

BAKER STREET

Roleplaying in the World of Sherlock Holmes

Sherlock By Gaslight

SHERLOCK BY GASLIGHT

A London Sourcebook

featuring

The Whitechapel Murders
Adventure

designed for use with

Baker Street:
Roleplaying in the World of Sherlock Holmes

Fearlight Games
MMXVI

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PROFESSIONS

We've expanded the profession list from the corebook with a few new London occupations. Players can now choose from the following professions:

Iceman

The Iceman is in charge of bringing the people of London ice for their Iceboxes. He takes the ice from an icehouse, puts it on his carriage and makes daily deliveries. The job of an iceman is physically demanding with days starting at 4am and the shift not ending until evening. Although one could squeeze out a living as an Iceman, no one is going to get rich from it, save maybe the icehouse owners.

Profession: Iceman

Status

2 ● ● ● ○ ○

Class: Middle

Annual Salary: £75

Professional Skills:

Rank:

Specialties:

Commerce

3

Ice

Craft

3

Drive

3

Navigate

3

City Streets

Strength

3

Lifting



Knocker -Up

Knocker -Ups use long sticks (made of bamboo) or snuffer-outers (used to put out gaslights) to wrap on the upstairs windows of their clients to wake them up. Clocks and watches were expensive items in Victorian times and Knocker-ups filled a role as a human alarm clock. Many police constables supplemented their pay by being knocker-ups. The pay was just a few pennies a month.

Special: If you want you can choose to be a police constable who is also a Knocker-Up. Feel free to drop any of the Police Professions skills and specialties for any from this profession. Just remember 5 skills and 3 specialties is the limit. Give yourself a status of 3 if you do this. Your income goes up by 7 pounds a year.

Profession: Knocker - Up

Status



Class: Poor

Annual Salary: £7

Professional Skills:

Rank:

Specialties:

Area Knowledge

3

London District (Pick One)

Commerce

3

Navigate

3

Observation

3

People

Strength

3

[Craft] Knockers



Link Boy

Link Boys are boys hired at night to lead people around by torchlight. For a few pennies they would escort you to the pub. They are adapted at making their own torches. Some link boys are dishonest, and would either mug (if large enough) or lead you into a trap to be robbed. Those dishonest link boys are presented in the reprobate section.

Profession: Link Boy

Status



Class: Poor

Annual Salary: £10

Professional Skills:

Rank:

Specialties:

Area Knowledge

3

London District (Pick One)

Craft

3

Torches

Dodge & Defense

3

Observation

3

Places

Street Smarts

3



Mudlark

Mudlarks are people (often children and the elderly) that make a living searching the muddy riverbanks of the Thames for anything of value. Often dead animals or waste products must be sifted through to find objects that can be sold. When nothing can be scavenged mudlarks could take up crime pilfering those on or near the river.

Profession: Mudlark

Status



Class: Poor

Annual Salary: £5

Professional Skills:

Rank:

Specialties:

Area Knowledge

3

Thames

Criminal Artistry

3

Observation

3

Objects

Street Smarts

3

Swim

3

River



Police Sergeant

A police sergeant often runs the desk at many neighborhood police station. When not tending to the drunk tank, he's processing other criminals. He can usually smell a liar from a long way off with his perception. He has keen observation skills and can handle himself in a scuffle.

Profession: Police Sergeant

Status

2



Class: Middle

Annual Salary: £45

Professional Skills:

Rank:

Specialties:

Dodge & Defense

3

Fight

3

vs. Brawling

Observation

3

Perception

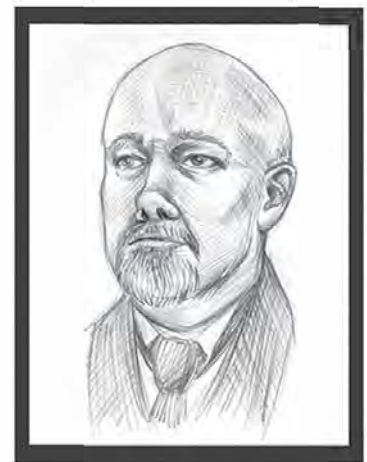
3

vs. Hide

Street Smarts

3

Petty Criminals



Postal Clerk

A postal clerk has a good working knowledge of the area they are employed in. They understand postal regulations and a cultivated deduction skill from attempting to decipher handwriting. They are often hired for the personal customer service skills with the general public.

Profession: Postal Clerk/ Letter Carrier

Status

2 ● ○ ○ ○ ○

Class: Middle

Annual Salary: £35

Professional Skills:

Rank:

Specialties:

Area Knowledge

3

(Your Area)

Charm

3

Small Talk

Commerce

3

Postal System

Deduction

3

Observation

3



Telegraphist

A telegraphist is a person that transmits telegraph messages. These individuals are able to send 40 to 50 words a minute. Often they are required to repair their own equipment so they have a great deal of knowledge on how the technology works. Technically a middle class profession and a highly specialized job their status is somewhat hampered by the view that a telegraphist is handling the transmission about the intimate details of your life.

Profession: Telegraphist

Status

2 ● ● ● ○ ○

Class: Middle

Annual Salary: £80

Professional Skills:

Rank:

Specialties:

Commerce

3

Message Deliveries

Craft

4

Telegraph Messages, Telegraph Repair

Deduction

3

Observation

3



Town Husband

A Town Husband is someone employed by the parish to collect money from the fathers of illegitimate children for their upkeep. Churches often employ church-going men that can handle themselves if the deadbeat dads would rather bolt or throw a punch than cough up money for their children

Profession: Town Husband

Status

3



Class: Middle

Annual Salary: £45

Professional Skills:

Rank:

Specialties:

Dodge & Defense

3

vs. Brawling

Fight

3

Oratory

4

Persuade; Fast Talk

Theology

3



Tramp

Tramps pretend to be needy paupers, but it is a deception. They are dissolute thieves and drunkards who rely on charity when they cannot steal what they want.

Profession: Tramp

Status

I



Class: Poor

Annual Salary: £5-10

Professional Skills:

Rank:

Specialties:

Acting

3

Charm

3

Friendly Persuasion

Criminal Artistry

3

Pick Pocket

Hide

3

Street Smarts

3

Petty Criminals



Vagabond

A person who actually seeks the wanderer's lifestyle. Vagabonds travel from Workhouse to Workhouse, sleeping in the Casuals Ward, working their four-hour shifts, and journeying on to get to the next hall before dusk. This free spirit is living the life, and cannot be convinced otherwise.

Profession: Vagabond

Status

I ○ ○ ○ ○ ○ ○

Class: Poor

Annual Salary: £5-10

Professional Skills:

Rank:

Specialties:

Charm

3

Friendly Persuasion

Endurance

4

Hide

3

Conceal Object

Street Smarts

3

Petty Criminals



Victorian Photographer

Photography was a newer technology during the Victorian age. The cost of equipment was prohibitive to many, so those who had access could make a comfortable living taking family portraits. Despite the expense, many families changed from oil paintings to photos. They even began to bring their recently-deceased loved ones to the Photographer for one last portrait. Commonly they were staged in a reclined position to appear alive but resting. A bit macabre perhaps, but the Photographer was adept in making sure everyone (living or otherwise) looked perfect for the shot.

Profession: Victorian Photographer

Status

2 ● ● ○ ○ ○ ○

Class: Middle

Annual Salary: £350

Professional Skills:

Rank:

Specialties:

Commerce

3

Photographer

Medicine

3

Anatomy

Observation

3

Perception

3

Photography

3

Composition



Workhouse Staff

The Annual Salary is what the Workhouse pays. Some of the positions (such as Chaplain and Medical Officer) are performed by people in the community in addition to their regular duties. The staff also were provided their rooms and rations.

Chaplain

The Chaplain is a member of local clergy paid to tend to the spiritual needs of the paupers. He conducts worship services on Sundays and the major Christian holidays. He also ministers to the sick, monitors the children's religious education, and is a source of encouragement and hope.

Profession: Chaplain

Status

3



Class: Middle

Annual Salary: £25

Professional Skills:

Rank:

Specialties:

Artistry

3

Creative Writing

Endurance

3

Observation

3

Oratory

3

Sermons

Theology

3

Church of England



Nurse

Nurses provided care to their charges. They administered the medicines, tended to the patients sanitary needs, and made sure to report everything to the Medical Officer.

Profession: Nurse

Status

2



Class: Poor

Annual Salary: £20

Professional Skills:

Rank:

Specialties:

Charm

3

Bedside Manner

Craft

3

Endurance

3

Observation

4

Symptoms



Porter

The Porter's role was the gate-keeper. No one would enter or leave without his knowing. He kept a ledger of every coming and going. He also searched all the incoming packages and bundles for any contraband like liquor. He conducted searches of the Male paupers and made sure they had their regular baths. He locked up the Workhouse at night and maintained order throughout the day.

Profession: Porter

Status

2 ● ○ ○ ○ ○

Class: Poor

Annual Salary: £20

Professional Skills:

Rank:

Specialties:

Deduction

3

Motive

Observation

3

Perception

4

vs. Hide

Street Smarts

3

Petty Criminals



School-Master/Mistress

This man or woman has the task of making sure the youth have the proper education, moral instruction, and skills to break them out of the poverty cycle.

Profession: School-Master/Mistress

Status

2 ● ● ○ ○ ○

Class: Middle

Annual Salary: £20

Professional Skills:

Rank:

Specialties:

Artistry

3

Craft

3

Customs

3

Victorian Society's Expectations

Oratory

4

Teaching

Science

3



Superintendent of Outdoor Labour

This fellow would see to it that the Male Casuals would put in their four hours of labor before they were sent on their way. Sometimes this position was filled by a former pauper.

Profession: Superintendent of Outdoor Labour

Status

2 ○ ○ ○ ○ ○ ○

Class: Poor

Annual Salary: £20

Professional Skills:

Rank:

Specialties:

Craft

3

Endurance

3

Observation

3

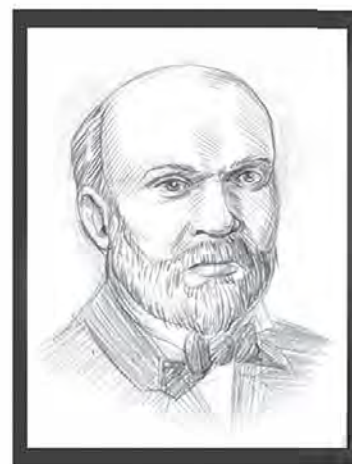
Perception

3

Street Smarts

3

Petty Criminals



Tramps' Attendant

This was the female counterpart to the Porter. The duties were similar but she would be conducting any searches of the Female paupers as well as seeing to their baths.

Profession: Tramps' Attendant

Status

2 ○ ○ ○ ○ ○ ○

Class: Poor

Annual Salary: £10

Professional Skills:

Rank:

Specialties:

Deduction

3

Motive

Observation

3

Perception

4

vs. Hide

Street Smarts

3

Petty Criminals



Workhouse Master

The Workhouse Master has numerous duties, but he is expected to perform them all with a spirit of graciousness and an even temper. He performs inspections, calls the roll, says the mealtime prayers, provides vocational instruction, and keeps track of all the other staff members. He is chiefly responsible for admitting the male paupers, so it is imperative that he can separate the truly needy from the career beggars.

Profession: Workhouse Master

Status



Class: Middle

Annual Salary: £40



Professional Skills:

Rank:

Specialties:

Commerce

3

Workhouse Management

Deduction

3

Motive

Observation

3

Oratory

3

Perception

3

vs. Hide

Workhouse Matron

The Matron is the female counterpart to the Master and as such, attends to the admission and needs of the female paupers and young children. More often than not, she is the wife of the Master, and the two of them share the burdens of caring for the downtrodden. Some of the Matrons double as School-Mistresses in smaller workhouses out of necessity.

Profession: Workhouse Matron

Status



Class: Middle

Annual Salary: £20 (up to £30
if teaching)



Professional Skills:

Rank:

Specialties:

Commerce

3

Deduction

3

Motive

Observation

3

Oratory

3

Teaching

Perception

3

vs. Hide

Workhouse Medical Officer

The Medical Officer examined all the paupers upon entering the Workhouse. He makes sure all the sick and injured receive proper treatment. He assesses the mentally infirm and recommends their removal to an asylum if necessary. He reports on the general conditions inside the Workhouse with regard to health and wellness.

Profession: Workhouse Medical Officer

Status

3 ●●●○○

Class: Middle

Annual Salary: £30

Professional Skills:

Rank:

Specialties:

Medicine

4

Diagnosis, First Aid

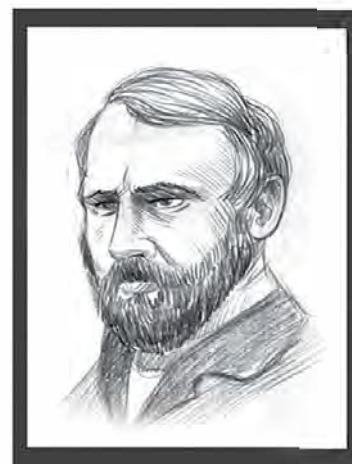
Observation

4

Science

3

Pharmacology



Workhouse Pauper

The life inside a Union Workhouse is utterly unpleasant. This is by design, otherwise everyone would want the free food, free bed, free clothing, free medical care, and free vocational training. The Union is not going to make it that easy. The food is flavorless, the bed and clothes are horribly uncomfortable, The Medical Officer has a couple hundred people to tend, and the only thing the paupers learn is physical tasks like breaking rocks. But despite all the miseries, it is better than starving in the gutter.

Profession: Workhouse Pauper

Status

I ○○○○○

Class: Poor

Annual Salary: £1-2

Professional Skills:

Rank:

Specialties:

Endurance

5

Observation

3

Perception

3



Workhouse Seamstress

A workhouse seamstress is poor woman with no other means of survival than using her skills of sewing at the various workhouses in London. The conditions are atrocious and the pay almost non-existent. A workhouse does provide a few small advantages to the poor that toil there. A place to stay, food to eat, education for your children, and free medical care.

Profession: Workhouse Seamstress

Status

I ○ ○ ○ ○ ○ ○

Class: Poor

Annual Salary: £9

Professional Skills:

Rank:

Specialties:

Area Knowledge

3

Whitechapel

Craft

3

Sewing

Endurance

3

Navigate

3

City Streets

Reason

3



Yeoman Warder (Beefeater)

The Yeomen Warders of Her Majesty's Royal Palace and Fortress the Tower of London, and Members of the Sovereign's Body Guard of the Yeoman Guard Extraordinary are the ceremonial guards of the Tower of London. They are traditional called Beefeaters. King Henry VII formed them garrison back in 1485 when he lived in the Tower.

Profession: Yeoman Warder (Beefeater)

Status

3 ● ● ● ○ ○

Class: Middle

Annual Salary: £60

Professional Skills:

Rank:

Specialties:

Dodge & Defense

3

Fight

3

Perception

3

Strength

3

Weapon

3

Halberd



New Reprobates

Along with some new professions we included a few new reprobates for the Mastermind to use against the investigators.

Abbess

An Abbess is a woman in charge of Victorian brothel. An older woman past her prime as a dollymop but only just now reaching her potential as a shrewd businesswoman. She runs the operation and sees to the girls. She might rule with an iron fist taking every two-pence from her girls or she very well may be a mother figure keeping her girls from harm. Her professional skills include Charm, Commerce, and Menace. Nobody messes with her girls.

Special Ability: An Abbess is very good at stopping violence in her establishments. Therefore she is not restricted to the use of one resolve when using Charm or Menace to stop violence from occurring.



Sample Abbess:

Characteristic:
"Delightful Entertainer"

Stats

Charm: 4

Friendly Persuasion

Commerce: 3

Menace: 3

Evil Eye

Perception: 3

Weapon: 3

Knife

Bonnet

A bonnet is an assistant to a Card Sharp or Magsman. He or she helps the sharp cheat against the honest folk at the game. A bonnet of course gets part of the winnings but not as much as the card sharp. Normally sharps start their criminal careers as bonnets before running their own games.

Special Ability: Bonnets are good at looking for trouble. Therefore they are not restricted to the use of one resolve when using the Observation Skill



Sample Bonnet:

Characteristic:
"I'm just watchin, honest"

Stats

Acting: 3

Criminal Artistry: 3

Hide: 3

Conceal Object

Observation: 3

Perception: 3

Street Smarts: 3

Cheating

Gambling

Bug Hunter

A bug hunter is one that robs drunks. They typically aren't too concerned about finesse and grace. They rough up a drunk and steal all his coin. They do rely on moving quickly and silently so the drunk never sees them coming. Nothing worse than a large, powerful drunk, with a high pain tolerance, that sees you stalking him.

Special Ability: Bug hunters are good fighters but they rely on their sneakiness to approach drunks making sure they get in the first punch. Therefore they are not limited to one resolve when using the hide skill or fight skill.



Sample Bug Hunter:

Characteristic:

"Hide, attack, grab, run... it's a living"

Stats

Hide: 4

Sneaking

Criminal Artistry: 3

Dodge & Defense: 3

Endurance: 3

Fight: 3

Brawling

Dishonest Bluebottle

As the name implies this is a dishonest policeman. Maybe he's on the payroll of some villain, perhaps he's paid to look the other way when low life reprobates are making deals, or perhaps he occasional helps himself to the till at gambling halls and taverns. His professional skills included: Observation, Fight, Weapon, and Menace.

Special Ability: Dishonest Bluebottles are known for their ability to know everything that's happening on their beat. Therefore they are not restricted to the use of one resolve when using the Area Knowledge Skill.



Sample Dishonest Bluebottle:

Characteristic:

"Pinchin purses on my beat? Well then 1/2 is mine, off you go."

Stats

Dodge & Defense: 3

Fight: 3

Menace: 3

Perception: 3

Observation: 3

Oratory: 3

Persuade

Weapons: 3

Truncheon

Fawney Dropper

Fawney Droppers are criminal who pretend to find something valuable on or near the street and sell it to a mark. A most common object is a brass ring that they try to pawn off to the mark as a gold ring that's very valuable. They are quick to the point, appear to be in a hurry, and always make the deal sound too good to pass up.

Special Ability: Fawney Droppers tell a good yarn about whatever worthless object they have. Therefore they are not limited to the use of one resolve when using the Oratory skill.



Sample Fawney Dropper:

Characteristic:

"I found this gold ring and I'm in a hurry, make you a deal squire..."

Stats

Area Knowledge: 3

Dodge and Defense: 3

Endurance: 3

Oratory: 5

Fast Talk

Lying

Persuade

Perception: 4

Prater

A prater is a fast talking criminal who's main purpose is to distract you. Often they choose the guise of a preacher similar to a choker. The difference is while chokers tend to work alone, praters use their skills of distraction to keep your attention focused on them while their associates rob you. Praters tend to rely on their ability to talk their way out of a situation than any physical skills.

Special Ability: A prater is a master of Oratory. Therefore they are not limited to one resolve when using the Oratory skill.



Sample Prater:

Characteristic:

"Hello. Do you have the time? My Name is..."

Stats

Area Knowledge: 3

Acting: 4

Disguise

Observation: 3

Oratory: 5

Fast Talk

Lying

Persuade

Perception: 4

Screever

Screevers are forgery experts. They can make documents or sometimes works of art. They may provide fake testimonials as well. Screevers aren't normally fighters, they prefer their crime to happen at the drawing table. Their services are highly valuable to high class thieves or spies.

Special Ability: Screevers are quite good at their forgery craft. Therefore they are not restricted to the use of one resolve when using the Craft Skill.



Sample Screever:

Characteristic:

"This will fool most anyone."

Stats

Criminal Artistry: 3

Craft: 4

Forgery

Hide: 3

Perception: 3

Observation: 4

Things

Snakesman

A snakesman is a young boy or otherwise thin, agile man that is used to squeeze into tight areas such as windows or through slightly ajar doors. The make exception burglars with breaking a window or door would cause too much noise and when you don't need a lockpick.

Special Ability: A snakesman is really good at sliding into and out of tight spots. He's almost impossible to keep tied up. Therefore they are not restricted to the use of one resolve when using any criminal artistry specialty to enter or escape.



Sample Snakesman:

Characteristic:

"No problem boss, I just need a small openin'"

Stats

Hide: 4

Sneaking

Criminal Artistry: 4

Escape Restraints

Close Quarters/Squeezing

Jump: 3

Climb: 3

Dodge & Defense: 4

Toy Getter

A toy getter is a watch thief. You never know when or where they will strike. The best ones are those that can take the watch from you without knowing it. Other have to rely on snatch and grab tactics. They like to work in the same area over and over, mainly because they have escape routes memorized. Professional Skills of a Toy Getter include Criminal Artistry, Observation, and Hiding.

Special Ability: Toy-Getter are very good at hiding in crowds and moving among them. Therefore they are not limited to using one resolve when using the hide skill.



Sample Toy Getter:

Characteristic:
"Watch Expert"

Stats

Area Knowledge: 3

Commerce: 3

Criminal Artistry: 3

Dodge & Defense: 3

Fight: 3

Hide: 3

In crowds

Observation: 3

NEIGHBORHOODS IN LONDON

Upper Upper Class Neighborhood

Who lives here? The crème de la crème of society make one of their multiple homes here. The monarchy and aristocracy can be found here, if the investigators can prove they are worthy of attention.

Who works here? The most trusted servants and the most expensive tradesmen (tailors, haberdashers, dress-makers, restaurateurs, etc.) cater to the wealthiest of London's aristocracy. Any goods or services the investigators procure will cost quadruple what they would expect to pay elsewhere. It will be difficult for them to even make purchases at any price. See below.

How are the investigators perceived? Any investigator not wearing the most haute couture will seem very out-of-place. People with a Status Rank less than 5 will be mistaken for servants if acknowledged at all. Conversations will require two extra successes if the investigators do not have a Letter of Introduction or are accompanied by a resident of the neighborhood.

Upper Class Neighborhood

Who lives here? The landed gentry dwell here, thriving on the London Social Season. Wealthy industrialists, yachtsmen, and various nobles can be found here.

Who works here? High-class merchants display their wares in fine shops along the boulevard. Investigators can expect to pay double the normal cost for goods and services.

How are the investigators perceived? Investigators without a 5 Status Rank will be met with indifference at best, usually barely-concealed scorn. All social interactions will require one extra success unless the investigators have an 'in' of some kind.

Middle Class Neighborhood

Who lives here? The Victorian Age saw a dramatic increase in the middle class. The variety of people in this part of the city is overwhelming.

Who works here? High-class merchants display their wares in fine shops along the boulevard. Investigators can expect to pay double the normal cost for goods and services. Most of the locals do not shop there, though. They stick to the merchants a little off the beaten path, where the goods and services are the normal price.

How are the investigators perceived? Folk in this area are well-read on the local news. This can be advantageous or disastrous for the party. If the investigators have successfully closed a few cases, at least one of the local newspapers will have reported on it. Treat each member of the party as having two extra Status circles while here. The reverse is also true; remove two circles if they have bungled anything of late.

Lower Class Neighborhood

Who lives here? The salt of the earth. The laborers that keep the new, industrial London going. Most of these folk are poor but content with their lot in life. Some of these people had a good life, but lost it to bad fortune. They remember the way it was, and are trying to get it back. There is the occasional upper class thrill-seeker slumming about, but they will jealously try to keep their secret.

Who works here? Beyond the usual shopkeepers, tradesmen, and publicans, there is a large criminal element working its trade as well. Investigators may be able to find merchandise at 50% what they would normally pay, but the goods are either going to be lower quality (a Negative Characteristic) or stolen.

How are the investigators perceived? Investigators with a Rank of 3 or more will not be trusted. Beggars do not have to be kicked too many times to know that well-dressed does not mean kindhearted. The members of the team with lower Status Ranks should be able to interact here with comparable ease and may wish to leave the fancier members in the carriage.

Lower Lower Class Neighborhood

Who lives here? No one ever wants to live here. It is the bottom of the barrel. Criminals, prostitutes, the crippled, the mad: all lumped together here where no one has to look at them.

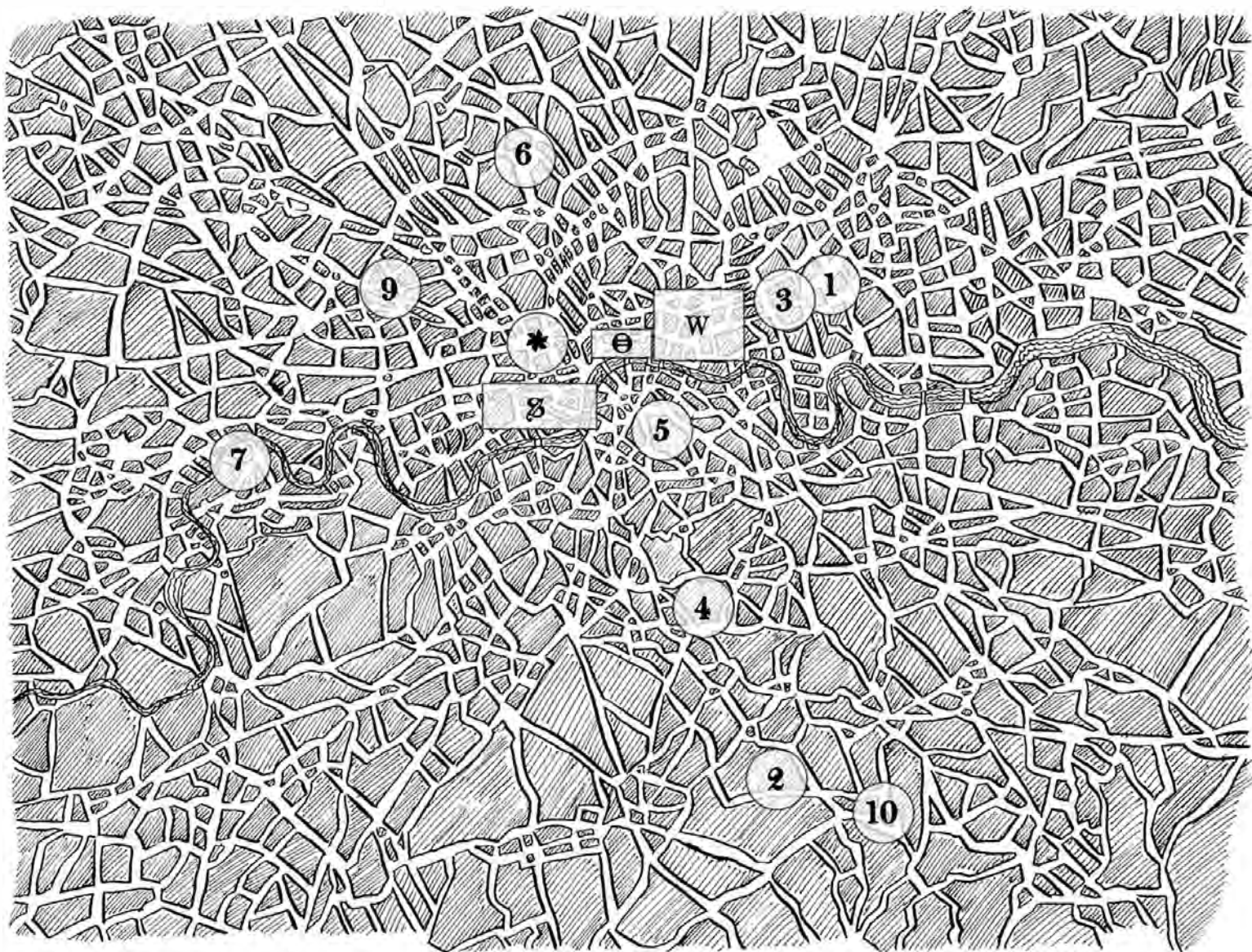
Who works here? Each one of the inhabitants is living day-to-day. If they can find work, they will do it, but scarcely anyone is handing out jobs around here. Some give up their freedom to live in a Workhouse. Many turn to a life of crime, selling their souls for some bread and a place to stay.

How are the investigators perceived? The investigators usually are seen as busybody meddlers who go to meetings decrying the miserable conditions but doing nothing about them. Unfortunately, they are also seen as the next victims of the rampant crime.

LONDON LOCATIONS

This section features maps and locations in Victorian London. Each location also has plot hooks, leads, and threat meter suggestions to use as the basis of an adventure. These locations are historical unless otherwise noted.

GREATER LONDON METROPOLITAN AREA

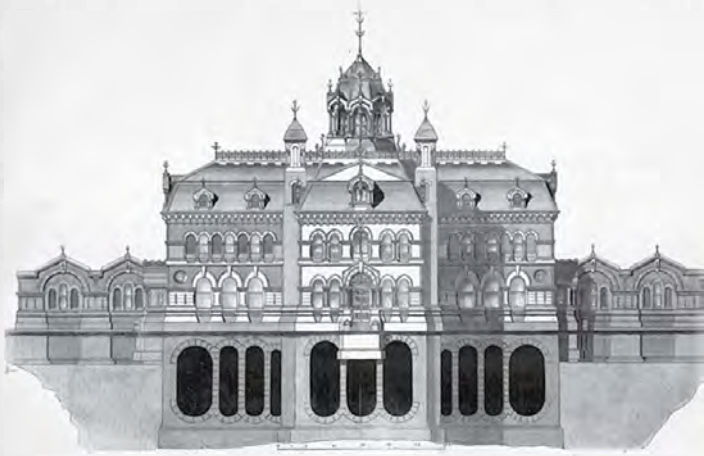


- W** - Area of Whitechapel Map (page 37)
- Θ** - Area of Old London City Map (page 48)
- Z** - Area of Westminster Map (page 55)
- *** - Location of 221B Baker Street

ABBEY MILLS PUMPING STATION

The Cathedral of Sewage

MAP LOCATION: 1



DESCRIPTION:

The Cathedral of Sewage, this sewage pumping plant is decorated in an elaborate Byzantine style. Its ornate beauty masks its rather disgusting, but necessary function. It was constructed for the purpose of raising the sewage in London from the low level sewers to the Northern Outfall Sewer, a gravity sewer constructed to prevent further outbreaks of cholera (which occurred in 1853) and to deal with the "Big Stink" of 1858.

The "Big Stink" or "Great Stink" was a time during the hot summer months of 1858 in which sewer waste smell invaded the area of central London and the nostrils of all its inhabitants. Flush toilets (newly invented) had flooded the rain drainage system with waste so foul it caused the House of Commons to adopt countermeasures to deal with the stink (like soaking curtains in Chloride of Lime). Eventually the smell died down in fall of 1858 but measures were adopted to stop future health issues.

This sewage pumping station was designed by Joseph Bazalgette, Edmund Cooper, and Charles Driver. It was built during a 3 year period from 1865 to 1868. It's named after a local Abbey's

Abbey's Watermill (Stratford Langthorn Abbey) that occupied the ground prior to the Abbey's dissolution in 1538.

PLOT HOOK:

The investigators are approached by a city official. Thefts are rampant in the Abbey Mills area and the metropolitan police are baffled. He says the thefts can no longer go unchecked and is hiring someone from outside the police to deal with it. Several Duffers bribed late night pump operators to stop the pumping of sewage to recover objects the duffers flush down the drain of upscale houses that have flush toilets. This has the added benefit of them not having to leave the houses they break into with the actual stolen goods.

Plot Points to Guide Investigators:

- Duffers caught leaving houses they broke into don't have actual stolen goods. Yet the homeowners report small valuables missing (mostly jewelry).
- There's an increase in the foul smell in the air during the night-time. This is from the night pump operators holding pumping operations to look for the flushed objects.
- A few Mudlarks have come into riches like pearl necklaces and other jewelry. If asked they say they found the riches at the end of the Northern Outfall Sewer. These objects match reported missing items.
- The Duffers have spread some local myths about a "monster" living in the sewer to scare off children and explain late night sewer noises.

Threat Meter Suggestions:

- Duffers get wise to the investigators operations. They go for one last big score. Several homes are hit all at once. The duffers make for the sewers to get their loot and cash out.
- The Duffers hire a couple of Nobblers to guard the the sewers from the pump station at night.

- The smell of the sewers makes it for hard for investigators to concentrate. Professional skills don't explode dice while in the presence of the "stink".
- The duffers pay the pump station workers to prepare a "nasty" surprise for the investigators should they turn up.

BETHLEM ROYAL HOSPITAL

MAP LOCATION: 2



DESCRIPTION:

Founded in 1247, this hospital was built on land donated by then Sheriff of London, Simon Fitz-Mary. He was devoted to Mary (in part due to his time in the Holy Land during the Crusades) and intended the hospital to care for ill paupers. It was built around a central courtyard with a chapel and had 12 rooms for the sick. It soon became known for caring for the mentally ill, using corporal punishment and religious devotion. There was also a scandal in the 15th century due to embezzlement and theft. Bethlehem Hospital was often shortened to

Bethlem or Bedlam as time went on.

It was later moved to Moorfields in the late 17th century. It remained there until the early 1800s when the disrepair of the building was noted. A larger, safer building was needed to house the patients and to separate them better by their illnesses and needs. Land was purchased at St. George's Fields and construction began in 1812. Patients first arrived in 1815. In 1816, a block was added for the criminally insane, with further additions for this purpose in 1835. Workshops and laundries were also added as workplaces for the patients at this time.

In 1851, the first resident medical officer was appointed to improve conditions in the hospital. Part of this was accomplished in 1864 by moving the criminal patients to Broadmoor. The opening of more asylums allowed for poorer patients to be placed elsewhere in the county. With wealthier patients who could pay to stay, many improvements were made to the amenities of the hospital and rooms.

PLOT HOOK:

James Dance, a local banker, often visits his sister at Bethlem. Recently she has spoken to him of her fears as some of the other women have disappeared suddenly in the night. Mr. Dance is worried for his sister and believes that she may truly be in danger as she spoke quite clearly to him. He believes that Scotland Yard will not take his sister's claims seriously and has approached Dr. Watson and the investigators.

Miss Dance's fears are not unfounded. One of the doctors at the hospital, Reginald Brownstone, has been performing experiments on some of the patients. Some of these are rather unorthodox and have led to the deaths of three female patients. He disposed of the bodies in the coal furnace that is part of the steam heating system. He wants to continue his research and believes that he is getting close to a great discovery.

Plot Points to Guide Investigators:

- One of the nurses has been assisting Dr. Brownstone with his experiments. She is feeling guilty and may be persuaded to talk to the investigators.

- One of the missing patients has left behind a journal under her mattress with some information about her fears about one of the doctors.

- There is a finger found near the coal furnace. It has a distinctive scar that one of the orderlies remembers seeing on a female patient who is now missing.

- One of the nurses remembers one of the missing female patients complaining about being tired from all the late night tests, but no tests were ordered for her.

Threat Meter Suggestions:

- It is unclear if there is actually anything going on at the hospital, is on the Sherlock die no longer function.

- Dr. Brownstone wants to continue his research and will convince others in the hospital to lie for him to keep his secret.

- Dr. Brownstone is getting nervous about the investigation and sends two Bludgers to cause trouble for the investigators.

THE BRYANT AND MAY MATCH FACTORY

MAP LOCATION: 3



DESCRIPTION:

The Bryant & May Match Company was founded in the mid nineteenth century between two Quakers, Francis May and William Bryant. The location of the factory was in Bow London, which had served in the past as factory for the manufacture of candles and rope. The factory employed around 1,400 women.

In 1888 the factory women protested long work-days, low pay, fines, and health issues including phossy jaw. Activist Annie Besant published an article which angered the factory owners. In response, the owners attempted to have the workers sign a letter contradicting the article. When the workers refused they fired one of the workers which lead to the strike. Eventually the owners, nervous of all the attention and the cessation of factory activities gave into the worker's demands eliminating fines, and access to the owners that the foreman would normally allow. Included in the agreement was conditions that meals would be eaten in a separate room from the phosphorus.

Phossy Jaw is a necrosis of the jaw caused by exposure to white phosphorus. Symptoms

include toothache, swelling of gums, and the jaw bone containing abscesses. Eventually the disease causes brain damage.

PLOT HOOK:

Investigators are approached by the family of one Annie Besant. She has disappeared and the family wants to locate her. The information they can provide is that she was last seen in crowd striking outside the Bryant and May Match Factory where several women and teenage girls working at match factory were protesting the work conditions.

Annie is in fact a protestor, activist, and orator, hired by the demonstrators asked to speak on their behalf. She's written one article already about the deplorable conditions at the factory. Her kidnapping points directly to factory owners at first, but in truth, a radical fringe element among the strikers has a plan to bomb the factory owner's home. Annie has discovered this face and tried to go to the police when she was kidnapped by the fringe element now ran by anarchists. The investigators must find out who is behind the kidnappings and save Annie in order to get the information they need to stop the bombings.

Plot Points to Guide Investigators:

- The handful of women most injured by match factory's conditions (phossy jaw for instance) seemed to have disappeared after the demonstration.
- The factory owners are prepared to make a deal after the demonstrations and give into their demands, especially in light of the press and publicity the strike is causing. (which makes it unlikely he is a suspect).

- Reports of several anarchists attending the demonstration from eyewitnesses. Anarchist material is found littering the street outside the match factory after the protest.

- One girl, believed to be taken with Phossy Jaw rants about a "bomb" and cackles about revenge.

Threat Meter Suggestions:

- The case becomes frustrating. Until the party knows the truth behind the kidnapping of Annie, the Sherlock result on the Sherlock Die has no effect.

