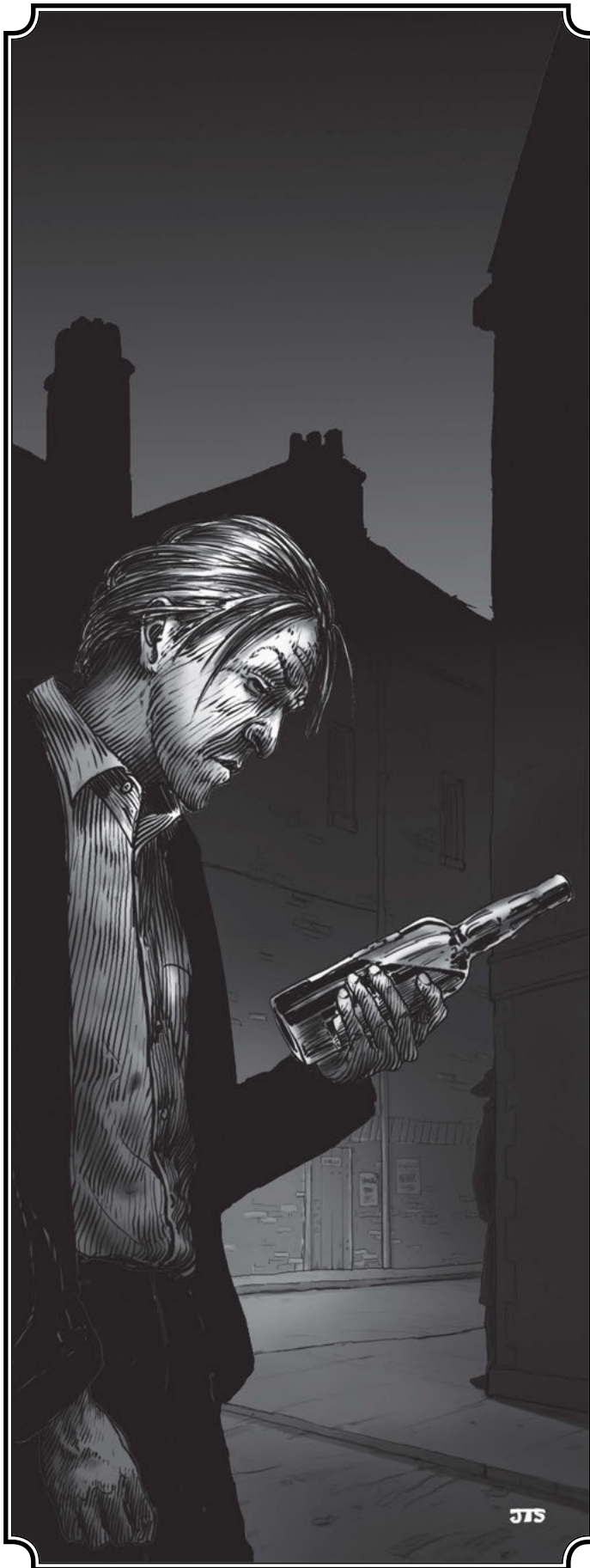
The Army & Navy Club

The Army & Navy Club is located at 36 Pall Mall (just north of Buckingham Palace) amid many, many other gentlemen's social clubs. Membership is of course limited to those who have served in Her Majesty's Armed Forces. It has roughly 2400 members. Like most gentlemen's clubs, it features a library, reading room, billiards/game room, bar, dining room, private conference rooms, and a few overnight guest rooms. There are also trophies, all sorts of battle memorabilia (weapons, maps, regimental flags, paintings and portraits, etc.) and countless souvenirs from foreign lands.

When the investigators arrive, they will be met by a doorman. Unless they are in the company of a member of the club (most likely Paice), they will be diverted to a waiting room to await the person they seek. Paice can introduce the investigators to some of the members, including the two men discussed below. Most members are generally only civil to non-military persons, but more open with those who have served in the army or navy.

Only two members of the 1st Buffs are currently visiting the Army & Navy Club on a regular basis. Toby Norton, the rat-like little man whom the investigators may have met at Sgt. Maj. Crouch's funeral, is employed at the club as a "back-rooms" sort of servant; he can be found here if the investigator with the highest POW present succeeds in a Luck roll. The other member of the 1st Buffs who might be met here is Major John Gower, encountered on a successful halved Luck roll from a random investigator. These two men are described below.

One thing likely to be mentioned by several club members is the absence of Colonel Hollingsworth from the club for the last couple of weeks. Hollingsworth is liked and respected, and his absence has led to speculations of illness or family emergency.



Toby Norton and the lurker

Toby Norton

Toby Norton is a small, thin, rat-like man, with sharp features. Though in his late 30s, he looks to be at least a decade older, by a hard life combined with hard drink. He is friendly, but sometimes turns to picking pockets to pay for a meal or a bottle. His trust can be earned with a few pennies – lifelong devotion (well, a week maybe) with a shilling or two. Toby returned to London after his foreign service, broke and without prospects; luckily he was able to persuade Colonel Hollingsworth and Major Gower to get him a job at the Army & Navy Club, where he has a dingy basement room.

Norton took part in the raid on the Abadan cult. He is fiercely loyal to Colonel Hollingsworth and the others in his regiment, and he would not easily betray their trust. However, if offered a few pounds, or made to understand that lives may be in danger because of the information he's withholding (or better still, both), he may relent and tell what he knows.

Of the Abadan raid, Norton recalls that Colonel Hollingsworth wanted the cult broken up to prevent further fanatical religious uprisings. He assembled a force of some 40 men and proceeded to an underground temple where the cult was meeting. There was something decidedly unwholesome about the place; Norton cannot say what exactly, but he recalls the memory with a shudder. All the cultists were killed, and afterward Hollingsworth sold off all their valuables and split the money up among the men involved in the raid. Everyone swore to keep mum about this, so that only those who took part in the raid would share the spoils. Norton recalls that the Colonel himself took no money, but kept a couple of the treasures – god knows what. He remembers there was a mummy: a withered little bloke, dry as dust, in a plain wooden coffin-like thing. Norton can also list most of the participants in the raid: Hollingsworth, himself, Major Gower, Sgt. Maj. Crouch, Orland Reynolds, and several others.

Norton is the superstitious type, and he will become increasingly fearful if it is suggested that the current spate of murders is tied to the Abadan raid. He then spends all his time at the club, save for possible visits to Major Gower and Colonel Hollingsworth, whom he begs for help. Neither will offer any – only contempt.

Toby's fate is discussed later in the adventure.

Major John Gower

Another former member of the 1st Buffs whom the investigators may meet is Major John Gower. The Major is short, stout, and middle-aged, with ruddy features and a bushy beard and mustache. He is good-natured, garrulous and generous. He was the second oldest son, but his brother died while Gower was serving in Egypt, and when he returned home, Gower found himself heir to the family estates.

In addition to an estate in rural Suffolk, Major Gower owns a mansion on fashionable Belgrave Square, where he lives with his wife Maureen and a few servants.

A Death – Major Gower

This event should occur shortly after the investigators have met the Major, perhaps after a meeting or two. Targeted by the Egyptian cultists, Gower is murdered by the Child of the Sphinx as he returns home from his club, a walk of about half a mile that he enjoys for the exercise.

The murder takes place on an extremely foggy night. About a hundred yards from his house, Gower meets the jackal-headed Child of the Sphinx. The brute seizes the flabbergasted man, picks him up, and slams his body onto the spiked iron bars of a nearby fence. The Major's screams brings a police constable to the scene in less than a minute (along with any investigators who might be in the neighborhood, perhaps to visit the Major at his home), but the monster has fled.

Investigators arriving at the scene will find the police still trying to figure out how to get the man down from the spiked iron fence; viewing the body costs 0/1D3 points of Sanity (1/1D4 if they arrive on the scene themselves and are surprised by the sight). Two iron spikes protrude gorily from the man's chest, and a third tears through his right shoulder. Finally, someone decides to fetch a couple of ladders...

As one of the bobbies climbs the ladder to extricate the "dead" man, there is a moan – Gower is alive! This costs another 0/1 point of Sanity, considering the agony he must be in. The constables rush to try and do something, but moving him is bound to kill him. Anyone making a Listen roll hears Gower trying to say something: "Abadan... but it was real... alive..." Then he dies. (The investigators may well later believe he is referring to the mummy in Hollingsworth's possession, but in reality he was trying to tell them that the creature that attacked him was identical to a statue he saw in the temple at Abadan only it was real, alive.) No-one present is likely to know the name of Abadan, but if needed, a successful Idea roll may suggest that it sounds Egyptian, and that Gower's battalion was stationed in Egypt and Sudan in the 1880s.

The police will want to speak to the investigators if they are potential witnesses, but will eventually release them. No one saw anything, because of the fog, and there are no clues save for Gower's final cryptic utterance. The case is left open, along with those of Reynolds and Crouch.

The Major is friendly but curt (at best) with those of middle class or lower, but much more open with those of any station approaching his own. He remembers his army days with some fondness, and particularly enjoyed playing cards with the officers, a pastime he continues at the club several times a week. Gower remembers the officers he served with clearly, but is fuzzy when it comes to enlisted men. He considers Hollingsworth a throwback to the knights of old: a dedicated and knowledgeable warrior. The two are still friends, though Gower hasn't seen the Colonel in more than a week. Other than Hollingsworth, Gower has little contact with other members of his old regiment. The Major is of course in almost daily contact with Toby Norton, but he thinks of Norton as "staff": it will not occur to

him that Norton is also a Buff unless someone actually points it out to him.

Gower won't speak of the Abadan raid, even if someone's life is at stake. Such things are not the business of those who weren't there: honor of the regiment and all that. He is not remotely superstitious, and will refuse to believe in ancient curses, walking mummies, and animal-headed men. If the investigators become an irritation to Gower, he will call the police.

Inspector Harrison Craddock and Scotland Yard

Until now, only local police have been involved in the case, but the murder of an aristocrat on the streets of London gets the attention of Scotland Yard like few other matters. Inspector Craddock is assigned to the case, and the investigators will be interviewed by him on the night of Gower's murder if they are potential witnesses. Craddock is a veteran policeman with over 20 years on the force. He is of average height, well-built, and clean-shaven. His clothes are well-worn but serviceable, and he always carries his revolver in a coat pocket. The Inspector is totally devoted to his job. Driven by a perhaps overly suspicious nature, he has been known to pursue his cases to exhausting limits, even beyond protocol: aristocrats and street thugs gain the same level of justice from him if they have broken the law. This has gotten him into trouble at times, but his record has preserved his job.

Although initially assigned to investigate the murder of Major Gower, he soon learns of the murder of Crouch and the suspicious death of Orland Reynolds. He believes the first two cases are related, since both men were killed by someone with great strength, and came from the same Army regiment, having served together for many years. As events progress –

and more murders accrue – Craddock becomes increasingly certain that someone is killing off members of the Buffs.

Craddock initially believes one of the other members of the 1st Buffs to be responsible for the deaths; high on his list of suspects is Colonel Hollingsworth, whom he thinks may be killing to cover up some old wartime indiscretion. Craddock later begins to suspect the mysterious Egyptians, once he learns of their presence. Unfortunately, he can take no action against them until one of their number is caught in the act of some crime; by that time, the others may have gained a new hiding place or taken more direct actions against Colonel Hollingsworth.

Craddock may well bring the investigators in for questioning if he learns that they have also been interviewing

former members of the 1st Buffs. He will want to know why they are doing this, and will demand that they share any relevant information. The only information about the murders he will volunteer is that whoever did this had to have great strength, and also must be rather tall. He will also ask them about Gower's dying words, and whether they can explain them.

If the investigators cooperate with Craddock, he'll leave them alone, but if they interfere with his inquiries, he won't hesitate to have them detained. Needless to say, he is not the least bit superstitious, and has no time for stories of Egyptian mummies and curses. However, he will have a hard time explaining any apparently animated corpses (Faez's zombies), should they present themselves, and this may be a "foot in the door" for the investigators' wilder theories. He may be convinced of the danger to Colonel Hollingsworth and his family if the Egyptians can be exposed as the villains that they are, in which case he can offer some measure of police protection for those involved.

Colonel Hollingsworth

All early paths of investigation lead to Colonel Hollingsworth, the ex-commander of the battalion whose members are now being mysteriously murdered. The investigators will undoubtedly want to talk to him. Any of his cronies from the Army & Navy Club, especially those who served with him, can pass on his address: Kandahar House, a large estate in Hampstead, north of London.

These men might also pass on their impressions of

the Colonel, if asked. Those of the upper ranks and upper classes have nothing but praise for Hollingsworth: a brave, dedicated, clever leader. Those of the lower ranks (Toby Norton, Elliot Sangster, and Alan Paice – though the latter is less perturbed) found him to be loud, belligerent, and sometimes cruel; he was a good leader, but a harsh and uncompromising one.

Doing a little background research on Hollingsworth requires Library Use rolls to comb old newspapers, search Somerset House for records of his marriage, and so forth. Hollingsworth retired from the Army shortly after Khar-toum, and built Kandahar House in Hampstead, naming it after the famous victory that concluded the 2nd Afghan War in 1880, in which he played a small part. Within two years he married a young woman, Ramona (Gibson) Hollingsworth, with whom he subsequently had a son, Michael (now 3).

Kandahar House is located on several acres of land just northwest of Hampstead. The grounds are surrounded by an 8-foot-high brick wall, with a single gate in the front, opening onto a circular drive; getting over the wall requires a Climb roll. The house is situated roughly at the center of the enclosure, with the drive and its central fountain in front. A huge garden of trees, shrubs, and flowerbeds takes up nearly the entire back half of the estate. The garden is crisscrossed with paths, and contains a gazebo and a small pond; the mature trees and shrubs yield plenty of places to hide. Finally, a carriage house/stable and groundskeeper's shed are found west of the house.

"And where were you when this happened, sir?"



Colonel Nicholas Hollingsworth

Nicholas Hollingsworth is a hardy ex-soldier, tall and broadly-built, with flaring reddish brown hair, beard and mustache. He walks with a heavy walking stick, owing to a serious leg wound acquired toward the end of his service. He is a commanding presence, and seems used to having his orders obeyed without question. Hollingsworth is quick to anger, and arguments with him quickly turn into shouting matches if not fisticuffs. He has an especially low tolerance for those who meddle in his affairs; his other pet peeves include presumptuousness, superstition, and incompetence.

The Colonel remembers much of what Geoffrey Jordan told him about the Abadan cult, the mummy, and the prophecy about its resurrection, but doesn't want help from anyone: he still doesn't believe in the curse, even though his men are being killed. Major Gower's subsequent death is a blow, as is the barely remembered Elliot Sangster's, but only an attack on Geoffrey Jordan will shake his resolve: then he knows something is going on, and that he may well be in grave danger. Until that time, however, Hollingsworth keeps the police and the investigators alike at bay, believing this is all coincidence or a blackmail scheme by Mounir Faez. The Colonel's belligerent attitude and his dismissal of the recent murders as coincidence may initially lead the investigators to suspect that he is somehow involved. If they find out that he has the mummy, their suspicions will doubtless balloon further. Let these suspicions build, abetted by the theories of Inspector Craddock and the machinations of Mounir Faez.

Hollingsworth is serious about the safety of his family, but doesn't want the police involved in his affairs unless truly necessary. After all, what can one scrawny Arab do against a house built like a fortress and inhabited by an ex-soldier with an arsenal at his disposal? Only when the killings mount up and he begins to notice shadowy jackal-headed figures haunting his estate at night will his resolve begin to crack.

Hollingsworth always has his walking stick at hand, and will soon take to carrying his service revolver in a pocket of his coat or smoking jacket. He's not above throwing a punch or grabbing a miscreant and throwing him out of the house if the need arises.

Ramona Hollingsworth

Colonel Hollingsworth's young wife Ramona is beautiful, devoted, and usually vivacious. She is a talented painter, and has sold several paintings to galleries throughout London. Her art has been neglected of late, however, as she is worried about what is troubling her husband, and fears for the lives of her family. Her husband has told her nothing of the Abadan raid, nor much else of his military career. Always gruff, he has recently become very secretive, and she has no inkling

of the reasons behind his recent strange behavior.

Because she is afraid, and feels isolated Ramona may share some or all of what she knows with the investigators, if they can win Ramona's trust. However, this may require a Persuade roll or two, as she will need to be convinced that they are not somehow with the cause of her husband's current troubles. They will also have to somehow avoid Hollingsworth's attentions, as he won't be happy to find his wife discussing their affairs with strangers. (The Keeper may wish to call for random Luck rolls to keep the Colonel from angrily bursting in on just such a scene.)

Fordyce

Fordyce is the Hollingsworths' unflappable butler. He is always dry and serious, and gladly serves as the buffer between the Hollingsworths and the impolite outside world. No amount of persuasion or bribery can get him to transgress against his employers; only the word of his master or mistress can gain the investigators entry into Kandahar House. At Colonel Hollingsworth's orders, Fordyce has been keeping a shotgun loaded with rock salt handy after dark. If necessary, the dutiful butler can take up other improvised weapons in defense of the Hollingsworths.

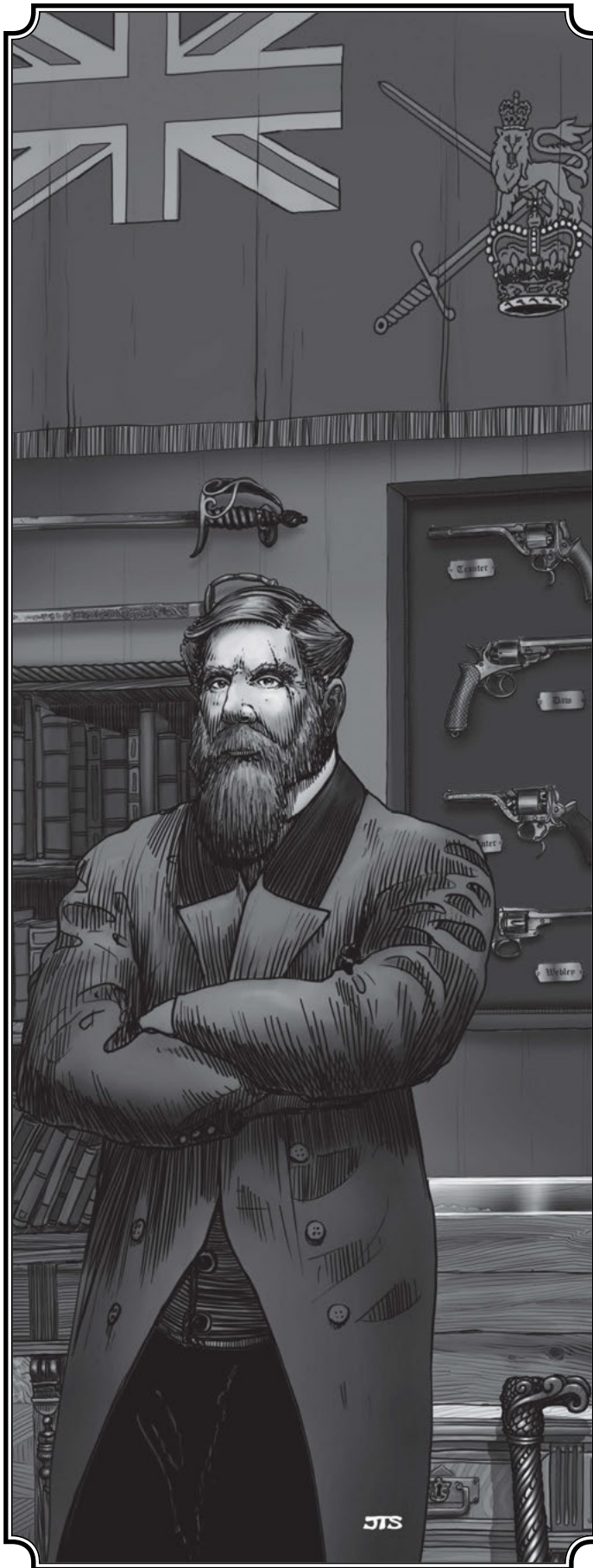
Other Persons at the Estate

Michael, the Hollingsworths' 3-year old son, is a very quiet, polite boy, kept mostly in the company of his governess. Little Michael is very reserved and self-controlled for his age, the result of his domineering father's influence.

In addition to Fordyce, the other staff at Kandahar House include:

- Mrs. Jones, the cook. Mrs. Jones is a 60-ish widow, and an excellent cook. She is also a very faithful servant.
- Mrs. Abell, the maid. Mrs. Abell is also an elderly widow. She and Mrs. Jones behave almost like spinster sisters.
- Miss (Valerie) Lynch, the governess. Miss Lynch is in her early 20s, on the pretty side of plain. She is quiet, and quite devoted to young Michael, whom she is trying to help become more expressive. She likes Mrs. Hollingsworth and the other members of the staff, but finds the Colonel to be a bully.
- Saunders, the driver/groundskeeper. Saunders is over 60, a good plodding worker. He takes care of the horses, drives the Hollingsworths' carriage, and takes care of the house and grounds. Saunders might be vulnerable to the investigators' questioning – after a swig or two from an investigator's flask.

Of these latter personnel, only Saunders is capable of putting up much of a fight, though even this is unlikely.



Colonel Hollingsworth

The investigators are met at the door by Fordyce, a tall, grey-haired, bespectacled man in butler's livery. He allows the investigators inside if they seem respectable (successful Credit Rating rolls by over half the party), but has them wait in the parlor near the entryway. He then asks their business and takes their calling cards to the Colonel.

Hollingsworth initially isn't interested in talking to the investigators. Only if the Abadan raid is mentioned do these meddlers become of interest to him; even so, he initially sends them away – but keeps their cards. In this case, Fordyce returns with the news that the Master is “out,” and that he doesn't know when he'll return. With a halved Luck roll, the investigators might encounter Mrs. Hollingsworth during one of their visits.

Kandahar House is an impressive three-story house. The front entryway is open to the first (Americans would call this the second) floor, with a wide staircase going up, a closet just inside the door, and an open east-west hallway. To the west are a parlor, a sumptuously furnished living room, and a small bath. To the east are a games room (complete with billiard table and dartboard) and the servants' quarters: Fordyce and Saunders share a room (where Fordyce has been keeping his shotgun of late), as do Mrs. Jones and Mrs. Abell; Miss Lynch boards in Hampstead. Toward the rear of the ground floor are the kitchen, pantry, and dining room, and another stairway to the upper floor.

The first floor is structured similarly to the ground floor, with a long east-west hallway at the top of the main staircase. To the west are the family's bath, an upstairs sitting room, and the master bedroom shared by Colonel and Mrs. Hollingsworth. To the east are a guest bedroom, a school/play-room for young Michael, and Michael's bedroom. Toward the rear of the house are a stairway to the attic, a pair of storage rooms, and Colonel Hollingsworth's study.

Hollingsworth's study is of considerable importance. The door is kept locked, and the Colonel and Fordyce have the only keys. Inside is a modest library, a massive oak desk, and several souvenirs of Hollingsworth's military service: the regimental flag has place of honor above the mantle. In the southwest corner is a gruesome sight: atop a large table is the crude lacquered wooden coffin containing the mummy of Sekh-T'aut. Hollingsworth has had the open top of the coffin covered by a large sheet of glass; a combined STR of 20 is required to lift off the glass without breaking it. The corpse is surprisingly withered and small, wrapped in soiled, rotting bandages; the eye sockets are empty caverns. Viewing the horrible thing costs 0/1D3 points of Sanity. A close (glass-off) examination of the mummy combined with an Archaeology or Egyptology roll dates the mummy to roughly 2000 BC, perhaps older. A second such roll also notes that contrary to most mummification rites, the internal organs do not appear to have been removed in this case; normally these are taken out and preserved in canopic jars. The scrolls originally found with the mummy are kept in a bottom

drawer of the desk; their contents are outlined in the “Geoffrey Jordan” section below. Colonel Hollingsworth has taken to leaving a loaded shotgun propped in the north-west corner of the room. His revolver is also kept in a desk drawer when he’s not carrying it.

The attic is crowded with trunks and boxes of family belongings, mementos, old clothes, and so forth. Gable windows look out onto the roofs of the east and west wings, and large circular windows look out onto the front and rear of the estate.

Dr. Elliot Sangster

Doctor Elliot Sangster is in his mid-30s, athletic, well-groomed, with a small mustache, a hard-set jaw, and a rather cold disposition. Dr. Sangster has a general practice in Harley Street, but he considers the heart his specialty. He is married to a beautiful young woman with whom he has had a young daughter; the family lives in nearby Marylebone.

Dr. Sangster does not remember his military service fondly. His financial straits at the time compelled him to go, interrupting his medical studies for several years. Sangster is unhappy to have spent so much time destroying enemy lives one moment, then having to patch up his own side’s wounded the next; he finds such senseless violence abhorrent.

As for his fellow servicemen, Sangster has no contact

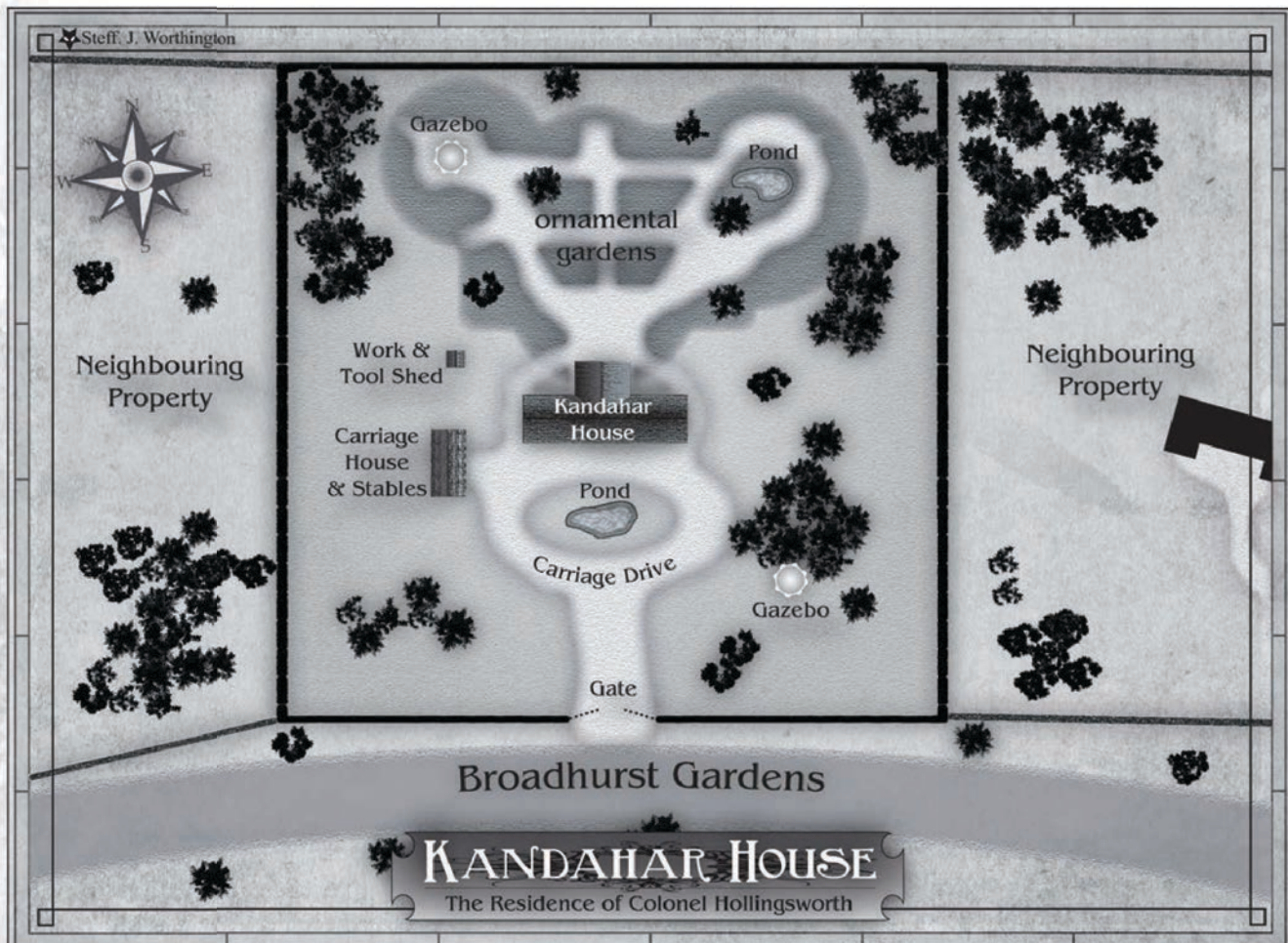
with any of them, nor any desire to do so. He found the officers to be blind fools more interested in regimental sports, drinking, and gambling than in the lives of the men in their command. He admits that Hollingsworth was something of an exception, but recalls him as brutal and ruthless. The enlisted men he pitied, as most of them were uneducated, ignorant, and ultimately ended up wounded, even crippled. He has no specific knowledge of the Abadan cult raid, but did hear of some “secret mission” that Colonel Hollingsworth led at one time while they were stationed in Egypt.

Not surprisingly, Sangster harbors no superstitious beliefs. If the investigators start talking of ancient curses and the like, he turns them out, and may summon the police if they persist in bothering him or his family.

Geoffrey Jordan

The investigators may be put on the trail of Geoffrey Jordan by Ramona Hollingsworth, as detailed above. Alternately, one of Hollingsworth’s cronies from the Army & Navy Club may remark that the Colonel’s recent “difficult” behavior is by no means out of the ordinary: he once broke off totally with a lifelong friend, just because of some silly row between them. Eventually the old soldier recalls that this was Geoffrey Jordan, a scholar who held some sort of position at the British Museum.

