

L I M I N A L

A roleplaying game about those caught
between the ordinary and extraordinary

QUICKSTART

Paul Mitchener and Neil Gow

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Chapter 1: Introduction

We're outsiders, all of us, we Liminals. We don't fit into the mortal world- we know too much, or can do too much. But we also don't fit into the Hidden World. We're human as well as supernatural, not like the Fae and the vampires.

-Ygraine Green, Changeling

About Liminal

Liminal is a roleplaying game about the boundary between the modern day United Kingdom and the Hidden World- the world of secret societies of magicians, a police division investigating Fortean crimes, fae courts, werewolf gangs, and haunted places where the walls between worlds are thin.

The game is a take on modern day fantasy. It draws from real world places, their local history and character, even their names, and from folklore. Players take on the role of Liminals- people at the boundary between the Hidden World and mundane reality. Together, these Liminals form a Crew, sharing knowledge and assets, with common goals. The Crew take on Cases, dealing with the affairs of the Hidden World, especially as it effects the ordinary world at large.

This short book is an introduction to the world of Liminal. It contains the essentials of the game rules, some ready to play characters, and a case for them to dig into. With this book you'll be able to try out Liminal straight away. What are you waiting for?

The main Liminal book will be available soon, and you can pre-order a copy from our website, listed on the front page. That book will contain much more, including rules for character creation and different magical traditions, factions and places in the Liminal UK, further cases with advice on building your own, breathtaking art, and more.

But you can start your journey into the Hidden World with this book. Step across the boundary. We'll guide you. There's no need to be afraid.

Factions and the Supernatural

Yes, the Home Office assigns funds to a group called P Division. They are the branch responsible for Fortean Crimes, the full details of which fall under the Official Secrets Act. They're necessary, and the public cannot know the full details of what they do. No, neither is the Home Secretary briefed. Just think of some of the Home Secretaries we've had over the twenty years I've been in this position; I shudder at the thought.

I see you're not convinced of the necessity. Well, perhaps there is a little I can share with you. I assure you that none of the evidence I'm about to present is fabricated in any way.

-Aidan Crombie, Civil Servant, Home Office

Vampires are real, and they're predatory beasts under a complex system of etiquette coming from a previous century. Werewolves are real, but they don't pass on their infection through a bite and most aren't bothered by the full moon. Faeries are real, and some of the folk tales reflect reality- often the nasty ones. Ghosts are real. Much of the time, most of them are invisible to ordinary senses, but there are always exceptions. Every rule about the supernatural has exceptions.

And there are mortal practitioners of magic, some rich and privileged, some coming from the outcasts and outliers of society. Once one knows about the Hidden World, it's hard to fit in. Maybe that's why most people manage to ignore it, and quickly forget about their contact with the terrifying and wonderful not long after they've experienced it. Liminals are people who know, who don't forget, and who still try to keep one foot in the everyday world.



Some aware mortals and supernatural groups band together in factions, much more powerful and dangerous groups than a crew of Liminals. Factions in the game world, which are presented in more detail in the main book, include:

- The Council of Merlin

The Council of Merlin is an ancient, conservative, and wealthy group of wizards. They don't necessarily have the influence they once had (and pretend to still have), but they are respected and include some powerful individuals. They seek to prevent the "wrong sorts" of wizards from getting out of hand, and to gather magical power.

- The Court of the Queen of Hyde Park

The Queen of Hyde Park is a Fae Queen with a hidden domain in the heart of London. She rules over all of London's Fae, and her reach extends throughout England. The Queen is a manipulative dealmaker, trading in favours and less substantial services. She uses these deals to increase her influence.

- The Hidden

Sometimes those of London become lost, overlooked by ordinary people through a certain innate magic. These lost souls are called the Hidden. The Hidden have several Guilds, who provide special services for mundane and Liminal individuals. Those who engage with a guild must pay a price, and it is rarely, if ever, money.

- The Mercury Collegium

The Mercury Collegium are outcasts, rebels, and thieves who make use of magic. They seldom bother committing purely mundane crimes, though sometimes their magical crimes will have a mundane component. The Council of Merlin regards members of the Mercury Collegium as precisely those "wrong sorts" who should not have access to magic.

