

A

Lark

in a

Cage

by

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CALL of CTHULHU

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A Lark in a Cage

A Gaslight Scenario for *Call of Cthulhu* 7th Edition

Table of Contents

Keeper's Introduction	2
The Story so Far.....	2
The East End in 1895.....	3
Oscar Wilde's Trial	3
Transportation.....	4
Dramatis Personae	4
The Transformation	7
The Cure.....	8
Involving the Investigators: The Cuckoo	9
The Crash.....	12
Locations	13
The Home of Doctor Nolan Foxwell.....	13
East Greenwich Gas Works.....	16
Isle of Dogs Police Station	17
St. Matthias' Church.....	19
The Cistern.....	21
The London Sewer.....	23
The Home of Wainwright Tamora Greaves	24
Blackwall Tunnel Construction Site	27
Greaves' Underwater Laboratory	28
Running the Finale	31
Reaching the airlock.....	31
Saving Samantha.....	32
Failing to Save Samantha	32
Investigator Rewards.....	33
Appendix 1: Non-Player Characters	33
Appendix 2: Handouts	38
Appendix 3: Maps of the East End	43
Appendix 4: Pre-generated Investigators	45

“. . .he howl'd fearfully;
Said he was a wolf, only the difference
Was, a wolf's skin was hairy on the outside,
His on the inside;"

John Webster, *The Duchess of Malfi*

Set in London in 1895, this scenario presents a variety of locations and actors in the East End, primarily on the Isle of Dogs and across Greenwich. *A Lark in a Cage* pits the investigators against two sets of villains—it will be up to the investigators to decide which is the more monstrous. Intended for groups of three-to-six players, *A Lark in a Cage* usually plays out over the course of two or three four-hour sessions.

While this scenario is suited to an ongoing Gaslight campaign, it can also be run as a standalone adventure. For this purpose, we've provided a group of pre-generated investigators in **Appendix 4** (page 45).

Our design for navigating the London sewers takes inspiration from Brian Courtemanche's scenario "The Art of Madness," found in Chaosium's collection *The House of R'lyeh*.

Content warning: this scenario includes imperiled children and historical homophobia. We recommend playing the scenario with the use of an X-Card, designed by John Stavropoulos. You can find details about how to use the X-Card at <http://tinyurl.com/x-card-rpg>.

Keeper's Introduction

There are two factions at play in this scenario, with the investigators caught between them. On one side is Dr. Wainwright Tamora Greaves, a scientist intent on discovering the secret to eternal life, and his minion, Peter Wegg; on the other side, a ghoulish colony living beneath London is trying to survive as Greaves hunts them down for experimentation.

The Story so Far

Amelia Gregory, friend to the investigators, bore her first child, Samantha, in April of 1895—last month. Amelia comes to the investigators claiming that the child in her crib is a "cuckoo," something that replaced her little baby girl. She begs the investigators to look into the matter, to find her daughter. Amelia, unfortunately, is exactly right. The ghoulish warren of London recently abducted Samantha and replaced her with one of their own, a near-identical child of about the same age. The ghouls occasionally abduct human children to raise as their own so that, as adults, they can move aboveground without suspicion, doing the ghouls' bidding.

Meanwhile, Samantha's pediatrician, Dr. Nolan Foxwell, is facing a crisis of his own: his partner, Raymond Flanagan, has disappeared. Flanagan has been kidnapped, on pure coincidence, by Dr. Greaves for his experiments in turning ghoulish biology toward longevity.

A scientist of evil intent, Greaves is bringing his decades-long machinations to a head. Greaves has experimented on London's ghoulish population for 40 years, trying to develop a cure for mortality based on their terrible biology. In the early 1850s he developed a serum that he hoped would grant eternal life, but he wasn't so foolhardy as to inject himself. Greaves injected this serum into his laboratory assistant, Peter Wegg; the serum worked, in that it turned Wegg into, effectively, an immortal, but it also warped his mind so that he lost

almost all sense of self, and it gave him an ever-yearning hunger for human flesh. After realizing his failure, Greaves decided the Wegg experiment wasn't a total loss, and turned to horrific experimentation, grafting new limbs onto his former friend, and testing the limits of his regenerative abilities. To conduct his experiments, Dr. Greaves kidnaps poor people, mostly the homeless, whose compatriots, when they complain of missing friends, get ignored or physically removed by the police.

Now, in 1895, Greaves is becoming desperate, as he can see the end of his life drawing closer and has made little progress on the serum. A donor to the ongoing Blackwall Tunnel Project, which bores beneath the Thames, Greaves has hidden his underwater laboratory nearby, where he conducts his experiments.

The scenario begins when Amelia Gregory begs the investigators' help in finding her child, or at least in proving that the child in its place isn't her own. After accepting the job, Peter Wegg attacks the investigators, attempting to steal the cuckoo child and inject one of the protagonists with Greaves' latest serum—no more refined than that which transformed Wegg.

Now the investigators are faced with a two-pronged problem: find Amelia's child (and possibly its replacement), and find a cure for their compatriot before one of their own turns into a half-ghoul creature like the doomed Peter Wegg. The kidnapped Flanagan lays at the end of the trail.

The East End in 1895

East London is the commercial heart of the larger city. There are docks along the Thames, import/export companies, factories producing everything from heavy guns to submarine cables, and much more. The Royal Observatory stands in Greenwich park, and the Greenwich Underground Railway runs east-west through Greenwich, south of the Thames. Much of the Greenwich Peninsula remains swampland. Neither Greenwich nor Blackwall, the district directly north, across the Thames, are rich areas. Laboring folk live here, though not in the squalor one might find in Whitechapel. This scenario plays out in the East End, between Greenwich and Blackwall, with the Gregorys and Doctor Foxwell found just east of Greenwich, in Deptford. If the investigators choose to journey farther afield in London, we recommend you turn to Chaosium's *Cthulhu by Gaslight* supplement.

Remember, as you describe London, that the city of the 1890s is remarkably unclean, with squalor and wealth coexisting side-by-side. These are the days of child sweatshops, and the smoke produced by factories forms a large part of the infamous smog, especially bad in the spring and summer.

"Blackwall" is technically a smaller region along the southern side of the larger district of Poplar, forming its shore with the Thames. For the sake of clarity, this district is referred to as "Blackwall" throughout the scenario.

Oscar Wilde's Trial

Oscar Wilde's case against the Marquess of Queensberry has just concluded at the time the scenario starts. Originally begun as a lawsuit against the Marquess on charges of libel (the Marquess left a calling card stating that Wilde was a "sodomite"), Wilde loses this first case and a new one is brought against him, this time by the Crown. All of London is abuzz with the charges laid against Wilde—that he has committed the crime of sodomy, which had been a capital offense until 1861. Wilde loses this case as well and is arrested on charges of sodomy on 6 April. His criminal proceedings begin on 26 April. On 25 May 1895, Wilde and his erstwhile lover Alfred Taylor are sentenced to two years of hard labor. The scenario begins in the early morning hours of 26 May, just as the morning papers deliver the news. As a result of these proceedings, the queer folk of London are on their guard (as any queer investigators should be), includ-

Firearms in the 1890s

Firearms are, generally speaking, illegal to possess, and using a firearm in the commission of a crime results in the harshest litigation possible. Criminals still manage to get a hold of firearms, but it would be rare for the average citizen (like those in the Porter family) to own one. Even police constables can only take out firearms on loan from their stations, and do not carry them from day-to-day, as a rule.

ing the vital non-player character Dr. Nolan Foxwell, who will be suspicious of any who come calling at his door.

Transportation

The investigators will need to cross the Thames, possibly several times, moving between Greenwich, the Isle of Dogs and Blackwall, and the Greenwich Peninsula. There are several ways to accomplish this, with differing levels of visibility the investigators should keep in mind. In 1895 there are no fixed structures that cross the Thames west of Greenwich until Tower Bridge (a distance eastward of about six miles, one way). The Blackwall Tunnel project seeks to remedy this.

The Greenwich Steam Ferry

The Greenwich Steam Ferry (quite near ***The Home of Doctor Nolan Foxwell***, page 13) opened in 1888, but despite its relative newness was already a controversial money pit for the city. It costs one penny to use the ferry, which loads from the side and can carry up to 12 carriages; it runs every fifteen minutes from sunrise to 10 p.m.

Hiring a Boat

Boats can be hired to cross the Thames easily, for only a few pence. These boat rides are inconspicuous and, while very slow, can generally get the investigators from any point A to any other point B along the Thames.

Hiring a Cab

Large, covered cabs called Victorias can accommodate up to six characters, if they really pack together. These are less common than the simple hansom cab, which carries two passengers, plus driver, and is usually exposed to the elements. Hansom cabs cost a shilling to hire and another sixpence for every mile after the second or for additional passengers; Victorias are more expensive but can be hired by the day for a pound.

Riding the Tube

Riding the London Underground in the 1890s is a dirty affair. Trains run on steam, and coal dust inevitably chokes the stations and the tunnels. Tickets are available for two pence for any distance within London.

Dramatis Personae

Bartholomew Cartwright, Groundskeeper

The groundskeeper for St. Matthias' Church, Cartwright is in his late twenties. Dr. Greaves approached Cartwright several years ago when he came on as the new groundskeeper of the church. He has even ventured into the cistern with Greaves and Wegg, and seen the ghouls lured out by temptations of human flesh. The only thing that keeps Cartwright sane now is his belief that Greaves will share his knowledge of immortality at the conclusion of his experiments. The ghouls are no longer fooled by Greaves' lures, however, so the doctor pays Cartwright to spy on their movements at night.

Description: Slightly cross-eyed, a small man with clean though obviously well-worn clothes.

Traits: Squirrely, especially when confronted, and truly repentant about helping Wegg, though far too much a coward to do anything about it.

Roleplaying Hooks: Cartwright always seems to have dirt and grime in places he shouldn't, he's constantly picking at it, especially when nervous.

British 19th-Century Currency Conversions

1 pound = 20 shillings

1 shilling = 12 pence

240 pence = 1 pound

James Colbert, Isle of Dogs Police Sergeant

Colbert is ruggedly handsome, known for being fair with his men and tough on his collars. He is a tough, middle-aged officer who's served the metropolitan police since he was 16, and he takes what he perceives as bullshit from no one. While he will be concerned about Samantha's disappearance, his overwhelming worry at the moment are the additional bodies in the Thames.

Description: Handsome, broadly built, keeps a clean uniform and even cleaner office. A crooked nose shows signs that he was once a boxer.

Traits: Direct and to the point, but sometimes cowed by a pretty face.

Roleplaying Hooks: Formerly a beat cop, Colbert leans over his desk like it's an impediment to his freedom.

Raymond Flanagan, Shipping merchant and ghoulish experiment

Flanagan and Foxwell met a little over 15 years ago and have lived together almost ever since. He is estranged from his family in Dublin, who disapprove of his "lifestyle," but who still accept the checks he sends them every few months. His has been a quiet life, and if he survives the abduction by Wegg and Greaves he hopes that the rest of his life will be quiet as well.

Description: Quite tall, with a thick mustache and coiffed hair in his photograph (**Handout 2: Flanagan**, page 39); when the investigators discover him, he has grown even taller, to about six feet six inches, has lost all his hair, and his skin has turned a sickly green. His pallor returns to normal if cured, and his hair will eventually grow back.

Traits: Deeply loyal, quiet but confident, brilliant at mathematics.

Roleplaying Hooks: When the investigators discover Flanagan, he is exhausted and malnourished. If they encounter him after he has recovered, Flanagan is quiet without being aloof, sensitive without being selfish.

Dr. Nolan Foxwell, Pediatrician and specialist in blood disorders

Dr. Foxwell has lived in London his entire life and is deeply in love with his partner, Raymond Flanagan. Foxwell keeps a quiet medical practice, caring for Deptford children and a few adult locals with hemophilia. In his younger days, Foxwell wrote a number of papers about disorders in the blood, and he is still known in academic circles as a semi-famous researcher.

Description: Foxwell dresses in a tweed suit that smells of pipe smoke. He is barely five-and-a-half feet tall.

Traits: Resilient and calm, takes his Hippocratic oath with the utmost seriousness.

Roleplaying Hooks: Foxwell can sometimes come off as shy or mousey, but this is usually because he is busy thinking through a problem; he is deeply concerned about Flanagan's whereabouts.

Dr. Wainwright Tamora Greaves, Mad scientist

Dr. Wainwright Greaves has spent most of his days pursuing a serum that would extend life, preferably permanently. In the pursuit of this goal he has done monstrous things, from forced experimentation on his one-time friend, Peter Wegg, to the hunting and torturing of London's ghouls, to the mass murder of London's poor and homeless in the name of "science." Now he has abducted Raymond Flanagan (Dr. Foxwell's partner) and sends his minion Wegg out onto the streets of London to abduct a child of the ghouls.

Description: A monster in human form, Greaves is always in a three-piece suit except when performing dissections, when he removes his coat.

Traits: The outward calm Greaves maintains despite any threat to him creates a chilling effect in others.

Roleplaying Hooks: Greaves' confidence is overbearing; he smiles at the slightest insinuation that he is involved in wrongdoing.

Amelia and Philip Gregory, Parents

Parents in their mid-20s, Amelia's most recent occupation was as a maid before her child Samantha was born. Philip continues to work as a dock foreman. While the two married for love, their relationship has been strained by Philip's quiet indiscretions and a growing apathy toward Amelia. Amelia is fiercely protective of her daughter, and, when Philip proves unwilling to believe that Samantha has been stolen, she turns to the investigators for help.

Description: Philip is tall and lanky with a beer belly he has been cultivating. Amelia is on the petite side but has a much larger presence; she's often seen wearing a blue dress.

Traits: Philip is generally apathetic toward life; Amelia loves life and all it offers, but her love for her daughter outweighs all.

Roleplaying Hooks: When Philip speaks to the investigators, he does so quietly where Amelia will not overhear him. Amelia rarely cries in public, but her distress around the missing Samantha is apparent.

John Mackintosh, Reverend at St. Matthias' Church

Reverend Mackintosh has served at St. Matthias' Church for 15 years and is only 37. He's calm and self-certain, with a deep devotion to Christ and general distrust of anything that seems non-Christian, especially the occult. He has a fondness for history and enjoys giving tours of the church when he has the time, and lives about a quarter mile away in a small flat paid for by his parishioners.

Description: Just shy of six feet tall, Mackintosh can be imposing when he preaches in his robes from a pulpit but prides himself on being approachable among his flock.

Traits: Tall, gangly, but hides it well under his robes. He is deeply learned in the church but happy in his station and unambitious.

Roleplaying Hooks: Mackintosh carries a pocket Bible in his coat but as reference rather than protection; when puzzled he tends to look to the sky and stick the tip of his tongue from one side of his mouth.

Ernest William Moir, Contracting agent for S. Pearson & Sons

Ernest William Moir is a historical figure who served as contracting agent with S. Pearson & Sons on both the Hudson River Tunnel and Blackwall Tunnel projects. He invented the first medical preventative airlock for his workers' use on the former and continued its refinement on the latter. He is married to Margaret Bruce Pennycook, is deeply educated, and, while self-promotional at times, cares for the health of both his workers and his country.

Description: A patriotic Englishman, loving husband, and a renowned architect, despite only being in his early 30s.

Traits: A hands-on project manager, Moir encourages camaraderie with the laborers, and he often inspects their work personally.

Roleplaying Hooks: Garrulous and friendly, Moir enjoys teaching others and gets his suits dirty with hard work whenever he can.

Peter Wegg, Ghoulish Hybrid

Older brother to Henrietta Porter, née Wegg, Peter worked as a scientific assistant to Dr. Greaves in the late 1840s and early 50s. In 1852, Greaves injected him with a serum that granted immortality but also transformed Wegg into a ghoulish hybrid. Greaves continued his experiments, attaching additional arms to the area around Wegg's ribcage. Wegg has little humanity left, and bends only to the will of his creator.

Description: Nearly seven feet tall, Wegg has greenish, rubbery skin. His ears have fallen off and are now only holes into his skull. His smile stretches from earhole to earhole and shows off a mouthful of pointed, serrated teeth.

Traits: Obedient to Greaves, Wegg could perhaps be reasoned with by the right person, but his penchant for violence makes this unlikely.

Roleplaying Hooks: Wegg breathes heavily and usually keeps his face obscured by the brim of a large top hat.

The Porter Family, Down-on-their-luck Londoners

The pre-generated investigators are members of the Porter family or closely tied to them. If playing with these characters, begin by explaining how their financial circumstances recently changed. Sampson Porter, father to Louisa and Regina, has lost his job as a police officer after an injury and was forced to move in with Louisa and her husband, Saul Cahill. Along with Sampson came Henrietta, the mother of the children (and Peter Wegg's sister), and Regina, who had yet to move out of the family home. Regina is being courted by George MacKenzie, the only investigator who doesn't live at the Cahill home in Deptford.

Turn to **Appendix 4** (page 45) for more information and for individual descriptions.

The Transformation

After the investigators are attacked in **The Crash** (page 12), any of them might be subjected to the ghoulish transformation effects of Greaves' serum (or even several of them, if you're feeling cruel—anyone stabbed by Wegg's cane is suspect). The transformation takes place over the course of 12 hours. As the investigation progresses closer to Greaves, the effects become more and more pronounced.

Within an hour, the first symptoms become apparent: an extraordinarily painful growth; the investigator grows three inches in a few minutes' time (**SAN** 1/1D3). After this growth spurt, the wound from Wegg's cane festers and releases a purplish miasma. It should be obvious by now that something is happening to the investigator; if there's any doubt, **Medicine** or **Biology** rolls can confirm this. The **Table 1: Transformation** describes the rest of the changes the investigator undergoes over the course of the day. The changes occur every two hours.

Some of the transformation appears related to caisson's sickness, what we call "the bends," or decompression sickness, today, which either Dr. Foxwell (in **The Home of Dr. Nolan Foxwell**, page 13) or **Hard Medicine** attests to. The only real treatment for "the bends" is hyperbaric oxygen, but its use as a form of treatment for decompression sickness would not be discovered until 1937, so no **Medicine** or **First Aid** rolls point to it.