Inquiring at the British Museum, the investigators learn that several years ago Geoffrey Jordan served as interim



KANDAHAR MANSION

THE HOME OF COLONEL HOLLINGSWORTH

REFERENCE

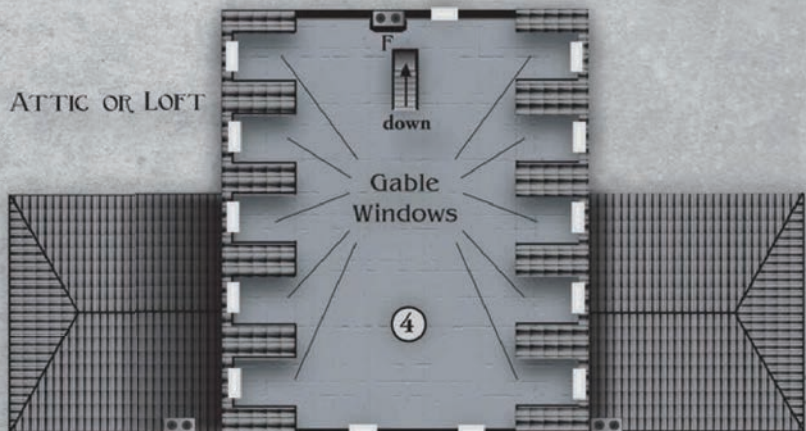
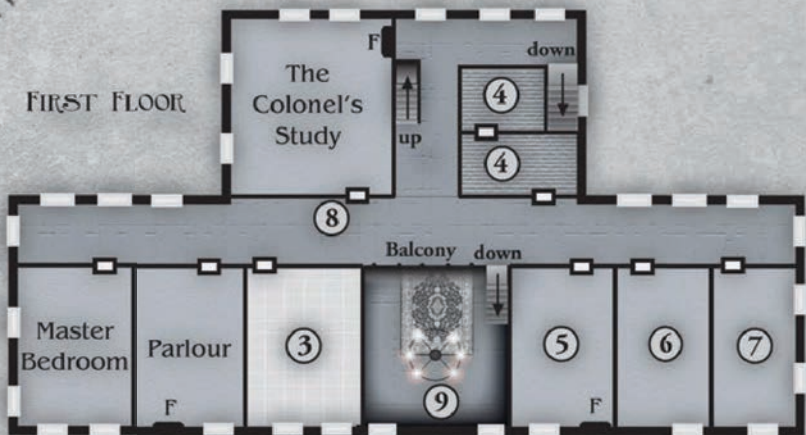
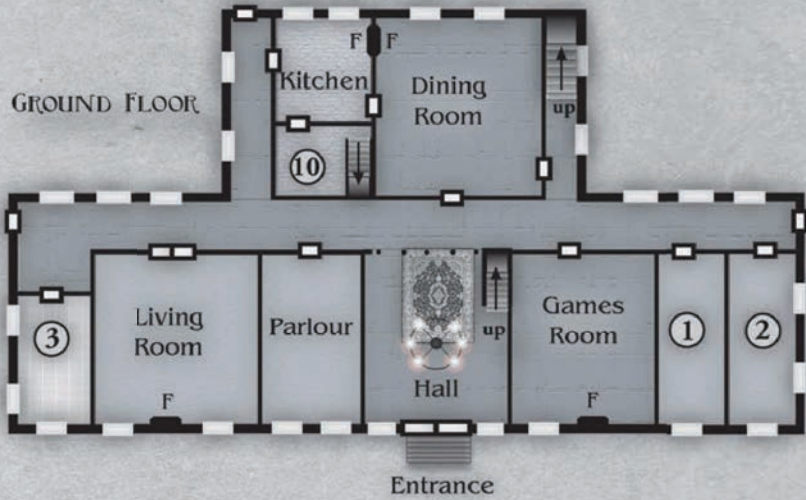
1. Ladies
Servant's Room
2. Gentleman
Servant's Room
3. Downstairs
Bathroom
4. Storage
5. Guests Double
Bedroom
6. Playroom and
School Room
7. Child's Bedroom
8. Locked and
Sturdy Door
9. Open to the Hall
Below
10. Pantry with Stairs
Leading to Cellar

-  Stairs
-  Doors
-  Windows
-  Fireplaces

Scale 0 Interior 20ft



Steff. J. Worthington



The Shadow of the Jackal

This is actually a series of events that transpires throughout the scenario. Faez has his two human accomplices surreptitiously watching their intended targets: Major Gower, Toby Norton, Dr. Sangster, Alan Paice, and Colonel Hollingsworth. Later they add Geoffrey Jordan to their list, once they learn of his connection to Hollingsworth – and the scrolls.

The cultists are clever. They are trying to frighten Hollingsworth into turning over the items they want, and are obviously not above killing to achieve this goal. Initially they use fear and intimidation. To this end, Faez has Biket or Salama lurk in the shadows near the homes of their targets. The two men have large full-head jackal masks which they frequently use during these forays. They try to be seen only by their intended targets or their immediate families/friends, in order to spread fear among them alone, rather than the general populace. Once they think they have been seen, the culprits flee into the shadows.

Alternately, Faez may send one or both of his zombified servants – outfitted with the jackal masks – to actually attack his targets. In cases where he merely wishes to frighten, he sends his human servants.

Investigators who get a glimpse of these figures can, with a successful Spot Hidden roll, make out the pointed ears and the dog-like snout. Seeing these shadowy canine-featured figures costs 0/1D3-1 Sanity points. Unless the keeper desires, the cultists should be allowed to escape any pursuit during these forays, at least early in the scenario. Later it may be interesting to stage an attack or two by the zombified false jackals, as afterward Inspector Craddock can then propound that the killer is human after all. Of course, Craddock has a hard time explaining away the fact that these attackers appear to have been dead for some time. There should be no question of these being mummified men; they are clearly more recently disinterred corpses wearing masks.

Sometimes, however, Faez may send out the real Jackal-Headed One to terrorize his victims, especially as a prelude to an actual murder. A Spot Hidden roll may differentiate this from earlier figures, in that it is much taller (nearly 7 feet tall). This creature should not be apprehended by the investigators, as it plays a major role in the final scenes in the scenario (See “The House in Islington.”).

This is a good event to use with Alan Paice to remind the investigators that he too may be in danger from whatever unknown force is threatening the 1st Buffs.

curator of Oriental Antiquities there, and has also tutored at various colleges throughout London. His address is in Clarendon Road, Bayswater. There Jordan rents the upstairs of a house owned by his landlady, Mrs. Huntley.

When the investigators come to visit him, he has Mrs. Huntley try to send them away. Only if they persist does he allow them up to see him. Even then he asks their business through a closed door, and has to be Persuaded to let the investigators inside.

Jordan's rooms are an unkempt jumble of books, periodicals, papers, and archaeological knickknacks: small Egyptian statuettes and carvings, Celtic runestones, and so forth. Jordan himself is slight of build, with an unhealthy

pallor from spending most of his time indoors. His hair and beard are prematurely white, and he wears thick eyeglasses. He is nervous, jittery, excitable and impatient, puffs on his pipe continually, and drinks tea and coffee almost non-stop. On a Spot Hidden roll, investigators may note the bulge of a revolver in his coat pocket...

The rattled amateur archaeologist reluctantly invites the investigators inside, but doesn't offer tea or coffee. Instead, he demands to know what they want of him. If they begin talking about Hollingsworth, the recent murders, the Abadan cult raid, and so forth, Psychology rolls notice an immediate increase in his nervousness. He claims to know nothing about it, that he hasn't seen Hollingsworth in years, and that he doesn't see what this has to do with him. Jordan is totally uncooperative, even though lives may be at stake; at this point a Psychology roll recognizes that he is in fear of his life. He claims that all this business about curses, animated Egyptian mummies, and animal-headed human monsters is superstitious twaddle. If pushed too hard, he ushers the investigators out, threatening to call the police. He may be more cooperative if told that his own life may be in danger, but during this initial visit he denies everything. He and Hollingsworth share a guilty secret and he fears exposure of his misdeeds. A Psychology roll may reveal that he is concealing something.

Jordan made two copies of the prophecy scrolls taken by Hollingsworth from Abadan: a copy of the original Egyptian hieroglyphs and an English translation, both of which are locked in one of his desk drawers; Jordan has the only key. The drawer can be forced open if its STR of 9 can be overcome. These scrolls can be used by Mounir Faez to revive Sekh-T'aut, if the originals cannot be obtained from Colonel Hollingsworth (see Night of the

Jackals Papers #3a and 3b on page 134).

As things grow more desperate for Jordan, as he begins to notice shadowy figures watching his house, he may turn to the investigators for help, telling them what he knows. If told of the Egyptians, he immediately suspects them, and discounts any implication of Hollingsworth: the Colonel, he says, is too proud to admit he's wrong, let alone scared. If told about the jackal-headed things, or if he sees one, he becomes absolutely terrified; he believes they are agents of Anubis and the dark gods, come to see the prophecy to its fruition.

Unfortunately, by the time Jordan is ready to talk, it may

be too late for him – see the event below entitled “Jordan and the Scrolls.”

Mounir Faez

Mounir Faez, the most visible of the Egyptian cultists in this scenario, stays at the Somerset Hotel in the Strand, in one of the busiest parts of urban London. He is registered under his own name, and has a modest room. Investigators may come here as a result of following Faez from Hollingsworth’s estate. More likely they learn Faez’s name from Mrs. Hollingsworth; a search of London hotels (in conjunction with a halved Luck roll each day of searching) finds him registered at the Somerset. Alternately, Faez may actually seek them out if he finds they are looking into the case, hoping find out what they know, and perhaps use them to offset suspicion, as described below.

The hotel staff won’t easily give out information on their guests, but police contacts or a small bribe may gain some information; if the Keeper desires, a failed Luck roll might bring refusal and/or the employee’s reporting the failed bribe to the management and/or the police.

Faez is of average build, perhaps a little slight. He dresses respectably, in well-trimmed suits, ties, and hats (but not a fez). He has a small mustache, an easy smile, and is rather handsome. His voice is soft, cultured, and disarming. He is suffering from a slight cold as a result of the English weather: he frequently sneezes, coughs, and blows his nose. Faez carries no weapons by day, usually only at night, and then only if he has reason to expect trouble. When not carried, his revolver is kept in his suitcase in the hotel, and his knife is hidden in an extra pair of shoes.

Like Salama and Biket, Faez worships entities of the Cthulhu Mythos, disguised as the gods of ancient Egypt: Thoth = Nyarlathotep/Yog-Sothoth, the sun god Aten = Azathoth, Anubis = Nyarlathotep, and so forth. Only the highest-ranking members of his cult have any inkling that the beings they worship are other than the gods of ancient Egypt.

Faez claims to be a scholar from Egypt who is visiting London to study and catalog the various collections of Egyptian relics in the British Museum and elsewhere in the British Isles. This task, he says, is being performed for a scholar at the Egyptian Museum in Cairo, one Hary Morcos; if the investigators check up on this “assignment” via telegram, it is confirmed within a day or two: Hary Morcos does indeed work at the Egyptian Museum and that he vouches for Faez’s story. Morcos is also a cultist, of course, although his role is otherwise beyond the scope of this adventure.

Faez claims to have learned about the Abadan cult and the prophecy regarding its first priest during his studies. He claims to have read reports of the raid in old soldiers’ journals and village records, and says he fears there may be some truth to the legends, as he has seen strange things in his travels and studies in Egypt. He tried to warn Colonel Hollingsworth about the danger he may face, and didn’t intend to seem threatening to the man and his family. When



Mounir Faez

he is “informed” of the recent murders of the men of the 1st Buffs, Faez feigns surprise, and reiterates his fears and concerns for their lives. If he thinks he can capitalize on such a story, Faez may try to implicate Hollingsworth as the “real” villain, claiming that when he told Hollingsworth, the old man laughed and boasted that he had nothing to fear: maybe Hollingsworth isn’t the simple soldier he pretends to be? He also wonders aloud how the colonel managed to afford to build such a large house in a fashionable part of London on a humble soldier’s pension. Faez does not actually know the answer to this question, but he suspects the colonel is indeed hiding something.

If Faez is confronted about his relationship with the other two Egyptians, he claims that they are cousins of his Egyptian Museum contact, Hary Morcos. He has been instructed to “set the two men up” in London: rent them a house, find them jobs, and so forth. He somewhat scornfully admits that they are not in any hurry to find employment. Again, Faez tries to distance himself from any implication in the murders of the members of the 1st Buffs.

This misdirection is Faez’s primary tactic in dealing with investigators and/or the police: keep them uncertain of who the real villain is, while delicately directing his accomplices to invoke terror and death among the ex-members of Hollingsworth’s regiment, particularly those involved in the Abadan raid.

There are ways to catch him out of his story. The hotel staff know that Faez frequently sends and receives telegrams, and these can be traced back to the house of his accomplices in Islington. Bribery or police coercion may be necessary to seize these communications. If these

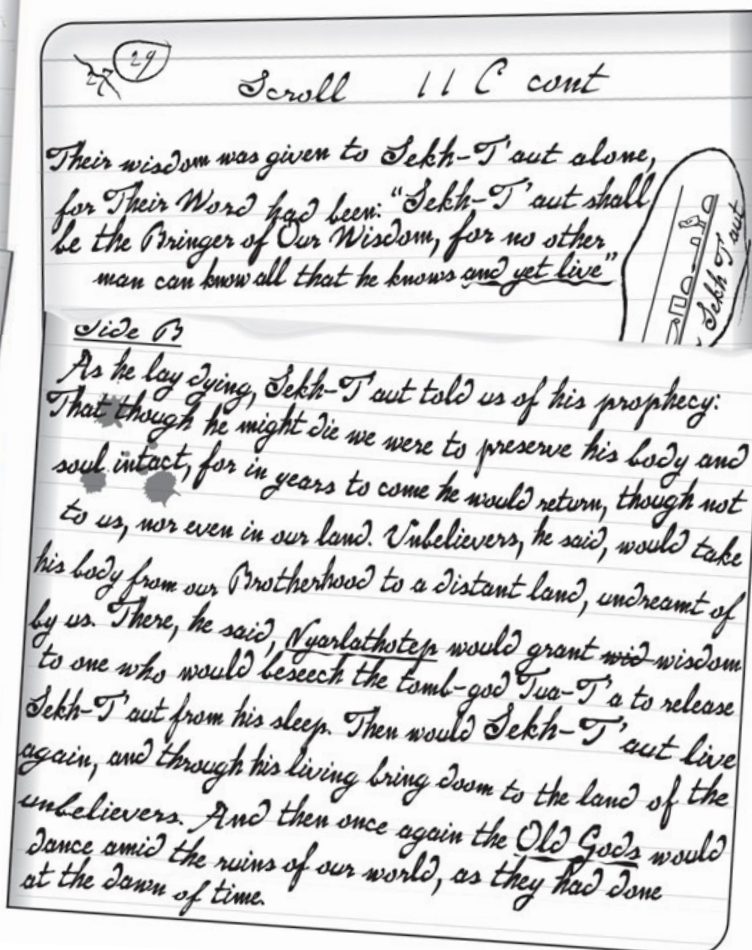
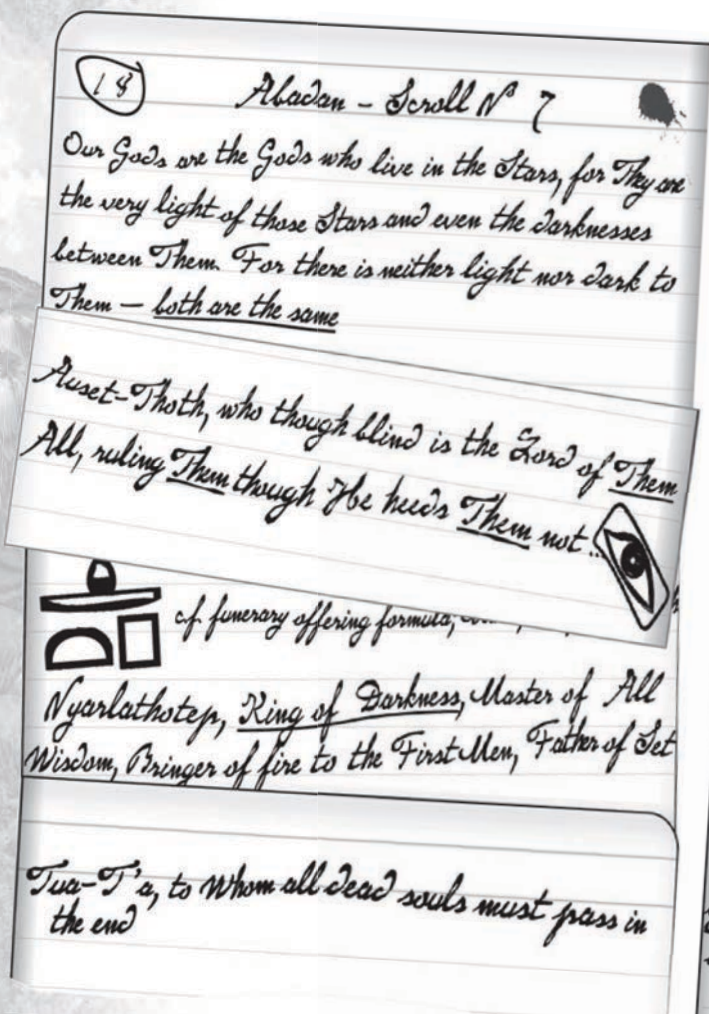
The Scrolls of the Abadan Cult

The scrolls recount the story of a small Nile Valley cult dating back over 4000 years. The cult worshipped incredibly powerful forces that had existed before the Earth was formed. These Ancient Powers gave their knowledge to the first priest of the cult, Sekh-T'aut; knowledge no other man could comprehend without being utterly destroyed. When Sekh-T'aut died, the cult preserved his body intact, for he had foretold that he would one day be reborn into a new world. Then Sekh-T'aut would bring the Ancient Powers back to recreate the world as they saw fit. But first, according to the prophecy, the mummified body of the priest would be stolen from the cult and taken to a distant land. There his revival would take place, and that land would be the first to fall before Sekh-T'aut's New Gods. A few intriguing passages from the scrolls are included below (see Jackals Papers #3a and #3b).

The only magic contained within the scrolls is a unique ritual for reviving the mummy of Sekh-T'aut. It basically requires a chant of 20-POW hours, the loss of 1D6 points of POW, and the expenditure of a number of Magic Points: for each Magic Point expended, there is a 10% chance of success. If successful, Sekh-T'aut's spirit is returned to his mummified body.

The English translation of the scrolls can be read in 30-EDU hours, and offers +2D6 Egyptology, +3 Cthulhu Mythos, and +1D6 Occult at a cost of -1D4 Sanity; the hieroglyphic version is slightly more potent: +2D8 Egyptology, +4 Cthulhu Mythos, +2D4 Occult, and -2D3 Sanity.

Night of the Jackals Papers #3a and 3b



telegrams are intercepted by the investigators, they may be found to refer to the activities of Biket and Salama: tailing and frightening targets, rendezvous with Faez, investigator interference, etc. If they are thus exposed, Faez and his accomplices may be forced to relocate and lie low until "The Night of the Jackals" (see the final event of this adventure). Those who follow Faez for any considerable amount of time may eventually see him meeting surreptitiously with Salama or Biket somewhere in the city. However, Luck or Spot Hidden rolls might be required to keep track of him as he visits shops, museums, reading rooms, restaurants, and so forth; Faez should be allowed occasional Spot Hidden to notice his follower(s).

Faez's room at the Somerset Hotel holds few clues, though the investigators will doubtless want to search it. Faez is frequently absent from the hotel, so this is easily arranged. Again, bribery or coercion of hotel staff may facilitate such illegal activities. Faez's room is on the first floor (second floor to Americans), and picking or forcing the lock is necessary for entry.

If someone does enter the room while Faez is out, they are 95% likely to move one of the stones used in the new spell called "Ward of Anubis," described nearby. Each time he leaves the hotel, Faez drops one of the stones inside the door as he closes it, in such a way that if the door is opened the stone will be disturbed; an investigator watching from the hallway might notice this with a Spot Hidden.

Faez's room is actually a pair of rooms: a small foyer with a table, chair, and writing instruments; and the bed-

room proper, with a dresser, mirror, etc. Faez's clothes are hung neatly, his toilet supplies lie on the dresser with a basin of water, and so forth. His suitcase is under the bed, and it contains his revolver (unless it's with him) and a small journal; the latter is mostly empty, save for a few pages containing the names and addresses of several members of the 1st Buffs. There are also addresses for the British Museum, Somerset House (the house of public records, where Faez researched the membership and whereabouts of the 1st Buffs ex-members), several London hotels, and the property agent who helped him procure the house in Islington (see the next section). If they make things difficult for Faez, the investigators' addresses may be added to the list later in the adventure. Spot Hidden rolls might also turn up one or more of the stones used in the Ward of Anubis, as described above; there are 10+1D10 stones present. There is nothing otherwise suspicious in the room.

The House In Islington

Faez's two human accomplices (and their inhuman servant) are staying at a dilapidated house at the corner of Hemingford Road and Copenhagen Street in Islington. A large district at the northern edge of London, Islington was considered a separate village 100 years ago, but is now definitely part of the capital. Away from the main thoroughfares, it is however relatively quiet and peaceful. Housing here is cheap.

The two-story house is unusually old and decrepit for this part of town where much building has occurred in the last century, and seems unlivable for decades. Investigators

The Mummy's Other Secret

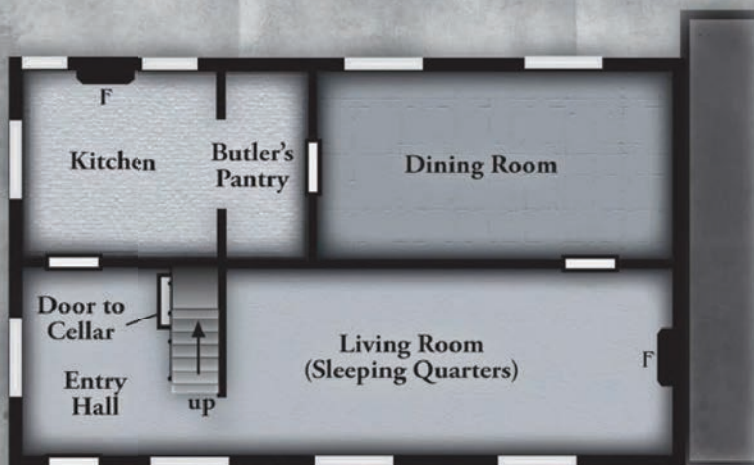
When Hollingsworth, newly returned from Egypt, brought the mummy and scrolls to Jordan, almost the first thing that the scholar noticed about the wooden coffin was that it had a false bottom. To the astonishment of the two men, the base of the box contained an array of precious gems and ancient jewelry, wrapped in leather and cloth for padding. This presented them both with a dilemma.

Hollingsworth had never intended to profit by the Abadan raid; he only took the mummy and scrolls because he thought they would interest his old friend. On the other hand, he had gambling debts to pay, and new dreams of marrying and starting a family late in life. The temptation was too much for him to resist, and he asked Jordan whether it would be possible to find a buyer for some of the less showy pieces. Jordan reluctantly agreed, and the proceeds from the sale financed the building of Kandahar House. Hollingsworth has not used his ill-gotten gains beyond this, preferring to live on his pension alone. If anyone asks how he could afford to build his fine house, he either snarls "None of your damned business" or mutters something about an inheritance and then changes the subject, depending on his relationship with the asker. Although delighted with the new family life the money has enabled, he is terribly ashamed of the way he has deceived his former comrades, and his ambivalence about the sale poisoned his relationship with Jordan even before Faez appeared. Now he assumes that the Egyptians are in some way trying to get hold of the jewels, the remainder of which he has placed in a safety deposit box at his bank. Obviously, this is the last thing he wants to tell anyone.

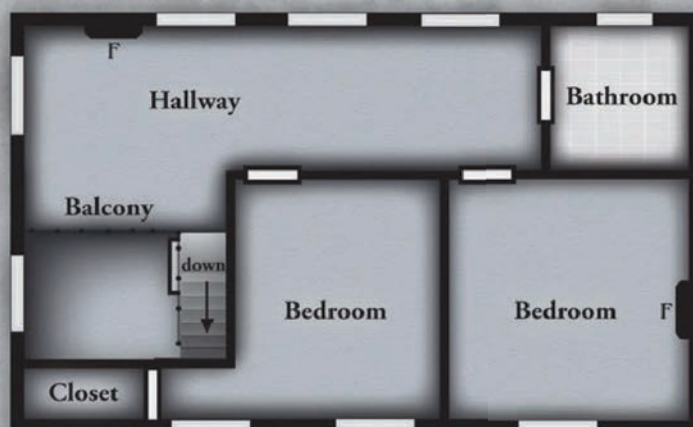
For his part, Jordan knew well that these objects belonged in the British Museum, and that to sell them was probably illegal. But he had financial problems of his own, as well as the desire to help his friend. Eventually he agreed, taking only a small percentage to assuage his conscience. He too feels guilty about the sale. Having always despised tomb raiders as worthless scum who sabotaged learning for profit, he has now joined their ranks, to his great disgust. Consequently, when months later he finished translating the scrolls and discovered the prophecy, he was all too ready to believe that his actions were a prelude to disaster. However, he also fears legal repercussions from the sale, so he will be highly disinclined to cooperate with any investigative efforts until the curse proves the more dangerous of these two threats.

THE HOUSE IN ISLINGTON

THE HEART OF DARKNESS IN NORTH LONDON



GROUND FLOOR



FIRST FLOOR

Blocked
Coal Chute

Boarded
Windows



CELLAR

Steff. J. Worthington

may come here having followed the cultists from one of their surveillance/scare missions; allow the cultists Spot Hidden rolls to detect their pursuers. Alternately, they may be led here via the addresses on the telegrams sent and received by Faez.

Faez has rented the house for the next two months from a local landlord, probably for a minimal sum. Awad Salama and Yousef Biket, his accomplices, stay at the house with the Child of the Sphinx and a couple of zombies, so that Faez can move about "polite" London society with little risk of being linked to the assassins. The investigators may wish to track down the landlord to determine who is leasing it, in which case they find that it is rented in Mounir Faez's name.

Appropriately enough, there is a small churchyard next door to the rented house. This has proven convenient for Faez, as he has raided the cemetery for corpses to revive as zombies for use later in his campaign of terror and murder. The assassins have dug up two graves (perhaps more if they have had to make additional zombies) at the back of the cemetery, nearest their house. They have covered their tracks well, re-covering the graves and using old dirt, leaves, and debris to cover the freshly-turned earth. Only a Luck roll followed by a Spot Hidden discovers the newly-dug earth, and then only if the churchyard is searched.

Salama and Biket usually stay in the house during the day, except when one or the other (rarely both) leave to do surveillance on one of their potential victims, or to get food or supplies for the pair. The house is kept locked whether they are there or not.

Salama and Biket generally use the tram (which runs to Aldersgate Street just north of the City of London, cost 2d) for transportation unless they are accompanying the Child of the Sphinx on a mission, in which case they hire a private carriage for the evening. In the former case they leave from one of the nearby stations (Barnsbury or St. Pancras), and in the latter one of the two men drives the carriage with the Jackal-Headed One inside.

The two men use mainly the ground floor of the house, venturing upstairs only to use the bathroom. The entryway opens on a staircase to the upper floor, and is mostly open

to that level. A door beneath the stairs leads to the basement, a second leads to the kitchen, and a third doorway opens onto the living room. The two men sleep in the living room, in bedrolls on the floor or on the couch; spare clothes are kept in small suitcases, but there are no other personal effects. The fireplace here is used regularly, as the two men are unaccustomed to England's cold, wet climate. The dining room sees little use, as the two men eat in the kitchen or living room; the table and chairs are dusty and unused. The kitchen is also dirty, with a few dirty plates and lots of empty canned goods and containers from street vendors.

Between the kitchen and the dining room is a tiny butler's pantry, with cabinets that once contained table settings. Now, however, one cabinet contains two leering full-head masks each depicting a snarling canine figure; a Biology, Egyptology, Occult, or halved Idea roll recognizes these as jackals, the canine scavengers of Africa, southeast Europe, and southeast Asia. A further Occult or Egyptology roll connects the jackal with Anubis, the jackal-headed Egyptian god of the dead; Anubis was the judge, protector, and guide of the dead, and the jackal was his sacred animal. The masks are stuffy and difficult to see out of: the wearer's Spot Hidden rolls are at -20%. (If the zombies have worn the masks to frighten or attack Faez's targets, the masks may also reek of putrefaction.)

As stated earlier, the upstairs is not used by the two men. A long hallway has doors to the two bedrooms and the bathroom. The furniture upstairs is sparse, and draped with white sheets. Intruders caught inside might be able to hide upstairs until the cultists leave again.

The basement is accessed from the main entryway, beneath the stairs. The basement is musty and damp. Old wood, windows, barrels, and crates are stacked in the three open rooms to the south.

Faez keeps a pair of zombies inside the closed room to the north, and they have been ordered to attack anyone other than Faez or the assassins who enter the room. They are clad only in trousers and shirts, and are for all practical purposes unidentifiable. The room has shelves holding some canned goods and a few small crates of foodstuff, all spoiled.

In the middle chamber of the three open rooms, standing against the wall to the south of the doorway, stands the jackal-headed Child of the Sphinx assisting the cultists. It is fully seven feet tall, muscular, and solid-looking. Atop its shoulders rests a large canine head bristling with short black fur; its muzzle is long and sharp, its ears stand almost straight up. The creature is dressed in a plain smock and trousers, the collar torn open to accommodate its thick neck.

The first time the thing is seen here in the cellar, the viewer loses 0/1D6 points of Sanity. The creature doesn't move, however, and stands as still as a statue (its flesh is hard and cold, but still as pliant as muscular flesh). In fact, it won't attack unless it is attacked itself. Instead, it waits for the intruders to leave, at which time it pursues them and tries to ambush them unawares.

The Ward of Anubis - A New Spell

This spell is used to ward a room and inform the caster of intrusions into it. It requires a number of small white or black stones, each of which must be enchanted with 10 Magic Points. The stones are then placed around the edges of the area to be warded; another 10 points are then expended to activate the ward for as long as the stones stay where they are; the stones are reusable. If any of the stones are disturbed or passed, the caster is telepathically warned of the intrusion. At that time he or she may expend another 10 Magic Points to get a brief glimpse of the intruder, subject to the amount of light in the warded area. Once the ward is disturbed, the spell must be recast.

Once the Sphinx-Child starts to move, Sanity loss is normal – 0/1D8.

The Child of the Sphinx wears a protective amulet on a cord around its neck, a simple copper disc inscribed with the hieroglyph of Anubis (an Egyptian Hieroglyphs identifies it as such). The amulet confers armor protection on its wearer equal to half his or her POW, rounded up. There is no cost to activate this, and the armor does not degrade. There is, however, a curse that goes along with the amulet. Unless a certain prayer is spoken by the new owner/wearer/discoverer within 24 hours of gaining possession of it, that person begins to have bad dreams every new moon thereafter. These dreams consist of vivid nightmares of shadowy animal-headed figures conducting horrible torchlit rites and sacrifices beneath the pyramids.

