

LEAGUES OF  
**Gothic Horror**

20216

**GUIDE TO THE  
MINISTRY OF  
UNUSUAL AFFAIRS**



# Leagues of Gothic Horror Ministry of Unusual Affairs

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# Leagues of Gothic Horror: The Ministry

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# Chapter the First: History

*"Secrets are more powerful when people know you've got them."*

—E. Lockhart, *The Disreputable History of Frankie Landau-Banks*

Come in and sit down. You have your letter of invitation with you I see. So, what do you know about the Ministry of Unusual Affairs? Absolutely nothing? Good, because that's the way we like it here. Before commencing with the induction, I shall provide a brief overview of the Ministry and its important work.

What? No, we won't arrest you or have you hanged if you decide not to take up our offer of employment. We have alternate ways of ensuring your silence should you decline the opportunity to serve your country. Well of course that sounded sinister—it was supposed to.

While publicly scoffing at the notion of the supernatural, the British government is not entirely ignorant of its presence. Working behind the scenes to safeguard the Empire from diabolical magicians, perverse cults, and supernatural creatures, not to mention crazed weird scientists and alien invasion, is the Ministry of Unusual Affairs.

Officially, we handle all matters that fall outside of other ministries' activities, a loosely defined and far-ranging remit that gives our agents a great deal of leeway in the matters they investigate. Agents typically identify themselves as operatives of "the Ministry," politely ignoring requests for further clarification. That is often enough for the common man, who understands little of how the government works.

The Ministry isn't interested in prosecuting every magician or mentalist nor battling every ghost and weird scientist—only those that pose a threat to the Empire or its citizens are targeted. The 1735 Witchcraft Act, which makes it a crime to claim to have magical powers or practice witchcraft, gives the Ministry and the courts all the authority we require to carry out our duties without arousing too much attention. We don't like attention.

Unfortunately, the maximum penalty allowed under the law is one year—hardly a major deterrent, even in an age when hard labor is available as a sentence. As such, Ministry operatives have license to remove threats to the Empire by whatever means they deem necessary, but only in cases when the security of the Empire is truly threatened. An agent who guns down a medium in cold blood, for instance, is going to face a murder charge, but the government will gratefully look the other way if the victim was a black magician animating an army of zombies with the aim of attacking London.

The Ministry hires people from a wide variety of backgrounds. Former soldiers and policemen work alongside operatives trained as antiquarians, librarians, linguists, and weird scientists. Gender plays no part in our decision. The only requirements are British citizenship, an open mind, a willingness to combat threats that, officially, do not exist, and the ability to keep a secret.

Right, now that part is out of the way let us begin by telling you something of the Ministry's long, if not glorious, history.

# Leagues of Gothic Horror: The Ministry

## The 17th Century

When one talks of bubonic plague, most British citizens think of the Great Plague of 1665. Did you know the first pandemic spread out from the Crimea in 1343 and that it reached its height in 1353? Or that London was blighted again in 1543, 1563, and 1603. Have you noticed any pattern yet? That's right, all years ending in a three.

By what may or may not be a coincidence, the reign of King James I of England and VI of Scotland (1566-1625) began in 1603. A devout man who had already published *Daemonologie*, a tract concerning witchcraft, James firmly, and as it turns out rightly, believed the plagues had a supernatural origin.

In order that the witches and demons who gave rise to the contagion might be thwarted from inducing further misery, the king founded a government office with the authority to "combat demons and witches in all their forms and guises." This early cabal of witch-hunters would later go on to form that is now Department P of the Ministry.

### A Diabolical Plot

Their first notable investigation occurred in 1605. You know it as the Gunpowder Plot, but it was far from a Catholic conspiracy to blow up Parliament. A coven of diabolists had infiltrated Parliament's cellars and were in the act of opening a portal to a hellish dimension when they were stopped. Naturally, it wouldn't do to tell people the truth. Given the politics at the time, it seemed expedient to blame England's enemies and have the king rid himself of a few troublemakers in the process.

### Magic Falls from Favor

After the failed plot, magic of any sort fell under suspicion. The early Ministry had already purged the occult library and artifacts of Doctor John Dee (1527-1608), whose practices were taking an alarming turn toward darker

arts. When Dee died in 1608, agents acted hastily to seal the parish records of Mortlake, his home village, and remove both his gravestone and his corpse. These objects formed the first pieces deposited in the Collection, of which you'll learn more later.

### The Shakespeare Conspiracy

Having somehow escaped government censors, William Shakespeare's (1564-1616) play *The Tragedy of Macbeth* was first performed in 1606, a mere year after the attempt to have a demon devour Parliament. The play had long been held suspect, with audience members reporting seeing strange apparitions and hearing strange chanting during performances. At the time, these were explained away as theatrical effects.

When Shakespeare announced his intention to publish the play (in what modern scholars refer to as the First Folio), the Ministry stepped in. The version in circulation today is a heavily edited version. No known copies of the original exist, though the Ministry keeps an eye out for one—it would make a fine addition to the Collection.

### The Great Thunderstorm

James died in 1625, his throne ascended by King Charles I (1600-1649). In October of 1638, an event recorded as The Great Thunderstorm took place on Dartmoor. As a ferocious storm raised, the church was struck. Eyewitness reports tell of a strange darkness and a "great ball of fire." Given it was a Sunday, the church was in use at the time. The resultant explosion caused four deaths and 60 injuries, and demolished a large portion of the church.

The locals, being of a superstitious nature, believed the Devil had come to take the souls of four men who were playing cards in the church. The Ministry saw little reason to dispute these facts at the time, though recent discoveries have led to the revised opinion that the fireball was a manifestation of an entity known to the madmen who worship it as the Fire Mist.

## Cosmic Threats Emerge

The year 1640 saw the emergence of a new threat, at least to the Ministry. Subsequent investigations have revealed that the threat in question undoubtedly predates mankind. In that year, the Ministry conducted a series of investigations led by Ramsey Campbell along the Severn Valley, with special attention paid to the area around Brichester.

Unfortunately, the exact details of what occurred shall never be known, the reports lost in a fire several years later. Rumors passed down since that time indicate several cases of madness and a strange infection. Petitioning his superiors, Campbell, who survived with his mind intact, created what is now Department M. It remains the most secretive of Departments, rarely sharing knowledge with others.

From 1640 until 1680, Britain's green and pleasant land was blighted by "star jelly," a grayish-white gelatinous substance that, as the name implies, was believed to have fallen from the heavens. Unfortunately, the star-jelly quickly evaporated, stymieing attempts to analyze it. Folklore that land in the immediate vicinity of the star-jelly quickly became tainted and that animals fell to an unknown corruption is, as yet, unsubstantiated.

Henry More (1614-1687), a philosopher and Ministry agent, believed star-jelly was proof that the stars actually ate. His case files include the following entry from 1656: "*That the Starres eat...that those falling Starres, as some call them, which are found on the earth in the form of a trembling gelly, are their excrement.*"

Since 1740, the last time star-jelly fell to earth in Britain, the investigation and analysis of the substance has been the exclusive purview of Department M.

## Plague, Fire, & Storm

With the madness and brutality of the Civil War at an end and Charles II (1630-1685) on the throne, Britain entered a period of enlightenment. For Londoners, it was to mark two years of misery, death, and destruction.

## The Faerie Files

Talk of a race of hidden or little people, more frequently known as faeries, dates back deep into history. The first recorded Ministry investigation occurred in 1678, when agents investigated the claim that one Doctor Moore was first levitated and then kidnapped by a host of invisible faeries. A similar incident took place in 1755. Whereas Moore was released after a single night of revelry, the victim in this particular case, Rhys ap Morgan, spent an entire year as the faeries' "guest."

Events would take a more sinister tone in more recent encounters. A young girl was struck by a faerie in 1853. According to the account of her cousin, who was with her at the time, the pair fled, only for the girl to drop down dead. She apparently recovered due to the ministrations of the local priest. In 1857, Mr. Brograve reported being struck several times by an invisible assailant.

As recently as 1884, a mailman delivering post on the Isle of Man was attacked by a troupe of faeries clad in red garments.

Despite thorough investigations into these alleged sightings and others, not to mention detailed examination of supposed faerie circles, the Ministry has found no evidence to support the existence of faeries. Demands by a small handful of agents to create Sub-Department E6: Faeries have, thus far, gone unheeded.

First came the Great Plague of 1665, a ghastly epidemic that killed around one-quarter of London's population. While the physicians of the age were unaware of how the plague spread, the Ministry had tracked the source to a barge recently arrived from Holland.

The second disaster, the Great Fire of London, came in 1666. Departments M and P are still divided over the cause. Department P's records from the time indicate they had tracked the source of the plague, a species of pestilential vampire known as a nosferatu, to an address in Pudding Lane. During the

# Leagues of Gothic Horror: The Ministry

confrontation, a lantern was knocked over, the fire quickly spreading. Department M, on the other hand, claims its operatives were also in Pudding Lane, but battling cultists of the Fire Mist, who had just summoned a fiery entity from some part of the universe. By the time the beast was slain, it had set light to the property.

## The 18th Century

The Great Storm battered the coast of southern England in the winter of 1703. A large portion of the New Forest was flattened by the wind, 53 ships were wrecked off Goodwin Sands, taking over 2,000 men to a watery grave, large parts of the Somerset Levels were flooded and hundreds of lives were lost, and ships at sea were blown many hundreds of miles from their intended course.

Although unable to prevent the disaster, which was far from natural, the Ministry eventually tracked down and eradicated members of a sect who worshipped Cthulhu, a foreign, aquatic entity of dubious origin.

## Madness

A leading natural philosopher, mathematician, and astronomer, Sir Isaac Newton (1642-1727) also dabbled in the occult. In 1693 (note the appearance of a three again), while translating a foreign manuscript, Newton suffered a nervous breakdown. It was shortly after this unexplained episode that the scholar wrote a series of religious tracts. Two days after his death, agents from Department P seized a collection of manuscripts from Newton's home.

The Ministry's last act of the 18th century involved one Sir Wade Jermyn, a noted explorer of Africa. Recently returned from the wilds of the Congo, where he had been searching for the existence of a white civilization, Sir Wade was taken from his house and placed in a lunatic asylum, where he would spend the rest of his days, by Ministry agents acting under the auspices of Department F1. Exactly what happened was never recorded out of respect for the peer's family and otherwise good name.

## The 19th Century

Up until now, the Ministry had operated without attracting much public attention to its affairs. With the rise of journalism, it was becoming harder to conceal the truth. Fully aware of the panic that the existence of supernatural entities would cause, the Ministry began carefully covering its tracks, an endeavor that has sadly not been entirely successful.

Likely you have never heard of the Despard Plot. Occurring in 1802, during the reign of King George III (1738-1820), the official story is that British revolutionaries sought to assassinate the king and cause a national uprising against the monarchy. While the majority of the plotters, and the public, believed this to be true, the ringleaders were treasonous black magicians who sought to destroy Christianity and lead the country through fear. The true leaders of this insidious plot were quietly executed, with only lesser members brought to public trial for high treason. Seven met their end on the gallows.

## More Misdirection

In that same year, reports began to circulate of the Beast of Dean. No member of the public ever witnessed the beast, though reports of it knocking over fully grown trees and crushing hedges filled local newspapers. Showing a lack of imagination typical among newsmen, reporters had christened the beast Moose-Pig. In the guise of a hunting party, Ministry agents successfully removed the threat. The official stance, that the creature was merely an oversized wild boar, was quickly accepted as fact, despite the fact boar have been extinct in Britain for centuries. As you will learn later, the general public are prepared to take almost anything as truth, provided the story is even vaguely believable.

## The Hammersmith Horror

The early 1800s were a busy time for the Ministry. No sooner had the previous cases been resolved when word of a possible super-

natural horror arose in the Hammersmith region of London. Several victims had reported being assaulted by a specter believed to have been the restless spirit of a recent suicide.

The story made the news in early 1804, when Francis Smith, a member of a vigilante group set upon ridding their neighborhood of the apparition, shot and killed Thomas Millwood by accident. By all accounts, Millwood was a bricklayer and wore distinctive white clothing. While the public became fascinated with the mundane case, the Ministry quietly banished the offending ghost. A year later, John Graham, a shoemaker, admitted to donning a white sheet in order to scare his young apprentice. Given that Graham was actually a Ministry agent, he was never charged with any crime and the haunting faded from memory.

Stronsay, part of the Orkney Islands, was little known to most Britons until the fall of 1808. Following a storm, the remains of an animal washed onto a beach. The beast, variously sketched as of roughly serpentine form and measuring some 55 feet in length, bore all the hallmarks of a sea-serpent from mariners' tales. What made it unusual were the many bristles covering its body, which, when wet, glowed in the dark.

Quickly attending the site, Ministry agents posing as government scientists performing an official investigation, "concluded" the carcass was that of a partially decomposed basking shark. The rotting remains were taken away for "further analysis," whereupon they were preserved and added to the Collection.

Constructed in 1809, Dartmoor Prison served to hold prisoners of both the Napoleonic Wars and the War of 1812. Closed following an escape in 1815, the prison reopened in 1851 with a new purpose. Publicly, it was to house society's worst offenders. Unofficially, those it housed, and continues to house to this day, are supernatural criminals who, for various reasons, cannot be made to disappear.

## The Monarchy Threatened

From 1807-1814 Britain was heavily engaged in the Peninsula War against the forces of Napoleon. Talk of French spies and assassins allowed



the Ministry to concoct easy cover stories for investigations undertaken during this period.

Princess Amelia (1783-1810), was a sickly young woman. Never fully recovering from measles in 1808, she died prematurely aged just 27. King George never recovered from the shock of losing his beloved daughter. Succumbing to madness, he was moved to Windsor Castle, where he spent his remaining days. A sad story, and one containing only partial truths.

Princess Amelia was the victim of a vampire. Her father witnessed the fatal attack, which drove him insane and necessitated his removal from public life. Too late to stop the fatal attack and the madness of King George, the Ministry did destroy the vampire following a long hunt.

Few know that after the death of his sister, the Prince of Wales (later Prince Regent and then George IV) would sleep only if his room was illuminated throughout the night.



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## Spring-Heeled Jack Hysteria

The next major Ministry investigation took place in 1838, during the first year of Queen Victoria's reign. The villain of the piece is widely known today as Spring-heeled Jack. Various descriptions of him as having clawed hands and burning eyes, the fiend terrorized Londoners. While the Ministry propagated stories of Jack being nothing more than a gentleman with a bizarre and macabre sense of humor, it began the hunt for the true fiend—a demon summoned by a cult of upper-class Satanists.

Sightings of Spring-heeled Jack continued until 1888, with his presence spied as far north as Liverpool. Having thoroughly investigated each and every sighting, the Ministry concluded these were either hysteria or copy-cats with a very earthly origin.

## Mad Science

Britain has suffered its fair share of storms. Of these, many of which have claimed lives, most owe their origin to mundane weather conditions. The Night of the Big Wind, which took place in 1838, was the Ministry's first case involving the emerging weird sciences.

An attempt to control the weather by an overly zealous scientist resulted in a wind-storm with speeds in excess of 115 mph. Over 250 people died, hundreds of buildings were damaged, and dozens of ships wrecked. With no wish to alert Britain's enemies to the potential destructive power of weird science apparatuses, the Ministry recruited the scientist responsible. He became the head of the last Department to be formed—Department S.

## The Devil Abroad

In 1840, the Ministry began investigating reports of "Devil's footprints." First reported in the glens of Scotland, the case expanded in 1885, when similar tracks were found across the snow-covered wilds of southwest England. The creature responsible was certainly capable of great feats of leaping, for it leapt rivers and

ran across roofs. The Ministry put about numerous stories for a mundane origin, allowing them to grow in the public mind. In truth, the case remains open and the culprit unknown.

While journeying across the South Atlantic, the captain of HMS *Daedalus* recorded in his log the sighting of an enormous sea serpent. Far from the Ministry's jurisdiction, the incident did lead to it imposing gagging orders on all government employees concerning "unusual affairs." Official reports could still be submitted, but no mention of them was to be made public.

## The Birth of Sub-Department K

Talk of a monster inhabiting the lochs in and around the Highlands of Scotland is, to coin a phrase, as old as the hills. Were it not for the activities of one Mr. Banks of Letterewe in 1850, it may have escaped the Ministry's notice.

Convinced the beast, named Muc-sheilche in folklore, was real, Banks spent a personal fortune attempting to drain Loch-na-Bèiste ("Loch of the Beast"). When that failed, he endeavored to poison the creature by pouring copious quantities of quicklime into the water. Forced to investigate lest Banks prove successful, the Ministry found no evidence for the creature's existence outside of legend. Banks was deemed by the courts to be insane and was committed to an asylum.

Women cutting seaweed on the shore near Benbecula, Scotland, discovered the corpse of a young mermaid in 1830. It was described as being no more than four years of age, with wide eyes, no hair upon her head, white skin that appeared both smooth and rough, and heavily webbed hands and feet. Department M quickly arrived on the scene, convinced the locals the mermaid was nothing more than a dead seal, its features distorted by decomposition. The corpse was preserved and placed in the Black Archive.

Sea serpents reared their heads again in 1871, when Mr. Mackenzie reported spying a monster in Loch Ness, Scotland. Once again, the investigation found no signs of any unusu-

# History

al creature. That the Ministry had investigated several strange beasts on land and water was noted, however, and it decided such reports warranted the creation of a new Sub-Department—Sub-Department K.

## Fatal Fires

The Ministry had been aware of the phenomenon known as spontaneous human combustion for some time. Their first investigation occurred in 1667, although the phrase was not first used until 1746 (following an investigation into the death of Grace Pett in 1744). By 1834, the number of cases had risen dramatically. Formerly a subject examined only by the medical profession, it now began to attract interest from the general public.

While Department M opened a new investigation revolving around the aforementioned Fire Mist, Department S commenced a false information claim, debunking any supernatural origin. The public soon came to accept that the most likely cause was chronic alcoholism.

## Supernatural Pestilence

London is no stranger to cholera, having suffered deadly outbreaks in 1832 and 1849. During the 1854 outbreak, agents became convinced the disease had a supernatural cause. Their dogged determination proved true when it was discovered a nosferatu had once again taken by residence in London.

Alert to the agents on its tail, the fiend fled to Liverpool, where it boarded the *SS City of Glasgow* bound for Philadelphia. The ship, carrying over 450 passengers and crew, set sail on 1 March 1854. She never made port. While the public believe she sank in a storm, the Ministry is far less certain. Until firm evidence is found, the case file remains officially open.

## The London Stone

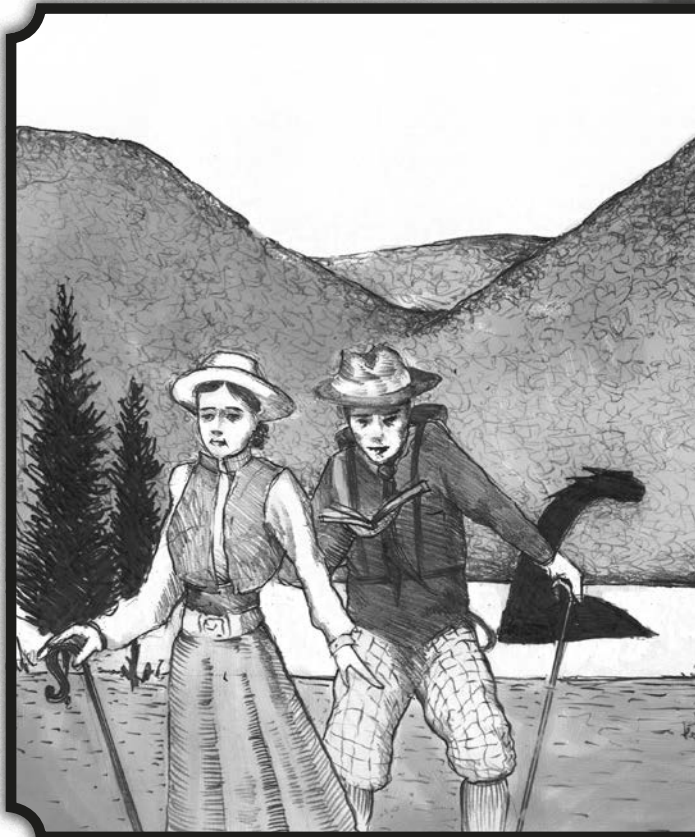
Alerted by growing psychic emanations, the Ministry investigated the London Stone (see

*Globetrotter's Guide to London*). To prevent the energy being misused, the Stone was replaced with a fake in 1863, the original taken to the Collection for safe storage.

The emanations have grown more powerful since the Stone was removed, though for what purpose has yet to be identified. Every Department has its pet theories, covering everything ranging from a cosmic entity being summoned to Earth, to the end of the world, to the veil between this world and the next being torn asunder.

## Threats from the Skies

For the first time in centuries, a foreign army attempted to invade Britain in 1883. No rivals from Europe's Great Powers, the antagonists hailed from the planet Mars.



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The Ministry became involved in the affair only after it had ended. Fragments of wrecked machinery and parts of Martian bodies were given to Department S for in-depth study. Having determined that both Martian science and biology were literally out of this world, and sharing Professor Well's caution that a second assault would likely occur in the years to come, the Ministry created Sub-Department R.

Talk of strange lights in the sky and unidentified airships was nothing new at the Ministry.

As early as 1733, William John Lewis, a farmer, reported seeing of a flying sailing ship. He claimed to have previously witnessed the vessel in both 1713 and 1723. Despite returning to the site in 1743 and 1753, agents reported no further sightings of the ship.

Over 100 witnesses reported seeing a fleet of flying sailing ships rise up from behind a mountain and sail across the skies of County Mayo, Ireland in 1798.

Black discs that supposedly evaporated like smoke after spending some 20 minutes "performing aerial maneuvers like that of birds" were seen hovering over a reservoir in 1867.

What little evidence existed indicated that these phenomenon were altogether different to the Martian vehicles. In order that their origin and technology might be better understood, Sub-Department A was formed. (The Sub-Department has its work cut out throughout 1896-97, when mysterious airships are spotted in numerous locations around the globe.)

While on the topic of aerial phenomena, we would be remiss in not mentioning unusual objects raining from the sky. Reports down the centuries recall everything from showers of worms, frogs, and fish to heavy snow in July and rains of blood. While undoubtedly unusual affairs, these odd heavenly falls hardly pose a threat to the safety of Britain or her Empire.

## The Modern Era

Sub-Department K was soon back at work in Scotland, where, in 1887, witnesses reported seeing a sea serpent in the cold water of Loch Morar. Frustrated once again by a lack of any evidence, the Ministry established con-

tacts with the Society of Aquanauts. As of 1890, agents with suitable training will be permitted to borrow submersibles for investigating aquatic unusual affairs.

## The Ripper Murders

The Ministry's last major case to date [Author's note: assuming a campaign starting date of 1890], involved perhaps the most notorious villain ever to have stalked the streets of London—Jack the Ripper.

Despite their best efforts, our agents were forever playing catch up to the Ripper, quickly attending the site of each brutal murder but never any closer to apprehending the fiend. Evidence gleaned through psychic examination revealed only that the killer was male and human, which didn't really tell us much we couldn't already guess. The Ministry firmly believes not only is the killer is still at large, but that he his reign of terror will begin again very soon.