Wegg's Cane

Wegg uses the following statistics when attacking with his cane, and, in **The Crash** (page 12), will attack with it alone. By default the cane carries two injections worth of Greaves' serum, but if the investigators manage to get their hands on it, feel free to play with this amount.

Cane: 65% (32/13), damage 1D3 (no damage bonus) plus injection of ghoulish serum



Table 1: Transformation

Hour 1: Three inches of sudden, excruciating growth (SAN 1/1D3). The cane-wound then festers, releasing a stinking, purplish pus that smells of decay, and small bubbles beneath the skin (with concomitant itching) begin to form on the shoulders, the hands, and the scalp.
Hour 2: The skin begins to pale; pupils expand to fill the iris and no longer respond to changes in light (sunlight appears extra bright to the investigator); hair begins falling out.
Hour 4: The investigator can no longer gain nourishment from non-meat sources; STR attribute doubles and INT drops by 10 points. More bubbles appear on the extremities along with extreme pain.
Hour 6: The cane-wound flakes off like a scab, leaving perfectly new (though greenish) flesh. The investigator's skin becomes translucent, revealing the purplish meat beneath, and exposure to sunlight becomes painful. (SAN 0/1D2).
Hour 8: The molars loosen and fall out (teeth needed to crush vegetation are no longer necessary) (SAN 0/1D2); exposure to sunlight causes 1D3 damage per hour. INT drops by 10 points.
Hour 10: The investigator is completely denuded of hair. All food other than human flesh causes retching and vomiting. INT drops by 20 points, to a minimum of 5.
Hour 12: Permanence. The investigator is no longer human. Remove their character sheet from the player. Their stats now align with those of Peter Wegg's (though they lack the second set of arms), and they become consumed by a hunger for human flesh, turning on their compatriots.

The Cure

As the investigators will discover, **Dr. Wainwright Tamora Greaves** has been experimenting on both London's ghouls and London's poor for decades. While he developed a serum long ago that would approximate the transformation into something like (though not quite) a ghoul, he has only recently stumbled upon a possible "cure": decompression sickness, caused by sudden changes in air pressure.

To be cured of the transformation, the investigator must be placed in an environment of extreme pressure and then *suddenly* released from it. This rapid change would likely kill a normal human, but the transforming investigator is protected by their ghoulish anatomy. (While **Greaves' Underwater Laboratory**, page 28, has a compression chamber inside it, the pressure can only go high enough to prevent a subject from reaching the permanent stage, and not enough to cure them.) The bubbles that form in the blood as a result of caisson's sickness begin the transformation back into a fully fledged human. The **Black-wall Tunnel Construction Site** (page 27) provides the kind of airlock necessary (see also **Reaching the Airlock**, page 31), but it requires completely depressurizing the tunnel to effect the cure.

Over the course of two hours, as their ghoulish attributes fade, a successful **Medicine** or Hard **First Aid** roll is required to keep the human-within-the-ghoul from dying.

Greaves will refuse to give up this cure, though he has written it down in **Handout 6: The Diary of Wainwright Tamora Greaves**, discoverable in **Greaves' Underwater Laboratory** (page 28). If, by the end of the scenario, investigators seem to struggle discovering this solution, **Idea** rolls (provided that they've either met **Ernest William Moir** or discovered **Handout 5: Hudson River Tunnel**) can remind them of the airlock's existence and possible role in the cure.

Involving the Investigators: The Cuckoo

Start by providing **Handout 1: Wilde Times**, found here and in **Appendix 2** (page 38), to an investigator who regularly reads the daily paper. Handout 1 describes the unusual number of bodies that are turning up in the Thames, provides a tide table for the week, and details Wilde's prosecution for homosexuality ("sodomy") and his penalty of two years in prison. While not strictly necessary to the plot of the scenario, it explains why Dr. Foxwell will later be hesitant to speak with the investigators. Additionally, determine which of the investigators knows the neighbors (**Amelia** and **Philip Gregory**) best.

The investigators gather at one of their homes, preferably in Deptford or another neighborhood near Greenwich. This could be an informal brunch, or it could be a debriefing after a recently concluded adventure. (Alternatively, it could be that the Porter family has been invited to the Gregory home for breakfast.) In either case, their door is soon hammered on, and they meet a panicked neighbor, Amelia Gregory, recent mother to a one-month old. Amelia is crying and difficult to speak with.

- Successful **Psychology** or **Charm** rolls get her to calm down. "Samantha," she says, "Samantha has been taken." She states that last night she left the bedroom window open, and now she's gone.
- Calmed with **Charm** or **Persuade**, Amelia says that Samantha has been replaced by something else, something not her child.
- Amelia has come to the investigators because her husband refuses to believe that anything is wrong.

When the investigators go next door, they meet with **Philip Gregory**, Amelia's husband and Samantha's father. He rises from a leather chair by the empty fireplace, immediately apologizing to the investigators for troubling them. "I don't know what Amelia's at, Samantha's fine." He doesn't put up any resistance when they go in to see the child, as Amelia continues asking them to.

The couple has built a crib in their bedroom, next to the window. An apparently angelic infant sleeps there. At first glance the baby seems perfectly normal and healthy, perhaps only strange in its overly peaceful mien and knowing gaze.

- Preliminary inspections of the child seem to reveal nothing out of the ordinary, but **Spot Hidden**, **Medicine**, or **Biology** note a small red birthmark behind the left ear. With an Extreme success on any roll while looking the child over, the investigator also notices that the infant already seems to be developing teeth: two sharp, white protrusions are visible from the roof of the mouth, at the level of the canines.
- Amelia swears that Samantha had no such birthmark, and that teeth shouldn't develop for several months; Philip, when shown, doesn't remember such a mark, but also states, "Well, I never looked too closely at her ears."
- If anyone inquires about the baby's health, Amelia notes that Samantha has mild hemophilia. Her pediatrician, a Dr. Foxwell, is also a specialist in blood disorders.
- A Regular **Spot Hidden** around the room doesn't note anything out of place but does take in a framed baptism record for Samantha, signed by a Reverend Mackintosh of **St. Mathias' Church** (page 19).

London Daily News

VOL. XXIII, no. 5

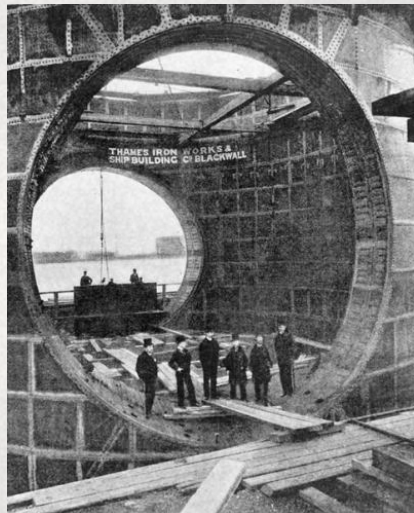
Sunday, 26 May 1895

MORNING EDITION

Oscar Wilde Faces Two Years!

Noted Author of "Importance of Being Earnest" Faces Repercussions.

THE JURY has reached a verdict in the case of noted and controversial author Oscar Wilde. Both he and Alfred Taylor have been found guilty of the vulgar charges leveled against them that this paper will not repeat. Both men now face two years of hard labor. Justice Wills passed the severest sentence allowed by law, claiming that it was totally inadequate to such a case. At pronouncement of the sentence, "Shame!" and hissing were heard throughout the Court, leveled at the two men. Lord Douglas now... (Cont'd under "Wilde")



MORE BODIES FOUND NEAR TUNNEL SITE

MORE BODIES of young laborers are being discovered just downstream of the Blackwall Tunnel Construction Site. S. Pearson & Sons, the American company the City of London has contracted to construct the tunnel, maintains that none of the laborers are their own. When asked for comment, contracting agent Ernest William Moir, of New York, said, "None of these men have been under my employ on this project. We maintain strict logs of anyone entering our premises, or our new airlock, which as you know prevents the onset of caisson's disease, which we are learning is related to..." (Cont'd under "Tunnel")

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TIDE TABLE FOR THE WEEK

D.	MRN.	AFT.	
26	2 46	3 27	
27	3 27	3 49	
28	4 12	4 36	THAMES
29	5 01	5 27	LONDON
30	5 53	6 22	
31	6 53	7 25	
J	7 59	8 32	

- On the windowsill, with a **Hard Spot Hidden** success, investigators note that dust has indeed been disturbed, though what by it's impossible to tell. Philip thinks it might have been birds. With an additional **Track, Natural World**, or similar roll, however, investigators can make out the shapes of rather large hands, as though someone had lowered or raised themselves from the window.

While they're in with the baby, Philip takes aside the investigator he knows best, saying that he doesn't know what's happened to Amelia, but that their baby is fine. They did leave the window open last night, but as you can see, everything's all right. Philip also says that he's afraid he might be forced to have Amelia committed. "Hysteria isn't to be trifled with." **Psychology** with Philip understands him to believe himself truthful, genuinely distressed by his wife's actions, and apparently incredulous to anything out of the ordinary. (At Keeper's discretion, however, this **Psychology** roll also reminds the investigator of rumors they've heard about Philip's indiscretions.)

The child, of course, is a ghou-*child*, placed there in the night by a ghou who stole Samantha, taking her into the labyrinthine tunnels beneath London (see **The Cistern**, page 21). While Philip attempts to dissuade them, Amelia is adamant in acquiring the investigators' help.

- If the investigators believe her, she asks that they go to the **Isle of Dogs Police Station** (page 17), with or without the child (though Amelia would prefer them to take it) and make inquiries for her.
- If the investigators demure from taking the baby, Philip asks them to as well, claiming that he's worried Amelia might harm the child. (This is a completely unfounded claim, which **Psychology** with either parent ascertains.)
- If the investigators show signs of disbelief, Amelia asks them to take the baby to **The Home of Doctor Nolan Foxwell** (page 13). "If you don't believe me, take her to Foxwell! He's Samantha's pediatrician. Maybe he can convince you."
- The investigators may also decide to visit **St. Matthias' Church** (page 19) on a hunch, though this is unlikely.

Hysteria in the 1890s

Derived from the Greek word for "uterus," hysteria was an oft-diagnosed disorder used to encompass any number of common ailments or supposedly undesirable personality traits in women. Symptoms associated with hysteria were famously fluid and non-specific, and could include conditions as diverse as depression, insomnia, anxiety, violence, or even sexual desire. Treatments ranged from "fresh air" and "keeping busy" to institutionalization. In short, hysteria was a method in which husbands and the medical institution could keep women (and their reproductive systems) under masculine control.

If they simply refuse . . .

While the majority of the scenario assumes that the investigators will take the ghou-*child* and explore the important locations, what if they simply refuse . . .

To take the baby?

If the investigators leave the cuckoo of Samantha with Amelia and Philip, Wegg is still on his way to find her. The next morning, the investigators can discover an article in the newspaper detailing the brutal murder of the couple and the disappearance of their baby. In this case, none of the investigators have been injected with the transformation serum, but Wegg can turn up in any scene once they start nosing into the affair (and feel free to turn up the transformation's timetable).

To go to the cistern?

Refusing to enter the ghou warren, or failing to return Greaves to the ghouls, means that the investigators fail to save Samantha. She grows up in the care of the ghouls (see **Failing to Save Samantha**, page 32). They may still find their way to Greaves and stop him.

To go to the lab?

If the investigators never go to the lab—perhaps they find Greaves at home—it's unlikely that they'll discover the cure to the serum or rescue Flanagan (or rediscover the cuckoo, assuming Wegg succeeded in **The Crash**, page 12). Let the repercussions of these facts stand in the world. One investigator turns into an unthinking creature, who perhaps moves in with the ghouls of London or disappears onto their own peregrinations. Perhaps Flanagan eventually dies of starvation in the lab, or perhaps he is already too far gone to die, and eventually becomes a new menace to the city.

The Crash

Once the investigators accept Amelia's request, whether to go to the police station or to Foxwell's, Philip hires them a Victoria, eager to do anything that will placate his wife. After they've been on the road for a few minutes, read or summarize the following:

Suddenly something collides with your carriage, causing a hideous crash! You can hear the horses screaming, and the carriage goes tumbling, your belongings and your bodies thrown about the cabin. As the carriage slides to a halt, you have a few moments to catch your breath . . .

Call for **DEX** rolls to determine who avoids injury during the tumble—those who fail take 1D2 bumps and bruises. The carriage now lays on its side. Any investigator can reach the door that's above them and open it. A **STR** or **Climb** check gets them out of the cabin. Any investigator can lend a Bonus die to this roll by aiding the clambering investigator. Once one investigator has gotten out, no more rolls are necessary, as it's easy enough to help pull each other from the wreckage. The cuckoo child remains uninjured during this accident, though she begins crying. Keep track of who holds onto the child, as this is who Wegg will primarily target.

The road they find themselves on is vacant—none of the usual London traffic, foot or horse. If they've been traveling during the day, an unusually thick bank of fog has engulfed them. The scene that awaits them is horrific. The horses are still screaming, prone, with parts of their hindquarters sheared from their torsos, and the driver crushed by the overturned coach, his chest smashed like a cockroach, blood forced from the orifices in his head (**SAN** 1/1D4).

They find that the street, though deserted, is familiar, not a mile from their respective homes. Have everyone make **Spot Hidden** rolls. With a success, through the London fog they see a dark figure wearing a black duster and wide-brimmed hat not ten feet away. Hard or better **Spot Hidden** notes that this figure also brandishes a cane. This is **Peter Wegg**, who interrupted the carriage ride by catching one of the horses, ripping it bodily from its harness. If no one succeeds with their **Spot Hidden**, Wegg is on them before they realize he's there. Wegg wears the long coat to cover his extra set of arms and keeps the brim of his hat low to hide his rubbery face.

- Greaves, tipped off by Cartwright (who saw one of the ghouls leave with an infant and return with another one), has commanded Wegg to steal the cuckoo child for experimentation and, while he's at it, inject a random bystander (one of the investigators) with the latest iteration of the serum, hidden inside a hypodermic attachment in the end of his cane.
- During this encounter, Wegg deals damage *only* with his cane. He will not intentionally kill any of the investigators in this first encounter, though accidents happen.
- Wegg attacks the nearest investigator, merely to sow chaos in the group and create an opening for injection. Then he angles for the investigator with the cuckoo; he makes a **STR** roll to lay hands on it, which the investigator can attempt to **Dodge**. As another attack, opposed **STR** rolls either maintain a hold on the ghoulish-child or wrest her away.
- With his second successful **Fighting (Brawl)** roll, Wegg stabs an investigator with his cane, the hypodermic syringe in its base injecting the ghoulish serum into their bloodstream. Wegg flees when he takes four or more points of damage, with or without the cuckoo.

- For the effects of the serum on an investigator, see **The Transformation**, page 7.

After injecting an investigator with Greaves' serum, Wegg grins his ear-to-ear smile (causing **SAN** rolls, 0/1D4, for any who see this), turns on his heel, and runs down an alley into the fog. Investigators who chase him into the alley find that it dead-ends in a trash heap. **Spot Hidden** rolls note an open grate leading into the sewer system, too thin for a full-grown man to fit through—and yet, with **Listen**, they can hear echoes of fleeing footsteps decay through the tunnel below. Especially foolhardy parties might attempt to enter the sewers immediately after this attack (see **The London Sewer**, page 23) by the nearest manhole cover, but the sewers' labyrinthine nature makes any progress in that direction unlikely.

After this encounter, the investigators are left standing in the street, out of breath from combat, a horrific crash at their backs, and the dark night before them. Where they go from here is up to them. The nearest medical help lies at **The Home of Doctor Nolan Foxwell** (page 13), now less than a mile away (regardless of their original destination).

Locations

The Home of Doctor Nolan Foxwell

Dr. Nolan Foxwell lives in a three-story home in north Deptford, which doubles as his office and personal library. He and his partner, **Raymond Flanagan**, have lived there together for 15 years without incident. The neighbors, in general, understand the nature of the relationship but respect the men enough to stick to their own business. Last night, Raymond went out to buy bread, cheese, and tobacco, and never came home. After the recent prosecution of Oscar Wilde's case, Foxwell is terrified that Raymond has been arrested or worse. As a result, Foxwell has refused to see patients for the past day, and it now falls to the investigators to convince him to let them in.

It's a quiet neighborhood when the investigators arrive. A simple sign above Foxwell's door reads, "Dr. Nolan Foxwell, Pediatrician. Room A." Below that, another sign states, "Raymond Flanagan, Shipping and Imports. Room B."