- The Order of St. Bede

The Order of St. Bede is an organisation dedicated to fighting the supernatural. Both the Anglican and Catholic churches sponsor them. There is an allied Islamic organisation, the Open Knot. The Order includes some magicians, but generally regard magic as a sin. They feel that humanity should be protected not just from the Hidden World, but from knowledge of magic. They have some responsibility for the Hidden World remaining "hidden."

- P Division

P Division is a specialist division of the UK police which deals with crimes involving magic and creatures from the Hidden World. They are out of the public eye, and mocked by others in the police force who know they exist, but they are not completely secret. Enough people in the police force know enough to contact them at times when something strange and inexplicable arises.

- The Sodality of the Crown

The Sodality of the Crown is a cabal of vampires, and rule over the greater portion of all vampires in the UK. Like their enemies, the Order of St. Bede, the Sodality of the Crown believes in keeping the supernatural hidden from ordinary people; not to protect them, but to help them hunt. The reach of the Sodality of the Crown used to extend into government, the police, and the military, though P Division believes the police purged their vampiric influence and the Sodality's power is now weakened. Maybe they're correct.

Characters

Player characters occupy the boundary between the ordinary human world and the Hidden World- the world of magic. They include magicians of various kinds, those with fae blood, werewolves, and mundane but clued-in investigators.

Any character begins with a *concept* indicating who they are, what type of being they are, and what they do. A concept will suggest a *drive* which is what motivates a character gets involved with both the human world and the hidden world. It is the reason they put themselves in danger, get caught up in supernatural politics, solve mysteries, and try to minimise the harm the Hidden World might do to ordinary mortals who are unaware of its existence.

Then come *skills*, which represent a character's training and natural abilities. Most of what a character knows how to do is defined in terms of their skills. Each of a character's skills has a level- a numerical value representing how good a character is at that skill. A level 2 skill is already good enough to usually succeed at ordinary tasks, and the level of an ordinary professional. Higher levels in a skill represent greater expertise.

Some characters have a *speciality* written in brackets after a skill. When they use a skill and the speciality applies, treat it as two levels higher.

Traits are specially trained or innate advantages which stand apart from skills. They often give bonuses to skills. Supernatural abilities, including the ability to use different forms of magic, are traits. Some mundane talents, such as greater than normal strength, gracefulness, or intellectual ability, are traits.

Some supernatural beings have *limitations*. Limitations are restrictions on a character's supernatural abilities or issues coming from their supernatural nature.

Finally, a character has a few *attributes*. *Endurance* measures a character's physical resilience, and how much physical harm they can suffer without critical injury. *Will* measures a character's reserves of inner strength. A player character spends Will to boost their dice rolls, and to power magic. Supernatural effects can also drain Will.

In combat, a character has a *damage* attribute, measuring how much harm they do. Damage depends mainly on the weapon used, though it is boosted by some traits. Damage is measured as a dice, since it varies, plus a flat number. An armed attack varies from d6+1 to d6+4 damage.

A Note on Dice

Liminal uses ordinary six-sided dice. Throughout this book, we use the common notation of Xd6 to mean the result of rolling X six-sided dice and adding the results together to get a number.

For example, in a skill test, you roll 2d6 (two six-sided dice, with the results, added together), add your character's skill, and compare the result with a target number.



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Chapter 2: The fang Gang

Of course P Division has a specialist vampire forensics squad. And of course they're nicknamed the bloody Fang Gang. I thank Detective Inspector Skinner for that particular one. What a world.

-Aidan Crombie, Civil Servant, Home Office

Dr Toni Marshall

Your family moved to the UK during the Windrush era, from Barbados and you were born and raised in the East End of London. You studied for years to be a medical doctor, to find yourself posted to an A&E in Manchester where more and more assault victims were arriving with the same issues; claws, bites, loss of blood. You soon realised, when these bodies disappeared overnight after 'home office intervention' that something was amiss and you were recruited into P Division as a civilian contractor and head of their vampiric medicine unit. A unit of one.