The Ministry is divided over whether the Ripper poses a supernatural threat and thus warrants further investigation. A small few argue that he is nothing more than a common murderer, deranged for sure, but possessed of no supernatural abilities. Most believe there is some supernatural connection—that the fiend can commit such horrific murders, many with ritual elements not made public, and then seemingly vanish into thin air reeks of black magic.

## Today

Well, that is you brought up to date on the more important cases. There are well over a hundred minor incidents on the records if you have the desire to peruse the archives later—everything from worms falling from the sky through to winged fairies and strange circles appearing in crop fields overnight to statues weeping blood.

I have to say, you did better than the last applicant—he had a breakdown before we'd covered the first century of the Ministry. Right, if you'll follow me, we shall begin our tour of the various Departments' offices. I think we'll take them alphabetically.



# Chapter the Second: Departments



*“The bureaucracy is expanding to meet the needs of the expanding bureaucracy.”*

—Oscar Wilde

The Ministry of Unusual Affairs is a government ministry, though one that operates under special circumstances. Our budget is tiny and the work we do highly classified.

Naturally, the latter means that many government bureaucrats have a vague idea of what we do. It is fair to say the fools are less than supportive of our essential work. You may hear us referred to as Department 666, Bureau 13, The Ministry of Spooks, MI13, Unit 13, and any number of other derogatory or completely erroneous names.

You’ll soon learn to take it all in your stride. We are the thin line that stands between sanity and madness, a line we must often cross ourselves, even if our work is almost entirely unrecognized by those in the upper echelons of power.

The organization of the Ministry is straightforward enough. In overall charge is a government minister. Beneath him or her (more on that in a moment) are five department heads. Officially, they carry the title of permanent secretary and rank as senior civil servants. Each of these oversees one or more sub-department heads—junior permanent secretaries.

All agents begin as members of one department, with the option to take a sub-department posting as well. We are forever short of staff, and agents are encouraged to expand their horizons and join multiple departments as they

rise in seniority. Having multiple masters does sometimes lead to jurisdictional issues, but given the horrors we face on a daily basis, that is frankly the least of your concerns.

Right, it’s time to take a brief look at the various departments and sub-departments. After this, assuming you haven’t fled in terror or curled up into a ball, it will be time to start your basic training.

## Ranks

Oh, just a quick word about ranks. Some agents carry aristocratic or noble titles, or military ranks. While these carry weight in the outside world, all that matters inside these walls is an agent’s Ministry rank.

One’s rank determines seniority in the field, though we encourage group thinking over a rigid military-style regime. A higher rank makes it easier to get things done around here, such as gaining access to the Collection. It also brings with it more dangerous cases and an increase in bureaucracy, but every rose has its thorns.

Rank	Ministry of Unusual Affairs Title
0	Junior Agent
1	Agent
2	Senior Agent
3	Supervisory Agent
4	Principal Agent
5	Department Under-Secretary

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## The Minister for Unusual Affairs

As I mentioned earlier, authority for the Ministry rests in the hands of a government minister. In order that the Minister is protected from supernatural reprisal, and more likely from ridicule by his peers, he is known only as "X." I say he, but it could just as easily be a woman these days.

The Chief, as he is informally referred to within these walls, holds Cabinet level authority. It is most unlikely he ever attends regular meetings, but instead takes his orders directly from the Prime Minister, Home Secretary, Secretary of State for the Colonies, and the Secretary of State for India. It is entirely possible, though unproven, that even they are not aware of the Chief's true identity.

The Chief never visits the Ministry, at least never openly. Orders are relayed by direct telegraph line from Whitehall or, when greater verbosity is deemed necessary, delivered in written form by a government courier. On no account are you to read these missives unless directly authorized by your department or sub-department head. The Ministry is a very much need-to-know operation, and what you need to know improves with your rank.



## The Collection

An agent's life isn't all fighting supernatural fiends and thwarting diabolical plots. We also have a responsibility to gather and store objects and tomes of occult significance to ensure they cannot be used for evil. This does not mean we go around seizing property from legitimate owners—not unless they are a threat to Great Britain or the Empire, anyway.

Most times, artifacts are uncovered during an investigation. In this case, agents in the field must ensure they are collected and delivered to the relevant section of the Collection for study. Unless you are an expert in your field,

we strongly advise you do not attempt to read occult literature or use occult relics that have not been properly studied, catalogued, and approved for use.

Although they carry the same titles as the rest of us, the Collection's agents and operatives prefer more scholastic titles. These are entirely informal, but if you want access to their toys it pays to play their little game. Those who study physical artifacts, save for literature, prefer to be known as curators, while those who study and catalog occult texts like to be referred to as librarians.

The Collection has no single permanent secretary. Instead, it is broken down into three main sections and then sub-divided further into specific categories. Each of the main sections is considered its own Department.

## The Black Archive

**Department Head:** Augustus Whateley

The door to the Black Archive is locked and only the head of Department M has the key. Only members of that Department are ever permitted entry. There are absolutely no mitigating circumstances or exceptions. Ever.

You really should consider yourself fortunate we can't glance inside—some of the artifacts stored would drive you mad with a single glance. Housed behind the door are both physical artifacts and literature. No, really, don't rattle the handle. If even half the rumors I have heard in my time at the Ministry are true, you are better off remaining ignorant. One trainee agent, or so workplace gossip goes, innocently touched a small obelisk and was immediately disintegrated. Another opened a book covered in human skin, glanced at a single image, and spent the next month in an asylum.

## Department of Artifacts

**Department Head:** Philomena Freeman

**Starting Skill List:** Anthropology

The Artifact Collection, to use its proper name, contains all physical objects except those relating to literature and the Mythos.

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Responsibility for overseeing the examination, cataloging, and maintenance of the objects falls to Philomena Freeman, better known as *The Curator*. Regardless of your Department or rank, only she can grant permission to examine or borrow objects.

## The Cage

The objects housed within the Cage fall under the purview of Department S. The majority of these are weird science gadgets, either considered too dangerous to allow into the wider world or created by the Ministry's own cadre of mad inventors. Most of the gadgets created by our own inventors were designed for use by Department P agents, though any agent may apply for permission to requisition them.

Biological specimens of an unnatural nature, what the boffins like to call "cryptoid lifeforms," are stored here as well. Rest assured that despite rumors you may hear, everything stored here is well and truly dead, having been dissected for anatomical study before preservation. We may face dire threats, but we are civilized beings, and thus surgical study of live specimens is expressly forbidden. Keeping live beasts also brings with it inherent risks.

## The Museum

The Museum contains only mundane oddities and curiosities, and is open to any agent without prior approval. Taking objects from the Museum still requires *The Curator's* approval, though you'll find her more amenable concerning these objects.

You'll find a fine collection of what appear to be occult relics here. Skulls carved with pentagrams, rings bearing signs of power, robes decorated with signs and sigils, various masks, and even black candles inscribed with prayers to Satanic powers. It's all mumbo-jumbo stuff—utterly mundane, but very handy for impressing magicians and infiltrating cults.

## The Vault

The Vault is overseen by Department P. Every object stored here is an occult relic, an

item of supernatural origin and power. A few items are cursed—they are kept under lock and key to prevent curious agents fiddling with them and conjuring all manner of doom and gloom—but most are quite safe to use, at least in the right hands.

Very few of the objects can be considered inherently evil. Like a gun or dagger, they are merely tools, guided by the hands that wield them. What with power corrupting, *The Curator* is loathe to lend these precious items to agents who lack the prerequisite knowledge, magical aptitude, or psychic prowess.

## Department of Literature

**Department Head:** The Sage

**Starting Skill List:** Academics: Literature, Linguistics

All literature not under the purview of Department M is collected, analyzed, and stored here. The section is run by the Sage, an artificial construct of exceptional talent and memory capacity. Between you and me, I find the thing rather unsettling. Placing all that knowledge in the mind of a machine seems wrong.

## Hex Files

Occult texts fall into two distinct categories. The Hex Files is concerned only with works that contain true arcane secrets, information that may negatively affect the mental health of the reader, or magical rituals. Tomes, grimoires, tracts, treatises, scrolls, codices, tablets—you name it, and the Hex Files has an example. As you probably suspect, Department P manages these works.

## The Library

Much like a public library, the Ministry's Library is open to all agents. Items may be taken away, but must be signed out. The bulk of the collection is devoted to newspaper cuttings, books, and field reports concerning the supernatural. Copies of every newspaper in the country are delivered each morning. Part of this Sub-Department's work is to find mat-

# Leagues of Gothic Horror: The Ministry

ters that may require our involvement and pass the cutting to the department heads for further perusal.

Smaller sections exist on topics ranging from history to heraldry, and religion to science. All agents receive a British Museum Reading Room card, so if a work isn't stored here you can likely acquire it at there. Unlike the other sections within the Collection, the Library is open 24 hours a day.

## Department F Foreign Intelligence

**Department Head:** Stephanie Foxglove

**Starting Skill List:** Linguistics

The Ministry's authority stretches across the entire British Empire. There isn't enough funding to operate Ministry branches anywhere but here in London, although we have a handful of agents placed in various embassies and consulates. We also work hard to foster contacts among native populations.

Department F receives and analyzes reports from various parts of the Empire. These are then handed to the relevant Department head, who acts on them as they see fit.

While we might receive word of a supernatural affair within a day or two of it occurring, actually sending agents to investigate can take weeks or even months—we simply don't have the budget to hire airships, nor the authority to commandeer them. And don't expect to travel first class unless you are prepared to pay for an upgrade yourself.

Regardless of your Department, you'll typically only be sent on foreign missions if at least one of the agents in your team speaks an appropriate language, beyond English, of course. Government officials and educated natives may speak our mother tongue, but being able to converse directly with natives, rather than relying on translators, is a major boon.

Department F agents are mainly translators and clerical staff. It is rare for them to be sent into the field within Great Britain, though their linguistic abilities may mean they accompany field teams visiting other parts of the Empire.

## Sub-Department F1 Africa

India may be the jewel in the Imperial crown, so to speak, but our African territories make up the bulk of the Empire. Investigations in Africa typically involve black magicians, more frequently, but wrongly, called witch doctors, and sinister cults.

Some of the latter are truly ancient and malevolent, and have been a thorn in the sides of successive empires. Eradicating them is a priority as part of establishing firm rule, but for each one our agents disband two more rise to take their place.

Egypt and the Sudan are not strictly speaking part of the Empire, but that is a technical detail—they both come under Sub-Department F1. Egypt, especially, has been a hotbed of supernatural activity since the age of the pharaohs and if the reports are true, paranormal activity has sharply increased. In addition, several seemingly mundane groups demanding the removal of British rule are suspected of being covers for cults.

Indeed, the emerging threat was considered serious and specific enough for Department P to create a new Sub-Department.

## Sub-Department F2 The Americas & Australasia

Canada and Australia represent huge swathes of territory, but neither is part of the Empire in the traditional sense. Neither nation is particularly tolerant of British agents operating in its territory without approval, so don't expect huge amounts of support.

Frankly, you're more likely to be sent to Jamaica or the sweltering jungles of British Honduras. The economy of both countries is vital to the Empire, so we can't tolerate any disruption in trade. The former has a growing problem with walking dead, corpses animated by black magicians. As for British Honduras, well, it seems to be a hotbed for explorers. Every month they seem to locate a new lost city containing God alone knows what ancient knowledge best taken out of public circulation.

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## Sub-Department F3 India & Asia

Due to the vagaries of the political situation, the Raj covers not only India and Burma, but also Aden (Arabia) and British Somaliland (East Africa; until 1898).

Our authority technically extends into Afghanistan, Bhutan, and Nepal, but these are independent states rather than Crown territories. So as not to upset the delicate politics of the region the Ministry recommends a soft approach to investigations, rather than attempting to exert any official British governmental jurisdiction.

## Department M Mythos

**Department Head:** Augustus Whateley

**Starting Skill List:** Academics: Religion, Anthropology, Elder Lore: Pick one\*, Linguistics

\* *The agent may not raise this further during character generation. His chosen Discipline automatically determines his Sub-Department.*

Before we enter this Department, I must caution you that the agents are rather odd. Try not to make prolonged eye contact with them and quietly ignore their muttering. And please don't comment on why all the corners in the office have been rounded off—it gives them the jitters whenever the topic is raised.

Department M is the most secretive by far. They share no information with other departments, and certainly do not accept their support either out in the field or when conducting research. Every scrap of writing they produce is kept under lock and key. Even within the department, agents rarely discuss their work with colleagues.

Although expected to go into the field, agents are not usually possessed of much martial prowess. The bulk of their number is made up of academics specializing in history and religion, researchers, and linguists versed in archaic languages. That said, there is a high

## To Mythos or Not?

They may be part of the same universe, but *Leagues of Gothic Horror* and *Leagues of Cthulhu* represent two very different views of the supernatural.

The former, while it can be deadly, is a less bleak view of the world. Monsters exist, but they can slay. Magic exists, but it is the purview only of those trained in the arcane arts. The world may be dark, the candle of hope always burns strong. In the latter, humanity is an insignificant mote. Any victories against the entities of the Mythos are, ultimately, futile—the deities of the Mythos are indestructible and their minions are legion. Magic also exists, but anyone prepared to open their minds to the horrors of the Mythos can learn and invoke rituals. In the Mythos universe, the candle of hope provides stark comfort is flickering and dim, providing little succor.

Which universe is the “right” one depends on the individual Gamemaster and their preferred style of play. It is possible to shoehorn both together, but it is an uncomfortable partnership, especially when it comes to handling magic.

For Gamemasters who want to use both aspects, we suggest retaining the differing magic systems. Those trained as magicians must acquire the Magical Aptitude Talent and learn the Magic Skill as normal, whereas those who learn from Mythos books need not. A character may even have both styles. The big difference between them is that any ritual learned from a Mythos book carries with it a Horror roll. Given this, the origin of all rituals must be clearly noted.

turnover of agents. Some are killed in the line of duty, many go incurably insane, and some simply disappear, never to be seen again.

The Department is solely responsible for combating threats from what has been termed the Mythos. The threats they face are far beyond anything you can imagine, both in power and in appearance. Simply glancing at one of the greater beings can drive a man instantly and irrevocably insane. Unfortunately, it is not



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just the monsters that induce madness—the accursed tomes and artifacts associated with the Mythos have a similar effect on the fragile human mind.

You'll find that despite us being a government ministry we're rather more relaxed than bureaucrats in other ministries. Certain standards of behavior are still expected, but Department M's agents are given more leeway with their eccentricities. If you select this Department, you'll receive one free session of psychotherapy per month. Any additional sessions must be paid for from your own pocket, I'm afraid.

Fortunately, much of the Department's work involves investigating and thwarting the nefarious plans of the deranged cultists who worship the monstrosities as gods and gathering up artifacts, rather than battling monsters.

While other Departments contain Sub-De-

partments, the nature of the Mythos, and the truly vast amount of lore that forms it, means that each aspect is highly specialized. Unlike the other Departments, though, it is quite straightforward to acquire accreditation in multiple Sub-Departments. Indeed, few agents stick to just one area of lore. Of course, that brings with it the increased risk of insanity, but there is always a price to pay for wisdom.

To be honest, Department M has the fewest number of agents, and thus they tend to be sent out to investigate Mythos matters regardless of their specialty.

## Sub-Department M1 Artifacts

Physical artifacts associated with the Mythos range from innocuous incense cones and carved idols, to advanced alien technology of horrific purpose, to objects that can warp time and space or open portals to other dimensions. Merely touching one can summon terrifying entities that consider the person prey to be hunted, or draw the mind and/or body into nightmarish realms from which even death is not a guaranteed escape.

## Sub-Department M2 Creatures

The creatures of the Mythos are loosely categorized as greater or lesser beings. This Sub-Department studies and eradicates only the latter category. Collectively known as servitors, these nightmarish beings range widely in power and physical size. Some can be slain using conventional weapons, others are immune to anything but the most powerful and dangerous rituals.

## Sub-Department M3 Great Old Ones

The greater beings, apparently collectively called the Great Old Ones, are the profane deities of elder lore. From what little I un-

# Departments

## Department P Paranormal

derstand, they were born eons ago in realms beyond conventional time and space. Some exist here on earth, though thankfully they are believed to be either dead or dormant, while others continue to haunt dimensions beyond human comprehension.

### Sub-Department M4 Locations

Agents of this Sub-Department are primarily researchers, though their activities require field trips to confirm their suspicions. Separating locations connected with the supernatural and elder lore is vitally important for those who must investigate activities at such sites. To stumble across a nest of vampires is one thing, but to find a slithering horror as old as time itself is another thing altogether.

Even casual investigation of these accursed places is not without risk. I have heard stories of agents going mad from trying to map the strange geometry of these places, and even disappearing after passing behind an angle that acted entirely wrongly. I wish I could explain more, but it would do neither of us much good. I am sure you'll learn more if you elect to join the Sub-Department.

### Sub-Department M5 Tomes

As I mentioned earlier, the tomes connected with the Mythos are a step above and beyond those of the occult. The ideas and revelations they contain are a strain upon one's mental health, and rituals they contain should not be invoked without due consideration to the possible outcome.

Linguistics is a vital skill for those who wish to study these volumes and unlock their abhorrent secrets—though why any sane person would strive for such elder lore is scarcely worth considering. Several languages predate humanity, if you can believe that, and are known to only a rare few scholars.

Right, let's hurry along, shall we? Just being in this office gives me a headache.

**Department Head:** Baron Christopher Hilton

**Starting Skill List:** Academics: Occult\*, Alienism, Anthropology

*\* Whether in character generation or in play, the first Specialization an agent takes must be the generic range of supernatural creatures of his Sub-Department. For instance, an agent in Sub-Department E1 must pick Academics: Occult (Apparitions) before he can take any other Specialization, whereas one in O1 must take Academics: Occult (Magic).*

The oldest and the largest Department, Department P evolved from the first incarnation of the Ministry, which back then was entirely focused on rooting out witches and warlocks. Since then, its remit has expanded to cover every aspect of the supernatural save for the Mythos.

Over time, the Department has divided into two sub-department branches. The first is numbered E1 through E5. Each deals exclusively one with specific type of supernatural entity. The second, O1 to O3, are concerned with mortal practitioners of occult powers.

### Sub-Department E1 Apparitions

Ghost, phantom, specter, haunt, shade, spook—whatever you wish to call them, most apparitions are harmless. They glide along corridors of old mansions, stalk the battlements of castles, and wander around graveyards. Some make noises—moans, rattling chains, that sort of thing—but they mean no harm to mortals.

Unless someone manages to capture a ghost's image on photographic plates, we don't concern ourselves with these minor entities. When one is photographed, whether or not the image needs to be discredited is taken on a case-by-case basis.

Where we get involved is with specters that seek to cause physical or mental trauma to the

# Leagues of Gothic Horror: The Ministry

living. People don't like to think of apparitions, especially those of loved ones, as anything but lost souls, and God forbid the public should ever learn of the wide variety of dangerous spirits out there.

Ideally, our aim is to help the spirit pass peacefully over to the next world. That means researching the spirit's former life, deducing what anchors it to this world, and then finding a means of cutting the spiritual chains.

We do not execute ghosts out of hand—that tends to raise questions concerning the immortal nature of the soul and of the afterlife. Oh yes, ghosts can be killed, though that is perhaps not the ideal word. We have a veritable arsenal of devices for detecting, communicating with, and ridding the earth of malicious haunts.

## Sub-Department £2 Vampires

**Starting Skill List:** Linguistics\*

\* *Must take Romance and Slavic language groups before learning any others.*

Oh yes, vampires are quite real. Much of what you may have read in literature and penny dreadfuls holds kernels of truth, but you shouldn't take those works of fancy as given facts. Vampires, like any other supernatural entity, come in many guises and have a wide variety of abilities at their disposal.

Dear me, no! We don't spend our days and nights lurking around cemeteries and old houses on the off-chance of finding a vampire. They are wily beasts, supreme hunters with honed instincts. Make your presence known, and they will move on to safer feeding grounds. Like any beast, a vampire must be stalked, its lair discovered through research as much as pounding the streets.

Vampires are insidious creatures, more than capable of insinuating themselves among ordinary people. You'll need a good range of social skills to unearth the dastardly fiends, as well. Some vampires lurk in the slums, an ideal hiding place for parasites. Having a gentleman agent strut around a rookery like he owns the place won't get him very far when it comes to gathering information. That's a job for some-

one who understands the seedier aspects of our society and who can act like he belongs there. Conversely, it won't do for a rough and ready agent raised on the streets to try to infiltrate high society.

Death is obviously a very real threat when hunting vampires, but there are worse fates. This may sound comical, but all agents are required to venture out into direct sunlight once a month to prove they have not been turned into one of the fiendish creatures they hunt.

Similarly, agents who begin exhibiting odd traits may be required to succumb to psychoanalysis in order for us to determine whether or not they have become enthralled to a vampire. Turning an agent inside the Ministry would not only jeopardize ongoing investigations, but pose a risk to agents' lives.

## Sub-Department £3 Shapeshifters

**Starting Skill List:** Linguistics\*

\* *Suggested language groups are Bantu, Celtic, Indic, Niger-Congo, and Nilo-Sabaran*

As expert as some vampires are at infiltrating society, they are mere amateurs compared to shapeshifters. Many of these creatures are technically human, cursed to assume animal form at some point during the lunar cycle.

Most are solitary hunters. They may take human lives, but they are a threat to the Empire only rarely. Only when they become the leader of a tribe or cult, or when their predations are witnessed, does the threat level rise to the level where we take an active interest. It simply won't do to have superstitious natives worshipping these ferocious killers as living gods, nor spreading word of their existence to neighboring tribes.

Africa is absolutely rife with the damned things. You name a carnivorous African animal and there is probably a legend concerning a man-beast version. India isn't much safer, either. Not that Great Britain is free of their kind. Celtic folklore is full of shapechanging fairies, and those legends are very likely based on fact.

What? Forget all that nonsense about cherubic beings with gossamer wings—that is a

# Departments

convenient cover story designed to keep the masses ignorant. Real fairies are mischievous at best and malevolent at worst. Imagine the chaos one of the things might cause if it managed to infiltrate Parliament?

Agents require a great deal of patience. While they can conduct research any time, many of these creatures are truly active only for a few nights each month. You'd best be damned certain you have correctly identified the target before ending its life when its in human form. It simply won't do to gun down what appears to be an innocent person, especially in front of witnesses.

## Sub-Department E4 Walking dead

Working for Sub-Department E4 is a bit of a mixed bag. Vengeful revenants risen from the grave, deranged cannibals, animated corpses—agents must be prepared to deal with a variety of supernatural creatures.

Well, I say “supernatural.” You'll find agents have a close working relationship with those in Department S. Until recently, black magic was the primary method by which these fiends were given unlife. Ever since that fool Frankenstein began dabbling with things best left to God, maniacal inventors have turned their perverted view of science to animating corpses. You'd think they would learn from each other's mistakes, rather than pressing forward with more and more vile experiments.

Yes, Victor Frankenstein was a real person. Naturally, we had to censor Mary Shelley's biography of him before we could permit publication. Read the novel. You'll find the science ambiguous, a ploy to prevent anyone else following in his damnable footsteps.