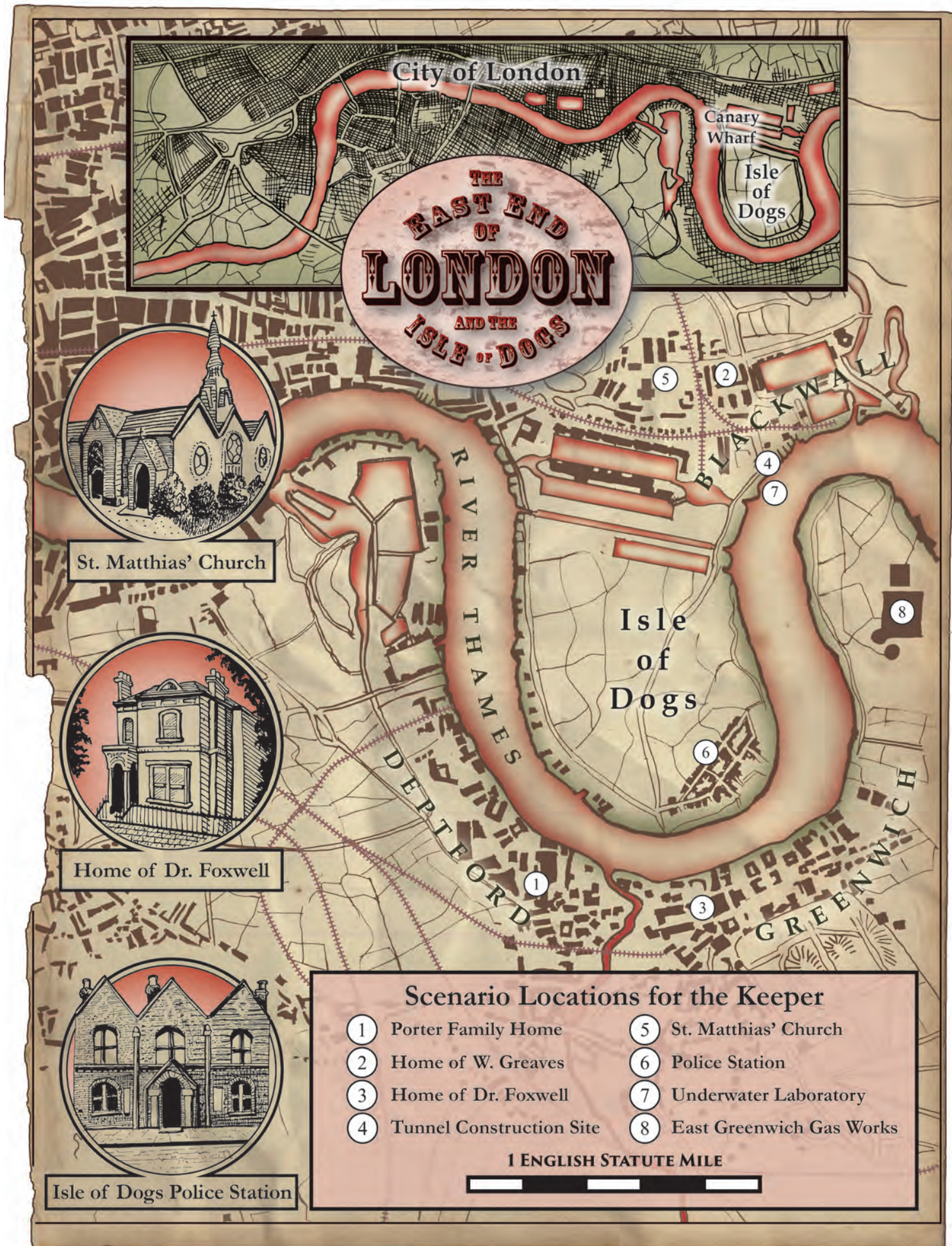
It takes several knocks for Foxwell to answer the door, and at first he'll refuse to open it more than a few inches. Stating that they were hired by Amelia, investigators receive a Bonus die on **Persuade** or **Charm** rolls to convince Foxwell to see them (other interpersonal skills, like **Intimidate** or **Fast Talk**, remain at standard difficulty). Should the investigators ask for help regarding their injuries from **The Crash** (page 12), Foxwell reluctantly ushers them all inside, no further rolls required.

Entering the residence, Foxwell's parlor (Room A) has a comfortable sitting area, a desk housing patient notes and his agenda, and a glass-doored cabinet holding some basic medicines and his examination tools. Across the hall, a door that's kept locked while Foxwell sees patients leads to his medical library, and down the hall another door, marked Room B, leads to Flanagan's study where he sometimes meets with local merchants. (If the investigators find their way into Room B, **Spot Hidden** rolls reveal Flanagan's pipe and a pair of well-worn walking shoes—wherever he went, he didn't anticipate being gone long.)

Play Foxwell as obviously nervous during his interview with the investigators: he wrings his hands, glances toward the door, and, while obviously concerned about Samantha's health, he seems to lose track of the conversation. If the investigators inquire about his distraction, Foxwell says, "Oh, it's just that Raymond—I mean, Mr. Flanagan—he lets the flat with me, you see. Room B, down the hall? That's his. He went out to the grocer last evening and, well, he hasn't returned."

Homosexuality in the 1890s

Until 1861, it was still a capital offense—death by hanging—to be found guilty of sodomy in the United Kingdom. (The word "homosexual" did not even exist until 1868, and its Janus-like counterpoint "heterosexual" did not appear in Merriam-Webster till 1923.) Even though it was not commonly carried out, the statute demonstrates a conservative government's attitude toward the preference. By the 1890s, homosexuality was significantly more accepted, and it took something like a scandal as public as Oscar Wilde's to result in a prison sentence.



THE EAST END OF LONDON AND THE ISLE OF DOGS



St. Matthias' Church



Home of Dr. Foxwell



Isle of Dogs Police Station

Scenario Locations for the Keeper

1 Porter Family Home	5 St. Matthias' Church
2 Home of W. Greaves	6 Police Station
3 Home of Dr. Foxwell	7 Underwater Laboratory
4 Tunnel Construction Site	8 East Greenwich Gas Works

1 ENGLISH STATUTE MILE

- Foxwell dances around the truth about his relationship with Flanagan; call for an interpersonal skill roll when it seems appropriate (i.e. **Charm, Persuade**, et al.), and eventually he divulges that, with the recent prosecution of Mr. Wilde, he's fearful that litigation might become more . . . commonplace . . . if you understand.
- If the investigators mention the **Isle of Dogs Police Station** (page 17), he will open up about his relationship with Flanagan and request that they look for him there. Foxwell would go himself but for the questions it would raise about their relationship.
- Any sign of prejudice closes Foxwell off from them as an asset to the investigation.
- Foxwell can heal any injured investigators by 1D3 hit points, as though he rolled a successful **Medicine** check.
- If they offer to help look for Flanagan, Foxwell provides the investigators with a small, sepia-tone photograph of him, a handsome man in his fifties, with a full head of hair and thick moustache (**Handout 2: Flanagan**).
- A rash of bodies have recently turned up downriver, and Foxwell is concerned Flanagan might be one of them. Foxwell suspects a killer ("They never caught Jack . . .") but doesn't know much about the deaths other than that they have been more frequent than usual and that the bodies have been mutilated, according to a friend he has at the **Isle of Dogs Police Station, Dr. Elias Cross** (page 17). A number of bodies have been found at the **East Greenwich Gasworks** (page 16).
- Foxwell happily provides the investigators with a card that gets them in to see Dr. Cross.
- Once assured that they'll find Flanagan, Foxwell can attempt to diagnose the transforming investigator: they have several indications of caisson's sickness, like the bubbles around the extremities, but other indications of acute anemia (paling skin, an increased taste for iron). Beyond this, Foxwell is unfortunately at a loss.
- If the investigators request to peruse his library (with **Persuade** or similar), Foxwell readily unlocks the door for them.

Foxwell's Examination of Samantha

Looking the ghoul-child over, Foxwell remarks that the birthmark is indeed new—he never would have overlooked such a thing at her birth. This is not entirely unusual, however, as birthmarks do sometimes develop two-three weeks after birth. What's more unusual are the apparently incipient canines (which Foxwell points out now if the investigators missed them earlier). In fact, Foxwell has never seen teeth develop earlier than 11 weeks (Samantha is barely 4 weeks old).

Foxwell also weighs Samantha and finds that she's gained over four pounds between when he saw her last week and now, without showing any external signs of weight gain. This final revelation convinces Foxwell that, indeed, this child, for all her physical resemblances to Samantha, is not the child Amelia Gregory gave birth to. Her *density* seems higher than that of a normal infant. This being the case, he encourages the investigators to visit the **Isle of Dogs Police Station** (page 17) and ask about any similarly strange cases.

Dr. Foxwell's Library

Much of the library is composed of technical manuals, but Foxwell also maintains a few rarer volumes, including an early edition of William Harvey's *Anatomical Treatise on the Movement of the Heart and Blood*, which an **Appraise** can ascertain is extremely valuable. A successful **Library Use** roll discovers documents more pertinent to the investigation: a pair of pamphlets by Dr. Wainwright Tamora Greaves, one concerning caisson's sickness.

- **Handout 3: A Study on the Effects of Degenerative Caisson's Sickness in Corpses** (page 39), points to Dr. Greaves, and even includes his address on the rear page (*The Home of Wainwright Tamora Greaves*, page 24), inviting correspondence from other researchers on the subject.
- The second pamphlet by Greaves is on a seemingly outlier subject, referring to "the cannibalistic practices of certain New World tribes." (**Handout 4: Pamphlet on New World Cannibalism**, page 40.) With **Anthropology** or **Hard Library Use** rolls, it seems strange that this pseudo-anthropological text doesn't mention the names of the tribes themselves; it almost seems as if the author were obscuring the actual source of his studies.
- Dr. Foxwell has met Greaves once or twice in the past—if asked about him, Foxwell remembers Greaves as a strong, older man, with a quick mind difficult to keep up with.

From Dr. Foxwell's library, the investigators may decide to look up *The Home of Wainwright Tamora Greaves* in Blackwall (page 24) on a hunch, visit the *East Greenwich Gasworks* (page 16), or continue on to the *Isle of Dogs Police Station* (page 17) to inquire about recent disappearances, including Flanagan's, and the corpses washing up in the River Thames.

East Greenwich Gas Works

The East Greenwich Gas Works is a huge, sprawling complex of nearly 100 acres on the Greenwich peninsula that supplies much of the power for the City of London. Built on top of the marshes, the surrounding marshland is sparsely populated and known as a haven for criminals.

A large jetty protruding into the Thames (on the east side of Greenwich Peninsula) serves as a dock for incoming shipments of coal vessels, and is constructed on top of six massive, cast-iron caisson columns. If the investigators ask around the gasworks with **Fast Talk**, **Charm**, or **Persuade**, it's easy enough to get hold of a local foreman, but all anyone knows is that an unusual number of bodies have been fished out at the jetty in the past six months. Bodies are always turning up in the Thames, but some of these have been . . . *strange*. Exactly what's strange about these, beyond their numbers, no one is able—or willing—to say.

While standing on the pier, if an investigator makes a successful **Natural World**, **Navigate**, or similar check to study the pier and the speed of the river's current, they can make an educated guess that wherever the bodies are being dumped should be about a mile upstream (westwards).

If the investigators have yet to visit the *Isle of Dogs Police Station* (page 17), they encounter **Sergeant James Colbert** here, one of the River Police. He's a fair man, asking his own questions of the workers at the plant, but if the investigators ask too many questions of their own he grows suspicious. Any mention of monsters or cuckoo babies grants a Penalty die on interpersonal rolls going forward with him. **Charm**, **Persuade**, or **Hard Fast Talk** gets him to open up about his investigation, that the bodies turning up in the river have

gone unclaimed and have all been exceedingly abnormal (yes, some have even been mutilated). Colbert concludes his questioning by inviting the investigators to contact him at the **Isle of Dogs Police Station** (below) should they stumble across any information, but a warning to mind their own business—for safety's sake.

Isle of Dogs Police Station

The Isle of Dogs Police Station (whose officers are often called the Island or River Police) is a red brick building with gabled roofs on Manchester Street, on the Isle of Dogs, north of the Thames. The investigators may need reminding that a major reason for them coming here is to track down Flanagan, and doing so in the morgue may be an unfortunate necessity.

On the Isle of Dogs, the investigators' primary contact will be with **Sergeant James Colbert**, possibly encountered at the **East Greenwich Gas Works** (page 16). Colbert is a tough, middle-aged officer who's served the metropolitan police since he was 16. Reaching him is simple enough if the investigators claim to have new, pertinent information. Otherwise, they have to convince the secretary—a junior officer—to let them through. Only allow Hard interpersonal rolls (**Charm**, **Persuade**, et al.), as the Isle of Dogs Station is a busy place. If the investigators decide that making a ruckus is the appropriate course, Colbert will emerge to see what's going on; but, if the investigators make any botched rolls, the police are happy to either eject them from the premises or lock them up overnight for "loitering." Presenting Dr. Foxwell's calling card for Dr. Cross makes the process easier, but antagonizing the police might still lead to being thrown bodily into the street.

- If shown the cuckoo child, or asked about child disappearances, Colbert knows nothing of value. With **Charm** or **Persuade**, he sympathizes with the situation (if confused by it) but says that he has to focus on his ongoing cases, especially when the child seems to be fine.
- Colbert isn't shy about revealing that too many bodies have been found in the Thames of late. Despite the recent rash of apparent drownings and "propeller accidents," as the Island Police calls them, none of the other bodies have been identified or claimed by anyone in the city. (They are the homeless victims of Dr. Greaves.)
- If asked about the source of the bodies, Colbert emphasizes that, despite the proximity of the **Blackwall Tunnel Construction Site** (page 27), they keep very meticulous records, and none of their workers have gone missing.
- Should the investigators ask, and succeed on a **Persuade**, Colbert says that the case of the crushed Victoria driver from **The Crash** (page 12) has been filed away as "accidental death."
- Colbert has heard nothing about a Raymond Flanagan.
- To convince Colbert to let the investigators see the bodies, without Dr. Cross's calling card, requires a Hard **Persuade**, Hard **Charm**, or **Fast Talk**. With a success, Colbert will warn the investigators, "They're a sight to look on."



Isle of Dogs Police Station

- If the investigators arrive at the station and immediately use Foxwell's card, they skip much of this conversation and an orderly deposits them, momentarily alone, in the morgue.
- If playing with the pre-generated investigators, Sampson Porter can roll **Luck** to see if he has met Sergeant Colbert in the past. Sampson worked at a different police station, but he would have at least visited the Isle of Dogs Station on occasion.

The Mortuary

The inept **Dr. Elias Cross** oversees the room, an alcoholic incompetent using the pretense of these extra deaths to keep him on overtime pay and in drink. His incompetency has overlooked several obvious clues—for one, that not all the bodies are human. The investigators have about three-quarters of an hour alone in the mortuary, while the orderly tries to rouse the doctor from a stupor, to dig around before he arrives.

Accessing the mortuary involves proceeding down a long, narrow flight of stairs, flanked on either side by the same red brick making up the station. Beneath, bodies are piled as though after a major accident; a total of 83 corpses are currently stacked in the police station's basement. Burlap bags, sewn shut with thick string, hold corpse after corpse, with brief descriptions listed on the side of each in charcoal pencil, descriptions like "Male, 6' 1", white," or "Female, 5' 7", irish?" "As you can see," Cross claims when he finally arrives, "there has been an unusual amount of propeller accidents." The smell in the mortuary, despite the room's chill, is almost overwhelming.

Between the 83 bodies, no single cause of death seems apparent. Have the investigators make **Medicine** rolls for this study—there are so many that if they wish to determine cause of death on *every* subject, it takes all day, a full eight hours.

- None of the bodies match Foxwell's photo of Flanagan.
- Some have died from blood loss, from lacerations to the face or neck, evisceration, and amputations. (Closer investigation of these—**Medicine** or Hard **Biology**—reveals that many of the amputations seem surgically precise, not the sudden tears propellers might have caused.) Others have obviously drowned, suffering from hypoxia.
- Many of the bodies show bubbles beneath the skin along their shoulders, around their eyes, and under their scalp. The investigator knows, with another **Medicine** roll, that these are symptoms of caisson's disease. These people, while still alive, were subjected to extreme pressure changes.
- Not all the bodies are human, or human anymore. As the investigators study the corpses, **Spot Hidden**, or three hours' investigation, notes that three of the burlap bags have a different note on them: "Sexless, 6' 6"," without any note of ethnicity. Unthreading these bags reveals the face of a ghoul (**SAN** 0/1D4). Investigators who pass this **Sanity** check assure themselves that the poor creature has simply reached a state of hideous decomposition, while those who fail—along with anyone who succeeds on either a **Biology** or **Medicine** roll—can tell that this creature was *never* human, but perhaps could have passed for one.
- Dissections reveal partially digested human remains in the ghouls' stomachs; these creatures obviously consume human meat for sustenance. A clever investigator might piece togeth-

er (**Idea**) that some of the missing parts of the human amputee corpses have just been discovered (**SAN 1/1D3**).

- One of the ghoul's mouths is filled with partially masticated Sunday programs for church services—piecing the sticky leavings back together, the name of the church becomes apparent: "**St. Matthias' Church**" (page 19). **Idea** rolls recall that this is the name of the church where Samantha was baptized.
- Several bodies have begun growing a greenish mold, unusual for the fact that these bodies have been kept cold (though in unsanitary conditions). If the investigators perform a successful **Chemistry** check, they can compare the mold against an index file in Dr. Cross's possession that points to an area just north of Canary Wharf (the location of **St. Matthias' Church**, page 19).

If the investigators skipped the **East Greenwich Gas Works** (page 16), as they leave the police station a successful **Listen** roll might overhear one officer tell another, "Aye, they just found another one at the Greenwich Gas Works. That place is like to getting cursed." **Natural World** rolls surmise that this must be where many of the bodies have floated to, and that wherever they're being dumped must be not far upstream.

St. Matthias' Church

A historic church building affixed to a small churchyard, St. Matthias' Church, formerly called Poplar Chapel, has undergone minor renovations in the past 20 years, receiving a new pulpit, font, and organ. The cemetery goes back to the 1640s but was built upon an ancient Roman cistern carved into the London clay (Extreme **History** to recall this bit of obscure information). If the investigators arrive during the day, they encounter both **Reverend John Mackintosh** and the groundskeeper **Bartholomew Cartwright**. Arriving at night, Cartwright is alone and dozes in a nearby haycart, half-awake as he listens for the ghouls' comings and goings.

- On the gravestones, growing up from the soil, **Spot Hidden** notes the same greenish mold as that growing on the bodies of **The Mortuary** (page 18).
- Inside the church, in the Reverend's office, if an investigator succeeds with **Library Use** or Hard **Spot Hidden**, they discover in his files a copy of the baptism certificate that hangs on the wall in Samantha's room.
- If asked about the Gregorys, Reverend Mackintosh recalls them as decent folk with a beautiful child, and a **Psychology** roll can glean that this is the most he knows about them.
- Reverend Mackintosh lives off-premises and knows nothing of Cartwright's deal with Greaves. Mackintosh only shows the investigators into the basement and catacombs if they succeed in convincing him of some academic necessity (**Fast Talk, Archaeology**)—if they insinuate some other reason, or let on to their belief in the Mythos, Mackintosh dismisses them as lunatics.
- If the investigators inquire about his parishioners with **Charm** or **Persuade**, Cartwright notes that his homeless ministry has certainly fallen off of late—he hopes that this is a good sign.