The attack on Geoffrey Jordan

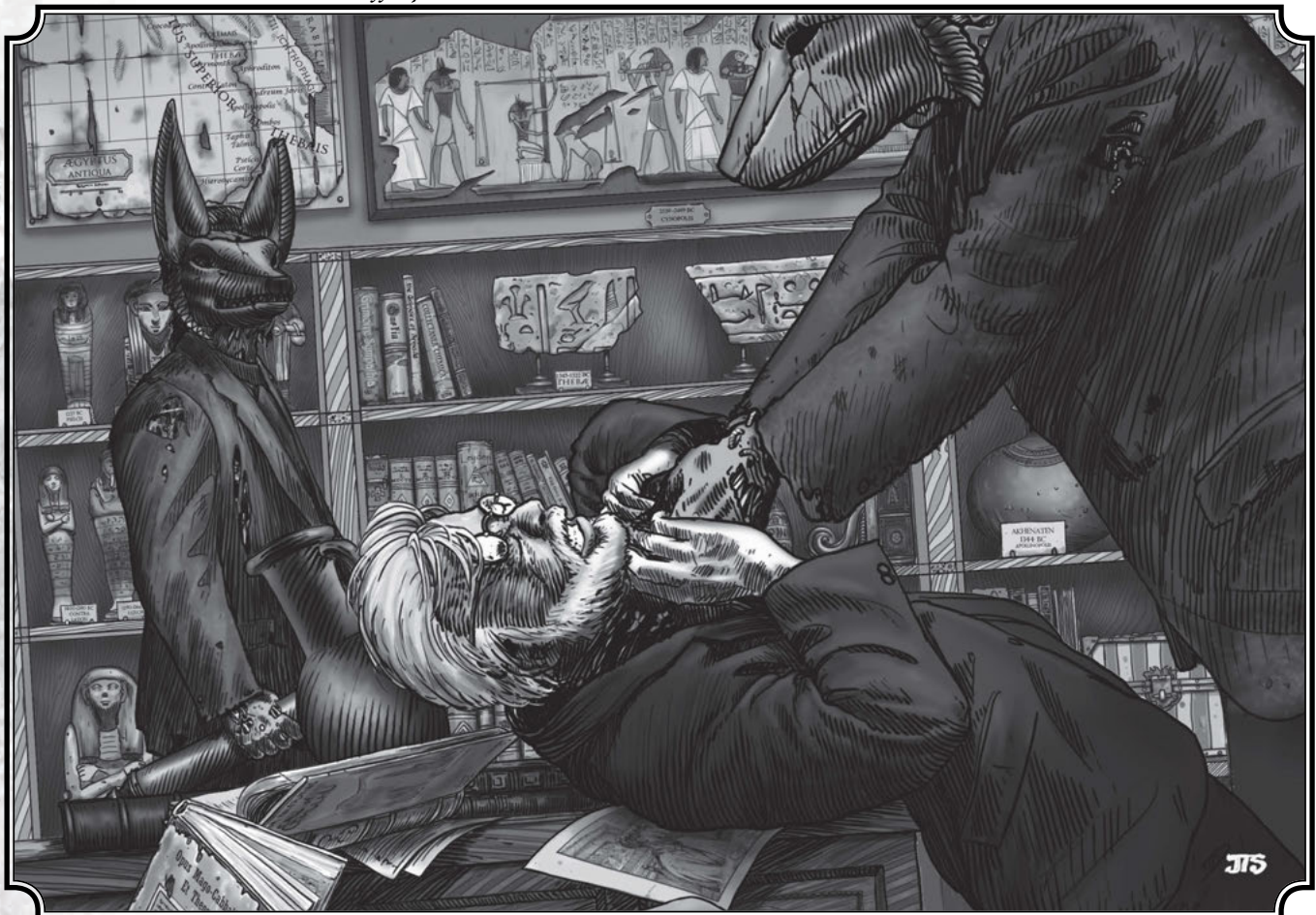
Awad Salama and Yousef Biket

Awad Salama is the older of the two assassins, a silent, brooding presence with a bushy black mustache and dark piercing eyes. He is powerfully built, and a cold-hearted killer. He speaks so rarely that he seems mute. Salama wears a weathered black suit (no collar or tie) and knee-high boots. He carries a huge knife in one boot and a length of strong cord in a coat pocket, but he is a formidable opponent even unarmed. If captured, Salama feigns ignorance of English, and will gladly go to the hangman for his cause.

Yousef Biket is a few years younger than his companion, and nearly as dangerous. Biket is the more talkative of the two, and not as dour-looking as Salama. He too wears a simple suit and high boots, but in addition to his dagger (boot) and garrote (coat pocket) he also carries a small revolver in an inside coat pocket. Biket frequently smokes cigarettes (domestic, now that he's exhausted his supply of his Egyptian brand), and always lights one for Salama when he lights up, even though Salama never asks and never smokes on his own. Biket too is fanatically faithful to his cause until the end.

The two men are obviously foreign in appearance, but an Anthropology roll is needed to identify their background as Arabian. Additional Anthropology or halved Idea rolls may note that the men do not appear to be wealthy, and are not obviously employed. In that case, how can they afford to rent a house...?

Each of these nightmares costs 0/1D3 points of Sanity, and they continue until the wearer goes mad, at which time he attempts suicide. The only way to get rid of the curse is to find a new owner for the amulet, who must wear it for the curse to be passed, or a prayer to Anubis must be found and spoken while a small sacrifice is made. The prayer should



be fairly difficult to discover, perhaps the result of weeks or months of painstaking library research and numerous meetings and correspondences with leading Egyptologists; this is left for the individual Keeper to handle as desired.

Jordan and the Scrolls

Faez and his cohorts are unlikely to get Hollingsworth to hand over his treasures, barring kidnapping one of his family and ransoming them for the mummy and scrolls. There are, however, more accessible copies of the scrolls in London: Geoffrey Jordan still has the copies he made, and Faez or the investigators are liable to discover this. This sets up the final series of events in the scenario. Faez's men put Jordan under surveillance, and this in turn alarms the archaeologist. He contacts the investigators, intending to reveal all he knows in hopes they can protect him. Whether they arrive in time to do so is another matter.

Faez sends his jackal-masked zombies (perhaps creating more if some have been disposed of by the investigators) and one or more of his men to kill Jordan and steal the scrolls. Unless investigators intervene, the disguised zombies break into Jordan's rooms, brutally murder him, and take the scrolls. If the investigators arrive too late, discovering the mangled body of Jordan costs 1/1D4 Sanity, as they realize they were too late to save him. They may, however, get a chance to pursue the jackal-headed creatures or their human allies as they flee. Regardless of how this turns out, one of the villains should escape with the scrolls. Note that the assailants take the hieroglyphic transcriptions, and may, with

a random investigator's successful Luck roll, leave behind Jordan's English translation.

If the investigators arrive before the cultists, they may be present when the creatures attack. They may be able to slay the attackers, or at least save Jordan, but somehow the zombies should get to the scrolls and get them to the cultists waiting outside – perhaps throwing them out a window. Alternately, Jordan may survive the initial attack, only to fall prey to the thieving assassins later that night.

Whatever the case, the cultists must somehow gain possession of the scrolls – either from Hollingsworth or Jordan – before the final scenes of the adventure, the dreaded “Night of the Jackals.” Once they have the scrolls, Faez and his accomplices abandon their lodgings and relocate to a rented farm north of London.

Hollingsworth and the Mummy

Sooner or later Hollingsworth is probably going to have to come clean about the mummy he took from the Abadan cult. He may approach the investigators as a result of the rising body count, or they may put together enough of the story to finally confront him about it. In the latter case, they must have first made some statement to the effect that they know Mounir Faez and his cohorts are responsible for the murders; only then can he trust them with what little he knows. Alternately, if they have made a continual nuisance of themselves, this event may not take place at all, as the Keeper desires.

Regardless of how it transpires, the investigators again travel to Kandahar House. If they have been contacted by

A Death – Toby Norton

Poor Toby Norton lives in utter terror for his life after the murder of Major Gower. He leaves the Army & Navy Club only to empty the club dustbins or run some errand for one of the members. He tries not to go outside at all after dark, but...

One night, Norton is told to take the rubbish out to the alley behind the club; the Keeper may wish to have the investigators visiting the club that night, perhaps summoned by Norton. He may even be in the process of revealing the tale of the Abadan cult raid when he is sent on his fateful errand. As the little man fearfully does his duty, something seizes him by the throat. One of Faez's jackal-masked zombies grapples the poor little man and snaps his spine over its knee. Again, if present the investigators may hear his strangled cries, or at least notice his prolonged absence. Discovering or viewing his body costs 0/1D3 points of Sanity. His face is frozen in terror, eyes staring, mouth agape.

If the investigators have hurried in response to Norton's screams, a Spot Hidden roll spies his attacker fleeing into the foggy night. With Luck or Track rolls, the investigators should be able to run down the shambling killer. When they find it, it appears to be a ghastly manlike creature with the head of a jackal, calling for a loss of 0/1D8 points of Sanity. The disguised zombie fights to defend itself, always seeking not so much to kill as to flee.

Soon after Inspector Craddock arrives on the scene he is likely to summon the investigators, if they are not already here, and question them about their thoughts on the case. At any rate he is now convinced the murders are related, given at least three regiment members have now been killed by methods requiring great strength. If the investigators succeed in bringing down Norton's attacker, Craddock is dumbfounded when faced with the long-dead corpse wearing a jackal's mask. He seeks the investigators' opinions on such a bizarre development, and may even begin to soften toward supernatural explanations at this point.

Hollingsworth, Fordyce admits them; otherwise, he must be Persuaded to summon his Master.

If Colonel Hollingsworth has summoned them, he is forthright about the Abadan cult raid, the mummy and the scrolls, Jordan's translation of the scrolls, and the recent appearance of Faez and his accomplices; he even takes them to his study to view the encased thing. If the meeting is at the behest of the investigators, Hollingsworth is his usual belligerent self, and the meeting takes place in the living room. In this case, the investigators must outline their theories and suspicions, playing up the fact that Hollingsworth's continual uncooperativeness is costing lives and endangering his own family. At the end of their argument, allow each investigator who spoke a Persuade roll; if any are successful, Hollingsworth takes them to his study and tells all, as above. The Keeper may give bonuses to the rolls of speakers whose arguments may have hit particularly close to home.

The result of this meeting of the minds should be that Hollingsworth now trusts the investigators, and is open to suggestions as to how to deal with the matter. This may include police protection, investigator surveillance and protection at the estate, or any other ideas the group may come up with. This even includes burning the mummy and/or the scrolls, though another Persuade roll may be necessary to convince the Colonel to part with his treasures.

Note that Hollingsworth's cooperativeness has its limits, and those who try to exploit him earn his redoubled wrath. Hollingsworth is a proud man, used to being in control of things, and this situation is not to his liking.

The Night of the Jackals

The climactic sequence of events of this scenario involves Mounir Faez's attempts to revive the mummy of Sekh-T'aut. He must have first obtained the scrolls seized from the Abadan cult by Colonel Hollingsworth, or one of Geoffrey

Jordan's versions of the scrolls. The latter is the most likely, though the Keeper may have to stage some sort of kidnapping/ ransom scenario to obtain the scrolls from Hollingsworth.

This event takes place a couple of nights after the scrolls have been obtained. The cultists seek not only to revive Sekh-T'aut, but create diversions to confuse the situation at Hollingsworth's estate at Kandahar House so that the resurrected priest can escape. If possible, they intend to make one such "feint" against Alan Paice, to draw off at least some of the investigators. A more serious diversion is to take place at Hollingsworth's estate. Faez himself is hidden in a wooded area less than a mile from Kandahar House, where he conducts the ritual for Sekh-T'aut's glorious resurrection.

The Feint at Alan Paice

By the end of this scenario Mounir Faez should be aware that the investigators are a threat to his plans. Hoping to keep them from interfering with the resurrection of Sekh-T'aut, the night before the resurrection he sends one of his accomplices (Salama, Biket, a disguised zombie, or the Child of the Sphinx) to lurk in the neighborhood of Alan Paice's shop and flat; if a zombie or human cultist is sent, he wears his jackal mask. The accomplice's job is to be seen in the vicinity of the shop, preferably by Paice and/or the investigators. Faez hopes this will bring the meddlers to guard the hapless tailor for the next night or two.

But this isn't all. Killing Paice was not originally part of Faez's plan – his intent was to murder only participants in the Abadan raid, to convince Hollingsworth that this is the source of his troubles. However, once the investigators start to make a nuisance of themselves, it will not take him very long to discover what their connection is to the Buffs. A little before midnight on the night of Faez's planned ritual he sends one of his disguised zombies to actually make an attack on Paice. The zombie is relatively mindless, and its sole purpose is to kill Alan Paice and then return to the cultists' house in Islington. If the investigators fail to protect Paice,

the undead horror succeeds, and the unassuming tailor is horribly murdered.

The Main Diversion at Kandahar House

Once Faez has the scrolls, the investigators should be expecting trouble at the Hollingsworth estate. They may or may not have gained Hollingsworth's trust before this, but he certainly needs their help now. Faez's plan is to send the Jackal-Headed One and Biket and Salama (if still alive) and any remaining zombies to Kandahar House a little after midnight to draw Hollingsworth and any of his protectors away

A Death – Dr. Sangster

Despite the distance he has placed between himself and his military service, Dr. Sangster has also been targeted by Mounir Faez and his accomplices. Unlike the others, Sangster is killed at his home, out of sight of the investigators.

The young doctor is lured out of his house in the middle of the night by a loud noise in the back garden. When he goes to investigate, Awad Salama strangles him. The killer then dons his jackal-headed mask and briefly (and deliberately) reveals himself to the house, where Sangster's wife is watching for her husband. She is left in deep shock by the sight, and afterward states that she saw a "wolf-headed man" murder her husband; some more sensationalist newspapers' calously pick up on this information, with headlines asking "Werewolves in London?"

The police arrive after the wife's screams bring the neighbors to check on her. The investigators have probably had little or no contact with the doctor, limiting police interest in them in this case, but they may learn of the death from other police contacts. Seeing this body costs no Sanity if the witness has viewed the other victims racked up thus far. Sangster has also been strangled, though a halved Spot Hidden roll notes that the marks indicate the size of the killer's hands seems to be much smaller than in Sgt-Major Crouch's case.



"What're ye waitin' for, lad?! Shoot!"

from the mummy; this way, when Sekh-T'aut is resurrected he might have an easier time escaping. The human cultists and the Child of the Sphinx are to lurk in the grounds of the estate while the zombies are sent in as "shock troops" to distract, weaken, and perhaps kill any defenders; if this fails, the cultists and the Sphinx-Child then try to gain entry to the house, where they attempt to kill anyone who gets in their way. If they do gain entry to the house, they may seek to seize a hostage to hold everyone at bay until the revived Sekh-T'aut has escaped.

Depending on how well-prepared Hollingsworth and the investigators are, the cultists may have a very difficult time of it. If Inspector Craddock of Scotland Yard has been brought in, he may have a few constables stationed around the house at any given time; Craddock himself should also be on hand. The investigators may also be present, if they have earned the Colonel's trust. The residents of Kandahar are also prepared: Colonel Hollingsworth prowls the hallways with his revolver close at hand, having sent his wife and son to bed; Fordyce checks the doors and windows, shotgun at the ready; and old Saunders putters around with a fireplace poker; the female servants are also sent to their room for their safety.

The Keeper is urged to make use of the maps of Kandahar House to outline strategies for the parties involved. Hollingsworth or the investigators may want to make use of external light sources, or position lookouts in the upstairs windows to watch for intruders. The cultists, on the other hand, will undoubtedly use the extensive gardens at the rear for cover.

Faez's Ritual

Mounir Faez has the least risky task in this sequence of events. He has only to conduct the resurrection ritual, safely away from any direct confrontation. Faez has chosen a small wooded area less than a mile east of Kandahar House in which to conduct the ritual. He travels to Hampstead in mid-evening, begins intoning the ritual chant at midnight, and must continue for at least an hour. If allowed to complete the ritual, Faez loses 1D6 points of POW and 10 Magic Points; this ostensibly gives him an automatic success, but a D100 roll of 96-00 is still a failure. Regardless, Faez will assume his spell has been a success, and prepares to leave London after waiting to hear news of Sekh-T'aut's revival.

It will be difficult for the investigators to find Faez on the night of the ritual. As stated earlier, the cultists relocate once they have the scrolls, and finding them is next to impossible. Perhaps inspired by Idea rolls, clever investigators may think to watch for the cultists at the train station in Hampstead. Unfortunately, only Mounir Faez is likely to use public transport, and then only if the majority of the investigators make successful Luck rolls; both parties should make Spot Hidden and/or Hide rolls to note the presence of and/or hide from the other. The zombies and the Child of the Sphinx, however, must travel in a closed carriage, rented by Faez and driven by him or one of the other cultists. In this case, discovery is extremely unlikely.

The investigators may seize Faez on sight, or follow him to his wooded destination. His capture or death prevents

Sekh-T'aut's resurrection, but not the strikes by his accomplices (who probably only learn of his misfortune later).

Sekh-T'aut Revived?

If Faez's ritual is successful, Sekh-T'aut's spirit is returned to his mummified body. Faez has no idea what this will accomplish, other than returning the priest to Earth. Sekh-T'aut, of course, has his own plans.

Once revived, Sekh-T'aut surveys his surroundings before making any moves. His first goal is to discard the tattered corpse into which he has been reborn. Using the Mind Transfer spell, he attempts to take possession of one of the people at Kandahar House. This may be Colonel Hollingsworth, one of his family, one of the servants, or perhaps even one of the investigators or constables trying to protect the Hollingsworth family. He tries to do this as quickly and secretly as possible. In his new body, Sekh-T'aut possess his own INT, POW, skills, and spells, but otherwise carries the physical characteristics of the host-body. The possessed character likewise retains his own mental capabilities, but gains the somewhat limited physical characteristics (it is speechless, for instance, but possesses a rudimentary sight) of the mummified body.

If the Mind Transfer is successful, Sekh-T'aut then tries to push the mind-switched mummy into a confrontation with one of the protectors at the estate, hoping that the monstrous undead thing will be destroyed by the unwitting investigators or constables. The person whose mind has been switched into the mummy is probably insane, having lost 1D20 Sanity from the transfer, and is most likely incapable of communicating his situation to anyone. Sekh-T'aut, in the new body, then lapses into a faked stupor, hoping that his condition will buy him time to learn about the strange new world of his rebirth. The "rescuers" of his new form will undoubtedly believe he has suffered a terrible shock, and have the person institutionalized. This plays right into Sekh-T'aut's hands. If the investigators are suspicious, allow Psychoanalysis rolls to determine if something seems odd about the "insane" individual; if successful, they may note that the affected person seems to have some degree of rationality left, but that he or she is deliberately hiding something. Exactly what this is they won't know without performing extensive psychoanalysis over several weeks or months. If the investigators suspect that something is still terribly wrong and they try to kill the "insane" person, they face the prospect of trying to convince the Victorian courts that the victim had been possessed by an ancient Egyptian priest and thus had to be killed; needless to say, they're likely to find themselves at the end of a hangman's rope.

If Sekh-T'aut is institutionalized, he remains there for several months, not speaking, still in his feigned stupor, slowly learning English and about the Victorian world. Then he makes his escape, using magic if necessary. Over the next few weeks and months he may trade minds again, hoping to confuse anyone who might still be pursuing him. Soon he begins taking steps to destroy England, thus becoming the basis of an extended campaign of the Keeper's devising.

Aftermath

The capture or destruction of Mounir Faez is worth 1D4 points of Sanity and 1D3 Credit Rating, while each of his cultist accomplices captured nets another 1D3 Sanity and 1 Credit Rating. If Faez is allowed to escape, however, the investigators lose 1D3 Sanity; if the investigators seem concerned about it, the escape of each of his fellow cultists may cost another point of Sanity.

If the investigators destroy the Child of the Sphinx, each gains 1D8 points of Sanity; if the Jackal-Headed One escapes, each loses 1D6 points, and this creature may come back to haunt them at a later date. Each zombie killed nets another 1D4 Sanity points, to a maximum of 6 points gained in this manner.

Though perhaps unlikely, each of the murders prevented (Gower, Norton, Sangster and Jordan) brings a reward of 1 point each of Sanity and Credit Rating. If Hollingsworth survives the scenario, his influence brings the investigators a bonus of 1D3 points of Credit Rating, in addition to a 1D3 Sanity reward; if Hollingsworth's family escapes Faez's plans unharmed, a similar amount is awarded.

The fate of one investigator's uncle, Alan Paice, also hangs in the balance as a result of Faez's plans. If the hapless tailor is killed, his nephew-investigator loses 2D3 Sanity, while his fellows lose 1D3 points in sympathy; it is arguably their failure that has cost the poor man his life.

The investigators' dealings with the police in this adventure may affect their reputations. If they have aided Inspector Craddock, answered his summonses and questions, perhaps called him in to help protect the members of Hollingsworth's regiment, each investigator gains 1D4 Credit Rating. If, however, an investigator obstructs Craddock's investigation, interferes with police business, withholds evidence, etc., he or she loses 1D3 or more points of Credit Rating, depending on how serious his interference has been. Actual criminal charges may cause a loss of 2D4 or more points of Credit Rating, depending on the severity of the offense.

The final disposition of the ancient Egyptian priest Sekh-T'aut may be uncertain when this scenario is over, as his spirit may be possessing another body. If the mummy is animated but destroyed, regardless of whose mind inhabits it, each surviving investigator receives 1D6 Sanity: for now, at least, the heroes may think they have won. If and when the investigators later learn that Sekh-T'aut has eluded them after all (most likely when his possessed host flees the asylum into which he has been placed), each loses 1D8 Sanity when they realize they have failed: the real foe is still alive, out there, plotting the destruction of all they hold dear. If Sekh-T'aut's spirit actually is killed, either by destroying the mummy while his mind still inhabits it, or killing whatever host body he has possessed, the investigators gain 1D10 Sanity. Unfortunately, they're liable to be charged with murder if they have killed a person they claim is possessed.

If the investigators succeed overwhelmingly, and Faez is not allowed to perform his ritual, and steps are subsequently made to prevent anyone from performing it in the future

(destroying the mummy or the various copies of the scrolls), the investigators gain 1D10 points Sanity for their outstanding efforts.

NPCs

ALAN PAICE, an investigator's uncle, age 39

STR 10 CON 12 SIZ 14 INT 12 POW 11
DEX 9 APP 12 EDU 15 SAN 55 HP 13

Damage Bonus: none.

Weapons: None owned; Rifle 45%, Revolver 25%.

Skills: Accounting 70%, Art (Tailoring (75%), Bargain 40%, Credit Rating 25%, History 60%, Law 40%, Library Use 65%, Natural History (birds) 45%.

COLONEL NICHOLAS HOLLINGSWORTH, blustery ex-soldier, age 50

STR 11 CON 10 SIZ 14 INT 14 POW 13
DEX 8 APP 10 EDU 15 SAN 45 HP 12

Move: 6

Damage Bonus: +1D4

Weapons: .455 revolver 55%, damage 1D10+2

Heavy walking stick 55%, damage 1D6+db

Fist/Punch 65%, damage 1D3+db

Kick 35%, damage 1D6+db

Double-barreled 20-gauge shotgun 50%, damage 2D6/1D6/1D3

Rifle 50% (none owned).

Skills: Anthropology 25%, Arabic 40%, Credit Rating 65%, Egyptology 25%, History 50%, Listen 45%, Occult 15%, Persuade 55%, Ride 40%, Spot Hidden 40%.

RAMONA HOLLINGSWORTH, frightened wife, age 29

STR 10 CON 11 SIZ 11 INT 13 POW 11
DEX 12 APP 14 EDU 13 SAN 55 HP 12

Damage Bonus: none.

Weapons: None; all at base percentages only.

Skills: Art (Watercolor Painting) 70%, Credit Rating 45%, French 50%, History 40%, Listen 65%, Spot Hidden 50%.

FORDYCE, the Hollingsworth butler, age 54

STR 12 CON 13 SIZ 14 INT 13 POW 12
DEX 11 APP 12 EDU 12 SAN 65 HP 14

Damage Bonus: +1D4

Weapons: Fireplace poker 50%, damage 1D8+db

Grapple 50%, damage special

Fist/Punch 65%, damage 1D3+db

Double-barreled 20-gauge shotgun 35%, damage 1D6 (rock salt).

Skills: Accounting 35%, Bargain 40%, Drive Carriage 35%, First Aid 40%, French 35%, Hide 55%, Listen 60%, Mechanical Repair 30%, Sneak 45%, Spot Hidden 45%.

MAJOR JOHN GOWER, well-to-do ex-soldier, age 44

STR 11 CON 10 SIZ 15 INT 12 POW 11
DEX 10 APP 12 EDU 15 SAN 55 HP 13

Damage Bonus: +1D4

Weapons: Cane 35%, damage 1D6+db

Skills: Arabic 15%, Credit Rating 75%, Law 45%, Natural History 45%, Persuade 55%, Play Whist 55%.

TOBY NORTON, destitute ex-soldier, club dogsbody, age 38

STR 10 CON 9 SIZ 11 INT 11 POW 9
DEX 12 APP 9 EDU 9 SAN 40 HP 10

Damage Bonus: none.**Weapons:** Kick 50%, damage 1D6

Fist/Punch 50%, damage 1D3

Skills: Bargain 25%, Conceal 55%, Dodge 40%, Fast Talk 65%, Grovel 85%, Hide 60%, Listen 55%, Sneak 55%, Spot Hidden 35%.**DR. ELLIOT SANGSTER, young doctor, former soldier, age 34**

STR 12 CON 14 SIZ 13 INT 15 POW 11
DEX 13 APP 15 EDU 14 SAN 50 HP 14

Damage Bonus: +1D4**Weapons:** None owned; all at base percentages only.**Skills:** Anthropology 20%, Biology 35%, Chemistry 30%, Credit Rating 40%, First Aid 70%, History 35%, Latin 35%, Medicine 55%, Pharmacy 35%, Psychology 30%, Spot Hidden 35%.**INSPECTOR HARRISON CRADDOCK, dogged Scotland Yarder, age 41**

STR 12 CON 14 SIZ 13 INT 15 POW 14
DEX 14 APP 11 EDU 12 SAN 70 HP 14

Damage Bonus: +1D4**Weapons:** .455 Revolver 35%, damage 1D10+2

Nightstick 65%, damage 1D6+db

Fist/Punch 65%, damage 1D3+db

Grapple 50%, damage special

Skills: Dodge 35%, Fast Talk 60%, Hide 50%, Law 60%, Listen 55%, Persuade 45%, Psychology 45%, Sneak 35%, Spot Hidden 75%.**GEOFFREY JORDAN, Egyptologist, former Hollingsworth friend, age 47**

STR 9 CON 9 SIZ 12 INT 15 POW 12
DEX 10 APP 10 EDU 20 SAN 35 HP 11

Damage Bonus: none.**Weapons:** .32 revolver 25%, damage 1D8**Skills:** Anthropology 55%, Archaeology 60%, Astronomy 30%, Cthulhu Mythos 20%, Egyptian Hieroglyphics 55%, Egyptology 55%, History 80%, Latin 55%, Library Use 60%, Occult 50%.**MOUNIR FAEZ, young Egyptian historian, priest of the Egyptian Old Gods, age 31**

STR 11 CON 13 SIZ 13 INT 15 POW 19
DEX 13 APP 13 EDU 16 SAN 20 HP 13

Damage Bonus: none.**Weapons:** .38 revolver 30%, damage 1D10

Dagger 45%, damage 1D4+2

Kick 45%, damage 1D6

Spells: Chant of Thoth, Create Zombie, Enthrall Victim, *Ward of Anubis (a new spell – see page 137).**Skills:** Arabic 75%, Bargain 25%, Credit Rating 35%, Cthulhu Mythos 35%, English 50%, Egyptian Hieroglyphics 70%, Egyptology 80%, French 35%, Hide 50%, History 55%, Listen 50%, Occult 70%, Persuade 45%, Sneak 35%, Spot Hidden 50%.**AWAD SALAMA, silent Arab cultist thug, age 42**

STR 13 CON 14 SIZ 15 INT 13 POW 11
DEX 14 APP 11 EDU 8 SAN 0 HP 15

Damage Bonus: +1D4**Weapons:** Huge knife 70%, damage 1D4+2+db

Garrote 70%, damage begin Drowning procedure

Fist/Punch 80%, damage 1D3+db

Grapple 60%, damage special

Skills: Arabic 50%, Climb 55%, Dodge 50%, Drive Carriage 40%, English 15%, Hide 40%, Listen 40%, Sneak 55%, Spot Hidden 45%.**YUSEF BIKET, Arab thug, age 38**

STR 12 CON 12 SIZ 13 INT 10 POW 10
DEX 12 APP 9 EDU 7 SAN 15 HP 13

Damage Bonus: +1D4**Weapons:** Dagger 60%, damage 1D6+db

.38 revolver 30%, damage 1D10

Fist/Punch 65%, damage 1D3+db

Garrote 40%, damage begin Drowning procedure.

Skills: Arabic 45%, Climb 45%, Dodge 35%, English 30%, Hide 35%, Listen 30%, Sneak 55%, Spot Hidden 40%.**THE JACKAL-HEADED ONE, a child of the Sphinx**

STR 22 CON 17 SIZ 19 INT 11 POW 11
DEX 11 HP 18

Move 8**Damage Bonus:** +2D6**Weapons:** Fist/Punch 65%, damage 1D3+db

Strangle 55%, damage db/each round (STR vs. STR to break free)

Bite 40%, damage 1D6

Armor: 2-point skin. Also wears a protective amulet worth an additional 6 points (see text for further details).**Skills:** Climb 35%, Dodge 35%, Hide 35%, Listen 70%, Sneak 75%, Spot Hidden 75%.**Sanity Loss:** 0/1D8.**Three Zombies**

	#1	#2	#3
STR	18	17	21
CON	15	18	24
SIZ	12	13	13
POW	1	1	1
DEX	10	6	6
HP	14	16	19

Move: 6**DB** +1D4 +1D4 +1D4**Weapons:** Fist/Punch 65%, damage 1D3+db

Bite 30%, damage 1D3.

Skills: Sneak 35%.**Sanity Loss:** 0/1D8, unless wearing the jackal mask, in which case 1/1D8.

Five Hardy Constables

	#1	#2	#3	#4	#5
STR	12	15	11	12	12
CON	10	12	16	12	12
SIZ	13	13	11	13	13
POW	12	7	16	8	13
DEX	16	8	9	9	14
HP	12	13	14	13	13
MOV	8	8	8	8	8
DB	+1D4	+1D4	+1D4	+1D4	+1D4

Weapons: Fist/Punch 60%, damage 1D3+db

Grapple 45%, damage special

Nightstick 45%, damage 1D6+db

Skills: Dodge 35%, Hide 30%, Listen 40%, Sneak 35%, Spot Hidden 35%.