Unfortunately, there are very few laws that allow us to imprison necromancers, magical or scientific. At best, minor charges of preventing the unlawful burial of a body or body snatching, or witchcraft, can be leveled against the offending party. Typically, you'll find it more expedient to declare the subject insane for believing he can return life to corpses and have them committed to an asylum.

## Official Secrets Act of 1889

The government takes a dim view of people disclosing our nation's secrets, especially to foreigners. Thanks in no small part to our influence, doing so became a criminal offense on 26th August 1889.

There are two sections. The first concerns disclosure of information, and the second breach of official trust. The third affects only the Ministry, and relates specifically to information concerning matters above and beyond those in the aforementioned sections. You'll be required to read the thing and sign a form that swears you to secrecy.

Ordinary citizens who break the law face a spell in jail. That won't do for agents who threaten the security of this nation by discussing their work with outsiders. Since we can't allow you to go around talking about ghosts and vampires, you'll be declared insane and committed to an asylum for the rest of your natural life.

## Sub-Department E5 Mummies

**Starting Skill List:** Linguistics\*

*\* Must take Semitic and Afro-Asiatic language groups before learning any others.*

Do you recall I mentioned an emerging threat in Egypt? Well, it seems those withered corpses interred millennia ago are more than just grisly museum curiosities.

We're still learning about these creatures, but it appears they are animated and controlled by black magicians or deranged priests honoring one ancient god or another, at least for the most part. Given that Egypt is something of a powder keg, it's vital we crush these archaic cults and destroy their mindless servants before they can become truly dangerous.

You're unlikely to see many agents in London. Given that the danger appears extremely localized, and with the number of affairs involving these entities on the rise, the Minister wisely saw fit to open a small office in Cairo.

# Leagues of Gothic Horror: The Ministry

Ironically, since the Chief made that decision we've had reports that the damned things are over here, hidden in museum collections or in the hands of private collectors.

## Sub-Department O1 Magic

Sub-Department O1 holds the honor of being the original body from which the modern Ministry evolved. Its purpose now, as back then, is to investigate and remove threats to Great Britain from magicians, warlocks, witches, and other practitioners of the magical arts who might pose a threat to the lawful government or monarch of this nation.

You'll find evil sorcerers commonly referred to as black magicians. The term is something of a catch-all, used to describe any practitioner who engages in wicked methods or who seeks a dark outcome. As you'll come to understand, the tradition of magic one wields is irrelevant—it is the motive behind the rituals that determines whether or not a sorcerer poses a danger. For instance, there are "druids" whose magical arts involve manipulating the power of nature and whose groves are stained with the blood of human sacrifices. Some worship deities whose time has long since passed, calling on the vengeful gods of the bloodthirsty Celts or Vikings to grant them power.

## Sub-Department O2 Mentalism

Our predecessors were unable to separate witchcraft, which uses rituals, and mentalism, which involves the power of the human mind. In their eyes, they were one and the same. Once it was understood that there were two very separate sources of ability, the Ministry created a sub-department purely to investigate the latter.

Magic poses a dire threat to the nation, but mentalism is a more insidious menace. Whereas a black magician may have to light candles and chant for an extended period to work his fell arts, a mentalist can cloak himself from sight,

modify memories, unlock secrets that would leave a person open to blackmail or reveal our secrets to our enemies, and take control of another's mind with a mere thought.

## Sub-Department O3 Cults

### Starting Skill List: Larceny, Spying

Although all non-Mythos cults fall under Department P's remit, agents' activities are not confined purely to the supernatural. There exists a number of cults, also known as villainous Leagues, whose technological plans go against what is considered tolerable behavior. Be clear, we have little interest in mundane criminals or power-mad would-be tyrants—those are for the ordinary authorities. Some seek immortality. A fool's errand, perhaps, but one that must never be permitted to bear fruit. Others crave unlimited wealth, and are quite prepared to make pacts with dark powers or construct machines capable of minting coins or transforming base metals into gold.

Supernatural cults are the most common danger, though. Through absolutely no fault of the Ministry, belief in spiritualism is on the rise. Countless secret societies have arisen in the past few decades in London alone. Most are nothing more than clubs for bored gentleman, women's circles, or hangouts for eccentrics with a harmless interest in the occult, but even recognized Leagues, such as the Ancient Order of Druids, the Ghost Club, and the Magicians' Circle, must be thoroughly investigated—there may be a fox among the chickens just waiting to take control and pervert the organization's cause to something darker.

Rather than causing a furore with public raids on innocent societies, agents may be required to infiltrate a suspect cult in order to search for evidence and uncover diabolical plots. It is most important that our agents rise through the ranks, as many societies reveal secrets only to those who have proven their loyalty. At times, agents may be required to partake in initiation ceremonies and even magical rituals. Abhorrent work, for sure, but vital for the greater good.

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As a rule, we are only concerned with senior cult figures and those who wield supernatural abilities. The lesser members rarely know anything of value, and it serves no purpose throwing them all into jail. Cut off the head and the serpent soon dies.

## Department S

### Science

**Department Head:** Penelope Goodman-Smythe

**Starting Skill List:** Craft: Pick One, Science: Pick one

Ah, here we are at the final department—Department S. The core Department concerns itself with the use, or rather misuse, of weird science. A few cases might involve accidental hazards, a scientist who has lost control of his device or which has developed unexpected side-effects, for instance, but most involve inventors who have set out to threaten the realm in some manner. Some of these villains are truly diabolical in their schemes. The Angel of Death seeks to spread plagues that would cause the collapse of society, not to mention mass deaths. Doktor Carnage desires nothing less than a global war, and he has created devastating weapons to ensure maximum casualties.

Regardless of the threat level they pose, these crazed geniuses must be neutralized and their gadgets taken into our care. Again, their weird science must never be allowed to fall into enemy hands or taint the good name of scientific progress in general.

### Sub-Department A

#### Aerial Phenomenon

**Starting Skill List:** Gunnery, Pilot: Aerial Craft, Science: Engineering, Science: Physics

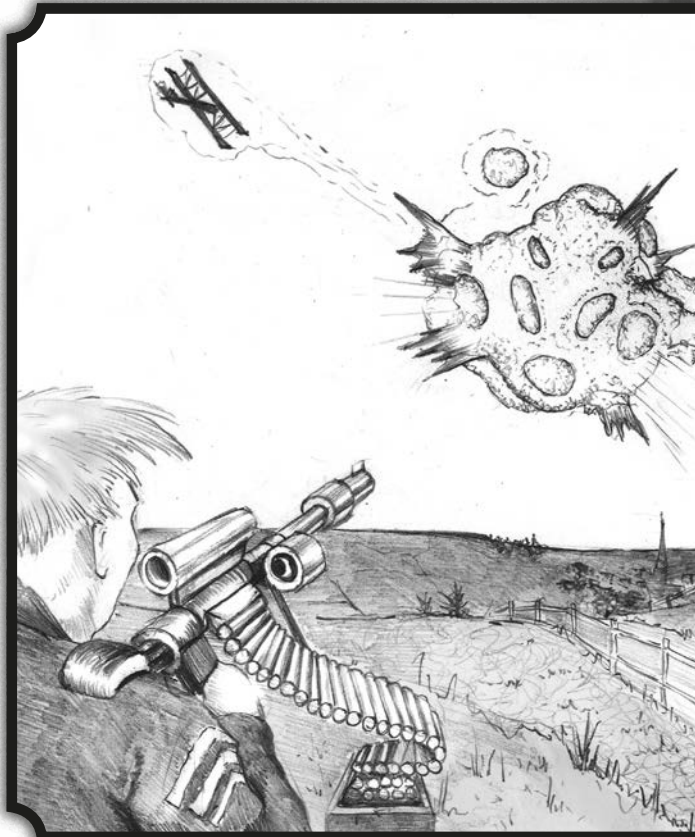
The study of aerial phenomena is a new field. More correctly, it is the study of *unexplained* aerial phenomena—we're not interested in conventional airships and those experimental aeroplanes. Strange lights, glowing clouds, airships of no known design, and

aerial craft constructed by weird scientists are where our interests lie.

It's fair to say that we are in the early stages of understanding these strange affairs. Without access to a fleet of aerial craft, though, all we can really hope to achieve is to document sightings, cover them up, and study reports in the hope of unearthing some common factor. Department M has investigated a handful of incidents, but as usual their reports are restricted to agents within that Department.

Covering up unusual aerial sightings is remarkably easy. You would be surprised how many people are willing to accept that the unearthly lights they witnessed were in fact marsh gas, certain types of cloud, ball lightning, bright meteors, freak atmospheric conditions, or even the planet Venus.

Ironically, it might be that every single incident has a mundane scientific explanation,



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and that any cover story coincidentally ends being the actual truth. Still, better safe than sorry, eh?

## Sub-Department K Cryptozoology & Cryptobotany

**Starting Skill List:** Animal Handling, Medicine\*, Science: Biology

\* *The first Specialization a character takes must be Veterinary.*

I'm not much up on my Greek or Latin, or whatever, but I am reliably informed that Sub-Department K studies hidden animals and plants. That is, fauna and flora that, according to conventional science, cannot and do not exist. The most obvious example is that of sea serpents and lake monsters. They were largely confined to mariners' tales, and easy to discredit. Since that Frenchman, Verne I think his name is, published that infernal book—*Twenty Thousand Leagues Under the Sea*—more and more people are reporting seeing them.

Yes, I agree that a sea serpent could hardly constitute a dire threat to the nation, but it makes a mockery of things and may lead to mass panic and a breakdown of civil order.

Skeletons of modern humans unearthed in rocks millions of years old, mummies of things half-goat and half-man, the bones from giants, white apes ruling a city in Africa, living cave men whose ancestors should have died out long ago, carnivorous trees, prehistoric sharks, even dinosaurs! Darwin would spin in his grave if he knew even one-tenth of the things unearthed, culled, dissected, and preserved by the Ministry.

## Sub-Department R Martians

**Starting Skill List:** Gunnery, Pilot: Tripod, Science: Biology, Science: Engineering

The Ministry was late to the game during the invasion of 1873, but we're determined not to be caught on the back foot next time. Oh yes, Professor Wells is quite certain that there will be another invasion. The government thinks he

has lost his mind, of course, but we are more than prepared to take him at his word.

Most of the wreckage of their vehicles was distributed among the Leagues concerned with science, though none had any inkling as to the source of the various metals and devices. As far as they were concerned, it was captured weird science. We are aware of one secretive League that has made it their business to acquire as much Martian technology as possible, though to what purpose they intend to put it is, at present, something of a mystery.

The Martians are incredibly advanced. So far we've managed only to copy a few of their gadgets using earthly science, but they are pitifully poor compared to the real thing.

As for the Martians themselves, they are abominable things—sacs of jelly with tentacles is the best I can describe them. If it proves mankind is unable to stop the Martian war machines come the next attack, we must be prepared to strike at the flesh inside the armor. To that end, our scientists are studying a variety of bacteria that might prove deadly to the slimy buggers.

Taking all this into account, much of Sub-Department R's work is entirely theoretical—it's not as if there have been any sightings of Martians, though I suppose it is possible unidentified aerial craft might be scout vessels of some kind.

What? Oh, the "R." Well, the letter M was already taken, so we chose R for Red Planet. Quite simple, really. Much the same as why we have Sub-Department K—the Collection was already using the letter C.

## Your Conclusion

Anyway, that concludes the tour of the various Departments. All of a bit of a whirlwind, I imagine, but hopefully you have a better of understanding of what each Department does and which one might suit your particular talents. There is no need to rush into a decision—until you are ready we can commence with basic training. After that, we'll let you see some of the wonderful toys we have at our disposal and teach you a few handy tricks.



# Chapter the Third: Ministry Resources



*“Libraries were full of ideas—perhaps the most dangerous and powerful of all weapons.” —Sarah J. Maas, *Throne of Glass**

This chapter looks at changes to character generation, presents some new equipment, and details every weird science and occult artifacts to which agents can try and gain access.



## Creating Agents



Now you have a basic understanding of the many menaces the Ministry fights and how it is organized, it is time to undergo basic training. Aside from how starting Skills work, and the fact you must be a British citizen, creating a Ministry agent is no different from creating any other sort of character.

## Archetypes

Every member of the Ministry of Unusual Affairs is a government official, but that doesn't mean every character has to have the Government Official Archetype by default.

Although it represents an occupation, an Archetype also represents both an agent's prior background and his specific vocation.

For instance, the Ministry has plenty of Academics, Inventors, and Scientists on its payroll. Many agents are middle-class, but there are also Aristocrats, whose social rank can open doors locked to those of a government department.

The same applies to Military Officers, either retired from active service or seconded to the Ministry. Spies have the skill set necessary to infiltrate cults or gather information on suspected villains. Big Game Hunters hunt prey, but nothing says their quarry must have mundane origins. Fighting the supernatural brings with it risks to flesh, mind, and spirit—injuries that need treating by Physicians, Alienists, and Clergymen. Mentalists, Monster Slayers, Mystics, and Occultists are obviously welcome additions to the Ministry's ranks.

By all means take the Government Official Archetype, but also think outside the box.

## Starting Free Resources

As an official employee of a government agency, all characters begin the game with Rank (Ministry of Unusual Affairs) 0 for free.

You also have a Follower 0 at your beck and call. Followers may be fellow agents (see Chapter 6 for examples) or a trusty retainer. The latter may be versed in the covert work of the Ministry and have taken a vow of secrecy never to reveal details about the Ministry, its work, or the monsters it faces—or be blissfully ignorant of his master's true duties.

## Other Leagues

The Ministry allows agents to belong to other Leagues of Adventure with only two



# Leagues of Gothic Horror: The Ministry

## More Complexity

The default method for belonging to multiple Departments is intended to be as easy as possible. Gamemasters who want to add more restrictions can use the following system instead.

Agents do not automatically join new Departments as their Rank increases. Rather, they must prove they have the basic skill set required of operatives.

When they have at least Level 1 in all Skills relevant to a Department or Sub-Department (as defined by the appropriate Starting Skill List; only one Discipline is needed for Specialized Skills) they automatically qualify for clearance and membership upon review by that Department.

For example, Kedric want to play a weird scientist, so he joins Department S. His available starting Skill lists are Basic Agent & Department S. He may, if he wishes, also take Sub-Departments A, K, or R. If he later wants to join Department P, he must take Academics (Occult), Alienism, and Anthropology at Level 1 in order to qualify.

restrictions. First, they cannot discuss the true nature of their work. Most agents stick to the accepted cover story that they are a lowly bureaucrat in a government department. Second, the activities of their other Leagues cannot be allowed to interfere with their work at the Ministry of Unusual Affairs.

## Ministry Starting Skills

Compared to globetrotters, agents have less freedom in their choice of starting Skills. Much like a member of the military, it is essential they have the basic training in the skills necessary to perform their duties.

An agent begins play with membership in **one** Department of his choice. The character may also be a member of **one** related Sub-Department if he so chooses. For instance, an agent who selects Department P may also be

a member of one of any of the E or O Sub-Departments. He could not, however, elect to join Sub-Departments A, F, K, M, or R. Department M is special in that an agent is required to belong to the Sub-Department that matches his Elder Lore Discipline.

Agents who pick only a Department are considered generalists within the wider field, whereas those who opt for a Sub-Department are considered specialists.

An agent must pick all four starting Skills from Basic Agent (open to all agents and listed below), his chosen Department, and/or any chosen Sub-Department. Note that not every Sub-Department has a specific Skill list. There is no restriction on how many Skills come from which source, though by the end of character generation an agent must have assigned Levels to at least one of his Department/Sub-Department's primary Skills.

**Basic Agent:** Athletics, Brawl, Bureaucracy, Con, Empathy, Expeditions, Firearms, Intimidation, Investigation, Melee, Streetwise

## Joining Additional Departments

An agent's initial Department determines the missions he is best trained to handle. That said, when working as part of a field team, the agent may find himself out of his comfort zone. Let's face it, an agent trained to deal with scientific threats is likely to be fairly clueless about how to deal with strange cults trying to summon an otherworldly entity whose name is made up of a string of consonants.

As he rises through the Ministry's ranks, an agent joins more Departments. Each time he gains a new Level in Rank: Ministry of Unusual Affairs, the agent may automatically select a new Department. No free Skills are gained—agents are expected to learn the basics *before* selecting an additional Department or gain experience on the job.

## Funding Missions

Every government ministry has a budget. Alas, the budget for the Ministry of Unusual

## Ministry Resources

Affairs is tiny in comparison to more public offices. As far as travel to and from locations is concerned, the Ministry covers the bill. Agents shouldn't expect first class treatment, though, even if their social status warrants it. Airship travel is an option only in the most dire circumstances, passage by ship is steerage class, and train journeys are second class. Agents who wish to upgrade may do from their own pockets.

In terms of other expenses, a team receives a set amount of funds based on where the mission takes place. These funds are to cover things like modest accommodation, average meals, and cab fares. Agents are expected to provide receipts. Failure to do so may warrant a reduction in available expenses on future operations.

The amounts available may sound moderately generous, but expenditure soon adds up. An average hotel room with breakfast included costs 8s. per night, lunch an average of 3s., and a passable evening meal around 10s. That alone amounts to £1/1 (21 shillings) per day. The average rookie agent (Rank 0) is going to have to live cheaply and walk a lot.

Funding, per day	Funds
Base funding, per agent	£1
Per agent's level in Rank (Ministry of Unusual Affairs) for missions within London	+6s.
As above, except outside London (includes foreign travel)	+12s.

## Mundane Gear

Unlike other globetrotters, agents do not need to purchase revolvers, rifles, shotguns and appropriate ammunition, clothes for undercover work, photographic plates, toolkits, and the like. They also have access to objects rarely found in public hands, such as manacles and straitjackets.

In short, unless the Gamemaster has reason to deny the agents something, they can have whatever mundane equipment they require for their investigation.

A few new pieces of equipment agents might find useful are listed below.



### Straitjacket

Invented in the late 18th century, the straitjacket is designed to restrain individuals who pose a danger to themselves or to others. Fastening a character into a straitjacket requires one combat turn if the intended wearer is cooperative. Otherwise it requires one person to grapple him into submission and another to force on the jacket.

Such is the jacket's design, that no character can hope to slip free without special training or unusual natural abilities (see sidebar below). Brute strength is an option for freeing oneself, though it requires a Strength x 2 roll against Difficulty 7. Only one roll is permitted.

### Wæ

As an official part of the government, the

# Leagues of Gothic Horror: The Ministry

## Escape Artist Talent

**Prerequisites:** Acrobatics 4

While monsters are likely to kill globetrotters out of hand, cults may capture and restrain them for use as sacrifices. Alternately, a globetrotter confined to an asylum may need to escape to warn others of the cosmic horrors that lurk just beyond sight. Your character can wriggle out of tight spaces, slip out of wrestling holds, or escape from shackles.

**Benefit:** Your character can attempt to escape from her bonds by contorting her body. Make an Acrobatics roll versus the difficulty of restraints. Escaping from reasonably snug ropes around the wrists is Difficulty 2. Squeezing through the bamboo bars of a cage is Difficulty 3 (or Difficulty 4 in the instance of iron bars). Wriggling free of a straitjacket is Difficulty 5.

This Talent does not assist in picking locks, so your character might be able to slip free of handcuffs but could not unlock her friends, nor would this Talent help free her from a locked room.

Additionally, your character can substitute an Acrobatics roll to free herself when being grappled.

**Normal:** Your character cannot use Acrobatics to escape bonds. Your character must make an opposed Strength roll to free herself when being grappled.

**Advanced:** You may purchase this Talent up to three times. Your character gains a +4 escape bonus at second level and a +8 bonus at third level.

Ministry doesn't condone breaking and entering except as a matter of last resort, though it only results in problems for an agent if they are caught in the act.

What punishment awaits the agent depends on whose property they have trespassed upon. Break into the cottage of a farmer suspected of being a cultist and the worst you can expect is a small fine from the local magistrate (and possibly buckshot up your posterior). Of course, if the magistrate is also a cultist then that is a different story altogether. Try that with a nobleman or a politician, or indeed anyone

with public or political clout, and you may well open a box of worms the Ministry would rather keep closed. Newspaper headlines proclaiming "Government agents spy on politician!" make for very poor reading.

Agents have been sacrificed to the legal system for the greater good in the past, and it is likely to happen again in the future.

A small block of soft beeswax in a metal container allows an agent to quickly make imprints of keys, thus saving them the bother of having to pick locks or break windows.

Creating a duplicate key from a wax imprint requires a Craft: Locksmith roll and takes one hour, assuming access to appropriate tools. Alternately, the Gamemaster may allow a Larceny: Lockpicking roll at -2 penalty.



The Collection houses a great range of weird science devices. Some are highly destructive. Confiscated during missions for the most part, they are loaned out to agents only rarely due to the risk of inflicting collateral damage, injury to agents through mishandling the items, and the fact that the Ministry is supposed to operate in secret rather than as an army. Most gadgets are actually beneficial, having been created by the inventors in Department S.

## Coagulant Spray

### Rank 1

Agents face physical danger from the creatures they are assigned to track down. In order to give them the best chance of survival, the Ministry created a medicinal spray. Agents are warned that Coagulant Spray has no effect on vampires.

In the hands of a trained physician, Coagulant Spray grants a +4 bonus to Medicine rolls when trying to stabilize a patient. In the hands of others, it allows them to make a stabilization roll as if they were medically trained. Multiple applications applied in the same combat turn grant a +2 bonus for each dose after the first.

A batch contains five applications, each of which is good for a single use.

# Ministry Resources

**Enhancements:** Skill: Medicine 4 (+1 Enhancement)\*, Talent: Skill Aptitude: +2 Medicine (+1 Enhancement)\*

\* *Can only be used to make or aid a stabilization roll.*

## Dig-o-Matic

### Rank 1

Times arise when agents need to clear dirt quickly. It might be they are granted permission to exhume a body for investigation, or are engaging in some elicited examination of buried bodies—an act not condoned by the Ministry. Either way, wielding picks and shovels is tiring work, especially if the grave soil is compacted.

The Dig-o-Matic is a clockwork excavation tool originally designed to make construction work easier. Taking the form of two large wheels mounted on a sturdy frame, it has six picks on one side and six spades on the other. Two separate clockwork mechanisms allow the digging tools to be independently powered.

The device is not elegant. Once up to speed, it hacks and shovels soil like a gang of crazed workmen. As part of their motion, the shovels toss excavated soil to one side.

Although not especially complex, the digging arms rotate at high speeds. Heavy vibration can send them out of alignment, presenting a risk to operators and spectators.

**Enhancements:** Extra Limbs: Six (+6 Enhancements)\*

**Limitations:** Requires Maintenance: Difficulty 3 (-4 Enhancements)

\* *Only useful for digging.*

## Encyclopedimatica

### Rank 3

Have you ever wanted to research a topic, only to find the local library sorely lacking? Has carrying piles of heavy books given you a backache? Did you forget to bring your dictionary of handy foreign phrases with you when you left Britain? Well worry no longer!