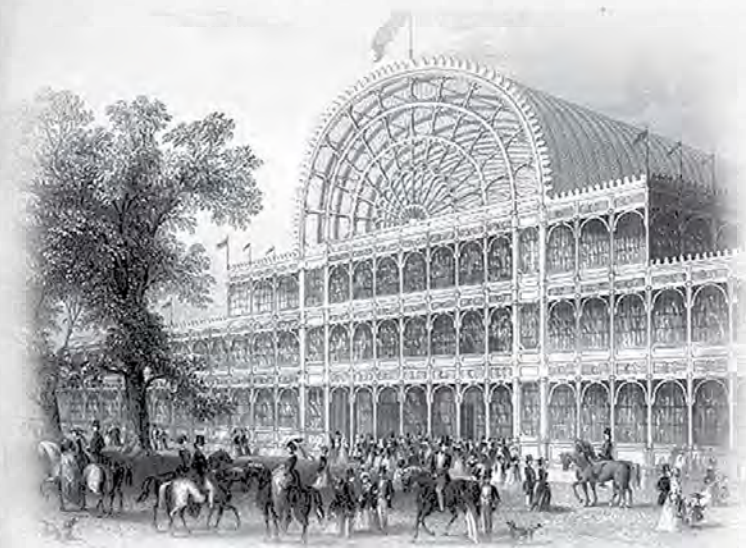
- The women in their fanatical revenge against the factory owner haven enlisted the aid of several anarchists. The bomb they provide won't just kill the factory owners, it will take out an entire city block, killing or injuring hundreds.

- Each investigator loses two points of resolve as the case stagnates without a resolution.

- Anarchists fearing the investigators are on to the truth of who has Annie, send hired Nobblers after the investigators.

CRYSTAL PALACE

MAP LOCATION: 4



DESCRIPTION:

This large glass building was built for The Great Exhibition in 1851 and is located in Hyde Park. It was created to house all of the exhibits about the technologies of the Industrial Revolution. The committee in charge of the exhibition invited the public to submit designs for the building and there were nearly 250 entries received from all over the world. The design that was used was created by a well-known gardener, Joseph Paxton. There were about 14,000 exhibitors in this grand building. The cast iron and plate glass building is over 550 meters long. The exhibition

saw many, many visitors during the six months that it was open.

After the exhibition ended, the building was moved and rebuilt at the top of Penge Place on Sydenham Hill. Although the materials from the old Crystal Palace were used, the building was changed in some ways to make it more attractive. Extensive gardens were added featuring the history of fine art. Along with the fountains, maze, pools, and regular statues, about 30 statues of dinosaurs were made for the park. There is also a concert room with about 4,000 seats. Over the years, many different exhibitions and shows have been held at the new location of the Crystal Palace. Special programs are also given sometimes for the visits of famous leaders, including one for the Shah of Persia in 1889.

PLOT HOOK:

During a flower exhibition at the Crystal Palace grounds, a specially bred orchid was stolen from a young gardener and scientist, John Reynolds. Reynolds had been breeding different flowers for several years and was very excited to show off some of his flowers. But, his prized orchid was stolen after it was given an award. Reynolds had been speaking to several other men who had been

breeding their own orchids when he noticed that the flower was missing. He does not think that Scotland Yard is taking the theft seriously so he has come to Baker Street for assistance.

The flower was stolen by a rival orchid grower who was jealous that Reynolds won first prize. The rival had been working on similar crosses, but had not been successful. He plans to use the stolen flower to aid in his own work.

Plot Points to Guide Investigators:

- There is an orchid petal near Reynolds' table that did not fall from one of his orchids.
- A piece of paper with notes about breeding orchids is found near where the orchid went missing.
- Reynolds remembers that there were several other orchid growers that he did not know very

well and had not spoken with during the exhibition.

- A woman remembers seeing a small, strange looking man near Reynolds' orchids after the prizes were awarded.

Threat Meter Suggestions:

- There were so many people looking at the flowers, the thief is hard to find. Is on the Sherlock die are no longer counted toward successes.
- The thief is starting to worry about being found. He hides the stolen flower and sends out friends with other similar orchids to throw off the investigators.
- The thief fears being caught and uses the flowers to pollinate several of his plants, then destroys the stolen flowers.

DENTON HANSOM CAB DISPATCH YARD (Fictitious)



DESCRIPTION:

Abe Denton and his brother Neil have run the Denton Hansom Cab Company for two years. Other cab companies do not like the upstarts coming in and taking their fares, but they might begrudgingly admit the demand is too high and it is impossible to keep up. The Denton's are filling an important need for cheap transportation. They currently have about three dozen cabs and are looking to double that within a year.

The dispatch yard has a few barns for cab storage, maintenance, and repair. There are stables for the horses. They employ a farrier to maintain the horses' hooves, make horseshoes, and to occasionally forge a replacement part for one of the cabs. The farrier also makes sure the horse tack is in good repair.

STORY HOOKS:

There is an uptick in local crime. A disproportionate number of passengers have claimed to be mugged shortly after exiting one of the Denton's cabs. Investigators will find no shortage of victims seeking answers. Is this the work of a gang of Rampsmen or is there more to it? Is one of the rival cab companies behind it, bent on ruining the competition? Perhaps the Dentons themselves are behind it. The cabbie could be sizing up potential victims and signaling the Rampsmen once the passengers are let off.

Mycroft has a few Hansom cab drivers as operatives but none that work for the Dentons. He sends the investigators to cultivate a new informant. The informant will not know he is working for Mycroft; he will only think he is assisting the investigators.

HIGHGATE CEMETERY

MAP LOCATION: 6



DESCRIPTION:

By the early 1830s, London was a thriving city with millions of inhabitants living and dying in close quarters. The growing problem of where to bury the dead led to Parliament passing an act creating the London Cemetery Company in 1836. This led to the building of seven private cemeteries, including Highgate.

Highgate was built on land that had been part of the Ashurst Estate and totaled about seventeen acres. The new cemetery was landscaped by David Ramsey, a famous gardener. The elevation, landscaping, and the fantastic architecture by Stephan Geary and James Bunning led to Highgate becoming London's principal cemetery and an attractive cemetery for the city's wealthy.

It was opened in 1839, with the majority of the land devoted to members of the Church of England and small portion for "dissenters" to be buried. Due to the popularity of the cemetery, the East cemetery was opened in 1856 and added another twenty acres. Several notable individuals are buried here including Michael Faraday, Lord Lyndhurst, and George Eliot. The cemetery also boasts the finally resting place of famous fighter Tom Sayers in the East cemetery and Karl Marx in the East cemetery.

Near the entrance of the cemetery there is a simple chapel and the residence of the superintendant. There are stairs leading up to the Egyptian Avenue with pillars and obelisks. There is a main carriage road and winding footpaths throughout the cemetery.

PLOT HOOK:

A local doctor has been doing medical research and has been looking for bodies at various stages of decay. Normally, he would be able to acquire the recently dead from various legal sources; however his research requires a greater sample of corpses in greater states of decay. He has hired two young medical students to procure bodies for him. The "assistants" are not much for murder, so they have been visiting the cemetery and acquiring bodies that they think will not be missed.

All goes according to plan until a mother and son visit the cemetery to place flowers on the husband/father's grave. They notice that the ground above the grave has been disturbed and the mother hires the investigators to find out what happened to her husband's grave as she has little money to convince the cemetery's keepers to investigate.

Plot Points to Guide Investigators:

- The investigators find that there was a witness, a young pickpocket who was sleeping in the cemetery and was awoken by the gravediggers
- One of the gravediggers dropped a pocket watch with an inscription
- A woman living in the building next to the doctor's lodging house and laboratory complains of stronger than usual orders coming from the building.
- Several human finger bones are found in the garden behind the doctor's lodging.

Threat Meter Suggestions:

- 1 or 2 on Sherlock die is no longer a success
- The doctor burns the remaining stolen bodies to destroy the evidence as the investigators spend more time looking for clues.

- The doctor hides the notes on his research by sending them in a package through the mail service to a friend living in Cornwall as the investigators begin asking too many questions.

- The doctor directs the “assistants” to throw the investigators off the trail and lead them to a rival doctor instead.

KEW GARDENS

MAP LOCATION: 7



DESCRIPTION:

Kew Gardens was founded in 1840 and is one of the largest botanical gardens in the world. Before the area was converted to a public conservatory by the Royal Horticulture Society, it had been home to several private gardens, including one owned by Dowager Princess Augusta of Wales, for whom the Chinese pagoda in the garden was built in 1772. Thousands of visitors, from botanists to artists to simple tourists, flock to the gardens each year to see the collection of trees, plants, and flowers from all over the world. Thanks in large part to England's colonization throughout the world, it is home to many rare and exotic species.

One of the landmarks of Kew Gardens is the Temperate House, built in 1860, which allows plants from regions in Africa, South America,

Australia, and Asia to thrive. There is also the Palm House, which houses the garden's palm trees, and the Rose Garden nearby. Because so many visitors come to the gardens and many of them want to take home souvenirs, the gardens have their own constabulary, formed mostly of veterans from the Crimean War. They are meant to thwart theft, though it still happens often.

STORY HOOKS:

A rare African lily has been stolen from the Temperate House exhibit. The curator of the exhibit, Rafael Magdalo, is incredibly distraught and frustrated over this loss. The theft took place during the Orchid Festival, when hundreds upon hundreds of orchid lovers come to the gardens to view the blooms. While the staff was busy with those visitors, the thief snuck inside the greenhouse to dig up the plant sometime between Magdalo's morning rounds in the greenhouse and just before lunch.

The thief is an amateur plant collector who wanted to add the lily to her collection. She broke away from her tour group with the Lady's Greenhouse Society to dig up the plant she's had her eye on since it arrived in London. She wants to display it in her own greenhouse to best her fellow club members.

Plot points to guide the investigators:

- The lily was grown in wet mud behind anthuriums, and across a path that would require the thief to climb a thin ledge. It was not an

inconspicuous theft.

- There is a young artist who comes to the greenhouse every day to sketch, and he witnessed a woman traipsing off the path during the Orchid Festival, but thought nothing of it.

- Clear marks where the thief's hands scooped out the plant are in the mud.

- The lily was not in bloom at the time it was stolen, and they only look like tiny cabbages without their flowers. This seems to indicate the thief had her eye on the flowers for a while, and indeed Magdalo mentions that members from the Lady's Garden Society were among the dozens of people who inquired about purchasing the plant.

- A muddy lady's glove can be found in the garden where the Lady's Garden Society had lunch in the Tea House--not too far from the greenhouse where the lily was planted.

- Speaking to members of the Lady's Greenhouse Society will reveal that one woman in their group

has been bragging about a new addition to her garden. The lily can be found in her greenhouse.

Threat Meter Suggestions:

- Knowing that the Baker Street investigators are after the missing plant, the thief buys a rare hydrangea to cover up for her prior bragging.

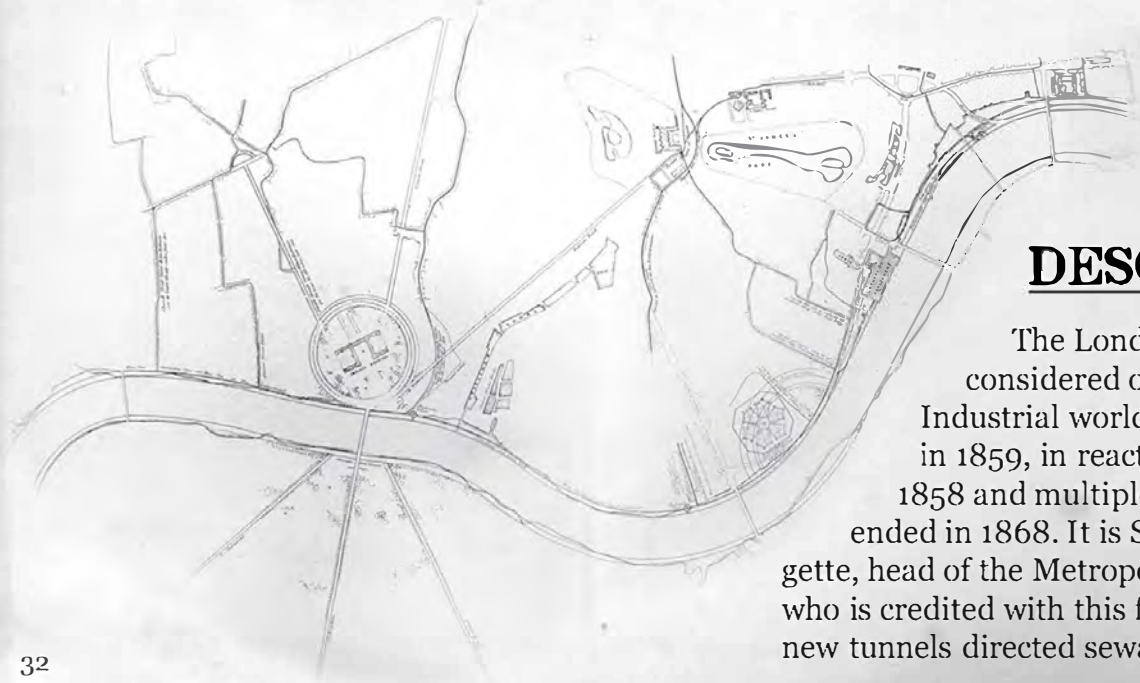
- Searching for one plant in a garden with thousands is not only difficult, but hard to justify and the investigators begin to lose their tenacity. Rolled 1s and 2s on the Sherlock Die no longer cause 1s and 2s to be successful.

- The Kew Gardens no longer wants to waste resources on recovering a single plant, no matter how rare. Reduce the reward for solving the case. Honestly, there were eleven other lilies just like it in the greenhouse. The investigators lose two points of resolve until the end of the case.

- The thief becomes scared of what will happen if she's caught by the investigators and sells the plant to an American collector, making the lily nigh irrecoverable.

LONDON SEWERS

MAP LOCATION: N/A



DESCRIPTION:

The London sewage system is considered one of the wonders of the Industrial world. Its construction began in 1859, in reaction to the Great Stink of 1858 and multiple cholera outbreaks, and ended in 1868. It is Sir Joseph William Bazalgette, head of the Metropolitan Board of Works, who is credited with this feat of engineering. The new tunnels directed sewage to treatment plants

instead of the Thames River. Prior to the sewage system, underground rivers such as the Fleet, which were built over as London grew, were used as open sewers which all flowed into the Thames. Many miles of tunnels exist beneath the city.

London's sewage isn't without its treasures. Both before and after the modern sewers were built, people called toshers sieved and hoed through the waste to collect anything of value they could find. Though the new sewer tunnels weren't as dangerous as their crumbling and fetid predecessors, they still posed problems for the toshers. Not only was there a hefty reward for anyone who turned in anyone illegally entering the sewers, but rumors of wild hogs and murderous hordes of rats were enough to scare away plenty of people. Or perhaps they were simply rumors started by the toshers themselves, protecting the filthy trade which could earn them over six shillings a day?

PLOT HOOK:

A young woman named Emma Sweetly needs to find her missing husband, Phillip. He disappeared shortly after his father's funeral. The night of the late Mr. Sweetly's death, Phillip began acting strangely and staying out late, a trend that continued for a week until Phillip simply didn't return home two nights ago. She's worried that the loss of his father, with whom he was very close, caused him to go crazy and that he's hurt himself wandering the streets of London somehow. She implores the investigators to find him and return him safely home.

Phillip hasn't gone crazy, but is following his father's notes. His father, a tosher who worked in the old sewers, claimed he had a rendezvous with "Queen Rat," a magic creature who can transform between giant rat and a beautiful woman. Mr. Sweetly's journal had directions to the treasure Queen Rat supposedly granted him, and Phillip wanted to find it. He was unsuccessful, however, and became lost before he found the treasure--whether or not it truly exists.

Plot points to guide the investigators:

- Phillip left a note for his wife saying he was going to meet the Queen and took food and water

with him.

- Phillip was not given any inheritance from his father except his old journal, which he was apparently elated about. The journal only contains diagrams of unfamiliar, winding streets.

- Emma mentions that Phillip came home "reeking" for several nights in a row before his disappearance, and his trousers were stained from the knee down with mud.

- Asking the late Mr. Sweetly's friends about the journal will reveal that Mr. Sweetly was a tosher and had an encounter with "Queen Rat," who granted him bountiful luck and treasure.

- Comparing the journal diagrams to the sewers reveals the pathway that Phillip took through subterranean London.

- The investigators can track Phillip through the sewers using their Observation skills, finding evidence Phillip has left behind on his trek, until they locate Phillip in a collapsed section of tunnel.

Threat meter suggestions:

- Players cannot call 1s as successes when the Sherlock result is rolled on the Sherlock die.

- Toshers who knew the late Mr. Sweetly's story want the treasure for themselves. They do whatever it takes to stop the investigators from getting to Phillip first.

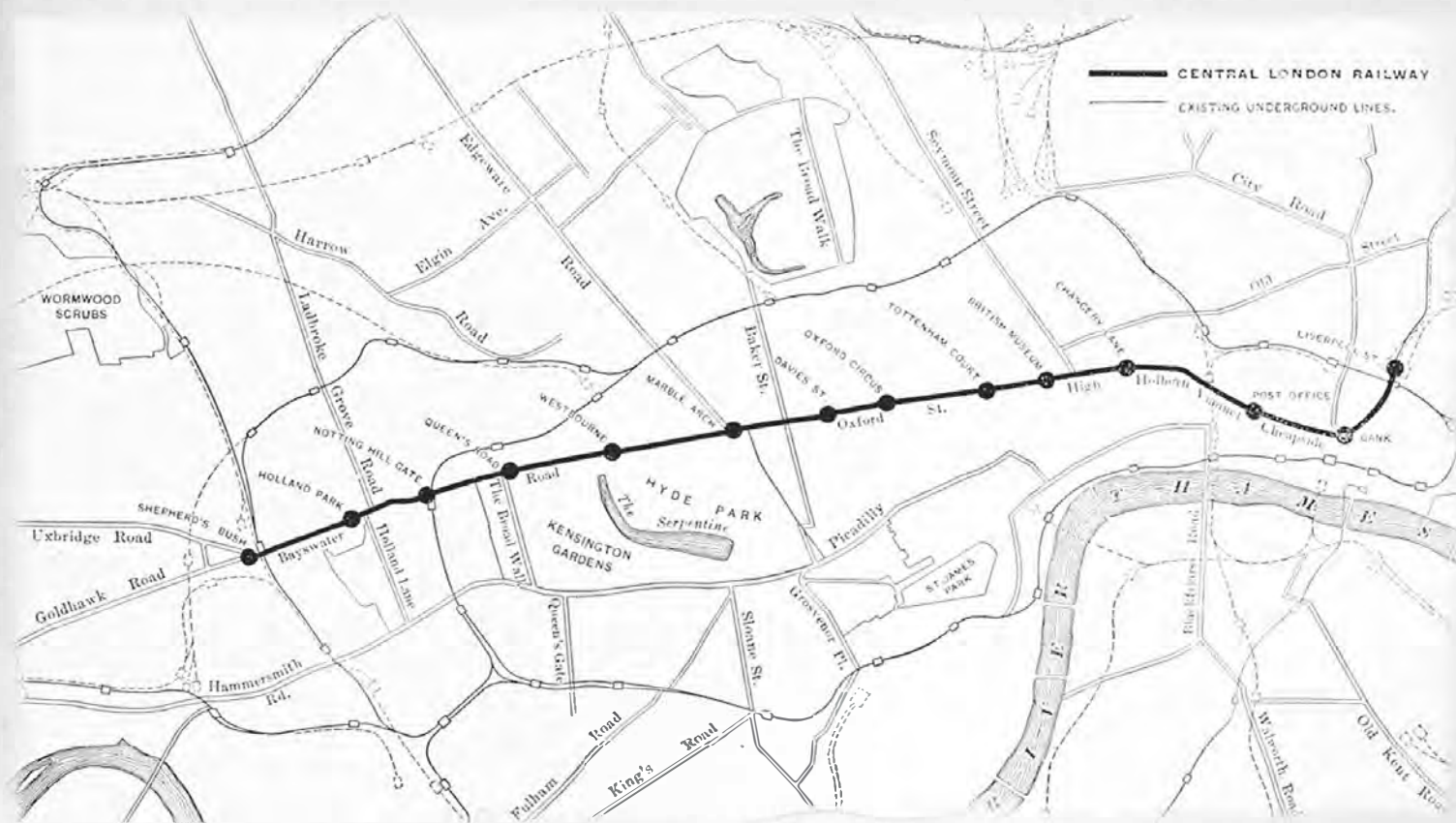
- Hanging around toshers leaves an awful stink about the investigators. Any investigator who doesn't normally have a dirty profession loses status.

- London and the tunnels beneath it are simply far too big to find one man. The investigators lose two points of resolve until the case is solved.

- Phillip runs out of supplies or otherwise wounds himself in the tunnels. Any further increase of the Threat Meter means the investigators can only recover a corpse for Emma.

LONDON UNDERGROUND

MAP LOCATION: N/A



DESCRIPTION:

By the 1830s, London traffic was becoming a problem and the streets were quite busy. There were proposals to construct underground railways. Because of various funding issues, construction did not begin until 1860 under the Metropolitan Railway. The first 6 meters of the underground was opened in 1863. It used steam locomotives which pulled wooden carriages. After this success, the House of Lords formed a committee to propose extending the underground railway. The District Railway was formed and plans began to complete a circuit around the city.

There were funding delays and disagreements between the District and the Met. The Met ended up running (in the north) from Moorgate Street to South Kensington, while District ran in the south (from High Street to Mansion House). They were supposed to be merged, but they ran their own trains even though it was possible to travel the entire circle in 1871.

In 1874, city financiers were frustrated that the circle had not been completed and they worked to get the Met and District to cooperate to finish the circle, which would allow access to all of the major railways in the city. In 1884, the circle was finally complete and one could travel the circle in about 80 minutes. Additional lines and stations were added throughout the rest of the century.

In 1890, The City and South London Railway opened about 5 meters of deep level underground railway from City of London to Stockwell, running under the Thames. Because of ventilation and other problems, electric locomotives were used. Fare is a flat rate of 2 pence per passenger, and there is room for about 30 passengers per carriage.

PLOT HOOK:

A group of three Chokers have set up work on the underground and have been using the busyness of the railway and the many stations to get away with quite a lot of loot. Because of their disguise no one

has realized that they are anything but clergymen. One of their victims is Mary Weathercraft, a secretary, who lost a locket that is very dear to her though it is of little actual value. She tried to speak to a constable, but he told her that it would be impossible to discover the thief. She remembered that her brother had gone to Sherlock Holmes several years before, so she decided to go to Baker Street for some assistance.

There are also a group of child pickpockets that have been working the underground railways. They are not involved in the theft of Miss Weathercraft's locket, but can serve to add confusion to the case.

Plot points to guide the investigators:

- Miss Weathercraft remembers that she was speaking with a kind priest before she got off at her stop.
- Several other passengers will remember the priest and note that they have seen him almost

every day for the last three weeks and that he often gets off abruptly at random stations.

- On the seat near where the priest was last seen there is a religious medal, but it is a cheap medal that paupers often receive from one of the churches near the rail stations.

- On one of the railcars, a Bible was found at the end of the day. It contains a few clues about one of the Chokers.

Threat meter suggestions:

- There are so many people traveling on the underground railway on the circle through London that it is difficult to find the Chokers, so no longer work on the Sherlock die.

- The Chokers are getting nervous and have moved from the District lines to the City and South London Railway.

- The Chokers call in some Bludgers for help dealing with the Investigators.

MORROWVIEW AND SONS GUNSMITHERY



MAP LOCATION: 9

DESCRIPTION:

Morton Morrowview and his sons, Dennis and Trevor, are continuing a family tradition. The patriarch of their family, Montgomery, learned the gunsmith trade and made a decent living at it. The Gun License Act of 1870 was a bit of a setback; less folk wanted to buy a weapon and pay 10 shillings for a license. So Montgomery shifted to higher-end weapons with customized engraving, special accessories, exotic materials, and so forth. Before he passed on, he taught Morton everything he could about making a gun into an expensive work of art. This shift in merchandise succeeded in attracting a more affluent clientele. Now Morrowview and Sons serves the upper echelons of royalty, Parliament, and even the military.

The store itself has a small number of unadorned weapons for sale and a few engraved one showcasing their considerable talent. Perhaps more eye-catching are the swords and sabers that wreath the room. Their quality is unmatched, which is why they command a high price. The waiting list for their services is lengthy indeed.

STORY HOOKS:

A specially-decorated ornate sword is found at a murder scene. The investigators could take the weapon to Morrowview and Sons to find out if they had engraved it and if so to whom they sold it. Morton would not like to betray a customer's trust, but the thought of one of his weapons used for criminal activities would be abhorrent to him.

Should one of the investigators wish to purchase a weapon, it will cost twenty times the price of a normal weapon and take four to eight weeks to be finished. It will have the Item Characteristic "Highest Quality."

Morton and his sons are a great resource if investigators have questions about weaponry or ammunition. Modern or archaic, foreign or domestic, it does not matter. If they do not have the information needed, they know who to ask.

PRIORY HOSPITAL

MAP LOCATION: 10

DESCRIPTION:

The Priory Hospital at Roehampton is one of London's oldest private mental asylums. It was built in 1811, and is a white, Strawberry Hill Gothic-style mansion. Originally a private residence, Dr. William Wood purchased the estate in 1872. He transferred his patients from Kensington to the Priory because he felt the country atmosphere was better for his patients. Dr. Wood's style of care for his patients made the Priory an ideal location to house more affluent patients. One such patient is Ellen Balfour, wife of politician Jabez Balfour. She became a patient at The Priory in 1880, where she lived the rest of her life.

Despite Dr. Wood's modern approach to psychiatric care, treatment for the mentally-afflicted was still limited. The English Lunacy Act of 1890 allowed people to be involuntarily kept at asylums so long as at least one physician recommended it. This allowed people to be falsely imprisoned rather easily. Edith Lanchester, a feminist who lived out of wedlock with her lover, was placed in Priory by her family, causing the Priory's most notable scandal.

PLOT HOOK:

A woman named Helen approaches the investigators about her sister, Clara, who is currently being held in the Priory. She claims that her sister doesn't belong in the asylum, despite the fact that her sister has hallucinated terribly and her condition only seems to get worse. She wants the investigators to look into any leads that might free her sister from the asylum.

The sister has been poisoned with jimsonweed, a toxic plant that can cause hallucinations and dementia. Her husband was the one who drugged her. She receives a stipend each year from her dead father's estate, but the money would stop flowing were she to die. Keeping Clara locked away allows the husband to continue collecting her stipend and spend the money as he wishes.

Plot points to guide the investigators:

- Helen reassures the investigators that she will be able to pay them despite being a single woman with no job--she also receives a healthy stipend from her deceased father's estate.
- Digging into the stipend reveals that the money will go to Helen in the event of Clara's death, but the money is being managed by the husband during Clara's stay at the Priory.
- This is the second time Clara has been at the Priory. She returned home after recovering but started hallucinating again soon after her release and was readmitted at her husband's request.
- If the investigators talk to Clara, she is very distraught, but mentions that what she misses the most is the tea her husband made for her every morning.
- There is a very well maintained garden at the family home that the husband cares for. There is one plant that doesn't fit in with the flowers and looks like a weed--this is the jimsonweed.

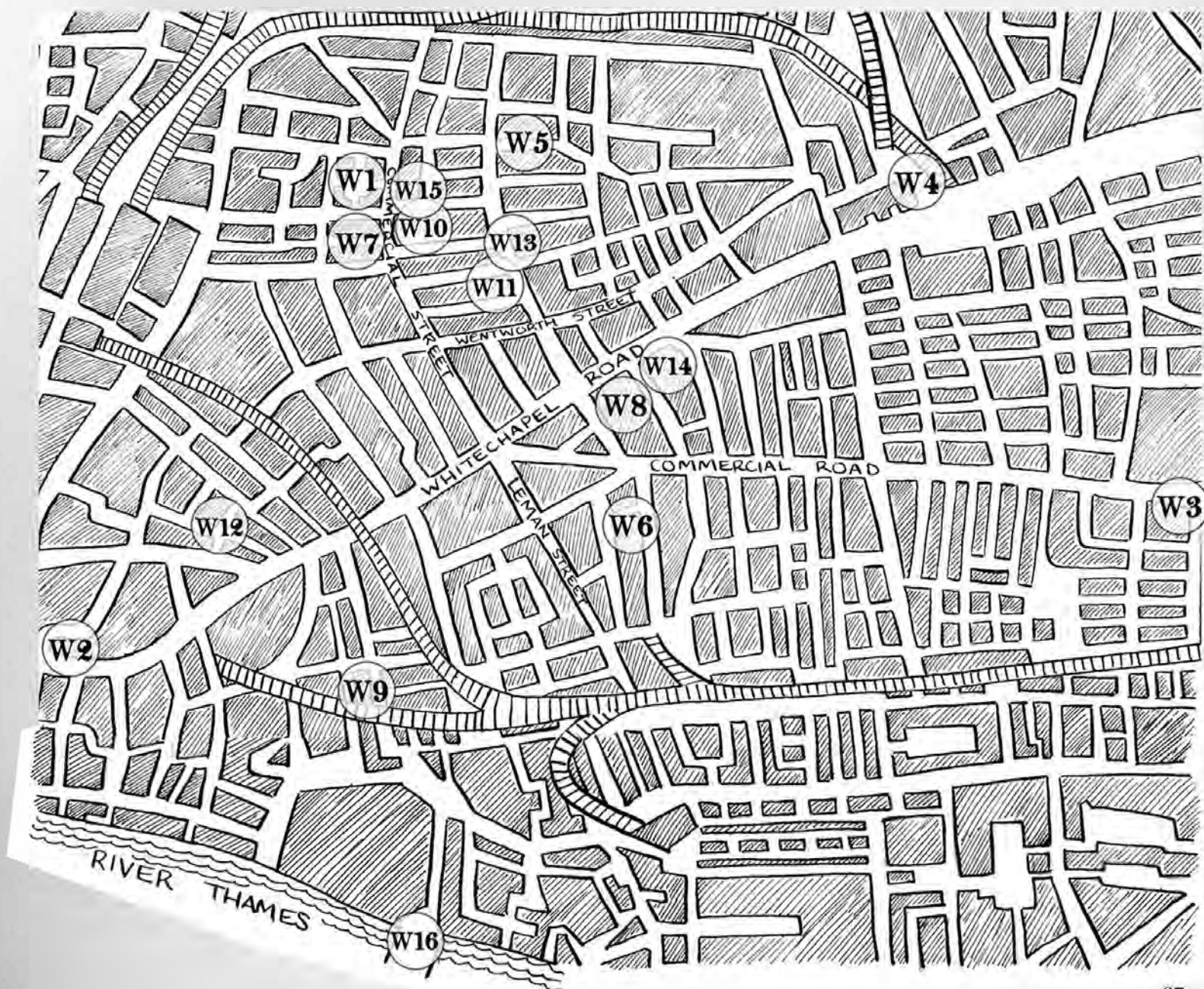
Threat meter suggestions:

- Clara's delusions provide the investigators with numerous false leads which seem quite convincing but lead nowhere.
- Clara begins to feel as if she cannot trust her own mind and is convinced her hallucinations are a sign of true insanity. Increase the difficulty of rolls within the Priory.

- Clara's husband begins to worry about the presence of the investigators. He spends more time with Clara at the Priory in order to keep any incriminating information she might have from the investigators.

- Clara's husband removes the jimsonweed from the garden. The investigators will no longer be able to tie evidence of poisoning to the husband, though they may still find the patch of earth where the jimsonweed was planted.

WHITECHAPEL DISTRICT



WHITECHAPEL POINTS OF INTEREST

MAP LOCATION: SEE BELOW

SPRING-HEELED JACK:

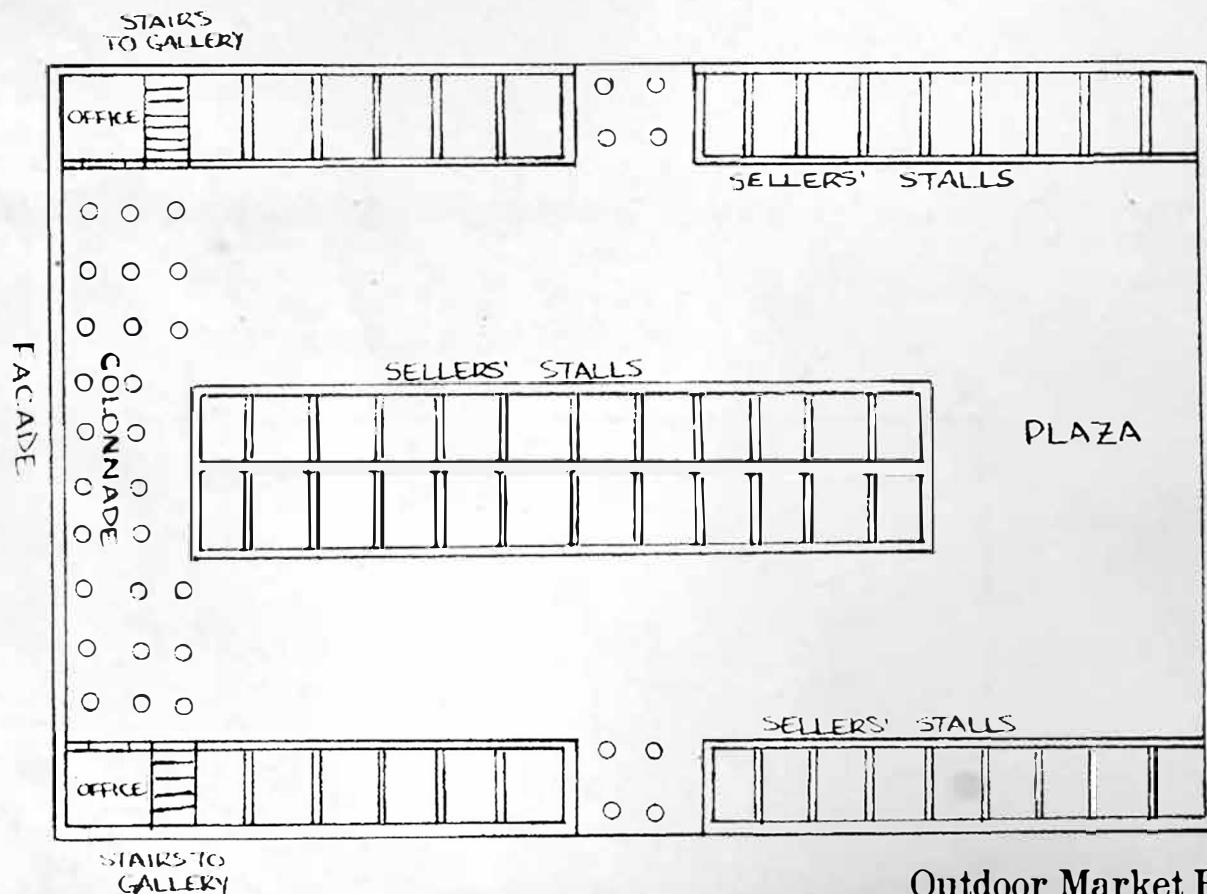
Spring-Heel Jack was a mythical figure from the Victorian Age. His first sighting was in 1837, but there were attacks reported for decades. He was a devilish-looking figure by most accounts, and he molested and terrorized young ladies. The girls (the ones who were not scared senseless, that is) described him as tall with clawed hands. Some accounts gave him red, glowing eyes and he could exhale blue flames. When anyone tried to apprehend him, he would leap away and none could follow. The papers said he was "spring-heeled" due to his ability to leap onto carriages, up walls, and over buildings. Theories abounded as to Spring-Heeled Jack's nature. Was it just a product of rich, bored teenagers, a

misbehaving noble, or was he indeed a supernatural threat? Perhaps he was even the Devil himself! Spring-Heeled Jack was never caught. The newspapers borrowed his name for the Whitechapel killer, changing it to "Jack the Ripper" because of the condition in which he left victims.

Spitalfields Market:

Map Location: W1

A covered market with many stalls. It's been here in one form or another for centuries. The goods are questionable; anything purchased here will have the Item Characteristic: Low Quality. Still, they are fifty percent cheaper here than anywhere else. Caveat Emptor.



Outdoor Market Floorplan

Britannia Pub:

Map Location: W2

Use the following information as a guide for all lower-class pubs:

Lower Class Public House (Pub):

Likely Encounters: Chimney Sweep, Governess, Hansom Cab Driver, Reformed Cut Purse, Victorian Boxer, Whitechapel Unfortunate along with the Bartender and Bar Maids. Typical Reprobates include Bearer-Up, Dollymop, Magsman, Roller, and Thimble-Rigger.