Interrogating Cartwright

Cartwright's conscience weighs heavily on him. With **Intimidate** or **Fast Talk** (referencing a stolen baby grants a Bonus die), Cartwright breaks down into tears and reveals what he knows, save for the news about an immortality formula, which he keeps strictly to himself under any circumstance.

- Beneath St. Matthias' Church live at least a dozen strange creatures—like humans but other. “I think they might be cannibals.”
- He was contacted by a “Dr. Greaves” who sought to do experiments on these creatures, and who pays Cartwright to track their movements.
- With **Intimidate**, Cartwright reveals that Greaves once abducted the creatures directly from the cistern with the help of his henchman (“a monster of a man, seven-feet tall with razor teeth he was, skin as dead as an old fish's”), but they seem to have wizened to that ploy.
- Asked directly with successful **Charm**, **Persuade**, or similar, Cartwright admits to having seen the creatures in the cistern, which connects to the rest of London's sewers. This admission causes him to break down in fright and remorse. “Their children,” he says, “their children were the devil's own.”
- Cartwright has, on more than one occasion, seen the ghouls return with something small and bundled in their arms. With Hard **Persuade** or **Intimidate**, he acknowledges that he once heard one of these bundles crying like a babe.

While terrified of the ghouls and of the things he's allowed to happen, Cartwright remains fixed on his aim of immortality and seeks to remove the investigators as obstacles to that path. He happily leads them into the catacombs and shuts the crypt door behind them, a heavy, stone affair that he bars from the other side. In this case, the only way out is through **The Cistern** (page 21) and into **The London Sewer** (page 23).

The Catacombs Beneath St. Matthias

Whether the investigators enter the catacombs led by Mackintosh or trapped by Cartwright, what they find are the unremarkable remains of several hundred ancient London parishioners, bones stacked in neat rows. Placards on the shelves list the dates the shelves were installed. The most recent record “1805,” but as the investigators press on, the dates recede in time, “1792,” “1746,” “1656,” “1541.” With **History**, investigators recall that the church was built in the 1640s, and that the catacombs, therefore, precede the church significantly.

The investigators need some sort of illumination in the dark. If Cartwright has trapped them inside, and no one has thought to bring a candle or lantern, allow creative solutions to succeed: scraps of fabric and bone can be made into makeshift torches, etc. (Flashlights are invented four years later, in 1899. Nearly every man in the 1890s carries matches to light tobacco, but you can call for **Luck** rolls if you'd like to pressure the investigators more.)

Eventually, the investigators come to a dead end. **Spot Hidden** on the centuries-dusty floor discovers recent footprints and a large arc inscribed through the dust, leading to one of the walls. A further **Navigate** or **Track** roll can tell that one pair of prints is shoeless—Hard **Track** or Hard **Biology** ascertains that there's something wrong with this other set of prints, something inhuman. Another set describes men's shoes that seem to both walk through the wall and return, possibly bearing something heavy on the return; this set appears older by several weeks.



The dead end conceals a secret door that proceeds to **The Cistern**, below. A latch hides underneath one of the shelves, and **Spot Hidden** finds it easily once the investigators know they're looking for it, or after an hour of sustained searching; a few ancient skulls have to be delicately removed to reach the latch, but once released, the heavy stone wall opens inward by a couple of inches, and easily swings open to reveal ancient Roman arches beyond, and a hearth.

Archaeology or **History** tells that this was once the home of a Roman resident of *Londinium* (see the **Underground London** sidebar, this page). There is no dust on the floor of this chamber, and there are ashes in the fireplace, as well as iron cooking implements (tools Greaves left behind on one of his trips belowground). With a successful **Spot Hidden**, or if anyone explicitly searches the fireplace, they find partially cooked human remains (**SAN** 0/1D4). On one wall, an exposed stairwell leads down into darkness and **The Cistern**.

The Cistern

Proceeding down the stairs, from the catacombs, **Listen** notes the scuffling sounds of bare feet and snoring if it remains day outside, or scratching, pawing, whining, and slick chewing sounds if it is night—the sounds of animals caught off guard. **Stealth** keeps the group silent on the stair, but failing that, or not attempting it, causes a small cascade of pebbles, and a faraway baby begins crying.

At the base of the stairs, a ghoul hunches over the form of a broken body. If they have already encountered the ghoul corpses in the police mortuary, the investigators' **Sanity** loss is only 0/1D3, as they've steeled themselves for the encounter. Otherwise, the full standard of 0/1D6 applies.

The ghoul won't attack unless provoked, as it is emaciated and weakened, which **Spot Hidden** notices immediately. **Medicine**, **Biology**, or similar, notes that the corpse it hovers over is ancient, and that any nutrition the ghoul might be receiving is minimal. If the investigators attack the ghoul, it flees down the last of the stairs into the safety of the cistern. If they kill it, the encounter with the ghoul warren should be extra tense as said ghouls decide whether to attack and kill these fresh morsels.

The stairwell finally opens up into a large room 30 feet by 40 feet in size, with 15-foot ceilings. Inside, the colony forms a circle around its young to protect them. (The ghouls have no need of light, so the only glimpses the investigators get of this sight is from the meager illumination they carry with them.) The colony houses some eight human children and eighteen ghouls, though they were once greater in number. Humanity's increasing delves beneath the earth have encroached on the ghouls' space, and they do their best to steer clear of the terribly loud underground railways.

Treating with the Ghouls

The ghouls have Samantha. She remains alive and unharmed for now—she has, in fact, been treated exceedingly well, as the ghouls plan on grooming her as one of their human agents.

If the investigators seem set on fighting their way out of the situation, **Idea** rolls dissuade them of that course. Samantha could very well die in the exchange, and there are enough slobbering fiends around that escaping would be extremely difficult. **Listen**, **Language**, or **Psychology** detects human language among the ghouls, suggesting that parlay is an option.

Underground London

London is an ancient city, with continued habitation on the shores of the Thames for well over 3,000 years. Originally called *Londinium* by the Romans, they built bath houses, homes, temples, an amphitheater, and a large defensive wall. After the Romans, the Anglo-Saxons, and later, medieval Christians, continued adding to the structures already there, building churches, bridges, and catacombs. A surprising number of these structures still stand underground, bearing the load of the 1890s above them. Both London's sewers and its subway system transect many of these structures, forming a labyrinthine, dangerous environment, made more so by the colony of ghouls that call it home. In addition to Roman structures, there are medieval catacombs and modern-day sewers, all of which have been connected by an anthill's worth of passages.

Total Party Kill

It is easy to kill the party at this junction, but do your best to avoid doing so. If the investigators attack, one or two of them might be killed off before the ghouls manage to grapple and drag them before the elder, who then might request their help, smelling their recent encounter with Wegg. Similarly, once they learn more about Greaves, they might flee into **The London Sewer** (page 23), pursued by the slaving creatures.

If they've encountered Dr. Greaves or realized that the corpses in **The Mortuary** (page 18) are of the ghoul-kind, smart investigators might realize that the ghouls are as much Greaves' prey as are London's poor. If the investigators can convince the ghouls that they have a mutual enemy in Greaves, the ghouls can prove allies in the dangers the investigators face ahead.

While the ghouls normally feast on the already dead (something London is plentiful in), they have no problem with killing the investigators. Only if the investigators can prove that they are in opposition to Greaves will the ghouls show any sign of cooperation. If they bring some proof of Greaves' plans, from either his secret laboratory or his home, they receive a Bonus die on subsequent interpersonal rolls with the ghouls (a gift of human meat, while a clever idea, is the same trick Greaves originally used on them, and it sends several of the ghouls into gibbering fits, held back by others). Only a few of the ghouls are capable of human speech. After the first tense moments pass, the ghouls part to let through a dark green **Elder Ghoul**, whose epidermis hangs from their body in loose, limpid folds. Their veins pulse visibly beneath the skin, and their eyes stare blankly into the void. They speak with a voice that has forgotten the sound of humanity.

Encourage roleplay with the Elder. This encounter should be tense, as the ghouls bark, yelp, and gibber around the investigators in the dark. The Elder ghoul is nothing like a wise, elder human. Their hunger is as great as any other's—it is only the creature's desire to wreak vengeance on Greaves that stays their family from massacring the investigators.

Asked about Greaves, no roll is necessary for the Elder to tell the investigators, in a hoarse voice cracked with decay, how Greaves came to the ghouls many years ago, posing as a friend, bringing them fresh meat in exchange for their knowledge of "the world under." "And it was the tastiest meat we did have," the Elder says, "but 'twas tainted. Soon, Greaves came among our number, we all in a stupor, and he stole two of our younglings. Nothing could we do. We heard their howls and smelled their blood in the air when he fed on them." Greaves has not actually consumed the flesh of any of the ghouls, but it is the only reason the Elder can imagine for his actions.

Of Samantha, the ghouls are willing to give her up—for a price. Their capture of her provides leverage in their conversation with the investigators; no matter what deal the investigators try to strike, the ghouls will only let them leave if they agree to kill both Greaves and his "monster," whom the ghouls view as an affront to their species. The ghouls are unlikely to attack Greaves in London, in the open, but if the investigators can send him underground unguarded, the ghouls will be happy to do their work.

Other information the investigators can glean from the Elder in their conversation with them, depending on the questions they ask and interpersonal rolls the Keeper calls for:

- They stole Samantha from her crib the night of 25 May, while the street slept.
- They have no idea how much time has passed since Greaves first arrived, can only say "I was still elder, but younger."
- They first met Greaves elsewhere beneath the earth, nearer the water, but they dare not go back there now (**The Home of Wainwright Tamora Greaves**, page 24).

- They dared not attack Greaves, fearful that he would apply the same “curse” he had used before.
- Greaves no longer returns to “the home,” but he continues kidnapping ghouls of any age when they are forced to venture out into the city. He destroys their bodies, leaving them in the rivers “to spoil.”
- They refuse, under any circumstances, to reveal their primary hunting grounds (Highgate Cemetery).
- Of Flanagan they know nothing.
- A Hard **Spot Hidden** notes the “ghoul” children peering curiously around their protectors’ legs. The investigators note, however, that several of these children seem manifestly human, ranging in age from one month (Samantha) to about 8 years old.

With a **Persuade** or **Fast Talk** roll (**Charm** does not work, and **Intimidate** only angers them), the ghouls will provide a “representative” who leads the investigators to the general location of Greaves’ lab—the **Blackwall Tunnel Construction Site** (page XX). If no one thinks of requesting a guide, the Elder offers to leave a young ghoul near **St. Matthias’ Church** (page XX), should it prove helpful.

If Cartwright has barred the return path, the investigators must pass through the colony to escape via **The London Sewer** (below). Similarly, if they’ve taken a path through the sewers to arrive at the colony, you can run **The London Sewer** as written, with the investigators emerging in **The Cistern**.

After they meet the ghouls, call for the occasional **Spot Hidden** roll when the investigators are on the London streets—with a success, they notice eyes watching them from the sewer grates.

The London Sewer

After passing through **The Cistern** (page XX), or while attempting to track Wegg, investigators enter the cramped confines of the sewers. Nineteenth-century rumor had it that over 13,000 miles of sewer populated London (the arcane nature of the sewers’ construction makes a precise accounting difficult to achieve, but it seems that at least 1,000 miles are navigable by fully grown adults). London’s sewers flood regularly during storms, carrying both rainwater and sewage to the Thames. The average height of the tunnels the investigators encounter is only three feet, nine inches; all the tunnels were lined with brick in the seventeenth century. To escape, investigators either follow the ghoul representative or make three successful **Navigate** rolls. After each roll, successful or otherwise, they encounter a unique facet of the sewer, which the Keeper can either determine randomly by rolling on the following table, or by selecting those items they find most interesting.

Wegg’s Home in the Sewers

At the Keeper’s discretion, the investigators may encounter Wegg around a bend in one of the sewer tunnels, hunched over the form of a homeless man, feasting. Wegg won’t stay to fight unless Greaves is directly endangered but may exchange a few blows before fleeing. If the investigators succeed with **Track**, then his trail leads them to a manhole cover in front of **The Home of Wainwright Tamora Greaves** (page 24). The Keeper can use this option to hurry the investigators along, or merely to add greater tension to exploration of the sewers.

Hunting the Ghouls

While not a component of this scenario, should the investigators decide that they must extinguish the colony of ghouls beneath London, you have just discovered the ingredients for several more sessions of play. London’s ghouls frequent Highgate Cemetery in northwest London, where newly built catacombs, and large expansions of the property, make their feasting all the easier. Investigators tracking the ghouls there also discover a rash of child disappearances, not unlike Samantha’s, that they may or may not connect to the ghouls (and it is up to you as Keeper to decide if the ghouls are indeed the child thieves, or if it is something far worse).

Table 2: The Sewers of London

Ignore features that are rolled a second time. (Investigators who recall the tide table from **Handout 1: Wilde Times**, before landing on item 5, receive a Bonus die to their next **Navigate** roll).

1. Tosher

Also called the “sewer hunters,” toshers were members of London’s poor who ventured, illegally, into the sewers to sift for lost cash amid the muck. It was an incredibly unsanitary, if not unlucrative, endeavor. This particular tosher, called **Flake No-foot**, has wooden pegs for both his missing feet that he removes when he goes into the sewers, making him look right at home in the cramped quarters. He is surprised to see the investigators in his place of business, especially if they dress at all finely, and with a small bribe (**Credit Rating**) he can point them in the proper direction, adding a Bonus die to their next two **Navigate** rolls.

2. Underground River

Several underground rivers—most notably the River Fleet, in West London—have been “lost” by London’s growth, disappearing belowground to become part of the sewers that pour into the Thames. With **INT** or **EDU**, the investigators realize they have come across one such river, “Black Ditch,” which once ran through northeast Poplar. The river flows quickly, requiring **STR** rolls to wade through its current.

3. Sluice

Sewer workers manually raise and lower these three-foot-square sluices to control the flow of water, especially before and after high tide. The sewers are dangerous precisely because of the speed with which they can fill during even a moderate rainstorm. The investigators surpass the sluice with a successful **STR** roll (with a Bonus die for each assisting investigator), raising it and crawling beneath, as sewer water pours over their hands.

4. Drainage

The investigators have made it to an exit, but one which proves far too dangerous to navigate. Here thousands of gallons of water pour from the sewer every minute into the Thames. The idea of riding the water out into the Thames, while brave, is also incredibly foolhardy, first requiring **DEX** to control the fall from the drainage into the river, Hard **Swim** to stay afloat, and then Hard **Climb** rolls to escape the churning water, up the escarpment. **Idea** rolls suggest that another, safer exit is nearby.

5. Rising Water Level

The water suddenly rises by several inches, and all must succeed on **DEX** checks or fall to their backs for 1D2 damage. **Idea** rolls recall the tide table from the morning paper in **Handout 1: Wilde Times**. The investigators realize that they are on the clock to escape before the sewers completely fill with water.

6. Branching Tunnel

This tunnel is tall enough for most investigators to stand fully erect. From here the sewer diverts into two separate channels. Down the left-hand path, **Listen** hears rushing water. Down the right-hand path, **Spot Hidden** sees the tunnel rapidly constrict back to its below-four-foot height. **Navigate** sends them down the right-hand path.

Finally, the investigators arrive at a round, sixty-foot vertical shaft that leads upward, with railings set into the brickwork at regular intervals. Climbing it (no roll is necessary) and lifting the hatch, the investigators emerge back onto the London streets, near the East India Docks, filthy but alive.

The Home of Wainwright Tamora Greaves

Dr. Wainwright Greaves lives on the Isle of Dogs, in a small home near the retaining wall for which Blackwall takes its name, between the East and West India Docks, quite near the northern side of the **Blackwall Tunnel Construction Site** (page 27). While Greaves’ expensive tastes are conspicuously out of place in the poor borough, the house sits right atop the disused ghoulish tunnels

that lead all the way to **Greaves' Underwater Laboratory** (page 28) in the Thames. The home is a three-story building, with a basement dug by Wegg, in a long row of other indistinguishable homes, most of them housing multiple families who split the rent.

Greaves has been careful not to cull any of his subjects from his neighbors, but that doesn't stop their suspicions. If the investigators ask around door-to-door, suitable interpersonal skill rolls garner the following information:

- With **Charm** or **Persuade**, Greaves keeps late hours, often leaving his home at ten in the morning and returning just before dawn. Some suspect him of keeping a mistress.
- With **Fast Talk** or **Intimidate**, investigators learn that two years prior there was a break-in attempt at Greaves' home, but according to police nothing was taken, and the suspect was never found.
- With Hard **Charm**, Greaves never entertains. Other than himself, no one has ever been seen entering or leaving the premises. Despite this, some local children swear to have seen a "spider-man" climb through the first-floor window, 15 feet off the ground.