The size of a small suitcase, the Encyclopedimatica contains the contents of hundreds of books, all highly miniaturized onto small glass plates! Simply open the lid, select the

## Collector Mania

Although intended as a toy shop for agents, the Collection can be used as the focus for a globetrotter's Flaw.

Through diligent research over the centuries, the curators and librarians have devised lists of every known weird science gadget, occult relic, and occult tome. The various collections have spaces allocated for items the Ministry has yet to acquire.

More than one agent has succumbed to those gaps in bookshelves and empty museum displays, and made it their goal to complete the various collections. This is easily handled with the Fanatical or Obsession Flaws. You could even allow a new Motivation.

### Collector

Whether it is something innocuous like stamps, butterflies, or postcards, something rarer such as weird science gadgets and occult books, or even fleshy souvenirs cut from victims, the character is an avid collector of something. She may not have a private collection—she may track down objects for a museum, Leagues, private collector, or certain government ministry.

You earn Style points when your character adds something to a collection or helps someone acquire an item for their collection.

photographic slate containing the information you wish to consult (each one is labeled), and pop it behind the magnifying plate. A simple control knob allows you to scroll up and down through the text.

**Enhancements:** Skill: Academics 4/+2 (+2 Enhancements), Skill: Linguistics 4/+2 (+2 Enhancements), Skill: Science 4/+2 (+2 Enhancements), Talent: Well-Educated (Academics; +2 Enhancements), Talent: Well-Educated (Science; +2 Enhancements)

**Limitations:** Increased Weight: Weighs 20 lbs (-4 Enhancements)

# Leagues of Gothic Horror: The Ministry

## Broken Technology

Not every gadget in the Collection needs to be in full working order. Items may be damaged, either by agents or during fights with villains. Such gadgets might function erratically or at a reduced level until fixed—and since the Ministry's scientists and inventors cannot do it all, it falls to the agents to make the necessary repairs. Some may require a specific source of fuel, a source the Ministry lacks. In both these cases, the fact the technology is broken or useless might not be noticed until the gadget is used—bad news indeed if you were hoping it would stop that apparition from attacking you! It is also possible the Collections contains unfinished items. This is especially true for gadgets confiscated from mad scientists. With the design phase complete and construction partially done, technically-minded agents can finish building the device with fewer Craft rolls.

## Falsehood Enhancement Serum

### Rank 2

Lying is part of every agent's job, but not every agent is entirely comfortable with that. For some, it is a personal code. Others may reveal lies through uncontrollable twitching, an inability to look someone in the eyes, sweaty palms, and such like. Fortunately, the Ministry has a serum that removes many subconscious barriers to lying.

The most basic variant grants with Con 4, or boosts an agent's existing Con by +2. This is a Level 1 Artifact. In cases where the cover story faces great difficulties, or when a fabrication *must* be accepted as truth, a more potent version is available. Unfortunately, this variant (detailed below) comes with a noted side-effect—although the benefits of the serum quickly wear off, the imbiber cannot tell the truth for the next 24 hours.

A batch contains five applications, each of which is good for a single use. Each dose lasts until the end of the current combat or scene.

**Enhancements:** Skill: Con 6/+4 (+4 Enhancements), Talent: Skilled Assistant 2 (+4 Enhancements)

**Limitations:** Flaw: Liar (-2 Enhancements), Increased Duration: One Day (-2 Enhancements)

## Memory Modifier Ray, Mark J

### Rank 3

Amnesia Tablets (see *Weird Science Compendium*) are largely only effective in erasing memories for a short period. Higher doses can cause permanent amnesia, but even this is not a foolproof solution. Fortunately, weird science has provided the Ministry with a solution.

Through the application of varying wavelengths of light, the memory of eyewitnesses can be modified. The downside is that only a few hours of memory can be modified at best. Treat it as the Modify Memory mentalism Talent when activated. The device uses its Willpower x 2 rating. Standard Telepathy modifiers, such as Range and additional subjects, apply as normal.

The device is powered by a small amount of radioactive material. When the trigger is depressed, the user receives a mild dose, causing minor short-term fatigue.

**Enhancements:** Increased Attribute: +4 Willpower (+4 Enhancements)\*, Talent: Modify Memory (+2 Enhancements)

**Limitations:** Exhausting: 1N (-1 Enhancements)

\* *Only for use with Modify Memory.*

## Memory Modifier Ray, Mark JJ

### Rank 5

A much more potent version of the standard gadget, this variant can modify memories laid down as long as one month ago. It draws considerably more power from the atomic battery, enough to cause minor burns.

**Enhancements:** Increased Attribute: +4 Willpower (+4 Enhancements)\*, Increased Duration: One month (+6 Enhancements), Talent: Modify Memory (+2 Enhancements)

**Limitations:** Toxic: 1L (-2 Enhancements)

\* *Only for use with Modify Memory.*

# Ministry Resources

## Recollection Serum

### Rank 2

Working for the Ministry involves all manner of dubious activities. One of the most stomach churning is using Memory Serum.

By itself, the serum does absolutely nothing. To be effective, an agent must extract the brain from a corpse, liquidize it, add the Recollection Serum, and then inject the resultant fluid into his veins. This done, the agent gains a fuzzy recollection of the corpse's last hour before death.

Multiple doses of serum extend from how far back the corpse's memories can be recalled. Two doses provide access to 12 hours' memories, three doses a day, four doses a week, and five doses an entire month. Unfortunately, there are side-effects to using multiple doses—the agent develops a split personality for the same length of time. The flaw also manifests if an agent uses more than one dose in the same scene, such as on different corpses, though in this case the duration is much shorter.

A batch contains five doses, each of which is good for a single use. Memory retention lasts for the remainder of the combat or scene.

**Enhancements:** Special: Access corpses memories (+4 Enhancements)

**Limitations:** Flaw: Multiple Personalities (-1 Enhancement)\*

\* Only if multiple doses are used.

## Specimen Collection Vehicle

### Artifact 5

**Leagues:** Ministry of Unusual Affairs

Although committed to defend Great Britain and her empire against supernatural threats, the Ministry is not comprised of executioners. In order to understand one's foes one requires information, and the easiest way to acquire that is through the interrogation and study of specimens.

With horses being easily spooked, especially by supernatural creatures, the vehicle is based around an internal combustion engine automobile. In place of the rear passenger seats is a reinforced cage, into which specimens may be bundled by the crew or by means of an extendible grasping arm.

Other features include a spotlight fitted with a lens capable of illuminating ethereal entities and a complex weave of electrified wires that provide the crew limited protection against mentalism, rituals, and supernatural powers.

**Enhancements:** Extra Limb: Strength 4 (+6 Enhancements), Extra Sensors: Ethereal (+2 Enhancements), Improved Defence: +8 (+4 Enhancements)\*, Improved Structure: +4 (+2 Enhancements)\*, Talent: Psychic Resistance (+2 Enhancements)

**Limitations:** Reduced Passenger Capacity: 75% (-3 Enhancements), Requires Maintenance: Difficulty 3 (-4 Enhancements)

\* Holding cage only. Based on the basic automobile's statistics.

## Umbrella, Armored

### Rank 1

An umbrella is an essential item for gentlemen, as is a parasol for ladies. Ignored by even the most suspicious types, the Ministry has designed a range of umbrellas and parasols fitted with cunningly concealed items.

The canopy of this seemingly everyday item is actually made from a special reinforced cloth. Welded in one hand, it grants similar protection to a metal shield, but at a fraction of the weight.

**Enhancements:** Increased Attribute: +2 Passive Defense (+2 Enhancements)

## Umbrella, Beguiling

### Rank 4

This umbrella's canopy is decorated with a swirl pattern. When the canopy is extended and a secret trigger depressed, a clockwork mechanism causes the canopy to rotate, the swirl creating a hypnotic pattern. It cannot be used to truly hypnotize a person. Rather, the effect it induces a mild, trance-like state.

**Enhancements:** Skill: Performance 8 (+6 Enhancements), Talent: Captivate (+2 Enhancements)

## Umbrella, Gas

### Rank 1

# Leagues of Gothic Horror: The Ministry

## Refuge Resource

Since the agents work for the Ministry of Unusual Affairs, couldn't the Ministry count as a free Refuge Resource and grant loads of free Refuge: Equipment bonuses? Logically it could, but then again every League could be treated that way.

Imagine it this way—the Ministry has numerous laboratories and libraries, but the staff responsible for them have other duties beyond helping just the player characters. They help, of course, but the work is performed at a basic level, granting no bonuses.

One way the Gamemaster can bring the Ministry into play is to make it a group Resource.

Instead of agents buying individual Resource levels, the team can transfer their personal Experience points into a collective pot at any point. Once 15 Experience points have been stored, they can buy a Level in Refuge: Equipment. Instead, of simply boosting one specific Skill to higher levels, they can also invest in new Skills. Each of these is treated as a separate Resource. For example, the group might have Refuge: Equipment 1 (Academics: Occult), Refuge: Equipment 1 (Science: Biology), and Refuge: Equipment 2 (Art: Photography).

The agents don't own the Resource outright. Instead, the bonus represents access to better equipment, a more thorough understanding of a relevant library, laboratory, or scientific process, or even just taking the time to befriend fellow agents—who are then more inclined to perform favors and devote more time to helping their colleagues.

Reaching Levels 2 or 4 in a specific Refuge: Equipment Resource still grants a free bonus Resource as normal. Maybe the Department most closely related to the Skill gives them a gadget on indefinite loan (Artifact), provides them with a specialized field agent (Ally or Follower), or opens up a network of potential information sources (Contacts). A more senior agent may also become a Patron. Since the group collectively invested Experience Points, they all benefit equally.

Contained within the umbrella's tube are five small canisters of irritant liquid that instantly vaporizes on contact with air. Press the trigger mechanism concealed in the handle, and the umbrella emits a cloud of blinding gas. The gas has an effective range of just five feet and can target only a single opponent. It is a non-damaging attack using Firearms to aim.

**Enhancements:** Inflict Flaw: Blind\* (+2 Enhancements), Inflict Reduced Attribute: -2 Active Defense\* (+2 Enhancements)

**Limitations:** Reduced Duration: One minute (-2 Enhancements)

*\* To use the gas, simply spray it toward an opponent's face using Firearms. The target resists using Defense—Active Defense avoids the spray, while Passive Defense resists the fumes. Compare the result of your Firearms roll to your opponent's Stun rating. If you rolled more successes than their Stun rating, they are Stunned, gain the Blind Flaw, and -2 Active Defense for one minute.*

## Umbrella, Upgraded Gas

### Rank 3

An advanced version of the previous item, the gas cloud extends out to a longer range and encompasses an area of effect.

**Enhancements:** Increased Area of Effect: 5 ft. (+2 Enhancements), Increased Range: 10 ft. (+2 Enhancements), Inflict Flaw: Blind\* (+2 Enhancements), Inflict Reduced Attribute: -2 Active Defense\* (+2 Enhancements)

**Limitations:** Reduced Duration: One minute (-2 Enhancements)

## Umbrella, Single Shot Pistol

### Rank 1

Cunningly worked into the end of this umbrella is a modified single-shot derringer. A weapon of last resort, or possibly a first resort in the hands of a skilled assassin, the pistol fires a bullet that packs the same punch as an elephant gun but without any increase in caliber.

*Damage: 6L, Range: 25 ft., Capacity: 1 (i)*

**Enhancements:** Increased Damage: +4L (+4 Enhancements)

# Ministry Resources

**Limitations:** Reduced Range: 10 ft. (-2 Enhancements)

## Umbrella, Spring-Loaded Blade

### Rank 2

Never be caught without a weapon again! Pressing a stud on the handle activates a spring-loaded, razor-sharp blade in the tip (purchased as a dagger during the construction phase) that locks into place. When the threat has ended, simply depress the stud a second time and gently push the blade against a firm object to store it away.

In place of a conventional blade, the weapon can conceal a silvered-blade or a thin but sturdy wooden stake. Regardless of the material, the weapon inflicts 2L damage.

**Enhancements:** Increased Damage: +1L (+1 Enhancement), Talent: Quick Draw (+2 Enhancements)

## Borrowing Artifacts

Contrary to what Department C would have agents believe, it does not store every occult relic or weird science gadget known to man.

The Gamemaster is the final arbiter of exactly what items exist in the Collection in their campaign. Some may wish the Ministry to be gadget or relic heavy, with dozens of different items available to agents. Others may wish the agents to rely on their own abilities rather than giving them toys that make the job easier. A list of suggested gadgets is presented below.

## Die Roll

In order to borrow an item from the Collection, an agent must petition the Department head in person. Each agent may borrow a maximum of one gadget or relic per assignment, and, save for items that come in batches, only one of any gadget or relic may be borrowed per mission.

In order to have his request accepted, the agent must make a Charisma + applicable Skill + Rank (Ministry of Unusual Affairs) roll. The choice of Skill is left to the petitioner, though

the Gamemaster has the final say on whether it is applicable.

## Difficulty

The various curators are loathe to hand out delicate, precious, rare, complex, or potentially deadly if mishandled weird science gadgets, occult relics, and mystical tomes to agents planning on taking them into the field.

The base Difficulty is equal to the Artifact's Rank. In the case of books, occult tomes have an effective Rank equal to that of the highest ritual they contain. Mythos tomes have a Difficulty equal to their Mythos rating. This is then modified by specific factors listed on the table below. Ordinary books, newspapers, and objects have Difficulty 0.

An agent who scores zero success is reluctantly permitted to borrow the item, but may have limitations placed on him, such as having to return the item in good condition or within a specific period of time. Any failure means the item cannot be borrowed, either by the petitioning agent or by another agent. Attempts to borrow the same item may not be made again until the start of the next mission.

Agent	Difficulty
Member of the relevant Dept.*	+0
Member of a different Dept.*	+1**
Agent has a good record of properly looking after borrowed Artifacts and returning them in a timely fashion	+0
Agent has a reputation for mishandling or abusing Artifacts, or retaining objects longer than is necessary	+1
<b>Item is...</b>	
Directly related to the mission	+0
Vaguely related to the mission	+1
No relevance to the mission	+2

\* **Artifacts:** The Cage: Department S, The Museum: Any, The Vault: Department P; **The Black Archive:** Department M; **Literature:** Hex Files: Department P; **The Library:** Any

\*\* *Department M never loans objects to agents from other departments.*



# Leagues of Gothic Horror: The Ministry

## Weird Science List

Exactly what weird science gadgets agents have access to is left for the Gamemaster to decide. The lists below, arranged by sourcebook and Artifact Resource level, should be taken only as a reference to the sorts of items in the Collection. That many items are not included is deliberate—even in a campaign focused on the Ministry of Unusual Affairs, globetrotters may belong to, and borrow artifacts from, other Leagues of Adventure. Furthermore, no one League should have access to every weird science gadget. The list below is also a handy guide for agents who want to invest in the Artifact Resource.

### Leagues of Adventure

*Artifact 0:* Automatic Transcriber; *Artifact 1:* Acoustic Amplifier & Direction Finder, Pump Action Shotgun, Spectromatograph, X-Ray Box Camera

### Weird Science Compendium

**Gadgets:** *Artifact 0:* Chameleon Cloak, Reinvigoration Salts, Sensory Enhancement Tonic, Shock Collar; *Artifact 1:* Ballistic Deflection Plates, Endurance Enhancement Elixir, Karmaceutical Serum, Memory Recorder, Mental Focus Enhancement Serum, Morpheus Reduction Tonic, Nerve Destimulizer Pill, Universal Ultratool; *Artifact 2:* Amnesia Tablets, Automatic Cracksman, Ballistic Flares, Luminiferous Glow Tube, Velocireader; *Artifact 3:* Chemical Bloodhound, Numb Tongue Tonic, Remote Audio Transcriber, Species Identification Engine

**Weapons:** *Artifact 1:* Discombobulator Ray, Heavy Rotary Action Pistol, Immobilizer Shells, Mule Shells, Personal Protection Spray, Retractable Wrist Pistol; *Artifact 2:* Electro-Shock Baton

**Living Creations:** *Artifact 1:* Mechanical Guard Dog; *Artifact 2:* Mechanical Bodyguard

### Leagues of Gothic Horror

*Artifact 0:* Ecto-Plasmic Bullets, Etheric Interaction Gauntlet, Etheric Paint Cartridges, Etherinol; *Artifact 1:* Etheric Disturbance Monitor, Miniature Crossbow, Nocturnal Vision Enhancement Goggles, Optoaudiogram; *Artifact 2:* Emot-o-meter, Etheric Energy Dissipation Ray, Unflapilator; *Artifact 3:* Etheric Dampening Field Engine,

### Leagues of Gothic Horror Expansion

*Artifact 0:* Ecto-Armor, Ghost Oil; *Artifact 1:* Ghost Lantern, Miniature Gatling Gun; *Artifact 2:* Etheric Purgative Tablets

### Guide to Shapeshifters

*Artifact 0:* Aconite Serum; *Artifact 2:* Spiked Silver Knuckles

### Guide to Vampires

*Artifact 0:* Sun Shot Rounds; *Artifact 3:* Sun Globe; *Artifact 4:* Blood Transfusion Engine

### Leagues of Cthulhu

*Artifact 1:* Pre-Nerve Tonic ; *Artifact 3:* Nerve Tonic

# Chapter the Fourth: Agent Dossiers

*"But—Why didn't you say?"*

*"Secret agent. Secret."*

—K. J. Charles, *Think of England*

Right, you've chosen a Department and you've undergone basic training. We'll introduce you to a few of the more notable personnel at the Ministry, and then it's time for you to commence on your first assignment.



4N6 is highly unusual for a Ministry agent. Not only is it not a member of any Department, it is a clockwork-powered, autonomous, intelligent device. It prefers the term "artificial person," but frankly, that is going a step too far.

Rather than being a weird science gadget you can borrow from the Cage, 4N6 is a full agent, with the same benefits and restrictions as a living person. Not the most imaginative creature, and certainly no use in a fight, it is a handy ally in the field.

The construct has worked for the Ministry since its creation in 1798. Initially powered by steam, its body has been reworked to run on clockwork—this not only makes it more efficient, but it's also better for agents' health.

Although quite capable of investigating crime scenes, searching for evidence, and analyzing biological, chemical, and mineral samples under its own steam, so to speak, 4N6 works best as an assistant to a human agent. Not that it will ever admit to that fact.

During its long service, 4N6 has developed a personality quirk—the damned thing is a know-it-all, and it doesn't hold back on letting fellow agents know it. It's bloody annoying, but try to refrain from shooting it—it's expensive and time-consuming to repair, and violence only reinforces its superiority complex.

**Enhancements:** Ally 1 (+4 Enhancements), Increased Duration: One week (+4 Enhancements), Talent: Skilled Assistant (+2 Enhancements)

**Limitations:** Requires Maintenance: Difficulty 3 (−4 Enhancements)

## 4N6

### Artifact 2

**Archetype:** *Artifact*; **Motivation:** *Duty*; **Style:** 0

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 0, Intelligence 3, Willpower 3

**Secondary Attributes:** Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 3

**Skills:** Investigation 6 (*Crimes* 7, *Search* 7), Science: Biology 5, Science: Chemistry 5, Science: Geology 5

**Talents:** Skilled Assistant 2 (Can grant up to a +4 Teamwork bonus)

**Resources:** None

**Flaws:** Automaton (+1 Style point whenever its lack of creativity causes difficulty), Condescending (+1 Style point whenever it proves someone else wrong or establishes its own superiority)

**Weapons:** Punch 0N

# Leagues of Gothic Horror: The Ministry

## Albany, Charles

Albany came to the Ministry's attention when he published several papers on the hidden powers of the human mind. His research was entirely theoretical, but his determination to unlock the secrets of the brain was readily apparent in his writing.

Albany not only possess phenomenal willpower, but is almost completely resistant to mind-altering effects. His colleagues refer to him as a "psychic blank," for even the best trained mentalists in the Department cannot pierce his formidable defenses.

Assigned to Sub-Department O2, the man of science theorizes that telepathy, ESP, and other such phenomenon have a scientific cause. Most people can subconsciously touch upon these hidden parts of the brain, manifesting what

are commonly referred to as intuitive or "gut feelings." Only a select few individuals can truly tap into the potentially awesome power of the human mind, though. Albany has made it his life's work to unlock the hidden potential and categorize all forms of mental prowess. New agents with mentalism are likely to find themselves at the center of his attention, at least for a short while, as he studies their abilities.

Anyone who refers to mentalism as a supernatural ability receives a stern rebuke. In his eyes, mentalism is a paranormal ability, one that can be explained by science, rather than a supernatural one, which cannot.

As well as his personal research, Albany is frequently called upon by his peers to perform another vital service. Far from lacking empathy, as one might expect from a person with such a steel-enclosed mind, Albany is an expert at putting together a profile of suspected villains based on physical evidence found at crime scenes. Through this psychological profiling, he can deduce a suspect's personality and methods of behavior.

### Albany, Charles

**Ally** 3

**Archetype:** *Alienist*; **Motivation:** *Wisdom*;  
**Style:** 2

**Primary Attributes:** Body 3, Dexterity 3, Strength 3, Charisma 1, Intelligence 3, Willpower 5

**Secondary Attributes:** Size 0, Move 6, Perception 8, Initiative 6, Defense 6, Stun 3, Health 8, Sanity 6

**Skills:** Alienism 7 (*Metaphysics* 8, *Profiling* 8), Athletics 5, Brawl 4, Empathy 7 (*Body Language* 8, *Motives* 8), Firearms 5, Investigation 6, Stealth 5

**Talents:** Psychic Resistance 3 (+8 to resist mind-altering supernatural abilities)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Animal Antipathy (+1 Style point whenever he suffers a setback due to an uncooperative or belligerent animal), Inscrutable (+1 Style point whenever he is misunderstood or his mysterious motives cause trouble)

**Weapons:** Punch 4N, Light revolver 7L



## Benn, Jeremiah

A former actor, Benn not only excelled at immersing himself in the various characters he portrayed, he also had a talent for theatrical make-up and disguises. Realizing his talents could be put to better use than walking the boards, he was hired by the Ministry.

Dubious at first, Benn quickly came to realize that his assigned role in Sub-Department O3—deep infiltration of various cults—would not only test his acting and disguise abilities to the limit, but would enable him to create multiple personas of his own devising. No longer bound by the demands of scripts and visions of playwrights, he immediately set about creating a range of alter egos.

Having successfully brought down several cults from the inside, and currently engaged in at least three assignments, Benn has come to believe he can do anything to which he sets his mind. More than once he has taken unnecessary risks to achieve his goal, escaping only by the skin of his teeth on multiple occasions.

Benn's talents for disguise have fooled more than just cultists—it took his fellow agents an entire month to realize that four different agents newly assigned to Sub-Department O3 were in fact Benn in various guises.

In addition to infiltrating cults, he sometimes acts as a messenger for the Ministry, delivering missives to agents in the field that cannot be entrusted to telegraphs or telephones. Among his favorite roles for this duty are a drunken tramp, a postman, and a female prostitute who goes by the name Deliah.