THE MUMMY OF SEKH-T'AUT, long-dead priest of the Outer Gods

STR 20 CON 15 SIZ 11 INT 19 POW 27
DEX 8 HP 13

Move: 6

Damage Bonus: +1D4

Weapons: Fist/Punch 60%, damage 1D6+db; strangle 45%, damage db/each round (STR vs. STR to break off).

Armor: 2-point skin; impaling weapons do no damage (but slashing weapons may sever limbs).

Spells: Call/Dismiss Yog-Sothoth, Summon/Bind Dimensional Shambler, Contact Ghoul, Contact Sand Dweller, Contact Nyarlathotep, Dread Curse of Azathoth, Voorish Sign, Enchant Knife, Mind Transfer, Power Drain, Send Dreams, Steal Life, Voice of Ra, *Spectral Dagger (a new spell – see below).

Skills: Hide 65%, Listen 70%, Sense Hidden 85%, Sneak 85%.

Sanity Loss: 1/1D8.

Spectral Dagger – A New Spell

This spell creates the effect of an invisible blade that can be used as an offensive weapon. The spell takes 2 rounds to cast and costs 2 magic points per round the effect is maintained. The immaterial knife can be used at a distance equal to the caster's POWx3 yards, and has a base chance equal to the caster's Knife skill. Damage done is 1D6, and the Spectral Dagger can do impaling damage (the spectral weapon cannot become stuck in the victim). The use of the blade requires the caster to make cutting and stabbing motions with one hand.

THE BURNT MAN

This scenario is set among the bleak hills of Dartmoor, a large, sparsely inhabited area of moorland in the centre of Devon. The area is known for its prehistoric remains, treacherous bogs and ancient legends. Keepers may find it helpful to read Arthur Conan Doyle's *The Hound of the Baskervilles* for atmosphere. The village of Bargrove is however entirely fictional.

Answering the call of a recently bereaved widow, the investigators find themselves on the trail of a murderer; this in turn leads to a possible curse and haunting, and an ancient, lingering evil. The climax of the scenario takes place on the winter solstice, the night of December 21st. The investigators should be introduced to the mystery perhaps a week prior to this date, on or about the 14th of December. As the scenario begins the celebration of Christmas will be well under way; by the conclusion, an older, darker festival will have cast its shadow over festivities...

Keeper's Information

Of Caves and Shadows and Dwellers in Twilight

Long before the Romans came to Britain, waves of conquerors-turned-settlers – Picts, Celts, etc. – drove the dwarfish aboriginal inhabitants of the land out of their homes. Banished first to the lonely and desolate places of the isle, then literally underground as their oppressors spread ever wider, these original Britons became stunted and savage, twisted by hate and nurtured by thoughts of revenge. Some interbred with the terrible serpent folk, becoming even more warped in body and soul. Most stayed hidden and isolated. Legends of these First Folk live on as talk of faeries – the Little People – but time and the retelling of tales to make them more fit for children's ears have whitewashed the dark facts. The Little People are nowadays presented as mischievous and whimsical, when the truth is far more sinister.

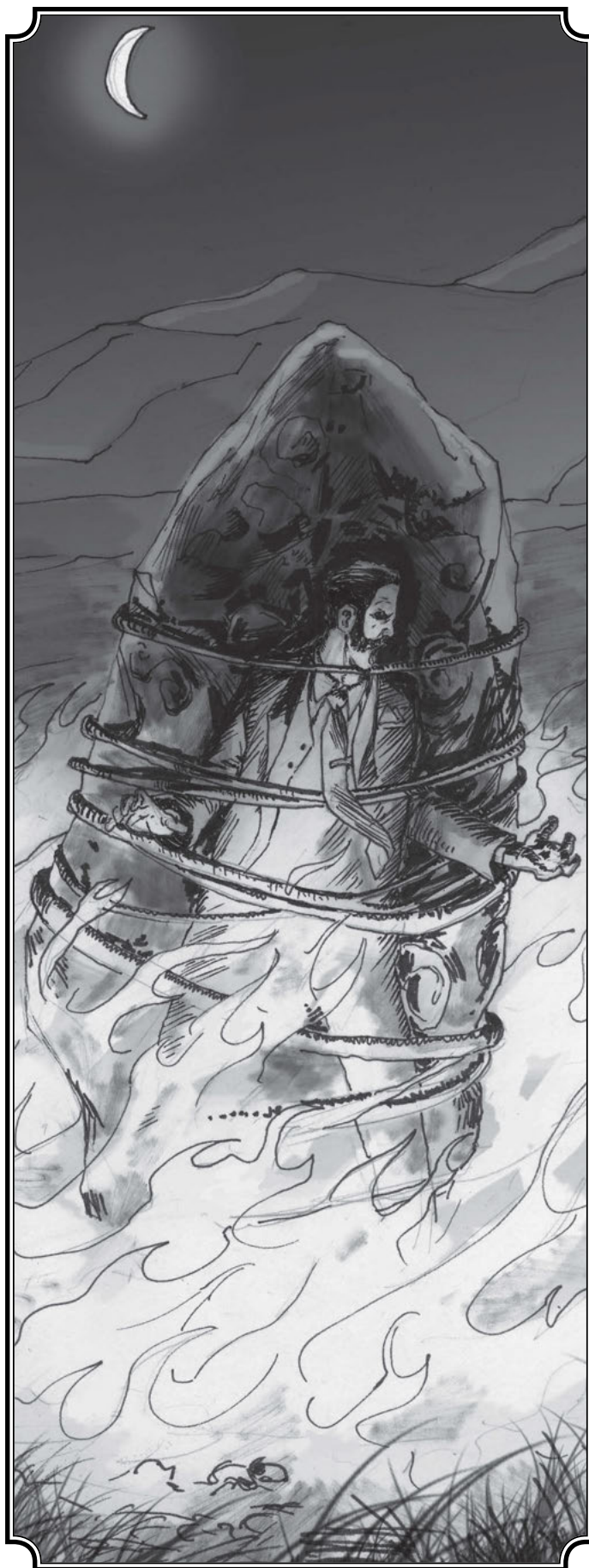
In ancient times the Little People would creep from their lightless warrens to murder travelers, steal babes from their cribs by an open window, and wreak revenge upon their conquerors in whatever ways they could. Time has diminished the Little People, but it has not dulled their rage. In the desolate places where they survive, the Little People live as they have for centuries, worshipping the Black Goat of the Woods and other foul gods. Terrible rites are held in Shub-Niggurath's name at certain times of the year, and innocent blood is spilled on cold stones beneath the stars on the solstices and equinoxes. On such nights, in the human habitations that border the Little People's territory, folk remember old stories whispered around the fire, and lock their doors and pray for morning.

Sir William Fitzhugh Allingham, Lord Bargrove and Squire of Bargrove Parish, was a man of arrogant passion. Although a third son, and thus destined not to inherit his family estates and titles, Sir William was not one to allow fraternal bonds to hinder ambition. By his 36th birthday he had killed his two elder brothers, Charles and Walter, in such a way as to make their deaths appear accidental. Local gossip blamed the deaths upon an ancient curse, and Sir William was never even suspected.

Once in possession of his family home and estates, Sir William set about modernizing his tenants' farms, evicting those slow to pay rent, and generally setting things into what was for him a more agreeable order. In doing so, he broke many traditions, but as they were not his, Sir William was unconcerned. Only when he hired men from another district to tear down a standing stone in a field he wished plowed, a task no locals would carry out, did Sir William's misdeeds finally bear fruit.

The standing stone was sacred to the Little People, and having disturbed it, Sir William's life was forfeit. The very next night, December 8th, the Little People squirmed up out of their caverns beneath the earth, ambushing him as he took an evening constitutional. They bore him away to the stone he had ordered felled, where he was ritually slain, and the Little People avenged. The monolith must be re-sanctified however, and to achieve this, the Little People plan to sacrifice six children to Shub-Niggurath, burning them alive in a man-shaped wicker cage. Sir William's 8 year old daughter Ursula is one of the children chosen to die.

The death of Lord Bargrove, together with the unseen but not unnoticed prowling of the Little People about Bargrove Hall, has prompted Lady Amanda Allingham to suspect that her home is haunted by her late husband's ghost. The investigators are hired by her to discover whether this is true,



Sir William's punishment

as well as to find Sir William's killer. Journeying to Dartmoor, the investigators become involved in the machinations of the Little People.

Investigator's Information

It is a crisp winter morning in the greatest city in the world, London, December 189-. A thin, soot-stained layer of snow has fallen overnight, and is already melting. Grey slush slides from rooftops into the gutters. The cries of knife-grinders, milkmaids and other street vendors rise on the air; hansom cabs and produce-laden carts bound for Covent Garden Market rattle down the narrow, cobbled streets. London awakes to a new day.

Shortly after 10 AM, a letter is delivered to one of the investigators. The envelope is expensive, and addressed in a firm, neat hand. Within is a single sheet of stiff paper, containing the following letter. (see *The Burnt Man Papers* #1 on page 148).

The offices of the legal firm are located in Knightsbridge, an up-market area a little west of the City. This close to Christmas there are many people about on the streets, some with their hands wrapped in furs, arms laden with presents, others dressed in rags trying to sell matches or flowers to raise money for food. On the corner near the solicitor's a cheerful red-faced man sells roasted chestnuts; he huddles close to the brazier upon which he roasts his wares. The appetizing aroma follows the investigators into the foyer of the solicitor's office, where it is promptly overpowered by the smells of furniture polish and tobacco smoke.

Squeaking leather upholstered chairs await the investigators in the foyer, a small room crowded by the furniture it contains: filing cabinets, a painting of Queen Victoria, a dusty potted palm and a large desk, behind which sits a stern receptionist. A sign on the receptionist's desk identifies him as Percival Jones. Head held erect due to his stiff white collar, Jones welcomes the investigators with a polite smile and bids them be seated, as Mr. Shearer will see them shortly.

The gentleman in question soon steps in and ushers his visitors into his office. Shearer is a short, portly man in his early 50s, fond of claret and expensive cigars. Partially bald, his remaining hair flies up in white wings above his ears. Shearer, a solicitor for over 30 years, is fussy, obsessed with his work: he speaks of all his customers as "valued clients." His manner is abrupt, his speech clipped.

Once the investigators are seated and introductions made, Shearer explains the situation to them. Lady Allingham is not entirely happy with the police investigation into her husband's murder, and wishes to hire competent professionals to join the search for Sir William's killer. Once this is explained, Shearer grows a trifle uncomfortable as he expands further on his client's needs.

Lady Allingham, it seems, believes her late husband's ghost is haunting Bargrove Hall, their ancestral home. The investigators are to be hired to ascertain whether or not this is so, and if so, to lay Sir William's spirit to rest. Should

they accept, the investigators are to be paid the rate of £10 per week. Rooms have been arranged for them at Bargrove Hall, along with train tickets to the nearest station (Princetown). Further arrangements can be hammered out between Shearer and the investigators, but he takes a dim view of anyone who seem intent on defrauding his widowed client. Psychology rolls reveal that Shearer is skeptical of the idea of ghosts, but at the same time wants to do the best for his client.

Researching the Allingham Family

The investigators no doubt wish to discover as much as they can about the Allingham family. Library Use rolls uncover a recent newspaper article, as well as substantial and flattering entries in Who's Who and Burke's Peerage (see The Burnt Man Papers #2, page 150).

Additional Library Use rolls while searching among back issues of The Times, or at the Office of the Registrar of Births, Deaths and Marriages, in Somerset House, will find references to the deaths of several of Sir William's relatives. These can be found on page 150 as The Burnt Man Papers #3 and #4.

Further research can also turn up the following list of the male relatives of Sir William Allingham, and their cause of death.

- Sir Walter James Allingham, elder brother, died May last year, aged 36, in a hunting accident when his saddle girth snapped, sending him plunging beneath the hooves of the horses following his own.
- Sir Charles Edward Allingham, eldest brother, died July two years ago, aged 37. Head crushed by gargoyle fallen from the roof of Allingham Hall.
- Captain the Honourable Gordon Allingham, cousin, died May 1880, aged 27. Suicide by drowning.
- Sir Fitzhugh Warrick Allingham, father, died Bargrove Hall December 1871, aged 39. Fell down stairs and broke neck in celebrations on Christmas Eve.
- Sir Percival Gilbert Allingham, grandfather, died in the Crimean War, 1855, killed by enemy fire, aged 38.

An unbroken line of male members of the Allingham family, all of whom died before their 40th birthday, can be traced back to circa 1640, if the investigators are so thorough as to check. Prior to that date, the men generally live to a normal age.

SHEARER, HARTLEY AND WHIGG
BARRISTERS AT LAW,
123A KING'S ROAD,
KNIGHTSBRIDGE

Dear Sir,

I am writing on behalf of my client, the recently bereaved Lady Amanda Allingham, on a matter of great privacy. The details cannot be expressed adequately in writing, and I feel it best to offer you (and any acquaintances you deem appropriate) an interview at my office where we might discuss the matter at length. The particulars involve travel to Dartmoor. Financial restitution will of course be offered for your services. Might I be so bold as to suggest tomorrow at 2 o'clock P.M. as a suitable time? Please do not hesitate to contact me and arrange a new time if this is inconvenient.

Yours sincerely,

Morcombe Shearer
Shearer, Hartley and Whigg

The Burnt Man Papers #1

The Allingham Curse

A moderate amount of searching is required to uncover specific references to the Allingham curse, other than the brief mentions in newspaper articles above. Only one book, Cursed Families Of Great Britain, notes the curse directly. An extract from this is given as a player handout (Burnt Papers #5, page 151).

Several texts make mention of a variety of curses haunting British families. Particular reference is made to Glamis Castle, the Lord of which carries a secret which can only be passed on his death bed, said to involve a secret room and the horror it contains. Other curses include skulls that scream when removed from certain rooms, and white ladies and black dogs as harbingers of doom. Occult rolls allow

investigators to recall reading or hearing similar information.

Travelling to Bargrove

The journey from London to Dartmoor takes much of the day, departing from Paddington Station in the early morning. The investigators must change trains several times before reaching their final destination, not least because the tracks are of different gauges. From their comfortable seats, the investigators have a breathtaking view of the English countryside as it sweeps past their windows, obscured now and again by clouds of steam from the train's engine. The endless grey expanse of London's suburbs is replaced by the sun-dappled green of fields and meadows. As the day wears on, the landscape takes on a more somber cast as the train rattles up steepening gradients, entering the bare, windswept hills and boggy moorland of Dartmoor. The investigators catch glimpses of a lonely countryside, empty save for gnarled trees twisted by the wind, with bleak outcroppings of granite, grey against the heather, and occasional small villages. Stops become less and less frequent, the train becoming emptier with each isolated station that it passes through.

It is dusk before the small town of Princetown is reached. This is the highest railway station in England, at 1427 feet above sea level, and the line terminates here. Once the investigators and their luggage are deposited on the station platform, the train shrieks and slowly chugs off back towards civilization. The investigators are left standing amidst the clouds of steam and smoke generated by the locomotive's departure.

Princetown

Princetown is a small community of a few hundred people, so named because it was built on land donated by the Prince of Wales. It is dominated by the nearby Dartmoor Prison, originally built to hold Napoleonic prisoners of war, but now confining about 1000 inmates, all serving long sentences. Some consider it the hardest prison in Victorian England. There is a single hotel (The Duchy) should the investigators decide that Bargrove Hall is not for them, a pub (the Prince of Wales) and a few shops selling basic supplies. A single track road (Bargrove Lane) leads to the village of Bargrove, but this is several miles away. There are only two trains up and down the Princetown line each day, but this is still a novelty to the locals, as it was only completed in 1883.

Princetown Station

The station is staffed by Paul Davies, a lone Station Master in his sixties, who has become taciturn and misanthropic since the death of his wife a few months ago. He is not fond of city folk, nor is he impressed by wealth or status. Once the train has pulled out, leaving the investigators on the windswept platform, he shuffles out to examine their tickets. He does not offer to help with their luggage, nor does he look strong enough to do so. Should anyone inquire, he says that Bargrove is an hour's walk away, something of an exaggera-

tion. The Allingham carriage will be at the station to pick up the investigators within five minutes, but if asked about this possibility, he will shrug and feign ignorance. Once he has carried out his official tasks, he retires to the warmth of his office.

Police Station

Should the investigators wish to contact the police, Princetown is the nearest place to do so. This two-room building is both police station and jail, although the jail is rarely needed. Constable Bruce Hallifax is in charge here, and responsible for law and order in the surrounding area, including Bargrove. He takes no stuff and nonsense from uppity city folks unless they impress him with their class and bearing. Any investigator with a Credit Rating of more than 40%, or of Upper Class, receives Constable Hallifax's full attention and cooperation; otherwise he disdains those who come poking their noses into local affairs. Although officially the sole representative of the police hereabouts, the local prison provides him with a possible source of volunteer constables should serious need arise.

Hallifax is a red-haired man of fair complexion, wind-burnt from frequent exposure to the Dartmoor weather. He does not believe in the Allingham curse, nor does he believe that a local is responsible for Sir William's murder. Constable Hallifax suspects that one of the hired men from outside the district, contracted to pull down the standing stone, committed the murder. As yet he has been unable to prove his theory. Hallifax is a common sight around Bargrove, riding his bicycle everywhere.

Investigators wishing to examine the official documents regarding Sir William's death must succeed at Law, Debate or Credit Rating rolls to impress Hallifax with their worth. Should these attempts be successful, the investigators are shown the file. The official death certificate for Sir William Allingham states that the deceased was bound upon the fallen standing stone in Hob's Field (see the entry "The Standing Stone" for more details) where his wrists were slashed open with an unrecovered dagger or knife. Even as the peer bled to death, his stomach was slashed and his entrails dragged out, and a sizable fire was then lit around his dying body. Investigators who read or hear of this, and who succeed at Archaeology, Anthropology, or History rolls are reminded of the traditional triple death of the ancient Celts: the druids are thought to sometimes have executed people in this manner, although more often the triple death involved strangulation, clubbing, and drowning.

Post Office

Admirably managed by the bustling, bespectacled Mrs. Elsie Green, the post office and telegraph office is Princetown's main link with the outside world. Regular post is delivered and picked up by a postman, but anyone wishing to send or receive a telegram will need to come here, or arrange for a servant to do so in their stead.

N.C.O.'s OF THE FIRST SIKH INFANTRY FORCE, PART OF
GENERAL CORRIE BIRD'S FORCE

ALLINGHAM CURSE STRIKES AGAIN

Lord Bargrove Dies Horrid Death

DARTMOOR: The horribly burned body of Sir William Fitzhugh Allingham, Lord Bargrove, 36, was discovered by a cowherd yesterday morning in a field in his country estates. His death has prompted local talk of a curse that haunts the Allingham family, striking down every Lord Bargrove before his 40th birthday.

FEW DETAILS of the murder have been released, but Exeter police believe that Sir William was savagely treated, and already dead before the flames consumed his body. The police have no definite leads in the case but, in the light of Lord Bargrove's disparaging comments in the House of Lords on the subjects of Irish Home Rule and Cornish independence, police suspect some local political firebrand may be responsible. Interviews are being conducted in the district, and should produce the guilty man within a space of days.

SIR WILLIAM is survived by his wife Amanda, daughter of the late Col. Clarence Montmorency of the Indian Corps, and a daughter, Ursula, aged eight. Deepest condolences are extended to Lady Allingham in her bereavement, and hopes that in the celebration of the birth of Christ so soon upon us, she can find consolation for her untimely loss.

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THE T Afgha

The Burnt Man Papers #2

M. ADER'S FLYING-MACHINE.

GRISLY DEATH OF SIR CHARLES ALLINGHAM

AGE OF FAMILY HOME CONTRIBUTES TO DEATH

Peer Mourned By Brothers

SIR CHARLES EDWARD ALLINGHAM, Lord Bargrove, 37, was yesterday declared dead following a tragic accident at his family home in Dartmoor. He was struck by a limestone gargoyle that had become loosened by age from the facade of Bargrove Hall, and fell upon Sir Charles as he made his exit from the house, with instantly fatal results. The late peer is survived by his younger brothers, Walter, 35, and William, 34. Rumors of a family curse have dogged the investigation by local police, Bargrove villagers having refused to accept any other explanation for Sir Charles' death.

Your Editor's Gleanings

THE UNVEILING OF HIS GRANDEATHER'S STATUE

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The Burnt Man Papers #4

Price 3d.


TRAGIC ACCIDENT CLAIMS PEER'S LIFE

SIR WALTER ALLINGHAM DIES IN HUNT

Family Curse Claims New Victim?

THE MASTER OF THE DARTMOOR HUNT, Sir Walter James Allingham, died yesterday in a hunting accident. Lord Bargrove was carried to his ancestral home after the accident, but died before he could receive medical attention. The saddle girth of his mare apparently snapped in mid-gallop, sending Sir Walter, an accomplished rider, to his death beneath the hooves of the mounts behind him.

LOCALS CLAIM that an antique curse haunts the Allingham family, ensuring the death of every male in the family before his 40th birthday, a theory described by the local vicar as "superstitious twaddle." Sir Walter, who had inherited his peerage following the death of his elder brother one year ago, is survived by his younger brother William, who now assumes the title of Lord Bargrove.



THE LATE SIR WALTER ALLINGHAM AND BROTHER WILLIAM
From a Photograph by A. King, Littlehampton

London is, unhappily, vying with Continental capitals in the number of deaths and suicides brought about by immoral liaisons. What is called "The Soho Mystery" still perplexes the Police. On Friday

The Burnt Man Papers #3

Arriving at Bargrove Hall

Soon there comes the sounds of hooves and wheels on gravel. The Allingham coach, drawn by two white horses, pulls up in front of the station, and James McKenzie, Lady Amanda's gruff Scottish coachman, vaults down from the driver's seat. He loads the investigators' luggage, strapping it firmly atop the roof, and assists any ladies present into the carriage. Once everyone is seated the coach rattles away. The ride takes some 20 bone-shaking minutes, during which the investigators may look out across the valley, bathed in the gentle glow of dusk, as they ascend the hill upon which Bargrove Hall stands, overlooking the village, described later.

Light spills down the steps from the open door of the manor, and the butler, Howard, and the housekeeper, Mrs. Beddowes, stand ready to welcome the guests. As guests of his employers, the investigators are entitled to address the butler simply as "Howard": the other staff of course address him as "Mr. Howard". Ushering them inside, the staff show the investigators to their rooms upstairs, where steaming ewers of hot water await. Howard politely explains to the investigators that Lady Allingham will greet them in the parlor once they have refreshed themselves.

Meeting Lady Allingham

Dressed all in black, Lady Amanda Allingham does not rise to meet the investigators, but waves them to the chairs drawn up around the roaring fire, watched over by a glowering portrait of her late husband hanging above the mantelpiece. There are only enough chairs for Middle and Upper Class investigators. Lower Class investigators are assumed to be servants, and are expected to stand. While the wind off the moors moans about the eaves of the manor house, Lady Amanda explains her predicament.

Sir William Allingham's murderer has not yet been apprehended; in Lady Amanda's eyes the police are little better than bungling amateurs. Lady Amanda has turned to the investigators instead, to help her catch the criminal who so foully slew her beloved William. "Not until his killer has been hung can I know rest gentlemen, nor, I fear, can my husband's tortured soul do so."

The Haunting

Since the murder of Sir William Allingham a little over a week ago, strange events have been occurring at Bargrove Hall. Doors and windows which were firmly barred at night are found wide open the next morning. Objects are rearranged and furniture shifted, in some cases even moved from room to room.

No prowlers have ever been observed, despite servants sitting up all night in the hope of apprehending the perpetrators. Lady Amanda believes that her husband's restless spirit haunts the manor, unable to pass on to the Other Side until his murderer is brought to justice.

In fact, these strange events are caused by the Little People, prowling about Bargrove Hall while its residents are sleeping. Soon they will carry off eight year-old Ursula Allingham, but for now they are content to poke and pry, learning the layout of the house and marveling with ancient malice at the grandness of their enemy's domicile.

Dinner and Discussion

Lady Amanda gives the investigators full permission to explore every inch of Bargrove Hall, and has already informed

The Burnt Man Papers #5

CURSED FAMILIES OF GREAT BRITAIN

Of this marvel, physicians could never give any reason, except that horror constrained the blood to run back, through fear of a beast so contrary to human nature.



Cursed to a Fore-shortened Life

High in the haunted moorlands of Dartmoor, the Allinghams of Bargrove Hall are cursed with premature mortality: no man of this family ever lives to see his 40th birthday. Local lore claims that Sir Montague Allingham (1612–1642) flogged to death a gypsy lad found stealing horses from Bargrove Hall, as a result of which the boy's mother placed the curse upon Sir Montague and his sons in perpetuity.



DARTMOOR, A MANY-CURSED REGION OF BRITAIN

the servants of this. She also places the coachman and carriage at their disposal. She does not expect them to begin straight away; no doubt the investigators are tired after their long journey. Once Howard has poured everyone present a glass of sherry, and the investigators have warmed themselves by the fire, Lady Amanda escorts them to the dining room. Here a sumptuous meal of soup, quail and roast beef is served. Lady Amanda's daughter, Ursula, is present at dinner, as is her lovely young tutor, Josephine, neither of whom speaks unless directly addressed. After the meal the tutor escorts her charge upstairs, and neither is seen again that night.

Once again, Lower Class investigators are not expected to dine with those of more refined birth, unless the Upper Class investigators specifically ask that they be present. Servants, among whom Lower Class investigators are automatically included, are expected to dine with the rest of the staff in the kitchens.

In the dining room, Lady Amanda makes polite conversation on a range of topics. She only shows animation when the topic of ghosts is raised, and proves herself an informed and well-read speaker on the subject. If anyone mentions Bargrove village, Psychology rolls indicate Lady Amanda's extreme, almost paranoid aversion to the place and its people. She dismisses any such line of conversation with obvious venom. Once the meal is finished, Lady Amanda retires for the evening. The investigators are free to amuse themselves as they see fit, but after their long journey, an early night is sure to seem attractive.

Bargrove Hall

Built in the 1400s and added to over the passing centuries, this magnificent manor house has a commanding view of the moors around Bargrove. Its impressive facade is overgrown with ivy, out of which peer small windows of lead-lighting and stained glass. Several leering gargoyles dot the ornamental facade, one of which, loosened by Sir William Allingham, was responsible for his brother's death. Bargrove Hall has two stories and an attic, as well as east and west wings, an extensive cellar, kitchens and servants' quarters. A variety of outbuildings are dotted about its grounds. Sir William's recent modernizations have equipped Bargrove Hall with gas lighting and an indoor water closet.

Ground Floor

Entrance Hall

Arched double doors of age-darkened oak open onto a grand hall, which rises the full height of the manor from ground to roof. Broad steps descend to the wide, graveled drive, which leads to the village road, as well as around to the stables. Inside the hall suits of armor stand at attention in niches to either side of the entrance, and medieval tapestries bearing the Allingham arms hang above them. A staircase sweeps up to the first floor from this cold and imposing hall.

Parlor

This large room is where Lady Allingham spends much of her time. Overstuffed chairs are drawn up around the fireplace. At this time of year, a fire is kept burning constantly. High, narrow windows let in the weak sunlight. The parlor is decorated with a variety of paintings of family members, dead and living, as well as trophies, small statues and other objets d'art. A large canvas of the late Sir William, its frame draped with black crepe, hangs in pride of place over the mantelpiece.

Dining Room

This gloomy, echoing room is large enough to sit 20 guests, but very seldom does so. The dining table is highly polished, enough so that one may see one's face reflected therein, and the remainder of the room is equally grand.

Library

Located in the west wing, the library contains many volumes on a variety of subjects. With successful Library Use rolls, investigators who spend several days examining the shelves find at least two books of interest concerning Bargrove and the Allingham curse. The first points to a site of ancient worship, which is where the final scenes of the scenario take place; the second further outlines the curse reputed to haunt the Allingham line. Several hints in the Bargrove area may leave the investigators curious for lore about faeries, and a player handout concerning this subject is also included (The Burnt Man Papers #7, pg 156):

A HISTORY OF BARGROVE PARISH: This slim, leather-bound book was privately printed in 1750, written by the otherwise unknown Thomas Worthington, and details a variety of facts, legends and half-truths about the area. Of particular note is a section describing how Bargrove came to be named. This is reproduced nearby as a player handout (The Burnt Man Papers #6, pg 154).

THE ALLINGHAMS OF BARGROVE HALL: This thick, gilt-embossed book is a private volume printed solely for the Allingham family, written by the late Charles Allingham while he was a student at Cambridge. The book details the rise and fall of the Allinghams, from the time of the 4th Crusade, which took Byzantium in 1204, through successive generations. After the battle which stormed Byzantium the first Sir Allingham was knighted, and the family has flourished ever since.