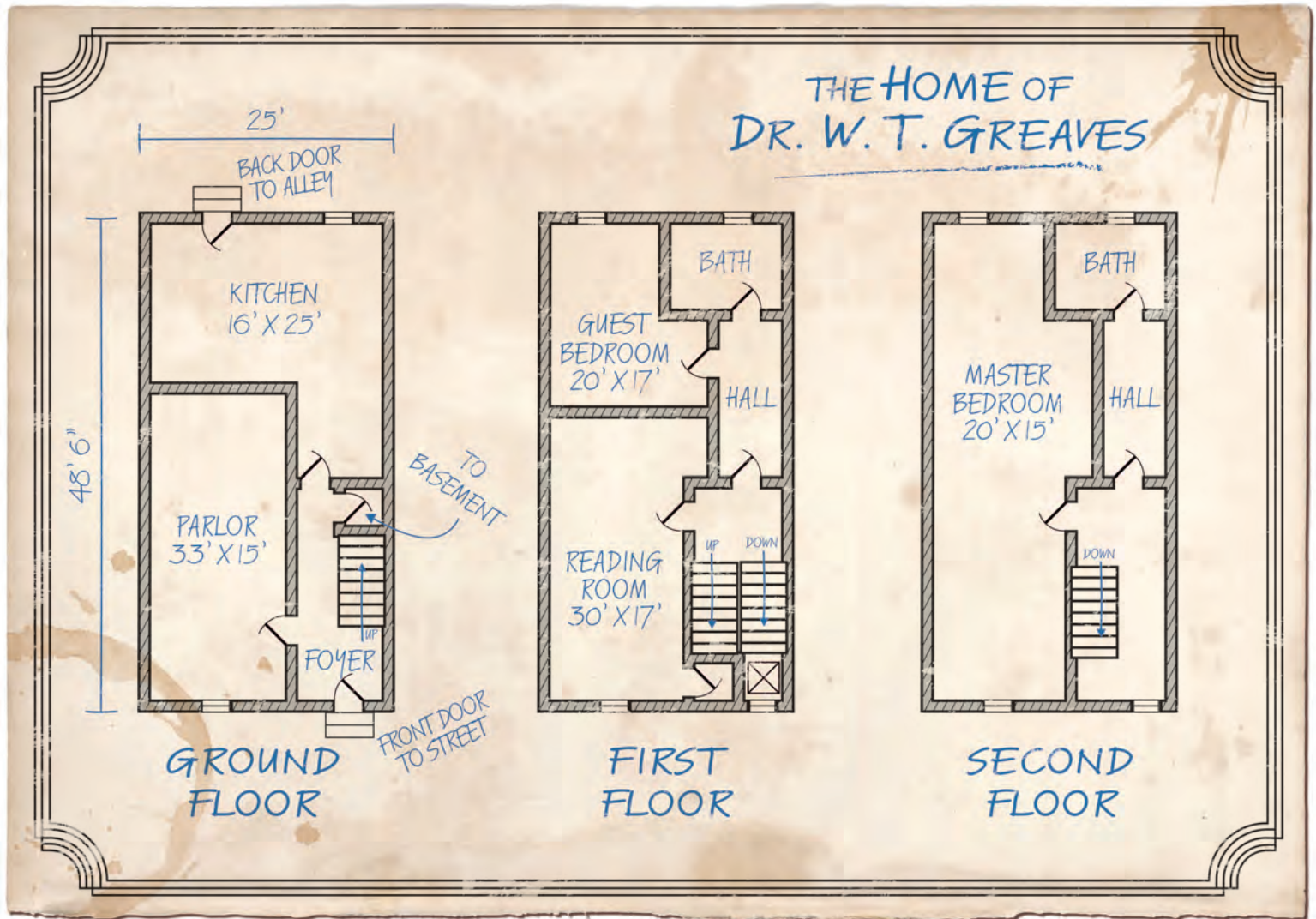
How the investigators gain access to the house partly determines the usefulness of the information they find. Investigators can break in rather easily at night (**Stealth** rolls to avoid being noticed by the nosy neighbors), by breaking a window into the kitchen on the ground floor, or with **Locksmith** on either the front or back doors. Finding Greaves at home during the day, he is more than happy to entertain them if they simply knock. (The neighbors whisper about this excessively.) Greaves is weaselly, slick, and confident, and even if directly pressed about corpse activities won't break a sweat. He does not allow the investigators free rein of the house, however, despite having little to hide in the home; he is a very careful killer.

Intimidate rolls always fail on Greaves, who revels in causing frustration. Greaves will even drop the occasional hint into the conversation:

- "Some Brazilian tribes believe that consuming one's enemies makes one stronger. Perhaps they were on to something."
- "In my research, I've learned not to dismiss anything without proper . . . experimentation."
- "I have many friends, though they rarely visit. I'm making more all the time."

If the investigators attack Greaves at his home, it takes Wegg one full round to arrive before he bursts through the rear door and attacks. If Greaves is killed, Wegg flees toward **Greaves' Underwater Laboratory** (page 28).

Ground Floor: contains the parlor and the kitchen. Investigations in the kitchen (**Spot Hidden**, **Appraise**, or **INT**) notice that all the foodstuffs Greaves owns are non-perishable: tea, packaged biscuits, canned fish. On a wall in the parlor, **Spot Hidden** notices a framed cross-section of a construction project, labeled "The Hudson River Tunnel" (**Handout 5: Hudson River Tunnel**), and, tucked inside the drawer of a writing desk, several expensive shares in S. Pearson & Sons, the construction company working on the Blackwall Tunnel. With a successful **History** roll, the investigators recall that many of the same architects and processes used in the Hudson River Tunnel project



are also being employed at the **Blackwall Tunnel Construction Site** (page 27). A locked door under the stairs (surpassed with **Locksmith** or **Hard STR**) opens onto what was once a pantry, but a hole punched in the floor now leads to the Basement.

Discovering Peter with the Porters

If playing with the pre-generated investigators, either of the older couple (Sampson and Henrietta) recognize the younger man in the photograph as Henrietta's older brother, Peter, from just before he went missing. This is, of course, the same Peter Wegg who Greaves would soon destroy, turning into the monstrous, half-ghoul Peter Wegg of 1895. Once the investigators piece together that the monster who attacked them is Henrietta's brother, call for **Sanity** rolls. The loss is 1/1D4 for all but Henrietta, who receives 2/1D6.

First Floor: what appears to be a guest bedroom, where Peter Wegg sometimes sleeps after climbing in through the rear first-floor window. The bed is made, but if anyone thinks to pull back the sheets, there is a thin film of oil spread between the bottom sheet and top sheet. Additionally, flakes of mold cling to the sheets, similar to the mold found in **The Mortuary** (page 18). **Spot Hidden** notes muddy boot prints on the carpeting and a handful of punched tickets for the Greenwich Railway Line shoved under the bed. There is also a small reading room with a single bookcase, in which **Library Use** notices a marked absence of medical texts for someone claiming to be a doctor, and a small bathroom.

Second Floor: another bathroom with nothing of interest, and Greaves' own bedroom that he rarely uses, containing a wardrobe, bureau, nightstand, and bed. The bedroom shows its disuse. There is a single spare suit and winter overcoat in the wardrobe, as well as a single pair of socks in the bureau—these are obviously changes of clothes and not a rich man's fashionable collection. With **Spot Hidden** while in Greaves' bedroom, or if anyone specifically narrates investigating the nightstand, they discover a photo of a much younger Wainwright Greaves, about 35, standing with a man still younger than himself, in his mid-20s. **Extreme Idea** rolls recognize the younger man as a human version of the creature that attacked them shortly after meeting with Amelia, in **The Crash** (page 12). Opening the frame, a thin pencil scrawl on the back of the photograph reads "Wainwright Greaves and Peter Wegg, 1852."

Basement: cramped and dirty, carved straight into the bluish London clay; exposed copper pipes occasionally rattle as a neighbor flushes their toilet. **Architecture** or **Mechanical Repair** rolls can tell that this was obviously an addition to the house, and a few inches of water stand on the earthen floor. In the south-facing wall, a large hole has been dug, with the dirt in piles around its entrance. After a few feet, this hole opens into tunnels of more regular width: **Spot Hidden** notes the trails of fingers in the clay throughout these tunnels, as though they were dug by hand (**SAN** o/1D2). (This is the territory the ghouls in *The Cistern* complain of having lost, page 21.)

The tunnels are circuitous and confusing, but Greaves has painted white arrows at all the major junctions. So long as the investigators enter the tunnels with a light source, they can follow these arrows easily; without a light source, call for a Hard **Spot Hidden** to notice the first arrow. Following the arrows to their conclusion leads to another hole, this one halfway down the ladder that runs the shaft to **Greaves' Underwater Laboratory** (page 28). (Should they get lost, or willingly stray from the path, **Navigate** or **Survival** rolls lead them into the sewers, where a nearby manhole cover opens near the **Blackwall Tunnel Construction Site**.)

Blackwall Tunnel Construction Site

The Blackwall Tunnel Construction site stands on both sides of the Thames: the Greenwich Peninsula on the southeast side and the Poplar neighborhood of Blackwall on the northwest. There, crews operated by the British construction firm S. Pearson & Sons bore under the Thames. The construction site is abandoned at night, but if they investigate during the day, the investigators can meet **Ernest William Moir**, S. Pearson & Sons' lead contractor in England. If asked about Greaves, Moir knows nothing of his underwater lab, though a Regular **Persuade** or **Charm** gets him to divulge that Greaves is a prominent donor to the project. Moir remains adamant that none of his workers have gone missing from the project—in fact, Moir is happy to show the investigators the safety improvements he has made for underground construction projects, including an “airlock” chamber.

The tunneling project also uses a newly devised protection device for their workers called the Greathead Shield, developed by one James Henry Greathead. The shield is a steel cylinder with a floor for workers, who remove material from the other side of the cylinder and pass it back, while other workers, behind the shield, install the safety measures that keep the tunnel from collapsing (though this is less of a worry while working in London's highly dense clay).

Near the edge of the site, a ramshackle tool shed sits with door ajar. In the back corner, past files of picks and other equipment, hides another entrance to **Greaves' Underwater Laboratory**, page 28. Set into the floor, a green trapdoor can be bypassed with **Locksmith** or Extreme **STR** (with a Bonus die

Handout 5: Hudson River Tunnel



THE HUDSON RIVER TUNNEL.

for an additional investigator or the use of a tool, like a crowbar). Opening the trapdoor, a ladder leads down into a dark shaft. If the investigators arrive here during the day, they're discouraged from wandering the grounds, but a successful Group **Luck** roll, followed by a Hard **Spot Hidden**, might still note the trapdoor. If the investigators pursue Wegg here from *The Home of Wainwright Tamora Greaves* (page 24), then a combination of successful **Listen** and/or **Track** rolls lead to the trapdoor.

The Airlock

Moir designed his airlock to protect his workers from caisson's sickness (the bends). First used on a tunneling project under the Hudson River in New York, Moir ported the design to the Blackwall Tunnel Project, and the chamber now (mostly) safely recompresses workers as they return to the surface. While the incidence of caisson's sickness is notably down on this project, the airlock has not eliminated the problem entirely. The airlock provides the key to saving and curing the transforming investigator (see *The Cure*, page 8), as well as Raymond Flanagan, discoverable in *Greaves' Underwater Laboratory* (page 28).

To enter the tunnel, trucks and equipment are loaded onto an open elevator platform (workers take an adjacent ladder) that descends fifty feet to the tunnel floor, and then pass through an open door (the airlock itself). This door is closed behind any workers and equipment, and the next door is opened, maintaining a constant pressure on the other side, in the tunnel itself. If both doors are ever opened at once (as opposed to a gradual release of pressure, which the workers will undertake at the day's conclusion), a rapid, explosive decompression could very likely take place.

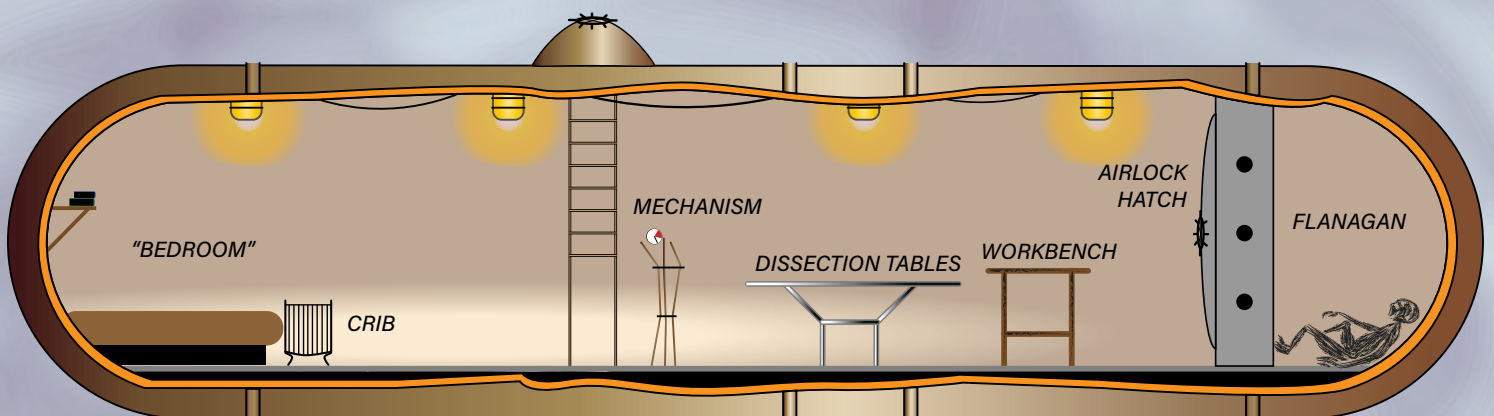
Greaves' Underwater Laboratory

Entering the Laboratory

Primary access to the lab comes from the basement tunnels in *The Home of Wainwright Tamora Greaves*. Investigators might also gain access via the backup surface shaft that opens into a tool shed at the *Blackwall Tunnel Construction Site* (page 27). Halfway down the shaft, a large hole leads back into the tunnels that connect to *The Home of Wainwright Tamora Greaves* (page 24).

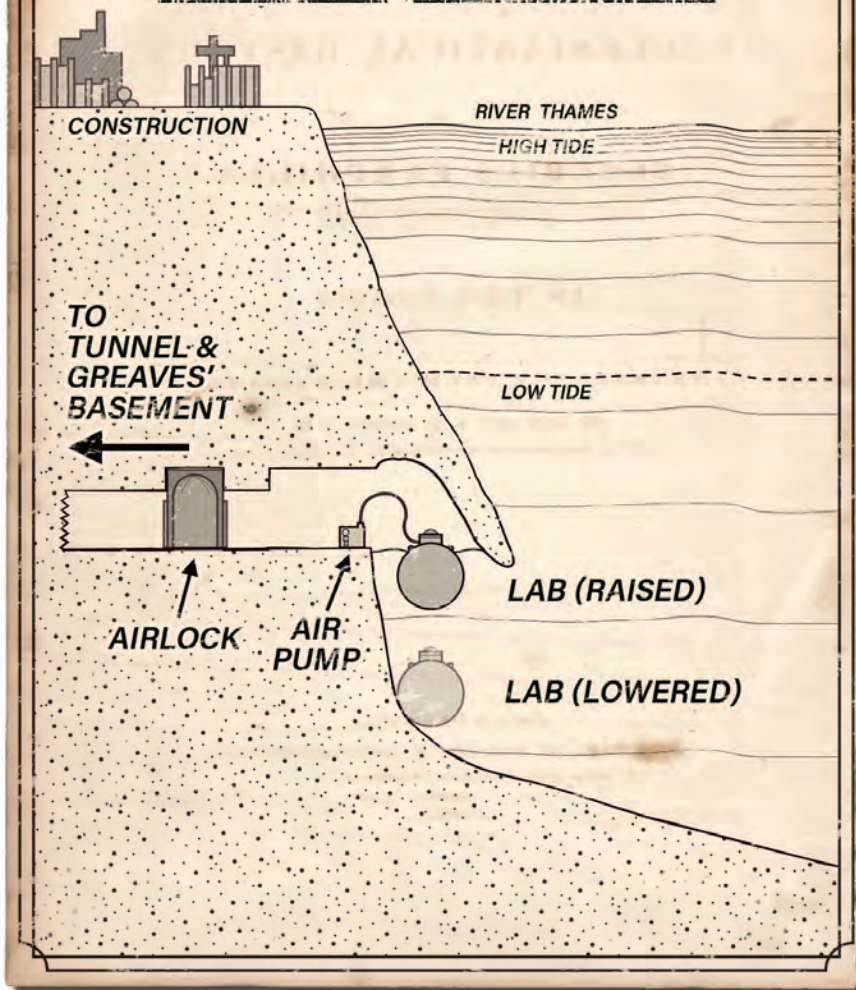
The ladder continues downward for forty feet to a tunnel reminiscent of those in the basement of *The Home of Wainwright Tamora Greaves* (page 24): four-feet square, with claw marks through the clay that were obviously the means of digging. After a hundred feet (**Survival** or **Navigate** can

GREAVES' UNDERWATER LABORATORY



10 Feet

GREAVES' MOON POOL & LABORATORY



tell that they are now beneath the river) the tunnel leads to a double set of iron doors. There is no natural illumination in these underground environs.

Opening the exterior door, shutting it, then opening the interior door, gives way onto a small chamber, ten feet to a side, six feet high, and lined with iron. The far side of this chamber opens onto a small moon pool, where the top hatch of Greaves' submersible can emerge. The iron doors form an airlock, keeping the pressure in this chamber high enough to keep the Thames from flooding it. When either of the two doors are open, it takes an Extreme **STR** roll to open the second—if both doors open at the same time, however, the Thames immediately begins flooding into the chamber and will fill all the way to the vertical shaft in only two rounds.

If the investigators arrive at night, then Greaves is in his laboratory and the moon pool is empty, with murky, dark waters licking the walls of this chamber. If they arrive during the day, when Greaves is at home, the top hatch of the submersible projects from the water, visible but closed, and tied off to two cleats set into the walls. An automotive engine has been repurposed to provide air to the submersible, its function recognized with **Mechanical**

Repair, Operate Heavy Machinery, or Hard EDU. Two thick black hoses run from it to the lab, and if the lab is submerged, cutting or kinking either hose will force Greaves to surface before he suffocates.

The Lab Itself

Greaves' laboratory is essentially a very large, sealed diving bell, capable only of vertical sinking and rising, which he uses to manipulate the pressure during his experiments.

Opening the hatch releases air reeking of putrefaction, calling for **CON** rolls from all but the transforming investigator (in fact, the investigator undergoing their transformation finds that their mouth begins to water). Failure induces nausea and vomiting, though no other damage. **Science or EDU** rolls note that this is a submersible, but not enough of it is exposed by the small moon pool to guess its size.

Opening the hatch is simple—it has a wheel-lock on both sides—and it's an easy climb down into the submersible. The hatch is just aft of midship, with about ten feet running further aft and another thirty feet forward of the hatch. The submersible's internal illumination comes from harsh electric lights ignited by a simple switch near the hatch. A central, grated walkway runs the length fore and aft. Far to the rear of the vessel, Greaves keeps a second bedroom—apparently the smell of rot and decay no longer bothers him—this one obviously more lived in than the one at his home in Blackwall. Photos of long-dead family members line a shelf above a king-sized bed, which has several other books scattered across it with bookmarks in multiple spots. **Library Use** discovers **Handout 6: The Diary of Wainwright Tamora Greaves**, several medical texts similar to those the investigators might have discovered at Dr. Foxwell's, as well as a thin copy of *The Duchess of Malfi* (**Handout 7: A Lark in a Cage**).