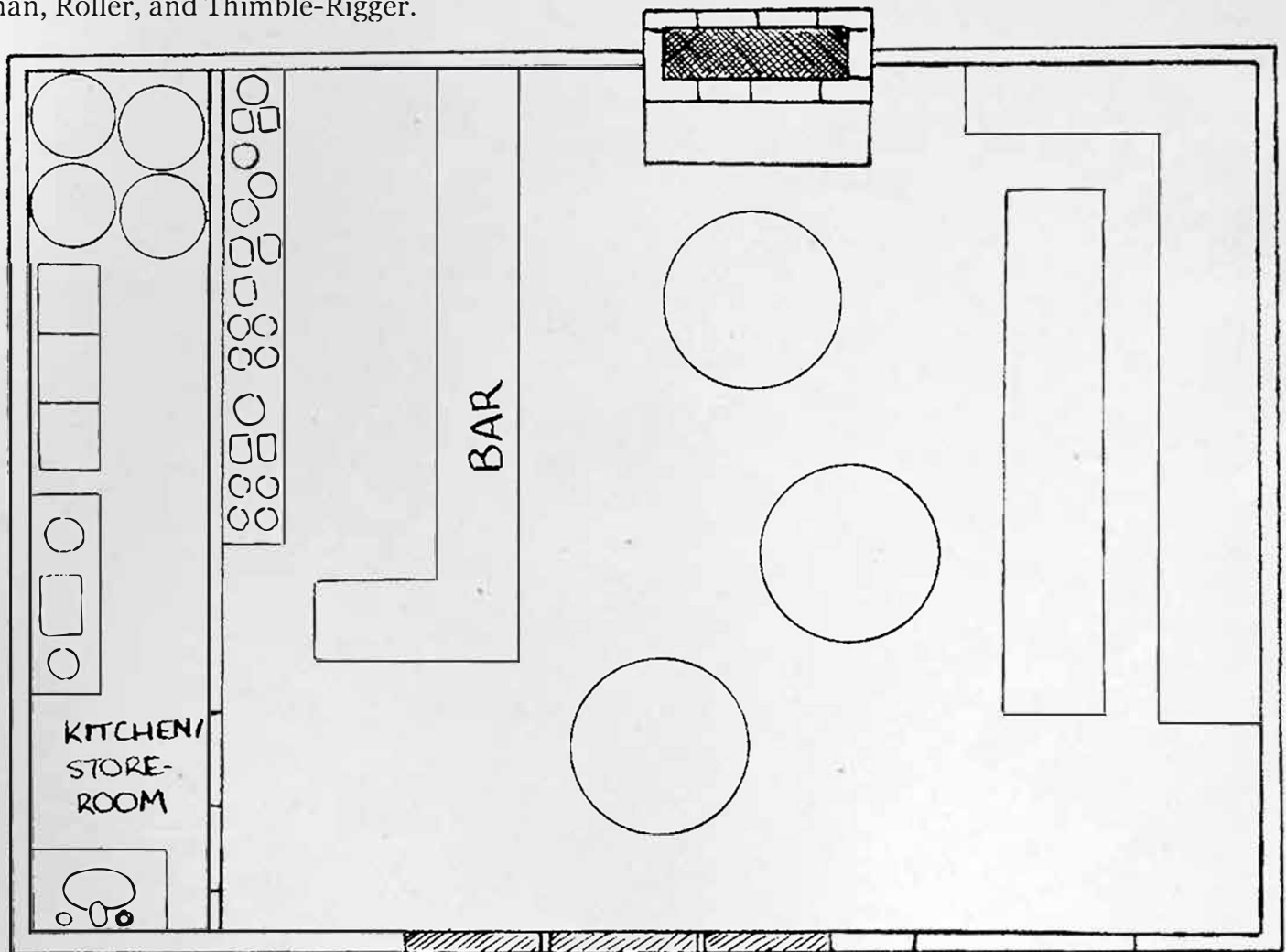
Unlikely Encounters: It would be uncommon for anyone with a Status Rank higher than 2 to be in this establishment.

Hours of Operation: 11:00 am to 11:00 pm

Princess Alice Pub:

Map Location: W3

A lower class pub.



Generic Pub Floorplan

Buck's Row:

Map Location: W4

This is where the nightmare started. The body of Mary Ann Nichols, Jack the Ripper's first victim, was found here.

Hanbury Street:

Map Location: W5

Annie Chapman's corpse was found down this street. She was Jack's second victim.

Berner Street:

Map Location: W6

A few weeks after Chapman, Jack killed two women in one night. Elizabeth Stride met a grisly fate and was found off Berner Street. She was the third victim.

Dorset Street:

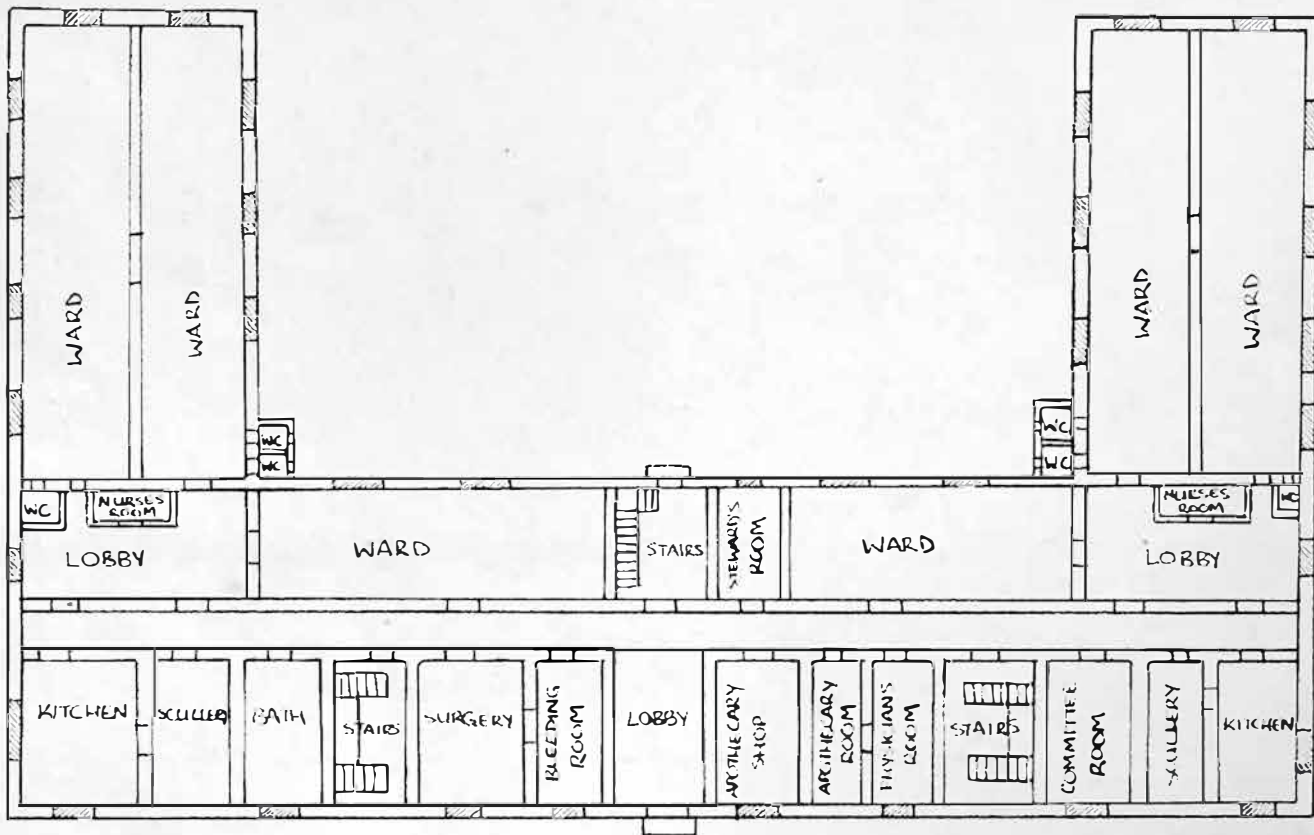
Map Location: W7

The last victim attributed to Jack the Ripper was Mary Jane Kelly. Her body was discovered here less than two weeks after the "double event."

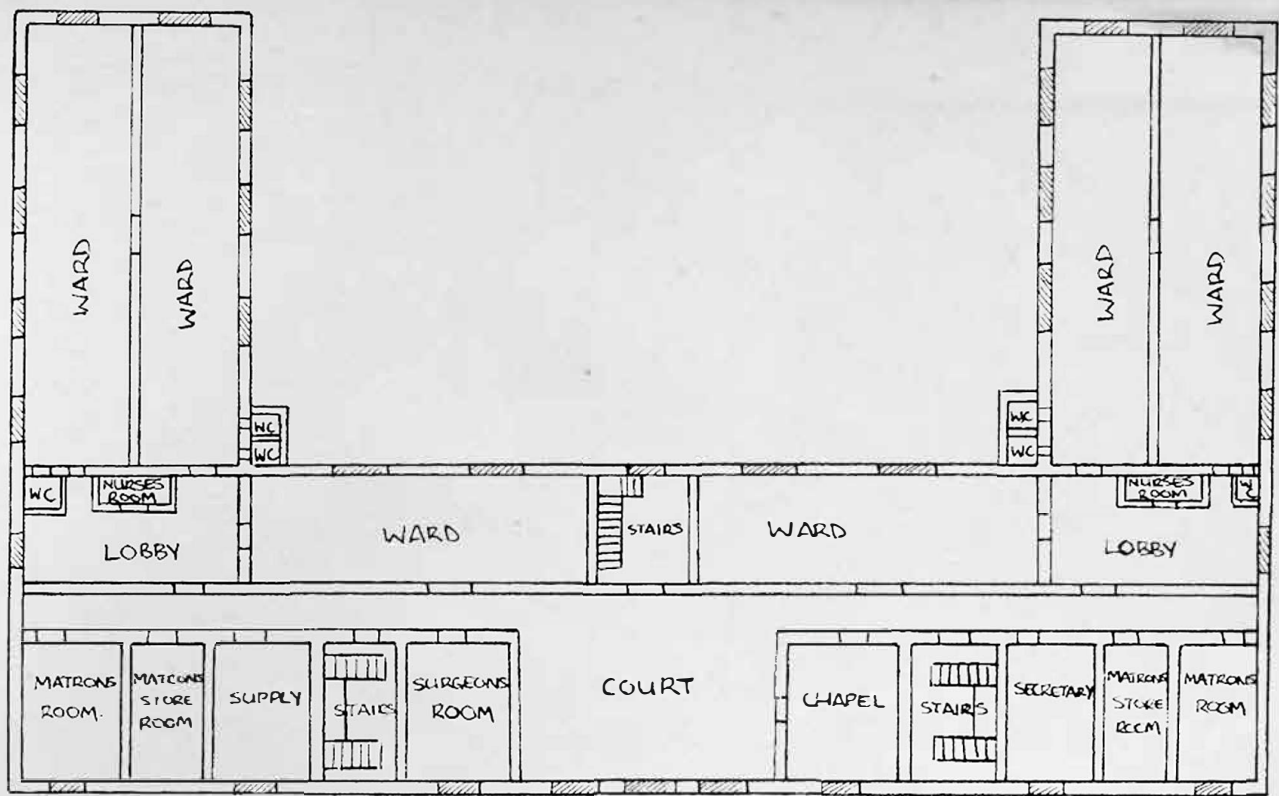
London Hospital:

Map Location: W8

The neighborhood is terrible, but the hospital itself is top-notch. Many college students studying medicine come here for practical, hands-on training.



London Hospital Ground Floor



London Hospital, First Floor

Minorities:

Map Location: W9

Named after the minoresses (Franciscan nuns)

who used to have an abbey here, this neighborhood currently has a couple of workhouses. There is a thriving Jewish immigrant community here, struggling against racism and seeking acceptance in their new home.

CHRIST CHURCH

MAP LOCATION: W10

DESCRIPTION:



Construction of Christ Church was completed in 1729 after fifteen years of work. It was among the first "Queen Anne Churches" built as part of the Commission for Building Fifty New Churches in 1710, a Parliamentary measure meant to establish Anglican dominance throughout London. Only twelve of these churches were actually built, with Christ Church being among the finest of them.

Christ Church certainly does dominate the neighborhood with its prominent height. It is the tallest building in Spitalfields and has an extensive churchyard. Inside, there is a beautiful

organ, which was damaged and repaired after a fire in 1836. Christ Church underwent several other periods of restoration projects through its history, including a £4,500 renovation in 1866, a time during which there was no church organist due to lack of funds.

Like many churches in London, Christ Church's cemetery was closed for new burials in 1859 due to overcrowding. The churchyard is bordered with an iron fence, and many of the very poor in the neighborhood made the churchyard their night-time home before the Spitalfield slums were cleared.

PLOT HOOK:

Restoration of the church has been an arduous process. The most recent effort at restoration has been the agreement designating the churchyard a public park so that the Metropolitan Public Gardens Association will care for it for up to five years.

The investigators are approached by Mrs. Basil Holmes (no relation), the wife of the secretary of the MPGA. She is concerned about several anonymous letters her husband has received at their home related to the Christ Church churchyard restoration. Mr. Basil Holmes believes that some of the local thieves and tramps who sleep in the churchyard at night are behind it. Because Mrs. Holmes often wanders Spitalfields collecting information for her report on disused burial grounds, her husband has expressed concern about continuing the project lest she be hurt. She wants the investigators to get to the bottom of the letters so the restoration may continue.

The truth is, the churchwarden of Christ Church, Paul Braxton, is a local businessman wanting to expand his ventures in Spitalfields. Getting the MPGA to give up on the churchyard would give him the opportunity to expand, so he wrote letters trying to scare them off.

Plot points to guide the investigators:

- Speaking to the homeless men and women in the churchyard at night reveals most of them are illiterate.
- Analysis of the threatening letters reveals they are all written by the same hand but made to appear like they were written from different people.
- The vestry of the church meets after services every other Sunday. Detailed minutes are kept. Churchwarden Braxton has petitioned the vestry of the church to make several improvements to the churchyard, including removing the monuments and the iron gate that surrounds the yard. All have been shot down by the vestry in favor of the MPGA's plan.
- Several plots in the surrounding area are currently undergoing development. The churchwarden owns many of them.
- Prices are rising in Spitalfields as the slums are slowly being cleared.

Threat meter suggestions:

- Hanging around the churchyard at night leaves the investigators vulnerable to the diseases running rampant in the area. The Sherlock die no longer works for anyone who spoke to a slummer.
- The churchwarden hires a few Nobblers to rough up the investigators and keep them away.
- The churchwarden fines the investigators for "indecent behavior in the churchyard." This could result in loss of status, especially if the investigators refuse to pay.
- End-game: Mr. Basil Holmes receives more threats at home and scraps the parks project at the churchyard. The Churchwarden is free to do what he will with it and begins his development plans.

THE FRYING PAN PUBLIC HOUSE

MAP LOCATION: W11



DESCRIPTION:

The Frying Pan Public house is located at 13 Brick Lane, at the corner of Brick Lane and Thrawl Street. It is known for being frequented by prostitutes looking for a drink. The rooms above the public house were rented out.

Mary Ann Nichols was seen leaving the public house shortly after midnight on the 31st of August 1888. She would later be found murdered nearby, one of the first victims of Jack the Ripper.

PLOT HOOK:

One of the serving girls at the public house has gone missing. Although serving girls often leave with little notice, the owner William Farrow found this odd, especially considering the deaths caused by Jack the Ripper. He is worried about the girl and wants the investigators to look into the disappearance. He last saw her two nights ago when she left the public house after work. She lives in a room three blocks from the Frying Pan Pub.

The serving girl, Mary Bently, was having trouble with a boyfriend and after he hit her, she decided that she needed to hide for awhile. She went to

stay with her sister in another part of the city in hopes that the boyfriend, Charles Wiltson, would lose interest and find a new girl. She told no one where she was going so that Charles would have a harder time finding her. She never talked about her family to anyone at the public house.

Plot Points to Guide Investigators:

- The owner knows where the girl lodged and the investigators can search her room for clues.
- The girl had a boyfriend that the owner knew about. They seemed like a happy couple and the fellow liked to come down for a pint at the pub after work.
- In the girl's room, there is no sign of her clothing or personal items aside from a photograph of Charles.
- In the fireplace, there is part of a burnt letter. It was written by an Esther Pruitt and there is a bit of an address still readable.

Threat Meter Suggestions:

- It is hard to say where the girl might have gone and so many people die every day, 3s on the Sherlock die are no longer counted toward successes.
- The boyfriend is very curious about where Mary went and will use the information the investigators find in order to locate her as well.
- As the investigators get closer to finding Mary, Charles will send some of his mates from the docks to dissuade the investigators from continuing their search by assuring them that Charles will find her and make sure that she is taken care of.
- Mary is becoming fearful that Charles will find her or that the investigators will lead Charles to her. She decides that she must leave London and go to Edinburgh to stay with a distant cousin in order to be rid of Charles for good.

MITRE SQUARE

MAP LOCATION: W12

DESCRIPTION:

Mitre Square is a 23 by 24 meter square bordered by tall buildings, including the tea importing company Kearley & Tonge's. Three narrow alley passages lead to the square in the southwest, northwest, and northeast corners of the square, but it is otherwise rather secluded. The square is the former site of the Holy Trinity Priory, which was destroyed during Henry VIII's reign, when England's Catholic monasteries were dissolved after the founding of the Church of England.

Mitre Square is also the location of one of Jack the Ripper's murders. The body of Catherine Eddowes was found on the 30th of September, 1888 in the south side of the square, brutally mutilated. One penny dreadful published following the events counted Eddowes as a victim of a curse upon the site of the demolished priory.

PLOT HOOK:

Scotland Yard asks the investigators to look into the case of a prostitute named Elizabeth Cole, who was attacked in Mitre Square. She claims her attacker said he was Jack the Ripper, and she was lucky enough to get away with just a few scratches and a bruised neck after fending him off and running away. The police don't believe that the woman's attacker was actually Jack the Ripper because the attack doesn't fit his M.O., but they're anxious to wrap up the case before White Chapel is thrown into hysterics once again.

What really happened is that one of Elizabeth's spurned admirers, a dockworker who frequents Whitechapel, attacked her in the dark, not being able to handle being ignored by her any longer.

Plot points to guide the investigators:

- The attacker only claimed he was Jack the Ripper once the prostitute had already gotten away from him.
- The strangulation bruises on the Elizabeth's neck indicate her attacker was missing the thumb on his right hand.
- The prostitute received several anonymous love letters in the weeks leading up to the attack, which she did not respond to. The letters are handwritten, but very sloppy. Smudges in the ink indicate the writer wrote with his left hand.
- Searching the scene of the attack uncovers a thick, right hand glove. The thumb of the glove is less worn than the others, and rope fibers and algae on the glove may lead the investigators to suspect a dockworker.
- Asking the right questions reveals a rumor about a lovesick dockworker who drinks his nights away at a pub near Mitre Square. He will try to run when cornered.

Threat meter suggestions:

- Swamped by too many leads frustrates the investigators. Rolled 1s on the Sherlock die no longer cause 1s to count as successes.
- The growing publicity of the case makes it difficult for the investigators as every local busybody pretends to know something about the attack, giving false interviews.
- It seems like everything is going against the investigators in this case. Rolled 1s on the Sherlock die now take away a success from the roll.
- Fear rises in White Chapel as the attacker remains uncaptured. The investigators lose a point of Resolve.
- Elizabeth Cole is found strangled to death in her home. The Mastermind may choose to build on this case, either pursuing the murderer, or adding a potential new serial killer Villain in their campaign.

Police Station:

Map Location: W13

Investigators that need to go to a police station to run down a lead, visit a suspect in a holding cell, or ask for other assistance will typically find themselves talking to a Sergeant. The Sergeant is a rank above the Constables (Bobbies) and coordinates their actions. Above the the Sergeant is the Inspector. The Inspector is in charge of everyone at the station, supervising the duty shifts and maintaining the discipline. One can expect anywhere from a half dozen to thirty Constables, one to five Sergeants, and an Inspector on duty at any given time based on how populous a precinct the station serves.

The reception the investigators receive from the police will be a bit of a mixed bag. Some welcome their assistance since they are overworked and

understaffed. Others resent the meddling of untrained citizens who should leave the police work to the professionals. Masterminds are free to apply a modifier based on the strength of their last case (Good or bad write-ups in the paper do carry a bit of weight.).

Post Office:

Map Location: W14

Investigators seeking information at a Royal Mail Post Office will generally speak to a Postal Clerk. They will not turn over anyone's mail to the investigators, but can be convinced to provide descriptions of the people that come and go daily. Expect to find three to over a dozen Clerks working at any given time. The number of Letter Carriers in the back will depend on the delivery schedule.

TEN BELLS PUB

MAP LOCATION: W15

DESCRIPTION:

The name of Ten Bells Pub comes from its neighbor, Christ Church. It was formerly known as the Eight Bells Alehouse until Christ Church added two new bells to its steeple. From there, Ten Bells Pub stuck, despite changes in the amount of bells from twelve and then, finally, eight once more after a fire at the church. The pub itself is located on the street corner, across from Spitalfields Market, and has three floors each with its own bar.

Ten Bells Pub moved to this location in 1851 when Commercial Street was extended to lead toward Christ Church. The fact that the road ends at the church doesn't keep people away from drinking, however. The pub is frequented often by the residents of Spitalfields, including men and women alike. More infamously, the pub is rumored to have been where two of Jack the



Ripper's victims, Annie Chapman and Mary Kelley, were last seen.

PLOT HOOK:

A pickpocket and a bartender are engaging in a Mickey Finn scheme at Ten Bells Pub, where the bartender spikes certain drinks with laudanum so the Dipper can more easily pocket money from his targets. The two of them plan to keep this up for as long as possible. Those who drink the laced ale often end up becoming ill. The bartender works on the second floor, where he picks his victims.

Sick patrons are not good for business, and some rumors are spreading that the strychnine used to keep rats out of the cellar is leaking into the barrels, causing people to fall ill. The owner of Ten Bells Pub approaches the investigators for help. His establishment may have some rough guests, but he keeps it clean, so he suspects something foul.

Plot points to guide the investigators:

- The patrons who have fallen ill all frequent the second floor of the pub. Symptoms are nausea, vomiting, dizziness, and scratching.

- One of the ill patrons drunkenly accuses his friend of taking his money before proceeding to vomit on the pub floor.
- Some customers complain about the bitter taste of the ale on the second floor.
- The bartenders are assigned to work on a particular floor of the pub and don't often change.
- The Dipper and the con man bartender will not engage in their plot if they think the investigators are around, but the investigators can catch them red handed if they are stealthy about their observations.

Threat meter suggestions:

- If any of the investigators take a drink from the second floor, they begin exhibiting side effects of laudanum.
- The investigators are targeted by a Dipper or a Roller at the bar.
- Spending time in the Ten Bells Pub leaves the investigators open to all sorts of ne'er-do-wells. Between the haranguing drunkards, thieves, and prostitutes, the investigators lose a point of Resolve.
- Hanging around Ten Bells Pub all day has raised a few eyebrows. Any middle or upper class investigators lose status.

TOWER BRIDGE

MAP LOCATION: W16

DESCRIPTION:

The Tower Bridge is a combined bascule and suspension bridge. It crosses the River Thames close to the Tower of London. It was constructed due to the need of a new river crossing south of London Bridge. A traditional fixed bridge could not be constructed as it would cut off the access of sailing ships to the port facilities in the Pool of London.

The bridge was designed by Sir Horace Jones. Construction began in 1887 and took eight years with five major contractors until it was completed



in 1895. The bridge is open to both vehicles and pedestrians.

PLOT HOOK:

The police began getting reports of missing people. At first they wrote it up as runaways discontented with home life or spouses escaping to a new life. As time went on and more calls came in with no one being found, living or dead, the police began to be concerned that more nefarious events were transpiring.

The crime is as follows: A group of three criminals are killing and robbing people when they are out walking alone late at night. One of the three is a maintenance man working at the Tower Bridge and he has access to the now unused morgue at the base and they are hiding the bodies there so that nothing can be traced back to them.

Plot Points to Guide Investigators:

- The homeless have heard some kind of noise late at night, as if a boat was in the water. They have

never seen anything but if cross referenced with the police reports, the noises are reported the same nights people are reported disappearing.

- One of the day workers will remark that the lone night employee always seems to act weird when he is witnessed doing any work in the lower parts.

- The head manager will remark that his new night maintenance man insisted on working the graveyard shift.

- One of the men involved in the construction of the bridge will casually ask if the investigators knew about the old morgue.

- The police will be able to provide information that all of the disappearances occurred within 5 blocks of the bridge.

Threat Meter:

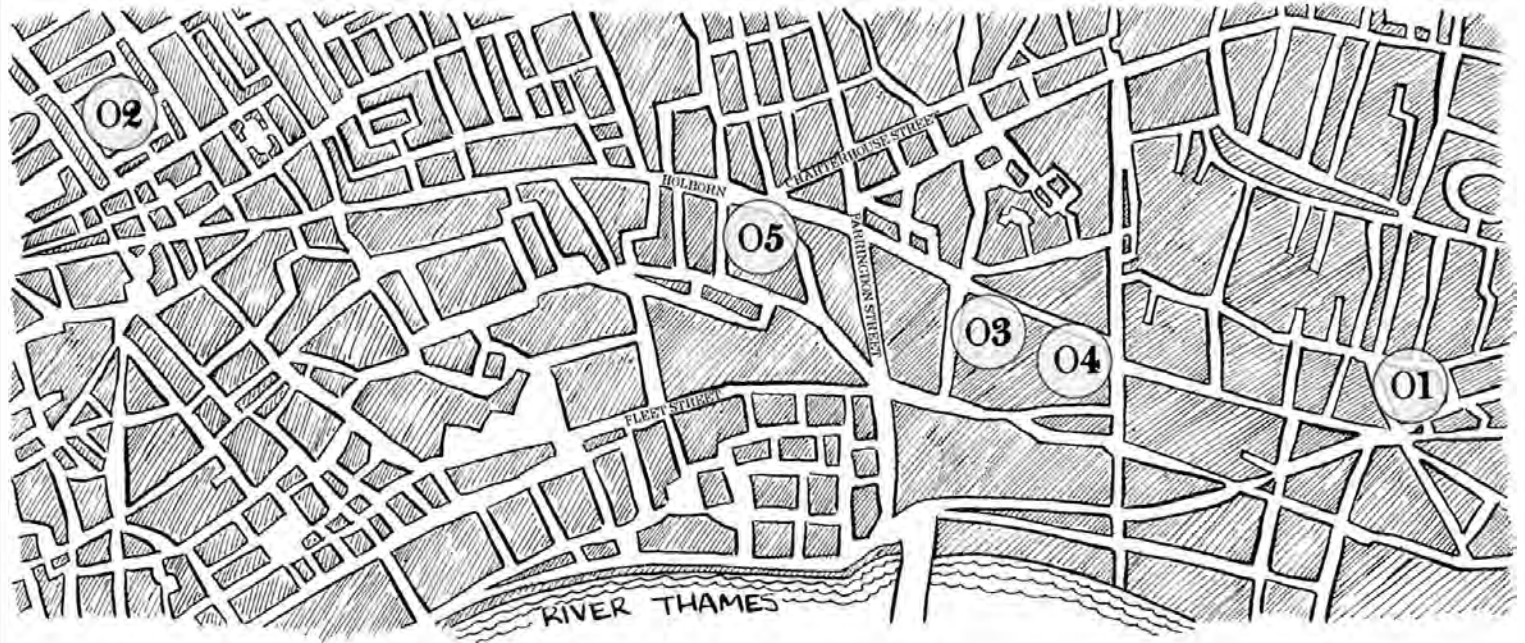
- Rolled 1s and 2s don't work on the Sherlock Die.

- Higher rolls are needed to get any of the people to give up information.

- The police begin to doubt the efficiency of the investigators and stop offering any information.

- Endgame – The bodies will be loaded onto a barge and all the evidence will float away in the night.

OLD LONDON CITY



Old London City is built from the original Roman trading port of Londinium, established sometime in the 1st Century. This area was all that was known as “London” up until the rapid expansion of the 18th Century.

BANK OF ENGLAND

MAP LOCATION: 01



DESCRIPTION:

The bank conception was devised by Charles Montagu, 1st Earl of Halifax. He proposed to loan 1.2 million pounds to the government for a Royal Charter with long term banking privileges and 8% interest on the loan. The Bank is located on Threadneedle Street in London. Its location remains unchanged since 1734. A privately owned institution it is not only London's but England's largest bank.

In 1844 the Bank Charter Act allowed the issue of notes based on the gold reserves, granting the bank

sole rights with regard to bank notes. In 1780 rioters tried to storm the building. In response a detachment of soldiers were assigned to bank security, a practice still followed in 1891.

The Bank is reportedly haunted by the ghost of one Sarah Whitehead, whose brother worked at the bank and was found guilty of forgery and hanged in 1812. After her brother's death she spent several months harassing the bank employees, apparently mad with grief. In 1818, tired of her intrusion into their daily affairs, the bank gave her a sum of money to stay away. For the rest of her life she reportedly did stay away but in the past few decades, people, from time to time, report her ghost haunting the bank grounds.

PLOT HOOK:

A Screwsman, a Smasher, and a Confidence Man, along with the Screwsman's girl, plan a heist of the Bank of England, not for cash, but rather the plates used to make bank notes. They plan to counterfeit money.

The heist is as follows: The Con Man has gained a spot on the team of guards that patrol the bank every night, the girl, dressed in all white and disguised as the "ghost", will create a distraction. All the guards watch the ghost while a Cracksman and Screwsman break into the bank and steal the plates. The next business day the bank fires their plate specialist and files criminal charges against him. He hires the investigators to clear his name. The investigators will have to work quickly before the court date which will surely convict the poor man.

Plot Points to Guide Investigators:

- All the soldiers saw the ghost that night if asked. The ghost was on the opposite side of the building where the door was lock picked.
- One of the soldiers noticed when the Con Man didn't show up to collect his pay the following day. He tells the investigators his flat location (the two had hung out together in an attempt to get on the security staff). If the investigators go to the flat they catch the criminals making money there.
- The newest soldier was a last minute replacement using a false name. If the investigators can figure out his real name his criminal record is long.
- Both the exterior door to the bank and interior door to the plate room where lock picked. There are scratches on the locks to confirm it was picked.

Threat Meter:

- Rolled 1s and 2s don't work on the Sherlock Die.
- The press begins to doggedly follow and hound the investigators about their "ghost" theories for the robbery.
- Scotland Yard asks the investigators to cease investigations as "nothing good" can come from all this silly press about ghosts and goblins.
- Spiritual Mediums and ghost hunters will try to make themselves famous by becoming part of this case and harassing the investigators with their theories.
- Endgame – The counterfeiters pack up and leave their flat, now they are impossible to find.

BRITISH MUSEUM

MAP LOCATION: 02



DESCRIPTION:

The British Museum was established in 1753 by an Act of Parliament. The beginning collection of more than 70,000 items was given to King George II by Sir Hans Sloane (a naturalist and collector) to be preserved for the greater good of the nation. The collection contained mostly manuscripts, texts, specimens of natural history, and a few antiquities. The museum opened in 1759 and was free to all visitors. Much of the museum began as part of the Montagu house, though additions were made later as the collections increased in size. Later, the Montagu house was destroyed and the museum rebuilt, including the King's Library.

During the 19th century, items were added as interest arose for various parts of the world. Some of the first acquisitions include the Rosetta Stone and pieces of classical sculpture. The quadrangular building was added for the King's Library in 1823 and the reading room was added in 1857. Excavation in Assyria brought back more antiquities to the Museum. There was interest in European and Asian antiquities and their acquisition, and then toward the end of the 19th century, there was an interest in British antiquities. Sir Augustus Wollaston Franks was the first to head the Museum's collection and he did a great deal to increase the size and variety of items in the museum.

PLOT HOOK:

A couple of art thieves have decided to break into the Museum and "acquire" a few antiquities to sell. They have been studying the comings and goings of the museum for weeks and are finally ready to make their move. They have made it appear that they stole items wrapped with a mummy when instead they stole several Sumerian items and replaced them with fakes.

One morning, a break in is discovered and an Egyptian mummy was unwrapped. Franks, the head of the museum, knows that jewelry and other little items of worth were often hidden in the bandages. The mummy had been intact and this is a terrible crime. He has contacted the investigators as Sherlock was a friend of the museum and he trusts the investigators more than Scotland Yard to sort this out. He worries that the theft will hurt the reputation of the British Museum and he wants the precious artifacts to be returned so they can be studied and enjoyed by all.

Plot Points to Guide Investigators:

- While looking in the Egyptian section, the investigators spot several muddy boot prints (it was rainy the night of the theft). They also find several matching prints in the Assyrian section.
- A small piece of a handwritten note is found near the disturbed mummy. It is the tag for a vase that is located in another part of the museum.
- Several of the items in the Assyrian section of the museum look to have been moved. They are sitting awkwardly on their stands or pedestals.
- There is a pair of spectacles in one of the vases in the Assyrian section. Mr. Franks says that he has never seen them before and does not know who might have left them behind.

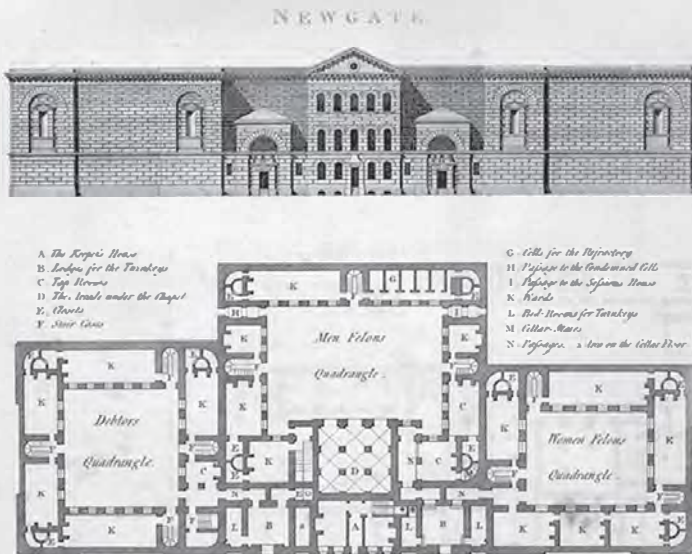
Threat Meter:

- It is difficult to discover who the thieves were as there seem to be so many in London these days. 2s rolled on the Sherlock die no longer contribute to successes.

- The thieves begin to worry about the investigators finding them out and unload the items to several Duffers they know.
- The thieves leave more plausible fakes around for the investigators to find and hopefully be convinced they are the real thing.

NEWGATE PRISON

MAP LOCATION: 03



PLOT HOOK:

There have been a series of murders over the past two months, slowly escalating. Normally, this does occur with the prison, but there are circumstances about these instances that make them stand out and can be discovered with investigation.

While seemingly random killings, almost all of the deaths have been of men associated to one degree or another with a local crime family, the Minutemen. With the aid of a guard they planted within the prison staff, another family, Silent Death, has been removing Minutemen from the game one by one. In this way, they are crippling the other family while keeping any questioning glances from turning their way.

There is a second part to all of this. A high ranking member of Silent Death was incarcerated at Newgate four months ago. They are planning to escalate the murders to the point that they may trigger a prison riot. The plan is to smuggle their lieutenant out during the confusion and to leave a badly burnt body in his cell, thus making him dead in the eyes of the law.

DESCRIPTION:

In the early 12th century Henry II instituted reforms that gave the Crown more control over the administration of justice. As a part of this he required the construction of prisons, where the accused would stay until the judges determined their guilt or innocence. At that point, and if needed, their punishment would be administered. Newgate Prison was one of the first such places.

The prison was built in 1188. It was added on to in 1236, and the prison at large was renovated in 1422. The prison houses both male and female prisoners. There are three main wards: the Master's side for those who can afford to pay for their own food and accommodations, the Common side for the poor, and a Press Yard for special prisoners.

Plot Points to Guide Investigators:

- If asked about any new employees of the prison, they will be pointed toward two guards, one on the female side and one on the male.
- The male guard will answer all basic questions, but will be evasive on anything that will attach him to the killings or the family.

- The female guard will easily answer questions and they will find out that she was hired two weeks after the killings started.
- With a hard line of questioning, the male guard will admit to his association with the crimes.
- Questioning a prisoner who is a key witness will reveal that he remembers the guard from when he was a part of Silent Death. A Challenging test will reveal that one of their lieutenants is incarcerated there.
- The male guard will reveal the plan to get the lieutenant out if they discover his connection to

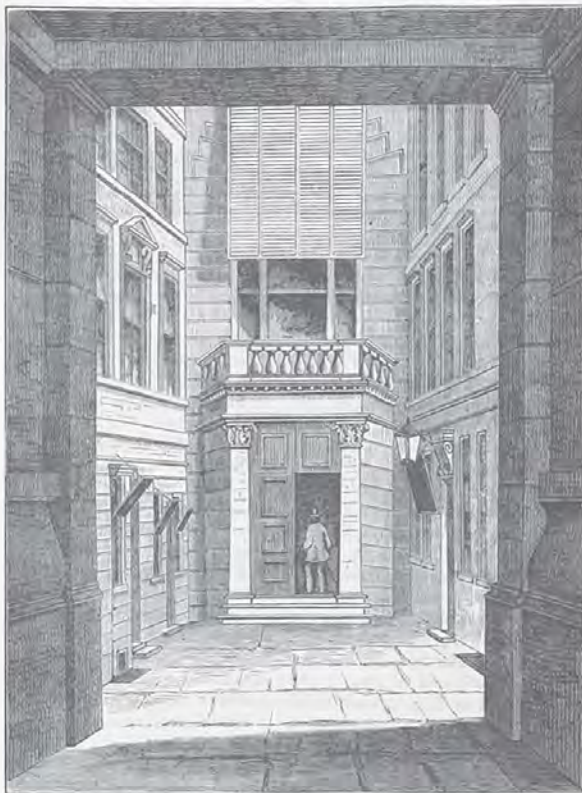
the family AND that the lieutenant is on the premises.

Threat Meter Suggestions:

- Rolled 1s and 2s no longer work on the Sherlock Die.
- The female guard will be sick and unable to be questioned.
- The key prisoner witness will be killed
- Endgame – The male guard will be killed by the family for fear of him giving out information and they will quietly work on a new plan to get their member out.