Not until 1642 did a shadow fall over the Allingham line. The death of Sir Montague, politely referred to as "a hot-blooded rogue," marked the first male of the family to fall victim to the Allingham curse. A sizable portion of the book deals with the curse and its effect on successive generations. According to Charles Allingham's studies, Sir Montague apprehended a gypsy boy of tender years in the act of stealing a horse from the stables of Bargrove Hall. Montague beat the lad to death in a frenzy, and the boy's mother, apparently some kind of wise woman, placed a curse upon her son's

BARGROVE HALL

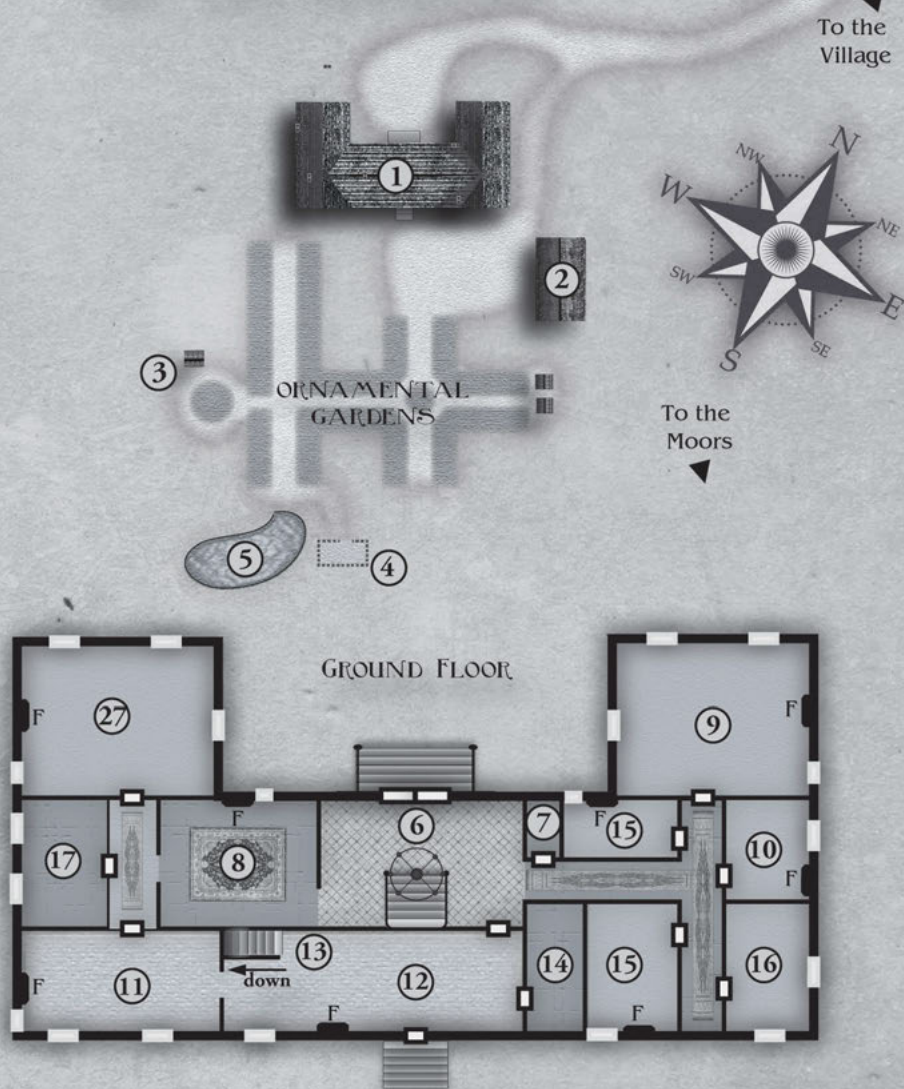
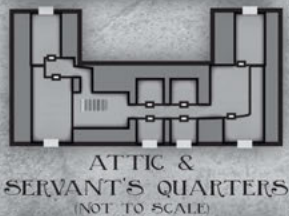
WHERE ANCIENT FORCES HOLD SWAY

REFERENCE

1. Bargrove Hall
2. Stables
3. Groundskeeper
4. Family Cemetary
5. Ornamental Pond
6. Entrance Hall
7. Cloak Room
8. Dining Room
9. Parlour
10. Billiard Room
11. Kitchen
12. Scullery
13. Cellar Stairs
14. Pantry
15. Unused Rooms
16. Trophy Room
17. Chapel
18. Master Bedroom
19. Miss Ursula's Room
20. Schoolroom
21. The Nanny's Room
22. Spare Bedrooms
23. Bathrooms
24. Upper Balcony
25. Stairs from the Hall
26. Stairs to the Attic
27. Library

-  Stairs
-  Doors
-  Windows
-  Fireplaces

Scale 0 Interior 20ft
0 Exterior 75ft



Steff. J. Worthington

murderer and his offspring. The exact wording of the curse reads "As my boy hath died young, so shall ye and your sons, until the old gods waken and night becomes day."

Chapel

This private chapel is found in the west wing, and was used by the Allinghams up until the late 1700s. In all respects it is a scaled-down reproduction of a church, complete with font, pews and altar. Several members of the Allingham line are entombed within, including Sir Montague Allingham, who caused the curse to be placed upon his family. Sir Montague is buried in a small tomb bearing a carved effigy of him in a suit of armor upon its lid. Apart from the chill atmosphere in this chapel, there is little else of interest.

The Burnt Man Papers #6

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DARTMOOR IN ROMAN DAYS

In the time of the Emperor Claudius, when Rome successfully conquered southern Britain, a century of men from the Legio IX Hispana was called to quell a small uprising in the kingdom of the Dumnonii. Traveling to what is today called Dartmoor, the Legionaries discovered Druid priests engaged in human sacrifice — a practice outlawed by Caesar — within 'the Burnt Grove.' The Legion fell upon the bearded priests, but the druids called their allies, the People of the Hollow Hills, and by their magics and by the fearful power of the Old Gods, the Romans were defeated. Only one man survived to tell the tale, and he was mad. This event is placed by my reckoning in the vicinity of Bargrove village, whose name may well be a corruption of 'Burnt Grove,' perhaps on the hill the locals call Eagle Tor, in approximately 48 AD. Interestingly enough, the IX Hispana was considered a cursed Legion thereafter, and vanished to the last man in the mists beyond Hadrian's Wall.

A similar — if somewhat less specific — tale is told about survivals of the most

Kitchens

These slate-tiled rooms are located at the rear of Bargrove Hall. The servants are surprised at any investigator who explores here, unless they are also of Lower Class. Upper and Middle Class investigators are generally treated with respect by the servants, but Lower Class investigators are treated as equals. Overlooking the gardens and the moors, the kitchens are one of several means of entrance into Bargrove Hall by the Little People. The kitchens also provide access to the extensive cellars below the manor. These are used for storage of firewood, oil, potatoes and wine. The cellars are innocent of any evil, although that should not stop the Keeper from insinuating the contrary and encouraging the investigators' fears and suspicions.

Upstairs

Most of the upstairs rooms are bedrooms, with the schoolroom-nursery also found here, together with several bathrooms and the water closet. The further reaches of the Hall, particularly the rooms in the east wing, are largely abandoned, the furniture draped in sheets, with dust and cobwebs coated over all.

Master Bedroom

The four-poster canopied bed which dominates Lady Allingham's bedroom is of medieval origin, and has considerable monetary value. Other furnishings in the room are of similar age. A collection of books dealing with the supernatural, ghosts in particular, are piled beside the bed.

Schoolroom

Here is where young Miss Ursula receives her private tutoring from an expensive French nanny, rather than rub shoulders with the commoners in the village school. There are six low desks in the room, many gouged with graffiti by bored Allingham students over the years. A large globe sits on the desk at the front of the room, before a blackboard supported on an easel. There is a large collection of textbooks in a glass-fronted cabinet to one side of the room. Windows in the other wall overlook the family cemetery, and the lonely expanse of the moors is visible beyond the small cluster of tombstones.

Attic

The servants' quarters are found in the attic, below the roof. These are generally unremarkable. Investigators who search through here without permission are likely to find the remainder of their stay made unpleasant and uncomfortable, tea served cold, kippers overcooked. A word to the butler should overcome this difficulty, though the servants are still sullen towards the investigators afterward, and remain unhelpful.

The Manor Grounds

Bargrove Hall is set within a carefully tended expanse of lawns and flower beds. In this season the flower beds are bare, the soil hardened by frost. Dotted about the estate are carefully pruned hedges and trees. Naturally, most of the trees growing about Bargrove Hall lost their leaves earlier this autumn. A small ornamental lake is found at the rear of Bargrove Hall, and beyond it the enclosed family cemetery.

Stable

East of the Hall is the large stable. Here are stored the Allingham carriage for when it is needed, and rather bizarrely, a sleigh adorned with small silver bells. Enquiries will discover that the winter of 1890 was exceptionally severe, and Bargrove was cut off by heavy snow for weeks. The resourceful McKenzie assembled this sleigh from parts of old carriages, with help from the village blacksmith, and it was used to bring in supplies from Princetown. The horses to draw either of these are also found in the stable. There are six horses altogether. Oat bins containing the horses' feed, and a hay-filled loft are also located here. Rats and spiders are the stable's only other inhabitants.

The investigators might spend some time examining the stable, as it was here, with the interruption of a horse-theft long ago, that the Allingham curse began. There is no sign of where the gypsy boy was flogged to death, nor anything to suggest the focus of the curse. Investigators might be intrigued by several scorched markings in one of the stalls, but these turn out to be nothing more than burns from cooling horse shoes, scarred into the wood by idle hands at some stage in the past.

Groundskeeper's Cottage

This whitewashed cottage squats at the edge of the carefully tended lawns which surround Bargrove Hall. It has only a single room, dark and with a rich earthy smell to it. Here are stored rakes, shovels, a scythe and other implements, as well as boxes of bulbs and seed trays. This is the habitation of Gerald, the gardener, and is a favorite place for Ursula to come and play.

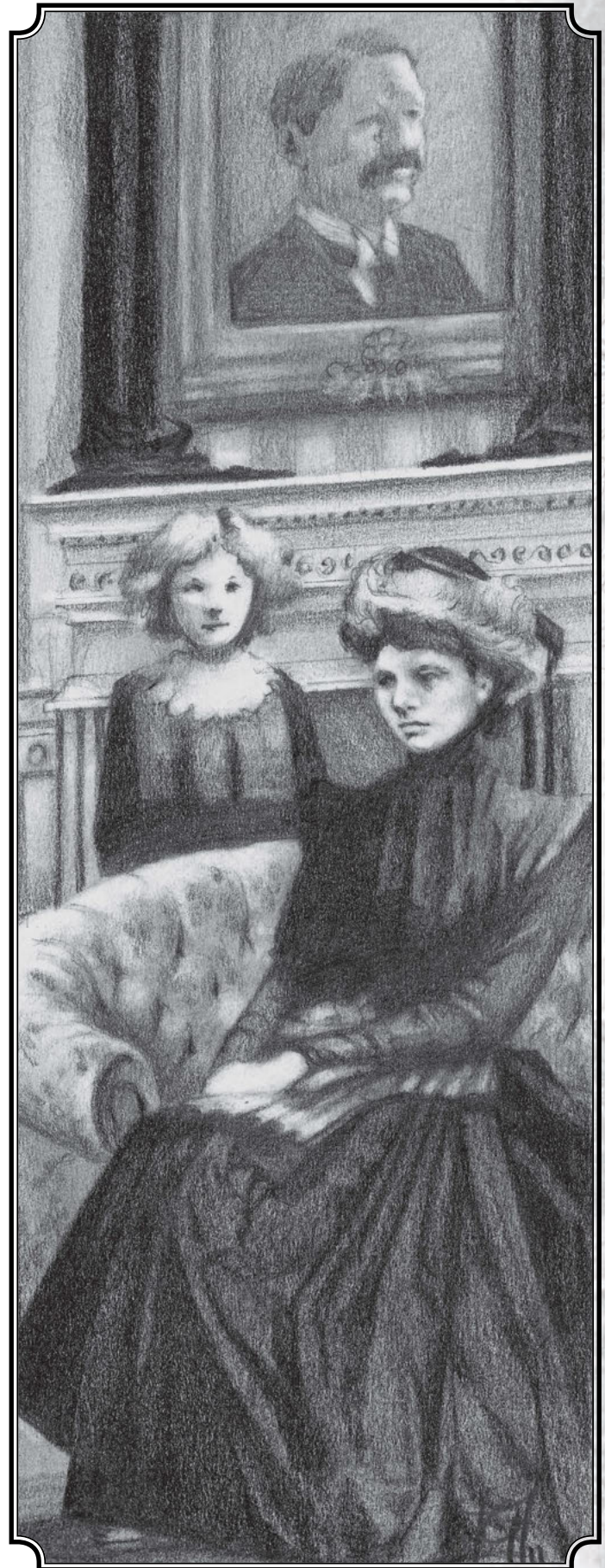
Cemetery

This private family cemetery is still in use by the Allinghams, and is where the remains of Sir William are interred, alongside his brothers. The gray stone crosses and tombstones, many of them badly weathered and overgrown, are ringed in by a wrought-iron fence. Two large cypress trees grow to either side of the creaking cemetery gate, their shadows falling across the huddled graves.

Bargrove Hall Personalities

Lady Amanda Allingham

Lady Amanda has been badly shaken by her husband's



The Lady Allingham with Miss Ursula

savage murder of the previous week. Ordinarily a refined and sensible woman, she is now close to breaking down. Short and almost painfully thin, Lady Amanda Allingham dresses in mourning black at all times since her husband's death. Her usually open face is lined with grief, her lips are pursed, and there are bags under her eyes. Lady Amanda's long blonde hair is tied back in a severe bun which does little to improve matters. A Psychology roll reveals that Lady Amanda's is under great stress, which manifests in her short temper and irrational obsessions.

Lady Amanda speaks of the village with hatred, and refuses to go there unless accompanied by at least three of the burliest serving men for her protection. Having already lost her husband Lady Amanda believes she will be the villagers' next victim. There is no proof to her allegations, but Lady Allingham is quite strident in her accusations, and is unused to being contradicted. She knows her husband was unpopular with the people of Bargrove because of his "modern ways," and uses this as evidence for her fears.

The unusual events around Bargrove Hall have unsettled Lady Amanda even more (see "The Haunting" section above for additional information). Not knowing that the Little People have been prowling her home in preparation for kidnapping her daughter Ursula, Lady Amanda believes her husband's ghost to be the cause. A firm believer in spiritualism, she will think most highly of any investigator who is experienced in spiritualism, favoring them over those with other occult interests. Whenever speaking of such matters Lady Amanda's eyes grow feverishly bright, her manner becoming tense and excited.

Miss Ursula Allingham

The eight-year-old daughter of Sir William and Lady Amanda Allingham is a beautiful child, blonde-haired and blue-eyed. Ursula is an only child, and as a result is lonely and withdrawn, with no playmates her own age. She does not really comprehend her father's death, and on occasions asks when her daddy will be coming home. Ursula is slightly psychic, which later manifests itself in the form of terrible nightmares, hinting at her approaching fate. These dreams are described in the Events section of the scenario. Ursula's kidnapping

ABOUT FAERIES

Also known as the Little People, the Folk Of the Hollow Hills, the Wee Folk and, in Wales, as the Tylwyth Teg, faeries are claimed by some to be nature spirits, by others etheric elementals. Madame Blavatsky's Theosophical Society are of the latter belief, and believe that faeries exist to absorb prana (psychic or spiritual energy) and distribute it to the physical world, thus sustaining the life of the earth. Others believe faeries to be angels who fought neither with Lucifer nor God in the war in Heaven, and so Fell, but only as far as the earth rather than to Hell; or pagan souls, condemned ever to wander the earth. Some scholars, supporters of Darwin's theory of evolution, claim faerie tales to be ancestral memories of our prehistory, battling other ancient tribes. A more modern view is that faeries are perhaps christianized versions of pagan gods.

Faeries are generally divided into High and Low types, sometimes called the Seelie Court (beneficial and predisposed to kindness) or the Unseelie Court (cruel, twisted and evil). Both are sensitive and easily offended, bestowing curses, ill luck, or even death upon those whom they dislike. Even the less malevolent faeries are mischievous, such as brownies, who inhabit houses and while the inhabitants are asleep, carry out tasks left unfinished. All the brownie expects from this is a bowl of milk or cream each night. If insulted, perhaps by offering clothes for its small naked figure, or maltreated by lazy servants, the brownie may fly into a rage or depart forever. Angered brownies punch and pinch sleepers, throw things about, and wail and scream.

Other faeries include the Red-Cap of the Border country, who dyes his hat in the blood of those he kills; river hags and kelpies, who delight in the drowning of passersby; hobgoblins and goblins, such as the Cornish and Devon knockers, who inhabit mines, their nocturnal tapping leading the miners to rich veins of tin; pixies, native to Dartmoor, tiny figures similar to brownies who are most often seen dancing, and at night knot their fingers in horses' manes and ride them wildly across the countryside, leaving the beasts exhausted come morning; and trooping faeries, the faerie nobility, graceful and fair.

The Burnt Man Papers #7

triggers the conclusion of the mystery in days to come. She spends much of her time in the schoolroom on the first floor, where she is taught by her tutor Josephine, but can also be found playing somewhat listlessly about the Hall and grounds, or helping Smith the gardener.

Staff

Randolph Howard

Howard is the faithful family retainer to the Allinghams, and has served them well for over 40 years. Tall, stooping and silver-haired, he is becoming senile, which expresses itself in

occasional outbreaks of sarcasm and malicious or eccentric behavior, as well as occasional forgetfulness. Howard himself is not aware of any of this. He can be quite cruel towards the more sensitive servants, but on the whole functions efficiently. Reserved and polite, Howard keeps his distance from everyone in Bargrove Hall, gliding silently about the manor and always on hand whenever needed.

James McKenzie

McKenzie, a Scot, is the Allinghams' coachman. He rarely speaks, answering questions and orders alike with a grunt or a raised eyebrow. His black hair is salted with grey, and his gaunt face heavily wrinkled. McKenzie dislikes Howard, the butler, and the two spend as little time together as possible. The coachman finds Howard irritating, although he cannot quite put his finger on the reason why.

Josephine DuCray

Mademoiselle Josephine DuCray is Ursula's tutor: a calm, authoritative woman in her mid-twenties. Tall and slender, she has long, auburn hair, a steady gaze, and a clear complexion. She values her position, and will do nothing to endanger it. She was born in Brittany, France, and her English is heavily accented. She teaches English, French, Geography and Mathematics to young Ursula, and loves her charge dearly. When the time comes to send Ursula to boarding school to complete her education, Josephine knows she will be distressed, but acknowledges that her own skills are limited. Despite the recent tragedy which has shaken the household, she is attempting to go about her business as usual. Although a strict tutor, she allows Ursula as much freedom as possible. Josephine's social standing in the house is somewhat awkward, being above the servants, yet below that of the family, and she is lonely for intelligent company. She may well be receptive to well-educated investigators of Middle Class and above who treat her with decorum and respect, especially if they can speak French.

Gerald Smith

This grizzled man is the gardener, and he is an endless source of information about plants, nature and the weather. His gnarled hands are stained with soil, and he wears a shapeless cap which he twists in his hands when ill at ease. Gerald almost never enters the manor house, being content to potter about the grounds, and always takes his meals in the kitchen. Shy around most people, Gerald is one of young Miss Ursula's closest companions. The child spends many hours in his cottage, planting seedlings and listening to Gerald's tales.

Mrs. Beddowes

The Allinghams' housekeeper Mrs. Beddowes is plump and red-cheeked, but far from the jolly stereotype people of her build are often portrayed as. Something of a dragon, she rules the household

with an iron hand. Any servant whom she catches gossiping about the death of Sir William is punished with a rap across the knuckles with a wooden spoon, and the luckless individual is soon peeling endless potatoes in the kitchens thereafter. Her relationship with Howard is one of guarded respect on both sides.

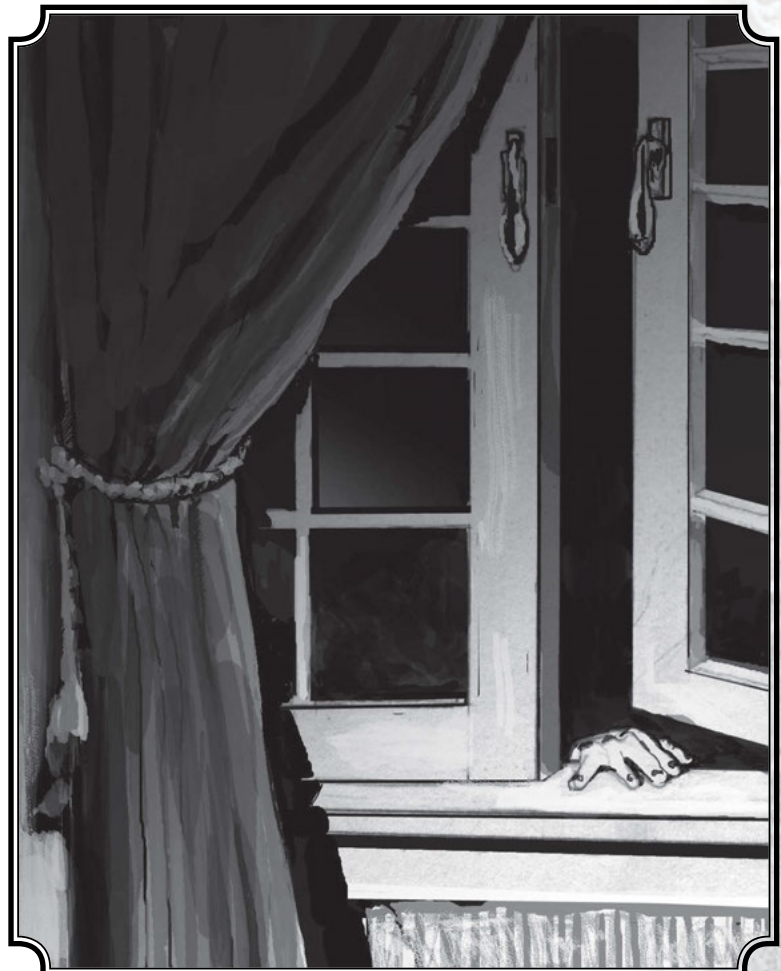
Other Assorted Servants

As well as the above individuals, there are a total of 10 other servants, male and female, employed by the Allingham household. Their work includes cleaning, serving meals, slaving away in the kitchens and working around the grounds. Four of the men are trained as coachmen, and accompany Lady Allingham into Bargrove whenever she goes there, lately only for church on Sundays. Keepers should feel free to personalize these servants as they see fit.

Bargrove and Surrounds

Below is described the village itself, together with important residents, followed by a description of the surrounding area. After these descriptions comes the outline of events, culminating in the night of the Winter Equinox, on the 21st of December. The investigators arrive in Bargrove on the night of the 16th or thereabouts. Settling in, exploring the locale and unraveling the occurrences as they transpire should take

Who's there?



the investigators a number of days. Keepers should bear in mind the prowess of the investigators when presenting the scenario; groups likely to solve the mystery sooner should not arrive in Bargrove until perhaps the 18th or thereabouts.

Bargrove

This small village has a population of approximately 100 people. It nestles at the foot of the hill upon which Bargrove Hall is built, a distance taking half an hour by foot or ten minutes by horse to traverse. The road to Bargrove Hall is narrow, and treacherous after dark or in poor weather. The village is quite old, listed in the Domesday Book of the 11th century, as a minimum of research by the investigators discovers, and may well predate written records.

What the Servants Know

Sir William's Murder

The death of Lord Bargrove occurred a little over a week ago. Since then each of the staff has been questioned by the police to determine whether any of them was involved, and what each of them knew of the matter. None could shed any light on Sir William's death, despite the fact that most drink in the Bull and Bear with the villagers. While all the servants know that Sir William was unpopular due to his treatment of certain locals and their traditions, most find it hard to believe that anyone from Bargrove would be likely to kill him. Only the coachman, McKenzie, believes this likely. None of the servants would be so bold as to contradict their mistress in front of her, or before Mrs. Beddowes or Mr. Howard, when the distraught Lady Amanda voices her paranoid theories concerning her husband's death. If spoken to alone, Fast Talk rolls might prompt one or more of the staff into saying that Sir William was a cruel and hard man who always got what he wanted, and that he was unpopular because of his arrogance and stubborn ways. If word of this should get back to the butler or the housekeeper, the servant in question will lose their position, being given notice instantly – without references.

The Allingham Curse

As all of the servants have worked for the family for a number of years, all have heard of the curse reputed to haunt male members of the Allingham line. McKenzie and Smith both believe in the supernatural, and think it possible that Sir William died because of the curse, although the Scot thinks that one of the villagers was the instrument by which the curse manifested itself. Any of the servants can talk about the two previous Lord Bargroves, Walter and Charles; they have nothing but praise for them, and one or two might be able to offer first-hand reports of their deaths.

Village Green

A grassy square sits in the middle of the village, a duck pond at one edge. In more pleasant weather, cricket is played here, but in winter all is quiet.

The Bull and Bear

Like most village inns, the Bull and Bear is the center of life in Bargrove. A wreath of holly hangs on its front door. Most of the villagers can be found here at night, drinking strong ale and cider, and exchanging news and gossip. This is a good place for the investigators to talk with the locals and learn a little more about the Allingham family. See the boxed section "The Villagers' Views" for more details about possible conversations. The inn is admirably managed by Peggy Ashburn, a stout, cheerful widower in her 40s. Peggy's

husband, the innkeeper, died several years ago, crushed beneath a falling beer barrel. Without him to drink away the profits Peggy has found her task a much easier one. If asked about the late Lord Bargrove, Peggy comments that he was "a cold fish," and that he never dropped in for a drink, unlike his two brothers, "God rest their souls."

St. George's Church

Elderly, almost geriatric Reverend Horace Sherbrooke ministers to the flock here in Bargrove as he has for over 50 years. His current pride and joy is the Christmas nativity scene that the local children have set up before the church altar. Rev. Sherbrooke is a fount of local knowledge, and can pass on any details regarding the Allingham Curse which the investigators might have missed. He is also aware of the possible origin of the village name, but only relates this if specifically asked about it (see "The Library", Allingham Hall for more details).

Reverend Sherbrooke would be delighted if any of the investigators dropped by for tea and cake (made by his housekeeper, Miss Pringle) as he grows bored speaking to the same old parishioners day in, day out. Being a man of God, the Reverend does not believe in the Allingham curse, although as noted he is aware of the legend. Like most of the villagers, Sherbrooke does not miss the late Sir William, believing him to have been devoid of Christian charity, or indeed, humility.

The Forge

The village blacksmith is a gruff, burly man, one Vincent Holt by name. He has three daughters: Rebecca, 10, Laura, 12, and Mary, a coltish 16 year old with roaming eyes. Holt is extremely protective of his girls, and woe betide anyone whom he catches alone with Mary. Holt spends most of his day complaining about one thing or another: the weather, how troublesome it is shoeing horses, how much his back hurts, etc. When not in his forge Holt gossips with the Station Master, or gets drunk at the Bull and Bear.

Bargrove School

This single-room building is the domain of Claude Wilson, the steely-eyed school master. It is claimed by his 21 pupils, of varying age, that Wilson never smiles except when he is administering corporal punishment. A large map of the world with the nations of the British Empire colored pink, and a painting of Queen Victoria dominate the classroom. Alone among the villagers Wilson admired the late Sir William, believing his stern arrogance everything a squire should be.

The Outsiders

This row of working-men's cottages once housed several elderly residents of Bargrove. Sir William turned them out on the basis that they were too enfeebled to work, and thus no longer deserved the accommodation, forcing them to seek shelter with relatives. He then used the newly empty houses to accommodate the outsiders he hired to fell the stone in Hob's Field. Many have left the district following the squire's death, but two families have stayed on, contracted by Lady Allingham as laborers. These rough, honest folk can offer the investigators little, save their suspicions that a gang of villagers murdered Sir William in revenge for his breaking of village traditions. The outsiders spend much of their time together, digging ditches and pruning hedges, or drinking in an isolated huddle at the Bull and Bear.

The Moors

The bleak hills of Dartmoor stretch out around Bargrove for many miles in every direction. Trees are almost nonexistent on the moors, and the open hills, carpeted with heather, gorse and long grasses, seem to recede forever. Treacherous bogs and the lack of trails make crossing the moors a dangerous task, a difficulty which is compounded by the weather. The moors are bare of large vegetation but for the occasional gnarled, twisted tree, its branches bare of leaves, and the only visible residents are morose-looking sheep, wild ponies, and flocks of ravens. The landscape is dotted with the hills known locally as *tors*. This term properly applies only to the granite outcrops typically found at their peaks, but local custom is also to refer to the entire hill as a tor, and the two meanings are used interchangeably here.

The Standing Stone

Hob's Field is found two miles outside Bargrove, surrounded by low hawthorn hedges. In one corner of the field stands the stone, a grey monolith 10 feet high. It is crudely shaped, with no carvings evident on its surface. The grass around the base of the stone is blackened and burnt. Despite the fact that the stone was pulled down less than two weeks ago, it is now standing again. No one from Bargrove knows when the stone was replaced, or by whom. If the investigators speak of this mystery, the villagers shy away from them nervously. Some matters are better left undiscussed.

Occult rolls suggest that "Hob's Field" could be a refer-



The Villagers' Views

The villagers of Bargrove have lived in the shadow of the moors all their lives, and are rightly superstitious about them. This superstition extends to Hob's Field, and the standing stone in it which Sir William wanted cast down. Sir William was not liked in the village (see *The Outsiders*), and his flouting of the villagers' beliefs was for many the final straw. There are few in Bargrove who mourn Sir William's death, and most are sullen and uncommunicative when asked about the matter. Everyone in Bargrove has heard of the Allingham curse, and can repeat the origin of the story if asked. Most blame the curse for Sir William's death, although more than one villager hints that he would not have died had he left the standing stone alone.

If the investigators ask about the standing stone, there is a chance equal to the Luck of the investigator with the highest POW that the villager they ask can relate an old story about the pixies. Passed down from a grandmother or great grandmother, the villager claims that a troupe of pixies was seen dancing about the stone in Hob's Field at dawn one morning. The Wee Folk opened a door in the stone when they saw they were observed, and ran into it. The person who spied upon them was shortly thereafter struck blind: a reward, the investigators are told, for spying on what they should not.

ence to Robin Goodfellow, known also as Puck or Hob, a faerie, as immortalized in Shakespeare's *A Midsummer Night's Dream*. Faeries are also known as Hobgoblins in certain parts of Britain, another possible origin of the field's name. Old Hob, however, was also a name for the Devil in medieval times. Despite local legends, no doorway can be found in the stone, which appears typically of the many Neolithic remains in the area.

Outlying Farms

A variety of small, tenant farms are scattered around Bargrove. These are populated by gruff, quiet folk, shy around strangers. Little can be learned by the investigators from these people other than what is given in "The Villagers' Views."

Darkmere

This small lake, or large pond, gains its name from the peat that stains its water with tannin, rendering it almost black. Shallow and ringed about by rushes which hiss and rustle in the wind, Darkmere is a favored campsite of the gypsies who roam Dartmoor. (See *Events* for more details.) Otherwise the lake is unremarkable.

Eagle Tor

This isolated crag stands several miles from Bargrove Hall across the moors. It is unusual in the area for the stunted trees that grow upon its lower flanks on the sheltered side towards Bargrove, their gnarled branches bare of leaves. These woods are strewn with mossy boulders, making progress slow, and they have an eerie atmosphere, particularly on a misty day. The far side of the hill is bare, but eventually becomes a steep and unstable cliff, almost unclimbable without ropes (two Climb rolls at -30% each to ascend successfully; failure on the second roll yields 2D6 damage and a Luck roll to avoid a broken leg). There is no easy path between the two: the woods grow right up to the cliff edge. The hill top is an open,

flat and rocky expanse, about 75 yards across. The thin soil here is blackened and charred as if by fire. Long ago, a century of Roman legionaries died here, giving the hill its name (each legion carried a standard bearing the image of an eagle). This legend is forgotten by the locals, but the name lingers on. Research in the library of Bargrove Hall might uncover this fact, along with the possible origin of Bargrove itself.

This tor is sacred to the Little People, and is where the scenario's conclusion takes place. (See *Events* for further details.) If the investigators come here before then, they find the area bare and empty save for shadows and a disquieting atmosphere. As observation will confirm, trees in

Dartmoor are few and mostly confined to dark valleys where they can shelter from the weather. Only the fertilizing influence of Shub-Niggurath allows them to colonize this hillside.