Concept:	Vampire Medical Examiner [P Division]
Drive:	Understand the nature of the vampiric infection
Physical Skills:	Awareness 3, Melee 1, Survival 1, Vehicles 1
Mental Skills:	Education 2, Medicine 2 (Forensics), Science 2 (Biology), Technology 1
Social Skills:	Conviction 1, Streetwise 1
Traits:	Inspirational, Healer, Bookworm, Jack of All Trades, Rich
Endurance:	8
Will:	11
Damage:	d6 Unarmed

Traits

- Bookworm

When it comes to library or internet research, you excel. You have a +2 bonus to library or internet investigation within the fields of the Education, Lore, and Science skills.

- Healer

You can heal twice the usual amount of damage with a successful Medicine check on other characters or yourself.

- Inspirational

Your presence is an inspiration to other members of your Crew. You can donate up to two points of Will to help another Crew member with a skill test, giving the usual bonuses.

- Jack of All Trades

You can spend a point of Will to gain a skill you do not normally have at level one. You retain this skill for the duration of the scene.

- Rich

You're well-off. You perhaps own several houses, and can make ordinary purchases of things worth thousands of pounds without any issue. Travel, accommodation, and even luxurious living expenses are a routine part of your outlay. Some problems can be solved simply by throwing money at them.

Detective Samira Begum

Your promising career in the firearms unit was cut short when you encountered a 'lycan-thropic incident' on Dartmoor that killed two of your fellow recruits and gave you a long and sometimes painful scar down your arm to remind you of the fight. Knowing too much, at first hand, had you transferred to the career dead end of P Division and then, into the backwater that is the Vampire Forensics Squad. However, you see a route through this nightmare that leads you straight to the head of the Division and then into the Home Office. Ambition has never been an issue for you!

Concept:	Head of Vampire Forensics Squad [P Division]
Drive:	Ensure no vampire outbreak occurs in the UK again
Physical Skills:	Awareness 2 (Search), Athletics 2, Melee 3, Shoot 1
Mental Skills:	Education 1, Lore 1, Technology 1
Social Skills:	Conviction 1, Rhetoric 2, Taunt 2
Traits:	Give and Take, Investigator, Sharpshooter
Endurance:	14
Will:	9
Damage:	d6 Unarmed, d6+1 Police Baton, d6+5 Pistol (includes <i>Sharp Shooter</i>)

Traits

- Give and Take

In battle, immediately after you wound an opponent, or when they wound you, you may choose to suffer damage to hurt them. You lose 2 points of Endurance; they lose d6 points of Endurance. This is in addition to the damage you suffer or inflict.

- Investigator

You have a +2 bonus to Empathy tests to tell when someone is lying or hiding something, to Awareness tests to find hidden objects or evidence, and to Streetwise tests to find contacts and witnesses.

- Sharp Shooter

You're a highly accurate shot. You have a +2 bonus to your Shooting Skill, and to damage with a ranged weapon.

Civilian Specialist David Wallace

You are the son of Dr Miriam Wallace, a former P Division psychic and a survivor of Operation Thorn - the battle to rid London of vampires in 1980. You have inherited your mother's powers but rather than simply being able to speak with the dead you have a fuller understanding. She was not a psychic, she was a gutter mage. In her latter years she has drifted, becoming lost in the past and your readings of her are grim; something has a fragment of her soul, as a result of a dark bargain. Now you too work alongside P Division, but you have a greater purpose - to find your mother's soul so that when she dies she can rest in peace.

Concept	Deceased Interpreter [P Division]
Drive:	Recover the lost soul of your psychic mother
Physical Skills:	Awareness 2, Stealth 1
Mental Skills:	Art 1, Education 2 (History), Lore 3 (Spirits of the Dead)
Social Skills:	Conviction 2, Empathy 2 (Assess Personality), Streetwise 1
Traits:	Necromancy (Touch the Darkness), The Sight, Countermagic
Limitation:	Marked (Mismatched irises are a sign to Liminals of a spirit talker)
Endurance:	8
Will:	10
Damage:	d6 Unarmed

Traits

- Countermagic

You know defensive spells which protect you and others against magical attacks. You can use your Lore Skill as a defence against magic, and can make a Lore skill test to disperse a magical effect. In both cases, this will usually be an opposed roll.

- The Sight

You can sense the presence of magic, magical and shape-changed creatures, and illusions. You can't see through illusions, though you know them for what they are. You can, however, see through magical invisibility and see ghosts which have not manifested.