STOCK EXCHANGE

MAP LOCATION: 04



DESCRIPTION:

Stock exchange in London was once seen as a rude profession. In fact, stockbrokers were not allowed inside of the Royal Exchange, which had been operating since 1571, because of their unprofessional and argumentative behavior. Stock trade instead took place inside of coffee-

houses, a tradition which continued until the opening of the London Stock Exchange in 1773. It wasn't until 1801 that the Exchange was turned to a Subscription room for which traders not only had to pay for membership, but also an entry fee.

The Stock Exchange is located in Capel Court. The entrance is at the end of an alleyway and inside is a large room where traders stand and make deals. Visitors are not allowed inside the Stock Exchange--only elected members of the Stock Exchange are permitted. Any member of the general public who wants to buy or sell bonds uses a broker as his or her liaison in the Exchange. Jobbers, slang for market makers, also work within the Exchange.

PLOT HOOK:

A writer for the *London Exchange Times*, a newspaper that reports on business and fraud within London's financial sector, has been found dead in his home by apparent suicide. His widow cannot believe he would kill himself and has asked the investigators to determine what really happened. The investigators will find out that the writer was investigating his own editor, Thomas Engles, who founded the *London Exchange Times*.

Engles' primary method of defrauding investors

is by "puffing" businesses--exaggerating their assets in his newspaper column in exchange for payment. More recently, Engles has been touting a gold mining operation, which is really just a plot of farmland Engles himself sold to a shell company he created. Engles is attempting to unload the shares he was paid for by encouraging the public to apply for shares. When the writer began to suspect his editor of fraud, Engles had him killed.

Plot points to guide the investigators:

- Despite being an avid journalist, the writer seems to have no notes at all. The widow confirms that this is odd and says the last article he was writing was about a gold mining company.
- Looking into the gold mining company at the *London Exchange Times* reveals that Engles' column has published about it several times.
- An application for a large portion of shares in the mining company is owned by a man named Floyd Hampton and a woman named Ada Everett. Hampton is Engles' brother-in-law and Everett is his mistress.
- While Engles' column says that the mining company is a sure success, digging into its expenditures reveals the company has only purchased a little over £180 of mining equipment. The investigators can continue to follow the money trail, leading back to Engles.

- Getting into Engles' office either through legal or illicit means will allow the investigators to recover the writer's notes which were stolen from his office.

Threat meter suggestions:

- Investigating around the Stock Exchange opens the investigators up to pushy brokers who try to get them to invest in new ventures and speculations.
- Engles begins to worry about the investigators' questions at the Exchange and his newspaper. He hires some Bludgers to keep the investigators away from these locations and hires bodyguards for himself.
- Engles destroys the writer's notes, making it more difficult to connect him to the writer's death.
- Endgame 1--The gold mining company goes public and investors are defrauded of their money. Even if Engles is revealed to be a fraudster and a murderer, this money is irrecoverable. Reduce status of the investigators by two circles.
- Endgame 2--If the investigators directly confront Engles, he will not go without a fight. He will either pursue the investigators with a slander or libel suit (if the investigators don't have sufficient evidence), or try to silence the investigators with violence.

STAPLE INN

MAP LOCATION: 05



DESCRIPTION:

Staple Inn is one of the Inns of Chancery and dates back to 1585. It was a wool staple before that time and was a place where wool was weighed and taxed. For hundreds of years it was also a law school. It can be identified by its timber-framed façade and the cruck frame, which is more noticeable today as a great deal of plaster covering the building was removed during renovation in 1887. The plaster had been put on the building after the Great Fire of 1666 in order to help protect the building from fires in the future.

The inner courtyard also holds a well cared for garden with trees, flowers, shrubs, paths, and a pond. There is also a well and pump, which is reported to have very good, pure water. By the 19th century, its use as a law school was coming to an end and it served more as a club until 1884 when it was sold. It is currently home to the Institute of Actuaries.

PLOT HOOK:

While Staple Inn was a law school, one of the students was involved in jewelry theft as a way to make money while in school. This thief, Reginald Brown, often hid the jewels in his room, but several items were hidden in the garden. This way

he could access them whenever he wanted without having to hide them in his room (which seemed more likely to be searched).

Mr. Brown was right and several items were found in his room after a theft. He spent a number of years in prison for the thefts, but now that he is out, he wants to recover some of the items he hid in the garden all those years ago.

The investigators are called in when one of the current residents notices that part of the garden has been dug up and a small gold ring was found a few centimeters away from the hole.

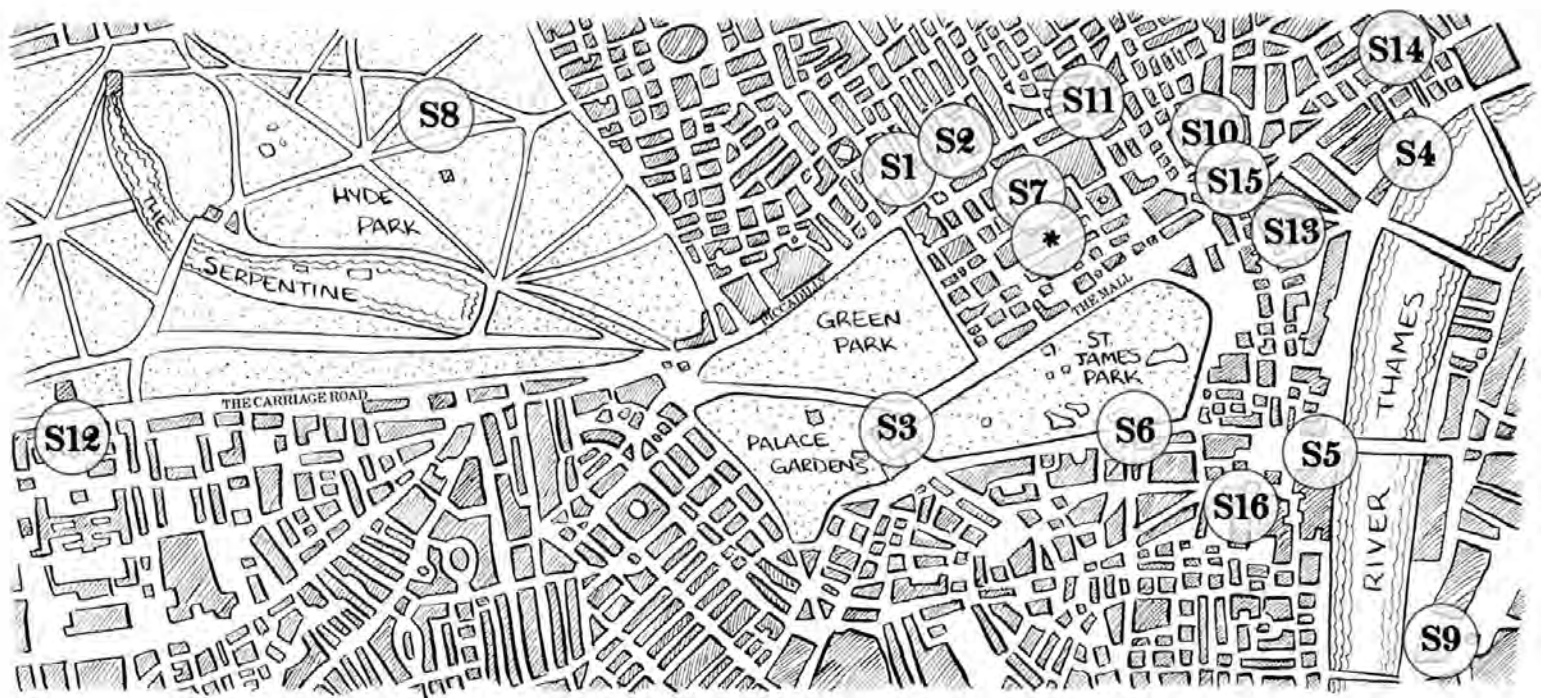
Plot Points to Guide Investigators:

- There are several footprints in the wet mud around the hole.
- The ring that was found near the hole has a short inscription and initials. It also has a small, but distinctive, stone.
- A boy living in one of the rooms remembers seeing a man in the garden two days ago. The man was unfamiliar to the boy and seemed to be looking for something.
- One of the ladies living nearby remembers the jewelry thefts and has some newspaper clippings from that time period.

Threat Meter Suggestions:

- These footprints could belong to anyone, 2s on the Sherlock die are no longer counted toward successes.
- Mr. Brown is beginning to grow suspicious and tries to sell the stolen goods in another part of town.
- Mr. Brown finds a few of his old mates from his prison days and asks them to help him convince the investigators to stop looking for him.
- Mr. Brown gets rid of the remaining jewels to throw off suspicion.

WESTMINSTER



Westminster started as a small village to the west of the City of London. The village grew up around Westminster Abbey and the Palace of Westminster in the mid 11th Century, and was eventually connected to the ever-expanding center of London. This part of London serves as the political center of the city.

*Location of the Diogenes Club

THE AUTHOR'S CLUB

MAP LOCATION: S1

DESCRIPTION:

The Author's Club was founded in 1891 by Walter Besant, the prolific author and critic. The club is home to many renowned writers from not only England, but also America, Ireland, Wales, and other English-speaking regions. Some notable members include H.G. Wells and Frank R. Stockton, and many famous speakers are featured as guest presenters.

The first president of the club was George Meredith, and the club resides in Whitehall Court, a building constructed in the mid-1880s

with residences and offices inside. Because of its view overlooking the Thames River, many artists, writers, and other creatives flock there.

PLOT HOOK:

A member of the Author's Club, Frank Philby, approaches the investigators about theft of his intellectual property. He was absolutely mortified when, during a club meeting in which the writers were gathered to share their work, a rival of his stood and recited material from Philby's own journal. Philby thought at first it must have been a fluke, and that the poetry was simply just similar to

what Philby had written, but when it happened several times again, Philby knew his ideas were being stolen.

Philby has an interesting writing process. He drinks absinthe before bed and dreams up his poetry in his sleep, often waking in the middle of the night to write down what he just dreamed. His rival learned of this, and started eavesdropping at Philby's window, stealing the ideas while Philby mumbles in his sleep.

Plot Points to Guide Investigators:

- Philby writes down everything he thinks of in his journal, which is always on his person except at night, when he keeps it under his pillow for his middle-of-the-night epiphanies.
- While many of the lines in the stolen poetry are the same, the poetry that Philby has written down has many variations. It is close enough to see the plagiarism, however.
- Philby tried to thwart the rival by writing down an already-published but not well-known poem in his journal, but the rival didn't recite it at the club meeting.
- Philby's wife will reveal that she has to sleep on

the opposite side of their home because Philby talks so loudly in his sleep.

- There are footprints in the dirt outside of Philby's window where someone has stood, along with a discarded inkwell. These can be traced to the rival writer.

Threat Meter Suggestions:

- Having the Baker Street investigators hanging around the Author's Club invites all sorts of attention from mystery writers and biographers wanting stories, and they follow the investigators around like puppy dogs.
 - Rolled 1s on the Sherlock Die take away a success instead of causing 1s to be a success.
 - The rival writer sends a Rampsman or two to steal Philby's notebook to destroy the evidence of plagiarism.
 - The rival writer now claims that Philby is the plagiarizer. The investigators lose three circles of status for being involved with such a thief.
 - Philby is officially removed from the Author's Club and he claims he'll never write again.
- Reduce the amount of experience points awarded for this case to one.

BURLINGTON ARCADE

MAP LOCATION: S2



DESCRIPTION:

The Burlington Arcade is a covered shopping complex that runs behind Bond Street from Piccadilly through to Burlington Gardens. The arcade was built to the order of Lord George Cavendish, younger brother of the 5th Duke of Devonshire. The architect was Samuel Ware and the arcade opened March 20, 1819.

PLOT HOOK:

A new shop has opened recently and it has been drawing a lot of heat from the other shops in the arcade. Verbally, they are claiming that this new business is running away their established

clientele while drawing in the wrong crowd of customer. The debate has been going back and forth on whether the claims are true or if they are prejudiced because of the foreign nationality of the new shop owners. As the tensions escalate between the two groups, actions louder than harsh words have been occurring. Fires have broken out near to and within the new shop, many reports have been made to the city officials, and deliveries to the shop have been intercepted and turned away.

The apparent problem is to locate the shop owners that are the ringleaders behind driving this new business out. In their intensity to remove the shop, they are deviating farther and farther away from legal tactics to achieve their goals.

The true problem lies beneath the surface, but will only emerge if the investigators dig deeper and ask the right questions. They will discover that the new merchants are opium dealers.

Plot Points to Guide Investigators:

- Any of the regular customers will tell that many of the shop owners are bitterly complaining about their new neighbor.

- Careful investigation will reveal that the ringleaders of the opposition are the owners of The Top Hat, The Gilded Truffle, and Sterling Style.
- With the right questions and rolls, any of the owners will admit that they have become desperate to reestablish the reputation of the arcade. They can be trapped into admitting that they have started fires and prevented deliveries.
- The case can be closed and the new business protected. However, if they want to dig deeper into the claims of the older business owners they will discover that crime has been rising of late. If they question some of the less reputable customers in the area, they will discover that the new shop has been supplying opium on the side.

Threat Meter Suggestions:

- Rolled 1s and 2s no longer work on the Sherlock Die.
- The investigators will be attacked by a local group of thugs (set the quality and quantity of the attackers based on the number of investigators)
- The opposition owners will become worried that they themselves might be arrested and it will take difficult rolls to get them to admit to anything
- Endgame – The new shop will grow concerned that they will be discovered and pack up and leave without a word.

BUCKINGHAM PALACE

MAP LOCATION: S3



DESCRIPTION:

Buckingham Palace is currently the main royal residence and was purchased in 1761 by King

George III to be used as a home for his family, so that they would be close to St. James Palace. It was known as the Queen's house. King George IV had a great deal of reconstruction done to turn the building into the great palace that it is today. When Queen Victoria married and lived in the house, a new wing was added to make room for nurseries and also more rooms for guests. She was the first to live in the house as a main residence.

The palace has more than 700 rooms including 52 main bedrooms, a ballroom, the throne room, many offices, staff rooms, bathrooms, a guard room with statues of Queen Victoria and King Albert, a 50 meter Gallery containing many fine

works of art by famous artists, and a music room with a piano nobile. The rooms are decorated in a variety of styles including the Centre room with Chinese décor. Many rooms were named after famous visitors/visits, for example the 1844 room which was decorated for the visit of Tsar Nicholas I of Russia.

PLOT HOOK:

After a small party, the royal family noticed that one of their clocks was missing from the Centre Room. They have heard good things about the investigators from Mycroft Holmes, who does some work for the Crown. The investigators are to discover the thief and recover the antique clock so that Scotland Yard does not have to be brought into the matter.

One of the visitors to Buckingham Palace is the teenage son of the Shah of Iran. While they were staying in the palace, the son admired the clock as he has a great love of clocks and other mechanical things. During the ball, the boy slipped away and took the clock. He hid it in his trunk and said nothing of it to anyone.

Because of who the guests are, the investigators must be very careful with this case, they could very easily cause horrible insult to many powerful people, resulting in international turmoil.

Plot Points to Guide Investigators:

- One of the maids thinks she remembers seeing a man entering the Centre Room around 9:30. She only remembers that he had short, black hair.
- There is a coin on the floor in the Centre room by the fireplace. It is a rial coin from Iran.
- One of the servants remembers several of the male guests leaving the ballroom around nine, two returned within five minutes. The other claimed to have gotten lost and returned fifteen minutes later.
- There is a partial finger mark on the fireplace near where the clock was resting. The finger mark is not soot, but a red jelly-like substance.

Threat Meter Suggestions:

- This situation calls for too much delicacy, 1s on the Sherlock die no longer function.
- The thief grows fearful that he will be caught and attempts to hide the clock in the gardens.
- The investigators are close to insulting someone of high standing and lose three circles of status. The thief has become very fearful and presses his father into returning home before the thief is caught.

CLEOPATRA'S NEEDLE

MAP LOCATION: S4

DESCRIPTION:

Cleopatra's Needle is an Egyptian obelisk made of red granite and rising to a height of 21 meters. It and its twin (which is in New York) were originally located in Heliopolis, Egypt, but later found their way to Alexandria. The obelisk was given to England as a gift by the ruler of Egypt in 1819. However, moving the gift to its current location was not easily accomplished. Egypt did not send the obelisk to England, but requested that England transport the item. So, Cleopatra's Needle remained in Egypt until 1877, when Sir William James Erasmus Wilson paid for and organized the transportation of the large object to England.

A huge iron cylinder was created to transport the obelisk back to England. The container was called the Cleopatra and it floated, being pulled by a ship back to England. After some trouble at sea, Cleopatra's Needle arrived in 1878 and was erected on the Victoria Embankment in September. A time capsule was placed in the pedestal and it contained a variety of mundane items from the time. Two bronze sphinxes were created to sit on either side of the obelisk.

PLOT HOOK:

Word has gotten out through an advertisement in the Pall Mall Gazette that there is an Egyptian treasure buried in London and vital clues to the location of this treasure can be found by reading the inscriptions and plaques on Cleopatra's Needle. Would-be treasure hunters have been gathering at the obelisk daily trying to decipher the writings on it and hoping to find the clues that will lead them to the

treasure. There are so many people gathering at the obelisk, that fighting has broken out and the constables are having trouble keeping order. Scotland Yard has asked Dr. Watson for help. They want Watson and the investigators to find the treasure quickly (if there is one) so that the crowd will move on. This treasure hunt was created by a very bored writer at the Pall Mall Gazette who wants to exploit the public's love of Egypt.

Plot Points to Guide Investigators:

- There is a copy of the Pall Mall Gazette at Cleopatra's Needle with the article-no author.
- There are several archaeologists at the British Museum who can read the writing on the obelisk for the investigators.
- There are names on the plaque on the obelisk stating who was there when it was erected
- Under a few papers on the desk of one of the writers at the Pall Mall Gazette, there is an article from the Times dating back to 1878 with a translation of the inscription on the obelisk.

Threat Meter Suggestions:

- There is a treasure around here somewhere, is on the Sherlock die are no longer counted toward successes.
- The writer at the Pall Mall Gazette is getting a little worried about his prank and writes another article with a message in code to confuse everyone
- The writer at the Pall Mall Gazette begins hiding fake treasure at local landmarks to continue the charade.
- The writer at the Pall Mall Gazette tires of the prank and writes a story declaring that a local fishmonger's wife figured out the clues and found the treasure. She has moved to the south of France.



CLOCK TOWER (BIG BEN)

MAP LOCATION: S5



DESCRIPTION:

Clock Tower construction was completed in 1858. Although the tower is named "Clock Tower" most everyone refers to the whole structure as Big Ben, for which the large central bell was named. The

tower is connected to the Palace of Westminster where the House of Lords and House of Commons meets and is a focal point and chief image for the city of London. One might say it's the structure that signifies the might and majesty of the Empire.

Augustus Pugin was chosen for the design of the clock tower which features 334 limestone stairs. It is highly regarded as one of the most reliable clocks in all the world. The clockmaker in charge of its construction was Edward John Dent, who died before the construction was finished leaving his stepson Frederick Dent to complete the work in 1854.

PLOT HOOK:

A terrorist organization called the Irish National Invincibles made up of Irish Nationals hostile to the United Kingdom, plan to blow up Clock Tower. The investigators are drawn into the situation by the death of one Thomas Bickworth, who was the doomed landlord unwittingly renting rooms to the Irish terrorists. He listened in to their plans one night and the nationalists discovered him eavesdropping. They killed him, took the body by cart to the Thames and dumped the body in the water. Now Miss Bickworth, Thomas's younger sister, has not heard from him for days. She's contacted the investigators to locate her brother.

The Irish Republican Brotherhood

The IRB was founded in 1858 to make sure Ireland would become free of English rule. It was a secret oath-bound fraternal organization. Members were required to take an oath that read

"In the presence of God, I, ..., do solemnly swear that I will do my utmost to establish the independence of Ireland, and that I will bear true

allegiance to the Supreme Council of the Irish Republican Brotherhood and the Government of the Irish Republic and implicitly obey the constitution of the Irish Republican Brotherhood and all my superior officers and that I will preserve inviolable the secrets of the organization”

A splinter group known as the Irish National Invincibles were responsible for many acts against the UK including the assassination of British Chief Secretary for Ireland, Lord Frederick Cavendish in an affair known as the Phoenix Park Murders in 1882. Those murders could be used to expand this plot hook.

Plot Points to Guide Investigators:

- There's a journal in Thomas's bedroom that identifies the Irish guests as would be terrorists, although no target is mentioned.
- There's a detailed drawing of Clock Tower/ Big Ben in one of the bedrooms of the Irish renters.

- Mycroft Holmes has gotten wind that possible terrorist activities are imminent in London. He contacts the investigators to keep their eyes out for trouble.

- The pub two doors down from Mr. Bickworth's flat threw the Irish out after they started causing trouble a few nights ago.

Threat Meter Suggestions:

- The Watson Result on the Sherlock Die no longer functions.
- Everyone loses a point of Resolve.
- The Irish move up their time table and post a threat in the Times that England will pay unless the Irish are set free.
- The Irish guests find Mr. Bickworth's journal and destroy it.
- The Irish clean their apartment and remove the pictures of Clock Tower.
- Endgame - The Irish terrorists set in motion their plans and destroy the Clock Tower.

ROYAL COCKPIT STEPS



MAP LOCATION: S6



DESCRIPTION:

Bloodsports were not uncommon in London. Cockfighting and prizefighting were among the more popular spectacles. Though many cock-fights and bare-knuckle boxing matches were held in sleazy, underground arenas, especially after both were made illegal halfway through the century, some fights took place in high-class rings. One such place was the Royal Cockpit, which had an entry fee of 5 shillings.

The Royal Cockpit has been demolished, but the steps that once led to it still exist. They are located at Birdcage Walk and Old Queen Street, hidden out of the way. They seem innocuous, but they've been rumored to be haunted by the ghost soldier's wife. In the late 1700s, the woman was

beheaded by her husband and legend has it that her spirit still walks the steps and the streets nearby.

PLOT HOOK:

Two constables who were patrolling Birdcage Walk have ended up in the hospital after being frightened by what they claim was a genuine specter. They claim that the woman disappeared before they could confirm what they saw. They no longer want to work in that area and are threatening to quit if they're forced to go back. Their chief, skeptical of the story, wants the investigators to get to the truth of the matter.

What they really saw was a woman walking out of

an underground prizefight. The reason for her seeming “disappearance” is that she ducked back into the door to the ring to avoid the police. These prizefights occur at an alehouse located in the area where the old Royal Cockpit was, where local prostitutes and other poor women box each other for money.

Plot Points to Guide the Investigators:

- The policemen say they saw a ghost with a terrible, bloody face on the steps. Investigating near the steps reveals droplets of blood on the stone.
- Locals have complained about the ghostly screaming of women around the area at late hours.
- A few of the prostitutes strolling through Bird-cage Walk have limps or makeup covering bruises and black eyes.
- Many people walk into the Old Cockpit Alehouse located beyond the Cockpit Steps, but there appear to be far fewer people inside than have entered.

- Bribing or questioning the right people in the alehouse and paying the entry fee will grant the investigators entry into the prizefighting ring below.

Threat Meter Suggestions:

- Prizefights are earning more money now that the police have been scared off from the area. Add three points of Resolve to the general pool of Reprobates' Resolve.
- Other policemen begin claiming they've also seen ghosts in an attempt to change their own posts. The false stories frustrate the police chief and provide false leads.
- Having the investigators around makes the prizefighting organizers nervous. They send some Nobblers to try and scare the investigators away.
- The two constables quit their jobs and won't be convinced to stay. Reduce the amount of experience points awarded at the end of the case.
- End-game: The prize fighting ring packs up and moves to a different location to avoid being uncovered and becomes extremely difficult to track.

THE EAST INDIA CLUB

MAP LOCATION: S7



DESCRIPTION:

The East India Club derives its name from the East India Company, from which it once drew its members. The club was founded in 1849 as a way

to help members of the East India Company as well as commissioned officers of the Royal Army and Navy transition from imperial to domestic life, connecting them with other gentlemen with similar experiences. After the dissolution of the East India Company in 1874, the club began pulling members from public schools and other gentlemen's clubs in London, sometimes merging membership entirely.

The clubhouse is located at No. 16 St. James Place. The house has sixty-six bedrooms and one suite for its members' use, a billiards room, a library, and several meeting rooms and workstations. Conducting business is strictly prohibited in any of the public rooms. There is also a strict dress code and rules for membership. Prospective members must be proposed by at least two current members, though anyone may bring a guest. Patrons of the club include Prince

PLOT HOOK:

The treasurer of the East India Club, Graham Hardy, has been removed from his position and had his membership revoked over the loss of money from the club's accounts. The chairman of the club suspects Hardy has been pilfering from the club dues, but Hardy maintains his innocence and instead insists he's been the victim of a framing. He hires the investigators to look into his case and restore his good name.

The real culprit is John Godwin, who fudged the records to cover for his gambling habit. While he was in office, he had free access to the club's money, but when he was replaced, he relied on "helping" Hardy as a way to keep the scam flowing. When Hardy told Godwin he no longer needed his help, Godwin became scared that Hardy would realize something was wrong with the account balances and blew the whistle on his replacement as a means of framing him.

Plot points to guide the investigators:

- The only people who are supposed to have access to the ledger are the treasurer and chairman, but Godwin often helped Hardy until recently.
- Godwin used to be the treasurer of the club, but Hardy was nominated to replace him. Gossips in the club claim it was because Godwin was

personally irresponsible with his money, throwing it all away on gambling.

- With prompting, the chairman might reveal it was actually Godwin who alerted him about Hardy's supposed embezzlement.

- If the investigators manage to get the club ledger, which the chairman has kept stowed away in the St. James suite, they'll find that the ledger has been altered beginning long before Hardy took office.

- Checking the ledger against bank records will show the money has been deposited into one account under the name of Jacob Ewlyn, an alias. Following up on the Ewlyn alias will reveal debts owed at several gambling houses throughout London, all whose proprietors give a description of John Godwin when asked.

Threat Meter Suggestions:

- The East India Club is full of people who only want the best. 1s cannot be claimed as successes on a Sherlock icon result.
- No business in the clubhouse, please! Professional skill die rolls no longer explode while the investigators are inside of the clubhouse.
- Poking around in the club too much causes the members to bristle at the investigators. The investigators lose three circles of status and it becomes much more difficult to move around in the clubhouse.
- The chairman bans the investigators from the East India Club. This may result in further loss of status and may make it impossible for the investigators to clear Hardy's name.

HYDE PARK

MAP LOCATION: S8



DESCRIPTION:

Hyde Park was created by Henry VIII in 1536 on lands he acquired from Westminster Abbey and covered about 650 acres. It was used for deer and boar hunting. Damming of the little Westbourne created ponds, which would later become the Serpentine in the 1730s. The park was opened to the public in 1637 by Charles I, who also created The Ring near the center of the park where the royal court could ride their carriages. The royal residence was moved to Kensington palace in 1689 and "Rotten Row" or the King's Road was built to link Kensington to Westminster. Landscaping began in the 1730s and Queen Caroline divided the park into two, forming Kensington Park to the west. The western part of the Serpentine is called Long Water and is separated by the Serpentine Bridge, built in the 1820s-30s. At the northern end of Long Water there are fountains and statues.

In Hyde Park Corner, a grand entrance was created with Ionic columns and arches. The gates are iron and contain Greek honeysuckle designs and leaves.

After the marches on Hyde Park in 1866, it has become known as a location for open speech. Indeed, in 1877, the Prime Minister allowed all people to speak on Speaker's Corner on any subject they choose.

PLOT HOOK:

Recently, a nanny had brought her young charge to Hyde Park. The girl played by the lake with several other young girls and the nanny chatted on the benches nearby with several other nannies. Suddenly, there was a splash and someone yelled out that a girl had fallen in the water. Two young men jumped in to look for the girl. In the confusion, the nanny lost sight of her charge and was certain that the girl was the one to fall in.

The police combed the lake, but could find no trace of the girl who fell in or the nanny's charge. The girl's mother has come to Baker Street to ask the investigators for help as Scotland Yard has turned up nothing so far.

The splash was actually a large rock thrown in by a young man so that his mother could lure the girl away and kidnap her. The mother lost her daughter to scarlet fever and thought that the girl in the park looked so much like her daughter that perhaps it was really her. The woman's son wanted to ease his mother's suffering and went along with the kidnapping.

Plot Points to Guide Investigators:

- The girl's hair ribbon and a handkerchief with the initials AF are found under a bush near the where the girl was playing.
- One of the other little girls remembers smelling the strong scent of a soap that reminds her of a washerwoman around the time that the little girl vanished.
- One of the other nannies remembers seeing a young man wearing a distinctive patched cap near where the girls were playing. She thinks she's seen him before.
- No ransom note is ever received, though the family is wealthy and the father a successful businessman.

Threat Meter Suggestions:

- It is difficult to find evidence as Scotland Yard already went through the scene of the crime. Rolls of 1 on the Sherlock die no longer result in successes.
- The son of the kidnapper grows worried about the investigators getting too close and finding the

girl. He and a few friends attack the investigators to throw them off the case.

- The kidnapper worries about someone trying to take her "daughter" away and decides to leave London for someplace safer.
- Endgame- The investigators take far too long and Scotland Yard resolves the case, but the kidnapper is killed in the process.

LAMBETH PALACE

MAP LOCATION: S9



DESCRIPTION:

Located along the bank of the Thames, Lambeth Palace is the home of the Archbishop of Canterbury and has been for many centuries. It houses the largest collection of church records in its library, which had once been the Great Hall and was part of the renovation done by Blore in the 1830s. There are also numerous manuscripts and documents dating back to the 9th century on a variety of subjects.

Langton's Chapel and its crypt are the oldest remaining part of Lambeth. Morton's Tower was built during the 15th century and is still used as the main entrance. Many of the buildings have been altered over time. Major renovations were made in the 1830s by architect Edward Blore. A residential wing was added and work was done on the Guard Room, in addition to the work in the Great Hall.

The Lollard's Tower still stands with its bell turret. It was used as a prison for Lollard and other heretics in the 14th and 15th Century to try and make them recant their beliefs.

The only archbishop buried in the palace is Matthew Parker, who was archbishop in the 16th century. His remain were dug up and scattered in the 17th century by Parliamentarians, but later the remains were gathered and interred in the floor of the chapel.

PLOT HOOK:

Late one night as the archbishop, Edward Benson, was finishing prayers and going to his room for bed, he heard a noise in the Great Hall. He rushed in just as a figure dressed in black ran out the other door and fled the Palace.

The archbishop was very concerned about who this person was and what his purpose in the Great Hall was. There were so many documents, texts, and manuscripts that it will take time for him to discover if anything was stolen. He contacted Mycroft Holmes in hopes of solving this crime without involving Scotland Yard. Mycroft has contacted the investigators to find the thief and retrieve whatever was taken.

In the literary world, there has been talk about a very early copy of Chaucer's Canterbury Tales, perhaps the earliest surviving copy. A certain thief has heard rumors that it is hiding in plain sight in the Great Hall of Lambeth Palace and he has found

a way in using old maps of various reconstructions of the Palace and grounds.

Plot Points to Guide Investigators:

- A piece of very old parchment is found near one of the bookcases, upon closer inspection it seems that it fell out of a certain book. There is a space near that book where another manuscript must have been.
- There is a piece of paper found on the grounds containing an address. It is for a bookshop that deals in very old, rare, and valuable books and manuscripts.
- One of the kitchen staff remembers seeing a man in the garden earlier that evening, but he ran off before she could confront him.

Threat Meter Suggestions:

- There are so many books and manuscripts that the Archbishop simply cannot figure out what might have been stolen. Is on the Sherlock die no longer function.
- The thief grows nervous and plants a fake copy of an old religious text from the 15th century on the Palace grounds to make the investigators believe they have found the stolen item.
- The thief threatens the bookshop owner unless the owner lies to the investigators about his knowledge of the thief and the Canterbury Tales manuscript.
- Endgame- The thief flees the city on a ship bound for the Americas to try his luck selling the manuscript there.

NATIONAL GALLERY

MAP LOCATION: S10



DESCRIPTION:

Located at Trafalgar Square, the National Gallery is home to many of the nation's artistic treasures. The collection of paintings began in 1824 with a purchase of 38 paintings from a banker/collector. There were various paintings and small collections bequeathed to the gallery as the years passed by various persons: Lords, military leaders, reverends. The collection did not have a proper home until 1838 when a new building was constructed to be a gallery and also the Royal

Academy. It was built on the old site of the King's Mews. Entrance into the National Gallery is free and its location selected so that it is open and accessible to all.

Because of concerns about space, the Royal Academy was moved in 1869. A new wing was added in 1876 which included a striking new dome. The first director, Sir Charles Locke Eastlake, was appointed in 1855 to be the caretaker for the gallery and collection in an administrative fashion. The current director is Sir Edward John Poynter. There is also a Keeper, who is employed to care and study the collection as a curator. The current Keeper is Sir Charles Locke Eastlake (Hawes Harrison Turner as of 1898).

PLOT HOOK:

Unsurprisingly, art thieves are always casting an eye toward the National Gallery. It is guarded well, but the esteem one would gain would be great, if one could steal something from the Gallery even if it was not of the highest value.

One of the paintings in the Gallery is a portrait of a young woman. She died soon after the painting

was finished and her father, Richard Arlow, would like to have it as a memento of her. It was sold at one time to pay a debt, but now the father has a reasonable amount of money. He has tried to get the painting through legal means, but the director of the gallery refused to sell the painting as it is one of the "national treasures" now.

The father is desperate to get the painting back and has hired an art thief, George Caston, to steal the painting. The theft went well, except that a constable was called by a passerby who had heard noises in the Gallery. The constable was hit over the head and knocked out. He did get a quick look at the thief, but it was dark.

The director has called upon Dr. Watson in hope that the investigators will find the stolen painting before Scotland Yard needs to be notified. The director would like this matter to be cleared up without alerting the public to the theft.

Plot Points to Guide Investigators:

- The constable remembers seeing a crescent shaped scar on the thief's left hand before losing consciousness.

- The director remembers the painting that was stolen and that a man was enquiring about it a few weeks earlier.

- There are some records in the Gallery about the paintings and their history, which might be useful.

Threat Meter Suggestions:

- The thief seems to have pulled off an amazing heist and you don't know where to look next, is on the Sherlock die no longer add to successes.

- The thief is getting nervous about the stolen painting and his connection to it. He leaves the city.

- Mr. Arlow becomes worried about the investigators getting too close to discovering the painting. He cannot bear to lose it again and will send his nephew and a few other young men to scare the investigators off the trail.

- Rather than lose the precious painting again, Mr. Arlow leaves the city with the painting.

PICCADILLY CIRCUS

MAP LOCATION: S11



DESCRIPTION:

Piccadilly Circus, a round junction connecting Piccadilly and Regent Street, was built in 1819. Though it is no longer a true circus due to Shaftesbury Avenue interrupting its once circular nature, the name stuck. Piccadilly Circus is in the center of London's major theatre district as well as many restaurants, gambling houses, and shops. Because of this, traffic and noise buzz through the thoroughfare as people pass on their way to their evening entertainment.

A notable memorial fountain to Lord Shaftesbury

is located in the north part of the circus, near Shaftesbury Street. Lord Shaftesbury was a social reformer who helped in part to pass an 1875 law prohibiting young boys from becoming chimney sweeps. Enforcement of that law, like its predecessors, proved difficult but made it much more difficult for such child labor to occur. In the center of Piccadilly Circus is the famous Statue of Anteros, also known as the Angel of Christian Charity.

PLOT HOOK:

The police have caught onto a crime ring centering on stolen jewels from a string of robberies

committed in the West End recently. They know that the jewels are being sold in some kind of market, but they haven't yet been able to trace how the team of Duffers have managed to do it.

The Duffers have created their own black market of sorts using Hansom cabs as their auction blocks. Potential buyers are supposed to wait near the statue of Anteros, where a code word is written daily on the steps. There, a cab driver will pick them up and the two may exchange the code word, and, when it's time to pay for the ride, the jewels will be exchanged for money. About five cab drivers are involved in this scheme.

Plot Points to Guide Investigators:

- The police know that the exchange of the stolen goods takes place in Piccadilly Circus, but haven't seen it take place outside.
- One of the missing jewels was found in Piccadilly Circus. The man who found it says he thinks it might have fallen out of a cab riding past from the center of the circle.
- A Hansom cab driver mentions that a man got into his cab near the statue of Anteros and said a strange word to him. He never ended up getting in the cab at all.
- Investigating near the statue reveals the code

word written on the steps.

- Using the code word on one cab driver Duffer will capture at least one of the people involved, and using the right leverage can reveal the mastermind behind the scheme.

Threat Meter Suggestions:

- With so many cab drivers going through Piccadilly Circus, the criminals don't feel they'll ever get caught. Add 3 points of Resolve to the villain's pool.
- The criminals become wise to the investigators and take extra precautions. Pick an investigator from the group. If that investigator attempts to use the code word to capture the cab driver, the cab driver will treat him or her like a normal customer.
- If the investigators congregate near the Statue of Anteros, they are harried by a Bearer-up.
- The rush of Piccadilly Circus starts to get to the investigators and they make foolish mistakes. Rolled 1s on the Sherlock Die now take away successes instead of causing 1s to be successes.
- There's too much heat for the crime ring to continue in Piccadilly and the Duffers ready themselves to move the last of their goods. Any further increase of the Threat Meter will allow the criminals to get away with their misdeeds.