The Duchess of Malfi

The Duchess of Malfi is a 1613 Jacobean play by John Webster, detailing a tragedy of revenge, incest, and madness. If an investigator opens Greaves' well-thumbed copy of *The Duchess of Malfi*, they find two passages underlined, represented also in **Handout 7: A Lark in a Cage**.

“ . . . he howl'd fearfully;

Said he was a wolf, only the difference

Was, a wolf's skin was hairy on the outside,

His on the inside;”

and

“Didst thou ever see a lark

in a cage? Such is the soul in the body: this world is like her little turf of grass, and the heaven o'er our heads like her looking-glass, only gives us a miserable knowledge of the small compass of our prison.”

If the investigators lost the cuckoo child to Wegg in **The Crash** (page 12), she is being kept here in a crib at the foot of the bed, unharmed. Otherwise, the crib is empty.

Midships are the submersible's controls, a trio of levers that control its buoyancy. The submersible is not really a submarine, as it lacks propellers for forward motion, rather, it is a depth chamber that can raise or lower itself according to the ballast, manipulated by these controls. **Operate Heavy Machinery** can figure out how to work the controls, or an Extreme **INT** roll. Depth is indicated by a gauge atop the control assembly.

Just forward of midships, two dissection tables line the central walkway on either side. One is empty, but the other contains the rotting corpse of a ghoul. On a shelf above this table, Greaves has collected grave mold from the ghoul's skin (**Chemistry** can note that it is the same discovered in the **Isle of Dogs Police Station**, page 17, and **St. Matthias' Church**, page 19), as well as several samples of their organs. **Biology** recognizes samples from the liver, kidney, and brain. A small worktable next

to the dissection station carries a bone saw, scalpel, and pliers, which can be used as improvised weapons if necessary.

Finally, farthest forward, the submersible has been sectioned off by a heavy iron door, with another wheel-lock that faces inward. **Listen** rolls at the door can hear a low moaning, like a creature in pain (the transforming investigator receives a Bonus die to this). The small window in this door is dirty and obscured, but Hard **Spot Hidden** can make out a humanoid shape on the other side. Calls through the door receive no reply other than more agonized moaning.

On the other side of the door, **Raymond Flanagan**, Dr. Foxwell's partner, slouches against the far wall, now only half human and slowly dying. Flanagan's entrapment in this prison has been protracted since the evening of the 25th. He, too, has been injected with Greaves' serum, as his hairless body, translucent skin, and canine-like teeth attest. He is in no state to defend himself. Beneath his skin, countless bubbles have formed, some of which have burst through the surface (**SAN** 1/1D6). Parts of him seem to be recovering, however, which **Medicine** or **Spot Hidden** notice. Speaking with Flanagan, the investigators learn several important pieces of information, and he can fill in gaps the investigators might have, depending on how they arrived here:

- Greaves has been designing a serum for everlasting life, with the unfortunate side effect that it turns one into a monster.
- Greaves believes he has found a cure to the same serum, which involves exposing the subject to extreme pressure and then relying on the natural ghoulish constitution to heal itself. This is what he tried on Flanagan, but apparently could not build up enough pressure.
- Greaves has used “his assistant” to abduct the homeless from around London; in the case of Flanagan, it apparently made a mistake.
- Greaves once mentioned **St. Matthias' Church** (page 19) as the source of the corruption he hopes to control.
- Greaves has a horrific assistant—an early experiment—that he calls “Wegg.” Wegg hides out in **The London Sewer** (page 23), and occasionally at **The Home of Wainwright Tamora Greaves** (page 24).

Exposed to regular atmospheric pressure once again—i.e., when the door to the airlock chamber is opened—Flanagan’s health begins fading. The investigators have one hour to save him by bringing him into the airlock at the **Blackwall Tunnel Construction Site** (page 27).

Mythos Tome: The Diary of Wainwright Tamora Greaves

English, Dr. Wainwright Greaves, 1851-1895

A leather-bound journal kept in a close, meticulous hand, this thick diary details forty years of experimentation on London’s homeless populace, as well as its ghouls. Greaves describes (and sketches) how to amputate limbs from the homeless and graft these limbs onto ghoul bodies; transplant organs; and force consumption (again on the homeless) of ghoulish meat.

Some of the earliest entries describe the creation of a serum that Greaves hopes will grant him eternal life; after testing it on his assistant Peter Wegg, he finds the results unsatisfactory. Much of the next few decades are spent trying to refine the serum, to little or no avail. His latest breakthrough concerns the effects of extreme pressure on his subjects, and he believes *sudden, extreme decompression*, beyond the means of his lab, may hold the key.

Sanity Loss: 1D8

Cthulhu Mythos: +3/+7 percentiles

Mythos Rating: 9 (25 if related to ghouls)

Study: 1 week

Suggested Spells: none.

Running the Finale

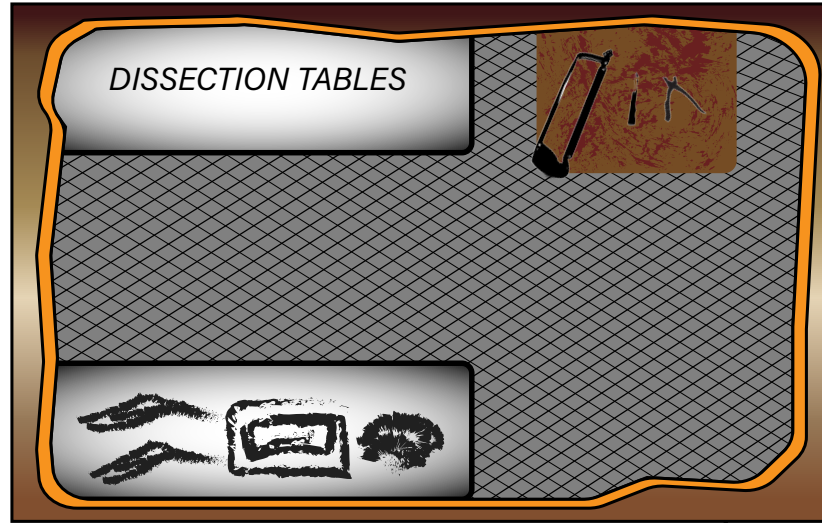
After the investigators reach the submersible, the scenario should be reaching a fever pitch as at least one investigator reaches the zenith of their transformation, Flanagan begins dying in their arms, and they have another encounter with Wegg.

How the conclusion plays out depends on where the investigators first encounter Greaves, and how they deal with him. In most cases, Wegg attacks them at the **Blackwall Tunnel Construction Site** (page 27).

- If Greaves is physically attacked at his home (page 24), Wegg attacks to try to rescue him. If Greaves is killed, Wegg flees into the basement, toward **Greaves’ Underwater Laboratory** (page 28), or, if the way is blocked, into the street. Wegg does not enter the lab but flees to the surface and will attack the investigators again if they make it to the **Blackwall Tunnel Construction Site** airlock.
- If Greaves is apprehended or killed at the laboratory (page 28), Wegg attacks as the investigators enter the **Blackwall Tunnel Construction Site** airlock.

Reaching the airlock

To save Flanagan and their changing compatriot, the investigators must reach the airlock at the **Blackwall Tunnel Construction Site** (page 27), which leads down into the under-construction tunnels. After they descend the elevator or ladder, just as they reach the airlock, Wegg arrives, ready to kill any investigators who remain outside the pressure chamber. (See **The Cure**, page 8, for more de-



tails.) Wegg's cloak drops to the ground and he stands nude before them, sexless, his second set of arms unfurled for combat (**SAN** 1/1D6). If Wegg drops to six or fewer hit points without dying he flees into the night. He can show up as a future antagonist (or possibly an untrustworthy ally) in later adventures.

Once the transforming investigator (and possibly Flanagan) is placed in the airlock and the inner (tunnel-side) door is opened, Extreme **STR** opens the outer door, with a Bonus die for each assisting investigator. The resulting change in pressure is horrifically painful to any inside (**SAN** 1/1D4), and any non-transforming investigators inside the airlock must succeed a Hard **CON** roll or suffer 1D8+1 damage.

Moments later, anyone near the airlock hears a creaking deep within the tunnel, as the metal supports begin flexing and giving way. The investigators can choose to ride the elevator back to the surface (which stalls halfway), or climb the ladder. Because it would be anticlimactic to end this scenario with a series of **Climb** rolls, do not call for them unless circumstances (like Wegg attacking) would make failures dramatic. The investigators barely escape the tunnel, out of breath and traumatized, but alive.

Saving Samantha

To save Samantha, the investigators should either provide proof of Greaves' death or deliver him bodily to the ghouls, who finish the grisly business themselves. Wegg's death alone does not suffice, but Greaves' death might, with suitable interpersonal skill rolls to resolve the ghouls' thirst for vengeance against Wegg, should he still live. Allow the investigators to apply whatever leverage they can in the situation in order to save little Samantha. Returning with Samantha's cuckoo, for instance (found in **Greaves' Underwater Laboratory**, page 28, or held onto throughout the adventure), provides a Bonus die on these concluding interactions with the ghouls.

Failing to Save Samantha

If the investigators fail to deliver Greaves to the ghouls, when they return to **The Cistern** (page 21) the warren has moved on to another haunt in London. Play can continue in a future adventure (see the sidebar, **Hunting the Ghouls**, page 23), or, if the Keeper would like to draw Samantha's story to a close, they can run the following scene:

- Choose one investigator who has survived the scenario. If any of them were especially motherly or protective of Samantha and/or the cuckoo, select them.
- Time advances by 20 years. It is now 1915. Have the investigator improvise two or three details that the course of their life has taken.
- As they step out onto the street, call for a **Spot Hidden** roll. Success notices a woman of about twenty years old, dingily dressed, hurriedly pushing a perambulator down the sidewalk. With a failure, the investigator and the woman collide, knocking the perambulator from her grip; startled, she looks the investigator in the eye and runs away. In either case, as the woman rounds the street corner (with or without perambulator) the investigator realizes that this was little Samantha, all grown up, and a woman is crying from down the street, "My child! My baby! She took my baby!"

Investigator Rewards

Investigators who survive this scenario have the chance to make back some of the **Sanity** they are sure to have lost.

- Returning Samantha to Amelia Gregory: +1D8 Sanity Points.
- Stopping Greaves: +1D6 Sanity Points.
- Rescuing Flanagan: +1D4 Sanity Points.
- Stopping the Transformation: +1D4 Sanity Points.
- Delivering Greaves into the ghouls' hands: -1D4 Sanity Points.
- Killing Peter Wegg: -1D4 Sanity Points (if playing with pre-generated investigators).
- Killing the cuckoo child: -1D10 Sanity Points.

Appendix 1: Non-Player Characters

James Colbert, 37, *Isle of Dogs Police Sergeant*

Colbert is ruggedly handsome, known for being fair with his men and tough on his collars.

STR 40	CON 60	SIZ 70	DEX 50	INT 65
APP 70	POW 50	EDU 50	SAN 50	HP 13
DB: 0	Build: 0	Move: 7	MP: 10	

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3
Billy Club	45% (22/9), damage 1D6
Dodge	25% (12/5)

Skills

Appraise 35%, Credit Rating 50%, Occult 25%, Operate Heavy Machinery 45%, Psychology 30%, Spot Hidden 65%

Languages

English 50%, French 15%

Raymond Flanagan, 46, *Shipping merchant and ghoul experiment*

Once well known for his deals with Irish wool merchants, both his strength and intelligence have been affected by his infection with Greaves' ghoul serum.

STR 80	CON 35	SIZ 80	DEX 70	INT 35
APP 35	POW 45	EDU 60	SAN 40	HP 11
DB: +1D4	Build: 1	Move: 7	MP: 9	

Combat

Attacks per round: 1

Brawl	55% (27/11), damage 1D3+1D4
Dodge	35% (17/7)

Skills

Appraise 55%, Charm 55%, Credit Rating 60%, Cthulhu Mythos 05%, Fast Talk 45%, Jump 40%, Persuade 60%, Science (Mathematics) 80%, Swim 65%

Languages

English 60%, French 30%

Bite and hold (mnvr): With a success, the ghoul bites into its victim as opposed to using its claws, chewing to do an ongoing 1D4 damage per round. An opposed STR check is required to dislodge it.

Claws 40% (20/8), damage 1D6+1D4
Bite and hold (mnvr) 40% (20/8), damage 1D4 per round
Dodge 32% (16/6)

Armor: Firearms and projectiles do half damage.

Sanity loss: 0/1D6 to see a ghoul.

Skills

Climb 85%, Jump 75%, Listen 70%, Spot Hidden 50%, Stealth 70%,

Languages

English 05%

Dr. Wainwright Tamora Greaves, 80, Mad scientist

Dr. Greaves has obsessively sought the serum for everlasting life for over 40 years. The drive has twisted his humanity and led him to do things outside the bounds of society.

STR 50 CON 50 SIZ 50 DEX 50 INT 75
APP 45 POW 60 EDU 70 SAN 00 HP 10
DB: 0 Build: 0 Move: 8 MP: 12

Combat

Attacks per round: 1

Brawl 45% (22/9), damage 1D3
Dodge 25% (12/5)

Skills

Anthropology 10%, Credit Rating 80%, Cthulhu Mythos 32%, Library Use 65%, Navigate 50%, Science (Chemistry) 70%, Spot Hidden 30%, Track 40%

Languages

Aramaic 25%, English 70%, French 70%, German 45%, Latin 70%

Amelia Gregory, 22, Concerned mother

Amelia Gregory is smart enough to know when something has replaced her child, and she will fiercely fight to get her own back.

STR 50 CON 60 SIZ 50 DEX 50 INT 65
APP 55 POW 60 EDU 45 SAN 60 HP 11
DB: 0 Build: 0 Move: 8 MP: 12

Combat

Attacks per round: 1

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

Skills

Accounting 35%, Credit Rating 45%, Natural World 35%, Persuade 60%, Spot Hidden 55%, Survival 55%

Languages

English 45%, French 20%



Philip Gregory, 29, Apathetic father

Too much involved with his own sense of self-worth, Philip refuses to believe his wife when she comes to him in alarm.

STR 60	CON 60	SIZ 60	DEX 50	INT 55
APP 50	POW 60	EDU 55	SAN 60	HP 12
DB: 0	Build: 0	Move: 8	MP: 12	

Combat

Attacks per round: 1

Brawl 50% (25/10), damage 1D3

Dodge 25% (12/5)

Skills

Credit Rating 50%, Drinking with the Boys 70%, Mechanical Repair 45%, Operate Heavy Machinery 50%

Languages

English 55%

Ernest William Moir, 32, Contracting agent for S. Pearson & Sons

A rising star in the world of mega-construction, Moir helped design the first airlock, worked on the Hudson River Tunnel, and now oversees the Blackwall Tunnel project.

STR 70	CON 80	SIZ 50	DEX 60	INT 60
APP 40	POW 50	EDU 50	SAN 50	HP 13
DB: 0	Build: 0	Move: 8	MP: 10	

Combat

Attacks per round: 1

Brawl 50% (25/10), damage 1D3

Dodge 30% (15/6)

Skills

Architecture 60%, Charm 40%, Credit Rating 60%, Science (Chemistry) 40%, Spot Hidden 50%, Mechanical Repair 50%,

Languages

English 50%, French 45%

Flake No-foot, 39, Tosher

A citizen who makes his business discovering forgotten valuables in London's sewers, Flake is a charismatic bilateral amputee, who lost both legs, mid-shin, in the First Boer War.

STR 65	CON 65	SIZ 35	DEX 50	INT 55
APP 45	POW 50	EDU 35	SAN 45	HP 10
DB: 0	Build: 0	Move: 8	MP: 12	

Combat

Attacks per round: 1

Brawl 50% (25/10), damage 1D3

Dodge 25% (12/5)

London Daily News

VOL. XXIII, no. 5

Sunday, 26 May 1895

MORNING EDITION

Oscar Wilde Faces Two Years!

Noted Author of "Importance of Being Earnest" Faces Repercussions.

THE JURY has reached a verdict in the case of noted and controversial author Oscar Wilde. Both he and Alfred Taylor have been found guilty of the vulgar charges leveled against them that this paper will not repeat. Both men now face two years of hard labor. Justice Wills passed the severest sentence allowed by law, claiming that it was totally inadequate to such a case. At pronouncement of the sentence, "Shame!" and hissing were heard throughout the Court, leveled at the two men. Lord Douglas now... (Cont'd under "Wilde")



MORE BODIES FOUND NEAR TUNNEL SITE

MORE BODIES of young laborers are being discovered just downstream of the Blackwall Tunnel Construction Site. S. Pearson & Sons, the American company the City of London has contracted to construct the tunnel, maintains that none of the laborers are their own. When asked for comment, contracting agent Ernest William Moir, of New York, said, "None of these men have been under my employ on this project. We maintain strict logs of anyone entering our premises, or our new airlock, which as you know prevents the onset of caisson's disease, which we are learning is related to..." (Cont'd under "Tunnel")

Dr. Demibold's Fast-Charge Remedy

Are you struggling with

- Gout?
- Hemorrhoids?
- Polyps of an unusual nature?
- Cancer of the mouth?
- Astigmatism?