- Necromancy

When you seek to commune with a ghost, you say the full name of a dead person, spend a point of Will, and make a Lore test at Challenge Level 8. If the shade is available- as will be the case for someone who died in the previous d6 weeks- it comes, invisibly. The ghost will answer three questions truthfully, though it can evade and answer the letter rather than the spirit of a question. It knows only what it knew in life.

Add +2 to the Challenge Level, and spend an extra point of Will if you don't know the dead person's full name, nobody still living knew the dead person when they were alive, or the dead person has been gone for more than a month.

Add +4 to the Challenge Level and spend two points of Will if you only know a title or persona of the dead being, or the ghost is more than a thousand years old.

- Touch the Darkness At the cost of 2 Will, you expose a being, either living or dead, to necromantic energies. You make an opposed Lore test against their Conviction; if you succeed, they lose d6 Will and Endurance. This technique is one of the few ways of directly harming immaterial ghosts. Touch the Darkness affects both the living and the dead, but leaves no mark, and does not affect inanimate objects.



Senior Examiner Alison Monroe

You always wanted to work with the police, but you could never pass the physical; there was always something that went wrong. So you went to college, then university and worked hard to qualify as a SOCO - never let anyone call you a CSI. You've heard all of the jokes, all of the 'sunglasses being taken off' one liners, but you love your job. Well, until you discovered that the world was full of monsters, who tore people apart and ate them for fun. That was a kick in the gut. Nevertheless, you settled into your new vocation - hunting vampires - with dedication and even got some collecting done. Teeth, it appears, are collectable...if you know how to extract them properly!

Concept:	Liminal Scene of Crime Officer [P Division]
Drive:	Add more teeth to your vampire teeth collection
Physical Skills:	Awareness 3 (Scene of Crime), Melee 2, Stealth 2
Mental Skills:	Business 1, Lore 1, Medicine 1, Science 2 (Chemistry)
Social Skills:	Empathy 2, Streetwise 1
Traits:	Fight On!, Investigator, Always Prepared, Sneaky
Endurance:	8
Will:	10
Damage:	d6 Unarmed

Traits

- Always Prepared

If you need a mundane object for something- something not too expensive, legal, and relatively straightforward to get hold of- spend a point of Will and you have it with you. You foresaw the need for it. The GM can say "no" to having an object on the grounds it is too tough to get hold of, or too outlandish, but must then refund the point of Will spent.

- Fight On

Once per battle, you can spend Will to reduce the damage you take from an attack. Each point of Will you spend reduces the Endurance loss by one point.

- Investigator

You have a +2 bonus to Empathy tests to tell when someone is lying or hiding something, to Awareness tests to find hidden objects or evidence, and to Streetwise tests to find contacts and witnesses.

- Sneaky

You have a +2 bonus to Stealth for the purposes of hiding or moving without attracting attention, including for example tailing someone. You also have a +2 bonus to Awareness for skill tests to notice danger.





Chapter 3: Game Rules

Ordinary police work is full of rules and procedures. The rules don't always work, but the rules were still good to have. But they all go out the window when it comes to the Hidden World. I'm a magician and resident expert on the Fae- that's not something anyone expects when they join the police force. Even P Division are making it up as they go along.

-Detective Sergeant Kira Singh, P Division

Skill Tests

The Core Mechanic

When your character faces an uncertain situation which tests their abilities, in game terms this is a *skill test*. Any particular skill test has a *Challenge Level*.

- When you make a skill test against a non-player character or another player character, they can oppose it with a relevant Skill. The Challenge Level is then their skill level plus 8. We call this an opposed test in the rules.
- When a skill test is against a situation rather than a character, the GM sets the Challenge Level. Much of the time, the Challenge Level will be 8; a skilled character

will probably succeed. Add +2 to the Challenge Level for each major complicating factor, or when a character employs a skill which might work, but isn't entirely suitable.

To resolve a skill test, roll 2d6 and add your skill level along with any bonuses from Traits. If the result equals or exceeds the Challenge Level, the task is successful. If the result falls below the target number, you have failed (but see Using Will, below).

Critical Success

If your roll in a skill test succeeds by 5 or more, you have scored a critical success. You can choose one of the following special effects to go along with the success, though the interpretation of your choice is up to the GM.