ROYAL ALBERT HALL

MAP LOCATION: S12



DESCRIPTION:

Royal Albert Hall was built on the three acre Gore Estate. After the Great Exhibition of 1851 ended, the property was purchased by the Exhibition's Royal Commission to be used to create Albertopolis. Albertopolis was to be a center of culture and arts, named after Prince Albert. It contains The Natural History Museum, Science Museum, V&A, and the Imperial College.

In May of 1867, the Queen placed the first stone for the building of the Royal Albert Hall, named for her husband who had so greatly loved and fostered the arts in London. The first concert was held in February of 1871 and was attended by 7,000 people.

Though the building looks circular it is actually an ellipse measuring 82m and 72m on the two axis. Its domed ceiling rises to a height of 41m. It is large enough to hold around 8,000 people. The outside contains a frieze celebrating the arts and sciences.

The Royal Albert Hall Choral Society was founded in 1871 and has performed The Messiah every year on Good Friday since 1878. It also houses many international exhibitions on the arts and sciences. It has also been used for hosting balls,

Sunday concerts (beginning in 1889), meetings of various societies including the Royal Geographical Society, concerts by Barnardo's for his children's charity, the first science fiction convention, and the Truth Doll and Toy Shows (held near Christmas each year beginning in 1892).

PLOT HOOK:

It is March of 1891 and the first science fiction convention is being held in the Royal Albert Hall. It is called "The Coming Race and Vrile-Ya Bazaar and Fete" and is based on the popularity of the book, Vrile: The Power of the Coming Race by Lord Lytton. The hall is decorated to appear like Vrile-ya, with winged mannequins floating through the air. There are stalls selling items linked to the novel. There are fortune tellers and magicians, and an indoor pond for fishing. During the last day of the bazaar one of the mannequins falls to the floor revealing a dead young woman. Dr. Herbert Tibbitts, the organizer, has called the investigators to solve this mystery with the least amount of "bad press" possible and without involving Scotland Yard.

Dr. Thomas Wendell of the hospital has been having an affair with a young nurse, Mary. He told her that his wife was very ill and near death. The nurse discovered this was untrue and confronted the doctor during the bazaar (where he was playing a magician).

Plot Points to Guide Investigators:

- This event was created to raise money for the West End Hospital. One of the "fortune tellers" recognizes the dead woman as a nurse from the hospital
- Part of a love letter is found on the desk in the boarding house room rented by the nurse, Mary.
- Dr. Tibbitts remembers the dead woman arguing with one of the magicians on the first day of the exhibition

Threat Meter Suggestions:

- There were about ten different magicians at the bazaar and they were all wearing very similar clothing. 3s on the Sherlock die are no longer counted toward successes.
- Dr. Wendell is becoming suspicious and has disposed of his magician's costume and love letters from Mary.

- Dr. Wendell has hired a few young men to "convince" the investigators to look elsewhere for the murderer
- Several fake love letters from Mary are planted by Dr. Wendell into another doctor's desk to cast suspicion on the other man (a doctor known for being friendly with Mary).

THE STRAND MAGAZINE

MAP LOCATION: S13



DESCRIPTION:

The Strand Magazine was a monthly magazine founded by George Newnes, composed of short

fiction and general interest articles. It was published on January 1891, but the first issue was on sale well before Christmas of 1890. It was edited by Herbert Greenhough Smith. The offices are located on Burleigh Street.

PLOT HOOK:

Circulation of the magazine has been rising steadily over the past weeks, and more and more people are talking about it. A new style of story has appeared within each issue, telling stories of a darker nature, usually focusing on violence and murder. The thing that drew attention was a published story about the murder of a noted socialite which was published two days before a lady was murdered, and the story was eerily accurate in the methodology used and the physical characteristics of the young lady herself.

The crime is as follows: A new writer was hired onto the staff. He felt that he was being overlooked and was trying to find a way to boost circulation and impress the editor. He decided that the way to inspire the local population to buy the issues was to commit crimes himself and then write about them in a vague way and get the story printed while the people were still talking about the crime. The error occurred when he turned his newest story in and it was printed before he could actually commit the crime itself.

Plot Points to Guide Investigators:

- The staff will talk about the new eccentric employee that seems fixated on only writing dark stories, never any other style.
- The police will comment on a journalist that always seems to be hanging out around the crime scenes. They will remark that they assumed he was gathering research for story ideas.
- The editor will say that the writer stormed into his office asking why the story has been printed before he was able to finish it, that it shouldn't have been printed yet.
- One of his neighbors will note that he keeps strange hours.

Threat Meter Suggestions:

- Rolled 1s and 2s don't work on the Sherlock Die.
- Rumors will circulate among the magazine staff that the investigators are actually from a rival magazine and trying to steal information. It will be harder to get answers from them.
- The editor will refuse them entry into the building.
- Endgame – The writer will empty his apartment and skip town.

TRAFALGAR SQUARE

MAP LOCATION: S14



DESCRIPTION:

Trafalgar Square is a public area in the center of London. It gets its name from the great sea victory of Admiral Lord Nelson. There is a great column dedicated to the Admiral with 4 lions at its base. Fountains were also added to the Square. National Gallery was built on the north side of the square; to the east is St. Martin-in-the-Fields; to the southwest is the Mall, a road running to Buckingham Palace; and directly south is Whitehall, a road running to Chelsea. There are a number of other commemorative statues and sculptures in the Square. One plinth, the fourth one, is devoid of any statue or ornamentation. It

was originally intended for an equestrian statue of William IV but was never completed due to insufficient funds. A popular activity is feeding the many pigeons located in the square. In fact a few vendor stalls sell birdfeed at inflated prices.

The Square is often used as a protest site, a site for political demonstrations, and community gatherings. In 1887 30,000 people entered the Square to protest coercion acts passed by Parliament. The protestors were met with 2000 police and 400 armed troops. The end result was a brawl known as Bloody Sunday, in which 400 protestors were arrested and 75 protesters and police were gravely injured.

PLOT HOOK:

A German spy has been using Trafalgar Square as a point of contact with other spies in Britain using homing pigeons. The spy has been followed on several occasions but no one can figure out how he is receiving and sending messages. The truth is that he is using homing pigeons and masking his activities by feeding the pigeons in the square.

Plot Points To Guide Investigators:

- Investigators are contacted by Mycroft Holmes and told that a spy in London is able to receive and send messages without a drop point, or point of contact with another person.
- The Investigators can follow the spy through his day. He makes his way to a shop and has a conversation with a shopkeeper, but the conversation doesn't seem like code.
- The spy then heads to lunch. The investigators think he's leaving a note for the waiter but it just turns out to be a signed bill.
- The spy heads to a very busy street with lots of stalls. This requires Demanding (5) Observation tests to see everything that he is doing. At this point, he knows he's being followed and is just messing with the investigators.
- Finally he makes his way to Trafalgar Square and buys a bunch of birdseed, several dozen

pigeons flock to him, only a Demanding (6) Observation test reveals one of the pigeons to have a note tied to its legs.

Threat Meter Suggestions:

Each time the investigators "think" they have figured out how he sends messages and it proves not to be the pigeons advance the Threat Meter.

- The spy gets trickier. All Observation tests have their difficulty increased by 1.
- At Trafalgar Square the spy has arranged for people to distract the investigators. He has a signal he gives by removing his top hat and his accomplices begin running into investigators, mistaking them for famous people, asking for directions, etc...
- A second signal, the tapping of his cane, and the investigators are physically assaulted by Nobblers.

WESTMINSTER ABBEY

MAP LOCATION: S15



DESCRIPTION:

Chosen by Benedictine Monks in the 10th century and this has been the location where the kings and queens have been coroneted since 1066. King Edward the Confessor gave money to enlarge the monastery during the 11th century and it became known as the West Minster (as St. Paul's was known as the East Minster). In the 13th century, Henry III rebuilt the cathedral in the popular gothic style. Henry VIII had a new chapel, the Lady's Chapel, added in the 16th century. Several new stained glass windows were later added along with the completion of two western towers.

The coronation chair was made for Edward I and was meant to hold the famous Stone of Scone. It is made of oak and has the carvings of birds, animals, and leaves. It has been used in every coronation since the 14th century.

The Abbey is not only used for coronations, but also for royal weddings and funerals. The Abbey has also been used for the burials of many kings and queens back to the burial of King Edward the Confessor. In fact there are thousands of burials on the property. There are also many monuments and wall tablets, making this one of several very important collection of monuments in the country.

PLOT HOOK:

There is a market for religious relics and for bones from kings and queens long dead. Two thieves have decided to steal some of the bones buried at Westminster Abbey. As there are services each week, there are many people coming and going. The thieves plan to get into the Chapel of St. Benedict and steal bones from the tomb of Simon

de Langham, who was an abbot of Westminster, Archbishop of Canterbury and later a cardinal. His bones will serve as precious relics and will bring a good deal of money.

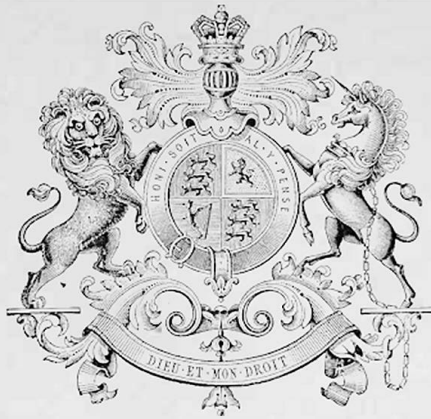
The thieves made enough noise that although they got away; they alerted the Abbey to their activity. The current Dean, George Granville Bradley, contacted the investigators through Mycroft Holmes. He hopes that the investigators can discover why the thieves were in the chapel, who they are, and what they stole.

Plot Points to Guide Investigators:

- The tomb of Simon de Langham has been disturbed, but there is very little damage, as though the thieves have done this before
- There are several boot prints just outside of the chapel. One set of prints shows a distinctive cracking in the sole of the boot.
- One the top of the tomb, there is a piece of blue ribbon. The same type and color of ribbon was found near several other tombs in the last few months after break-ins.
- The Dean mentions that holy relics have been more fashionable lately, or so he has heard from several other parishes.

Threat Meter Suggestions:

- Nothing of value seems to be missing from the tomb, so the Sherlock does no longer function.
- Aware of the investigation, the thieves hide the stolen bones and cease their activities to remove suspicion
- The thieves are growing suspicious of the investigators and are in a hurry to sell off the religious relics; the pieces of bone are broken and placed in jewelry.



THE WHITECHAPEL Vigilance Committee

BY MATT LOPSHIRE

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW:

The investigators have been asked by a Mr. George Lusk to patrol London's East End, specifically the Whitechapel district. The recent killings have everyone cowering in fear after nightfall. Mr. Lusk and other assorted tradesmen have formed the Whitechapel Vigilance Committee to catch the Ripper themselves since the police are not having any luck.

Masterminds, this adventure is more geared toward investigators who can hold their own in a physical altercation. There are clues but they are garnered after combat scenes. The team will "ask" any defeated ruffians what they know. They will use Fight instead of Observation, Menace instead of Deduction, and Criminal Artistry instead of Reason. Perhaps the investigators should leave the Opera Singer and Flower Girl back at 221b.

Please note: The combat encounters in the adventure are geared toward a four-person team. Add or subtract Reprobates as needed for larger or smaller teams.

This case has the advantage of adaptability. The clues point to a specific time and place, but they could be altered to indicate something else. Masterminds are encouraged to make the changes necessary so anyone who has played this adventure before can play it again.

THE CRIME:

The Ripper murders have gone unchecked and many people are afraid. No one knows for certain, but it seems like this night is different from the others. This night, the killer will strike again.

In truth, it is not the actual Ripper but a demented soul named Lucien Mathas. He is the pork butcher's apprentice. He is stalking one Lydia Drew, a barmaid at the Ten Bells Pub. Lucien is madly in love with her, but recently she has not been as affectionate to him as she had been in the past. She seems cold and distant. He cannot understand her recent change in behaviour. He is convinced that Lydia is being unfaithful to him and will confront her tonight. Unfortunately, she knows nothing of this. Every conversation he thinks he has had with her was all in his head. She barely knows Lucien; he is merely a quiet fellow who does not drink much and sits in the same corner of the pub every time. She does not even know his name. Lydia will depart the tavern a few minutes before the investigators begin their patrol. She will have an unfortunate altercation with her flatmates after 4:00 am. She will leave to go to the Ten Bells. She knows there is a window that does not lock properly; she will use that to sneak in and get a few hours of sleep. Lucien will be watching her as she leaves and think she is heading for a tryst with her lover.

It is up to the investigators to stop Lucien before his misplaced jealousy and murderous intent find Lydia down a dark alley.

TIMING

There are ten locations in Whitechapel of interest to this case.

1. Hanbury Street
2. Buck's Row
3. Spitalfields Market
4. Ten Bells Pub / Fournier Street
5. Christ Church
6. Dorset Street
7. Mitre Square
8. Berner Street
9. The Minorities
10. London Hospital

The investigators will start patrolling at 11:00 pm when the pubs close. Patrolling a location will take 30 minutes. If they choose to repeat an

Investigation Scene, advance the time 30 minutes (as well as the Threat Meter). Keep track of the time; the killer and victim will be behind the Ten Bells at 4:30 am. If the investigators are not there, the murder will occur and Lydia's body will be there from 4:30 on to be discovered by either the patrolling investigators or the police at 6:30 am.

Whitechapel Points of Interest:

Hanbury Street: Annie Chapman's corpse was found down this street. She was Jack's second victim.

Buck's Row: This is where the nightmare started. The body of Mary Ann Nichols, Jack the Ripper's first victim, was found here.

Spitalfields Market: A covered market with many stalls. It has been here in one form or another for centuries. The goods are questionable; anything purchased here will have the Item Characteristic: Low Quality. Still, they are fifty percent cheaper here than anywhere else. Caveat Emptor.

Ten Bells Pub: Fournier Street is home to the Ten Bells. This establishment is of a better quality than others in the neighborhood because the Whitechapel Vigilance Committee headquarters here. These concerned citizens are trying to catch Jack the Ripper and make Whitechapel safe (or at least a little safer).

Christ Church: The Ten Bells are actually a reference to the number of bells in the peal of this church. It is an Anglican church. The vicar who said the benediction for the patrols resides here.

Dorset Street: The last victim attributed to Jack the Ripper was Mary Jane Kelly. Her body was discovered here less than two weeks after the "double event."

Mitre Square: The fourth victim, Catherine Eddowes, was found here later that evening. It was theorized that these two murders on the same night was the "double event" mentioned in the Dear Boss letter.

Minories: Named after the minoresses (Franciscan nuns) who used to have an abbey here, this neighborhood currently has a couple workhouses. There is a thriving Jewish immigrant community here, struggling against racism and seeking acceptance in their new home.

Berner Street: A few weeks after Chapman, Jack killed two women in one night. Elizabeth Stride met a grisly fate and was found off Berner Street. She was the third victim.

London Hospital: The neighborhood is terrible, but the hospital itself is top-notch. Many college students studying medicine come here for practical, hands-on training. If there are any investigators who are wounded, the staff will heal them one Damage Level. This is a one-time benefit; if they keep coming back, they will be scolded for not being more careful.

More information can be found on these locations and others in the Whitechapel Section of this book, starting on page 37.



THE THREAT METER

1. The murderer is aware the Committee patrols have been reinforced with the team of investigators. He gains two Resolve as he stalks his prey.
2. The investigators run up a blind alley, both literally and figuratively. Rolling a 1 on the Sherlock Die no longer has an effect.
3. Another group of miscreants has entered the Whitechapel neighborhood. Two Bludgers and a number of Nobblers equal to three less than the number of investigators now stalk one of the previously empty locations on the map.
4. Other members of the Committee are losing faith in the investigators' abilities. Rolling a 1 or a 2 on the Sherlock Die no longer has an effect.
5. Another dead end, another disappointment. Time is running out! The tension is unbearable. Each investigator loses two Resolve.
6. The investigators have one last chance. They must pick a location and run there as fast as they can. The enemies at that location get an attack before Initiative is determined as the winded investigators try to catch their breath.

Endgame I: If the investigators have intercepted Lucien before he attacks Lydia, there will be a brief exchange of words before he flies into a rage and attacks them. He will relentlessly attack, thinking they are trying to steal his love. Killing or incapacitating him saves Lydia's life. Award the investigators the normal Experience Points. Mr. Lusk thanks them profusely and gives them each two pounds. The investigators gain three Status circles for their success, but in the coming week it is determined they did not stop the Ripper. Lucien has alibis for three of the killings. Jack is still at large.

Endgame II: If the investigators have to withdraw to the Ten Bells due to numerous injuries, another Committee patrol will attempt to finish their rounds for them. The patrol will go to the location the investigators indicate. Sending them

to the wrong location triggers Endgame III. If they are correct about the location of Lucien, they manage to thwart his murder attempt. He does escape, however, so the Committee will have to be vigilant indeed. Reduce the Experience Points the investigators receive by one. Mr. Lusk thanks them for pointing their patrol in the right direction, but offers no remuneration.

Endgame III: At the appointed time, there is no one in the alley except Lucian and Lydia. Her body is found in the morning and news of another Ripper murder spreads quickly through London. The investigators receive only one Experience point, but lose three Status circles.

MASTERMINDS: If the investigators are all lower Status folk who do not care one whit for Status, add an appropriate Characteristic in the short term. For example, "Failed to Protect Someone" could be activated during the next case, costing the investigator a point of Resolve. The positive and negative effects should not last more than one case, unless the success or failure was particularly great.

SCENE #1: A CALL TO ARMS

It is late September 1888. The investigators are arriving to 221b one at a time. They were summoned by Dr. Watson to meet a man by the name of George Lusk. He would be arriving after 3 o'clock. He requires the team's assistance. Once he and the investigators are seated in the parlor, the introductions can commence.

"I am George Lusk, a builder by trade. I work down in Whitechapel, and unless you have been abroad you should know what a horror that has become. I and other like-minded tradesmen have been utterly disappointed in the police's failure to hunt down this monster, Jack. We formed the Whitechapel Vigilance Committee. By day, we petition the government to offer a reward for the Ripper and ask the police for their progress in the case. By night, we send out a patrol of trustworthy young men, armed with

police whistles and stout sticks, to try and stop the killings.

"I am afraid we have had no luck at all. We committee members have even posted our own reward and asked two private investigators to assist. Unfortunately, they are in no way the caliber of the man who once lived here.

"I have come today to ask you to join us tonight. Walk the streets of Whitechapel. Hunt the one who is hunting us. Do what the police cannot or will not do. Catch Jack the Ripper."

Mr. Lusk wants the team to form a second patrol to walk the streets of Whitechapel from 11:00pm to 6 o'clock in the morning. There is time for them to catch some sleep beforehand so they are ready for the challenge. Anyone who wishes to purchase something beforehand should be allowed to do so. They are to meet at the Ten Bells Pub in Whitechapel at 10:30 tonight to prepare for their patrol. He warns them to come armed and ready for a fight. There are more dangers in the streets and alleys than just Jack, after all.

The investigators receive one Resolve each for accepting the case.

SCENE #2: THE TEN BELLS PUB

The investigators arrive at the Ten Bells after a bit of arguing with the Hansom cab driver about their destination. They find Mr. Lusk easily, addressing a group of over a dozen men. Indeed, there are scarcely any other people not connected to the Vigilance Committee in the pub. Most of them had the sense to go home.

Mr. Lusk waves the team over to him. Introductions are conducted in a quick, efficient manner. The investigators meet a variety of shopkeepers, publicans, builders, and other hard-working men that are tired of being ignored because of their low status in society.

"The Baker Street Patrol is here and ready" says Lusk. "Mitchell, you go with them as a guide.

Mitchell grew up here. The lad is only ten, but he is mad keen to catch the Ripper. You will not let him get into too much mischief while on patrol, will you?" Mitchell will accompany the detectives and provide information about locations, but will not be a combatant in any skirmishes that might arise.

After a prayer by the vicar, the two patrols set out.

The investigators receive one Resolve each for completing the scene.

SCENE #3: PATROLLING SPITALFIELDS MARKET

Across the street from the Ten Bells Pub is Spitalfields Market. The stalls are empty at this hour, mostly. The patrol sees a small group of individuals. When they approach, they will hear a Thimble-Rigger and three Magsmen divvying up their ill-gotten gains.

Magsman:

Dodge & Defense: 3

Endurance: 4

Fight: 4

Street Smarts: 5

Cheating

Gambling

Petty Criminals

Strength: 4

Thimble-Rigger:

Charm: 4

Friendly Persuasion

Criminal Artistry: 3

Dodge & Defense: 3

Fight: 3

Hide: 3

Conceal Object

Street Smarts:

Cheating

Gambling

Petty Criminals

The miscreants do not like the interruption and pull out their clubs to attack the patrol. Remember that Reprobates that are hit with any damage are considered Injured. Any further damage to an Injured Reprobate takes him out of the fight. He is still alive and useable for questioning after the scuffle.

The following Clues are available to find.

Clue 1: There is a Dangerous Air Tonight. It Bodes Ill for Someone.

Lead 1: There will be an arson. (False)

Lead 2: Some boys are going to vandalize shops that have not paid protection. (False)

Lead 3: There will be a murder by morning. (True)

Clue 2: The Thimble-Rigger Overheard who the Police are Investigating. (False Clue)

Lead 1: George Lusk

Lead 2: The Central News Agency

Lead 3: James Maybrick.

Clue 3: When Will this Crime Take Place?

Lead 1: Soon. (False)

Lead 2: In a few hours. (False)

Lead 3: Just before dawn. (True)

Mitchell whistles for a local constable after the questioning. The ruffians are taken into custody and the Baker Street Patrol carries on. Advance the time by half an hour.

The investigators receive one Resolve each for completing the scene.

SCENE #4: PATROLLING DORSET STREET

The investigators travel the streets, walking past the pubs, churches, and other points of interest with Mitchell prattling along the whole time about who lives where. The thought of coshing him in the back of the head for a little quiet flashes briefly through the mind. A sudden cry from a dark alley brings the investigators back to reality. A Cash Carrier is menacing a Whitechapel Unfortunate. Probably not Jack, but hardly a situation that the investigators can allow. Once they attempt to intervene, the Cash Carrier whistles loudly, bringing two Nobblers to the fray.

Cash Carrier:

Dodge & Defense: 3
Endurance: 3
Fight: 4
Menace: 4
Street Smarts: 3
Weapon: 4
Knives

Nobbler:

Dodge & Defense: 4
vs. Blades
vs. Brawling
Endurance: 5
Fight: 4
Menace: 4
Imposing Physique
Street Smarts: 4
Petty Criminals
Professional Crime
Strength: 5
Weapon: 5
Clubs
Knives

The Unfortunate runs off during the confrontation. The investigators can find these Clues while questioning their defeated foes.

Clue 4: Where Till this Crime Take Place?

Lead 1: On the east side of the district. (False)

Lead 2: On the south side of the district. (False)

Lead 3: Toward the center of the district. (True)

Clue 5: What is the Motive of the Crime?

Lead 1: Revenge (False)

Lead 2: Greed (False)

Lead 3: Indignation (True)

Clue 6: Who is the Perpetrator? (False Clue)

Lead 1: Jack the Ripper, of course.

Lead 2: A local gang.

Lead 3: The other Vigilance Committee Patrol

Mitchell whistles for a local constable after the questioning. The ruffians are taken into custody and the Baker Street Patrol carries on. Advance the time by half an hour.

The investigators receive one Resolve each for completing the scene.



SCENE #5: PATROLLING MITRE SQUARE

This open square is just off the beaten path. In the daylight it is quite pleasant here, but it takes on a sinister demeanor after dark. One of Jack's victims, Catherine Eddowes, was found here. Four Rampsman are lurking here. The Whitechapel Vigilance Committee is bad for their business, and they thought this would be a good place to ambush a patrol. Let each Rampsman have one attack before the normal initiative begins.

Rampsman:

Dodge & Defense: 4

Endurance: 4

Fight: 3

Menace: 4

Strong Arm

Strength: 5

Weapon: 4

Knives

Once the investigators make short work of their foes, they can begin the questioning. The following clues are available from this group of Reprobates.

Clue 7: There is a Bad Feeling in the Air. Something is about to go Down...

Lead 1: near London Hospital (False)

Lead 2: in Mitre Square (False)

Lead 3: around Fournier Street. (True)

Clue 8: Seemed like Everyone in the Pub was Crying About...

Lead 1: lost loved ones. (False)

Lead 2: being jilted. (True)

Lead 3: more Jack the Ripper murders. (False)

Clue 9: Someone saw Jack the Ripper Tonight... (False Clue)

Lead 1: down Berner Street.

Lead 2: over to Christ Church.

Lead 3: near Hanbury Street.

Mitchell whistles for a local constable after the questioning. The ruffians are taken into custody and the Baker Street Patrol carries on. Advance the time by half an hour.

The investigators receive one Resolve each for completing the scene.

SCENE #6: ANY EMPTY LOCATION

If the investigators travel to one of the locations on the map that is unoccupied (at least at that time), read the entry of the location in the Whitechapel – Points of Interest section.

Explain that the investigators make a thorough search of the area but do not find anything of importance. Advance the time by half an hour.

SCENE #7: THE APPOINTED HOUR

Just before 4:30 am, Lydia Drew has a tremendous row with her flatmates and storms out into the street. She makes for the Ten Bells Pub as described in The Crime section. Lucien catches her up a block from the pub. She does not recognize him immediately, which inflames his rage against her. He adopts the position "If I cannot have her, no one else shall." If the investigators are not there to intervene, Lydia dies terribly.

Any and all investigators in the alley at the time will be assumed to be Lydia's lovers. He will not attack her until they are dead or have fled. Lydia will faint at the beginning of the combat and will be unable to flee or defend herself. Lucien will fight to the bitter end; he will not surrender, be intimidated, or flee.

Should there be more than four investigators in the fray, Lucien gains another Villainous Guile:
Doubly Dangerous: Lucien gains an extra Complex Action per round

Once the investigators are victorious, Mitchell whistles for a local constable. Lucien (or what remains of him) is taken into custody and the Baker Street Patrol carries on. Advance the time by half an hour.

SCENE #8: MORNING

At 6 o'clock in the morning, Mitchell advises the patrol to head back to the Ten Bells Pub. Mr. Lusk greets them and listens intently to their report of the evening's happenings. He will thank them and provide a reward if warranted (see the Endgames in the Threat Meter section). He hopes the evils of Jack the Ripper will come to an end. This concludes the patrol and the investigators are free to leave.

APPENDIX:



Lydia Drew:

Charm: 3

Friendly Persuasion

Commerce:

Dodge & Defense: 3

Observation: 3

Rumors and Gossip

Perception: 3

vs. Charm



Lucien Mathas:

Dodge & Defense: 4

vs. Blades

vs. Brawling

Endurance: 5

Fight: 4

Menace: 4

Strength: 5

Weapon: 5

Knives

Villainous Guiles:

Madman's Constitution: Lucien's mad rage blocks out a portion of the damage done to him. Subtract one Damage Level when he is successfully attacked and injured. If only one Damage level was dealt, it is ignored.

Quick: Lucien may interrupt initiative order by using one Resolve.

— Baker Street Clue Card —

Clue: *There is a Dangerous Air Tonight. It Bodes Ill for Someone.*

| Lead: | Lead: | Lead: |
|--------------------------------|--|---|
| <i>There will be an arson.</i> | <i>Some boys are going to vandalize shops that have not paid protection.</i> | <i>There will be a murder by morning.</i> |

— Baker Street Clue Card —

Clue: *The Thimble-Rigger Overheard who the Police are Investigating.*

| Lead: | Lead: | Lead: |
|--------------------|--------------------------------|------------------------|
| <i>George Lusk</i> | <i>The Central News Agency</i> | <i>James Maybrick.</i> |

— Baker Street Clue Card —

Clue: *When Will this Crime Take Place?*

| Lead: | Lead: | Lead: |
|--------------|------------------------|--------------------------|
| <i>Soon.</i> | <i>In a few hours.</i> | <i>Just before dawn.</i> |

— Baker Street Clue Card —

Clue:

| Lead: | Lead: | Lead: |
|-------|-------|-------|
| | | |

— Baker Street Clue Card —

Clue: *Where Till this Crime Take Place?*

| Lead: | Lead: | Lead: |
|--|---|---|
| <i>On the east side of the district.</i> | <i>On the south side of the district.</i> | <i>Toward the center of the district.</i> |
| | | |

— Baker Street Clue Card —

Clue: *What is the Motive of the Crime?*

| Lead: | Lead: | Lead: |
|----------------|--------------|--------------------|
| <i>Revenge</i> | <i>Greed</i> | <i>Indignation</i> |
| | | |

— Baker Street Clue Card —

Clue: *Who is the Perpetrator?*

| Lead: | Lead: | Lead: |
|------------------------------------|----------------------|---|
| <i>Jack the Ripper, of course.</i> | <i>A local gang.</i> | <i>The other Vigilance Committee Patrol</i> |
| | | |

— Baker Street Clue Card —

Clue:

| Lead: | Lead: | Lead: |
|-------|-------|-------|
| | | |
| | | |

— Baker Street Clue Card —

Clue: *There is a Bad Feeling in the Air. Something is about to go Down...*

| Lead: | Lead: | Lead: |
|-----------------------------|------------------------|--------------------------------|
| <i>near London Hospital</i> | <i>in Mitre Square</i> | <i>around Fournier Street.</i> |
| | | |

— Baker Street Clue Card —

Clue: *Seemed like Everyone in the Pub was Crying About...*

| Lead: | Lead: | Lead: |
|-------------------------|----------------------|--------------------------------------|
| <i>lost loved ones.</i> | <i>being jilted.</i> | <i>more Jack the Ripper murders.</i> |
| | | |

— Baker Street Clue Card —

Clue: *Someone saw Jack the Ripper Tonight...*

| Lead: | Lead: | Lead: |
|----------------------------|-------------------------------|-----------------------------|
| <i>down Berner Street.</i> | <i>over to Christ Church.</i> | <i>near Hanbury Street.</i> |
| | | |

— Baker Street Clue Card —

Clue:

| Lead: | Lead: | Lead: |
|-------|-------|-------|
| | | |
| | | |

— Baker Street Clue Card —

Clue: *There is a Dangerous Air Tonight. It Bodes Ill for Someone.*

Lead:

There will be an arson.

Lead:

Some boys are going to vandalize shops that have not paid protection.

Lead:

There will be a murder by morning.

— Baker Street Clue Card —

Clue: *The Thumble-Rigger Overheard who the Police are Investigating.*

Lead:

George Lusk

Lead:

The Central News Agency

Lead:

James Maybrick

— Baker Street Clue Card —

Clue: *When Will this Crime Take Place?*

Lead:

Soon.

Lead:

In a few hours.

Lead:

Just before dawn.

— Baker Street Clue Card —

Clue:

Lead:

Lead:

Lead:

— Baker Street Clue Card —

Clue: *Where Will this Crime Take Place?*

Lead:

On the east side of the district.

Lead:

On the south side of the district.

Lead:

Toward the center of the district.

— Baker Street Clue Card —

Clue: *What is the Motive of the Crime?*

Lead:

Revenge

Lead:

Greed

Lead:

Indignation

— Baker Street Clue Card —

Clue: *Who is the Perpetrator?*

Lead:

Jack the Ripper, of course.

Lead:

A local gang.

Lead:

The other Vigilance Committee Patrol

— Baker Street Clue Card —

Clue:

Lead:

Lead:

Lead:

Baker Street Clue Card

Clue: *There is a Bad Feeling in the Air. Something is about to go Down...*

| Lead: | Lead: | Lead: |
|-----------------------------|------------------------|--------------------------------|
| <i>near London Hospital</i> | <i>in Mitre Square</i> | <i>around Fournier Street.</i> |
| X | X | |

Baker Street Clue Card

Clue: *Seemed like Everyone in the Pub was Crying About...*

| Lead: | Lead: | Lead: |
|-------------------------|----------------------|--------------------------------------|
| <i>lost loved ones.</i> | <i>being jilted.</i> | <i>more Jack the Ripper murders.</i> |
| X | | X |

Baker Street Clue Card

Clue: *Someone saw Jack the Ripper Tonight.*

| Lead: | Lead: | Lead: |
|----------------------------|-------------------------------|-----------------------------|
| <i>down Berner Street.</i> | <i>over to Christ Church.</i> | <i>near Hanbury Street.</i> |
| X | X | X |

Baker Street Clue Card

Clue:

| Lead: | Lead: | Lead: |
|-------|-------|-------|
| | | |
| | | |



THE Whitechapel Murders

BY BRYCE WHITACRE

AN OFFICIAL *BAKER STREET* ADVENTURE

AUTHOR'S HISTORICAL NOTE:

I knew as I was writing Baker Street that the greatest unsolved murders in British history, and possibly the world, would be of great interest to the players. That said, I wasn't really clear on how I was going to tackle the subject. After all, the Ripper murders were never solved so I couldn't very well stay close to history with a lack of clues. Just speculation was going to be frustrating for players playing a game whose main protagonist, Sherlock Holmes, prided himself on facts.

Therefore it became necessary to tell my own piece of fiction with this project. In the end this is a complete work of fiction, not an academic work on the Ripper. In fact, it's not even my own theory on the killer, just an interesting one. If you are a Ripperologist and feel a strong need to change the story, by all means do so. As for the

rest of you players, let's just enjoy a good ride through Whitechapel, circa 1888.

THE SHERLOCK DIE

This campaign features a new twist in the Sherlock Die. We have removed the Evil Professor Moriarty and replaced his result on the Sherlock Die with Saucy Jack. If you don't have one of these dice feel free to just use the standard Sherlock Die and treat Moriarty as Saucy Jack. If you would like to order a Saucy Jack die you can order through our website at www.Fearlightgames.com.

While the Professor can cause utter failure, Jack will let you succeed at a very high price, proving how evil he really is.

The investigator must pay 1 resolve or the roll fails automatically. If the resolve is paid, you

re-roll the Jack result. This resolve goes into a special pool that lasts until the next dawn. All of the Mastermind's NPC's can access that pool at night and they are not limited by only spending one resolve when drawing from that pool. Unused resolve from this pool is lost at every dawn during the campaign.

If the Mastermind rolls Saucy Jack:

Place a resolve from the bank into the pool.
Count Jack as a neutral result (no Success, No failure)



WHITECHAPEL IN THE 1880S

Whitechapel's overcrowded population of 76,000 makes life rough for the inhabitants. Immigrants and poor flood the streets, buildings, and houses of the area. So scarce is housing that over 8,000 souls a night seek refuge in common houses, where for 4 pence you can have a bed or for a tuppence you sleep standing up leaning against other poor folks and a rope strung across the room. The unemployment rate, coupled with men spending what little money they have on drink, causes violent altercations in the East End. Robberies and assaults are commonplace. Even policemen, armed with truncheons, are afraid to go down some streets without 2 or 3 other constables for fear of being beaten or stabbed. 1,200 prostitutes take to the streets every night. They look to part men with their hard earned cash in desperation to stay alive.

Despite all the trouble, one crime not common place to the East End is murder. In 1887 there were less than 6 murders. The slaying of people, women in particular, is a powder keg of fear to the masses already agitated by their living conditions. If the police don't get results they are likely to come up with their own suspects. One particular group, the Jewish immigrants, are already disliked for their differences in language, clothes, and customs. An ethnic war is something Scotland Yard wishes to avoid. The Yard has no problem employing the investigators if it saves an all-out race war in the East End.

Empty and Barren Streets and the London Fog

Hollywood often portrays Whitechapel with lonely streets where few people walk around at night. This is far from the truth. Whitechapel with its overcrowding, vice, and late night activities meant the streets were lively even in the wee hours of the morning. Several kinds of tradesmen would have to be up especially early to ply their trade. Why didn't anyone see the Ripper commit the murders? There are quite a few factors contributing to visibility in the East End. The first is, despite the crowding, there exist all sorts of alleys, hiding spots, and dark passages. While there was traffic, it was not very hard to conceal yourself. Secondly, gas lamps only give off so much light, even when the night is at its darkest. Shadows and darkness abound in the neighborhood making it particularly hard to make out details of people passing by. Lastly, the London Particular, or Pea-Souper (as the fog was called) creates a very low range of visibility. This was not just a product of natural weather. It was a result of the Industrial Age. Chimney exhaust mixed with factory smoke and the mists and fog of the Thames Valley created this effect.

THE CRIME

Just who is the Ripper? Well that's an interesting inquiry into obsession, religion, and madness.

Agnes Stevenson is a devout Christian woman attempting to lead a grand God-inspired crusade to wipe out the corruption in Whitechapel. Her two biggest beliefs are that drink and prostitution are responsible for the den of depravity that is the East End. She has enlisted several other women in her cause and opened up a place of refuge for women in the 'Chapel. To join, the women of the East End must give up drink and prostitution. For that they receive a bed and one meal a day from Agnes and her volunteers. Agnes is a rather large and intimidating woman, who spent the majority of her life traveling Africa with her missionary doctor father.

Meanwhile, a quack American doctor has also moved into the East End. Dr. Tumblety was never a real doctor, what he learned of the female anatomy he learned from his early years peddling porn in America. His life forever altered a few years ago when his wife turned to prostitution, not as a means to a living, but rather because she enjoyed it. He beat her and cast her out, swearing off women for the rest of his life and embracing only male companionship for romantic encounters. He also suffered from extreme narcissism and demanded to be the center of attention. He would make outrageous claims like he knew the President of the United States or that he was the best doctor on the eastern seaboard. He relishes attention, particularly the adulation of well- to-do males, all the while hating the female gender.