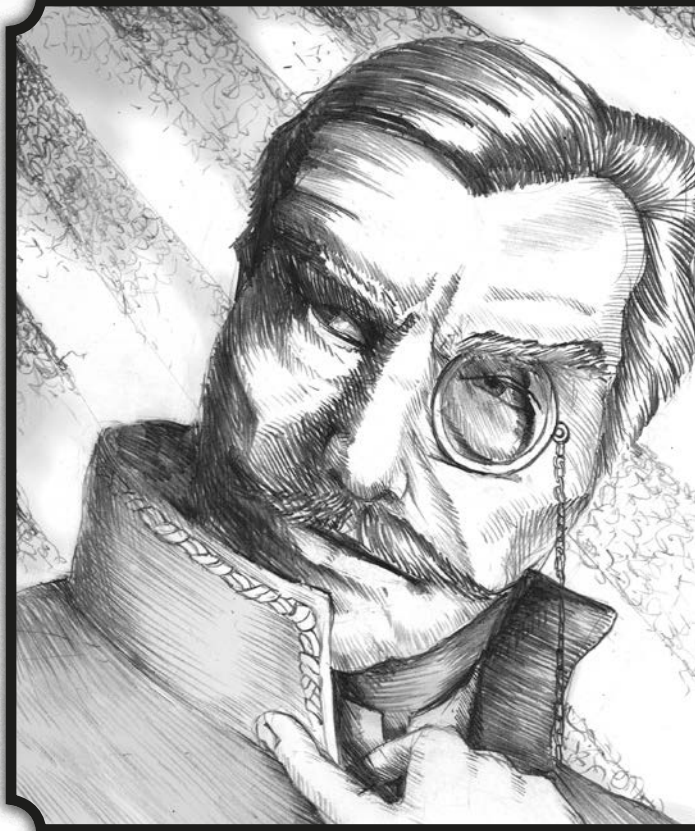
No matter how good his accents or disguises, or his ability to turn attention away from himself, Benn has a flaw inherent to every one of his alter egos—as an actor, he is very superstitious, and cannot throw off his old habits.

### Benn, Jeremiah

**Ally** 3

**Archetype:** *Spy*; **Motivation:** *Truth*; **Style:** 2

**Primary Attributes:** Body 2, Dexterity 3, Strength 3, Charisma 4, Intelligence 4, Willpower 2



**Secondary Attributes:** Size 0, Move 6, Perception 6, Initiative 7, Defense 5, Stun 2, Health 4, Sanity 6

**Skills:** Academics: Occult 5, Athletics 4, Brawl 5, Con 7, Investigation 6, Larceny 6, Linguistics 5, Spying 7 (*Alias* 8), Stealth 8 (*Disguise* 9)

**Talents:** Jack of All Trades (Ignores untrained Skill penalty for general Skills), Skill Aptitude (+2 Stealth rating)

**Resources:** Contacts 1 (Mysticism; +2 bonus), Rank 2 (Ministry of Unusual Affairs; +2 Social bonus)\*

**Flaws:** Overconfident (+1 Style point whenever he is forced to ask for help or when his bravado gets him in over his head), Superstitious (+1 Style point whenever his eccentricities cause him trouble, or if one of his beliefs turns out to be true)

**Weapons:** Punch 5N

\* Has a bonus Resource for the GM to decide.

# Leagues of Gothic Horror: The Ministry

## D'Ampere, Benjamin

An orphan, the teenage D'Ampere was taken in by a third-rate bare-knuckle fight manager. Big and strong for his age, but by no means a talented pugilist, he earned a meager living fighting grown men twice his age and ability in dingy backstreet pubs.

When his manager announced he had secured his protégé a place in a privately sponsored tournament, D'Ampere thought he'd made the big time. The illusion was quickly dispelled. As the blood flowed and the combatants weakened, the fight's sponsor made his true nature clear. With the doors barred, fighters and crowd alike soon became prey for the vampire who had arranged the spectacle and his coven of brides. It was then that D'Ampere's manager, and only true friend, revealed him-

self to be the vampire's loyal servant. Enraged, D'Ampere crushed his skull.

D'Ampere was rescued only by the timely intervention of the Vengeants' Guild, who had been on the trail of the bloodsucking fiend for weeks. The horror he witnessed and the friends he lost led D'Ampere to vow revenge.

Over the next year, he built up his physique, trained hard in various forms of combat, and learned all he could about vampires. D'Ampere learned how to take care of himself, but his former manager's betrayal caused him to become distrustful of others at first and later paranoid.

It was while hunting a thrall that he came to the attention of Ministry agents on the beast's trail. After questioning him, the agents convinced D'Ampere his raw abilities could be honed further and put to good use protecting others from similar fates.

The vampire hunter has worked in Sub-Department E2 for six years now. His paranoia has steadily increased during that time. In a bid to protect his own life and cause vampires to reveal their hidden presence in society, he regularly smears himself in garlic. Few agents are happy to be in his company, especially in social situations.

## D'Ampere, Benjamin

**Ally** 3

**Archetype:** *Monster Hunter*; **Motivation:** *Revenge*; **Style:** 2

**Primary Attributes:** Body 4, Dexterity 2, Strength 4, Charisma 2, Intelligence 3, Willpower 3

**Secondary Attributes:** Size 0, Move 6, Perception 6, Initiative 5, Defense 6, Stun 4, Health 7, Sanity 5

**Skills:** Academics: Occult 4 (*Vampires* 6), Archery 7, Athletics 6, Brawl 5, Linguistics 4, Melee 7, Stealth 5, Streetwise 5

**Talents:** Accuracy (Ignores up to -2 penalties for making Called Shots), Vampire Hunter (+2 bonus when dealing with vampires)

**Resources:** Artifact 1 (Miniature Crossbow), Rank 1 (Ministry of Unusual Affairs; +2 Social bonus), Rank 1 (Vengeants' Guild; +2 Social bonus)



## Agent Dossiers

**Flaws:** Paranoia (+1 Style point whenever he pushes a friend away or actually catches someone working against him), Repulsive (+1 Style point whenever his habit causes him or his party to suffer in social situations)

**Weapons:** Punch 5N, Miniature crossbow 10L, Wooden stake 8L

### Elliott, Major Henry

A (now retired) major in the Corps of Royal Engineers, Elliott was present in the battle against the Martians in 1883. Temporarily assigned to a gunnery battery, he was the only survivor when a Martian heat ray swept over the guns, detonating the shells. A jagged scar, the result of shrapnel, runs down the left side of his face, and his hands are still scarred from the hideous burns he suffered.

During his recovery, he was approached by the Ministry. As someone who had witnessed the Martian weaponry first hand, had engineering skills, and who understood the threat the Martians posed to mankind, he was considered an ideal candidate. Resigning his commission because he felt he could not loyally serve two masters, Elliott joined Sub-Department R.

Ironically, he does serve two masters. Barely a year after joining the Ministry, Elliott was contacted by an old friend, a lieutenant in the Corps of Royal Engineers who was also present at the battle. His comrade spoke at length about the Martians, and how mankind would be doomed should they ever return. Elliott was invited to join a select group secretly working to aid the Martians in the hope of being spared when the next invasion came.

After discussing the matter with his superiors at the Ministry, Elliott joined the Loyal and Most Worshipful Order of Ares (see *Globetrotters' Guide to Miscellanea*) as a double-agent. Despite long years, Elliott has penetrated only the lowest rung of the secretive organization. He knows very little about their ultimate plan, but has reported back that the villainous League has access to Martian technology. One example of this is a Light Amplification Ray, which he was gifted in return for recruiting a renowned scientist to the Leagues' cause.

Considering the Loyal Order a major threat, but one that must be handled delicately so as not to alert the true masters to the Ministry's interest, Elliott is a deep-cover agent, reporting to his superiors only occasionally and never meeting them in person.

### Elliott, Major Henry

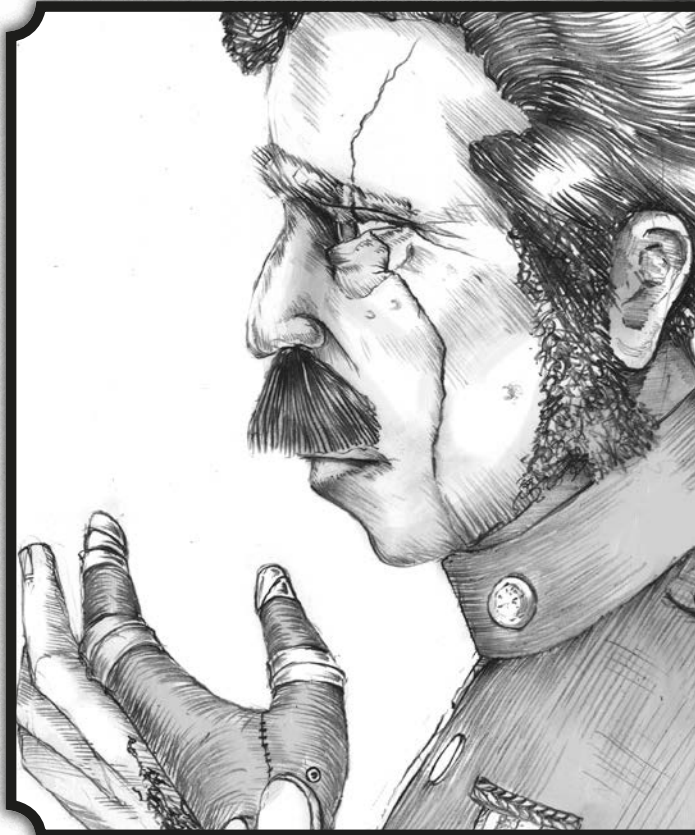
Ally 2

**Archetype:** *Military Officer*; **Motivation:** *Preservation*; **Style:** 1

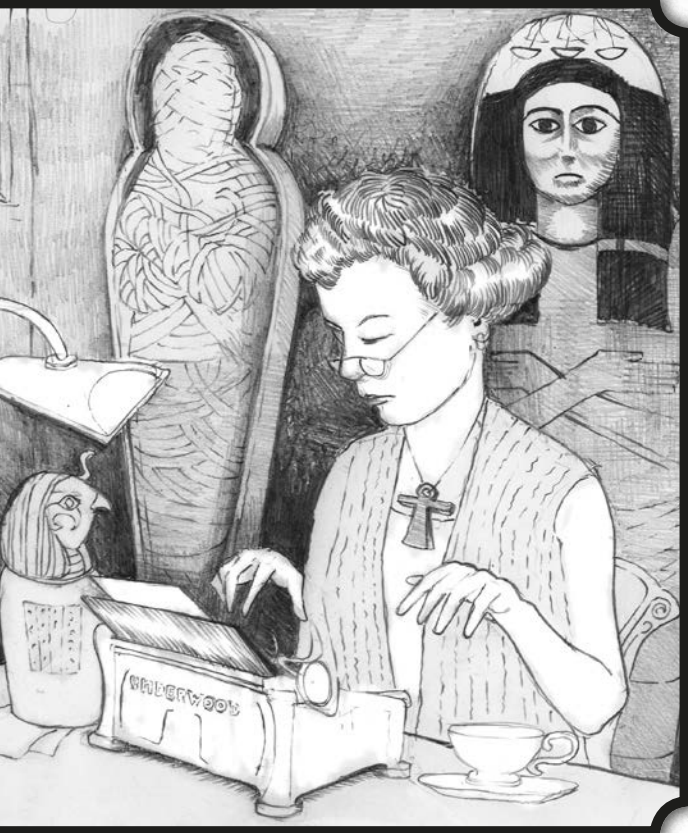
**Primary Attributes:** Body 3, Dexterity 2, Strength 3, Charisma 2, Intelligence 3, Willpower 2

**Secondary Attributes:** Size 0, Move 5, Perception 5, Initiative 7, Defense 5, Stun 3, Health 7, Sanity 4

**Skills:** Athletics 5, Brawl 5, Demolitions 6, Firearms 5, Gunnery 5, Science: Engineering 6



# Leagues of Gothic Horror: The Ministry



**Talents:** Quick Reflexes (+2 Initiative rating), Robust (+2 Health rating)

**Resources:** Artifact 1 (Light Amplification Ray; see *Weird Science Compendium*)\*. Rank 2 (Loyal Order of Ares; +2 Social bonus), Rank 1 (Ministry of Unusual Affairs; +2 Social bonus), Status 1 (Retired major; +2 Social bonus)

**Flaws:** Disfigured (+1 Style point whenever he is rejected because of his appearance)

**Weapons:** Punch 5N, Light Amplification Ray 9L

\* Bonus Resource from his Loyal Order of Ares Rank.

## Fitzgerald, Beatrice

Recruited straight out of university into Sub-Department E5, Fitzgerald is an expert in Egyptian history and fluent in several ancient lan-

guages. She jumped at the opportunity to join the Ministry, believing that she would be posted to the new Cairo office, where she could spend her free time wandering among the remnants of the ancient Egyptian civilization. Despite her field of study and junior membership of the Osiris Club, she had never actually stepped foot in Egypt, having seen the monuments only in photographs and her dreams.

Two years later, Fitzgerald finds herself stuck in dreary London acting as a liaison officer to the agents in Cairo. Far from a life of adventure battling diabolical cults devoted to the old gods and furthering academic study into one of the greatest civilizations, she is little more than a glorified secretary.

There is no denying she is keen as mustard to serve in a higher capacity. That, sadly is part of the reason she remains in London. Desperate to make the friends and contacts necessary for a transfer to Cairo, Fitzgerald tries to hard to be liked. More often than not, her desire to be accepted means she gets under people's feet, comes across as desperately needy, or blindly follows orders without first bothering to see if she has understood them properly.

## Fitzgerald, Beatrice

**Ally** 2

**Archetype:** *Academic*; **Motivation:** *Hope*; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 3, Strength 2, Charisma 3, Intelligence 3, Willpower 2

**Secondary Attributes:** Size 0, Move 5, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4, Sanity 5

**Skills:** Academics: History 6 (*Egyptian* 7), Academics: Occult 4, Anthropology 4, Athletics 4, Diplomacy 5, Investigation 5, Linguistics 8 (*Translation* 9)

**Talents:** Skill Aptitude (+2 Linguistics rating)

**Resources:** Rank 0 (Ministry of Unusual Affairs; +1 Social bonus), Rank 0 (Osiris Club; +1 Social bonus)

**Flaws:** Belongingness (+1 Style point whenever her blind obedience or desire to please causes problems for herself or her allies)

**Weapons:** Punch 0N

## Agent Dossiers

### Freeman, Philomena

For novice agents, venturing into the Department of Artifacts is a terrifying experience. Every rookie agent is warned about the ferocious temper of Philomena Freeman, better known as *The Curator*. Stories abound about her throwing objects at pesky agents begging for the loan of artifacts, of how she fired a ray gun at one operative who stepped out of line, and even how she clubbed one senseless with her third arm. Fortunately, most of the tales are fabrications, designed to wind up novices.

An agent for 45 years, Freeman began as a junior curator, slowly working up through the ranks until she was appointed department head. As far as she is concerned, the artifacts stored in the department are hers, to be loaned out to pleading agents whenever she sees fit.

An agent complaining about a lack of cooperation will receive little sympathy—Freeman's temper is legendary, and even department heads with years of experience of dealing with her have no wish to upset her little world. Better to go without a gadget than risk her fury.

Freeman has the appearance of a sweet old lady, the sort of spinster who runs a quaint tea shop in some rural county. Upset her, and she becomes a roaring tigress capable of language that would make a drunken navy blush.

Stories concerning her third arm are true, though the additional appendage is not one of flesh and bone. Getting on in years, and too apathetic to keep fetching objects for agents to examine, the Ministry has issued her a weird science telescopic arm. Now she can sit in her comfortable chair and still pick up items as far away as ten feet.

Freeman is no ordinary museum curator. She is well-versed in the occult, especially concerning physical artifacts, holds a doctorate in anthropology, and several degrees in a range of sciences. Truth be told, she is probably better educated in the sciences than many members of Department S, not that she would ever rub this in their faces.

*The Curator* tolerates the existence of the Sage, her counterpart in the Department of Literature, but privately baulks at the notion that

she might one day be replaced by a machine. She has no love for Augustus Whateley, considering him borderline insane. Never having been granted access to the Black Archive, she is also more than a little jealous of Department M and curious as to the many wonders their private vault conceals.

### Freeman, Philomena

#### Ally 2

**Archetype:** *Academic*; **Motivation:** *Preservation*; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 4, Willpower 3

**Secondary Attributes:** Size 0, Move 4, Perception 7, Initiative 6, Defense 4, Stun 2, Health 5, Sanity 5

**Skills:** Academics: Occult 6 (*Artifacts* 7),





## Leagues of Gothic Horror: The Ministry



Anthropology 7 (*Physical* 8), Intimidation 7, Investigation 6, Linguistics 6, Science 7

**Talents:** Skill Aptitude (+2 Intimidation rating), Well-Educated (Science is a general Skill)

**Resources:** Artifact 2 (Telescopic Tertiary Arm; see *Weird Science Compendium*)\*, Rank 4 (Ministry of Unusual Affairs; +4 Social bonus)

**Flaws:** Short Temper (+1 Style point whenever her short temper causes trouble)

**Weapons:** Punch 0N

\* *Bonus Resource from her Ministry Rank.*

### **Harker, Mina**

Wilhelmina Harker (née Murray) was a school mistress, happily engaged to Jonathan Harker, a solicitor. During that eventful year, she, her then fiancé, and a small group of their closest friends crossed paths with the fearsome

Count Dracula. Bitten by the fiend several times and force-fed his vile blood, Mina, as she is more commonly known, was on the verge of becoming a vampire. The bond between mortal and monster was broken only when Dracula was seriously injured and forced to enter a state of deep torpor.

Although she escaped physically with only two small scars on her neck, and is mentally unscathed, being of strong will and fierce devotion to her now husband, the transfusion of the Count's blood had other effects.

First, she no longer ages, at least not visibly. The power of the Count's blood means she ages one year for every 20 that pass by. Still only young, she is likely to live for many centuries. Second, she has developed some of Dracula's potent mental powers. Not only can she read minds, she has the power to control weak-minded individuals.

Having learned of her exploits against Dracula, the Ministry contacted her with an offer of becoming an agent. Although she lives with her husband in Exeter, she spends a great deal of time in London, where her husband believes she works as a reporter for a small newspaper (actually a front for the Ministry).

When she began suffering recurring nightmares that foretold of Dracula's return, the Ministry took her at her word. Mina was swiftly granted permission to form a taskforce of vampire-hunting agents dedicated to one mission only—hunting the fiend down and ending his existence before he could launch a new reign of terror against London.

Although still in charge of that on-going investigation, Mina is now the head of Sub-Department E2, having been recently promoted. Fearful that Dracula will once again attempt to make Mina his bride, the Ministry has given her rudimentary archery training and issued her with a Miniature Crossbow for personal safety.

Not everyone at the Ministry is happy with Mina's presence, especially her fellow department agents. Word that she was temporarily in thrall to a powerful vampire has led some to believe that she might be under the fiend's sway still, a wolf in sheep's clothing. Others fear that while she is currently free-willed, that may change when Dracula returns.

## Agent Dossiers

### Garker, Mina

#### Patron 2

**Archetype:** *Government Official*; **Motivation:** *Preservation*; **Style:** 2

**Primary Attributes:** Body 2, Dexterity 3, Strength 2, Charisma 4, Intelligence 4, Willpower 4

**Secondary Attributes:** Size 0, Move 5, Perception 8, Initiative 7, Defense 5, Stun 2, Health 6, Sanity 8

**Skills:** Academics: Literature 5, Academics: Occult 6 (*Vampires* 7), Archery 5, Bureaucracy 6, Con 6, Diplomacy 6, Empathy 6, Investigation 6 (*Research* 7), Linguistics 6, Streetwise 6

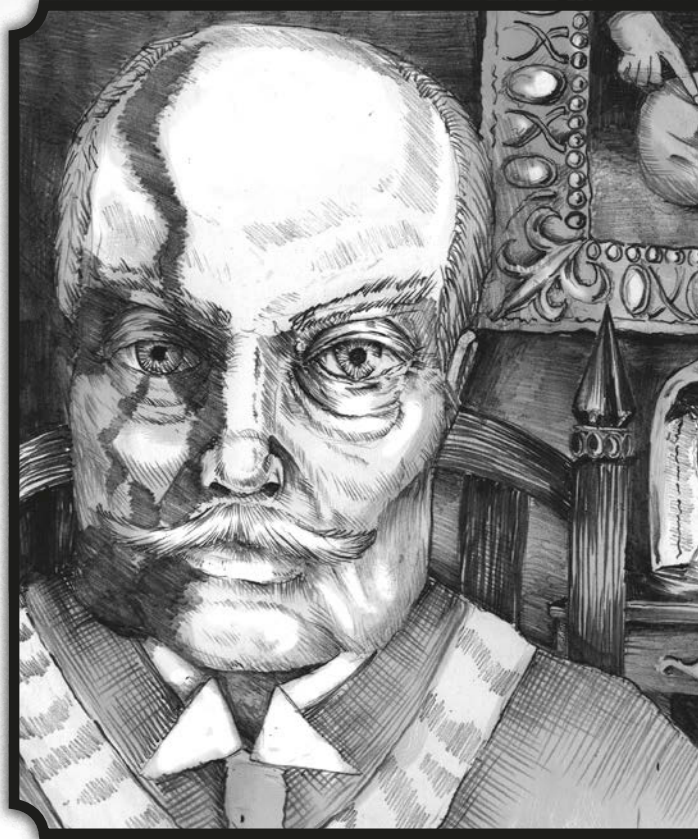
**Talents:** Iron Will (+1 Willpower rating), Mentalism 2 (Telepathy, Mind Control)

**Resources:** Artifact 1 (Miniature Crossbow)\*, Contacts 1 (Mysticism; +2 bonus)\*, Rank 4 (Ministry of Unusual Affairs; +4 Social bonus)

**Flaws:** Bad Reputation (Ministry only; +1 Style point whenever her bad reputation causes problems), Nightmares (-2 penalty to all rolls when distracted by her nightmares; +1 Style point whenever her nightmares cause her to make a serious mistake or cause problems for her friends)

**Weapons:** Punch 0N, Miniature Crossbow 8L

\* *Bonus Resources from her Ministry Rank.*



### Hilton, Christopher

Christopher Hilton inherited the title Baron Liverpool on the death of his father. He had been acting in that role for many years, his father having succumbed to madness. A deeply troubled man, the elder Hilton passed away in his ancestral home, whereupon his spirit became a gibberling (see *Leagues of Gothic Horror Expansion*).

At first, having a resident ghost was a talking point at parties. When the terror began and the servants fled, Hilton contacted an old friend, a self-proclaimed medium with an interest in the supernatural. Believing he could communicate with the spirit and help it pass over, the medium agreed to spend the night at Hilton Manor. The official story concerning his being committed to an asylum the next day was

“breakdown caused by mental stress.” It was at this point the Ministry became involved.

The agents had no interest in helping the restless ghost enter the afterlife—it was clearly evident it would not go quietly. The young Hilton was both amazed and appalled as the agents used strange devices to locate and then neutralize his father’s spirit.

Hilton badgered the agents to reveal more about their work, even threatening to go public with his story. Having a member of the House of Lords work for the Ministry would certainly do the organization no harm, and indeed might open new doors.

Initially a member of Sub-Department E1, Hilton has risen slowly but steadily through the ranks, and now oversees Department P.