Events

The investigators arrive in Bargrove by train and then coach on or around dusk on December 16th. The final act of the drama they find themselves caught up in is not played out until the 21st. Until then the investigators have plenty of time to accustom themselves to Bargrove and Bargrove Hall, and the inhabitants of the district.

A Séance

It is possible the investigators may conduct a séance in an attempt to contact Sir William's spirit. As he does not haunt Bargrove Hall, the séance has little effect, although it gives the Keeper ample opportunity to play upon the investigators' fears and tensions as they sit around the candlelit dining table, calling into the darkness.

Afterward, the investigator with the highest POW has an unnerving dream. The dreamer sees Sir William's body bound to the prostrate stone in Hob's Field, his flesh consumed by flames. At the last minute his face becomes that of Ursula Allingham, at which point the investigators, and all in Bargrove Hall, are awakened by the child's terrified screams as she suffers another nightmare (see "Ursula's Dreams," below).

Things That Go Bump

On the first night of the investigators' stay, and every night thereafter, the Little People prowl about Bargrove Hall, as is their habit. Investigators with experience in spiritualism will doubtless wish to determine whether or not the hall is indeed haunted; Lady Amanda will look with displeasure

upon anyone who does not attempt even a show of interest. Traditional ghost-busting methods include sprinkling flour on stairs and floors to see whether footprints can be found the next morning, and tying cotton across doorways. Tangible intruders break the thread, while ghosts would be expected to drift through without leaving signs of their passing. The investigators undoubtedly have other methods of ghost-hunting.

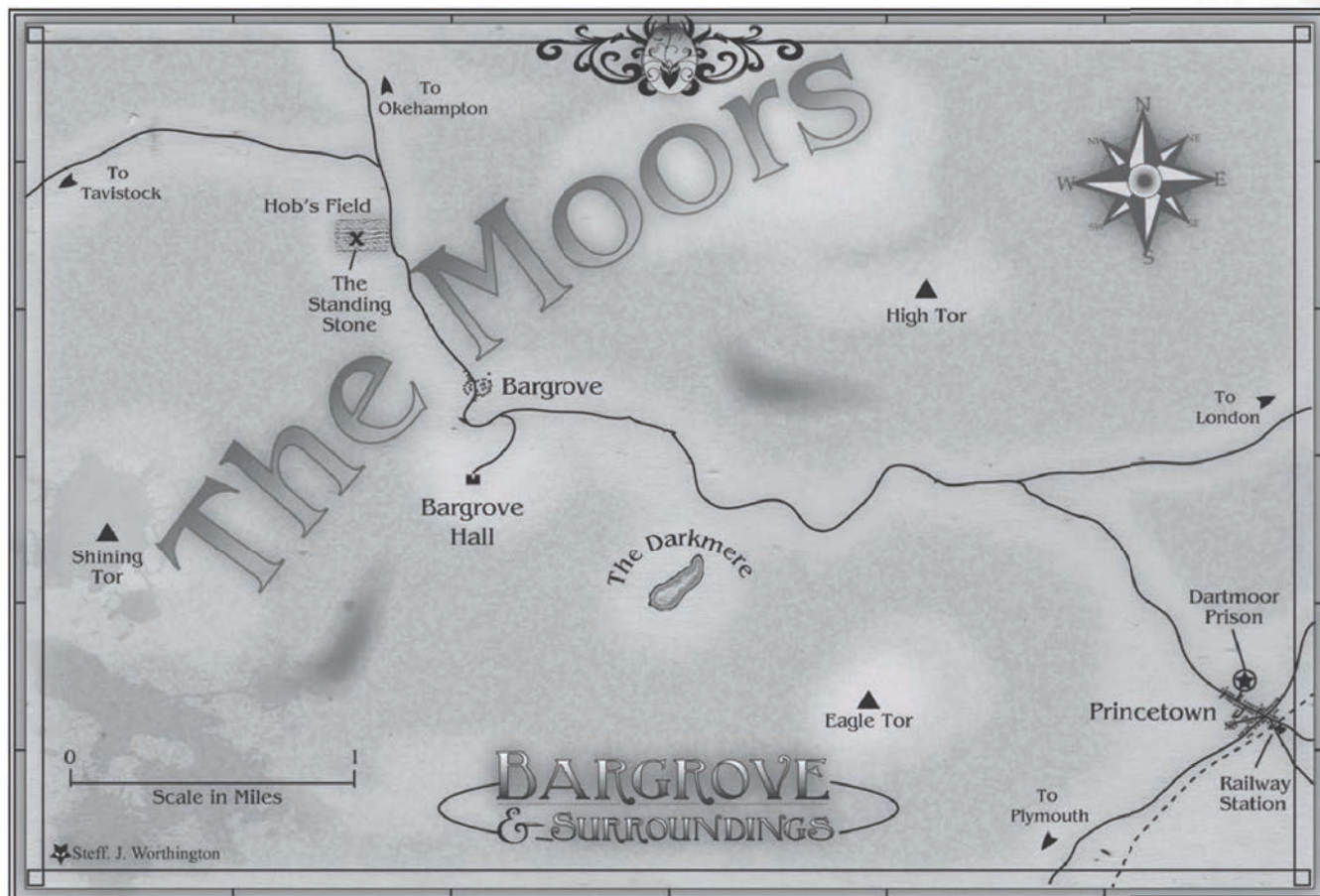
Assuming the investigators do set up “ghost-traps,” and sit up late at night in the hope of glimpsing some kind of apparition, they have only limited success. Signs of traditional haunting, such as dramatic falls in temperature, manifestations of ectoplasm, etc., do not occur. Conversely, footprints of bare feet, the size of a child’s, may be found tracked through the flour, and threads snapped as if by something’s passing. The midnight wanderings of the somnambulistic Ursula could well account for these. Of course, if threads are tied more than three or four feet above the ground, the Little People walk straight under them without displacing them at all. The Keeper is encouraged to play on the investigators’ suspicions of an actual haunting as much as possible.

Investigators should have little chance of actually seeing the Little People, since the diminutive demi-humans have spent millennia hiding themselves from those they consider invaders. Keepers might wish to offer hints that all is not as it seems, with faint glimpses of small, shadowy figures, tangible evidence of intruders, such as milk spilt from the churns in the kitchens, and other signs that that which haunts Bargrove Hall is not spiritual. As midwinter draws closer and the Little

People grow careless in their growing excitement, an investigator might find scratches in the wood of doors or window frames, indicating that something physical has passed through, rather than something spiritual.

The following are suggested events that might occur during the alleged haunting of Bargrove Hall. Naturally, Keepers should feel free to amend these as they see fit. No specific order is suggested for these events to unfold.

- **Doors:** The Little People fumble at door handles, while the investigators watch with bated breath on the other side. Doors which were securely locked at night are found ajar come morning, while doors which were left open are discovered firmly closed. Windows might be opened or closed similarly, and the pounding of previously latched shutters in the wind may wake investigators during the night.
- **Noises:** Soft moans, grunts, howls and mysterious titterings echo along the midnight passages of Bargrove Hall. No source of the sounds is ever found.
- **Things:** Objects such as furniture are discovered rearranged. The bones from dinner might be found laid out in curious patterns upon the kitchen floor. The portrait of Sir William Allingham is turned upside down one night, or the mantelpiece below the painting is found splashed with blood, as if the portrait had bled overnight.
- **The manes of the horses in the stable are discovered to be tangled, knotted and plaited come morning, as if twisted by deft hands. Occult rolls from the investigators suggest this is a tradition connected to witches or faeries rather than ghosts.**



As the Winter Solstice draws nearer these events increase, so that by the night of the 20th, sleep is constantly interrupted by disquieting sounds and imagined glimpses of sly faces at windows. Sanity rolls should be called for each morning upon awakening, when these events are discovered. Those who fail their roll lose 1 point. Lady Amanda loses 1 point of Sanity each night, and as a result becomes even more distressed and nervous, until she borders on hysteria.

The Weather

As it is winter when the investigators are in Dartmoor, the temperatures are always low, and the sun sets early, at 4 PM. Throughout their stay at Bargrove Hall the weather steadily worsens. Most nights see fierce storms roll in off the moors, with lashing rain and shrieking winds, while the mornings are invariably cold and foggy. Light snow and sleet are not uncommon, although it is not yet cold enough for the snow to stay on the ground, melting soon after it has fallen.

Ursula's Dreams

As previously noted, young Ursula Allingham is slightly psychic. As a result, she is currently plagued by foreboding dreams of the fate which awaits her. Some nights she does not wake, but wanders about the house sleepwalking. If followed, Ursula always goes to the schoolroom, staring out across the moors with unseeing eyes, but does not speak. On other nights, her desperate screams awaken the entire household. On these occasions, when Ursula is awakened she cannot remember her dreams in detail, but speaks only of seeing "the burnt man." (This is the wicker figure in which she and five other children are in danger of being burnt alive, but the investigators may well interpret her dreams as some kind of communication from her dead father.)

The Village

The investigators will undoubtedly spend some time in Bargrove, speaking with the villagers in an attempt to track down Sir William's murderer. Ill-feeling against Lord Bargrove runs

high in the village, softened somewhat by his grisly death. The majority of the villagers disliked Sir William because of his heavy-handed manner and aristocratic airs. He had no regard for local traditions, nor for locals who had labored long in service to many squires over the years. Investigators might find at least one wizened old-timer who was evicted from his cottage by Sir William; these men and their families are the most bitter towards the late Lord Bargrove.

Conversely, the families of those men hired from outside Bargrove County to pull down the standing stone in Hob's Field speak of their late employer most highly, praising his generosity and modern ways. As these families dwell in the very cottages the previous inhabitants were evicted from, tension runs high between the two groups. Occasional fights are not uncommon once a few ales have been downed in the Bull and Bear. Reverend Sherbrooke preaches charity and tolerance from the pulpit each Sunday, with little effect.

Investigators who journey with Lady Amanda Allingham to church on Sunday have a chance to see for themselves that she is not hated as violently as she claims, but there is nonetheless a palpable tension in the air directed against her.

The Gypsies

Early on the 19th reports drift in to the village and Bargrove Hall that a band of gypsies has been seen on the moors, camping beside Darkmere. The investigators probably learn of this when a teenaged gypsy lad comes begging at the kitchen door of Bargrove Hall. If the investigators do not prevent it, Howard orders the boy away.

Reuben Petulengro (Smith)

Dark-skinned, with wild eyes and unkempt hair, Reuben is 14 years old. Although sullen around those he distrusts, when he smiles his bright grin lights up his face. Reuben is a petty thief, but otherwise not unpleasant, although it is a long time since his last bath. He came to Bargrove Hall with the intent of begging for food, then stealing whatever he could lay his

hands on. Provided the investigators are not unkind to him, Reuben leads them to his people if they ask. He knows nothing of the Allingham curse or its origins. "Petulengro" is in fact Romany for "Smith", and members of his family use the two surnames interchangeably, as suits the situation.

The journey across the moors is not overly difficult, but the constant clambering up hills and fording of small streams in the valleys is made exhausting by the inclement winter weather. The journey from Bargrove Hall to Darkmere takes two or three hours, with Reuben constantly jibing the investigators for their slowness, and urging them to catch up.

About Gypsies

The wandering peoples known as gypsies are thought to originate in northern India, departing that land in an exodus of unknown cause approximately 1000 years ago. They are found in varying numbers across Britain and the Continent. Dark-featured, nomadic, and with a unique language, gypsies are distrusted by many people because of their "strange ways." Often this distrust is merely an excuse for bigotry and intolerance, although gypsy culture also makes a strong distinction between gypsy people ("romani") and non-gypsies ("gadjos"). Gypsies are regularly accused of being thieves and cheats, not always without reason. It is even claimed that the gypsies steal children from their homes, although this is most likely a threat with which parents cajole their unruly offspring. When gypsies arrive in an area, people lock their doors and hide their valuables. It is rare for a gypsy encampment to stay long in one area; if they themselves do not tire of the place and move on, they are often commanded to do so by the police or local squire. Gypsies have a reputation for fortune-telling, lucky charms, and skill with horses.



Reuben Petulengro

The Gypsy Camp

Five brightly painted caravans are parked close to Darkmere, contrasting strongly with the lake's blackish waters. The horses that draw them are tethered nearby, cropping the long grass that grows around the lake. Numerous dogs begin barking as the investigators approach. If the investigators have come alone, rather than with Reuben, a scowling group of men comes forward to meet them, some brandishing clubs and with wicked-looking knives visible on their hips. Provided the investigators do not act foolishly, or if they are with Reuben, they are met less threateningly.

Altogether there are 27 gypsies in this group. Having already had a run-in with Constable Hallifax, they are wary of strangers. Dressed in colorful clothing, with sashes, beads and glittering jewelry, the gypsies present a gay, carefree appearance, contrasting with the (presumably) respectably dressed investigators. The investigators may suspect the gypsies of involvement in Sir William's murder, or may be seeking information about the Allingham curse. Regardless of their motives, any requests are directed towards Maria Petulengro, the oldest gypsy in the camp and the troupe's leader, as well as Reuben's great-great-grandmother.

Talking With The Wise Woman

Maria is a diminutive and wrinkled woman, but her eyes are bright, and she is still sprightly despite her age. Maria claims to be 103 years old. She is wise in the ways of the world, and adept at parting fools from their money. Maria is also skilled in fortune-telling, but disdains to do so for money. Art, she says, should not be cheapened by exchanging it for coins.

Maria cannot, or will not, shed any light upon the mys-

tery of Sir William's death. If asked about the Allingham curse, however, she smiles knowingly. There is a curse, she explains, and it cannot be lifted until an Allingham man repents of the murder his ancestor committed long ago. This is all she has to say on the matter, and once she has fallen silent the investigators are told to leave. Should they linger, or become argumentative, the gypsy men threaten to turn the dogs on them. The journey back across the moors passes without event.

A Jailbreak

This optional event can be used at any time, if the Keeper deems it useful. A convicted murderer has escaped from Dartmoor prison, and is thought to be roaming the area, looking for civilian clothes and money to steal. Common-sense suggests that Bargrove is the last direction he is likely to head in, as this leads him out into the wild and inhospitable moors. However, this event can be used to tie up the police when the investigators might want them elsewhere, or to make a break-in by the Little People seem like a possible burglary by the escapee.

Midwinter's Day

The morning of the 21st dawns cold and grey. Thick clouds cover the sky, promising snow. By midday the promise is a reality. Heavy flakes drift down from the rolling darkness above, carpeting the moors and Bargrove Hall in a blanket of snow. At first the fall is intermittent, but by mid-afternoon the snowstorm is constant. By the evening, more than 18 inches of snow covers the ground. Should any of the investigators wish to use the carriage after lunchtime, McKenzie respectfully suggests that the sleigh would be more suited to the weather. .

The Vanishing

Early in the afternoon Mademoiselle DuCray releases Ursula from her studies, allowing the child to play in the snow as she has asked. Josephine spends the next hour or two reading in the library, where the investigators may encounter her. It is now that the Little People strike. Hidden by the snow, they creep close to the house, where they discover Ursula playing by the pond. Thinking that the diminutive stranger who approaches her is some new playmate, Ursula allows herself to be led off by the Little People across the moors. By the time she realizes her danger, it is too late.

At the same time, the Little People strike in the village, stealing four children from their families. The gypsy boy Reuben is their final victim, snatched from under his parents' noses. By the time the cry is raised in the village, Josephine too is aware of Ursula's disappearance.

Concerned by the length of time Ursula has been gone, the tutor enlists the investigators' aid in her search. While she and one or two others go from room to room through Bargrove Hall, the remainder of the investigators are asked to search the grounds, starting with the groundskeeper's cottage. No doubt Ursula has fallen asleep somewhere, ex-

hausted by her games. For now, Josephine says, it would be best to avoid mentioning anything to Lady Allingham, unless the need arises. She is already under too much strain.

Naturally, no sign of Ursula is found indoors. Gerald Smith can be found in his cottage, fussing over some potted seedlings. When told that Ursula is missing, he says he saw her playing by the pond with another child, probably a gypsy, about an hour ago. Investigation of the site finds a trail in the snow, leading off into the moors. Track rolls pick out two sets of feet. One set is obviously Ursula's, but the other feet, the same size as the child's, are bare.

The Game is Afoot

As soon as it appears that Ursula is indeed missing, perhaps even kidnapped by gypsies (as the more excitable servants might claim should the possibility not occur to the investigators), Bargrove Hall becomes a hotbed of activity. One group of servants prepares for an expedition to the village, to enlist aid in the search. McKenzie readies the sleigh for a journey across the moors, while other servants gather thick coats and lanterns for those investigators who wish to join the valiant Scotsman in the search.

Lady Amanda shrieks and wails, repeating Ursula's name over and over, while Josephine DuCray goes up to the schoolroom to place a light in the window as a beacon for the lost child. The senile butler Howard peers about with a strange gleam in his eyes, and begins to gently needle Lady Allingham by saying such things as, "I heard three people from the next village died on the moors last winter," and other such comments. He claims only to be trying to console his mistress. Psychology rolls detect his senility if not previously noticed. It is possible that the investigators may split up at this point, some going to the village, others staying at the hall. Hopefully the majority of them join McKenzie in the search for Ursula out on the moors. The narrative assumes this to be the case from this point on.

In The Village

Bargrove is gripped by panic. Not only have four children gone missing, but all of the outsiders hired by the late Sir William to tear down the standing stone have been savagely murdered. Their houses are awash with blood, the bodies torn and mangled as if by the attack of some wild beast. If the investigators view this stomach-turning scene it costs 1/1D4+1 points of Sanity. Those strong-stomached enough to search amongst the carnage find, with a successful Spot Hidden roll, a stone knife, seemingly of recent manufacture; oddly, a History or Archaeology roll suggests it to be identical to those found in Neolithic tombs from 3000 BC.

This is the revenge of the Little People for the outsiders' profaning of their sacred site, and the knife is evidence of this. While Reverend Sherbrooke does his best to console the distraught parents, Constable Hallifax is busy organizing as many able-bodied men as he can to search the moors for the children. The gypsies have become the scapegoats for these crimes, and the villagers are out for revenge. This investigators may encounter this group (armed with everything from shotguns to scythes) out on the moors. If the investigators

did not discover it themselves, one of the searching villagers carries the stone knife with him, and shows it to them when they meet.

Bargrove Hall

Any investigators who stay behind at Bargrove Hall find their hands full. Lady Amanda has been driven temporarily insane by her daughter's disappearance, coming as it does upon so much stress already. Moaning and howling, she tears at her hair, and is likely to do herself an injury if not restrained. The servants who remain behind gather in an anxious huddle in the kitchen, on the verge of panic, afraid that they will be the next victims of the Allingham curse. At least one runs out screaming into the snow, unless soothed by Psychoanalysis or calmed with Persuade. Should neither of these skills be successful, the unfortunate servant's body is found come morning, dead, a victim of exposure.

Out On The Moors

The Allingham sleigh can carry a total of eight people comfortably: McKenzie to drive it and up to seven other adults. More can be squeezed in if necessary, especially if they are children. Alternately, the investigators might attempt to follow after Ursula on foot. Track rolls are needed to follow Ursula's footprints out onto the moors. After the first hour of so, more bare feet have joined with the "child" that escorts Ursula, until there is quite a crowd. The snow continues to fall, growing heavier all the time. Visibility is reduced by the swirling white clouds of wind-blown particles which sweep and eddy across the bleak landscape. Soon it becomes impossible to pick out the tracks, which seem to proceed directly towards Eagle Tor. Every mile or so an item of Ursula's clothing is found, and after a time, that of other children also. There is no sign of blood.

The Gypsy Camp

As the investigators rise over the hill above the gypsy camp, successful Listen rolls detect the sounds of voices raised in anger. The villagers have arrived and demanded their children, accusing the gypsies of murder. Reuben's mother sobs in the background, comforted by members of her family, while the gypsies too make the claim of child abduction. Violence is about to occur as the investigators arrive. If they do not choose to intervene, the fight is particularly brutal, with numbers fairly evenly matched on both sides.

Should the investigators try to prevent or stop the fighting, they need impassioned pleas (Persuade rolls) or a dramatic entrance, perhaps sweeping down on the encampment, sleigh-bells ringing to draw attention to themselves and ease the tensions. Mentioning the many footprints found also has the desired effect. If the diminutive footprints are mentioned, the villagers and gypsies quail, murmuring and making the sign of the cross or the evil eye. Listen rolls pick up phrases such as "the Little People," "the Shining Ones," and "Them from the Hollow Hills," mentioned. At this point one of the villagers may produce the stone knife found among the outsiders' bodies. The falling snow clouds visibility, but

if further hints are needed, a Spot Hidden roll at a lull in the snow may pick out a faint light atop Eagle Tor.

The investigators are now joined by the gypsy men and villagers alike, should they proceed. If the Little People have been mentioned, only half the men from each group will go with them. Nevertheless, being surrounded by such a sizable army might lighten some fears the investigators have about the dangers they face.

Eagle Tor

Within a mile or two of Eagle Tor, Listen rolls detect faint inhuman howls emitted by a multitude of throats, and the flicker of flames coming from the hilltop is clear. The sound is terrible to hear, and costs 0/1 Sanity. The dark hump of tree-girt rock that is the tor looms up out of the falling snow as the party draws near. The howls and firelight are now obvious to all, but Listen rolls detect a new sound, the screams and sobs of terrified children. This noise also gets louder and clearer as the investigators slowly ascend the hill, hampered by the numerous boulders, until it is audible to all.

The Little People gathered atop the tor are not without their defenses. The shaman of the tribe, aided by the gathered power of his followers, has enchanted the stunted, twisted oaks that grow upon the rocky hill. Approximately halfway up the slope, Spot Hidden rolls from the investigators detect sudden movement from the bare, gnarled trees around them.

Those who notice this are forewarned when the branches of the trees spring to flailing life, sweeping through the air with murderous intent; Sanity loss for this development is 0/1D4. Investigators succeeding with Dodge rolls can avoid the flailing branches (those forewarned may dodge automatically), which cause 1D8 damage per blow. Several of the villagers and gypsies are killed or injured by the trees' savage fury; most of the survivors flee back to the moors, leaving only 1D6+1 to aid the investigators. McKenzie survives, but is briefly driven catatonic by this sight; he recovers within a few minutes. Soon bodies hang suspended in the branches like tattered fruit, impaled upon the spine-like boughs, blood trickling down the gnarled bark and pooling on the snow. Sanity loss for this scene is 1/1D4. The wild howls from the hilltop continue unabated.

The Burnt Grove

Upon the bare crest of the hill, a flat rocky area, a great bonfire roars and leaps in the fury of the snowstorm, about 50 yards from the edge of the woods. Around it capers a vile horde of twisted, deformed abominations, the stunted progeny of the Hollow Hills. Male and female alike are distorted, like children gone horribly wrong. All dance about the vast shape which rears in the bonfire's center. It is a wicker construction shaped roughly like a man, and trapped within it are the six missing

The fire at the Burnt Grove



children, naked and half-mad with fear. Spot Hidden rolls can pick out Ursula and Reuben, and also notice that the wicker man is swaying slowly with their struggles. It appears unstable. The flames burn slowly inwards towards it, but have yet to consume the wicker prison that holds the children. This sight costs 2/1D6+2 points of Sanity because of the shock of the naked, filthy masses gathered in such horrifying numbers, as well as the ghastly fate about to befall the children.

The Summoning

The investigators have arrived during the summoning of a Dark Young Of Shub-Niggurath, which is to witness the Little People's sacrifice and reconsecration of their standing stone. Those investigators who know the spell recognize the intonation, and the hideous shrieked name which the writhing masses gurgle and bark with such awful regularity. Cthulhu Mythos rolls also reveal that some kind of summoning is taking place, but with little indication of what, although investigators familiar with dread Shub-Niggurath recognize her name in the guttural ritual. The High Priest is drawing upon the crowd to power his spell, guaranteeing its success. In 1D6 minutes the Dark Young coalesces out of the twisted woods opposite the investigators.

If the investigators charge in boldly to attack the Little People, they have a 50% chance of disrupting the spell, in which case the horror does not arrive. Should they knock the wicker man down, the spell continues – the shaman quickening the chant as a hundred evil eyes turn upon the investigators in hatred.

Saving The Children

The perfect time to act is while the ghastly dwarfish congregation have their attention focused upon the chant, gaining the investigators the element of surprise. An outright attack upon the Little People would be suicide, such are their numbers, but the swaying wicker man presents in its very unbalanced state a means to save the children from certain death. There are enough gaps between the dancing masses of the Little People for a dexterous investigator to dash through and leap upon the wicker man, sending it toppling forward over the flames to safety. Physics or Idea rolls can recognize this. A successful Jump roll is needed to cross the fire in order to reach the wicker man. A fumbled roll indicates the investigator lands in the flames, taking 1D6 points of damage. A POWx5 roll would be needed in this case for the investigator to avoid having his hair and clothing catch alight. If jumped upon, the wicker man tears open in the fall, sending the children sprawling to comparative safety.

Other Possibilities

The investigators might risk the lives of the gathered gypsies and villagers in a charge upon the Little People, taking the opportunity in the tumult to dash through the flames and open the wicker cage. Successful Persuade or Fast Talk rolls are needed to inspire or push the men into such a foolhardy act. Alternately, investigators with powerful spells may at-

tempt to summon some Mythos horror of their own to blast the Little People, or some similar arrangement. The losses in either case would be high on both sides, but the sheer numbers of twisted fiends present would probably turn the tide against the investigators.

Fleeing

Once freed, the children run screaming into the woods. It may take the investigators a few moments to collect them all and begin the descent to the waiting sleigh. If the summoning was uninterrupted, from the hilltop comes a sudden stench and a sickening slopping sound, accompanied by a cry of joy from inhuman throats. Behind the investigators, the earth begins to pound and trees splinter as the Dark Young forces itself after them. Those foolish enough to look back lose 1D3/1D10 points of Sanity. The mere sound of the creature's passage, and knowledge of its existence, and of its antipathy towards the investigators, is enough to cost 1/1D4 Sanity even to those who do not look.

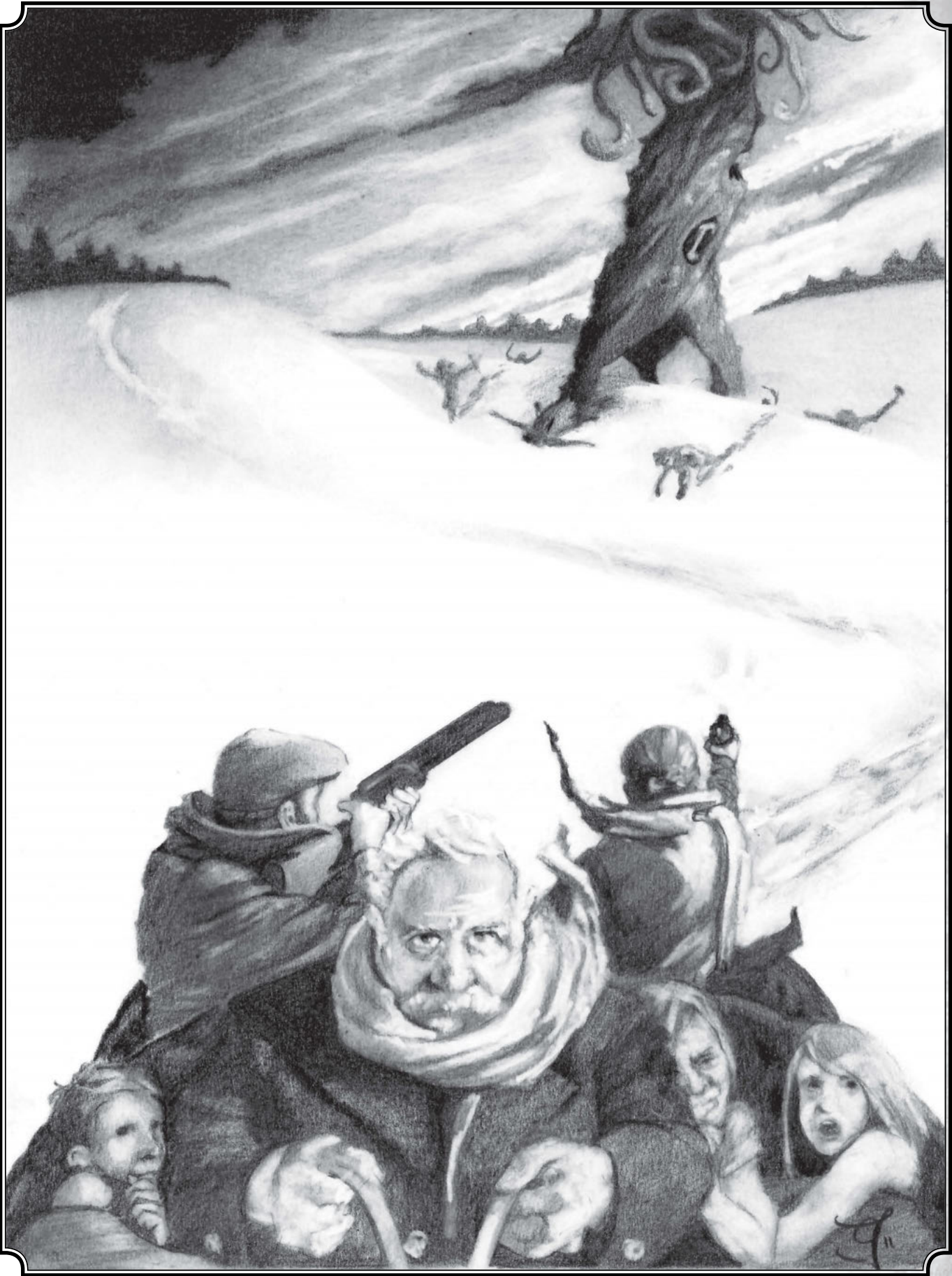
Clambering into the sleigh and piling it high with squirming, incoherent children, McKenzie cracks the horses' reigns. Silver bells jingling, the maddened horses gallop across the snow. The storm has eased, and the moon begins to peep out from behind the tattered clouds. The Dark Young of Shub-Niggurath emerges from the woods of Eagle Tor, the Little People sweeping out behind it, their shadows writhing across the snow before them.

McKenzie's 85% skill at driving the sleigh is reduced to 65% because of the number of people on board. While the sleigh is far faster than those behind, any accident allows the gap between the two groups to close. An accident occurs only on a fumbled roll. Luck rolls in a spill allow investigators to avoid harm, otherwise 1D6 points of damage are inflicted. A fumbled Luck roll means the unfortunate investigator has broken a random limb. Righting the sleigh calls for its SIZ of 45 to be overcome by the combined STRs of McKenzie and the investigators.