A third figure enters our story having lived his life in Whitechapel. An unemployed bootmaker named John Pizer, known for wearing a leather apron, has taken to terrorizing prostitutes with a knife for an income. One might be tempted to think of him as a pimp, but the distinction is clear. He isn't arranging their work, he isn't even encouraging their work. He's a thief that lurks around the corner while they finish their transactions, then robs them. It's easy work, as the women don't have the means to fight back, and he hates the idea of honest toil.

Finally there's a curious wealthy man with a mysterious past named simply named "Eddy". His connection to Whitechapel is the prostitute

named Annie Crook, whom he intends to marry, but she has strangely disappeared. If you know the story of the "Royal Conspiracy Theory" which explains the murders of Jack the Ripper then you are familiar with Eddy, also known as Prince Albert.

So who is the murderer with so many possibilities? Agnes? Dr. Tumblety? John Pizer? The Prince? The truth is the former. Agnes Stevenson has descended into full madness. Her crusade is failing. Many of the women she helps just return to the street, casually disregarding the vows they took to never drink or engage in prostitution again. She feels these "traitors to God" must be cleansed from the earth if her mission will ever be successful. She hunts them down one by one, and goes about the grisly business of removing their privates so they may never be used in this life or the next as an affront to God. As the stories of Jack the Ripper instill the public with fear, this persona provides her a means of control over desperate women. Now women will think twice about violating their vows of abstinence from drink and sex; no woman wants to be tossed from the mission into the streets where Saucy Jack roams free.

What makes this case difficult for investigators is that everyone, newspapers included, believes a man is committing these heinous crimes. Once Dr. Tumblety learns of the crimes, he wants to be thought of as Jack the Ripper. He writes the letters to the police, the investigators, and Mr. Lusk of the Vigilance Committee. He considers Jack his new hero and wishes people to suspect him.

"Leather Apron" of course is believed by the prostitutes of the East End to be the Ripper because of his constant threats to them. These girls live in abject terror of the man. Yet a reasonable mind free from fear realizes Pizer would never kill them, so long as they are providing him with a steady and easy way to collect income.

Finally there's the whole "Eddy" business that appears to lead into a labyrinth of conspiracy involving Jack and his victims that goes clear up

to the Queen herself. The truth is that Albert did have a mistress in Whitechapel by the name of Annie Crook and now she's been removed from Whitechapel by agents of the Crown (dressed in police uniforms) and taken temporarily to Lambeth Workhouse. The Queen has no intentions to kill or harm the girl, but she plans to stop this business of her son and a prostitute once and for all. Such a scandal would rock the foundation of the monarchy. Meanwhile "Eddy" has no idea what has happened to Annie and he's dressed in a top hat and coat going about Whitechapel at night, asking all sorts of questions of prostitutes. It's easy for the casual observer in the 'Chapel to suspect Albert of being the Ripper.

In the end, however, it's a zealously charitable woman armed with a knife and an unstable mind that's doing the killings. Agnes Stevenson is the Ripper.

Will my investigators believe that Jack is a Jill?

It's important to introduce these elements of Agnes in the story when you can:

- In many ways she is far from the ideal demure Victorian Woman. She is of a hardy stock not prone to fear or intimidation, she is loud, willful, and doesn't wait around for men to assist her. She attributes this self-reliance to her time in Africa.

- She is medically trained. Her father (a doctor) used her as an assistant in many procedures during their missionary work.

- This new work, the cleansing of the East End, started peacefully but she's fighting a losing battle she's not prepared to, or mentally capable of, losing. When mercy fails, only the cleansing power of faith will save the East end. She's even gone so far as to name her scalpel "Michael's Sword".

- All of the victims know Agnes. They have no reason to fear her and their guard is down when she strikes.

- The investigators will first need to work through all the red herrings that make up the myth and legends of Jack. The mysterious top hat stranger (Eddy), the fanboy of murder, taunting the investigators (Dr. Tumblety), and the monster robbing women (Leather Apron). Slowly but surely as these red herrings are removed Agnes will be left holding the knife.

ADVICE FOR THE MASTERMIND

Certainly having a familiarity with the events surrounding the Whitechapel slayings helps with this adventure. Some useful resources :

General Ripper Information:

Jack the Ripper online casebook:

<http://www.casebook.org>

Wikipedia:

http://en.wikipedia.org/wiki/Jack_the_Ripper

Documentary: Unmasking the Ripper; Jack the Ripper: Re-investigating the Evidence and Suspects

Royal Conspiracy Theory:

Films: Murder by Decree; From Hell

In the adventure the historical names of the actual suspects and witnesses in the Jack the Ripper killings are used. As such several common names, such as Mary and Annie, pop up quite often. When talking about a particular Mary or Annie make sure your players all realize which Annie or Mary you mean. It's a good idea to point to a character portrait or use the NPC's full name to avoid unnecessary confusion.

Also the times of the murders are historical but don't let that keep you locked into a time table. When the action is slow and it's the next night, kill one of the unfortunates, just being sure to change

the timeline to fit your needs. During my various playtests of this adventure I killed the victims at various times to add more tension.

Finally, a Mastermind should play up the anti-semitic feelings in Whitechapel. The tension is very real and each day that goes by it gets worse, until open violence tears the district apart.

THE THREAT METER

1. The High Rip Gang attack the investigators the next time they are in Whitechapel at night (use Nobblers equal to $\frac{1}{2}$ the number of investigators (rounded up)). Violence erupts against Jews. Use Violence Handout #1. Give your investigators a point of Resolve each for successfully dealing with the High Rip gang.
2. The investigation becomes slightly more difficult. The tension reaches level 1 – Rolled 1s on the Sherlock Die no longer cause 1s to be successful.
3. When passing an alley, one or two of the investigators will be a victim of a Hugger attack (see Reprobates in the appendix). Violence erupts against Jews. Use Violence Handout #2. At some point in between the next couple of scenes, have some Nobblers attack a Jewish man. Hopefully the investigators help the man. If so give them a Resolve each.
4. The investigations become moderately more difficult. The tension reaches level 2 – Rolled 1s and 2s on the Sherlock Die no longer cause 1s and 2s to be successful.
5. The press will print nasty things about the investigators and how they are taking too long (perhaps because they are incompetent to catch the killer.) This makes interacting with anyone in the 'Chapel more difficult. NPCs gain a minor (1 die) advantage when interacting with the investigators. Violence erupts against Jews. Use Violence Handout #3.
6. The investigations become exceedingly more difficult. The tension reaches level 3 – Rolled 1s, 2s, and 3s on the Sherlock Die no longer cause

1s, 2s, and 3s to be successful.

7. The case is far from solved and the press hounds the investigators. So negative is the public perception, that all the investigators lose $\frac{1}{2}$ their Resolve (rounded down).

8. The press calls for the dismissal of the investigators who are obviously not suited to finding a killer. This makes interacting with anyone in the 'Chapel more difficult. NPCs gain a minor (2 die) advantage when interacting with the investigators. People in Whitechapel are hostile toward the investigators. Violence erupts against Jews. Use Violence Handout #4. The players (in between scenes) will find men lighting a Jewish family's home on fire (not very bright in Whitechapel). The investigators will need to save the family and put out the fire.

Endgame:

Should the Threat Meter reach this point, Scotland Yard takes the investigators off the case. Furthermore, poor public opinion of the investigators turns to hatred in the 'Chapel. At least another dozen murders of women are committed in Whitechapel in the next three years. This leads to an all-out race war that culminates in an event remembered forever in history as Bloody Friday where 350 Jews are beaten or killed. 50 or so police officers are badly beaten, some killed, trying to restore order and the investigators are blamed. They gain no experience from the adventure and lose 3 ranks (not circles, ranks!) of status. The whole of the East End is considered a blight on England.

Using the Rule of 4 for Investigation Scenes

Unless otherwise stated, anytime the investigators are interviewing a Non Player Character use the Rule of 4 questions before raising the Threat Meter. If you and your players are new to Baker Street: Roleplaying in the World of Sherlock Holmes, consider letting your investigators ask 5 questions before raising the Threat Meter. In a couple of spots in this adventure the NPCs offer information freely without using the Rule of 4. We have noted in the text when this should happen.

SCENE #1: BAKER STREET

A dark mysterious figure steps from the fog in Whitechapel. He shakes off the cold autumn air and tugs at his coat. "A most satisfying evening," he thinks to himself, "hard to imagine a more exciting or thrilling moment. I shall remember it for a long time." Hailing a cab he removes his top hat and climbs in, the cab leaves the district. A few minutes later in wee hours of the night, Whitechapel and its inhabitants are awakened by the sound of police whistles, commotion, and the cry of murder....



Mastermind Note: The above text is to be read to present a mood and atmosphere for the game but there's another point to it. It is designed to be purposely misleading. The character above is Albert, Prince of Wales. He is excited after having proposed to Annie Crook but the investigators will assume it's Jack the Ripper. That's ok, they will learn the truth during the adventure.

Meanwhile in the middle class area of London, namely 221B Baker Street. You find yourself celebrating the victory of one of your more recent cases into the morning hours. A few good brandies and pleasant conversation and you have long since forgotten the time. A banging

on the door sharpens your senses as you realize it's nearly 4:30 in the morning. Dawn is rapidly approaching. You answer the door yourselves not wanting to wake up Mrs. Hudson. On the other side is police constable with a look of urgency about his face.

He explains:

"A woman found dead in the East End. Throat slashed twice, abdomen mutilated. Done in similar to a woman a few days ago. The Yard is trying to prevent panic in the 'Chapel and has asked for your consultation. I was hoping I could hurry you all along. Inspector Gregson is already there."

Give the investigators two points of Resolve each for taking the case.

SCENE #2: BUCK'S ROW;
POLLY NICHOLS MURDER

There is a bruise running along the lower part of the jaw on the right side of the face that might have been caused by a blow from a fist or pressure from a thumb. There is a circular bruise on the left side of the face which also might have been inflicted by the pressure of fingers. On the left side of the neck, about 1 inch below the jaw, there is an incision about 4 inches in length, and runs from a point immediately below the ear.

On the same side, but an inch below, and commencing about 1 inch in front of it, is a circular incision, which terminates at a point about 3 inches below the right jaw. That incision completely severed all the tissues down to the vertebrae.

The large vessels of the neck on both sides were severed. The incision is about 8 inches in length. No blood found on the breast, either of the body or the clothes. There are no injuries about the lower part of the abdomen. Two or three inches from the left side is a wound running in a jagged manner. The wound is a very deep one. There are several incisions running

similar cuts running downwards. All the injuries have been caused by the same instrument.

Gregson knows:

- If the name Lambeth is run past him he mentions it could be the Lambeth Workhouse.
- He's rounded up two people to be interviewed. The nearest Doctor, Dr. Rees Ralph Llewellyn, and Emily Holland.
- Constable John Neil found the body at about 3:40.
- The nearest public house (tavern) to Wilmott's Lodging House is the Frying Pan Public House
- The neighbors reported hearing no noises.

What Dr. Llewellyn knows:

- He puts the time of death around 3:30AM
- He arrived at 4:00AM.
- Death was from two slashes to the throat. He originally believed the body to have been moved here from lack of blood but upon careful inspection her clothes soaked up most of the blood.

What Emily Holland knows:

- Emily was in the area returning from watching the Shadwell Dock Fire.
- She knows the victim's name is Mary Ann Nichols, better known as Polly.
- Emily and Polly share a room on occasion at the Wilmott's Lodging House and the Doss House at Flower and Dean Street.
- She ran into Polly on the street at exactly 2:30AM. She remembers this because of the church clock striking 2:30.
- Emily describes her as "very drunk and staggered against the wall." Polly mentioned that she had made her doss money "three times over" but had "spent it". She seemed confident she could make her money back.
- They chatted for 7 or 8 minutes and then Polly headed east down Whitechapel road.
- She mentioned she was off to spend time with a posh gentleman
- The nearest public house (tavern) to Wilmott's Lodging House is the Frying Pan Public House.
- Among her other friends are Mary Ann Monk

(whom she met at the workhouse, she will reference the name Lambeth if asked about the workhouse), Annie Crook (who used to share a room with them at Wilmott's Lodging House), and Annie Chapman.

- If the investigators ask why Annie Crook stopped sharing a room with them she replies, "She's got a beau she does, a man she calls Eddy."

CLUES:

Clue: A Brand New Black Straw Bonnet Trimmed with Black Velvet.

Lead 1: The bonnet was a gift. (True)

Lead 2: She made enough money plying her trade to buy the bonnet. (False)

Lead 3: The bonnet belonged to someone else. (False)

Clue: Smell of Alcohol on her Person.

Lead 1: Her clients were so drunk the alcohol transferred to her clothes. (False)

Lead 2: She had to have been very drunk and spilled alcohol on her clothes. (True)

Lead 3: The body was doused with alcohol post mortem. (False)

Clue: A Laundry Mark on her Waistcoat Marked Lambeth

Lead 1: A Location (True)

Lead 2: A Name (False)

Lead 3: A Type of Garment (False)

Clue: A Man's Jacket Button about 25 feet from the body. (False Clue)

Lead 1: Perhaps the button belonged to the killer.

Lead 2: Perhaps the button belonged to a neighbor that saw the killing.

Lead 3: Perhaps the button belonged to someone the victim knew.

At the conclusion of the Investigation Scene give every investigator two points of Resolve.

THE HIGH RIP GANG

Aside from the Ripper himself there are many criminal elements in Whitechapel. One of these criminal organizations is the High Rip Gang. They are a bunch of young men that engage mostly in extortion and robbery.

To add extra confusion to your case (and make the adventure even more difficult for the investigators) an Emma Smith, prostitute, was attacked by a high rip gang. Although this attack happened in real life months before the murder of the canonical five victims, you could put this attack smack dab in the middle of your players' investigations.

At some point your investigators will likely be paid a visit by the gang (see the Threat Meter). Despite their name, they are unaffiliated with Jack. These Reprobates are listed in the back of this book.

Feel free to use the newspaper article opposite to introduce your investigators to the gang and remind them these gangs are popping up in London.

Flower and Dean Street

Regarded as the most dangerous place in the civilized world. Flower and Dean Street was so full of violence, police at the time would refuse to go down the road without additional constables. It was located at the heart of Spitalfields rookery. It holds the most doss houses of any street in Whitechapel. In 2008, a computer model suggested that based on the Ripper's victims he most likely lived on Flower and Dean Street.

The Liverpool Weekly Mercury

June 2nd 1888

LAWLESSNESS IN LIVERPOOL

Despite the justly severe punishment which has from time to time been meted out by the judges of the assize in cases of brutal assault, lawlessness is still rife in certain quarters of the city, the police themselves being common victims of these violent outrages. On Monday night, what is described by a witness as a murderous attack was made upon a police-constable (No. 1102, Luny) attached to the A division. At the corner of Clare-street and Springfield-street, a gang of "high rippers," who had just left a neighbouring public house, were fighting, it is said, for the possession of a watch which had been stolen. The officer who was on duty, interfered, when one of the gang turned upon him and kicked him severely. A scuffle ensued. Whereupon the whole of the roughs joined in the attack upon the constable, who was shockingly maltreated before any help came to him. He fortunately retained a hold upon one of the men, named Michael Gindley, and with the assistance of another officer, who, however, it is alleged did not come on the scene until Luny had been blowing his whistle for fully quarter of an hour, the prisoner was locked up. The injuries of the constable were so severe a nature that he was unable to give evidence when Gindley was brought before the magistrates, and remanded until Tuesday, and he is still off duty in consequences of the assault.

SCENE #3: LAMBETH WORKHOUSE

The investigators may want to go to Lambeth as their first destination after looking over the murder scene. It's a good place to start since the Frying Pan public house will be closed for several hours. The workhouse is extremely busy all the time and the porter working the gate is busy processing a room full of poor. A status roll of a Demanding (5) will get you to the front of the line, otherwise it's going to be a long (3 hours) wait.

What you witness during your 3 hour wait:

The workhouse has some of the most interesting human stories of Victorian times. A mother and her 3 year old will be parted, the mother giving up her parenting rights by accepting admittance into the workhouse. Old men, possibly former soldiers who served the Queen, have been arrested for sleeping on the grounds of Trafalgar Square. They are hauled into the workhouse by angry and callous policemen, put out by having to make a trip to the Lambeth. A woman with black lung is admitted for having no other place to go. She will surely die in a matter of hours or days, in this cold and sterile place.

It's possible your investigators may be the charitable type looking to help. Offers to help should be rewarded with status increases for their "Christian Charity" or even a point or two of Resolve. The workhouse employees are not impressed however. They are overworked herding the poor through a fallible system, becoming severely jaded to the plight of the less fortunate.

At some point Mary Ann Monk will be fetched and brought to a private waiting area for the investigators to question her. She shows regret and sadness at Polly's death. She is convinced that Leather Apron did the killing. Here's what she knows:

- The prostitutes of the East End have dubbed "Leather Apron" as responsible for the killing. She says the man walks up and down Whitechapel road terrorizing prostitutes and demanding their money at knife point. The girls would have long since stopped plying their trade on this road except it is singularly "the best road to find a 'gent with coin".

- She met Polly after Polly came to the workhouse after no longer being able to stand the "Christian Ladies Home for Women". She knows little about this organization except that the mission offers food and a place to stay for any ladies that commit to a Christian Life.

Give the Investigators a point of Resolve each when they leave Lambeth.



SCENE #4: OUTSIDE LAMBETH

Placards outside Lambeth as the Investigators leave say "Whitechapel Slaying! Police Baffled, Specialists Retained!" A newspaper boy is selling on the corner near the placards. If the investigators buy a paper give them this handout.

"As the East End murder spree continues, the police are no further to catching the culprit. This morning they hired investigators who have taken up residence in the former home of a Mr. Sherlock Holmes, most notable for assisting Scotland Yard in a number of high profile cases. Dr. John Watson, the investigators' employer, was unreachable for comment. The second murder of a woman in Whitechapel has sent alarm through the East End, and indeed all of London".

Star Reporter

Thomas Wentworth, reporter for the Star, will track down the investigators as they are leaving Lambeth Workhouse. He has a camera set up as they leave; he ambushes them and snaps a picture. He wants a story and is willing to do whatever it takes to get the investigators to comment. Depending on the investigators' reception of him he can be a great ally or a great nuisance.

Newspaper Reports

Your party should be getting regular newspaper reports on their progress after the initial one provided on the next page. Since the details of the case may change from group to group, Masterminds are encouraged to write up newspaper reports between sessions during this campaign to share them with the investigators. If time doesn't permit, in the very least the players should be able to pick up a newspaper just about any-time anywhere to see what the press has to report of their exploits.

We provided blank newspaper templates in the appendix to make things easier for you.

After this meeting remind your investigators that they are tired and hungry. They may still want to check out the Christian Ladies Home for Women before heading back to Baker Street or they may decide to check it out later in the evening.

At the conclusion of the scene give each investigator a point of Resolve.

Exhausted Condition

This book introduces a new condition for investigators. When investigators fail to eat at least one meal in a day or fail to get an ample amount of rest (sleep), determined by the Mastermind, they will lose 1 die to all skill checks. The Exhausted condition can also apply to any failed endurance roll as a short term penalty.

Investigators may attempt to power through the investigation by never taking time to eat or rest but they aren't superheroes, sleep and food are needed to function properly.

Give players the following handout:

At a quarter to 4 o'clock Police constable Neill, 97J, when in Buck's Row, Whitechapel, came upon the body of a woman lying on a part of the footway, and on stooping to raise her up in the belief that she was drunk he discovered that her throat was cut almost from ear to ear. She was dead but still warm. He procured assistance and at once sent to the station and for a doctor. Dr. Llewellyn, of Whitechapel Road, whose surgery is not above 300 yards from the spot where the woman lay, was aroused, and, at the solicitation of a constable, dressed and went at once to the scene. He inspected the body at the place where it was found and pronounced the woman dead. He made a hasty examination and then discovered that, besides the gash across the throat, the woman had terrible wounds in the abdomen. The police ambulance from the Bethnal-green Station having arrived, the body was removed there. A further examination showed the horrible nature of the crime, there being other fearful cuts and gashes, and one of which was sufficient to cause death apart from the wounds across the throat. After the body was removed to the mortuary of the parish, in Old Montague Street, Whitechapel, steps were taken to secure, if possible, identification, but at first with little prospect of success. Associates of the late Sherlock Holmes have been hired as independent consultants on the case as tasked with finding the motive and murder of these grisly crimes.

SCENE: THE CHRISTIAN LADIES HOME FOR WOMEN

Outside the house is a tall man unloading supplies from a carriage. This is Netly, Agnes's servant. He is also a carriage driver.

When the party meets Agnes, the Mastermind should make it a point to show her athletic and strong build. She might be lifting more supplies for the mission than all the other girls and any other men that might be helping. She will be tending to one of the girls who has a cut above her eye. If asked she says, "I've learned to tend minor and serious wounds assisting my Dad. He was a physician and missionary in Africa. He taught me quite a bit." Once the investigators make it known they are inquiring about the Whitechapel slayings she asks them all to pray with her. She makes all the investigators grab each other's hand to pray. Curiously, she never mentions catching Jack in the prayers but don't point that out to the players; if they figure it out on their own, all the better.

Lord help the good women of our fair land.
Let them seek our wisdom and give up their
wicked ways of drinking and fornication.
Protect our flock.
May the sword of justice cull all sin and vice.
Grant these men and women the ability to see
your righteous way.

Amen

After the prayer the investigators will need to follow her around as she works to ask her any questions. She folds laundry, she orders a few of her staff around, turns down beds, etc...

Facts about the ladies home are not considered investigative questions. They are freely answered. When asked about people, places, or things in connection with the murder, that's when you should use the Rule of 4. Here's what Agnes knows:

About the Mission:

- The Ladies Home was established about 2 years ago.
- Over 500 women have taken the "Ladies Christian Pledge". They are offered food, and a place to stay if they forever renounce drinking and prostitution.
- The charity raised enough money last year to purchase more property in the area.
- The staff is mostly women, with one notable exception being "Netly" a large man that does the heavy lifting, and serves as a coachman and body-guard when one of the reform workers has to be in the most dangerous sections of Whitechapel.
- All the women joining the mission share similar qualities. They are poor, often drink to excess, and they used prostitution as a source of income.

About the Case:

- Mary Ann Nichols was one of the girls here. She left about 2 months ago.
- Annie Crook also took the pledge. She told Agnes and Amelia that she was going to be wed and left the home with a going away party.
- Neither Agnes nor Amelia have heard of Mary Ann Monk.
- All the women in the home fear "Leather Apron". He's been terrorizing prostitutes for weeks. Everyone at the center believes he is Jack the Ripper. The only facts they can give about him are that he works as a bootmaker and he is a Polish immigrant.
- Annie Chapman did stay here for almost a month in July. She has since left.

If Leather Apron is mentioned have several of the girls staying at the home approach the investigators and make their point that "Leather Apron is the monster" and "You should find him and lock 'em for good. He's the real monster in Whitechapel."

Players earn one Resolve each after this scene.

Meanwhile....

Read the following text at some point in the second night. It is meant to foreshadow events and give your adventure some atmosphere. "Eddy" in his top coat and cape has taken a carriage into Whitechapel to find his love Annie Crook. The investigators will mistake him as Jack. That's ok. That's supposed to happen.

The Whitechapel fog swirls around this evening. Somewhere in the district the distinctive clapping sound of a horse drawn carriage is heard making its way down a busy thoroughfare. The carriage suddenly stops, the door slides open and a tall handsome man dressed in a top hat and cape emerges. He steps down softly on the cobblestone street and eyes his surroundings cautiously. A nearby lady advances in a feminine fashion towards the mysterious man "Lookin' fer some company gov'nor?" She says innocently, "I'm very lonely this evening". A curious smile appears on the man's face and he curls his lip, "Well you are a pretty one.... perhaps you can help me....."



Let's Trap the Ripper

The idea may come to the investigators to either dress up as East End prostitutes or trail real life prostitutes in order to trap Jack. This strategy while normally a good one has no effect at capturing a murdering woman who has specific women to kill. She's already trailing them and isn't seeking revenge on prostitutes hat haven't taken her up on her charity yet.

However, attempting to trap the Ripper, does produce results of sorts. It is the way in which the party can eventually rule out "Leather Apron" as Jack the Ripper. At some point John Pizer, known to the East End whores as Leather Apron, will fall for the investigators' trap. They very well may think they have the Ripper, until his family claims he was home all evening with them and couldn't have possibly committed the murders. Even neighbors will verify him being at home.

If surrounded by investigators, Pizer won't put up a struggle but will surrender. If the press finds out the investigators have Leather Apron in custody they will swarm the investigators and the police for information. Papers will inaccurately report that the investigators have caught Jack the Ripper. They will proclaim the heroes the saviors of Whitechapel. That is until the next murder happens, and then there will be no end of embarrassment for the investigators.

Give the Investigators a point of Resolve each for capturing Leather Apron.

SCENE: THE FRYING PAN PUBLIC HOUSE

If the investigators try to go straight to the Frying Pan Public House on the morning of the first murder they will find it long since closed. A law passed in 1872 required pubs to close by midnight. While some pubs are likely to push the issue, the Frying Pan has been closed for at least 3 hours on the night of the first murder. However they open up at 1PM the following day.

Mastermind's Note: Whitechapel Public Houses

These taverns are known to house the worst of the worst in Reprobates. It's very likely the investigators will find Magsman, Dippers, Rampsmen, Rollers, Thimble Riggers, Praters, Fawney Droppers, and Bug Hunters here (see the Baker Street Core Book and the Mastermind Guide). All these criminals won't strike all at once, but each time an investigator visits a Whitechapel Pub he's likely to have a run in with one or two of these Reprobates. Enhance your game by having an encounter or two ready whenever your investigators visit a pub.

The owner and bartender is a man named William Farrow. Here's what he knows:

- Polly was a regular in the pub. Sometimes she had money for drink other times she managed to get some tradesman or card sharp to buy her a drink.
- Her friends included Emily Holland, Alice Mary Crook, and Annie Chapman. They often gathered together here on nights it was raining.
- There was one curious thing about last night the bartender reports "A posh gentleman, in a top hat and cloak was in. We don't get many of those except for the slummers, even the most stout of them don't like to be in the 'Chapel after dark. He seemed quite comfortable, and had a way of unnerving most of my patrons that would have liked to leave 'em a few shillins short.

When the girls started going around the pub tryin' to get a man to buy 'em a drink he gave them a sort of death stare. Annie took it as a challenge, and tried to make 'em a client, but he got up and left in disgust.

- Alice stopped coming to the Frying Pan after meeting her new boyfriend at the Ten Bells Public House across from Christ Church.

Give the investigators a point of Resolve each after this scene.

What's a Slummer?

Most of us think that slumming is a modern term but actually middle class and upper class citizens of London went slumming in the East End as a recreational activity or fact finding mission. Slumming meant you could engage in less than reputable activities such as gambling, drinking, and engaging prostitutes without the fear of being seen by your peers. There was a thrill for many middle class and upper class young lads and ladies of simply walking through such a dangerous area to see what would happen. Social reformers went slumming to see exactly how bad the situation was in the East End and what they could do about it. Slumming was not a particularly dangerous activity unless you chose the nighttime hours. Wearing posh clothes and hanging out in Whitechapel in the wee hours would likely make you a target for robbery. Many people chose to do their slumming in disguise to blend in with the locals. See the second night of this adventure for details on how to run a slumming encounter.

Slumming Encounters

Over the course of the next few nights you a few random encounters with slummers can enhance any good ripper hunt. Here are a few possible encounters:

- The party stumbles across an upper class couple that decided not only to visit Whitechapel with-

out disguises but to do so in the dangerous nighttime. Reprobates are in the process of robbing their misguided souls. Use the Knifemen or Hugger Reprobates from the appendix. The number of Reprobates should be equal to about ½ the investigators (round up if needed). Should the investigators beat back the Reprobates the couple will surely offer a reward or favor (The man works for the Home Office).

- A lone gentlemen is the victim of a Barer-up and his girl. Neither will stay and fight if confronted but the investigators are still needed to scare them off. The older middle class man won't admit to it easily but he's slumming in the 'Chapel because his wife died in the past year and he's looking for some female companionship.

- At dusk a few social reformer women dressed in disguise are attempting to leave the East End. Members of the high rip gang are chasing them. The investigators will need to help the ladies out of Whitechapel, if not all the way home. These ladies are looking to form their own version of the Christian Ladies Home for Women. They have heard of its success and wish to emulate it. However after the fright of the evening they may rethink their plan.

THE SECOND RIPPER MURDER (ANNIE CHAPMAN) AT 29 HANBURY STREET

Run this murder any time during the second night of investigations. It happens between 5:30 and 6 in the morning. The word of murder will fly through Whitechapel alerting the investigators, or, if they have left the East End, officers will be dispatched to their homes or Baker Street.

For the Mastermind:

What happened with this murder is that Eddy found Annie Chapman on the street. Knowing she was a friend of Annie Crook, he asked to speak with her. They went into the yard to

avoid being singled out by the police for something illicit. (Prostitution itself is not illegal but soliciting on the street is.) Meanwhile Agnes Stevenson was stalking her prey. Eddy asked Annie Chapman to let him know if she found Annie Crook. He then left, and Agnes walked in the yard and murdered Annie Chapman.

The left arm is placed across the left breast. The legs are drawn up, the feet resting on the ground, and the knees turned outwards. The face is swollen and turned on the right side. The tongue protrudes between the front teeth, but not beyond the lips. The tongue is swollen. The front teeth are perfect as far as the first molar, top and bottom and very fine teeth they were. The rest of the body is terribly mutilated. The abdomen has been entirely laid open: the intestines, severed from their mesenteric attachments, have been lifted out of the body and placed on the shoulder of the corpse; whilst from the pelvis, the uterus and its appendages with the upper portion of the vagina and the posterior two thirds of the bladder, have been entirely removed. No trace of these parts are to be found and the incisions were cleanly cut, avoiding the rectum, and dividing the vagina low enough to avoid injury to the cervix uteri.

CLUES:

Clue: Knife Slashes Across the Throat

Lead 1: These cuts look like the exact same wounds on Polly. It's possible the same knife was used. (True)

Lead 2: The cuts might indicate the murder was left handed. (False)

Lead 3: The cuts indicate the attacker panicked causing them to make more cuts than necessary. (False)

Clue: An Apron Laying a few Feet from the Body (False Clue)

Lead 1: Perhaps the apron belong to the killer.

Lead 2: Perhaps the apron belong to a witness.

Lead 3: Perhaps the apron belongs to an accomplice.

Clue: Scattered Pills on the Cobblestone (False Clue).

Lead 1: The pills belonged to the attacker

Lead 2: A witness dropped the pills after seeing this brutal crime and ran away.

Lead 3: The pills belonged to the victim.

Clue: Uterus and Bladder Taken and Placed Near the Body

Lead 1: Taken without precision. (False)

Lead 2: Taken with the care and precision of a skilled medical professional. (True)

Lead 3: Removed in a ritualistic or superstitious way. (False)

Witness Report:

What Elizabeth Long Knows:

- She was outside around 4:45AM.
- She saw Annie with a man in a top hat and coat in the shadows. He said "Will you?" She replied "Yes". She said she heard the sounds of coins changing hands. (This was actually Eddy looking for Annie Crook, not a john of Annie Chapman. He had encountered her on the street and went into the yard to talk privately. The whole content of the conversation was "Please tell me if you see her. Will you?" at which he pressed a coin into her hand and Annie Chapman said "Yes.")
- Elizabeth was on her way to the Ten Bells.
- She saw the same man entering the Little Tongue Coffee House earlier in the evening.



What Albert Cadosh Knows:

- He couldn't see what was going on because of wooden fence that separates his property.
- He wasn't feeling well and walked outside to the watercloset around 5:00AM. He was outside his home at 27 Hanbury. He then heard a woman say "I'm surprised to see you" from the other side of the fence. He knew she wasn't talking to him so he went to relieve himself.
- He heard a woman make reference to the Ten Bells.
- The girls often brought men to this yard.

Give the investigators two points of Resolve at the conclusion of this scene.

THE TEN BELLS PUBLIC HOUSE

The Ten Bells may be visited by the investigators before the second night and the murder of Dark Annie. If they visit before Annie's death change the details below to make sense.

What the Owner knows:

- Several strange things have been happening at his pub. A posh gentleman was asking for Mary Annie Crook, who hadn't come in yet that evening. No sooner had he left when Annie Crook showed up.
- About an hour after Alice had arrived at the tavern several policemen came into the pub asking for her. Once I pointed her out they took her out of here. Strange thing about these men, none of them were Bluebottles I recognize from around here.
- Annie Chapman was drinking here until close.
- Chapman's nickname given to her by her friend Mary Kelly is Dark Annie.
- Mary Kelly is another prostitute who frequents his pub. He (the bartender) allows her to work outside the pub because she doesn't bring trouble in, she's easy on the eyes, and tells everyone this pub has the best drinks in all of London.
- Mary Kelly is working outside.

If the party wants to go outside to the sidewalk they see a very attractive woman standing. She's not keen to speak with investigators but some coin or other concession may get her to talk. Here's what she knows:

- A posh gentleman approached Dark Annie last night. He got off his carriage and she took him down the street to a quiet spot.
- Kelly suspects he's the Ripper. "Well at first I believed like all the girls it was Leather Apron. But this gent was agitated, frantic with Annie. I didn't think she was in any 'arm though, the man was clearly well bred and not a usual 'Chapel client. But now she's dead and I think that gent did the work."
- She is friends with Annie Chapman, she has met Polly Nichols a few times but she preferred the Frying Pan and Kelly prefers the Ten Bells, as the owner and her have an "understandin' about her work"
- If asked if Annie had gone to the Christians Ladies Home for Women Kelly responds "Yeah she spent some time there, even got me to go. Nice place, warm bed and food if you can stomach all the praises to the lord. Thing is, we ain't got much to be thankful for, and churchin' all day isn't for some of us, in fact I think it ain't meant for most souls, save those salvation mots*."
- If asked about Leather Apron. "Just walk up and down the main thoroughfare dressed as one of us, won't be long before he shows up. Takes our money by knifepoint. Peelers** won't do nothing about it either, they consider us not "proper citizen's". If some gent could do something to him, he'd have his Nebuchadnezzar put to grass***for free by all the thankful whores."
- If asked about Annie Crook she says "Blimey yeah, these policemen hauled her out of the pub and into a growler. Says to me "Mind my own business" but I overheard 'em tell the cabbie where to go. Lambeth Workhouse they said."

*Mot – The woman, or women that run a lodging house.

**Peeler – Robert Peel started the police force in London. Peelers, Bobbies, and Bluebottles are all names for uniform policemen.

***Slang for sex in the grass or street.

Give the investigators two points of Resolve each after this scene.

Pubs are Loud

Drinking and drunkenness are the primary recreational activity in the 'Chapel. It may be hard for the investigators to even hear inside the public house. Consider having loud boisterous men singing a song like:

"Drink up boys, and have a glass with me,
For it isn't every day I am out upon the spree,
I'm all right for I've got the £ s. d.,
And I mean to keep it up for I'm as happy as can be."

If told to stop thing might get a bit dicey, and by dicey I mean violent.

Throwing the Investigators a Lifeline

If the case is going against the investigators or if you wish to add a moment of Sherlockian fun into your adventure, consider having the investigators get a message to meet them in an abandoned or unused building. Inside a voice by lamplight tells them to "come no closer" but he offers some small help to the investigators. Maybe it's a clue they missed, something they didn't think of, or a hint to help them. As the figure leaves his lamplight streams a shadow on the wall of a man's head, wearing a deerstalker hat. The shadow quickly fades away. His help resets any damage done to the Sherlock Dice. This means 1s, 2s, and 3s, work again on the Sherlock Die. Furthermore future threats "reactivate" threat 2, then 4, then 6 (if they had made it that far before Sherlock intervened). Once activated again, follow the standard order on the Threat Meter.

Example: Your group has raised the Threat Meter to 5. Sherlock shows up with one clue or idea to help the investigators. The next time they raise the Threat Meter, it reactivates the "2" in the Threat Meter. When they do it again, it

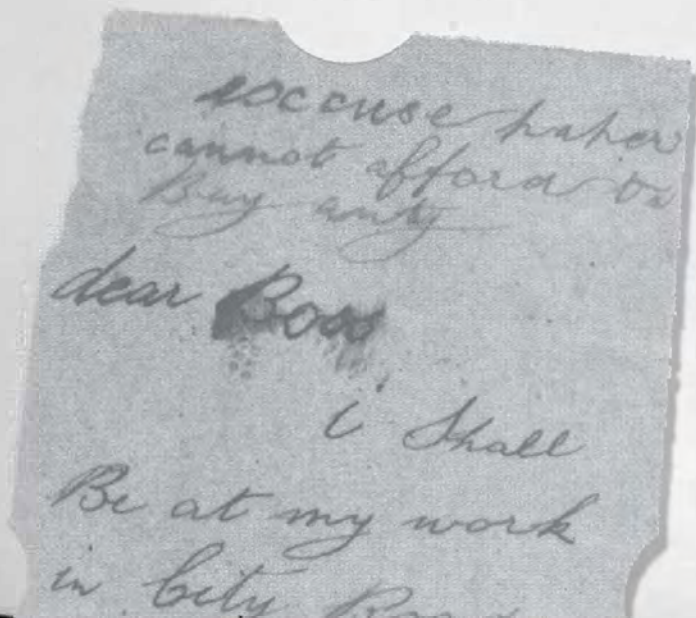
activates the "4.". The following Threat Meter increase (since they already hit 5) would be threat number 6. Then continue in order from there.