Years of loyal service have taken their toll on the baron. The tide of evil threatening Britain seems to be rising, cover stories become

## Leagues of Gothic Horror: The Ministry

harder to enforce as more people report strange things, and agents continue to die in the line of duty against threats no man or woman should have to face.

### Hilton, Christopher

**Patron** 2

**Archetype:** *Aristocrat*; **Motivation:** *Justice*; **Style:** 2

**Primary Attributes:** Body 3, Dexterity 3, Strength 3, Charisma 3, Intelligence 3, Willpower 3

**Secondary Attributes:** Size 0, Move 6, Perception 6, Initiative 6, Defense 6, Stun 3, Health 6, Sanity 6

**Skills:** Academics: Occult 6 (*Apparitions* 7), Athletics 4, Brawl 4, Bureaucracy 6 (*Government* 7), Diplomacy 6, Firearms 5, Intimidation 6, Performance 4, Ride 5



**Talents:** Apparition Hunter (+2 bonus when dealing with apparitions), Unflappable (+2 to Horror checks), Well-Connected (Can increase Contacts as if a Talent)

**Resources:** Contacts 1 (Legal; +2 Social bonus)\*, Contacts 1 (Political; +2 Social bonus)\*, Rank 5 (Ministry of Unusual Affairs; +8 Social bonus), Status 1 (Baron; +2 Social bonus)

**Flaws:** Depressed (+1 Style point whenever his dire predictions come true or something happens to crush his spirits)

**Weapons:** Punch 4N, Heavy revolver 8L

\* *Bonus Resource from his Ministry Rank.*

### MacDougal, Mlistair

MacDougal was born and raised in the Scottish Highlands, a wild and lonely place. Like his father and grandfather before him, MacDougal worked as a ghillie for the local laird.

When the laird's sheep started going miss down by the cold, dark loch, MacDougal decided he could elevate himself in his master's eyes by capturing the culprit red-handed. Finding a suitable hiding place, he prepared for a long, lonely vigil, his eyes scanning the horizon for the tell-tale signs of a lantern carried by a sheep thief.

As the night grew longer, MacDougal spotted what he thought were two lanterns being carried side-by-side by the water's edge. Surprised the thieves had got so close unnoticed, the ghillie burst from cover, his shotgun levelled, and called out a warning. Drawing nearer, he was horrified to see the lanterns were in fact the glowing eyes of some terrible slithering beast. A crack shot, MacDougal didn't hesitate in firing twice.

The following morning, the ghillie returned to the loch with his laird and a number of the local villagers to examine the carcass. No one could identify the creature, though a few of the older men spoke of a story told them by their grandparents of a serpent that lived in the loch, having been banished there by a saint. Curious, and thinking the remains might be worth a few pounds, the laird telegraphed a friend in London.

The next morning, two government offi-

## Agent Dossiers

### Roberts, Peregrine

cials arrived. After a lengthy examination they proclaimed the creature nothing more than an excessively-sized eel. While this explanation mollified the others, MacDougal would hear nothing of it. He'd fished those waters many times, and he knew there were no eels living there.

The officials quietly took MacDougal aside and offered him a job working for the Ministry in return for his silence. Far from enamored at the prospect of moving to London, the ghillie was eventually convinced when the agents revealed his job would be to track down creatures currently unknown to science at large.

MacDougal works for Sub-Department K. Although he has learned some science, he is primarily a practical man, hunting down and exterminating creatures whose existence the Ministry wishes to keep under wraps.

A man brought up on hard work and a life outdoors, MacDougal has no love for university educated saps. Most of them wouldn't last ten minutes alone in the wilds, and their hands are too soft for his liking.

#### MacDougal, Alistair

**Ally** 3

**Archetype:** *Everyman*; **Motivation:** *Survival*;  
**Style:** 2

**Primary Attributes:** Body 4, Dexterity 3, Strength 3, Charisma 2, Intelligence 3, Willpower 3

**Secondary Attributes:** Size 0, Move 6, Perception 6, Initiative 6, Defense 7, Stun 4, Health 9, Sanity 5

**Skills:** Academics: Occult 4, Animal Handling 4, Athletics 5, Brawl 5, Expeditions 4, Firearms 7, Science: Biology 4, Stealth 6 (*Camouflage* 7), Survival 6 (*Tracking* 7)

**Talents:** Long Shot (Doubles weapon ranges), Robust (+2 Health rating), Weather Sense (Knows what the weather will be)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

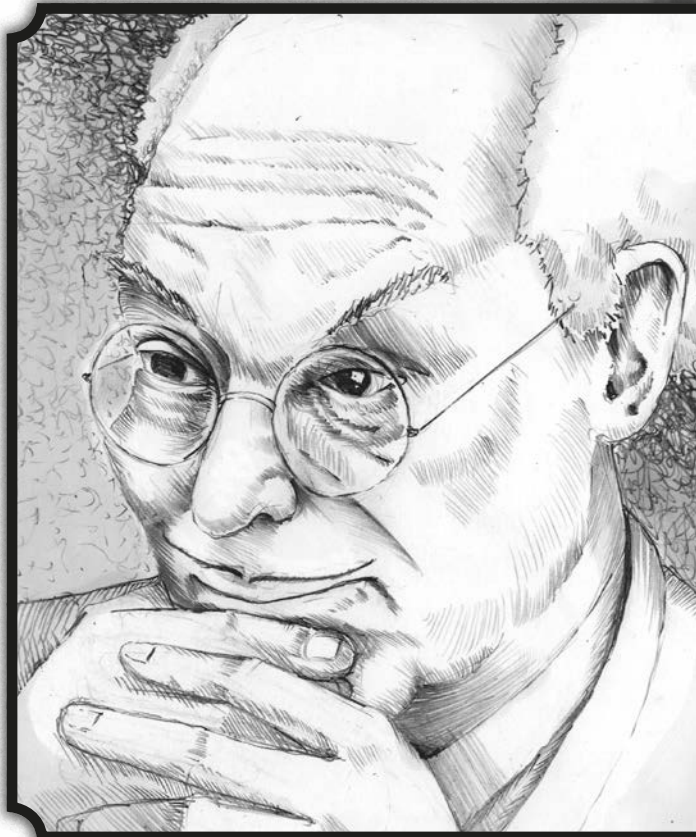
**Flaws:** Intolerant: University educated people (+1 Style point whenever his intolerance causes trouble, or he convinces someone else to detest the same thing he does)

**Weapons:** Punch 5N, Rifle 10L

The Ministry has no hope of learning of every unusual affair that occurs. As part of their duties, Sub-Department O2 agents posing as alienists or reporters make routine visits to lunatic asylums in search of recently admitted inmates babbling about monsters. It was in one such institution they found Peregrine Roberts.

He had been incarcerated as a young man, committed by his parents, who thought his talk of hearing voices and seeing far away places a sign of madness. He wasn't the first member of his family to suffer from what they called "the disease of the senses"—his grandfather spent many years in and out of asylums.

After questioning Roberts, it became apparent that, far from being mad, he was a gifted



# Leagues of Gothic Horror: The Ministry

mentalist, albeit it one without any awareness of his gift or knowledge of how to control it. Roberts was released a week later and became an agent for Sub-Department O2.

Possessed of both ESP and precognition, his peers have nicknamed him the Oracle. There is far more to his uncanny ability to uncover potential unusual affairs, though. An amiable chap, Roberts has a gift for making friends easily and convincing people to talk openly.

## Roberts, Peregrine

Ally 3

**Archetype:** *Mentalist*; **Motivation:** *Truth*;  
**Style:** 2

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 5

**Secondary Attributes:** Size 0, Move 4, Percep-

tion 8, Initiative 5, Defense 4, Stun 2, Health 7, Sanity 7

**Skills:** Alienism 5, Anthropology 4, Athletics 4, Diplomacy 7, Empathy 7 (*Intuition 8*), Investigation 5, Streetwise 9 (*Rumors 10*)

**Talents:** Mentalism (ESP, Precognition), Well-Connected (Can boost Contacts as if a Talent)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Highly Strung (-2 Sanity rating; +1 Style point whenever he loses one or more points of Sanity)

**Weapons:** Punch ON



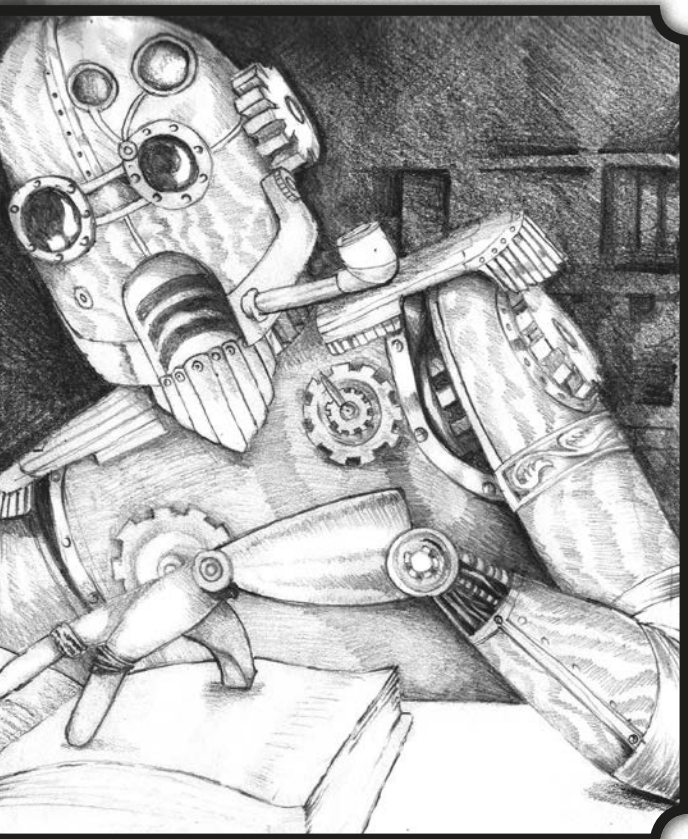
Chief librarian and head of the Department of Literature, the Sage is the oldest living creation at the Ministry. Who constructed it and when is now lost to time, earlier incarnations of the Ministry being less concerned with paperwork and recording deeds. All the archives record is that "a device of most elegant wond'r" was added to the Collection in 1689.

At first, the device, which took the form of a bronze human head whose head was filled with intricate clockwork, was little more than a curiosity. That it could speak about matters academic almost saw it consigned to the pyre as a work of the devil several times.

During the Enlightenment, as superstition gave way to an interest in science, the construct underwent major upgrades, vastly increasing not only its knowledge, but its capacity to learn for itself. Reworked into an anthropomorphic form more pleasing to the human eye, it was also given somatosensory and ambulatory appendages (arms and legs).

Human librarians came and went over the centuries, but the Sage remained a constant fixture, quietly pottering around the Collection examining objects. At its request, it was transferred to the Department of Literature in 1794. Within a decade, it had read and memorized every scrap of paper.

Until 1823, the Sage, as it had become known, served as a librarian and information source for agents. When the human department head died that year, the Sage was pro-



# Agent Dossiers

## Weatherspoon, Lieutenant Nathaniel



moted to fill the vacancy due to its intimate knowledge of the archives, not to mention its wide knowledge base.

Unlike its living counterpart in the Department of Artifacts, the Sage enjoys interacting with agents who seek its wisdom or wish to borrow literature. It still has to follow Ministry protocol, but at least its refusal to sign out books is politely worded.

The Sage enjoys its work. The world is changing at an ever increasing pace, and even after 300 years, it seeks more knowledge. While few humans can match the Sage for the wisdom it has accrued and its ability to recall facts, it is envious of humans. It has read the greatest works of literature produced by the finest minds, and yet it is incapable of creating original works of prose or poetry itself. It knows every word in the English language, has studied the masters, but cannot produce anything that might be called imaginative.

**Enhancements:** Ally 2 (+6 Enhancements), Increased Duration: One month (+6 Enhancements), Talent: Total Recall (+2 Enhancements)

**Limitations:** Requires Maintenance: Difficulty 3 (-4 Enhancements)

### The Sage

#### Artifact 4

**Archetype:** *Artifact*; **Motivation:** *Duty*; **Style:** 0

**Primary Attributes:** Body 2, Dexterity 1, Strength 2, Charisma 2, Intelligence 5, Willpower 3

**Secondary Attributes:** Size 0, Move 3, Perception 8, Initiative 6, Defense 3, Stun 2, Health 5, Sanity 5

**Skills:** Academics 8 (*Literature 9*), Craft: Bookbinding 7, Empathy 7 (*Lies 8*), Investigation 8 (*Research 9*), Linguistics 8 (*Translation 9*)

**Talents:** Total Recall (Never forgets anything), Well-Educated (Treats Academics as a general Skill)

**Resources:** Contacts 1 (Literati; +2 bonus)

**Flaws:** Automaton (+1 Style point whenever its lack of creativity causes difficulty), Envious (+1 Style point whenever its envy causes trouble)

**Weapons:** Punch 0N

As far as the public is concerned, the destruction of Her Majesty's Airship (HMAS) *Camelot*, a Destroyer-class vessel, was an unfortunate accident caused by bad weather and heavy fog. Nathaniel Weatherspoon, formerly a lieutenant in Her Majesty's Air Corps, is one of a handful of people who know the truth. In spite of the grievous injuries he suffered, Weatherspoon's report is remarkably detailed and lucid.

HMAS *Camelot* was on routine navigational maneuvers over the Welsh hinterlands. As watch navigator, Weatherspoon was on the bridge. As day turned toward evening, the look-out reported an unidentified aerial object approaching the warship at high speed. No slouch, HMAS *Camelot* was doing a steady 45 knots (52 mph) when the unknown vessel shot past. Weatherspoon approximated the speed at a remarkable 260 knots (300 mph) and described the vessel as being metallic and having the appearance of an inverted saucer.

As the unknown craft turned for another pass, the captain, a relatively inexperienced Flight Leader, ordered his airship's gunners to their stations to open fire. Weatherspoon recalled he heard the rattle of machine gun fire echo through the ship for several seconds.

Through one of the bridge side windows, Weatherspoon saw the strange craft emit "a beam of brilliant light" that "burned hotter than the sun." Its envelope cut in half, HMAS *Camelot* began to fall from the sky in flames. Of the 15-strong crew, only three survived. Weatherspoon lost both his legs in the crash.

The Air Corps, having heard the lieutenant's story, were dissuaded from investigating further by the Ministry of Unusual Affairs, who had caught wind of the incident. Weatherspoon was retired from active service due to his injuries and inducted into Sub-Department A.

Weatherspoon has been offered clockwork replacement legs, but has preferred to remain in his wheelchair. Whatever wrecked his military career and killed his comrades is still out

# Leagues of Gothic Horror: The Ministry

there somewhere. Until he has avenged the loss of HMAS *Camelot*, his lack of mobility drives him to seek revenge.

## Weatherspoon, Nathaniel

Ally 3

**Archetype:** *Military Officer*; **Motivation:** *Revenge*; **Style:** 2

**Primary Attributes:** Body 3, Dexterity 4, Strength 3, Charisma 2, Intelligence 4, Willpower 2

**Secondary Attributes:** Size 0, Move 3, Perception 6, Initiative 8, Defense 7, Stun 3, Health 5, Sanity 4

**Skills:** Athletics 5, Brawl 5, Bureaucracy 5 (*Military* 6), Firearms 6, Gunnery 7, Investigation 6, Pilot: Aerial Craft 7, Science: Engineering 6, Survival 6 (*Navigation* 7)

**Talents:** Direction Sense (Always know direc-

tion), High Pain Tolerance (Ignores 3 points of wound penalties)

**Resources:** Contacts 1 (Military; +2 bonus), Rank 1 (Ministry of Unusual Affairs; +2 Social bonus), Status 1 (Retired lieutenant; +2 Social bonus)

**Flaws:** Aloof (+1 Style point whenever his business-like attitude causes him trouble), Crippled (-4 Move rating; +2 Style pointw whenever he is limited in mobility)

**Weapons:** Punch 5N, Light revolver 8L

## Whateley, Augustus

Whateley ancestors left Britain for Massachusetts in 1638, settling first in Salem and later near Dunwich. There the family split in twain, with one branch remaining country-folk and the other seeking to better themselves through good education. Whateley comes from the second, smaller branch. His immediate ancestors return to Britain in 1778, having supported the British during the War of Independence.

Despite their best efforts at respectability, there was something others found odd about the family. While they dressed and spoke well, an air of decadence and corruption hung over them like a shroud.

Whateley began his adult life as a university student, where his intellect saw him achieve great results in various academic subjects. Instead, he became fixated on researching his ancestry, having heard various wild tales from his grandfather.

Whateley's grandfather, Tobias, was an odd sort. The way he spoke about events during the Revolutionary War led his grandson to believe he had actually been there, although his youthful appearance made that impossible. On Tobias' death, Whateley inherited a trunk of old papers. Much of it was mundane correspondence, but several letters to a relative back in the United States, strangely named, "Old" Whateley, hinted at forbidden knowledge.

Sometimes fate opens doors of opportunity. Sometimes it is wise to close those doors and look no further at what lies beyond. Augustus Whateley made the mistake of not only glancing through the portal opened before him, but



## Agent Dossiers

stepping over the threshold. Deeper investigation revealed legends of witchcraft and contact with beings of enormous power that dwelt in the angles between reality, or were imprisoned beneath the earth, held in torpor until the alignment of certain stars would permit them to rise once more.

Had he not visited the British Museum Reading Room to peruse several tomes referenced in his grandfather's letters, Whateley might have escaped the notice of the Ministry. Indeed, he may even have succumbed to temptation and sought out one of the diabolical cults of which these works spoke. As it was, contacts within the Reading Room dutifully informed the Ministry when someone took interest in the strange volumes written in shaky script and bound in substances best left to the imagination.

Since joining Department M, Whateley has spent many years investigating the historical link between a deity known as Shub-Niggurath and witch cults. A leading expert on the subject, his theories are derided by his colleagues in Department P, who put no faith in the existence of alien beings or cosmic horrors.

Years of investigative work in Department M and learning of the cosmic horrors of the Mythos have left Whateley's nerves in tatters. Only a step away from indefinite insanity, Whateley can cope with the strains of daily life only by wearing an Unflapilator. Even with its aid, it would not take much to send him over the edge.

### Whateley, Augustus

#### Patron 3

**Archetype:** *Academic*; **Motivation:** *Mystery*;

**Style:** 3

**Primary Attributes:** Body 3, Dexterity 3, Strength 2, Charisma 3, Intelligence 4, Willpower 5

**Secondary Attributes:** Size 0, Move 5, Perception 9, Initiative 7, Defense 6, Stun 3, Health 8, Sanity 1 (3)

**Skills:** Academics 7 (*Black Magic* 8), Alienism 5, Anthropology 6, Bureaucracy 6, Con 4, Diplomacy 4, Elder Lore: Artifacts 5, Elder Lore: Creatures 5, Elder Lore: Great Old Ones



5 (*Shub-Niggurath* 6), Elder Lore: Tomes 5, Investigation 6, Linguistics 7

**Talents:** Bloodline: Whateley (Gains Well-Educated as a bonus Talent), Light Sleeper (Needs half as much sleep as normal), Well-Educated (Treats Academics as a general Skill)

**Resources:** Artifact 2 (Unflapilator)\*, Contacts 1 (Alienists; +2 bonus), Contacts 1 (Mysticism; +2 bonus), Rank 5 (Ministry of Unusual Affairs; +8 Social bonus)

**Rituals:** Commune Shub-Niggurath, Elder Sign, Voorish Sign, Summon Spawn of Shub-Niggurath

**Flaws:** Highly Strung (-2 Sanity rating; +1 Style points whenever he loses one or more points of Sanity), Weirdness Magnet (+1 Style point whenever he ends up involved in supernatural events through no fault of his own)

**Weapons:** Punch 0N

\* *Bonus Resource from his Ministry Rank*



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## Wolfe, Tabitha

We weren't joking when we said agents receive one free session of psychotherapy per month. Keeping agents from losing their minds falls to Tabitha Wolfe, ostensibly a member of Department P, though her services are open to agents from every department.

Expecting their daughter to find a good husband and become a dutiful wife and mother, her parents were aghast when she announced her intentions to become an alienist and study ailments of the mind. When threats to cut off her stipend failed to achieve the desired goal, they reluctantly bowed to her wishes.

Wolfe studied hard, achieved her degree, and began work in an asylum. Several patients had lost their minds after witnessing supernatural events, and Wolfe, despite having no

belief in the supernatural, found their cases fascinating. She even published a paper on the subject—*The Human Mind and How the Rational can become the Supernatural*—in which she espoused her view that ordinary, if traumatic, events can, in a diseased mind, become twisted into the firm belief in supernatural entities. The Ministry soon took notice.

She took some convincing that the supernatural was, in fact, real, but on hearing how her skills could aid agents devoted to thwarting such things, Wolfe accepted a post with the Ministry of Unusual Affairs.

Wolfe knows she is descended from Major General James Wolfe (1727-59) and therefore comes from a family with a good name, albeit on a crooked branch, but remains unaware she is also descended from the once rich and influential Delapore family through her American mother.

Although a good person, delving into the minds of agents, especially those of Department M, who have witnessed traumatic supernatural events has corrupted her. The tainted blood stirred, Wolfe has developed cannibalistic tendencies. Not willing to commit murder or grave robbery to sate her abhorrent hunger, she purchases meat from unsavory butchers in the slums of London. She doesn't inquire as to how they come by their wares.

Unable to reveal her terrible secret even to other alienists, Wolfe is attempting to treat her "mental illness" herself. She has not had much luck, so far, but is nothing if not persistent.

## Wolfe, Tabitha

Ally 2

Archetype: *Alienist*; Motivation: *Hope*; Style: 1

Primary Attributes: Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 4, Willpower 3

Secondary Attributes: Size 0, Move 4, Perception 7, Initiative 6, Defense 4, Stun 2, Health 5, Sanity 5

Skills: Alienism 6 (*Psychotherapy* 7), Bureaucracy 3, Craft: Pharmacology 6, Empathy 6 (*Emotions* 7), Intimidation 3, Investigation 5, Science: Chemistry 6



## Agent Dossiers

**Talents:** Bloodline: Delapore, Weird Science: Chemical (Can create drugs)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus), Status 1 (Respected family; +2 Social bonus)\*

**Flaws:** Addiction: Human Flesh (+1 Style point whenever her addiction hurts her or someone she cares about), Meddler (+1 Style point whenever her interference in other people's affairs causes her or her allies trouble), Secret: Cannibal (+1 Style point whenever she is confronted with the truth or goes out of her way to protect the secret)

**Weapons:** Punch 0N

\* *Free Resource from Bloodline: Delapore*

### Yeovil, Rupert

Whichever petty bureaucrat had the bright idea of linking Nepal and Bhutan with a railway obviously had no concept of the terrain. The expedition to blast a route was underfunded and poorly staffed. Part of this difficulty came from the utter lack of cooperation of the local tribes, who refused to disturb the "devils" they claimed lived in the mountains.

When freak avalanches killed several Indian laborers and several more disappeared, even they started to believe in the myth. Yeovil, a demolitions engineer, had heard the locals whisper the name "Mi-go," but they seemed unable to provide an adequate description. To some, it was a hairy man; to others, it was a winged fiend. All agreed it was a monstrous thing, though.