If McKenzie fails more than three Drive rolls, the Dark Young gets within flailing distance of the sleigh; if more than four rolls are failed, the ungodly swarm is upon them. The nightmare consequences of such an outcome need not be described here, but the chances of surviving such a close encounter with the Spawn of the Black Goat and the frenzied Little People horde are minimal.

Saved By The Bell

In Bargrove village, Reverend Sherbrooke has commanded lamps to be set in every window and the church bells to be rung, to raise the spirits of those left behind and send a message of support to the menfolk out on the moor. The rosy glow and glorious noise reach out across the snowy landscape. For the Little People, the sight of the fires and the sound of the church bells represent the combined horror of every oppressor they have ever faced. These are the symbols of their defeat: they cannot abide the fire and the bells. Howling in fear and frustration, the Little People flee; the Dark Young, bound by the shaman, is compelled to accompany them. The investigators, and the children, are safe.



The pursuit of the sleigh

Aftermath

Award the investigators 1 point of Sanity per Little Person killed, to a maximum of 6. If slain, the Dark Young nets them another 1D10 points.

Returning Reuben to his people earns the investigators the gratitude of Maria Petulengro. As a token of her esteem, she will lift the curse on the Allingham line if the investigators request it. This earns the investigators 1D4 points of Sanity, while the rescue of the children gains them an additional 1D6 points. Many of the children will blank out the horrors they have experienced in order to cope with life, although their repressed memories may surface in later years, with unpleasant results.

If the children are not rescued, the investigators lose 1D10 Sanity for their horrible failure. Ursula's loss results in the complete breakdown and confinement of Lady Allingham, resulting in a further loss of 1D4 Sanity for the demoralized investigators.

Recovering Ursula restores Lady Amanda to her senses, the pair shortly thereafter leaving for an indefinite holiday on the continent. Ursula's rescue adds another 1D6 Sanity points to their reward, as both mother and daughter seem to have gained strength from the terrible ordeal.

The village of Bargrove also recovers from the shocking events it has experienced, but ever after the bells are rung in the church tower with astonishing regularity.

NPCs

LADY AMANDA ALLINGHAM, 33, distressed widow

STR 12 CON 10 SIZ 11 INT 14 POW 15
DEX 10 APP 15 EDU 14 SAN 45 HP 11

Damage Bonus: none.

Weapons: Scratch 50%, damage 1D3

Skills: Credit Rating 70%, History 35%, Listen 20%, Occult 65%, Spiritualist Lore 80%.

URSULA ALLINGHAM, 8, sensitive daughter

STR 7 CON 10 SIZ 7 INT 12 POW 18
DEX 12 APP 14 EDU 7 SAN 90 HP 9

Damage Bonus: none.

Skills: Dream Future 20%.

JAMES MCKENZIE, 41, gruff coachman

STR 15 CON 14 SIZ 15 INT 13 POW 10
DEX 14 APP 9 EDU 7 SAN 50 HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 50%, damage 1D3+db

Whip 65%, damage 1D3+db or grapple

Skills: Drive Carriage/Sleigh 85%, First Aid 41%, Ride 59%, Tug Forelock 100%.

ANGRY VILLAGE MOB

All are male, average age 40, of sturdy size and physique. Average SAN is 50.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	13	16	14	12	13	11	14	10	12	11
CON	12	16	12	11	14	14	14	13	13	11
SIZ	12	16	13	12	13	14	13	13	13	14
POW	9	11	10	9	12	10	12	10	13	11
DEX	13	12	11	11	9	11	10	12	15	13
HP	12	16	13	12	14	14	14	13	13	13

Damage Bonus: +1D4

Weapons: Small Club 60%, damage 1D6+db

Wood Axe 45%, damage 1D8+db

Pitchfork 40%, damage 1D6+2+db

Scythe 35%, damage 1D8+db

Shotgun 30%, damage 4D6/2D6/1D.

Skills: Climb 50%, Dodge 35%, Farming 65%, Fast Talk 25%, Gossip 40%, Listen 40%, Spot Hidden 35%.

MARIA PETULENGRO, 103, gypsy wise-woman

STR 8 CON 12 SIZ 7 INT 18 POW 19
DEX 16 APP 10 EDU 12 SAN 95 HP 10

Damage Bonus: none.

Skills: Occult 96%, Read Palms 65%, Smile Knowingly 100%, Trick Non-Gypsies 80%.

SEVERAL COLORFUL GYPSIES

All are male, average age 30, of sturdy size and physique. Average SAN is 60.

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	11	14	12	13	11	14	10	12	16	13
CON	14	16	12	11	12	14	14	13	11	13
SIZ	16	12	13	12	13	13	13	14	12	13
POW	11	13	10	12	12	10	10	13	12	11
DEX	11	11	9	14	13	10	12	15	12	13
HP	15	14	13	13	13	14	14	14	12	13

Average Damage Bonus: +1D4

Weapons: Fighting Knife 65%, damage 1D4+2+db

Fist/Punch 50%, damage 1D3+db

Skills: Conceal 65%, Fast Talk 50%, Listen 47%, Ride 75%, Sneak 65%.

DARK YOUNG OF SHUB-NIGGURATH

STR 44 CON 17 SIZ 44 INT 14 POW 18
DEX 17 HP 31

Move 8

Damage Bonus: +4D6

Weapons: Tentacle 80%, damage 4D6+1D3 STR drain

Trample 40%, damage 2D6+db

Armor: Non-terrene flesh takes one point of damage from most firearms, 2 points on an impale. Shotguns do minimum possible damage. Melee weapons do full damage, as do magical weapons and magic attacks. All other attacks – fire, explosive, electricity, cold, poison, etc. – have no effect.

Skills: Sneak 60%, Hide in Woods 80%.

Sanity Loss: 1D3/1D10.

THE LITTLE PEOPLE

(Lesser Independent Race)

"In that instant Vaughn saw the myriads beneath; the things made in the form of men, but stunted like children hideously deformed, their faces with the almond eyes burning with evil and unspeakable lusts; the ghastly yellow of the mass of naked flesh..."

- Arthur Machen, "The Shining Pyramid"

The Little People are the last remnants of the pre-Aryan aboriginal race of Britain, long since forced underground by wave after wave of invaders, whose bronze and iron weapons were far more effective than their own weapons of stone. The Little People live on in ancestral memory and folk tales as the Good Folk, the Faeries, the Folk of the Hollow Hills, etc, but such stories only hint at their unbridled malevolence. The Little People's hate for the latecomers who displaced them has not faded over the millennia, and in their lightless caves and warrens they plot bloody revenge. Shub-Niggurath is the goddess worshipped by the Little People encountered in this scenario, although other dark gods are also among the blasphemous deities they propitiate with blood sacrifice and foul rites.

LITTLE PEOPLE, hateful dwarves

	#1	#2	#3	#4	#5	#6	#7	#8	#9	#10
STR	9	7	10	7	6	8	9	9	11	5
CON	10	9	11	12	11	12	9	13	12	13
SIZ	7	8	10	9	10	9	11	7	8	10
INT	11	9	4	6	10	8	11	13	7	8
POW	8	7	10	7	14	11	9	10	4	13
DEX	13	14	12	13	11	16	15	10	12	13
APP	4	5	6	4	3	5	8	6	5	2
HP	9	9	11	11	11	11	10	10	10	12

Average Damage Bonus: none.

Weapons: Claws (x2) 35%, damage 1D4 each

Bite 30%, damage 1D3

Spear 55%, damage 1D6+1

Thrown Spear 45%, damage 1D6+1

Stone Knife 40%, damage 1D4+1

Stone Axe 60%, damage 1D6+1

Club 65%, damage 1D6+1

Spells: A Little Person of INT and POW of 10+ may know 1D3 minor spells. A Little Person with INT of 10+ and POW of 14+ is a shaman, and knows at least 1D6+6 spells, including at least one deity-related Call/Contact spell and 1-2 for Summoning/Binding or Contacting appropriate servitor races.

Skills: Craft (Wilderness Lore) 90%, Hide 75%, Natural History 55%, Sneak 80%, Spot Hidden 55%, Throw 55%, Track 55%.

Languages: Aklo 40%, English 15%, Little People Hieroglyphics 50%.

Sanity Loss: It costs 0/1D4 points to see one of the Little People.





Fiction From the Era

The following list is by no means meant to be comprehensive, but is intended as a guide to some of the most interesting, useful, and inspirational fiction from the period. Mystery, ghost, and other horror stories are included in this list. The prospective Keeper or player can supplement this list by seeking out other books by the authors mentioned below, along with other contemporaries such as Wilkie Collins, Joseph Conrad, Charles Dickens, and H.G. Wells.

H.P. Lovecraft acknowledged the inspirational debt he owed to Machen and Hodgson, so works by those two men may be of particular value to those interested in the fiction of the period. Also, Leonard Wolf has edited definitive versions of two of the classics listed below: *The Essential Dracula* (Plume Books 1993) and *The Essential Dr. Jekyll & Mr. Hyde* (Plume Books 1995); these highly recommended versions are annotated, with additional stories and biographical and bibliographical information; the annotations and introductory materials offer very useful details on the Victorian world.

- Adrian, Jack, ed, *Strange Tales from The Strand Magazine* (Oxford University Press 1991).
- Chesterton, G.K., *The Man Who Was Thursday* (Penguin Books 1986).
- Doyle, Sir Arthur Conan, *A Study in Scarlet*, *The Sign of the Four*, *The Adventures of Sherlock Holmes*, *The Memoirs of Sherlock Holmes*, *The Return of Sherlock Holmes*, *The Hound of the Baskervilles*, *The Valley of Fear*, *His Last Bow*, and *The Case Book of Sherlock Holmes* (various editions, the best of which is the humungous *The Annotated Sherlock Holmes*, edited by William S. Baring-Gould, Wings Books 1992; a more portable version is the 2-volume Bantam Classics edition, circa 1986) and *The Best Supernatural Stories of Arthur Conan Doyle* (Dover Books 1979).
- Hodgson, William Hope, *Carnacki, the Ghost-Finder* (Grafton Books 1991), *Deep Waters* (Arkham House 1967), and *The House on the Borderland* (Carroll & Graf 1983).
- James, M.R., *The Penguin Complete Ghost Stories of M.R. James* (Penguin Books 1984).
- LeFanu, J.S., *Best Ghost Stories of J.S. LeFanu* (Dover Books 1964).

- Machen, Arthur, *The Three Impostors* (Ballantine Books 1972, Everyman/J.M. Dent 1995), *Tales of Horror and the Supernatural* (Pinnacle Books 1983), *The Three Impostors and Others* (Chaosium Books 2001), *The White People and Others* (Chaosium Books 2003), *The Terror and Others* (Chaosium Books 2004), and *The Hill of Dreams* (Dover Books 1985).
- Marsh, Richard, *The Beetle: A Mystery* (Wordsworth Editions 2007).
- Moskowitz, Sam, and Alden H. Norton, eds, *Ghostly by Gaslight* (Pyramid Books 1971).
- Parry, Michel, ed, *Reign of Terror: The Corgi Book(s) of Victorian Horror Stories* (3 volumes?, Corgi Books 1976-77).
- Stevenson, Robert Louis, *The Strange Case of Dr. Jekyll and Mr. Hyde* (Wordsworth Classics 1993), *The New Arabian Nights* (Current Literature Publishing Co. 1913), and *The Dynamiter* (Sutton Publishing 1997).
- Stoker, Bram, *Dracula* (Bantam Classics 1981), *The Lair of the White Worm* (Arrow Books 1963), and *The Jewel of Seven Stars* (Carroll & Graf 1989).
- Wilde, Oscar, *The Picture of Dorian Gray* (Signet Classics 1962).

Modern Fiction About the Era

Here we find more recent fictions, most written within the past 25 years, which are concerned with matters Victorian. A few are Sherlock Holmes pastiches (Campbell & Prepolec, Hanna, Meyer, and arguably Frost). A good number are “steampunk” novels – set during the Victorian era, but with elements of science fiction, fantasy, and horror (Blaylock, Gibson & Sterling, Jeter, and Powers). *The Alienist* deserves mention as a sort of Victorian *Silence of the Lambs*, set in New York City rather than England.

A number of other modern authors have written mystery or Gothic novels set in the Victorian era. Probably the most prolific among them is Anne Perry, who has two long-running mystery series: one with Inspector William Monk and the other with Charlotte and Thomas Pitt.

- Blaylock, James P., *Homunculus* (Ace Books 1986) and *Lord Kelvin's Machine* (Ace Books 1992).

Bloch, Robert, *Night of the Ripper* (Tor Books 1986).
 Campbell, J.R. and Charles Prepolec, eds, *Gaslight Grimoire* (Edge Science Fiction and Fantasy Publishing 2008) and *Gaslight Grotesque* (Edge Science Fiction and Fantasy Publishing 2009).
 Carr, Caleb, *The Alienist* (Random House 1994), and *The Angel of Darkness* (Random House 1997).
 Frost, Mark, *The List of 7* (William Morrow 1993) and *The 6 Messiahs* (William Morrow 1995).
 Gibson, William, and Bruce Sterling, *The Difference Engine* (Bantam Spectra 1991).
 Hanna, Edward B., *The Whitechapel Horrors* (Carroll & Graf 1992).
 Jeter, K.W., *Morlock Night* (DAW Books 1979) and *Infernal Devices* (Signet Books 1987).
 Meyer, Nicholas, *The Seven-Per-Cent Solution* (Ballantine Books 1975), *The West End Horror* (Ballantine Books 1976), and *The Canary Trainer* (W.W. Norton 1993).
 Moore, Alan, and Eddie Campbell, *From Hell* (Top Shelf Productions 2000).
 Moore, Alan, Kevin O'Neill, et al, *The League of Extraordinary Gentlemen Volume One* (graphic novel, collected edition: America's Best Comics 2000) and (2003) *The League of Extraordinary Gentlemen Volume II*, (graphic novel, collected edition: America's Best Comics 2003)
 Newman, Kim, *Anno-Dracula* (Carroll & Graf 1993).
 Powers, Tim, *The Anubis Gates* (Ace Books 1983).
 Zelazny, Roger, *A Night in the Lonesome October* (Avon Books 1993).

Other Modern Fiction of Interest

The books in this category offer tales of modern-day survivals of various British occult traditions. It is worth noting that the horrors of Clark and Campbell's *Moon, Sun, and Woods* are of a particularly eldritch nature, and that the *Quatermass* books (and films) offer a welcome science fictional slant to the horrific proceedings. There are several more titles by Rickman, and Jonathan Aycliffe is another writer on similar themes and subjects.

Campbell, Ramsey, *The Hungry Moon* (Macmillan 1986), *Ancient Images* (Scribners 1989), *Midnight Sun* (Tor Books 1992), and *The Darkest Part of the Woods* (Tor Books 2003).
 Clark, Simon, *Nailed by the Heart* (New English Library 1995).
 Hardy, Robin, and Anthony Shaffer, *The Wicker Man* (Pocket Books 1979).
 Holdstock, Robert, *Mythago Wood* (Arbor House 1984), *Lavondyss* (William Morrow 1988), and *The Hollowing* (Penguin Books 1994).
 Kneale, Nigel, *Quatermass and the Pit* (Arrow Books 1979) and *Quatermass* (Arrow Books 1979).

Rickman, Phil, *Curfew* (Berkley Books 1994) and *Candle-night* (Jove Books 1995).

Cthulhu Mythos Fiction Set in Britain

Many of the editions listed below are unfortunately out of print and usually difficult to find. The Robert E. Howard stories can be found in Chaosium's *Nameless Cults* collection (Chaosium Books 2001). *Shadows Over Baker Street* is an anthology of tales using Lovecraftian elements in the world of Sherlock Holmes, or vice versa.

Aniowski, Scott David, ed, *Made in Goatswood* (Chaosium 1995).
 Campbell, Ramsey, *Cold Print* (Scream/Press 1985, Tor Books 1987, Headline 1993).
 Howard, Robert E., "The Children of the Night," "People of the Dark," and "Worms of the Earth."
 Lovecraft, H.P., "Facts Concerning the Late Arthur Jermyn and His Family," "The Hound," "The Moon-Bog," and "The Horror in the Museum."
 Lumley, Brian, *The Caller of the Black* (Arkham House 1971), *Beneath the Moors* (Arkham House 1974), *The Horror at Oakdeene and Others* (Arkham House 1977), *The Compleat Crow* (W. Paul Ganley 1987), *The Burrowers Beneath* (DAW Books 1974), *Dagon's Bell and Other Discords* (NEL 1994), and *Return of the Deep Ones and Other Mythos Tales* (Roc UK 1994). (Several additional Lumley collections have appeared in the US in the past few years, many of which contain the same Mythos writings collected in the earlier editions listed here.)
 Machen, Arthur, "The White People," "The Shining Pyramid," "The Novel of the Black Seal," "Change," and "Out of the Earth."
 Reaves, Michael, and John Pelan, eds, *Shadows Over Baker Street* (Del Rey 2003).
 Wilson, Colin, "The Return of the Lloigor."

Non-Fiction

Most of the books in this section pertain to British legends, where a wealth of scenario ideas are to be found by the enterprising Keeper. Of particular note, however, is *What Jane Austen, etc.*, which is an indispensable study of nearly every imaginable aspect of Victorian England, from money to weather to social customs; it also contains an exhaustive glossary of period terms. While it deals primarily with mid-Victorian society it is useful nonetheless, and is highly recommended. Schur's book on British slang is a fun and useful look at that subject. The three Ripper books listed offer the best, most unbiased, comprehensive overviews of the case. *Man Myth & Magic* and *Mysteries of Mind, Space and Time* are encyclopedic studies of

myth, folklore, mysticism, the occult, and the unexplained, with a slight emphasis on topics in the UK (understandably, since the books were originally published there). The *Time-Life Mysteries of the Unknown* series is also recommended for the range of topics covered in its 30+ volumes.

Keepers and players may also find a London and/or Britain guidebook useful; these are available in most bookstores, and usually contain good maps of sites of special interest (larger libraries, museums, churches/cathedrals, etc). The Baedeker reprints published by Old House Books are particularly useful sources – practically indispensable.

Baedeker's *Great Britain 1890* (Old House Books 2004).

Baedeker's *London and its Environs* (Baedeker 1881 and 1898, Prentice Hall 1991).

Baedeker's *London and its Environs 1900* (Old House Books 2002).

Begg, Paul, Martin Fido, and Keith Skinner, *The Jack the Ripper A to Z* (Headline Books 1994).

Boumphrey, Geoffrey, ed, *The Shell Guide to Britain* (Hawthorn Books 1964).

Briggs, Katharine, *An Encyclopedia of Faeries* (Pantheon Books 1978).

Corey, Melinda, and George Ochoa, *The Encyclopedia of the Victorian World* (Henry Holt: Roundtable Press 1996).

Dickens, Charles, *Dickens' Dictionary of London 1888* (Old House Books 2003), and *Dickens' Dictionary of the Thames 1887* (1994).

Farwell, Byron, *Mr. Kipling's Army: All the Queen's Men* (W.W. Norton 1981).

Hole, Christina, *Witchcraft in Britain* (Paladin 1986).

Hughes, Kristine, *The Writer's Guide to Everyday Life in Regency and Victorian England* (Write's Digest Books 1998).

Jones, Richard, *Haunted England and Ireland* (Metro Books 2002).

Leapman, Michael, ed, *The Book of London: The Evolution of a Great City* (Weidenfeld & Nicolson 1989).

Lindley, Charles, Viscount Halifax, *Lord Halifax's Ghost Book* (Bellew Publishing 1989).

Man Myth & Magic, 24 vols. (Marshall Cavendish Corporation 1970).

Marsden, Simon, *Phantoms of the Isles* (Webb & Bower 1990) and *The Haunted Realm* (Little, Brown and Company 1998).

Matthews, John, and Chesca Potter, *The Aquarian Guide to Legendary London* (Aquarian Press 1990).

Murray, Margaret A., *The Witch-Cult in Western Europe* (Barnes & Noble Books 1996).

Mysteries of Mind, Space and Time, 26 vols. (H.S. Stuttman Inc/Orbis Publishing Ltd 1992).

Pool, Daniel, *What Jane Austen Ate and Charles Dickens Knew* (Simon and Schuster 1993).

Rolleston, T.W., *Celtic Myths and Legends* (Bracken Books 1992).

Rumbelow, Donald, *The Complete Jack the Ripper Casebook* (Contemporary Books 1988).

Schur, John, *British English A to Zed* (HarperPerennial 1991).

Spence, Lewis, *The Magic Arts in Celtic Britain* (Barnes & Noble Books 1993).

Sugden, Phillip, *The Complete History of Jack the Ripper* (Carroll & Graf 1994).

Sullivan, Jack, ed, *The Penguin Encyclopedia of Horror and the Supernatural* (Viking 1986).

Time-Life Books, eds, *Mysteries of the Unknown*, 33 vols. (Time-Life Books 1992).

Walker, Charles, *Strange Britain* (Brian Trodd Publishing 1989).

Walkowitz, Judith R., *City of Dreadful Delight: Narratives of Sexual Danger in Late-Victorian London* (University of Chicago Press 1992).

White, Jerry, *London in the Nineteenth Century* (Vintage Books 2008)

Victoriana on Television and Film

Since many of horror fiction's classic figures were born in the late 19th century, it can be no surprise that a great number of horror films also have been set there as well. The era also spawned Sherlock Holmes, another of the most enduring characters in fiction, Sherlock Holmes, and the Great Detective has also been the subject of numerous films. The same holds true of Jack the Ripper. These films offer solid visual inspiration for roleplayers interested in the Victorian age.

The Granada Television Sherlock Holmes series with the late Jeremy Brett has been called the best version of Conan Doyle's character. All of the 40+ episodes are available on DVD and are highly recommended – not just as good Sherlock Holmes tales, but also for their painstaking recreation of Victorian atmosphere and setting. Of the classic Hollywood films starring Basil Rathbone as Holmes (made 1939-1946), now on DVD as Sherlock Holmes: The Definitive Collection, only the first two films (*The Hound of the Baskervilles* and *The Adventures of Sherlock Holmes*) are set in the Victorian period, the others being updated to the 1940s.

Also listed below are a number of films set in modern day Britain. These are notable because of their use of ancient British legends and occult traditions – more good fodder for prospective Keepers.

Most of the titles listed below are available on DVD.

* = DVD available; SH = Sherlock Holmes; JR = Jack the Ripper; V = Victorian; O = other British horror

**The Adventures of Sherlock Holmes* (1984), **The Return of Sherlock Holmes* (1986), **The Casebook of Sherlock Holmes* (1991), and **The Memoirs of Sherlock Holmes* (1994). SH, V

- **An American Werewolf in London* (1981). O
- Blood on Satan's Claw* (a.k.a. *Satan's Skin*) (1971). O
- **Bram Stoker's Dracula* (1992). V
- **The Creeping Flesh* (1973). V
- **The Crucifer of Blood* (1991). SH, V
- **Curse of the Demon* (a.k.a. *Night of the Demon*) (1958). O
- Dark Intruder* (1965). V
- **Dead of Night* (1945) O
- **Death Line* (a.k.a. *Raw Meat*) (1972). O
- **The Doctor and the Devils* (1985). V
- **Dr. Bell & Mr. Doyle: The Dark Beginnings of Sherlock Holmes* (2000), and *Murder Rooms: The Dark Beginnings of Sherlock Holmes* (2001). SH, V
- ****Dr. Jekyll and Mr. Hyde* (1920, 1932, 1941). V
- **Dr. Who: The Talons of Weng-Chiang* (1977). V
- **From Hell* (2001). V, JR
- **Gaslight* (1940 a.k.a. *Angel Street*, 1944). V
- **Hangover Square* (1945). V
- **Horror of Dracula* (1958). V
- ***The Hound of the Baskervilles* (1939, 1959). SH, V
- **House of Wax* (1953). V
- **The Innocents* (1961). V
- **Jack the Ripper* (1988). JR, V
- Joseph Conrad's The Secret Agent* (1994). V
- **Lair of the White Worm* (1988). O
- **The League of Extraordinary Gentlemen* (2003). V
- **The Lodger* (1944). JR, V
- **Murder by Decree* (1979). SH, JR, V
- **The Old Dark House* (1932). O
- **The Picture of Dorian Gray* (1945). V
- **The Private Life of Sherlock Holmes* (1970). SH, V
- **Quatermass and the Pit* (a.k.a. *Five Million Years to Earth*; 1967). O
- **The Quatermass Conclusion* (a.k.a. *Quatermass*; 1979). O
- **The Rivals of Sherlock Holmes* (1973). V
- The Seven Percent Solution* (1976). SH, V
- **Sherlock Holmes* (2009). SH, V
- **The Suicide Club* (a.k.a. *Robert Louis Stevenson's Game of Death*) (2000). V
- **The Tomb of Ligeia* (1964). V
- **Vidocq* (a.k.a. *Dark Portals: The Chronicles of Vidocq*) (2001). V
- A Warning to the Curious* (1972). O
- Whistle and I'll Come to You* (1968). O
- **The Wicker Man* (1973). O
- **Without a Clue* (1988). SH, V
- **Young Sherlock Holmes* (1985). SH, V

Victorian Roleplaying

There have been several roleplaying supplements set in the Victorian period, including a handful specifically for *Call of Cthulhu*. Details of the various *Gaslight* books are discussed in the section on "Victorian Scenario Suggestions: Published Scenarios". A number of *Call of Cthulhu* books have featured scenarios set in Britain in the 1920s; enterprising Keepers may wish to seek these out to translate

them to the 1890s. Among the more promising of these are *Shadows of Yog-Sothoth* ("The Coven of Cannich"), the first *Cthulhu Companion* ("The Mystery of Loch Feinn," reprinted in the hardcover 3rd edition and paperbound 4th edition of the CoC rules), *Statue of the Sorcerer/The Vanishing Conjuror* ("The Vanishing Conjuror"), *The Great Old Ones* ("Bad Moon Rising"), *Fearful Passages* ("Slow Boat"), *Taint of Madness* ("Bethlem" [sic]), *In the Shadows* ("Devil's Hole"), and *The London Guidebook* ("Vile Bodies"). *The Goatswood* book details the haunted Severn Valley, and despite its modern setting can be culled for characters, creatures, settings, and adventures. *The Gaslight Equipment Catalogue* and *Kingdom of the Blind* are two Chaosium monographs covering 19th century gear and everyday life, and the British Empire in the 1920s; both are also recommended for prospective Gaslight Keepers. Two recent Chaosium monographs, *Mysteries of Sudan* and *Mysteries of the Raj* offer colonial source material specifically for the Gaslight period.

The Keeper may also wish to seek out some of the other games listed below for ideas. Ragnarok's *London by Night*, for instance, contains a good overview of the period, but is most useful for the reproduction of over 70 pages from an 1894 edition of *Baedeker's Guide to London*. Keepers interested in faery lore will find a wealth of material in TSR's *For Faerie, Queen and Country*. Likewise, the *Pendragon* roleplaying game and its supplements offer comprehensive information on Arthurian legends.