Upon returning to Baker Street Mrs. Hudson says a letter has been delivered to them by post. It reads:

Dear Boss,
I keep on hearing the police have caught me but they wont fix me just yet. I have laughed when they look so clever and talk about being on the right track. That joke about Leather Apron gave me real fits. I am down on whores and I shant quit ripping them till I do get buckled. Grand work the last job was. I gave the lady no time to squeal. How can they catch me now. I love my work and want to start again. You will soon hear of me with my funny little games. I saved some of the proper red stuff in a ginger beer bottle over the last job to write with but it went thick like glue and I cant use it. Red ink is fit enough I hope ha. ha. The next job I do I shall clip the ladys ears off and send to the police officers just for jolly wouldn't you. Keep this letter back till I do a bit more work, then give it out straight. My knife's so nice and sharp I want to get to work right away if I get a chance. Good Luck.

Yours truly
Jack the Ripper

An Easy (2) Observation roll shows the post mark Whitechapel.



SECOND DAY IN WHITECHAPEL

Now two murders have been committed. The newspaper reports will pick up on the Top Hat and Coat from eyewitness reports from Elizabeth Long. The newspapers will also mention that a Mr. George Lusk has formed a Citizen's Vigilance Committee to keep an eye out for the killer. These points should be easily discovered by any investigator picking up a newspaper.

HORROR UPON HORROR. WHITECHAPEL IS PANIC-STRICKEN AT ANOTHER FIENDISH CRIME

London lies to-day under the spell of a great terror. A nameless Reprobate - half beast, half man - is at large, who is daily gratifying his murderous instincts on the most miserable and defenceless classes of the community. There is another Williams in our midst. Hideous malice, deadly cunning, insatiable thirst for blood - all these are the marks of the mad homicide. The ghoul-like creature who stalks through the streets of London, stalking down his victim like a Pawnee Indian, is simply drunk with blood, and he will have more. The question is, what are the people of London to do? Whitechapel is garrisoned with police and stocked with plain-clothes men. Nothing comes of it. The police have not even a clue. They are in despair at their utter failure to get so much as a scent of the criminal. They have turned to private investigators. But what are they doing? They have been seen mostly hanging around pubs and coffee houses availing themselves on Whitechapel spirits while doing nothing. In the wake of all this local leading citizen George Lusk has formed the Whitechapel Vigilance Committee. He believes that if the police or contract sleuths won't find the criminal then it's up to the good people of Whitechapel.

The scene of the murder is the house 29, Hanbury-street - a packing-case maker's. The

body was actually found in the back yard, just behind the back door, mutilated in an even more ghastly manner than the woman Nicholls. It seems that the crime was committed soon after five. At that hour the woman and the man, who in all probability was her murderer, were seen drinking together in the Bells, Brick-lane. But though the murder was committed at this late hour, the murderer - acting, as in the other cases, silently and stealthily - managed to make his escape. The body was lying on her back with her legs outstretched. Her throat was cut from ear to ear. Her clothes were pushed up above her waist and her legs bare. The abdomen was exposed, the woman having been ripped up from groin to breast-bone as before. Not only this, but the viscera had been pulled out and scattered in all directions, the heart and liver being placed behind her head, and the remainder along her side. No more horrible sight ever met a human eye, for she was covered with blood, and lying in a pool of it, which hours afterwards had not soaked into the ground.

The woman's name is Annie Chapman, alias Dark Annie. She comes from Windsor, and has friends residing at Vauxhall. Her home was a lodging-house at 35, Dorset-street, in Whitechapel. Her husband was a pensioner, who allowed her 10s. per week, but he died a twelvemonth ago, and, the pension ceasing, she has since earned her living in the streets. She lived for a time with a man named Sieve. She was identified at the mortuary at half-past seven this morning by Frederick Simmons, a young man living in the same house with her. She lay on an operating table exactly as she had been brought in, the hands of one of the constables being dyed with blood. Simmons identified her without difficulty, first by her handkerchief and then by her face.

Neighbors report the only identifying characteristic of the knife now called Jack the Ripper was his top hat and coat. A posh looking gentleman certainly out of place for the East End at night.

While combing the street of Whitechapel the investigators will pass the various vendor stalls. This is where Dr. Tumblety comes in. He sent the investigators the Dear Boss letter and now he intends to make himself look more and more the suspect. At some point during the day the investigators may pass a line of stalls in which he is selling "Tumblety's Pimple Destroyer" and "Indian Root Pills". When he sees the investigators he waves them over.

"I've seen you lot in the paper. Tracking that Ripper fellow. Smashing. Can I interest you in some Indian Root Pills? It's good for what ails you. My card:"

DR. FRANCIS TUMBLETY

Famed physician and herbalist.

**NUMBER 22 BATTY STREET - FOR
PERSONAL APPOINTMENTS**

An Easy (2) Observation roll identifies him as an American.

"I'm Doctor Francis Tumblety, physician to great men like President Lincoln! Why I've even been introduced to Charles Dickens and been Louis Napoleon's personal physician. That's enough about me though. What's your plan to catch this knife murderer? I'm not sure you can catch him. Seems awful crafty to me."

Tumblety makes himself a nuisance until the investigators find a clever way to be rid of him.

FOLLOWING UP AT LAMBETH WORKHOUSE

If the investigators go to the workhouse and ask for Annie Crook they may have a challenging time. The Queen's agents have put her under an assumed name. One possibility is talking to Mary Ann Monk who saw the girl being admitted last night. She overheard the name the policemen used (Hannah Brown). Another recourse is to go undercover at the workhouse or get Mary Ann Monk to help. She's likely to see the investigators when they show up at Lambeth, recognizing them.

There is no reason to use the Rule of 4 here when interviewing Annie Crook AKA Hannah Brown. She provides all she knows.

She was told by the policemen the move was for her own protection. When she tried to press for more information they told her the knife (Jack) was after her (basically so she would stop asking questions). She has no idea that the policemen were false officers and she's very thankful for the policemen because they just saved her and her unborn baby. You see, Annie Crook is pregnant by her boyfriend Eddy. She tells the investigators that it's likely her Eddy is looking for her at the Ten Bells, or near the coffee shop where they met, The Little Tongue Coffee House. She asks the investigators to find Eddy to let him know where she is.

When leaving Lambeth the investigators pass a large piece of shrubbery. A Challenging (4) Observation roll shows that 3 police uniform jackets have been thrown behind the bush.

Sneakers.... for Sneaking

One of the more curious events of the Jack the Ripper slayings is the invention of rubber soles added to policemen's boots for silent movement. While it being in doubt that this is the first world-wide use of rubber footwear, it's still an interesting result and undoubtedly got more criminals caught because they couldn't hear the Bluebottles coming.

FOLLOWING UP AT THE LITTLE TONGUE COFFEE HOUSE

The cashier girl knows the following:

- Eddy was a frequenter of the establishment
- Eddy came in last night frantic to find Annie Crook.
- An American Doctor tried to calm the man down but he ran out back in the night looking for Annie.
- The American Doctor is a strange one. Refuses to even pay me. Demands a man conducts the transaction. Tell his friends he has sworn off women. Calls women vile cattle. Says he will do his friends a favor by poisoning them should they ever befall such a tragedy as woman.
- The doctor normally stops in every night. Hangs out with a group of men currently not in the tavern.

Other Avenues of Investigation:

The investigators may go straight back to Dr. Tumblety's stall and demand answers. (If they think to go to his residence during the day, his landlady (a Mrs. Kuer) will say he working at his stall). When confronted, Tumblety doesn't deny saying those things in the coffee house or refusing to deal with the female cashier. "Women", he explains, "are the bane of all existence". He then insists on writing a prescription for the most agitated investigator. "Please take this prescription to any druggist, it's for your nerves." If it is insinuated he may be Jack, he says "why, it's my understanding the man goes about in either a Leather Apron, if you believe the whores, or a top hat and cane if you believe the folks around here. Why you'd be more on the track with a fellow I met at the coffee shop last night, than me. True the knife and I have one common interest, women are getting what they deserve. Aside from that I don't own an apron or a top hat... and unless you have any other evidence, I will ask you to leave me alone." And he turns back to peddling his quack remedies (or if it's night, he is gathering up his supplies)

NIGHT 3 IN WHITECHAPEL

If the investigators still haven't found the man in the top hat and coat, read this out loud:

Once again the top hat fellow of Whitechapel moves freely among the street. He smiles and thinks to himself "yet another night, work to be done, work to be done..." A young pretty woman passes him in the street..."Excuse me, my dear" he flashes his charming smile, and she is smitten with him and his coin "I was wondering if you could help me. I have just a small favor to ask if you aren't busy..." His cape flows up and behind her as he leads her off.



The investigators may want to hang around the coffee shop for the chance of running into Eddy. Instead George Lusk enters the coffee house and approaches the investigators.

"I'm Mr. Lusk of the Whitechapel Vigilance Committee. I have recently received this letter in a cardboard box. The police haven't been overly helpful so I elected to bring it to you first...I warn you, you need a strong stomach to look in the box."

From hell.

Mr Lusk,

Sor

I send you half the Kidne I took from one woman and prasarved it for you tother piece I fried and ate it was very nise. I may send you the bloody knif that took it out if you only wate a whil longer

signed

Catch me when you can Mishter Lusk

Inside is the piece of a human kidney. A Challenging (4) Observation roll identifies the handwriting to the letter the investigators received at Baker Street. A Demanding (5) roll reveals the handwriting to match the prescription that Dr. Tumblety gave one of the investigators.

All this would point to the Doctor being a prime suspect. His stall is empty which leaves going to his home. The investigators arrive at Batty Street just in time to see a man (Dr. Tumblety) leaving. They may choose to follow him stealthily. Due to the narrow streets, alleys, and numerous people, give investigators a minor advantage (2 dice) to any Stealth rolls to follow him. It's not easy for Tumblety to know he is being followed.

An Average (3) Observation roll reveals that the doctor is trying to be stealthy about his movements; he takes alleys over main streets and is constantly looking over his shoulder. Eventually he ducks back down an alleyway and into a small secluded yard where another man awaits. Let the players come up with whatever means they want to spy on Tumblety. Pretty much any method within reason works. He is having an affair with the man. Before the scene gets overly graphic, a police officer barges into the yard to break up the tryst. He is stern, reminding the men this kind of behavior is against the law. Just after he reads them the riot act, police whistles begin to go off everywhere "Now then," he says "you're lucky. I'm warning you against anything like this again!" and he runs off.

An Average (3) Observation roll reveals the whistles are coming from the area near the coffee shop.

If the investigators choose to search Tumblety's room instead of following him they will need to figure out a way past his landlady (Mrs. Kuer). Inside the room they find jars of body parts hidden in the closet. A Demanding (5) Medicine roll will reveal them to be uteri from women. Just as the investigators' stomachs are turning, police whistles will be heard going off. An Average (3) Observation roll reveals the whistles are coming from the area near the coffee shop.

Encounter with a Prostitute

At some point in the adventure prostitutes might have their own sights set on the investigators. This could be from a Dollymop trying to find a husband or client, a Mollisher looking to embarrass a man into giving her money, else she tells his wife, or a Roller who intends to rob one of the investigators with or without the help of a large male companion. Remember, these girls are prostitutes out of desperation. They will tell the investigators whatever they want to hear to trap them for their desperate purpose.

THE ARREST OF PRINCE ALBERT

There is a huge scene outside the Little Tongue Coffee House. People are shouting and throwing things and the police are trying to secure the situation. The investigators first encounter Mr. Lusk, who bids them into the shop.

"Caught the blighter, calls 'imself "Eddy". He came into the coffee house with a Top Hat and everything. We cornered him. He admitted to being in the 'Chapel the last few nights. We turned him over to police but now the mob's trying to get at him. I don't think the police will be able to get 'im into a carriage, not without help anyway."

Inspector Gregson tells the investigators he needs their help in getting Eddy to the Police Wagon in the street. The mob is being held back by police constables but they are getting more and more angry and more and more people are joining the mob.

If the investigators don't jump in right away and plug the gaps in the police line and help to fight off the mob and get the prisoner to the carriage the mob will attack and kill him in a bloody frenzy. Have them each fight off a Whitechapel Citizen Mob Reprobate. Consider this mob to be a Fanatical Following, meaning it will take 2 hits to injure them, and a third to remove them from the scuffle (Baker Street Core Rulebook page 132).

Whitechapel Mob

Fight: 4

Brawling

Dodge & Defense: 3

Vs. Brawling, Boxing

Menace: 3

Shoot: 5 (armed with rotten vegetables that do no damage)

It takes about 4 rounds to get Eddy to the carriage. During the first round the mob throws rotten vegetables at Eddy and the investigators. During the 2nd, 3rd, and 4th rounds the mob fights the investigators, attempting to get past them to attack Eddy before he's placed in the wagon. About 4 police officers are flanking Eddy the whole way. A couple of them will probably get pulled out into the mob and beaten during the scuffle. After the 4th round Eddy is loaded and secured in the wagon and the police officers climb aboard and exit. At this point the investigators retroactively can make Observation rolls to notice a few things about the prisoner as he made his way to the police wagon. Let them have an investigation round.

CLUES:

Clue: A Cane with a Heraldry Crest of the House of Saxe-Coburg and Gotha

Lead 1: This man stole a cane belonging to royalty (False)

Lead 2: This man is royalty (True)

Lead 3: This is a fake used the impress victims. (False)

Clue: The Man's Twitching Right Arm.

Lead 1: It's possible he's prone to seizure (a royal condition) (True)

Lead 2: The coat or shirt he is wearing is itchy. (False)

Lead 3: He has strained a muscle in his arm by repeated violent movements like swinging a knife. (False)

Once the carriage is moving, Inspector Gregson (from the police wagons) yells to the investigators to meet him at Scotland Yard. Then several of the mob turn again toward the investigators. They wanted to take their own vengeance on the Ripper, and the police are incompetent and probably will let him go. A Heroic (6) Oratory roll is necessary to placate them, otherwise they turn on the investigators. The investigators can stay and fight; the first round only a couple of the mob attack, but each round the fight goes on, 2 more join in, until the breaking free becomes impossible. The investigators will need to flee the scene or else they could be seriously injured or worse. The mob will follow, pursuing running investigators for a round, then they give up and let the investigators go.

Walter Sickert - Painter, Jack the Ripper suspect?

A painter named Walter Sickert seems overly interested in the Ripper slayings according to newspaper reports. He has rented a studio near the Camden Market. There are rumors that he is painting women in beds after being murdered. However, his studio isn't near White-

chapel and he spends most of his time painting, including grisly content like murdered women. His goal is to be truly shocking. His fascination with the Ripper slayings is really just a front to get people to take an interest in his art. Still, he can be a good false lead if you want to use him in your investigations.

AT THE YARD

Once at the Yard the investigators are told to wait a few minutes before Inspector Gregson meets them. About 45 minutes later he apologizes and takes the investigators to a private room.

"I'm afraid this situation couldn't get any worse. I'm going to need your complete word that what I tell you now doesn't leave this room. I'm not even sure how to explain this."

Allow the investigators to admit they know the identity of the man being held. If they reveal it, Gregson will be quite amazed.

"Why that's extraordinary. Like Mr. Holmes himself."

Then he continues.

"This 'Eddy' is of course the Prince. He claims to be looking for his fiancé, some Whitechapel girl named Annie Crook. If word gets out that Prince Albert is a suspect, there will be pandemonium. I don't know what we are going to do."

It's about this time that there's a knock on the door. A police constable comes in. "Begging your pardon sir, but she's here."

"Who is here?" says Gregson.

"The, uh, um... (hushes his voice)...The Queen of England sir... she wishes to see you immediately."

A sheer look of terror crosses Gregson's face.

"Hmpt...yes, yes of course, don't keep her Majesty waiting. Bring her in."

In walks the Queen, flanked by a mysterious portly older chap. Gregson is tongue-tied and barely remembers to offer her a seat.

"Yo...you...your Majesty..... we, we are honored with your presence."

"We have always put much faith in the police force, inspector. Please introduce me to your associates. We never speak to those to whom have not been properly introduced."

Let the investigators attempt an introduction to her Majesty.

"Am I to assume these people have something to do with Albert being here?"

"Yes. Well I mean, your Majesty they are helping Scotland Yard find the madman in Whitechapel. They've taken up the work of Mr. Sherlock Holmes."

"Mr. Sherlock Holmes is not unknown to us," she says as she nods at the portly older man. "He has performed great deeds in the service of the Crown. I hope you all aspire to his station. Crime in the Empire is a horrible thing. I trust that, for whatever reason you have detained my grandson, he will be released quickly, quietly and privately."

"Well the problem is you...Your majesty (Gregson tugs at his collar) a man matching his description...well dressed like him...with a resemblance to him...you see....."

A police officer tries to get the attention of one of the investigators (Easy (2) Observation roll) through the barred window of the room while Gregson flounders with the Queen. The note reads:

Another Murder. 15 minutes ago. Dutfield's Yard.

This is a chance for the investigators to save face

with the Queen and help Gregson out of a bind. If the investigators don't understand Eddy's innocence an Easy (2) Reason roll tells them he's been in police custody all night (the last 2 hours) and couldn't have committed another murder. Award an entire rank of status to the investigators if they manage to satisfy the Queen and keep the incident a secret. (If they ask how keeping a secret increases status, it's simply the Queen dropping their names or occupations over the next few weeks, plus the favors and respect of Scotland Yard). For the Queen's part she only wishes the charges dropped and no mention be made that Albert was even in Whitechapel. She says the press will be informed that he has been traveling abroad. And "We will be sure that Prince does not step foot in the East End anymore."

Award the investigators two points of Resolve each at the conclusion of this scene.

THE MURDER OF LIZ STRIDE

The investigators will want to make all haste (after very gingerly handling the royal issue) to Dutfield's Yard.

The body was lying on the near side, with the face turned toward the wall, the head up the yard and the feet toward the street. The left arm is extended and there is a packet of cashews in the left hand.

The right arm is over the belly, the back of the hand and wrist had on it clotted blood. The legs are drawn up with the feet close to the wall. The body and face are warm and the hand cold. The legs are quite warm.

The deceased has a silk handkerchief round her neck, and it appears to be slightly torn. This corresponded with the right angle of the jaw. The throat was deeply gashed and there was an abrasion of the skin about one and a half inches in diameter, apparently stained with blood, under her right arm.

CLUES:

Clue: A Brand New Bible

Lead 1: The bible was a gift. (True)

Lead 2: The bible was purchased. (False)

Lead 3: The bible was a family bible. (False)

Clue: Neatly Washed and Pressed Clothes.

Lead 1: She had time or money to do the laundry or hired it done, recently. (False)

Lead 2: No workhouse stamp on the clothes, but maybe some other charity washed her clothes. (True)

Lead 3: Her friends or family washed her clothes. (False)

Clue: A Grape Stem Near the Body. (False Clue)

Lead 1: She had money to buy grapes.

Lead 2: The killer lured her with grapes.

Lead 3: The grapes were given to her by someone else.

Clue: No Money Found on the Body.

Lead 1: She was robbed before the killing. (False)

Lead 2: She was robbed by the killer. (False)

Lead 3: She had no money because she spent it on drink. (True)

Clue: No Mutilation of the Body

Lead 1: People scared the killer off before they had time to finish (False)

Lead 2: The killer was in a hurry for some reason (True)

Lead 3: The killer was not the Ripper (False)

Clue: A Torn Piece of Fabric

Lead 1: Men's Clothing (False)

Lead 2: Women's Clothing (True)

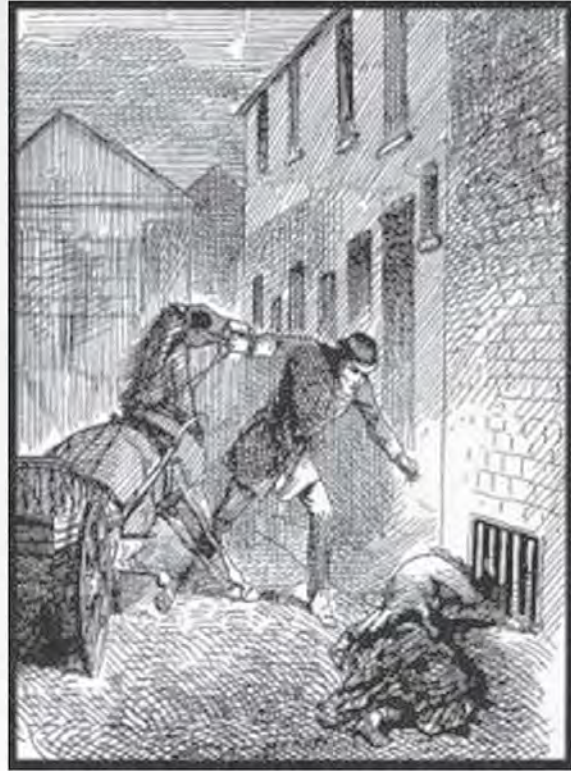
Lead 3: From some outer wear material worn by both sexes. (False)

Clue: On the Wall Written in Chalk are the Words "The will of God, your sanctification: abstain from sexual immorality."

Lead 1: Most likely written by an educated male hand (False).

Lead 2: Most likely written by an uneducated female hand (False).

Lead 3: Most likely written by an educated female hand (True).



William Marshall

Here's what William knows:

- He saw Liz about 11:45 on Berner Street.
- She was kissing a sailor.
- The man said "You would say anything but your prayers. That's why you got the boot."
- A couple men coming out of the pub shouted to her "That's Leather Apron gettin' round you".
- Apparently to scare her but it didn't cause her to be frightened.

What the police constables know:

- Liz Stride of 32 Flower and Dean Street. She very recently moved to that lodging house.
- She was seen at the lodging house this morning cleaning the rooms. She was paid 6d.
- She appeared 8 times before the magistrate for being drunk and disorderly but nothing since May.
- She spent time last January in the Poplar Workhouse.
- She spent time last year in the Whitechapel Workhouse.

Award the investigators with two points of Resolve each.

It's possible to have the trip with the Prince to happen between the two murders on this night. If that's the case simply change the location in the note the constable shares with them to Mitre Square, instead of Dutfield's Yard.

CATHERINE EDDOWES MURDERED IN MITRE SQUARE

The news of a second murder makes its way to the investigators just as they finish their Investigation Scene on Liz Stride.

This murder occurs in the jurisdiction of the City of London police force, not Scotland Yard. The investigators have not been hired by London City Police and must tread carefully to be allowed access to the crime scene. This is a good time for a status roll of a Demanding (5) difficulty to get immediate access to the crime scene.

The body of Catherine Eddowes lies on its back, the head turned to the left shoulder. The arms are by the side of the body as if they had fallen there. Both palms upwards, the fingers slightly bent. The left leg extended in a line with the body. The abdomen is exposed. Right leg is bent at the thigh and knee. The throat cut across. The intestines are drawn out to a large extent and placed over the right shoulder. They are smeared over with some feculent matter. The lobe and auricle of the right ear were cut obliquely through. There is a quantity of clotted blood on the pavement on the left side of the neck round the shoulder and upper part of arm, and fluid blood-coloured serum which had flowed under the neck to the right shoulder, the pavement sloping in that direction. The face is very much mutilated. There was a cut about a quarter of an inch through the lower left eyelid, dividing the structures completely through. The upper eyelid on that side, there is a scratch through the skin on the left upper eyelid, near to the angle of the nose. The right eyelid was cut through to about half an inch. A piece of chalk was found in her pocket.



CLUES:

Clue: Another Brand New Bible Same as Liz's Bible

Lead 1: The Bibles may have been given out on the sidewalks. (False)

Lead 2: The gift of the Bibles was from the same person. (True)

Lead 3: The Bibles were given out from the same church. (False)

Clue: On the Wall is Written in Chalk: "The Juwes are not the men who will be blamed for nothing."

Lead 1: This is a message isn't about Jews it's about freemasonry. (False)

Lead 2: This double negative is meant to clear the Jews of any wrongdoing. (False)

Lead 3: This is typical cockney speech and it is disparaging Jews on purpose. (True)

Clue: Mustard Tin Containing two Pawn Tickets, One in the Name of Emily Birrell, 52 White's Row, dated August 31, 9d for a Man's Flannel Shirt. The Other is in the Name of Jane Kelly of 6 Dorset Street and dated September 28, 2S for a Pair of Men's Boots. (False Clue)

Lead 1: Perhaps the Emil Birrell is connected with the killings.

Lead 2: Perhaps Jane Kelly is connected with the killings.

Lead 3: Perhaps the pawn shops hold a secret about the killings.

Clue: The Writing on the Wall in Comparison with the Writing from the Last Murder:

Lead 1: Written by the same person. (False)

Lead 2: Written by a different, possibly taller person. (True)

Lead 3: Written by the victim. (False)

At this murder scene Dr. Tumblety decides to get involved. A police constable comes up to the investigators while they are working. "This man says he's with you. Says he's the physician that's going to help you crack the case."

The party will probably be none too thrilled to see the Doctor. In fact they very well may lock him up for the murders. He doesn't mind though, he's really there to gloat to the investigators. He's quite taken with Jack's work. Frankly he's a fan boy and tickled to no end to be harassing investigators. If he gets mistaken for Jack, all the better.

Hauling him into Scotland Yard only makes him excited to be part of the murders. One way to shut the doctor up is for the investigators to tell him they know of his nightly affairs in courtyards and alleyways (his homosexual affairs). Since this is illegal in 1888, Dr. Tumblety leaves and no longer attempts to push the buttons of the investigators.

Give the investigators two points of Resolve each.

It should be clear that clues are stacking up against Agnes and her mission. Hopefully the investigators return to the mission to investigate further.

BACK AT THE LADIES HOME

Agnes is not to be found here. If the investigators inquire, her assistant (Doris) tells them she took a few of the girls and went to the new property for the opening of the second house. Doris will give the investigators the address. This takes them to the courtyard and the final confrontation. Make sure the investigators know that being out this late in Whitechapel is

dangerous, in the very least. If you have to hit them over the head to find Agnes, do so. Otherwise, she commits the killings and disappears.

Death Trap Finale

What Agnes hasn't told her reformation group is that she'd already purchased a set of flats in the East End last year. She intended to begin using them for rooms for women but soon realized that no amount of space was going to turn women off drink and prostitution to survive. Addiction to alcohol and the need to gain money for drink was a vicious cycle. So she began using the homes as Jack's base of operations. She spent charity money to have the basements or cellars of these homes connected.

When she realizes her mission of retribution is in danger she arranges one last deadly finale. When the investigators arrive in the courtyard between all the homes they hear a voice but can't tell where it's coming from. It's definitely a feminine voice.

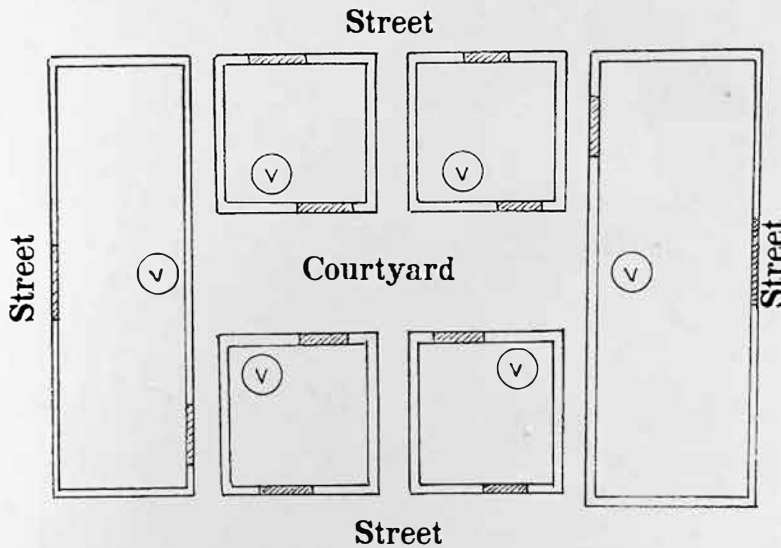
"You may be here to stop my glorious mission for the Almighty. It is no matter now. Others will take up my cause."

All the investigators need Easy (2) Observation rolls to see women in all the windows facing the courtyard. Their arms are behind their backs as they are sitting in chairs, apparently tied down. One of the girls, the one in building four, is Mary Kelly.

"My mission will be remembered for all eternity in the glory of the Almighty. Men will look back on it and say I gave birth to the twentieth century. We will purge the evilness of sin by the fiery sword of Michael, the knife wielded by women of virtue."

Jack can start anywhere the Mastermind feels acceptable. Each building has a basement (with tunnels leading to adjacent buildings) a main floor, and a first floor (ie upstairs for our American players). Each house is lit on each floor by a lantern. The stairs going up and down from each main floor are very visible.

This is a simple chart to put movement/action costs to things without having to figure distances. It will allow you to run the combat with just a small sketch of the area.



Movement:

Move from the courtyard to any door facing the courtyard – 1 simple action

Move from the main floor of a building to the upstairs window or basement – 2 simple actions*

Move from the street facing doors to the courtyard – 3 simple actions

Move from basement of one building to the basement of an adjacent building – 2 simple actions*

*Because Jack is familiar with the stairs and passages she can move for 1 simple action instead of 2. In this manner she can easily escape from investigators attempting to follow her with just minimal planning.

Jack's tactics are simple. Try to kill a girl when possible, otherwise move, and lie in wait by hiding in a main floor, basement, or upstairs to attack investigators. To use the Assassin Guile, she makes a hide roll where it's likely an investigator will come into her area and she must hold her complex action. An investigator must make an Observation or Perception roll when they move into the area against Agnes's Hide. If they fail the roll, she attacks as her held complex action. The attack is a surprise and she can use her Assassin Guile. Otherwise the attack is just a normal attack and the investigator can use Resolve to block damage.

After successful knife attacks, she uses her Shadows and Fog Guile to move away and hide. Smart heroes may purposely start to change their tactics after a couple of ambushes from Jack. They may say things to the Mastermind like "I'm using my lantern", or "I proceed cautiously". Give them a die or two as an advantage to spot Jack whenever they take these types of precautions.

If the investigators do something clever like get the police to surround the place, she will be easy to catch but not before she's killed at least one of the girls.

Jack fights until she is dead or mortally wounded.

Sample Actions:

Complex – Jack kills a girl

Full Action (1 complex, 1 simple) – To free a girl from her bindings.

You Caught the Ripper!

Stopping Jack has very strong implications for the investigators. First, they are celebrated by the media. Even Thomas Wentworth has nice things to say about them. All investigators earn 2 status ranks from the fame of the event.

Scotland Yard has little reservation about using the investigators in future investigations. They are approached to start their own charity in the East End that goes a long way in cleaning up prostitution in the area should they follow through. More and more people follow the investigators lead in the process for cleaning up White Chapel. Generally speaking, the next 20 years result in a much more peaceful time than if they had not captured the ripper.

REPROBATE GALLERY



Knifeman

Knifemen prowl the east end at night looking for easy marks to rob by brandishing knives. Most of the time the fear of being stabbed gets them what they want. A Knifeman's professional skills are Hide, Weapons, and Menace.

Special Ability: Knifemen inspire fear and dread so they don't have to assault their marks. Therefore they are not restricted to the use of one Resolve when using the Menace skill.

Dodge & Defense: 4

Endurance: 3

Fight: 3

Hide: 4

Menace: 4

Street Smarts: 3

Strength: 4

Weapon: 4

Knife



Hugger

Huggers are two man robbery teams. They lie in wait for a passerby and one man uses a garrote and loops it around the victim. Once held in place, the second man rifles through the pockets of the victim. A Hugger's professional skills are Dodge & Defense, Hide, and Weapon.

Special Weapon: Garrote

This weapon can do the wielder's strength in damage but mostly it's used to hold the victim in place. The first time the weapon is used successfully it does no damage, instead the victim is grappled. Attempts to escape are particularly difficult. Add 3 dice as a combat advantage to the attacker's strength when the victim attempts to escape.

Special Ability: Huggers are experts with using a garrote. Therefore they are not restricted to the use of one Resolve when using the Weapon skill with garrotes.

Dodge & Defense: 4

Endurance: 3

Fight: 3

Hide: 4

Menace: 4

Street Smarts: 3

Strength: 4

Weapon: 3

Garrote



Agnes Stevenson AKA Jack the Ripper

Acting: 3
 Dodge & Defense: 4
 Endurance: 3
Hide: 4
 Alleys and Passages
 Observation: 4
 People
 Perception: 4
 vs. Hide
Oratory: 3
 Lying
 Street Smarts: 3
 Strength: 3
Weapon: 4
 Knife

Personal Characteristics:
 "Hard to Trail"
 "Fanatic"
 "Murderer"

Professional Characteristics:
 "Deeply Religious"
 "Intolerant"
 "Moral Superiority"

Villainous Guiles

Assassin
 Quick
 Signature Weapon (Knife)
 Vanishing Villain

New Guile:
 Shadows and Fog

After a successful attack this character can hide by taking a simple action to move (if they have a simple action left). During this move the Villain can make a hide check against any character that has line of sight. If successful, the Villain is hidden and characters have to make a check as a complex action on their turn to see the Villain.



Dr. Francis Tumblety

Criminal Artistry: 3
 Medicine: 3
 Quack
 Anatomy
 Science: 3
 Street Smarts: 3
 Oratory: 3
 Lying
 Hide: 3

Personal Characteristics:
 "Woman Hater"
 "Liar"

Professional Characteristics:
 "Quack"



John Pizer AKA Leather Apron

Criminal Artistry: 3

Dodge & Defense: 4

Fight: 3

Hide: 4

Menace : 5

Street Smarts: 4

Weapon: 3

Knife

Personal Characteristics:

“Ruthless”

Professional Characteristics:

“Lazy Bootmaker”

Violence Handout #1

Last night along Whitechapel avenue several Jewish merchants had their windows shattered by men throwing rocks. Only Jewish establishments were targeted. The author believes this is in connection to the recent slaying in Whitechapel. Many residents believe the slayings to be the work of a Jewish killer. More police resources will be undoubtedly called into the district to quell further unrest.

Violence Handout #2

Several drunk patrons of the Queen's Head Public house pulled a Jewish man from his bed late last night, accusing him of being the East End slayer of women. If police constable Higgins hadn't intervened the man likely would have been beat to death. The drunken men had no proof of the Jewish man's guilt aside from some locals believing he is a man known to wear an apron home from work, like the Knifeman, Leather Apron. Violence continues to escalate in the East End.

Violence Handout #3

A gang of men calling themselves the Anti-Jewish league have formed in Whitechapel. Their aim is to bring the man known as "Jack the Ripper" to justice. Their methods are far from passive as they have already stormed four Jewish places of business demanding answers. One man is in the hospital after a brutal interrogation by these men. It is very likely the police will be called in to confront the gang should their antics continue. Anti-Jewish protests are planned for this weekend.

Violence Handout #4

Men clashed openly in the streets of Whitechapel today as the Anti-Jewish league attacked and killed 3 Jewish men in their place of business. Several Jewish men have responded with armed attacks of their own on anyone approaching their business with threats, insults, or acts of violence. The whole of Whitechapel is poised on the brink of open warfare in the streets. Police beats have been doubled but that will be of little use if wide scale civil unrest breaks out.

The Liverpool Weekly MercuryJune 2nd 1888**LAWLESSNESS IN
LIVERPOOL**

Despite the justly severe punishment which has from time to time been meted out by the judges of the assize in cases of brutal assault, lawlessness is still rife in certain quarters of the city, the police themselves being common victims of these violent outrages. On Monday night, what is described by a witness as a murderous attack was made upon a police-constable (No. 1102, Luny) attached to the A division. At the corner of Clare-street and Springfield-street, a gang of "high rippers," who had just left a neighbouring public house, were fighting, it is said, for the possession of a watch which had been stolen. The officer who was on duty, interfered, when one of the gang turned upon him and kicked him severely. A scuffle ensued. Whereupon the whole of the roughs joined in the attack upon the constable, who was shockingly maltreated before any help came to him. He fortunately retained a hold upon one of the men, named Michael Gindley, and with the assistance of another officer, who, however, it is alleged did not come on the scene until Luny had been blowing his whistle for fully quarter of an hour, the prisoner was locked up. The injuries of the constable were so severe a nature that he was unable to give evidence when Gindley was brought before the magistrates, and remanded until Tuesday, and he is still off duty in consequences of the assault.

The London StarJune 3rd 1888**WHITECHAPEL SLAYING!
POLICE BAFFLED, SPECIALISTS RETAINED!**

As the East End murder spree continues, the police are no further to catching the culprit. This morning they hired investigators who have taken up residence in the former home of a Mr. Sherlock Holmes, most notable for assisting Scotland Yard in a number of high profile cases. Dr. John Watson, the investigators' employer, was unreachable for comment. The second murder of a woman in Whitechapel has sent alarm through the East End, and indeed all of London.