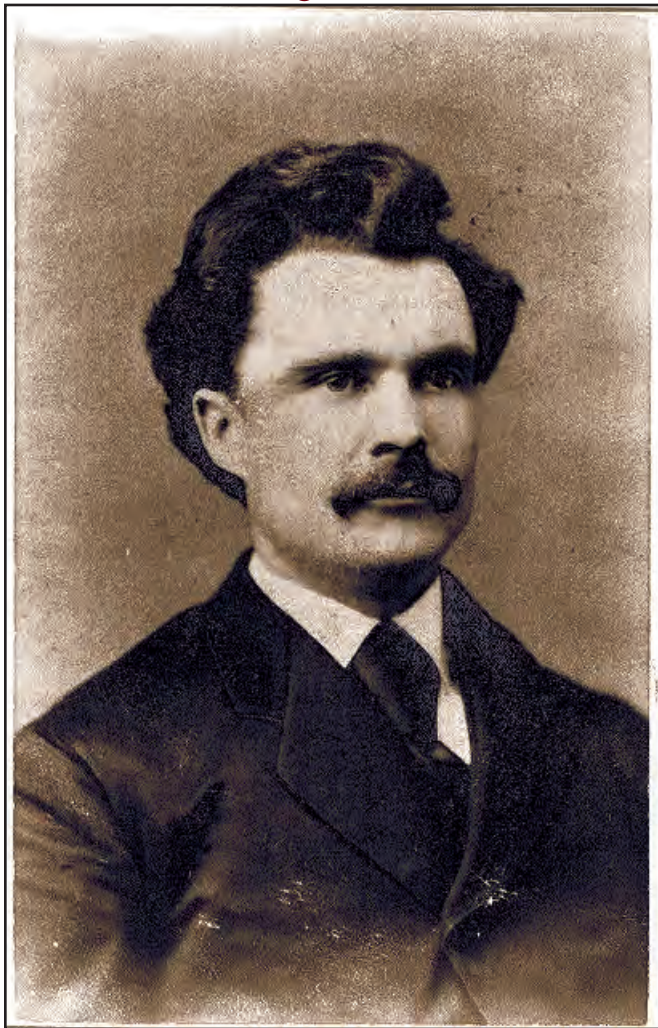
Then try Dr. Demibold's Fast-Charge Remedy. Dr. Demibold's is the ONLY cure-all guaranteed to cure what ails you—and everything that ails you! Mail 5 pound to

Dr. Euphrates Demibold
14 Crane St.
Arkham, Mass.
United States

TIDE TABLE FOR THE WEEK

D.	MRN.	AFT.	
26	2 46	3 27	
27	3 27	3 49	
28	4 12	4 36	THAMES
29	5 01	5 27	LONDON
30	5 53	6 22	
31	6 53	7 25	
J	7 59	8 32	

Handout 2: Flanagan



A STUDY ON THE EFFECTS OF
DEGENERATIVE CAISSON'S
SICKNESS IN CORPSES

Dr. Wainwright Tamora Greaves



A pamphlet by Dr. Greaves on caisson's sickness, caused by rapid changes in pressure, often in laborers working underground.

...the bubbles in the bloodstream remain almost animate for a short period of time, winding their way to the epidermal surface, dancing like sugarplums around the extremities, causing small spherical protrusions, even post-mortem.

I, Dr. Wainwright Tamora Greaves, welcome correspondence on this subject at the following address:

55 Blair Street, Poplar, London



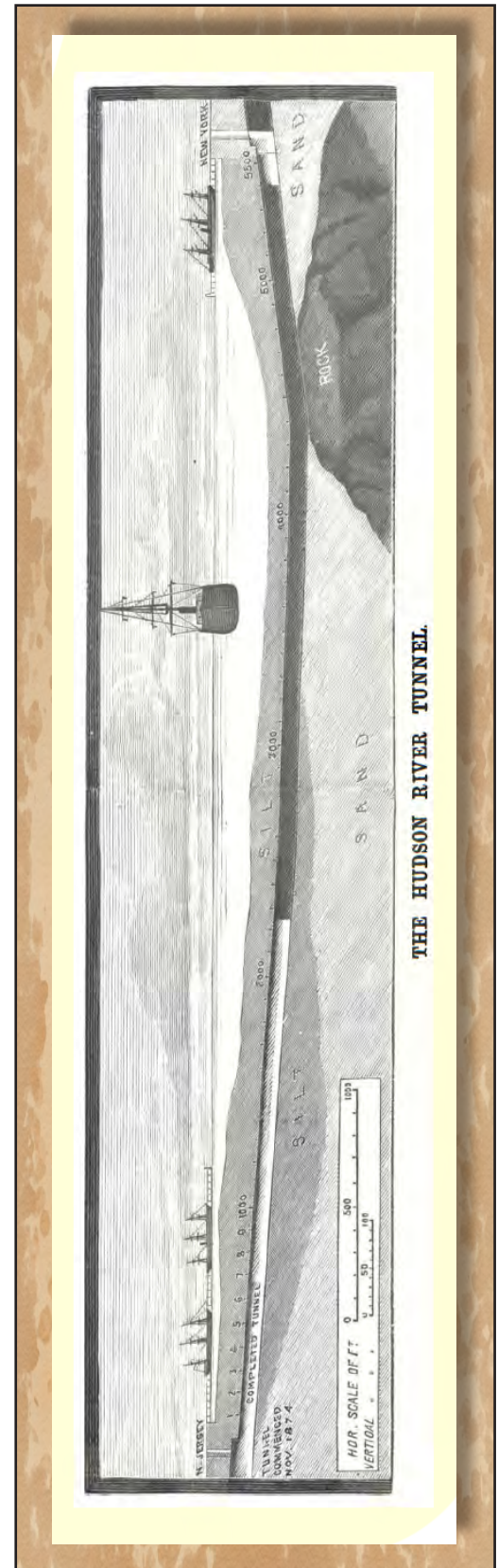
*Handout 3: A Study on the Effects of
Degenerative Caisson's Sickness in Corpses*

GREAVES' PAMPHLET ON NEW WORLD CANNIBALISM



A pamphlet by Dr. Greaves on cannibalism in unspecified pre-Columbian tribes.

In my estimation, cannibalism as practiced by certain New World tribes was less interested in absorbing their enemies' 'power' than in nutrition. Why hunt the buffalo when the human is composed of precisely the right ingredients to remain healthy?



THE HUDSON RIVER TUNNEL.

Handout 6: Mythos Tome: The Diary of Wainwright Tamora Greaves

The Diary of Wainwright Tamora Greaves

English, Dr. Wainwright Greaves, 1851-1895

A leather-bound journal kept in a close, meticulous hand, this thick diary details forty years of experimentation on London's homeless populace, as well as its ghouls. Greaves describes (and sketches) how to amputate limbs from the homeless and graft these limbs onto ghoul bodies; transplant organs; and force consumption (again on the homeless) of ghoul meat.

Some of the earliest entries describe the creation of a serum that Greaves hopes will grant him eternal life; after testing it on his assistant Peter Wegg, he finds the results unsatisfactory. Much of the next few decades are spent trying to refine the serum, to little or no avail. His latest breakthrough concerns the effects of extreme pressure on his subjects, and he believes this may hold the key.

Sanity Loss: 1D8
Cthulhu Mythos: +3/+7 percentiles
Mythos Rating: 9 (25 if related to ghouls)
Study: 1 week
Suggested Spells: none.

Handout 7: A Lark in a Cage

IN HIS THIN COPY OF *THE DUCHESS OF MALFI*, GREAVES
HAS UNDERLINED TWO PASSAGES . . .

The Duchess of Malfi

ACT IV, SCENE II

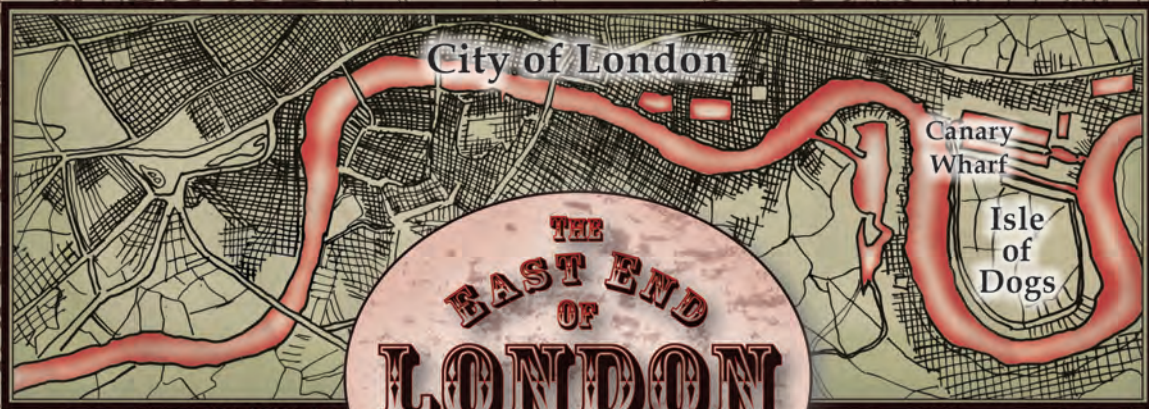
BOSOLA. Thou art a box of worm-seed, at best but a
salvatory of green mummy. What 's this flesh? a little
crudded milk, fantastical puff-paste. Our bodies are
weaker than those paper-prisons boys use to keep flies
in; more contemptible, since ours is to preserve
earth-worms. Didst thou ever see a lark in a cage? Such
is the soul in the body: this world is like her little turf
of grass, and the heaven o'er our heads like her look-
ing-glass, only gives us a miserable knowledge of the
small compass of our prison.

The Duchess of Malfi

ACT V, SCENE II

DOCTOR. I 'll tell you.
In those that are possess'd with 't there o'erflows
Such melancholy humour they imagine 12
Themselves to be transformed into wolves;
Steal forth to church-yards in the dead of night,
And dig dead bodies up: as two nights since
One met the duke 'bout midnight in a lane 16
Behind Saint Mark's church, with the leg of a man
Upon his shoulder; and he howl'd fearfully;
Said he was a wolf, only the difference
Was, a wolf's skin was hairy on the outside, 20
His on the inside; bade them take their swords . . .





THE EAST END OF LONDON AND THE ISLE OF DOGS



St. Matthias' Church



Home of Dr. Foxwell



Isle of Dogs Police Station



Interesting Locations for the Players

(A) Commercial Docks	(E) St. Matthias' Church
(B) Deptford Creek	(F) Police Station
(C) Home of Dr. Foxwell	(G) East India Docks
(D) West India Docks	(H) East Greenwich Gas Works

1 ENGLISH STATUTE MILE

Appendix 4: Pre-generated Investigators

If playing with the pre-generated investigators, begin by explaining how their financial circumstances recently changed. Sampson Porter, father to Louisa and Regina, recently lost his job as a police officer after falling from a ladder and was forced to move in with Louisa and her husband, Saul Cahill. Along with Sampson came Henrietta, the mother of the children, and Regina, who had yet to move out. Regina is being courted by George MacKenzie, the only investigator who doesn't live at the Cahill home in Deptford.

Should you be playing with fewer than six players, the Porter family (especially Henrietta) remain of relatively higher importance than the other investigators, followed by the Cahills, and lastly by George MacKenzie.

Sampson Porter, age 48, Former police sergeant

The father of the Porter family, and proud husband to Henrietta, Sampson was a successful police sergeant in west London until he fell from a ladder while moving records. Sampson now walks with a limp, and his decreased mobility led to an early—and forced—retirement from the police. This forced the family's retreat from middle-class affluence in Middlesex to living at the home of Sampson's son-in-law (Saul Cahill) in Deptford. The whole affair has been somewhat humiliating, though Sampson would never admit it. Financials weigh heavily on Sampson's mind, and he has taken to staying up late with a glass of brandy in the evenings.

Sampson's pleased with the match between his eldest, Louisa, and her husband Saul. He knows that as they build a family Saul will make a fine father, and remain a good husband. While Sampson knows that Henrietta harbors worries over their youngest, Regina, Sampson knows that Regina is likely tougher than the lot of them. The world is changing, and Regina has her ear on the pulse of the times. He introduced her to George MacKenzie, the son of an old friend, but isn't committed to him as Regina's final choice, he trusts her judgment.

Roleplaying Hooks: Sampson has been a working man all his life, and he's tired. He would never admit it, but losing his job with the police was a blessing in that it meant he never had to go back. He loves his family dearly and will do anything for them.

STR 80	CON 60	SIZ 60	DEX 40	INT 70
APP 50	POW 50	EDU 50	SAN 50	HP 12
DB: +1D4	Build: 1	Move: 7	MP: 10	

Combat

Attacks per round: 1

Brawl	45% (22/9), damage 1D3 + 1D4
Dodge	20% (10/4)
Firearms (Handgun)	60% (30/12)

Skills

Credit Rating 40%, Drive Carriage 40%, History 30%, Intimidate 70%, Locksmith 50%, Navigate 30%, Op. Hv. Machinery 40%, Persuade 50%, Psychology 50%, Science (Chemistry) 40%, Spot Hidden 60%

Languages

English 50%

Henrietta Porter, age 53, Mother and wife

When Henrietta was ten years old, still Henrietta Wegg, her older brother, Peter, disappeared. This childhood trauma has left its mark on Henrietta. She still sees his face in crowds and is secretly happy that she never gave birth to a son, lest he look too much like Peter.

Henrietta has been married to Sampson Porter for thirty years now, and is the mother of their two daughters, Louisa and Regina. Louisa was born when Henrietta was only 19 and has proven the upright citizen Henrietta always hoped she would be. Saul was a surprising pick for Louisa to take as a husband, Henrietta thought, but Henrietta trusts Louisa's judgment. Henrietta has always been staunchly loyal to the Crown, which makes her youngest daughter's free-thinking distressing. Regina has a good soul, Henrietta knows, but that doesn't stop her from worrying. She hopes that Regina will choose a good man to settle down with (George would do), and soon.

Henrietta still loves Sampson but has noticed him growing slower in his age. Especially after the move from Middlesex to her daughter's and son-in-law's home in Deptford, Henrietta has some cause for financial concerns, but believes in Sampson's ability to keep the family going.

Roleplaying Hooks: Henrietta is motherly but tough. Her children may be headstrong, but they learned it from her. She loves Sampson dearly, and worries about him.

STR 60	CON 60	SIZ 40	DEX 50	INT 80
APP 50	POW 70	EDU 50	SAN 70	HP 10
DB: 0	Build: 0	Move: 7	MP: 14	

Combat

Attacks per round: 1

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

Dodge 25% (12/5)

Skills

Appraise 50%, Credit Rating 40%, Fast Talk 25%, First Aid 70%, Intimidate 50%, Library Use 60%, Listen 40%, Navigate 30%, Persuade 60%, Science (Biology) 30%, Spot Hidden 50%, Stealth 40%

Languages

English 50%, French 20%

Louisa Cahill, age 29, Nurse

Louisa is the eldest daughter of Henrietta and Sampson Porter. She married Saul Cahill six years past, and while the marriage hasn't always been perfect, her partnership with Saul has taught her that compromises make relationships last. The biggest stressor in their lives at the moment is the addition of her parents and younger sister to their home in Deptford—after father lost his job as a police officer, Saul was kind enough to take them all in.

Louisa loves her younger sister, Regina, dearly, though they do not always get along. While she understands Regina's political motivations, she doesn't think that the radicalism her sister enthuses is the way to go about it. While she would never say so in public, she hopes that Regina's beau, George, won't succeed in convincing Regina to marry him. Louisa feels like she knows her sister

better than anyone and thinks that a marriage would only stifle her younger sister's soul.

Louisa knows that Saul doesn't like her working as a nurse, especially considering the hours it forces on her, but it's her one way of giving back to the community and taking care of those less fortunate.

Roleplaying Hooks: Quieter than Regina, but just as self-sure in her own ways, Louisa takes pride in her family and husband. She is rigorous and diligent in her duties and has found a new calling working in the hospital.

STR 60	CON 80	SIZ 40	DEX 60	INT 50
APP 70	POW 50	EDU 50	SAN 50	HP 12
DB:	Build: 0	Move: 9	MP: 10	

Combat

Attacks per round: 1

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

Dodge 30% (15/6)

Firearms (Handgun) 40% (20/8)

Skills

Art/Craft (Knitting) 25%, Charm 60%, Credit Rating 50%, First Aid 70%, Library Use 50%, Listen 40%, Medicine 40%, Persuade 40%, Science (Biology) 60%, Sleight of Hand 30%, Spot Hidden 50%, Survival (City Streets) 30%

Languages

English 50%

Saul Cahill, age 35, Shipping accountant

Saul is the loving husband of Louisa Cahill, and son-in-law to Henrietta and Sampson Porter. Saul is a confident man, having raised himself through education from near-poverty levels to a comfortable subsistence for himself and his wife—Saul is the rare exception to nineteenth-century class divides, though he would never admit it; he believes that “hard work” will get someone anywhere.

Saul works for the Thomas & Sons accounting firm, where he handles several contracts, including a couple of illustrious shipping concerns. After the Porter family's recent decline in status and their move out to the Cahill home in Deptford, Saul has felt an unspoken pressure to provide for this suddenly very close family.

Saul finds Louisa's younger sister, Regina, to be a little flighty, but believes that George (whom he calls Regina's “fiancé” despite there being no such agreement) will settle the young girl's spirits in a positive way.

Roleplaying Hooks: It's up to you if Saul is mildly bitter about the Porter family's stay in his home, or if he is of a more welcoming sort. If the former, downplay the bitterness, instead letting it emerge during especially stressful situations.

STR 60	CON 50	SIZ 60	DEX 80	INT 50
APP 40	POW 50	EDU 70	SAN 50	HP 11
DB: 0	Build: 0	Move: 8	MP: 10	

Combat

Attacks per round: 1

Brawl 70% (35/14), damage 1D3

Dodge 40% (20/8)

Skills

Accounting 40%, Credit Rating 50%, Fast Talk 50%, Library Use 60%, Listen 50%, Navigate 25%, Occult 25%, Persuade 60%, Pilot (Boat) 40%, Psychology 30%, Spot Hidden 40%

Languages

English 70%, French 40%

Regina Porter, age 21, Social activist

Regina is the second daughter of Sampson and Henrietta Porter. When she was younger, and the family lived in Middlesex, she showed something of a rebellious streak, taking to the outdoors at all hours, climbing trees, catching mice, in general doing “unladylike” things. The Victorian age has taken its toll on Regina’s free spirit, but she still speaks her mind, especially on issues like women’s suffrage. In another century, Regina would be found at protests against the Vietnam War and for sexual revolution. Her father recently introduced her to the son of a friend, George MacKenzie, hoping that the two might find that their interests meet. She’s still making up her mind about George, who she thinks has a lovely personality, but some stodgy, old-world thinking.