Yeovil never saw a Mi-go, but he witnessed the aftermath of an attack. Returning to base camp after a day further up the mountains, his party discovered the tents torn apart, the supplies scattered, and the workers slaughtered. The latter was particularly grisly, for some organs had been taken from the corpses.

Huddled together for the night, the party fled into the dark and cold when strange buzzing voices were heard on the wind. Separated from his comrades in a storm, Yeovil was found three days later, half-mad and screaming about unearthly forms and buzzing whispers.

Yeovil's report was promptly dismissed

by his superiors, his wild claims put down to exposure to superstitious natives and hallucinations brought on by the rarefied air. Concerning the dead and missing, the official conclusion was death by avalanche. No expedition was ever mounted to recover the bodies.

Yeovil's mention of "Mi-go" and "buzzing voices," both of which were mentioned in newspaper reports detailing the disastrous expedition, sent up a rocket at the Ministry of Unusual Affairs, which hastened into action. The demolitionist was hastily brought in and extensively debriefed by Department M. A month later, Yeovil became an agent.

Since his induction, Yeovil has been made aware that far from being solid, the ground upon which mankind walks is riddled with ancient tunnels and caves; some natural, some carved by monstrous elder things or races that predate mankind by many eons. Here, in the



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Stygian darkness, in caverns measureless to man, all manner of foul creatures slither and writhe, while cultists dedicated to chthonic deities of immense antiquity chant and pray before profane idols.

A keen mountaineer and spelunker, Yeovil has been tasked with investigating strange subterranean sightings, missing spelunkers and miners, and cults honoring deities that go by such strange names as Ghatanothoa and Tsathoggua. No mortal can hope to win against the creatures that haunt the underworld, but they can at least be prevented from reaching the surface world by sealing their tunnels with explosives and elder wards.

## Yeovil, Rupert

**Ally 4**

**Archetype:** *Explorer*; **Motivation:** *Duty*;  
**Style:** 3

**Primary Attributes:** Body 4, Dexterity 4, Strength 4, Charisma 2, Intelligence 3, Willpower 4

**Secondary Attributes:** Size 0, Move 8, Perception 7, Initiative 7, Defense 8, Stun 4, Health 8, Sanity 4

**Skills:** Acrobatics 6, Athletics 6, Brawl 5, Demolitions 6 (*Explosives* 7), Elder Lore: Creatures 4 (*Subterranean* 5), Elder Lore: Locations 4 (*Subterranean* 5), Expeditions 6 (*Terrain: Underground* 7), Firearms 6, Investigation 5, Linguistics 5, Science: Geology 6, Survival 4

**Talents:** Climb (Doubles climbing speed), Direction Sense (Always knows direction), Jump (Doubles jumping distance), Stable (+2 Sanity rating)

**Resources:** Artifact 1 (Echolocation Headset; see *Weird Science Compendium*)\*, Rank 2 (Ministry of Unusual Affairs; +2 Social bonus), Rank 0 (Prospectors' Guild; +1 bonus), Rank 1 (Speleological Society; +2 bonus)

**Rituals:** Elder Sign, Sign of Koth (see *Leagues of Cthulhu Companion*)

**Flaws:** Hard of Hearing (-2 penalty on any roll when hearing is a factor; +1 Style point whenever his poor hearing gets him into trouble or causes a critical misunderstanding)

**Weapons:** Punch 5N, Light revolver 8L

\* Bonus Resource from Ministry Rank

## Stock Agents

The following characters can be used as Allies, Contacts, or advanced Followers. Game-masters should swap the sample Flaws as necessary to create individual characters.

### Agent, Cover-Up

The final step of any assignment is to convince witnesses that what they thought they saw has a mundane or scientific explanation. Field teams are expected to perform this vital duty themselves, but times arise when they need assistance. Cover-up specialists can come from any Department—their talent is in spinning believable tales, though, not investigating unusual affairs or fighting monsters.

**Ally 1**

**Archetype:** *Government Official*; **Motivation:** *Duty*; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 3, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 5

**Skills:** Con 6 (*Lies* 7), Diplomacy 5 (*Persuasion* 6), Empathy 4, Streetwise 4

**Talents:** Charismatic (+1 Charisma rating)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Condescending (+1 Style point whenever they prove someone else wrong or establishes their own superiority)

**Weapons:** Punch 0N

### Agent, Department C

Few Department C agents ever experience the thrill, or terror, of serving in the field—most often they are nothing more than curators and librarians, content to remain in their comfortable office. When called outside the office, it is usually to identify artifacts or translate texts.

**Ally 1**

**Archetype:** *Academic*; **Motivation:** *Duty*;  
**Style:** 1

**Primary Attributes:** Body 2, Dexterity 2,

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Strength 2, Charisma 2, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

**Skills:** Academics : Pick one 4, Anthropology 5, Investigation 4, Linguistics 5

**Talents:** Skill Aptitude (+2 Anthropology or Linguistics rating)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Boring (+1 Style point whenever their boring persona causes them trouble)

**Weapons:** Punch 0N

### Agent, Department M

Department M agents rarely work well with agents outside their department. Frankly, few agents want to work with them, for they are a strange bunch, with an air of "oddness" that many find repulsive. They are the most likely to go insane during the course of their duties or vanish without a trace.

**Ally 1**

**Archetype:** *Academic*; **Motivation:** *Mystery*; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 2\*

**Skills:** Academics: Religion 4, Anthropology 4, Elder Lore: Pick one at rating 4 or two at rating 3\*, Investigation 4, Linguistics 4

**Talents:** Stable (+2 Sanity rating)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Repulsive: Odd (+1 Style point whenever their repulsive trait causes them or their allies party to suffer in social situations)

**Weapons:** Punch 0N

### Agent, Department P

Covering everything from apparitions to cults, Department P agents are the ones most commonly sent into the field. There are two sorts of agents—those who focus on research

and identification of threats, and those who eliminate them. This agent represents the latter category.

**Ally 1**

**Archetype:** *Monster Hunter*; **Motivation:** *Duty*; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 3, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 5, Initiative 5, Defense 4, Stun 2, Health 4, Sanity 3

**Skills:** Academics: Occult 4 (*Specific monster* 5), Athletics 4, Brawl 4, Firearms 4 (*Pistols* 5), Melee 4

**Talents:** (Monster) Hunter: Pick one (+2 bonus when dealing with respective focus)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Stubborn (+1 Style point whenever their inflexibility causes them trouble, or they forces others to go along with their ideas)

**Weapons:** Punch 4N, Heavy revolver 8L

### Agent, Sub-Department D1

While it might once have dedicated itself to persecuting all witches and warlocks, today's Ministry is just as likely to recruit them.

Magicians come in manner different types. Although they share the same basic Attributes and Skills, it is their rituals that differentiate them. The Gamemaster should pick one of the three sample entries listed below, or select four rituals (maximum Rank 4) of their own choosing.

**Ally 1**

**Archetype:** *Occultist*; **Motivation:** *Duty*; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

**Skills:** Academics: Occult 6, Investigation 4, Magic: Pick one 6

**Talents:** Magical Aptitude (Can cast rituals)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

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**Rituals (Informative):** Augury, Beast Speech, Channel Dead, Track (See *Guide to Black Magic*)

**Rituals (Offensive):** Bless Weapon, Empower, Harm, Spirit Binding

**Rituals (Protective):** Arcane Shield, Arcane Ward, Calm the Troubled Mind, Healing

**Flaws:** Blasé (+1 Style point whenever their indifference causes harm)

**Weapons:** Punch 0N

## Agent, Sub-Department D2

This Department's agents fall into one or more of three categories. The first are alienists seeking to understand the power of the human mind. The second are investigators, uncovering frauds and true mentalists alike. The third wield potent mental powers of their own.

### Ally 1

**Archetype:** *Mentalist*; **Motivation:** *Duty*; **Style:** 1

**Primary Attributes:** Body 1, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 3

**Secondary Attributes:** Size 0, Move 4, Perception 5, Initiative 4, Defense 3, Stun 1, Health 4, Sanity 5

**Skills:** Alienism 4 (*Hypnosis* 5), Empathy 4 (*Intuition* 5), Investigation 4 (*Enigmas* 5), Larceny 4 (*Sleight of Hand* 5)

**Talents:** Tough (+1 Body rating)\* or Mentalism (Pick one from Cloaking, ESP, Telekinesis, or Telepathy)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Skeptic (+1 Style point whenever they prove an assertion wrong or convince someone else to question their beliefs)

**Weapons:** Punch 0N

\* *Changes Secondary Attributes to Defense 4, Stun 2, Health 5*

## Agent, Department S

Department S is responsible for thwarting the diabolical plans of insane weird scientists and understanding their perverted creations, as well as ensuring their fellow agents have access to weird science of their own.

### Ally 1

**Archetype:** *Inventor*; **Motivation:** *Duty*; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

**Skills:** Craft: Pick one 6, Investigation 4, Science: Pick one 6 or two 4

**Talents:** Weird Scientist (Can create gadgets)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Curious (+1 Style point whenever their curiosity gets them or their companions into trouble)

**Weapons:** Punch 0N

## Agent, Department S

Most Department S operatives are concerned with more conventional science, even if some of it is out of their world or currently defies the limits of known science. Their Skills vary with their chosen Sub-Department.

### Ally 1

**Archetype:** *Scientist*; **Motivation:** *Duty*; **Style:** 1

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

**Skills (A):** Gunnery 4, Investigation 4, Pilot: Aerial Craft 4, Science: Engineering 4, Science: Physics 4

**Skills (K):** Animal Handling 5, Investigation 4, Medicine 4 (*Veterinary* 5), Science: Biology 5 (*Anatomy* 6)

**Skills (R):** Gunnery 4, Investigation 4, Pilot: Tripod 4, Science: Biology 4, Science: Engineering 4

**Talents:** Skill Aptitude (+2 to one Skill rating)

**Resources:** Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Curious (+1 Style point whenever their curiosity gets them into trouble)

**Weapons:** Punch 0N



# Chapter the Fifth: Field Work

*“Lies don’t fit snugly into disguises. Eventually the cloak falls off and you’re left staring at the naked truth which is always an uncomfortable situation.”*

—Richelle E. Goodrich, *Making Wishes: Quotes, Thoughts, & a Little Poetry for Every Day of the Year*



## Investigation

Only fools rush in where angels fear to tread. When dealing with potential supernatural menaces, rushing in unprepared can lead to madness or death.

Put aside thoughts of agents in suits and bowler hats shooting and bludgeoning cultists, or engaging in psychic duels with dastardly villains. Most of the work we do is of an investigatory nature. Yes, there is a time and place for violence, but knowledge is true power.

Regardless of the apparent nature of the affair you are investigating, try to rein in your initial assumptions. You’ll find that a great number of cases have mundane explanations, such as mistaken identity, pranks that have gotten out of hand, and even attention-seeking.

### Gathering Intelligence

Your first step is to gather as much information as possible from available sources. If a building is supposedly haunted, for example, check back through newspaper reports to see if there is a history of apparitions.

Question witnesses as soon as possible—the human memory is notoriously unreliable as time passes between the event and recollection. Witnesses may also shape their recollection based on their experience, especially if they have suffered a fright. A farmer chased by a wild dog may report it as a monstrous hound with red eyes, for instance. No matter how wild the recollection, avoid dismissing it out of hand—even the most crazed tale may contain a vital clue or grain of truth.

Equally, a witness to a supernatural occurrence, even if they are the victim, may prove reluctant to talk. Given time to reflect on the situation, they may come to realize that openly discussing something as fantastical as magic might lead others to believe they are insane or fear that the press will drag their name through the gutter. They might even doubt their own sanity.

Make use of local resources. Parish records, local libraries or historical societies, folklorists, and even the local pub’s patrons can provide valuable insight.

Agents should be aware that questioning people can bring problems with it. When investigating suspected cult activity, for example, one has no idea who may be a friend and who an enemy. Unfortunately, there is no easy way around this beyond the obvious advice of not revealing your true purpose for asking questions too soon.

Physical evidence should also be gathered as soon as possible. This is especially true of stains and tracks, which may be removed by

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the weather, superstitious locals, or civic-minded citizens simply clearing up what they perceive to be a mess. Plaster casts of prints are an efficient way of preserving them, as are photographs.

## Categorizing the Threat

Some agents enjoy the investigation and others the prospect of battling evil. If you fall into the latter category, to not be too keen to charge into battle. First, know your enemy!

I don't mean the basic threat. Whether you face a vampire, apparition, mad scientist, or deranged cult tells you only the most basic information. Best also to make sure you are not mistaken. Sometimes a wild dog is just that, and not a werewolf as you might suspect. Sometimes that big dog is a vampire in lupine form or a black dog or a different sort of shapeshifter, such as a pooka or magician affected by a ritual.

Through experience you'll learn that there is no such thing as a standard monster or villain. Every one of them is unique in some way. It may be their physical or mental attributes, the range of abilities or rituals they wield, or even their weaknesses.

During your investigation, try to piece together a picture of the villain so you know what to expect in the final confrontation. If you are in any doubt, it is far better to overestimate an opponent than underestimate one.



The general public as a whole is blissfully unaware of the horrors that haunt this country and threaten the unity of the Empire. Were the truth to be revealed, the likely outcome would be a collapse of civilization as we know it. Even those who claim to believe in the supernatural would lose their grip on sanity when faced by true terrors. In order to protect people, it is essential they remain ignorant.

Part of any Ministry mission is to ensure that the truth regarding supernatural or weird science events is carefully concealed. In order that this is done correctly, agents are required

to carry out the "Three Cs"—Containment, Cover Story, Clean Up. Agents should note that there is no standard means of performing these steps—every case is unique.

The Ministry is very much a reactive operation. It cannot hope to police every street on the off-chance a supernatural event occurs. The primary source of information is newspaper reports, followed by telegram or telephone reports of strange affairs. Bearing that in mind, it is most likely that there are already witnesses and possibly physical evidence.

Sometimes it is possible to create a cover story in advance of reaching the scene. For instance, in the case of sightings of spectral dogs or animal mutilations, it is often convenient to blame a feral dog. Most often, though, the information is sparse, forcing agents to think on their feet.

## Containment

After arriving on the scene, the first step is to contain the immediate threat and prevent information from spreading.

When the event is already contained to a single building, such as happens in many hauntings, all that need to be done is to remove any witness from the scene and keep them from talking to outsiders. Agents should note that the Ministry does not condone holding innocents hostage, physically restraining them, or threatening them with violence.

When dealing with a large number of potential witnesses, the best option is to either claim to be government officials investigating a mundane problem or to ridicule those who mention the supernatural. Quarantining an entire village should be done only when local circumstances make this feasible—a strange sickness may warrant this, but arriving in a healthy settlement and shouting plague will do more harm than good.

Physical evidence already present should be removed from public sight as quickly as possible—the more people who witness any evidence, the harder it will be to hide the truth. This is not to say it should be destroyed out of hand. Plaster casts of tracks should be taken for later reference before erasing them,

# Field Work

for instance, and a study of injuries undertaken before disposing of animal carcasses or treating human wounds.

## Cover Story

Fortunately, most people have a remarkable ability to accept plausible cover stories rather than accept that their cosy little world is about to come crashing down around them. Take, for instance, a werewolf. A normal person confronted by such a beast may, at first, claim to have seen a walking man-wolf. Given a little prompting, he is likely to accept that what he witnessed was actually a bear escaped from a zoo or private menagerie, or even an escaped convict in desperate need of a shave.

A cover story must explain away eyewitness reports, damage to persons or property, and any physical evidence if it is to be successful. Circumstances can make this anything from extremely easy to near impossible.

## Clean-Up

After the case is solved, the final step is to remove or discredit any further physical evidence and promote the cover story. Be cautioned that reporters are more likely to be suspicious of government officials than members of the general public. Pressmen should be treated with care and respect—it is they who can make the difference between a cover story being accepted or wild talk of supernatural events spreading.

## Hiding the Truth

Once the final cover story has been determined by the agents, they must present it to the public and/or press.

Whether or not a cover story is accepted requires a roll of Charisma + (applicable Skill) + Fame (if applicable) + Rank (if applicable) + Status (if applicable).

Although the team may discuss the specifics of the cover story among themselves as a group, when it comes to a public announcement only one agent may make the roll.

## Skill

The choice of Skill is deliberately left to the agent presenting the cover story to the public or press, though the Gamemaster has the final say on whether it is applicable. That said, the Gamemaster should encourage the players to play to their advantages, allowing the agent with the most applicable Skill to take center stage and spread the cover story.

Given that the cover story is a fabrication, Con is always an acceptable choice, as is Diplomacy. Intimidation should be avoided—threats rarely keep mouths quiet for long.

Depending on the exact circumstances, other Skills are certainly applicable. Any incident involving a strange beast might be explained away using Animal Handling or Medicine: Veterinary. Science covers a variety of sins, including strange lights, freak weather





# Leagues of Gothic Horror: The Ministry

conditions, and apparitions. Alienism might convince people the vampire was merely a lunatic or that witnesses were suffering from mass hysteria.

Whatever Skill is used as the primary Skill, a Synergy bonuses may also be applied. Using one of the above examples, a character with both Animal Handling and Science: Biology would receive the bonus when the cover story involved an animal. Likewise, a Teamwork bonus may also apply. In this instance, the assisting agents are not speaking directly to the public—their support comes from advice given out while creating the cover.

## Fame & Status

Whether any bonus from Fame and Status can be used depends both on the Resource's focus and the cover story. A scientist may be

able to use his reputation and professional standing to explain away many things, but only if his audience has heard of his name (Fame) or respects his position (Status). Of course, if the scientist is a respected physicist, then his reputation is of little use if the cover story involves biological entities.

## Rank

It is a simple fact that people are more willing to take the word of a figure of authority than someone of lower standing. Even if the agent has no actual authority over those involved in the affair, one with a high Rank: Ministry of Unusual Affairs has previous experience of concocting cover stories, and is thus more confident at spinning lies. One negative aspect to using one's official government authority is that people may ask questions as to why the government has an interest in a supposed haunting or sighting of a strange beast.

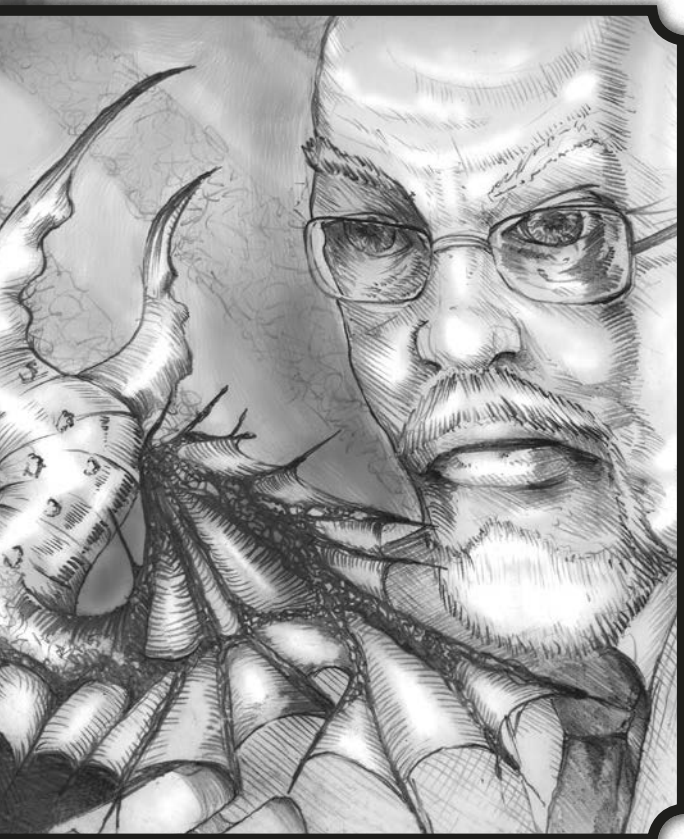
There are ways around involving the Ministry. Much like with Status, Rank outside the Ministry may be called upon. A member of the Menagerie Club is likely to be trusted when he says the monstrous wolf was just an ordinary feral dog driven mad by hunger. Strange lights in the sky? Easily explained by that trustworthy lady from the Meteorological Society.

Regardless, an agent may only benefit from one Rank Resource bonus.

## Difficulty

The Difficulty of the roll is not fixed. Instead, it begins at zero and is increased depending on how the various factors listed below are involved with the investigation. Except for physical evidence, only the highest modifier applies—no one much cares about a missing person if they are faced with a corpse torn limb from limb.

The Gamemaster should also take into account the cover story. A believable story but with a few holes might warrant a  $-1$  Difficulty modifier, whereas a tale that covers every scrap of evidence or eyewitness accounts in detail might be worth as much as a  $-4$  modifier.



Physical Evidence	Difficulty
Per piece seen by witnesses	+1
Photographs exist	+1
Reporters	
Local newspaper	+1
National newspaper	+2
Victims	
Missing person or seemingly mundane death	+1
Mangled corpse	+2
Witnesses	
Witnesses suffered loss of Sanity	-1
Supernatural witnessed under less than optimal conditions	+0
Supernatural witnessed under optimal conditions	+1
Ten or more witnesses, regardless of the above conditions	+2
Witness injured by supernatural threat	+3

## Physical Evidence

Physical evidence relates only to the supernatural threat and covers things like mysterious footprints or scratches, occult paraphernalia (candles, skulls, pentagrams, arcane glyphs), strange lights, ectoplasm, unearthly noises or odors, and glowing mist.

Scientific apparatus beyond conventional technological levels (that is, weird science) counts only if the artifact was clearly used for evil purposes. While the Ministry has no objection to weird science in general, it prefers to maintain the illusion that it is benevolent. Talk of “death rays” or reanimating corpses through scientific processes not only erodes public faith in advanced science, but may also give Britain’s enemies ideas should the news become public.

Photographs, while seemingly presenting an obstacle to a believable cover story, can be explained away as fakes. Confiscating them is a better solution, but unless handled with care such action may raise suspicions.

When it comes to the death of supernatural

threats, fortune favors the Ministry. Werewolves have a habit of transforming back into human form (though the corpse needs to be explained away), vampires crumble to dust, and apparitions and demons fade into nothingness.

## Reporters

Whether they are diligent reporters of the truth or nosy souls looking for a sensational story, newsmen have a knack of uncovering information the Ministry would rather keep secret and asking questions the Ministry would prefer to ignore. Simply having a reporter asking questions during an investigation increases the Difficulty.

## Victims

People tend to sit up and take notice when corpses are involved. They also ask awkward questions.

Where there is no body, either because it was taken by the supernatural threat or the agents managed to remove it before it was witnessed, there is little relatives and friends can do to prove anything sinister occurred. Likewise, if a corpse is seen but the person’s death can be explained away with a mundane explanation, the danger to the agent’s cover story is minimal. Few outside the medical profession would question that someone who died of fright actually suffered a massive heart attack, for instance.

Mangled corpses are far more difficult to explain away. Even when injuries appear to have been caused by mundane means, relatives and friends will want to know specific details and the press is guaranteed to sensationalize the story. At the Gamemaster’s discretion, five or more corpses increases the Difficult modifier to +2.