- A companion of yours succeeds in a related skill test without having to roll. This is a good choice when the group of PCs are all dealing with the same hazard.
- You gain extra information from the skill test. Often this will be because you were gathering information anyway, but you could also find something out more incidentally, by observing something while performing your main task.
- You accomplish what you were doing much more quickly than expected. Just how much more quickly depends on the situation and the GM.
- You look really cool doing the task, and impress an NPC bystander or ally.
- You infuriate and distract an NPC who doesn't like you.
- You do the task subtly, and without attracting attention.

The suggested list of effects for a critical success is different in combat.

The Effect of Failure

When you fail at a skill test, the GM will choose one of four things to happen. Sometimes failure simply stops you in a possible course of action, but sometimes it leads to extra problems, either minor or major.

- The failure leads to immediate trouble (for example, when gathering information you run into a group of toughs), but you can try again when the trouble is fixed.
- You succeed in the task, but take d6 points of damage. This is often the consequence of dealing with physical hazards. You subtract damage from your endurance; for notes on damage, see below.
- You succeed, but the task takes much longer than expected, or attracts undue attention.
- You simply fail. Nothing bad happens, but the task is beyond you at the present time. You can't try again until the situation is easier for you, or your Skills improve.

Using Will

- **Boosting Your Results**

You can spend Will after rolling the dice to improve upon your roll in a test, either to turn a narrowly failed roll into a success, or a success into a critical success. If you wish to improve your result, simply spend a number of points of Will to add that many points to your dice roll.

- **Using Magic** Some Traits and forms of magic require an expenditure of Will to activate. Some magical effects drain Will.
- **Regaining Will** Once per game session, you can engage your Drive to regain d6 Will. This does not take you above your usual maximum, but if the roll would take you above its usual maximum, or you are already at your maximum and gain no other benefit, tick an experience box on your character sheet.

NPCs and Will

Non-player characters have Will scores and Drives. However, the GM cannot spend the Will scores of NPCs to improve rolls or affect yours, though they can spend Will for magical powers and traits, and to shake off social consequences.

Running out of Will

A character cannot go below zero Will. A character who has zero Will cannot spend Will, whether on improving skill rolls or magic. They cannot suffer Will damage from magic, but some magical effects take place when Will is reduced to zero; the character has no buffer to protect them from such effects.

Using Skill Tests

Social Challenges

A social challenge is a test to make another character, whether an NPC or PC, do something or believe something. It works as any other opposed skill test, but the consequences of the result are a little bit different.

If a social challenge against an NPC succeeds, the GM has the choice of either having the result convince the NPC, or giving the NPC a -1 penalty to all actions which contradict the result of the skill test. An NPC who loses in further social challenges has an increased penalty, with the penalty increasing by a further -1 each time they are defeated. An NPC can shake off a penalty at the expense of spending d6 points of Will. Or they could give



in. This is up to the GM, and what they think is plausible or dramatic; the penalties are for resistance.

When it comes to a skill test against a PC, they face the same choice: a penalty to their actions, loss of d6 Will to shake off a penalty, or going along with what is suggested.

In the event of a critical success, the usual rules for extra effects apply. Alternatively, if a PC is really pushing it, an NPC who stands up suffers a -2 penalty to actions going against the course of action.

You can even push a character using social skills within a battle (for example, to retreat or surrender), and the usual rules apply, but a penalty only lasts for a single round. Outside of combat, it is up to the GM how long a penalty lasts; usually it ceases at the end of a scene or when the character who inflicted the penalties is no longer present.

Assistance

If you help someone else in a task, you also roll a relevant skill test at a challenge level of 8. If you succeed, the person you are helping has a +2 bonus to their test. If you achieve a critical success, your help gives a +4 bonus.

If your attempt to help fails, your interference means the main task has a -1 penalty.

A skill can only benefit from one assistant using these rules. When lots of people are working on a task, see the Group Tests rules, below.

Group Tests

For some challenges, every player character present makes a contribution, and success or failure is as an entire group. For such challenges, go round the table, and ask each player which skill they are using. They then make a test with that skill, at the usual challenge level if the skill is appropriate, or +2 to the challenge level if it makes sense but is not ideal.