Regina spends her daylight hours canvassing and talking to local artist and activist friends in cafés. While she knows some of her family might think that this makes her flighty, Regina believes in the good work she’s doing.

Regina sometimes babysits for an old family friend in Hyde Park Gate, taking care of their 13-year-old daughter, Adeline Virginia Stephen, who will later be known as the writer Virginia Woolf.

Roleplaying Hooks: Regina is self-sure, talkative, and confident in any situation she might find herself in. She won’t let anyone, especially men, tell her what to do.

STR 50 CON 50 SIZ 40 DEX 60 INT 80

APP 60 POW 70 EDU 50 SAN 70 HP 9

DB: 0 Build: 0 Move: 9 MP: 14

Combat

Attacks per round: 1

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

Dodge 30% (15/6)

Skills

Anthropology 40%, Archaeology 21%, Credit Rating 40%, Fast Talk 25%, First Aid 50%, History 60%, Law 25%, Library Use 50%, Navigate 40%, Persuade 60%, Psychology 40%, Stealth 50%, Survival (City Streets) 70%

Languages

English 50%, German 25%

George MacKenzie, age 25, Solicitor

George MacKenzie's father, Michael, worked with Sampson Porter at the police station in Middlesex for many years before Sampson was injured. Now, Sampson has introduced George to his daughter Regina, who George finds to be a beautiful, free-spirited young woman. George hopes that he can win her over but recognizes that their opinions on political matters don't always line up.

As a solicitor, George has insight into Great Britain's judicial system, and while all the cases he's tried so far have been low-level civil disputes, he hopes to garner higher profile criminal cases as his reputation increases. George is young for a solicitor, but has proven himself, at the very least, trustworthy and competent. He finds Regina's older sister and her husband—Louisa and Saul—to be a little stuffy, but not unpleasant, and he hopes that he can convince Regina's mother, Henrietta, that he's a worthy match for the youngest daughter.

Roleplaying Hooks: George is confident but shows nervous ticks in uncomfortable situations. He would do anything for Regina and hopes to impress her.

STR 60	CON 60	SIZ 70	DEX 50	INT 40
APP 50	POW 50	EDU 80	SAN 50	HP 13
DB: +1D4	Build: 1	Move: 7	MP: 10	

Combat

Attacks per round: 1

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

Dodge 25% (12/5)

Skills

Accounting 35%, Anthropology 40%, Charm 35%, Climb 40%, Credit Rating 60%, Drive Carriage 40%, Fast Talk 50%, Intimidate 50%, Law 70%, Library Use 60%, Listen 40%, Medicine 25%, Navigate 30%, Persuade 40%, Spot Hidden 45%

Languages

English 80%

Bulwark of the Hudson

A ONE-PAGE SCENARIO FROM
RECKONING OF THE DEAD

I wrote “Bulwark of the Hudson” in September 2018, after finishing the first draft of A Lark in a Cage, and we released it for free over at [ReckoningoftheDead\(dot\)com](http://ReckoningoftheDead(dot)com). I wrote this while still at the height of my obsession with the underground, mega-construction projects of the late nineteenth century, and it can be played as an informal introduction to the more meaty A Lark in a Cage.

If you’ve not run one of our one-page scenarios before, they’re highly improvisatory, and rely on the Keeper to fill in the gaps.

I’m proud of “Bulwark on the Hudson,” both for the ways in which it ties back to A Lark in a Cage, and for the surprising, card-based insanity mechanic . . . which your players will never see coming.

Noah Lloyd

RECKONING OF THE DEAD GAZETTE.

BULWARK OF THE HUDSON

BY NOAH LLOYD
AND MATT RYAN

DECEMBER 1889.

Work on the Hudson River Tunnel, to connect Jersey City with New York via a passage through the river bottom, is about halfway completed. The efforts have "pushed" 300 feet from the New York side and 2,050 feet from the Jersey side. The total remains just under half the full distance of 5,600 feet. The contractor S. Pearson & Sons recently took over the project when it proved that British expertise was required to finish the project, and British investors supplied \$1.5 million in May of 1889. The principal architect of the project, Ernest William Moir, invented the first airlock for workers returning to the surface from the tunnels, protecting them from the dangerous "Caisson's sickness," also known as decompression sickness or "the bends."

THE CAISSON

The investigators meet for breakfast on the New York side of the Hudson River Tunnel project. One is **Ernest William Moir**, chief architect of the project working under S. Pearson & Sons; another is **James Henry Greathead**, inventor of the Greathead Tunneling Shield **picture** used to support the tunnel around workers while digging; **Philip Barlow** is the managing contractor, a civil engineer for the city; and **Michael Calvert**, foreman, manages the tunneling men under the New York Construction Workers' Union. Around the muddy construction site elevators lead down to an airlock while drills, work tools, and a large crane all await their use; long tables are laid out with food and coffee. Two elevators ride vertical shafts into the earth to meet the horizontal, pressurized shaft about 65 feet below.

It is a chilly morning with mist rising off the Hudson, while the workers of the day shift arrive and begin moving through the line for coffee and porridge. The investigators eat and chat, when the night shift starts filing out of the shafts to leave for the day. At first this procession proceeds as usual, about half of the hundred-or-so tunnelers emerging and making for their homes after their 12-hour shift. Descending or ascending from the tunnel requires a few minutes riding one of the elevators, and then passing through Moir's "caisson," a chamber that maintains the pressure on its opposite side, helping prevent the onset of caisson's sickness from rapidly rising workers. (The term "airlock" has only recently begun to gain traction.) **Listen** rolls note unusual creaking sounds from one of the two elevator shafts, but moments later screams ring out, followed by an

explosion and a large cloud of smoke and dust. **Spot Hidden** notes right away that this smoke only came from one of the shafts, making a tunnel collapse seem unlikely; rather, it seems that one of the elevators has fallen.

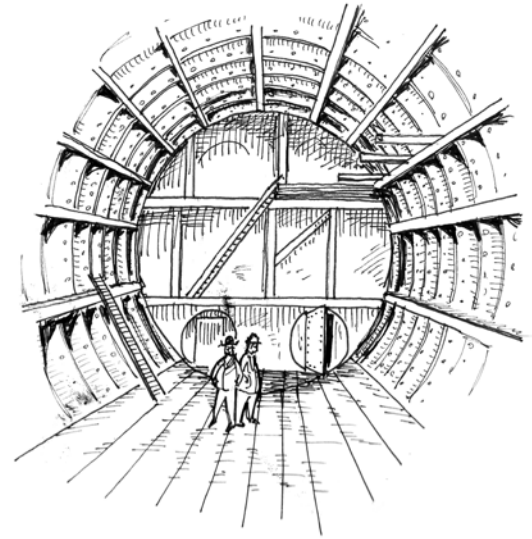
Investigation confirms this. Whether the investigators descend in the workable elevator themselves or wait for survivors to emerge, some of the tunnelers claim that **Thom McKenzie**, a day laborer, sawed through the ropes keeping the platform affixed to the hoisting-engine, and is still in the tunnel, screaming about how "this place belongs" to him. In the tunnel, McKenzie's only weapon is a hacksaw he brought in with him, but he uses it effectively. It takes **Hard Persuade** (or Extreme success with other interpersonal skills) to convince any of the men to return to the tunnel to deal with him, but if the investigators can sway them it makes the job of subduing him easy. After dealing with Thom the investigators assess the damage—one elevator shaft has been rendered useless, 18 men are dead and nearly 20 more injured (**SAN** 0/1D4). Evacuating these men takes time but is straightforward as they're removed to the surface and medical help arrives.

Once the investigators decide that work should proceed again, the union rep among the workers (or if Calvert seeks him out), **Jef Acorn**, requests that the managers—the investigators—perform a personal inspection of the damage before any of the men feel comfortable returning to work. During the inspection, (requiring passage through the caisson) **Spot Hidden** or **Architecture** ascertains that the tunnel seems structurally sound. However, while near the extreme end of the tunnel, at the location of the shield, **POW** feels a sense of dread, which almost seems to glow from the sand and silt waiting ahead of the project. If the investigators think to ask where McKenzie spent most of his working time, they learn that it was at the head of the shield, in the "prime" position.

SOMETHING BENEATH THE RIVER

Work begins again, with shift changes slowed by the use of only one elevator. A few hours later, however, men begin fleeing from the shafts, claiming that they've discovered "an unnatural glow" and that some of the men refuse to ascend. Returning to the tunnel, the investigators discover one worker hoarding lamps, pickaxes,

trash, and anything else he can get his hands on, screaming "it's mine!" over and over. Approaching the shield, the investigators can see a sickening mound of transparent, whitish flesh, obviously freshly exposed by the shield's forward movement. With **Spot Hidden**, investigators ascertain from well over 100 feet away that it both



seems to be breathing and to give up strange, phosphorescent light. As the investigators draw closer, they feel their minds fracture under the strain (**SAN** 1/1D3). Whenever an investigator draws within 40 feet, call for **Sanity** rolls. Successes lose 1 point, while failures draw a card from the **Deck of Emanations**, bundled with this scenario. (*N.B.*: all normal rules regarding **SAN** loss **stack** with the effects of the **Emanations**.)

The morass the investigators face is an ancient being formed from the foulness of a thousand dead civilizations, bundled into a malevolent hulk and forgotten beneath the earth and water. It is non-sentient and cannot truly fight back—its only actions are to project waves of sanity-blasting emanations, triggered when an investigator crosses within a forty-foot radius, a twenty-foot radius, and then every round during combat (it always acts last in combat). Its bizarre, gelatinous flesh makes it impervious to ballistic weapons (bullets bounce off it and ricochet dangerously through the tunnel). Attacks against it make the 11 remaining workers in the tunnel cry out in pain, but it can be killed by "conventional" means: explosives, acids, or, of course, dropping the tunnel on it—although the investors would be sorely put out. Left alone, it warps the minds of those who use the tunnel for generations to come.

The Foulness of Dead Cities.
DEX 0. POW 150. HP 150.

RECKONING OF THE DEAD CHARACTER SHEET

Name: Ernest William Moir Pronouns: He/Him

Occupation: Civil Works Architect Age: 27

CHARACTERISTICS

STR 70³⁵/₁₄ DEX 60³⁰/₁₂ INT 60³⁰/₁₂ HP 13

CON 80⁴⁰/₁₆ APP 40²⁰/₈ POW 50²⁵/₁₀ MP 10

SIZ 50²⁵/₁₀ EDU 50²⁵/₁₀ Luck Sanity 50

SKILLS

Mechanical Repair 70³⁵/₁₄ Explosives 50²⁵/₁₀

Architecture 60³⁰/₁₂ Charm 40²⁰/₈

Credit Rating 60³⁰/₁₂ Science (Chemistry) 40²⁰/₈

Fighting (Brawl) 50²⁵/₁₀ Natural World 40²⁰/₈

Spot Hidden 50²⁵/₁₀ Psychology 35¹⁸/₇

BACKGROUND & EQUIPMENT

Inventor of the airlock and constant refiner and tinkerer, you cut your teeth supervising the digging of the London Underground.

Now working for S. Pearson & Sons' New York office, the Hudson River Tunnel project is your chance to prove your designs.

RECKONING OF THE DEAD CHARACTER SHEET

Name: James Henry Greathead Pronouns: He/Him

Occupation: Engineer and Inventor Age: 45

CHARACTERISTICS

STR 60³⁰/₁₂ DEX 50²⁵/₁₀ INT 80⁴⁰/₁₆ HP 10

CON 50²⁵/₁₀ APP 40²⁰/₈ POW 60³⁰/₁₂ MP 12

SIZ 50²⁵/₁₀ EDU 70³⁵/₁₄ Luck Sanity 50

SKILLS

Firearms (Shotgun) 70³⁵/₁₄ Intimidate 50²⁵/₁₀

Science (Engineering) 60³⁰/₁₂ Dodge 40²⁰/₈

Credit Rating 60³⁰/₁₂ Swim 40²⁰/₈

Science (Metallurgy) 50²⁵/₁₀ Throw 40²⁰/₈

Persuade 50²⁵/₁₀ Fighting (Brawl) 35¹⁸/₇

BACKGROUND & EQUIPMENT

Responsible for designing the technology that made carving the the London Underground possible (and having coined "the tube"), you are well on your way to a knighthood. You have brought your "shield" design with you, which makes cylindrical tunneling possible.

RECKONING OF THE DEAD CHARACTER SHEET

Name: Michael Calvert Pronouns: He/Him

Occupation: Foreman Age: 33

CHARACTERISTICS

STR 60³⁰/₁₂ DEX 50²⁵/₁₀ INT 70³⁵/₁₄ HP 11

CON 60³⁰/₁₂ APP 50²⁵/₁₀ POW 80⁴⁰/₁₆ MP 16

SIZ 50²⁵/₁₀ EDU 40²⁰/₈ Luck Sanity 80

SKILLS

Persuade 70³⁵/₁₄ Spot Hidden 50²⁵/₁₀

Natural World 60³⁰/₁₂ Library Use 40²⁰/₈

Navigate 60³⁰/₁₂ Credit Rating 40²⁰/₈

Mechanical Repair 50²⁵/₁₀ Occult 40²⁰/₈

Fighting (Brawl) 50²⁵/₁₀ Library Use 35¹⁸/₇

BACKGROUND & EQUIPMENT

You've interfaced between unions and construction companies for five years now. It can be a headache, but the unions do what they can for their workers, which is more than you can say for big business. While the company will get its way, you still try to help the "little guy."

RECKONING OF THE DEAD CHARACTER SHEET

Name: Philip Barlow Pronouns: He/Him

Occupation: Civil Engineer Age: 51

CHARACTERISTICS

STR 50²⁵/₁₀ DEX 40²⁰/₈ INT 60³⁰/₁₂ HP 10

CON 50²⁵/₁₀ APP 80⁴⁰/₁₆ POW 60³⁰/₁₂ MP 12

SIZ 50²⁵/₁₀ EDU 70³⁵/₁₄ Luck Sanity 60

SKILLS

Science (Mathematics) 70³⁵/₁₄ Science (Geology) 50²⁵/₁₀

Listen 60³⁰/₁₂ Fast Talk 40²⁰/₈

Charm 60³⁰/₁₂ Dodge 40²⁰/₈

Navigate 50²⁵/₁₀ Climb 40²⁰/₈

Fighting (Brawl) 50²⁵/₁₀ Credit Rating 35¹⁸/₇

BACKGROUND & EQUIPMENT

Contracted by the City of New York to interface with S. Pearson & Sons during the construction of the Hudson River Tunnel, you are tired and miserable of being out in the rain, overseeing a bunch of workers underground, and hope your next project is your own.

Recount your worst memory.

You find yourself trapped within that memory for 1D10 minutes.

LOSE 1D6 **Sanity**.

Look to your nearest compatriot.

They desire your doom. Kill them.

Attack your nearest investigator-ally for 1D4 rounds.

LOSE 1D4 **Sanity**
IF YOU SUCCEED,
1D8 IF YOU FAIL.

You are trapped in a tunnel.

There is no way out.

Suffer from a panic attack for 1D4 minutes as you watch your friends crushed by rubble.

LOSE 1D6 **Sanity**.

You are not inside the tunnel, the tunnel is inside you.

Find a sharp instrument and remove your intestines.

LOSE 1D4 **Sanity**
IF YOU SUCCEED,
1D10 IF YOU FAIL.

You see every color and the colors between and the striations between those.

Suffer from a hypnotic delusion for 1D6 minutes. After, you are permanently blind.

LOSE 1D6 **Sanity**.

Describe who you could never be without.

You see them before you, suffering.

End their suffering.

Kill your loved one over and over for 1D6 minutes.

LOSE 1D10 **Sanity**.

The morass before you has the flesh of a fish, moist and delicious.

Begin consuming the mound. Permanently lose 10 points of CON every round, for 1D6 rounds.

LOSE 1D8 **Sanity**.

You are one with the worms. The soil is your home now.

Destroy the tunnel supports.

LOSE 0 **Sanity**
IF YOU SUCCEED,
1D8 IF YOU FAIL.

A

Lark

in a

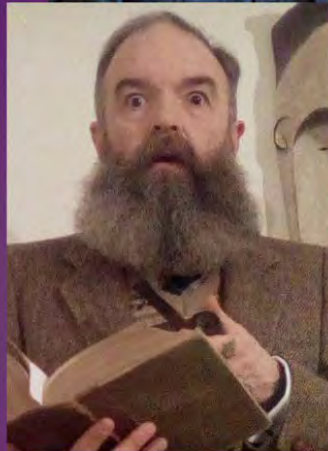
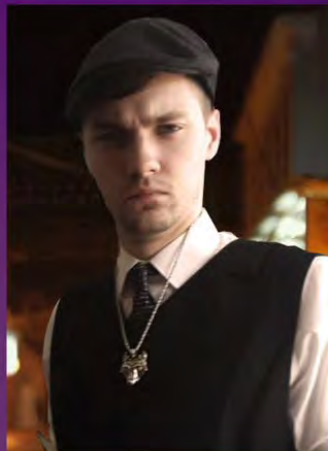
Cage



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*You can find recorded play-throughs of scenarios like **A Lark in a Cage**, and many more, over with the fine folks of **Into the Darkness**.*

Thanks for all the games!



A

Lark

in a

Cage



A two-to-three session scenario for the Gaslight period of *Call of Cthulhu 7th Edition*.

The year is 1895. Oscar Wilde's trial has just concluded, making the news across London. In Deptford, a family discovers that their child has been replaced by . . . something *else*. When the investigators take the case, they find themselves on a tour across the soot-choked streets of East London, revealing new threats to the city, wicked enemies, and even wickeder allies as they race against the clock to save the child.

Includes six pre-generated investigators, as well as support for including the scenario into your own ongoing gaslight campaign, and period-specific setting information covering the East End of London, a city that is remarkably unclean, with squalor and wealth coexisting side-by-side. These are the days of child sweatshops and clouds of smoke that form an infamous, unhealthy smog. The investigators will have to navigate this world, of both natural and unnatural dangers, if they want to survive.