At a quarter to 4 o'clock Police constable Neill, 97J, when in Buck's Row, Whitechapel, came upon the body of a woman lying on a part of the footway, and on stooping to raise her up in the belief that she was drunk he discovered that her throat was cut almost from ear to ear. She was dead but still warm. He procured assistance and at once sent to the station and for a doctor. Dr. Llewellyn, of Whitechapel Road, whose surgery is not above 300 yards from the spot where the woman lay, was aroused, and, at the solicitation of a constable, dressed and went at once to the scene. He inspected the body at the place where it was found and pronounced the woman dead. He made a hasty examination and then discovered that, besides the gash across the throat, the woman had terrible wounds in the abdomen. The police ambulance from the Bethnal-green Station having arrived, the body was removed there. A further examination showed the horrible nature of the crime, there being other fearful cuts and gashes, and one of which was sufficient to cause death apart from the wounds across the throat. After the body was removed to the mortuary of the parish, in Old Montague Street, Whitechapel, steps were taken to secure, if possible, identification, but at first with little prospect of success. Associates of the late Sherlock Holmes have been hired as independent consultants on the case as tasked with finding the motive and murder of these grisly crimes.

"Dear Boss" Letter:

25. Sept. 1888.

Dear Boss

I keep on hearing the police have caught me. but they wont fix me just yet. I have laughed when they look so clever and talk about being on the right track. That joke about Leather Apron gave me real fits. I am down on whores and I shant quit ripping them till I do get buckled. Grand work the last job was. I gave the lady no time to squeal. How can they catch me now. I love my work and want to start again. You will soon hear of me with my gunny little games. I saved some of the proper red stuff in a ginger beer bottle over the last job to write with but it went thick like glue and I cant use it. Red ink is fit enough I hope ha ha. The next job I do I shall clip the lady's ears off and send to the

The Liverpool Weekly MercuryJune 4th 1888

HORROR UPON HORROR. WHITECHAPEL IS PANIC-STRICKEN AT ANOTHER FIENDISH CRIME

London lies to-day under the spell of a great terror. A nameless Reprobate - half beast, half man - is at large, who is daily gratifying his murderous instincts on the most miserable and defenceless classes of the community. There is another Williams in our midst. Hideous malice, deadly cunning, insatiable thirst for blood - all these are the marks of the mad homicide. The ghoul-like creature who stalks through the streets of London, stalking down his victim like a Pawnee Indian, is simply drunk with blood, and he will have more. The question is, what are the people of London to do? Whitechapel is garrisoned with police and stocked with plain-clothes men. Nothing comes of it. The police have not even a clue. They are in despair at their utter failure to get so much as a scent of the criminal. They have turned to private investigators. But what are they doing? They have been seen mostly hanging around pubs and coffee houses availing themselves on Whitechapel spirits while doing nothing. In the wake of all this local leading citizen George Lusk has formed the Whitechapel Vigilance Committee. He believes that if the police or contract sleuths won't find the criminal then it's up to the good people of Whitechapel.

The scene of the murder is the house 29, Hanbury-street - a packing-case maker's. The body was actually found in the back yard, just behind the back door, mutilated in an even more ghastly manner than the woman Nicholls. It seems that the crime was committed soon after five. At that hour the woman and the man, who in all probability was her murderer, were seen drinking together in the Bells, Brick-lane. But though the murder was committed at this late hour, the murderer - acting, as in the other cases, silently and stealthily - managed to make his escape. The body was lying on her back with her legs outstretched. Her throat was cut from ear to ear. Her clothes were pushed up above her waist and her legs bare. The abdomen was exposed, the woman having been ripped up from groin to breast-bone as before. Not only this, but the viscera had been pulled out and scattered in all directions, the heart and liver being placed behind her head, and the remainder along her side. No more horrible sight ever met a human eye, for she was covered with blood, and lying in a pool of it, which hours afterwards had not soaked into the ground.

The woman's name is Annie Chapman, alias Dark Annie. She comes from Windsor, and has friends residing at Vauxhall. Her home was a lodging-house at 35, Dorset-street, in Whitechapel. Her husband was a pensioner, who allowed her 10s. per week, but he died a twelvemonth ago, and, the pension ceasing, she has since earned her living in the streets. She lived for a time with a man named Sieve. She was identified at the mortuary at half-past seven this morning by Frederick Simmons, a young man living in the same house with her. She lay on an operating table exactly as she had been brought in, the hands of one of the constables being dyed with blood. Simmons identified her without difficulty, first by her handkerchief and then by her face.

Neighbors report the only identifying characteristic of the knife now called Jack the Ripper was his top hat and coat. A posh looking gentleman certainly out of place for the East End at night.

DR. FRANCIS TUMBLETY

Famed physician and herbalist.

**NUMBER 22 BATTY STREET - FOR PERSONAL
APPOINTMENTS**

From hell

Mr. Sugar

Sir I send you half the
Kidney I took from one woman
preserved it for you to the piece
tied and ate it was very nice I
may send you the bloody kidney that
took it out if you only want a what
longer.

Signed Catch me when
you can
Mister Luck.

The London Times

.....



Doctor Brewer's



AMAZING
ANTI-GARROTING COLLAR



REQUEST YOURS
TODAY!

EFFECT OF THE
ANTIGAROTTE COLLAR ON A
GARROTTEUR.

— Baker Street Clue Card —

Clue: *A Brand New Black straw bonnet trimmed with black velvet.*

Lead:

The bonnet was a gift.

Lead:

She made enough money plying her trade to buy the bonnet.

Lead:

The bonnet belonged to someone else.

— Baker Street Clue Card —

Clue: *Smell of Alcohol on her person.*

Lead:

Her clients were so drunk the alcohol transferred to her clothes.

Lead:

She had to have been very drunk and spilled alcohol on her clothes.

Lead:

The body was doused with alcohol post mortem.

— Baker Street Clue Card —

Clue: *A Laundry Mark on her waistcoat reading "Lambeth"*

Lead:

A Location

Lead:

A Name

Lead:

A Type of Garment

— Baker Street Clue Card —

Clue: *A man's jacket button about 25 feet from the body.*

Lead:

Perhaps the button belonged to the killer.

Lead:

Perhaps the button belonged to a neighbor that saw the killing.

Lead:

Perhaps the button belonged to someone the victim knew.

— Baker Street Clue Card —

Clue: *Knife slashes across the throat*

| Lead: | Lead: | Lead: |
|--|--|---|
| <i>These cuts look like the exact same wounds on Polly. It's possible the same knife was used.</i> | <i>The cuts might indicate the murder was left handed.</i> | <i>The cuts indicate the attacker panicked causing them to make more cuts than necessary.</i> |

— Baker Street Clue Card —

Clue: *An apron laying a few feet from the body*

| Lead: | Lead: | Lead: |
|---|--|--|
| <i>Perhaps the apron belongs to the killer.</i> | <i>Perhaps the apron belongs to a witness.</i> | <i>Perhaps the apron belongs to an accomplice.</i> |

— Baker Street Clue Card —

Clue: *Scattered Pills on the Cobblestone*

| Lead: | Lead: | Lead: |
|---|---|--|
| <i>The pills belonged to the attacker</i> | <i>A witness dropped the pills after seeing this brutal crime and ran away.</i> | <i>The pills belonged to the victim.</i> |

— Baker Street Clue Card —

Clue: *Missing Uterus and Bladder*

| Lead: | Lead: | Lead: |
|---------------------------------|---|---|
| <i>Taken without precision.</i> | <i>Taken with the care and precision of a skilled medical professional.</i> | <i>Removed in a ritualistic or superstitious way.</i> |

— Baker Street Clue Card —

Clue: *A Cane with a Heraldry Crest of the House of House of Saxe-Coburg and Gotha*

| Lead: | Lead: | Lead: |
|---|----------------------------|---|
| <i>This man stole a cane belonging to royalty</i> | <i>This man is royalty</i> | <i>This is a fake used the impress victims.</i> |

— Baker Street Clue Card —

Clue: *The man's twitching right arm.*

| Lead: | Lead: | Lead: |
|--|--|---|
| <i>It's possible he's prone to seizure (a royal condition)</i> | <i>The coat or shirt he is wearing is itchy.</i> | <i>He has strained a muscle in his arm by repeated violent movements like swinging a knife.</i> |

— Baker Street Clue Card —

Clue: *A Brand New Bible*

| Lead: | Lead: | Lead: |
|------------------------------|---------------------------------|--------------------------------------|
| <i>The bible was a gift.</i> | <i>The bible was purchased.</i> | <i>The bible was a family bible.</i> |
| | | |

— Baker Street Clue Card —

Clue: *Neatly washed and pressed clothes.*

| Lead: | Lead: | Lead: |
|--|--|--|
| <i>She had time or money to do the laundry or hired it done, recently.</i> | <i>No workhouse stamp on the clothes, but maybe some other charity washed her clothes.</i> | <i>Her friends or family washed her clothes.</i> |
| | | |

— Baker Street Clue Card —

Clue: *A grape stem near the body.*

| Lead: | Lead: | Lead: |
|-------------------------------------|--|--|
| <i>She had money to buy grapes.</i> | <i>The killer lured her with grapes.</i> | <i>The grapes were given to her by someone else.</i> |
| | | |

— Baker Street Clue Card —

Clue: *No money found on the body.*

| Lead: | Lead: | Lead: |
|---|--------------------------------------|--|
| <i>She was robbed before the killing.</i> | <i>She was robbed by the killer.</i> | <i>She had no money because she spent it on drink.</i> |
| | | |

— Baker Street Clue Card —

Clue: *No mutilation of the body*

Lead:

*People scared the
killer off before they
had time to finish*

Lead:

*The killer was in some
hurry for some reason*

Lead:

*The killer was not the
Ripper*

— Baker Street Clue Card —

Clue: *A torn piece of fabric*

Lead:

Men's Clothing

Lead:

Women's Clothing

Lead:

*From some outerwear
material worn by both
sexes.*

— Baker Street Clue Card —

Clue: *On the wall written in chalk is the words "The will of God,
your sanctification: abstain from sexual immorality."*

Lead:

*Most likely written
by an educated male
hand*

Lead:

*Most likely written by
an uneducated female
hand*

Lead:

*Most likely written by
an educated female
hand*

— Baker Street Clue Card —

Clue:

Lead:

Lead:

Lead:

— Baker Street Clue Card —

Clue: *Another Brand New Bible Same as Liz's Bible*

| Lead: | Lead: | Lead: |
|---|---|--|
| <i>The bibles may have been given out on the sidewalks.</i> | <i>The gift of the bibles was from the same person.</i> | <i>The bibles were given out from the same church.</i> |

— Baker Street Clue Card —

Clue: *On the wall is written in chalk: "The Juwes are not the men who will be blamed for nothing."*

| Lead: | Lead: | Lead: |
|---|--|--|
| <i>This is a message isn't about Jews it's about freemasonry.</i> | <i>This double negative is meant to clear the Jews of any wrong doing.</i> | <i>This is typical cockney speech and it is disparaging Jews on purpose.</i> |

— Baker Street Clue Card —

Clue: *Mustard tin containing two pawn tickets, One in the name of Emily Birrell, 52 White's Row, dated August 31, 9d for a man's flannel shirt. The other is in the name of Jane Kelly of 6 Dorset Street and dated September 28, 25 for a pair of men's boots.*

| Lead: | Lead: | Lead: |
|---|---|---|
| <i>Perhaps the Emil Birrell is connected with the killings.</i> | <i>Perhaps Jane Kelly is connected with the killings.</i> | <i>Perhaps the pawn shops hold a secret about the killings.</i> |

— Baker Street Clue Card —

Clue: *The writing on the wall in comparison with the writing from the last murder:*

| Lead: | Lead: | Lead: |
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| <i>Written by the same person.</i> | <i>Written by a different person, possibly taller person.</i> | <i>Written by the victim.</i> |

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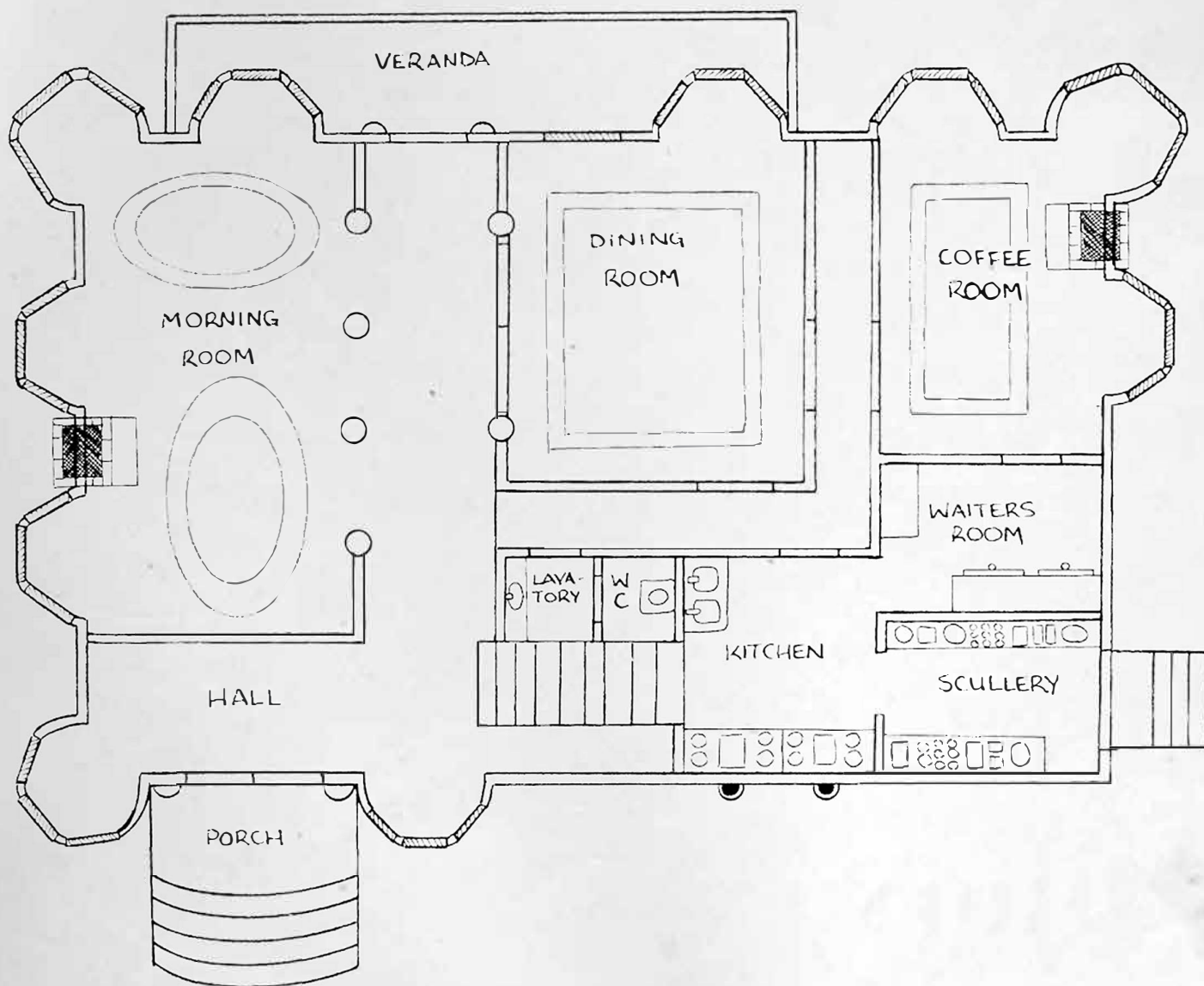
Location Templates:

Upper Class Gentleman's Club:

Likely Encounters: Cavalry Officer, Gentleman World Adventurer, Retired Army Officer, Retired Gentleman Thief (though he will not admit it), Wealthy Industrialist, Wealthy Landed Gentleman, Wealthy Sporting Yachtsman. There will also be a small army of servants behind the scenes making sure everything runs like clockwork.

Unlikely Encounters: Anyone lower than Status Rank 4 would have to have a sponsor in the club vouching for him. Possible, but unlikely.

Hours of Operation: 8:00 am to 11:00 pm

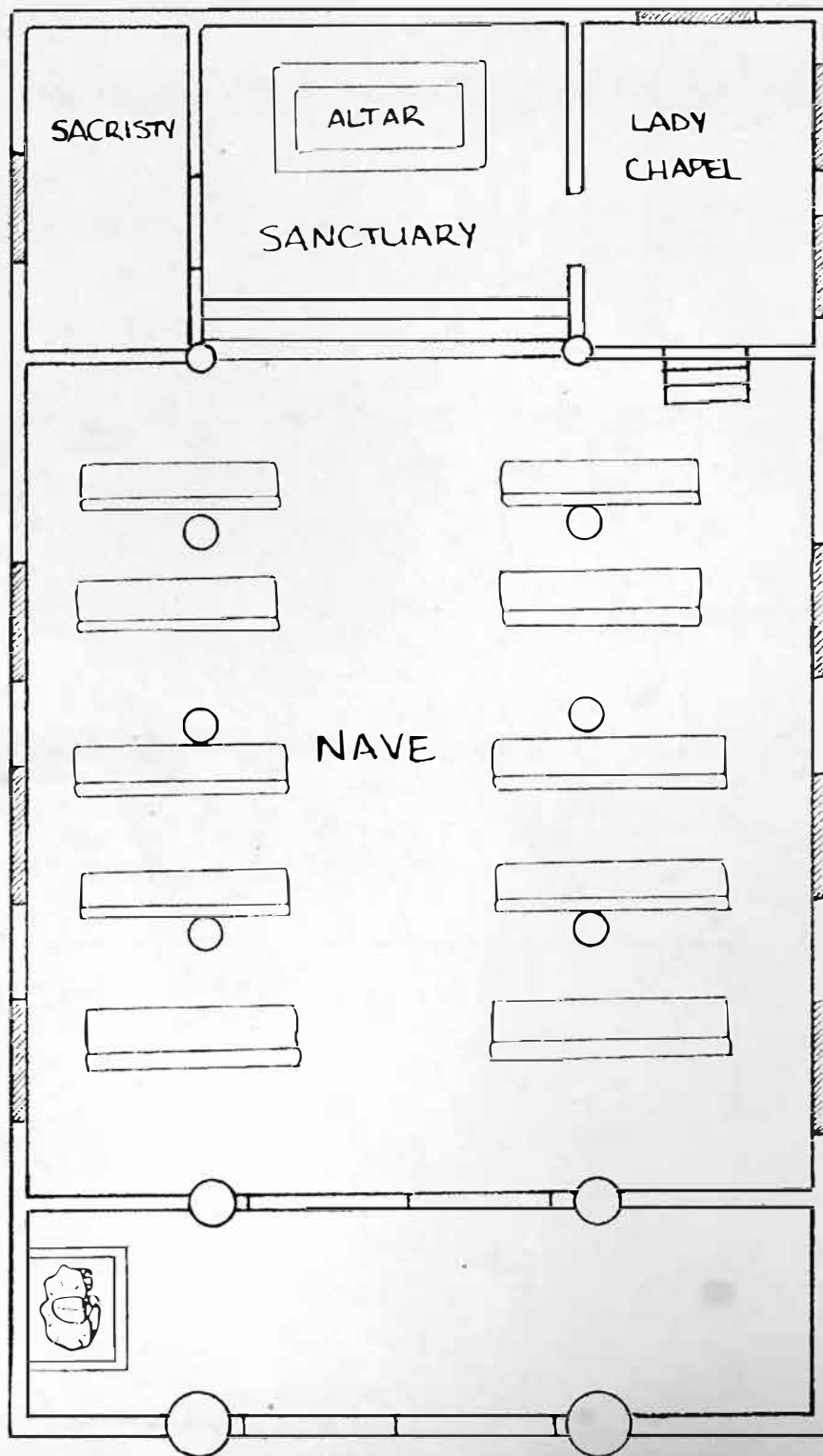


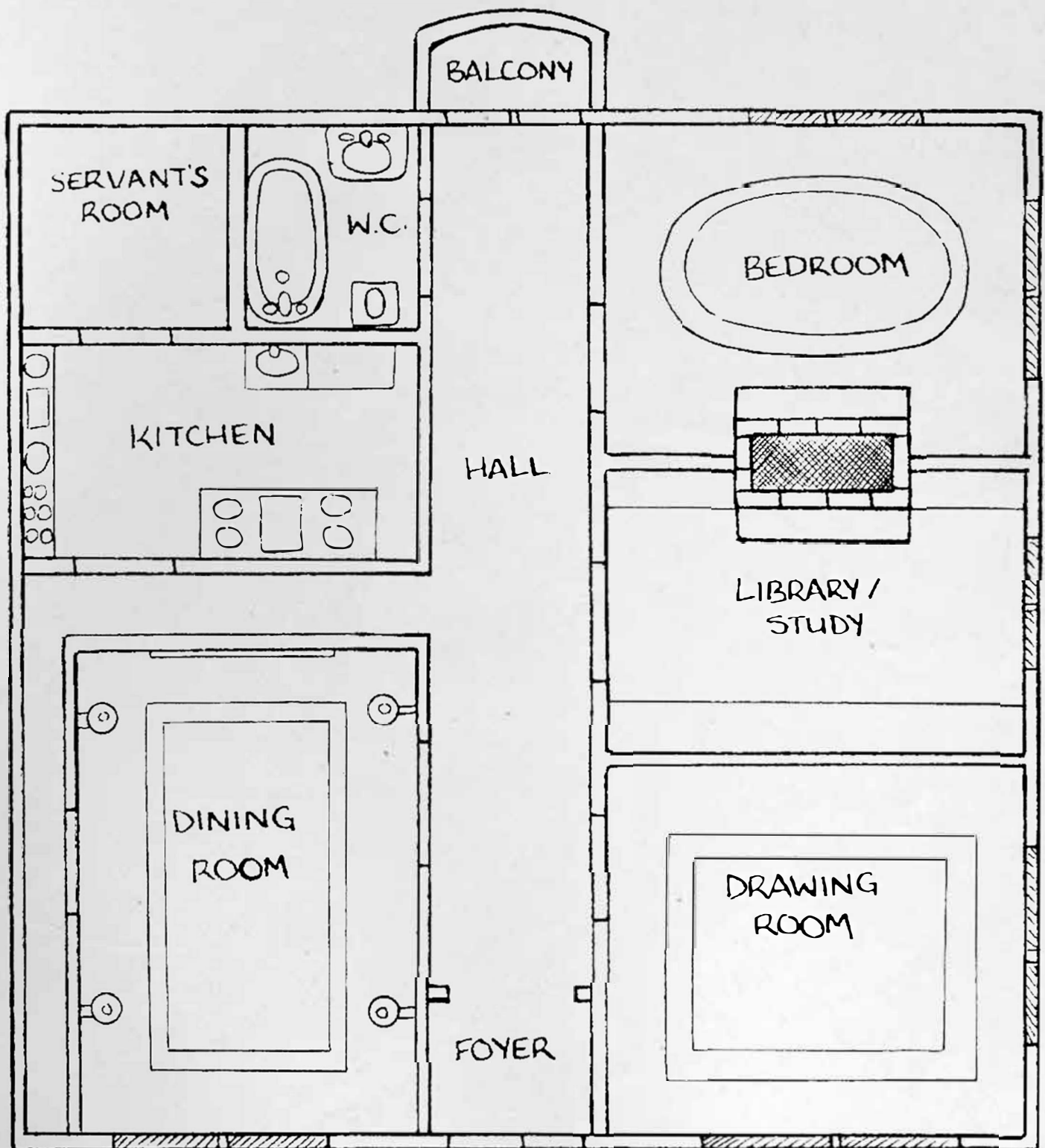
Lower Class Anglican Church:

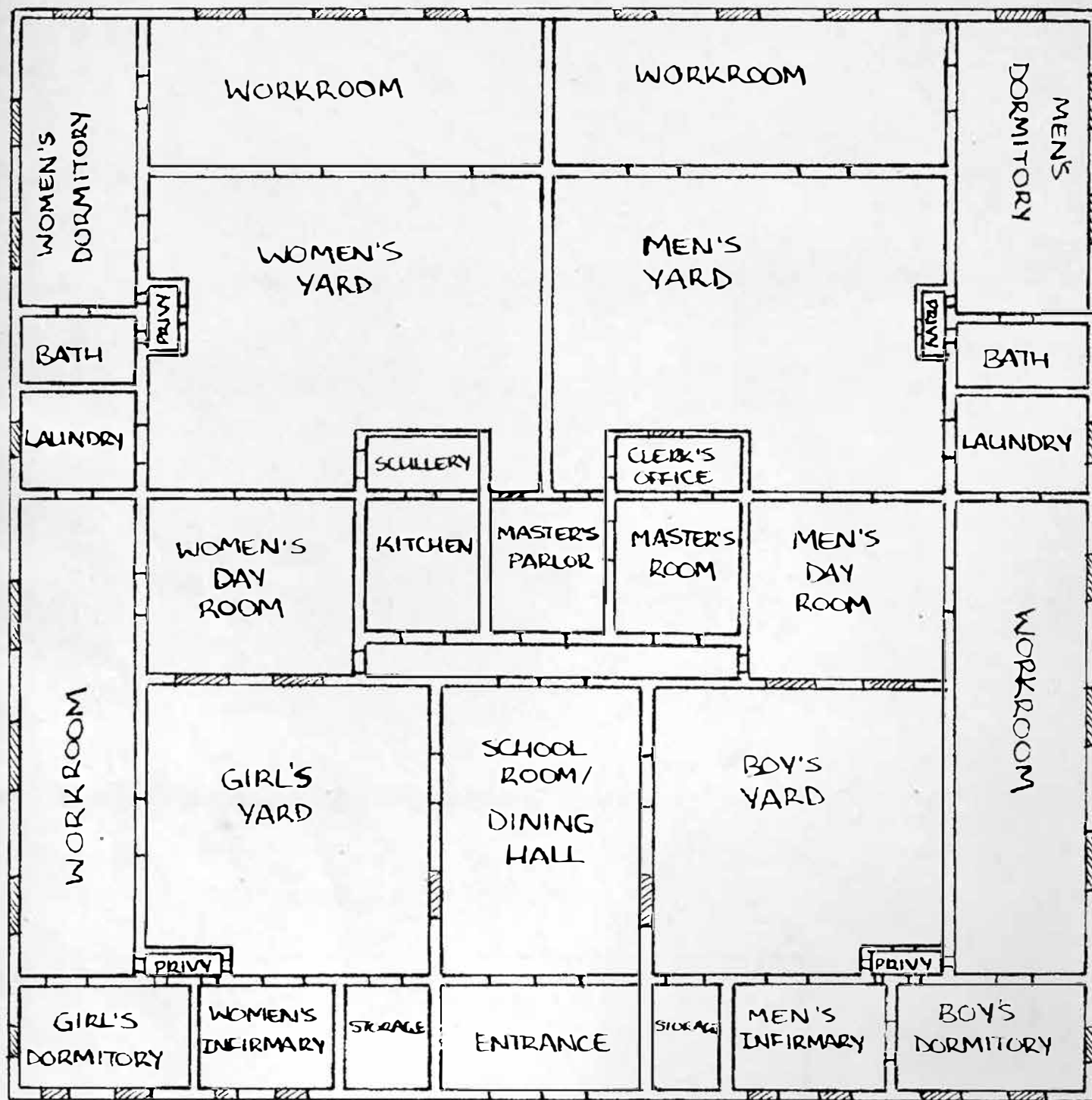
Likely Encounters: Unless a service is being held, there will likely only be a Vicar or a couple of lay servants cleaning and preparing the church. During a worship service, expect to find a cross-section of Lower Class individuals united by common belief.

Unlikely Encounters: Reprobates and anyone with a 3 Status Rank or higher.

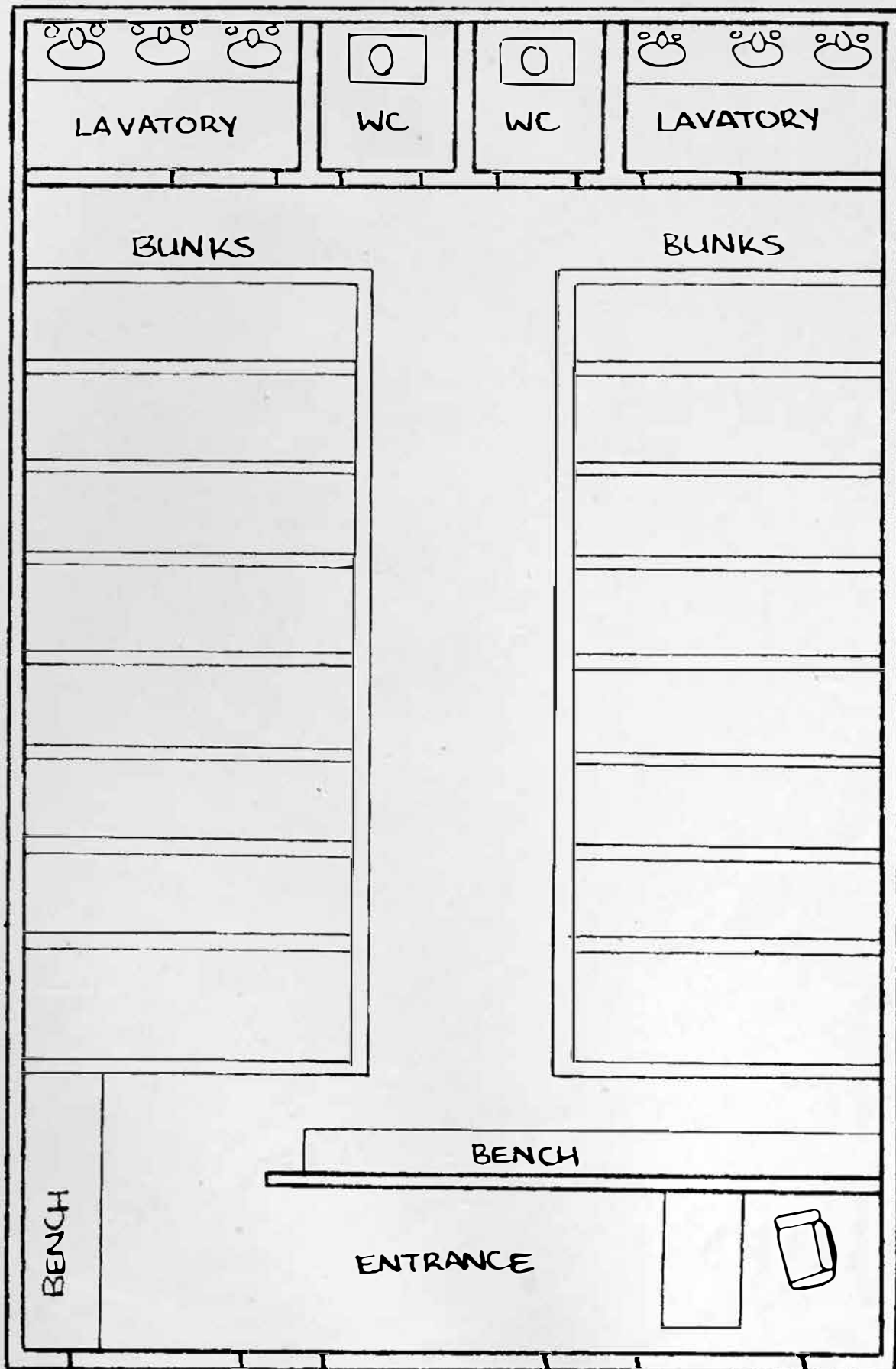
Hours of Operation: Varies depending on the Church Season.



Wealthy Flat:

Workhouse:

Doss House:



EVENTS:

Events are a way for Masterminds to tailor the cases and adventures to their particular group of investigators. If the group is more tuned to Investigation Scenes than combat, then a non-violent Event could replace the scripted battle that was written for the case. Conversely, a team that is more combative would appreciate a row with some ruffians not associated with the current case.

Bear in mind these are not random Events. These are by choice to enrich the story-telling, give more opportunity for role-playing, or give some variety to players who might have previously investigated the case.

Here are some Events that can be used in an adventure. Feel free to customize them as desired.

1) Mistaken Identity:

A man of means (Status 5 or higher) bustles up to the investigators and takes one of them to task for some imagined slight. Placating him will be a Challenging (4) test for someone with Charm or Oratory skills. Failure will bring the local constabulary. The time spent untangling this mess will advance the Threat Meter by one. Success means the man has realized his error. He apologizes profusely.

2) Stop! Thief!:

A shopkeeper or publican is bellowing for a running person to stop and return what was stolen. The thief has a Dodge & Defense of 5, will not attack, and will escape after one round of combat unless grappled. Not helping the shopkeeper will cost the more moral members of the team one Status circle. Apprehending the ruffian will grant them a Status circle.

3) A Helping Hand:

A confused-looking dowager asks the investigators for assistance. She is visiting relatives, but has never been to their new address before. An Average (3) Local Area

Knowledge test determines the direction she should go. Failure means they should hail a coach and send her on her way (at their expense, of course).

4) A Cry in the Dark:

The investigators hear a woman's shriek from a nearby alley. If they hurry, they will see a number of Nobblers equal to the number of investigators minus one. The knaves are closing in around a woman, intent on harming her. Successfully defending the woman earns the party two Status Circles and two Resolve. If the investigators fail to subdue or drive off the Nobblers and must themselves retreat, they lose three Status Circles and three Resolve. The screams resume in the alley, albeit briefly.

5) Get Out of the Way!:

A runaway carriage careens around a corner, threatening to side-swipe the investigators. They are allowed to make a Dodge & Defense test to avoid it. Four successes avoids the danger; any less will cause one Damage Level to the unlucky investigator.

6) Light (Fingered) Entertainment:

Some street performers are juggling, singing, playing instruments, or acting out a scene from a popular drama. Investigators are allowed an Observation test against a Challenging (4) Difficulty to notice the Mobster taking advantage of the distraction. They must decide how to deal with him; once he is discovered, he will attempt to bolt. If they can apprehend the scoundrel, award the investigators one point of Resolve and a Status circle.

7) Lost & Found:

One of the locals is fretting about a lost object. It could be a titled lady looking for a diamond brooch, a flower girl seeking her lucky farthing, or anything in between. Award one point of Resolve to the first investigator to succeed a Challenging (4) Observation test. If a Moriarty result comes up, the investigator sees the object

just as he or she has accidentally kicked the keepsake down a sewer grate.

8) Train Encounter:

Let each investigator try an Observation test against an Average (3) Difficulty. Any successful investigator will notice something odd about a clergyman a few seats away. If he tells his fellow team members, they can keep the subject under surveillance together. A second Observation test is made with all participants donating half their Observation dice (rounded down) to the one who noticed the clergyman. If this roll garners five successes, the team sees the subject for who he truly is. The man of the cloth is actually a Choker they catch in the act of lifting a commuter's watch. Let the investigators role-play the results. The Choker will deny everything and attempt to flee as soon as the train stops.

9) Upset Apple Cart:

Calamity has befallen hapless apple vendor Brandan Baker. His apple cart has been overturned, with him beneath it. If the investigators can make a combined effort of five successes on an Endurance test, they can lift and hold the apple cart high enough to extricate the victim. One point of Resolve for the rescuers as well as free apples. Mr. Baker was Battered by the incident; anyone who can successfully treat his wounds will gain an additional Resolve. Of course, not helping him at all will result in the loss of a Status circle.

10) Debatable:

Two gentlemen are debating a political, religious, or social topic and ask the investigators their opinion. The investigator that succeeds an Oratory, Charm, or other relevant test will masterfully convey their thoughts on the matter. Set the Difficulty at Average or Challenging. That team member gains a Status circle. If the debate is role-played instead, give the entire team a point of Resolve.

11) Mad Vagrant:

A poor, raving beggar in the street is observed by the team. He notices them and immediately begins to talk about their current case. If they listen, the investigators receive a Clue Card. Whether or not it is a valid lead or a total red herring is up to the Mastermind. This can be a good mechanism to give the team a little assistance if Professor Moriarty has thwarted their investigation.

12) Contest:

One of the investigators receives a challenge from a rival. It could be physical (fencing, drinking, arm-wrestling) or social (poetry, singing, rhetoric, oration). This will be an Opposed test. The challenger should be at least as skilled as the investigator. Refusing the challenge costs the investigator one Status circle and one Resolve. A failure results in one lost Resolve, but success will be rewarded with one Status circle and one Resolve. The other investigators are encouraged to wager on the outcome and keep a watchful eye out for any poor sportsmanship.

13) Pardon?:

An agitated foreign dignitary assails the team with loud calls and gestures. An Average (3) Customs test will be enough to convey a sense of calm. Give one Status circle to the team. The dignitary will stop making a scene, but will still stand there, frustrated, until his translator rounds the corner. The translator explains that they were separated from a small group and the gentleman mistook the team for them. If the investigator meets a Demanding (5), he recalls enough of the dignitary's language to assuage him. The dignitary and translator are impressed and invite the investigator to a state dinner at a later date. Attending the dinner will raise the team member's Status circles by two.

Special Thanks to our Kickstarter contributors who provided likenesses that can be found in this volume:

Stephen Corniuk - Klocker Up, Page 6

Doug Roderick - Police Sergeant, Page 7

Wouter Wolput - Postal Clerk, Page 8

Paul Rivers - Tramp, Page 9

Jeff Siadek - Town Husband, Page 9

Gregory Frank - Vagabond, Page 10

Brett Bozeman - Porter, Page 12

Cat Gardiner - School Mistress, Page 12

Rob Stone - Workhouse Master, Page 14

Asa Hensley - Lucien Mathas, Page 82

Jessica Geyer - Lydia Drew, Page 82

Chris Crossley - Agnes Stevenson, Page 117

MH - Dr. Francis Tumblety, Page 117

Alan Winterrowd - Jon Pizer, Page 118