For Call of Cthulhu:

- Aniolowski, Scott, and Gary Sumpter, eds, *Ramsey Campbell's Goatswood and Less Pleasant Places* (Chaosium 2001).
- Barton, Bill, *Cthulhu by Gaslight* (Chaosium 1986, 1988).
- Barton, Bill, *Return of the Ripper* (Chaosium 2007).
- Basler, Rod, *The Gaslight Equipment Catalogue* (Chaosium 2005).
- Daumen, Michael J., *Mysteries of the Raj* (Chaosium 2010).
- Mason, Mike, ed, *The Whisperer #3* (Severn Valley Press 2000).
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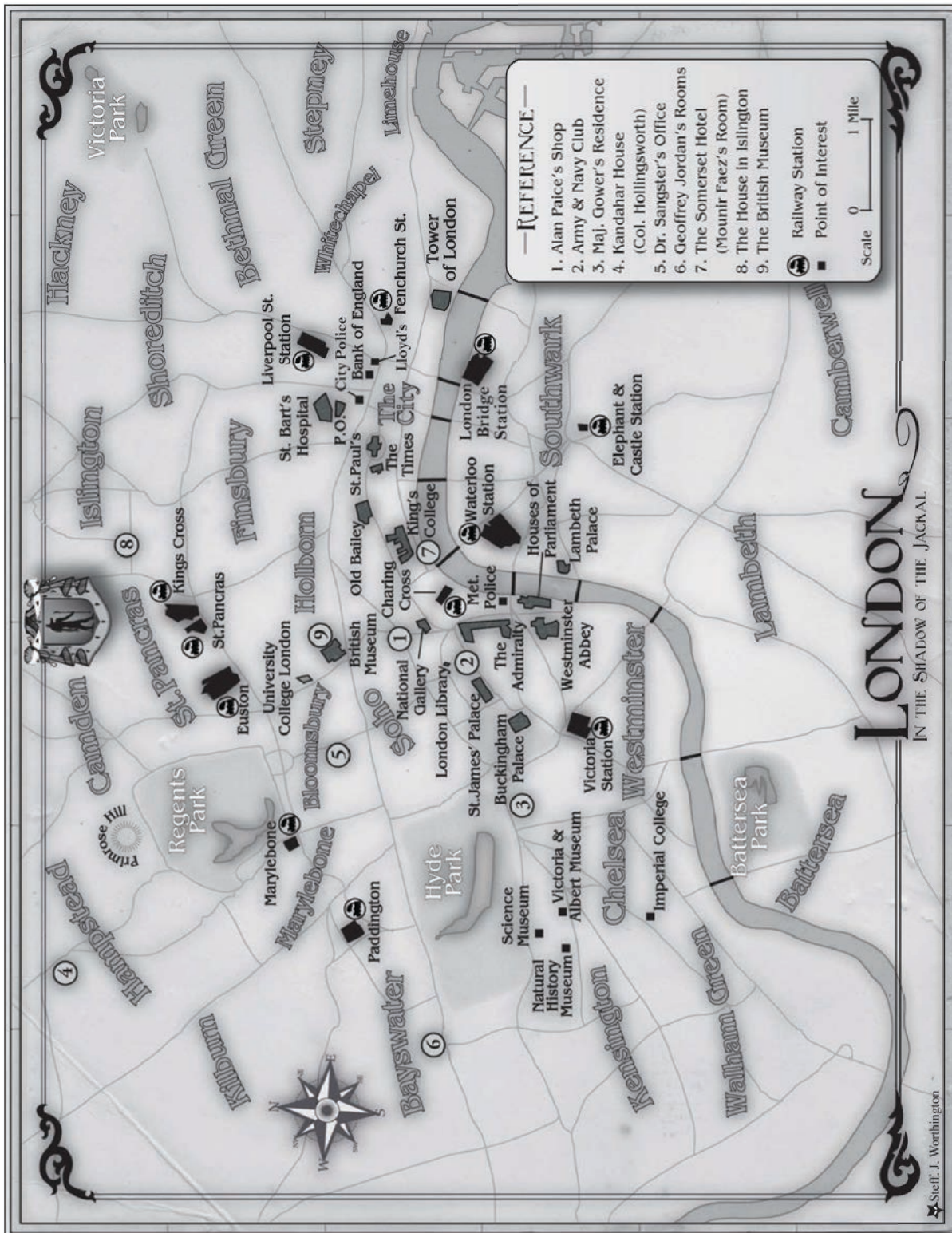
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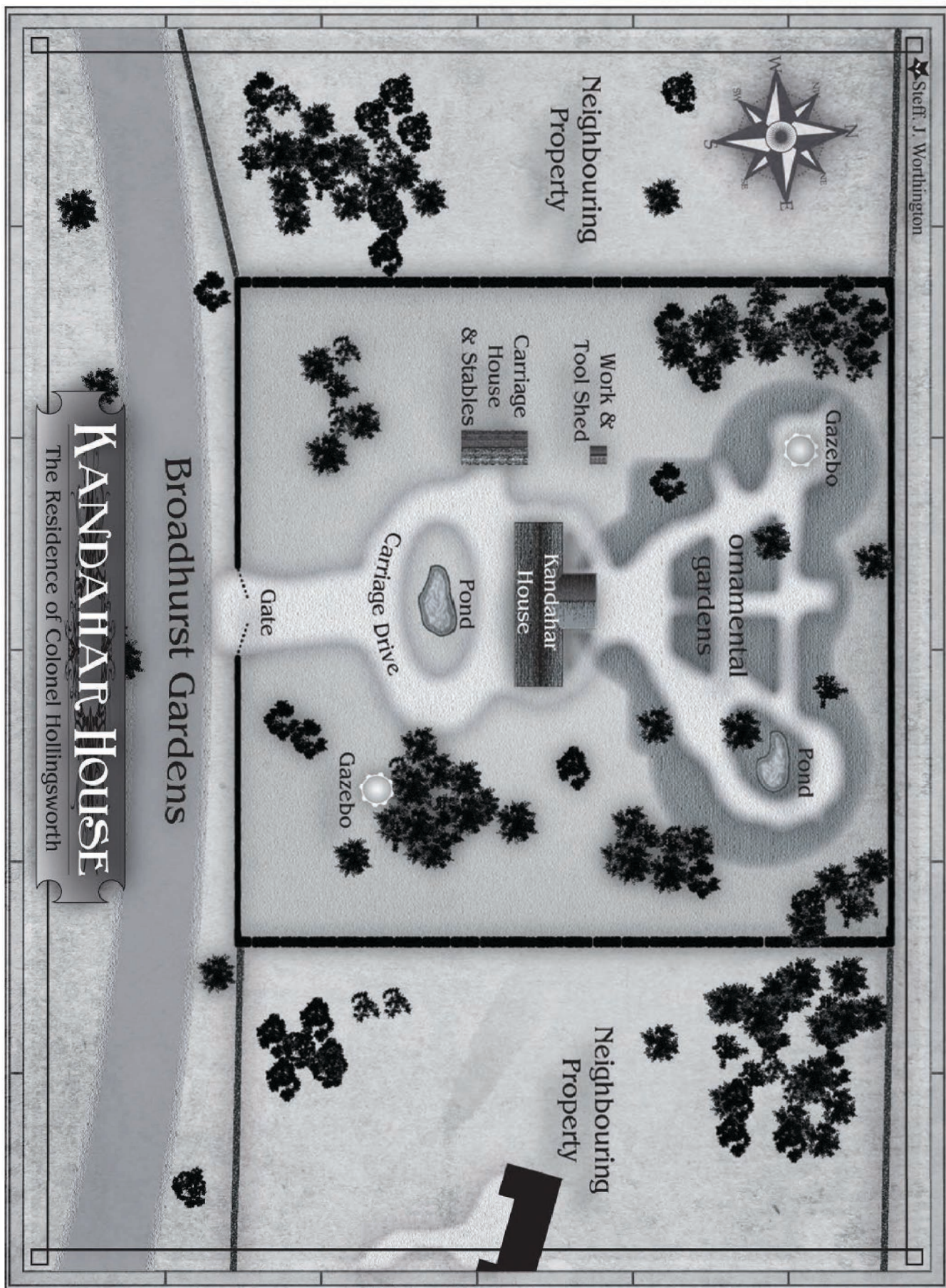
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MAPS AND HANDOUTS





KANDAHAR MANSION

THE HOME OF COLONEL HOLLINGSWORTH

REFERENCE

1. Ladies
Servant's Room
2. Gentleman
Servant's Room
3. Downstairs
Bathroom
4. Storage
5. Guests Double
Bedroom
6. Playroom and
School Room
7. Child's Bedroom
8. Locked and
Sturdy Door
9. Open to the Hall
Below
10. Pantry with Stairs
Leading to Cellar

-  Stairs
-  Doors
-  Windows
-  Fireplaces

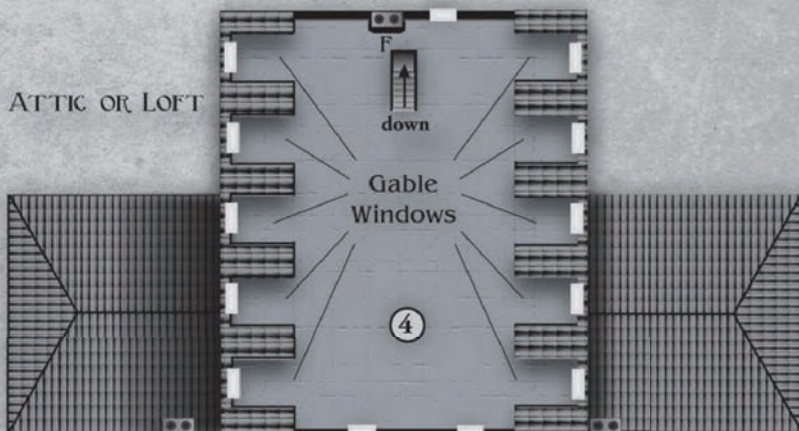
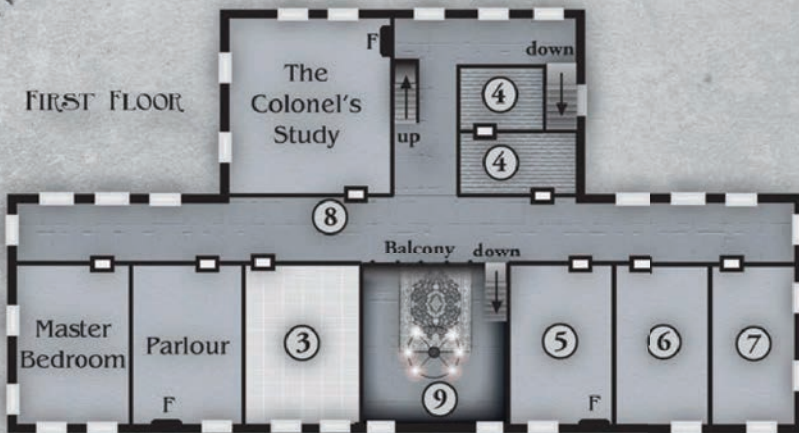
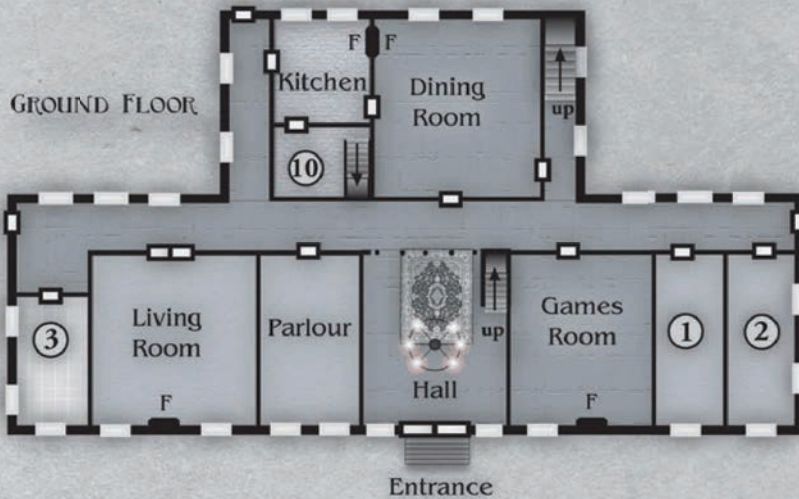
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CELLAR
(NOT TO SCALE)

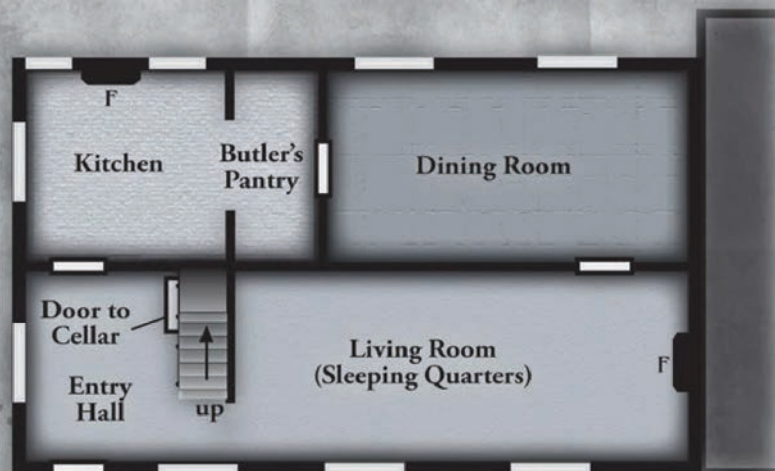


Steff. J. Worthington

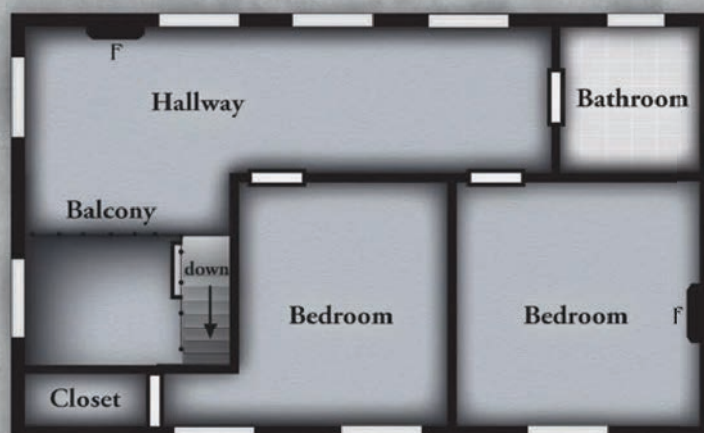


THE HOUSE IN ISLINGTON

THE HEART OF DARKNESS IN NORTH LONDON



GROUND FLOOR



FIRST FLOOR

Blocked
Coal Chute
Boarded
Windows



CELLAR

BARGROVE HALL

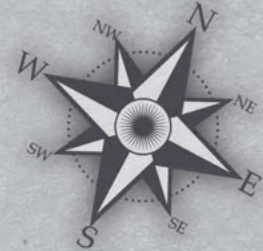
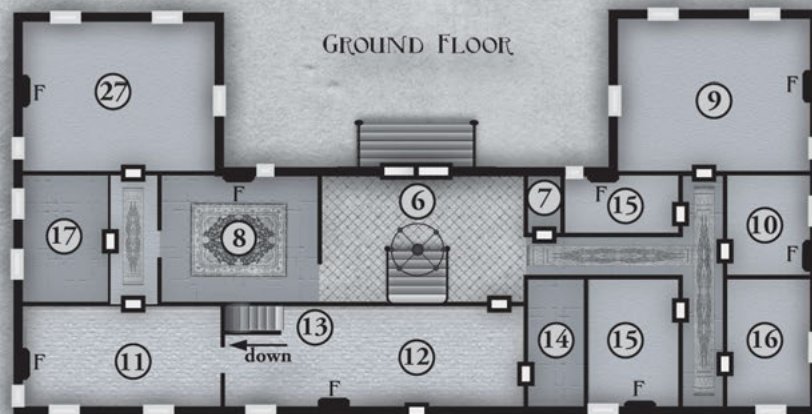
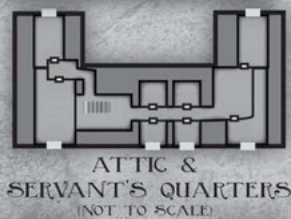
WHERE ANCIENT FORCES HOLD SWAY

—REFERENCE—

1. Bargrove Hall
2. Stables
3. Groundskeeper
4. Family Cemetery
5. Ornamental Pond
6. Entrance Hall
7. Cloak Room
8. Dining Room
9. Parlour
10. Billiard Room
11. Kitchen
12. Scullery
13. Cellar Stairs
14. Pantry
15. Unused Rooms
16. Trophy Room
17. Chapel
18. Master Bedroom
19. Miss Ursula's Room
20. Schoolroom
21. The Nanny's Room
22. Spare Bedrooms
23. Bathrooms
24. Upper Balcony
25. Stairs from the Hall
26. Stairs to the Attic
27. Library

-  Stairs
-  Doors
-  Windows
-  Fireplaces

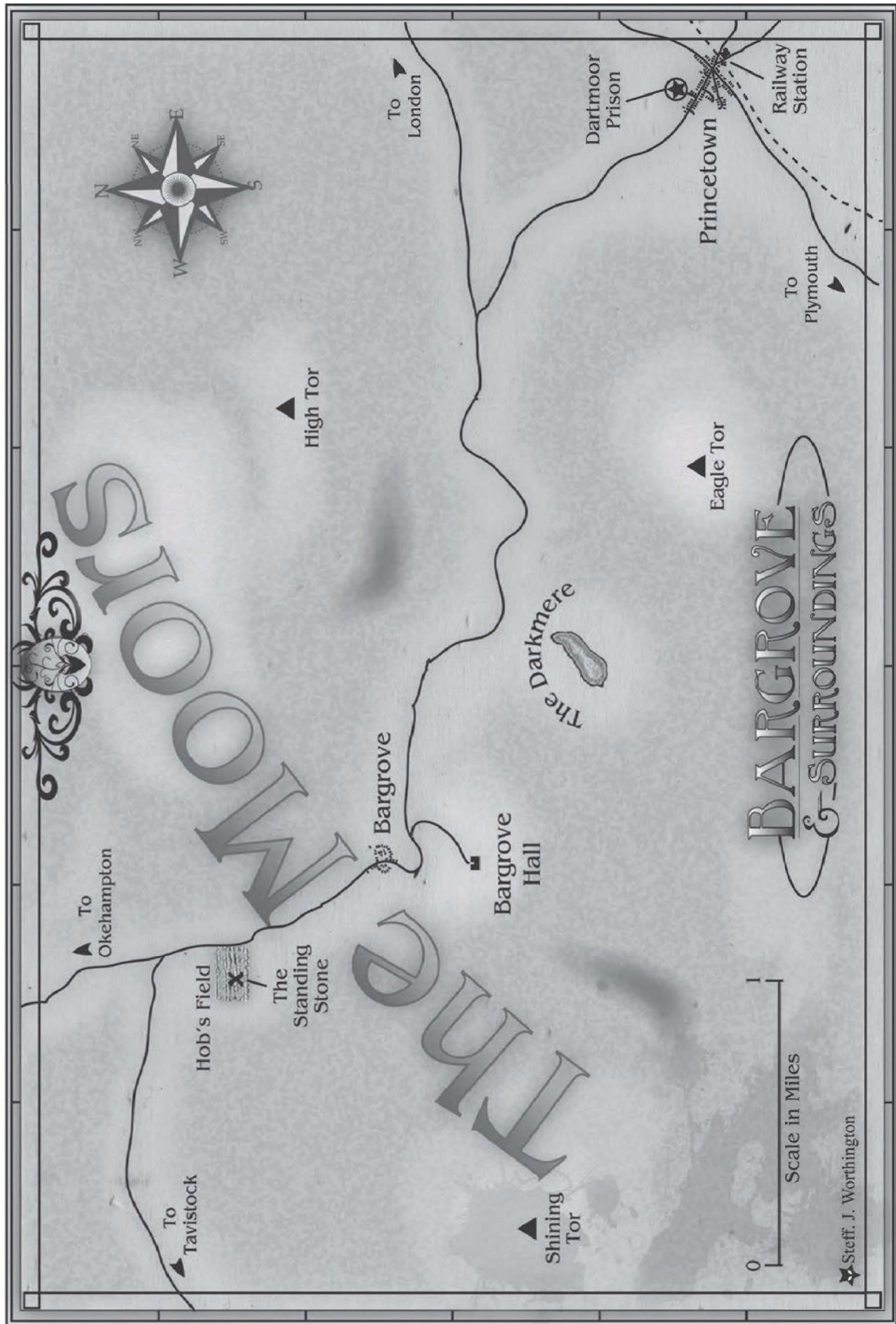
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To the Village

To the Moors





TRAGEDY AT CHARING CROSS

❖ CHARMING MUSIC ❖

BURNS
but all the
ity stomach,

**BRUTAL MURDER OF A
POPULAR LOCAL WAR HERO**

A most brutal and shocking murder has been perpetrated in a quiet Dover suburb, without apparent motive. Sergeant Major Herbert Crouch, 51, was discovered in his home yesterday morning, strangled by an unknown assailant. A neighbor reported seeing a tall figure near the garden gate of Crouch's residence on the night of the murder, and the police urgently desire to speak with anyone who can cast light on the identity of this person. Sgt. Maj. Crouch served with the Buffs in Afghanistan, Egypt and the Sudan before his retirement in 1889, when he returned to the Dover area to be near his relatives. He was well-known locally for his expert coaching of the local rugby team and his prize-winning roses, and will be greatly missed.

Football Referee Abused

A disgraceful scene was witnessed last Saturday during the

Night of the Jackals Papers #2

(18)

Alacem - Scroll N° 7

Our Gods are the Gods who live in the Stars, for they are the very light of these Stars and even the darknesses between them. For there is neither light nor dark to them - both are the same

Auset-Thoth, who though blind is the Lord of them All, ruling them though he hears them not.



of funerary offering formulae,

Nyarlatstep, King of Darkness, Master of All Wisdom, Bringer of fire to the First Men, Father of Set

Tua-T', to whom all dead souls must pass in the end

(29)

Scroll 11 C cont

Their wisdom was given to Sekh-T' out alone, for their Word had been: "Sekh-T' out shall be the Bringer of Our Wisdom, for no other" man can know all that he knows and yet live.

Side B

As he lay dying, Sekh-T' out told us of his prophecy: That though he might die we were to preserve his body and soul intact, for in years to come he would return, though not to us, nor even in our land. Unbelievers, he said, would take his body from our Brotherhood to a distant land, undreamt of by us. There, he said, Nyarlatstep would grant wisdom to one who would heed the Tomb-god Tua-T' to release Sekh-T' out from his sleep. Then would Sekh-T' out live again, and through his living bring doom to the land of the unbelievers. And then once again the Old Gods would dance amid the ruins of our world, as they had done at the dawn of time.

SHEARER, HARTLEY AND WHIGG
BARRISTERS AT LAW,
123A KING'S ROAD,
KNIGHTSBRIDGE

Dear Sir,

I am writing on behalf of my client, the recently bereaved Lady Amanda Allingham, on a matter of great privacy. The details cannot be expressed adequately in writing, and I feel it best to offer you (and any acquaintances you deem appropriate) an interview at my office where we might discuss the matter at length. The particulars involve travel to Dartmoor. Financial restitution will of course be offered for your services. Might I be so bold as to suggest tomorrow at 2 o'clock P.M. as a suitable time? Please do not hesitate to contact me and arrange a new time if this is inconvenient.

Yours sincerely,

Morcombe Shearer
Shearer, Hartley and Whigg



M. ADER'S FLYING-MACHINE.

GRISLY DEATH OF SIR CHARLES ALLINGHAM

AGE OF FAMILY HOME CONTRIBUTES TO DEATH

Peer Mourned By Brothers

SIR CHARLES EDWARD ALLINGHAM, Lord Bargrove, 37, was yesterday declared dead following a tragic accident at his family home in Dartmoor. He was struck by a limestone gargoyle that had become loosened by age from the facade of Bargrove Hall, and fell upon Sir Charles as he made his exit from the house, with instantly fatal results. The late peer is survived by his younger brothers, Walter, 35, and William, 34. Rumors of a family curse have dogged the investigation by local police, Bargrove villagers having refused to accept any other explanation for Sir Charles' death.

Your Editor's Gleanings

THE UNVEILING OF HIS GRANDFATHER'S STATUE

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The Burnt Man Papers #4

N.C.O's OF THE FIRST SIKH INFANTRY FORCE, PART OF GENERAL CORRIE BIRD'S FORCE

ALLINGHAM CURSE STRIKES AGAIN

Lord Bargrove Dies Horrid Death

DARTMOOR: The horribly burned body of Sir William Fitzhugh Allingham, Lord Bargrove, 36, was discovered by a cowherd yesterday morning in a field in his country estates. His death has prompted local talk of a curse that haunts the Allingham family, striking down every Lord Bargrove before his 40th birthday.

FEW DETAILS of the murder have been released, but Exeter police believe that Sir William was savagely treated, and already dead before the flames consumed his body. The police have no definite leads in the case but, in the light of Lord Bargrove's disparaging comments in the House of Lords on the subjects of Irish Home Rule and Cornish independence, police suspect some local political firebrand may be responsible. Interviews are being conducted in the district, and should produce the guilty man within a space of days.

SIR WILLIAM is survived by his wife Amanda, daughter of the late Col. Clarence Montmorency of the Indian Corps, and a daughter, Ursula, aged eight. Deepest condolences are extended to Lady Allingham in her bereavement, and hopes that in the celebration of the birth of Christ so soon upon us, she can find consolation for her untimely loss.

ANARCHIST OUTRAGE IN PARIS

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The Burnt Man Papers #2



Price 3d.

TRAGIC ACCIDENT CLAIMS PEER'S LIFE

SIR WALTER ALLINGHAM DIES IN HUNT

Family Curse Claims New Victim?

THE MASTER OF THE DARKMOOR HUNT, Sir Walter James Allingham, died yesterday in a hunting accident. Lord Bargrove was carried to his ancestral home after the accident, but died before he could receive medical attention. The saddle girth of his mare apparently snapped in mid-gallop, sending Sir Walter, an accomplished rider, to his death beneath the hooves of the mounts behind him.

LOCALS CLAIM that an antique curse haunts the Allingham family, ensuring the death of every male in the family before his 40th birthday, a theory described by the local vicar as "superstitious

twaddle." Sir Walter, who had inherited his peerage following the death of his elder brother one year ago, is survived by his younger brother William, who now assumes the title of Lord Bargrove.



THE LATE SIR WALTER ALLINGHAM AND BROTHER WILLIAM
From a Photograph by A. King, Littlehampton

London is, unhappily, vying with Continental capitals in the number of deaths and suicides brought about by improved science. What is called "The Soho Mystery" still preoccupies the Police. On Friday

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CURSED FAMILIES OF GREAT BRITAIN

BY
GEORGE HOWARTH

AUTHOR OF "CURIOUS SUPERSTITIONS FROM THE NORTH," ETC.

"And if ye will not yet for all this hearken unto me, then I will punish you seven times more for your sins. And I will break the pride of your power; and I will make your heaven as iron, and your earth as brass. And your strength shall be spent in vain, for your land shall not yield her increase, neither shall the trees of the land yield their fruits."

— LEVITICUS 26:18-20



LONDON:
J. MASTERS AND CO., 78 NEW BOND STREET
MDCCCLXVII

CURSED FAMILIES OF GREAT BRITAIN

Of this marvel, physicians could never give any reason, except that horror constrained the blood to run back, through fear of a beast so contrary to human nature.



Cursed to a Fore-shortened Life

High in the haunted moorlands of Dartmoor, the Allinghams of Bargrove Hall are cursed with premature mortality; no man of this family ever lives to see his 40th birthday. Local lore claims that Sir Montague Allingham (1612-1642) flogged to death a gypsy lad found stealing horses from Bargrove Hall, as a result of which the boy's mother placed the curse upon Sir Montague and his sons in perpetuity.



DARTMOOR, A MANY-CURSED REGION OF BRITAIN

73

A HISTORY OF THE PARISH OF BARGROVE

IN THE
COUNTY OF DEVON

BY
SIR REGINALD CLAYDEN
of Exeter.

LONDON:
HARRISON AND SONS, ST. MARTIN'S LANE,
PRINTERS IN ORDINARY TO HER MAJESTY.

—
MDCCCLXXVIII

112 DARTMOOR IN ROMAN DAYS

In the time of the Emperor Claudius, when Rome successfully conquered southern Britain, a century of men from the Legio IX Hispana was called to quell a small uprising in the kingdom of the Dumnonii. Traveling to what is today called Dartmoor, the Legionaries discovered Druid priests engaged in human sacrifice — a practice outlawed by Caesar — within 'the Burrit Grove.' The Legion fell upon the bearded priests, but the druids called their allies, the People of the Hollow Hills, and by their magics and by the fearful power of the Old Gods, the Romans were defeated. Only one man survived to tell the tale, and he was mad. This event is placed by my reckoning in the vicinity of Bargrove village, whose name may well be a corruption of 'Burrit Grove,' perhaps on the hill the locals call Eagle Tor, in approximately 48 AD. Interestingly enough, the IX Hispana was considered a cursed Legion thereafter, and vanished to the last man in the mists beyond Hadrian's Wall.

A similar — if somewhat less specific — tale is told about survivals of the most

ABOUT FAERIES

Also known as the Little People, the Folk Of the Hollow Hills, the Wee Folk and, in Wales, as the Tylwyth Teg, faeries are claimed by some to be nature spirits, by others etheric elementals. Madame Blavatsky's Theosophical Society are of the latter belief, and believe that faeries exist to absorb prana (psychic or spiritual energy) and distribute it to the physical world, thus sustaining the life of the earth. Others believe faeries to be angels who fought neither with Lucifer nor God in the war in Heaven, and so Fell, but only as far as the earth rather than to Hell; or pagan souls, condemned ever to wander the earth. Some scholars, supporters of Darwin's theory of evolution, claim faerie tales to be ancestral memories of our prehistory, battling other ancient tribes. A more modern view is that faeries are perhaps christianized versions of pagan gods.

Faeries are generally divided into High and Low types, sometimes called the Seelie Court (beneficial and predisposed to kindness) or the Unseelie Court (cruel, twisted and evil). Both are sensitive and easily offended, bestowing curses, ill luck, or even death upon those whom they dislike. Even the less malevolent faeries are mischievous, such as brownies, who inhabit houses and while the inhabitants are asleep, carry out tasks left unfinished. All the brownie expects from this is a bowl of milk or cream each night. If insulted, perhaps by offering clothes for its small naked figure, or maltreated by lazy servants, the brownie may fly into a rage or depart forever. Angered brownies punch and pinch sleepers, throw things about, and wail and scream.

Other faeries include the Red-Cap of the Border country, who dyes his hat in the blood of those he kills; river hags and kelpies, who delight in the drowning of passersby; hobgoblins and goblins, such as the Cornish and Devon knockers, who inhabit mines, their nocturnal tapping leading the miners to rich veins of tin; pixies, native to Dartmoor, tiny figures similar to brownies who are most often seen dancing, and at night knot their fingers in horses' manes and ride them wildly across the countryside, leaving the beasts exhausted come morning; and trooping faeries, the faerie nobility, graceful and fair.



Investigator Name _____
Occupation _____
Colleges, Degrees _____
Birthplace _____
Social Class _____
Mental Disorders _____
Sex _____ Age _____

STR ____ DEX ____ INT ____ Idea ____
CON ____ APP ____ POW ____ Luck ____
SIZ ____ SAN ____ EDU ____ Know ____
99-Cthulhu Mythos ____ Damage Bonus ____

Traits _____

	Insane	0	1	2	3	4	5	6	7	8	9	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

Unconscious	0	1	2	3
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Dead	-2	-1	0	1	2	3
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Horror Roleplaying in the Worlds of H.P. Lovecraft

<input type="checkbox"/> Accounting (01%)	_____	<input type="checkbox"/> Law (05%)	_____
<input type="checkbox"/> Anthropology (01%)	_____	<input type="checkbox"/> Library Use (25%)	_____
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Art (05%):		<input type="checkbox"/> Locksmith (01%)	_____
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<input type="checkbox"/> Conceal (15%)	_____	Other Language (01%):	
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<input type="checkbox"/> Rifle (25%)	_____
<input type="checkbox"/> Shotgun (30%)	_____

	melee	%	damage	hnd	rng	#att	hp		weapon	%	damage	malf	rng	#att	shots	hp
<input type="checkbox"/>	Fist (50%)	_____	1D3+db	1	touch	1	n/a	<input type="checkbox"/>	_____	____	_____	___	___	___	___	___
<input type="checkbox"/>	Grapple (25%)	_____	special	2	touch	1	n/a	<input type="checkbox"/>	_____	____	_____	___	___	___	___	___
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PERSONAL DATA

Investigator Name _____

Episodes of Insanity _____

Residence _____

Personal Description _____

Wounds & Injuries _____

Family & Friends _____

Marks & Scars _____

Addictions & Dependencies _____



INVESTIGATOR HISTORY

INCOME & SAVINGS

Income _____

Cash on Hand _____

Savings _____

Personal Property _____

Real Estate _____

ADVENTURING GEAR & POSSESSIONS

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MYTHOS TOMES READ

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HOUSEHOLD STAFF

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MAGICAL ARTIFACTS/SPILLS KNOWN

Artifacts _____ Spells _____

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CLUB & SOCIETY MEMBERSHIPS

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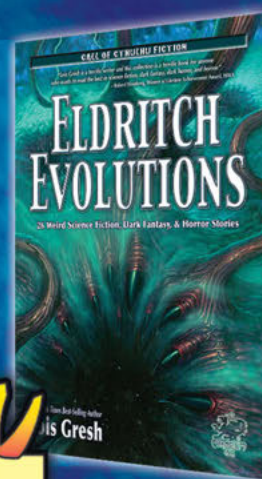
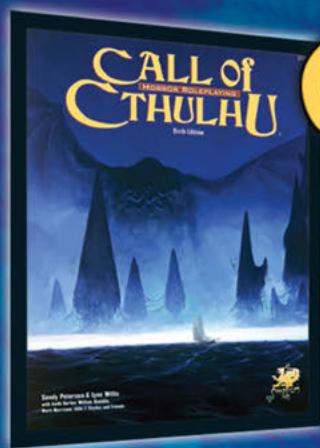
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