## Witnesses

This entry relates solely to witnesses to the supernatural occurrence. Seeing a strange footprint or hearing a ghastly howl falls under Physical Evidence, whereas witnessing a monster, the successful invocation of a ritual by

# Leagues of Gothic Horror: The Ministry

a magician, or the effects of a weird science device counts under this category.

Witnesses who suffer a loss of Sanity points, even if they remain sane, are very likely to be hysterical. While they might initially rant and rave about ghosts and bogeymen, once they calm down they are likely to create a rational explanation of their own volition. Even if they persist in their beliefs, anything they say can be explained away as hysteria with little effort.

Witnessing the supernatural under less than optimal conditions plays into the agents' hands—it is easy to mistake something mundane seen at a distance, in mist or in poor lighting, while running, or even while intoxicated for something more sinister. Of course, if none of these conditions are present it becomes harder to explain away the sighting.

The more people who witness a supernatural event, the harder it becomes to explain it away as hysteria or mistaken identity.

## Outcome

Once the roll is made, it is time to determine how well the agents did in fooling the public.

Any success means the cover story is accepted as fact and the event forgotten, even by those involved. The higher the number of successes, the more rapidly the story becomes yesterday's news.

Failure means the story fails to appease the public and begins to circulate, though exactly how far and fast it spreads depends on the number of successes the roll failed by. Failing by one or two successes means the affair sees print in local newspaper and is discussed for a short while, or enters into local folklore.

Failing by four or more successes means the story makes the national newspapers in all its lurid details and enters the public consciousness. The genie is not out of the bottle, but the lid is certainly loosened. Segments of society may panic or become paranoid, form vigilante groups, even or raise questions in Parliament. The agents' department heads will certainly have stern words with them when they return to the Ministry.

## Having Someone Committed



It is not always feasible, nor indeed desirable, to drag a person suspected of possessing or misusing supernatural abilities before the courts. Given that the Ministry is committed to covering up supernatural incidents, bringing up evidence before judges, lawyers, and juries, even under the Trial of Lunatics Act 1883, defeats our aim.

Fortunately, there is a way to hide these criminals from society without involving many members of the public—having them committed to an asylum. In order for this to occur, both a justice of the peace (JP) and doctor must declare the person insane. Contrary to what you might believe, the Ministry does not have friendly officials prepared to do this either out of security for the nation or bribes. Gather your evidence, exaggerate the threat, and be polite!

Typically, Charisma + Con or Diplomacy are used to acquire the relevant signatures. An alienist may call upon his Alienism Skill, instead. Applicable Rank and Status Resource bonuses can be applied, as well. Using one's Ministry Rank is entirely suitable here—invoking reasons of public safety or national security is well within an agent's remit, and one likely to be considered acceptable by the two required signatories.

The Difficulty should be assigned based on the apparent mental state of the person being committed and any story concocted by the agents. A patient shouting about how he saw a wolf-man tear his friend limb from limb or was witness to a vampire attack is much more likely to be committed without question than one who is calm.

Once the person has been locked away, there is always the danger an alienist may attempt to unlock the secrets of their mind or, worse, start believing their crazed story. Avoid the use of major asylums, those with well-trained alienists. Instead, find a rural institution where the alienist is more likely a quack, or at least incompetent.

# Chapter the Fifth: Sample Characters

## Sample Henchmen

### Agent: Department C

#### Follower 0

**Primary Attributes:** Body 1, Dexterity 1, Strength 1, Charisma 1, Intelligence 3, Willpower 2

**Secondary Attributes:** Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 2, Health 3, Sanity 4

**Skills:** Academics: History 4, Anthropology 4, Expeditions 4, Investigation 4, Linguistics 4

**Talents:** None

**Resources:** Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

**Flaws:** Clumsy (+1 Style point whenever she suffers harm or causes damage due to her bungling)

**Weapons:** Punch 0N

### Agent: Department M

#### Follower 0

**Primary Attributes:** Body 1, Dexterity 1, Strength 1, Charisma 1, Intelligence 2, Willpower 3

**Secondary Attributes:** Size 0, Move 2, Perception 5, Initiative 3, Defense 2, Stun 1, Health 4, Sanity 4

**Skills:** Elder Lore: Pick one 3, Investigation 4, Linguistics 4

**Talents:** None

**Resources:** Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

**Flaws:** Fainter (+1 Style point whenever fainting causes him or his companions trouble)

**Weapons:** Punch 0N

### Agent: Department P

#### Follower 0

**Primary Attributes:** Body 1, Dexterity 2, Strength 1, Charisma 1, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 3, Perception 4, Initiative 4, Defense 3, Stun 1, Health 3, Sanity 3

**Skills:** Academics: Occult Lore 4 (*Specialty based on chosen Sub-Department 5*), Investigation 4 (*Research 5*)

**Talents:** None

**Resources:** Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

**Flaws:** Impulsive (+1 Style point whenever her impulsiveness gets her or her companions into serious trouble)

**Weapons:** Punch 0N

### Agent: Department P/O1

#### Follower 1

**Primary Attributes:** Body 1, Dexterity 1, Strength 1, Charisma 1, Intelligence 3, Willpower 2

**Secondary Attributes:** Size 0, Move 2, Perception 5, Initiative 4, Defense 2, Stun 1, Health 3, Sanity 3

**Skills:** Academics: Occult 4, Magic: Ceremonial 5

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**Talents:** Magical Aptitude (Can cast rituals)

**Talents:** None

**Resources:** Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

**Rituals:** Channel Dead, Healing, Spirit Binding

**Flaws:** Inscrutable (+1 Style point whenever she is misunderstood or her mysterious motives cause trouble)

**Weapons:** Punch 0N

## Agent: Department S

**Follower 1**

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 3, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 5, Initiative 5, Defense 4, Stun 2, Health 4  
**Skills:** Craft: Electrics 5, Craft: Mechanics 5, Investigation 5, Science: Chemistry 5, Science: Engineering 5

**Talents:** Weird Science: Engineering (Can create gadgets)

**Talents:** None

**Resources:** Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

**Flaws:** Condescending (+1 Style point when he proves someone else wrong or establishes his own superiority)

**Weapons:** Punch 0N

## Agent: Department S/A

**Follower 0**

**Primary Attributes:** Body 1, Dexterity 2, Strength 1, Charisma 1, Intelligence 3, Willpower 1

**Secondary Attributes:** Size 0, Move 3, Perception 4, Initiative 5, Defense 3, Stun 1, Health 2, Sanity 2

**Skills:** Pilot: Aerial Craft 4, Gunnery 4, Science: Engineering 4, Science: Physics 4

**Talents:** None

**Resources:** Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

**Flaws:** Boring (+1 Style point whenever his boring persona causes him or his allies trouble)

**Weapons:** Punch 0N

## Agent: Department S/K

**Follower 0**

**Primary Attributes:** Body 1, Dexterity 1, Strength 1, Charisma 2, Intelligence 3, Willpower 1

**Secondary Attributes:** Size 0, Move 2, Perception 4, Initiative 4, Defense 2, Stun 1, Health 2, Sanity 3

**Skills:** Animal Handling 4, Medicine 4 (*Veterinary* 5), Science: Biology 4 (*Anatomy* 5)

**Talents:** None

**Resources:** Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

**Flaws:** Curiosity (+1 Style point whenever her curiosity gets her or her friends into trouble)

**Weapons:** Punch 0N

## Bodyguard

**Follower 1**

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 2, Intelligence 2, Willpower 2

**Secondary Attributes:** Size 0, Move 4, Perception 4, Initiative 4, Defense 4, Stun 2, Health 4, Sanity 4

**Skills:** Brawl 4, Empathy 4, Firearms 4, Intimidation 4, Melee 4

**Talents:** Guardian (Defense bonus to allies)

**Resources:** None

**Flaws:** Distrustful (+1 Style whenever his distrustful nature prevents him from achieving a major goal or causes him or his friends trouble)

**Weapons:** Punch 4N, Heavy revolver 7L, Sap 5N

## Coachman

**Follower 0**

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 1, Intelligence 1, Willpower 1

**Secondary Attributes:** Size 0, Move 4, Perception 2, Initiative 3, Defense 4, Stun 2, Health 3, Sanity 2

**Skills:** Firearms 4 (*Pistols* 5), Ride 4 (*Vehicles* 5)

**Talents/Resources:** None

**Flaws:** Coward (+1 Style point whenever he abandons his friends to save his own skin)

**Weapons:** Punch 0N, Heavy revolver 8L

## Sample Characters



**Archetype:** *Scientist*; **Motivation:** *Preservation*; **Style:** 3

**Primary Attributes:** Body 3, Dexterity 2, Strength 3, Charisma 2, Intelligence 3, Willpower 2

**Secondary Attributes:** Size 0, Move 5, Perception 5, Initiative 5, Defense 5, Stun 3, Health 5, Sanity 4

**Skills:** Animal Handling 4, Art: Photography 5, Athletics 5 (*Swimming* 6), Expeditions 5, Firearms 4, Investigation 4, Pilot: Nautical 4, Science: Biology 6 (*Aquatic animals* 7)

**Talents:** Bloodline: Marsh (Can hold breath for longer), Swim (Doubles speed when swimming)\*

**Resources:** Artifact 1 (Advanced Diving Suit), Follower 0 (Sailor), Rank 0 (Ministry of Unusual Affairs; +1 Social bonus)

**Flaws:** Obvious (-2 penalty to stealth and deception-related rolls; +1 Style point whenever she fails to conceal her motives or draws negative attention to herself)

**Weapons:** Punch 0N, Heavy revolver 6L

\* *Free Talent from Bloodline: Marsh*

**“Can you move a little closer? I need to get a true sense of scale in the photograph. Of course it’s perfectly safe! I imagine that unless it is particularly hungry that it probably only eats fish.”**

### Description

My family have long been accustomed to maritime activities, having been merchants who, after sailing much of the Pacific and dealing with the native islanders, settled here from the eastern seaboard of the United States. Having no head for matters of commerce or an interest in foreign travel, I broke with tradition and attended university, where I opted to study marine biology.

I’d heard stories of sea monsters long before I ever saw one. I seem to recall my grandfather talking about such things, though he drowned

when I was only young and my recollection may be hazy. His body was never recovered from the ocean, though that did not put me off from sailing or diving.

I distinctly recall my tutors dismissing talk of monstrous sea serpents as anything other than species of fish, or possibly aquatic mammal, misidentified by uneducated mariners. That they might be hitherto unknown species, perhaps even dinosaurs leftover from that bygone age of the terrible lizards, seemed most implausible in their eyes.

I was serving as a junior researcher on an expedition sponsored by the Society of Aquanauts when I first encountered what can only be classified as a sea monster. Our submersible had dived to 500 feet, the skipper assuring us that an hour at such depths would bring the vessel to no harm, despite the ominous creaks and groans of the metal hull.

I saw the creature only at a distance, illuminated by the faint glow from one of the submersible’s exterior lights, and through a small viewing port. It was certainly an oddity, for it appeared to be of monstrous size, with the appearance of both octopus and man. I must admit, my nerves were rather rattled by the experience, and my cries forced the captain to return us to the surface with all haste.

Lacking any evidence save that presented by my own eyes, I thought to write and publish a paper on the topic, if only to stir up interest among like-minded scientists. It was shortly after announcing this to the Aquanauts that I was approached and recruited by the Ministry of Unusual Affairs into Sub-Department K.

Although forbidden from publishing any material on the subject, I am at least granted both the time and funds necessary to investigate sightings of aquatic beasts.

### Roleplaying

Sea and loch monsters, while they might on occasion eat livestock, or more rarely people, are no threat to the government. While some of your colleagues seek to kill and study these creatures in the laboratory, you want only to study them in their natural habitat and preserve them on photographic plates.

# Leagues of Gothic Horror: The Ministry

## Cover-Up Specialist

**Archetype:** *Government Official*; **Motivation:** *Mystery*; **Style:** 3

**Primary Attributes:** Body 2, Dexterity 2, Strength 2, Charisma 4, Intelligence 3, Willpower 3

**Secondary Attributes:** Size 0, Move 4, Perception 6, Initiative 5, Defense 4, Stun 2, Health 5, Sanity 6

**Skills:** Alienism 5 (*Psychology* 6), Con 7 (*Lies* 8), Athletics 2, Brawl 2, Diplomacy 5, Empathy 5, Intimidation 5 (*Threats* 6), Investigation 5 (*Interview* 6), Spying 5, Streetwise 5

**Talents:** Charismatic (+1 Charisma rating)

**Resources:** Follower 1 (Bodyguard), Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Skeptic (+1 Style point whenever she proves an assertion wrong or convinces someone else to question their beliefs)

**Weapons:** Punch 2N

**“Those globular lights were just geese and the strange noises their honking. Is that alcohol I smell on your breath, vicar? I’d hate for anyone to think you had a drink problem...”**

### Character Background

I’m not going to lie to you. Before I joined the Ministry I was a confidence trickster, relieving fools of their money through all manner of scams. I was working a scam involving some miracle-growth fertilizer on a village of dim-witted farmers when I had my first supernatural experience.

I had heard rumors of fiery lights and burnt animal carcasses, but didn’t pay them much attention. I could tell at a glance the locals liked their cider a little too much, and country folk are full of tall stories designed to impress outsiders and scare themselves stupid. Apparently some scientists took the story seriously, as a small team of them were staying in the inn where I was working my charm.

It was getting late and the sun had set when

I heard a mighty whooshing sound and the bleating of panicked animals. Rushing outside with the patrons, we saw several sheep running around, their fleeces all a flame. I haven’t eaten lamb since.

The scientists were trying to calm people down, but it was easy to see they were out of their league. Talking about spontaneous combustion and freak balls of lightning only seemed to make matters worse. When the locals went for their pitchforks I knew things were going to get ugly. That’s when I stepped in to take charge.

The ground was pretty boggy and I’d passed through a small marsh on the way to the village. While the scientists tried to placate the mob with convoluted scientific explanations, I hit on the “obvious” solution—marsh gas. Every now and then, I explained, pockets of gas would accumulate. A spark, either from a chimney or electricity in the air, caused it to combust, creating the fiery spheres in the air and, unfortunately, catching the occasional sheep on fire. Sometimes the simplest solutions to a problem are the best, for the crowd soon departed, mumbling in their unfathomable country dialect.

As it turns out, the scientists were in fact agents of the Ministry of Unusual Affairs. The chance to use my natural charms in return for an honest wage was too good to turn down, and I accepted their offer of employment.

The true cause of the unusual events? Well, it certainly wasn’t marsh gas, that’s for sure. In this instance it really is better for you to remain ignorant. There are some things man is not meant to know.

### Roleplaying

You know if the public ever learned the truth concerning the supernatural there would be mass insanity and social collapse. Much better they remain ignorant, even if that exposes them to potential harm.

Usually you prefer to let your cover stories speak for themselves, your natural gift for lying making them seem genuinely believable. Sometimes, though, you are forced to make veiled threats in order to ensure secrecy.

## Sample Characters

### **Field Agent**

**Archetype:** *Monster Hunter*; **Motivation:** *Mystery*; **Style:** 3

**Primary Attributes:** Body 2, Dexterity 3, Strength 3, Charisma 2, Intelligence 3, Willpower 2

**Secondary Attributes:** Size 0, Move 6, Perception 5, Initiative 6, Defense 5, Stun 2, Health 4, Sanity 4

**Skills:** Academics: Occult 5 (*Vampires* 6), Athletics 4, Brawl 5, Empathy 5, Firearms 5, Investigation 5, Linguistics 5, Melee 5, Stealth 5

**Talents:** Vampire Hunter (+2 bonus when dealing with vampires)

**Resources:** Artifact 0 (Sun Shot Rounds), Follower 0 (Clergyman), Rank 1 (Ministry of Unusual Affairs; +2 Social bonus)

**Flaws:** Distrustful (+1 Style point whenever his distrustful nature prevents her from achieving a major goal), Nemesis (Vampire; +1 Style point whenever his nemesis rears his ugly head and makes life extremely difficult for him or his comrades)

**Weapons:** Punch 5N, Heavy revolver 8L, Wooden stake 6L

**“In the name of the Crown, I order you to drop the ceremonial knife, step away from the altar, and let the sacrificial virgin go!”**

### Description

What did I do before I joined the Ministry? Oh, a little of this and a little of that. It's not really important. Let's just say I had certain talents that made me an ideal candidate and leave it at that. All that really matters is that I defend the public from horrors that would drive them insane if they were to learn of their existence. If the average person knew what lurks in the shadows, they'd never leave their homes again, especially at night.

There are many terrors, but perhaps none as devious as vampires. Oh werewolves are certainly fast and strong, and deadly to the un-

prepared, but they're little better than savage beasts. Ghosts can be very troubling, but they are fettered to a location and lack imagination. Vampires, on the other hand, are masters at manipulation and subterfuge—only those that cannot effectively disguise themselves risk being discovered quickly.

Me? Yes, I have killed plenty of vampires in my time, enough that hunting them has become my specialty. They were mostly only newly created thralls, dangerous but without the powers of a master vampire. In fact, I have been tracking a certain Romanian noblewoman, one Countess Tsarovna, across the country for several months now.

Ah, now there is an adversary who knows how to play cat-and-mouse. As to who is the cat and who the mouse, I cannot say. We have both laid traps for the other, and yet we are both able to continue the duel. I think it is fair to say she possesses an arrogant streak. Let's face it, she is far more powerful than I and could, if she so choose, crush me like an insect. But she wants to play, to tease and torment before she feeds. In that regard, the cat and mouse analogy seems very apt, don't you think?

Yes, the fact I now have a very large pistol pointing at your head is proof that I know your secret. I have long suspected Countess Tsarovna had placed a spy in the Ministry, which is how she has remained one step ahead of me all this time. Now, are you going to tell me where your mistress is, or am I going to have to redecorate this room with your traitorous brains?

### Roleplaying

You know there are dangerous things out there—things that would send a lesser person screaming in abject terror if they encountered them. It's your job to keep the Empire, and by dint its loyal inhabitants, safe from those accursed fiends.

You do not find it easy to trust strangers, and even friends must be kept at arms' length—anyone could be a werewolf, a black magician, or a vampire's thrall, and in your line of work, making the wrong friends means certain death.



# Leagues of Gothic Horror: The Ministry

## Spiritual Guide

**Archetype:** *Clergyman*; **Motivation:** *Faith*;  
**Style:** 3

**Primary Attributes:** Body 2, Dexterity 2,  
Strength 2, Charisma 3, Intelligence 3, Will-  
power 3

**Secondary Attributes:** Size 0, Move 2, Percep-  
tion 6, Initiative 5, Defense 4, Stun 2, Health  
5, Sanity 6

**Skills:** Academics: Occult 5 (*Apparitions* 6),  
Academics: Religion 5, Alienism 5, Athletics 4,  
Diplomacy 5, Empathy 5, Firearms 4, Investiga-  
tion 5 (*Research* 6)

**Talents:** Exorcism (Can cast Banish Spirit  
using Willpower x 2), Inspire (Provides Skill  
bonus to allies)

**Resources:** Follower 0 (Soldier, Infantryman),  
Rank 0 (Ministry of Unusual Affairs; +1 Social  
bonus)

**Flaws:** Lame (-2 Move rating; +1 Style point if  
he is unable to outrun danger, or if his bad leg  
gets him into trouble)

**Weapons:** Punch 0N, Light revolver 6L

**“Fear not, for we are strong in the Lord  
and have plenty of ammunition with  
which to smite his unholy foes.”**

### Description

I tell people my leg was made lame by a tiger while I was serving with the army in India. That is not true, but it is far easier for them to accept that than the accursed truth. You, though, are ready to hear the truth, for you have seen what lies beyond the veil.

No doubt many civilized men have shivered with fear while reading works of Gothic fiction by the flickering lamps that illuminate their comfortable and secure homes. By the light of day, those same stories that caused their pulses to race not a few hours before seem like fairy tales, and the fears they invoked utterly irrational. We live, they proclaim, in a world of science and understanding, not superstition—everything can be explained by science!

My leg was ripped from hip to knee by a creature that science cannot explain—a rakshasa, a shapechanging demon native to India and the lands thereabouts.

Since encountering the demon I have fought and defeated many other fiends, though my primary expertise lies in ridding this world of troublesome spirits, either tortured souls or the vile minions of Satan. In some instances that has been my choice, for I have a higher calling in addition to serving the government of this great land. In others, wicked spirits have given me, and those who stood beside me, no option.

How old are you? Eighteen, perhaps? Even against mundane opponents I have witnessed hardened veterans of many campaigns, even officers, run in terror while fresh recruits, mere boys like yourself, stand firm and perform their duty admirably. Remember that it is not the hand that guides the bullet or bayonet, but the spirit. After all, what use is a rifle if you lack the courage to aim true? Let me tell you in no uncertain terms that in every single engagement, both before and since joining the Ministry, I have tasted fear. Oh, how I have wanted to run! And yet I stood my ground.

Fear is a disease, you see. It consumes one man, and then it spreads to his comrades. Once that happens all is lost, for where brothers-in-arms are strong in numbers they are weak individually. The tonic that kills that vile disease is faith.

Of course men fear death. Mankind has long feared the unknown, and that is only natural. Be assured that the Lord stands at your side always, and be at peace in the knowledge that if your time on Earth has ended he will guide you to the Kingdom of Heaven.

### Roleplaying

As a clergyman, it is your duty to tend to the spiritual wellbeing of your fellow agents. This is especially true of those who have witnessed the supernatural first hand and suffered physical and mental harm as a result. You may not be a warrior or hero material, but you know how to inspire others to greatness through your faith.

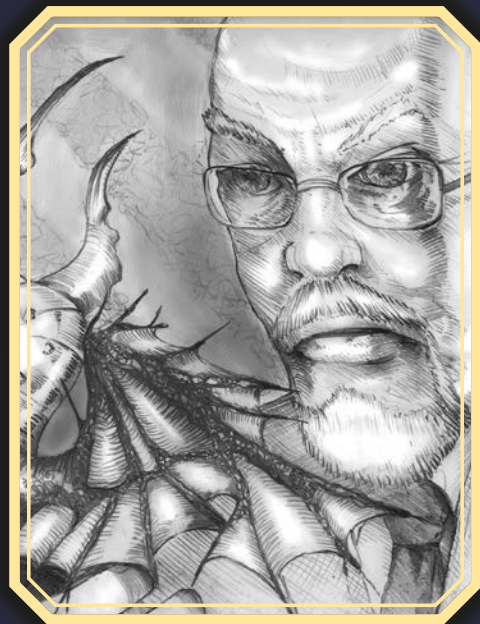
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# Do you have what it takes to safeguard the Empire from evil magicians, perverse cults, and supernatural creatures?

Working behind the scenes to protect the British Empire from these insidious threats is the Ministry of Unusual Affairs.

Inside this handbook you'll discover the centuries-long history of the Ministry, tour the many departments responsible for fighting evil, explore how to borrow contents from the Ministry's fabled Collection of arcane relics, and be taught how to cover up supernatural



occurrences for reasons of public safety. You'll even get to meet some of the many agents who defend Great Britain and her colonies against supernatural threats.

Leagues of Gothic is a horror roleplaying game from Triple Ace Games.



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