To pass a group test, the group needs a number of successes equal to the number of players taking part.

- Any player who rolls a successful skill test adds one success to the total.
- Any player who rolls a critical success adds two successes to the total.

It is up to the players who goes first and last in a group test. For example, there are arguments for putting the most skilled character both first (to get a success or critical success out of the way), or last (to generate a critical success if other characters have failed, to make up the number).

Damage and Healing

Physical Damage

When you take physical damage, you subtract it from your Endurance. Being struck in combat is an example of damage, as is falling, going through a fire, or even being poisoned. Damage is rated as one or two dice, perhaps with a flat number as a bonus. If you suffer damage, subtract it from your Endurance.

There are two levels of damage:

- *Minor damage* is painful and dangerous, but will not kill a healthy or uninjured character. It does d6 points of damage.
- *Major damage* has the potential to kill or critically injure someone. It does 2d6 points of damage.

Outside of combat, you will nearly always have a skill test to defend yourself against suffering damage, whether major or minor. Conversely, a failed skill test in a dangerous situation might do unexpected minor damage if you fail, and it's appropriate to the situation.

Non-Lethal Damage

Some damage, such as that from unarmed combat, can be deemed non-lethal. Non-lethal damage does not reduce a character below 0 Endurance, and a character does not need immediate first aid not to suffer more injury.

Death and Serious Injury

Any damage which leave your Endurance score as a positive number is superficial, and easily healed (see below). When your Endurance falls below 0, you're critically injured and in big trouble. If you don't receive immediate first aid, you suffer another d6 points of Endurance damage at the end of the next round if in combat, or in a similar amount of time if not. If your Endurance falls below -10, either because of suffering damage or the results of lack of first aid, you die.

When your Endurance is below zero, you can't easily act, though you may be conscious and able to speak. Any action requires you to spend a point of Will.

Damage and NPCs

The full damage rules are probably too involved to use for Non-Player Characters. Assume any NPC who is reduced to below zero Endurance is dying, and will die unless a character succeeds on a Medicine skill test to help.

Healing

Applying first aid after a character has suffered damage requires a Medicine skill test at challenge level 8. Add +2 to the challenge level if the character has no safe place to work, or lacks basic medical supplies. A successful skill test has the following effects.

- A character who has 0 Endurance or below is stabilised. They can be safely moved, and will not suffer further damage from existing injuries.
- Any character recovers d6 Endurance.

A character still at zero Endurance or below after first aid requires hospital treatment, and a week of recovery to heal to a state where they have 1 Endurance. Field surgery can also treat a seriously injured character; such treatment takes an hour, and requires a Medicine test at challenge level 10, or higher without adequate facilities.

Someone injured will naturally recover in a period of downtime, provided they have had hospital treatment if they require it.

Combat

Sometimes, we're facing someone or something that can't be reasoned with. A monster, a predator, a danger to everyone. Something that would tear the mundane authorities to shreds if they faced it. Then it comes down to a fight. I'm not going to lie- I relish that.

-Stephen Dunstan, werewolf

Initiative

At the start of a battle, PCs and any NPC allies roll a special skill test for *initiative*. This is an Awareness test opposing the enemy with the highest Awareness Skill.

The Combat Round

Combat is divided into rounds of a few seconds each. Each round, everyone can do each of the following:

- Shout out quick commands, taunts, and so on.
- Draw a weapon, nock an arrow, or load a gun.
- Move up to 30 paces.
- Take a single action.

If you succeeded in your initiative test, you act each round before your opponents. If you failed, you act after them.

An action is often an attack, as described below, but there are other possibilities, including:

- A social skill test to convince an enemy to surrender, or to put them off-balance if they don't.
- Rapid movement to close range or escape, moving 60 paces instead of 30. If you are already engaged in combat, whether close combat or the target of enemy fire, you need to make an Athletics skill test to manage this.
- Retrieving a weapon after you have been disarmed. This does not usually need a skill test, but you can make an Athletics test at Challenge Level 12 to grab your weapon quickly enough to be able to take a second action that round.

Movement and Weapon Ranges

When it comes to movement in combat, range can be abstracted.

- **Close:** An opponent who is close to you is in range for hand to hand combat.
- **Near:** A near opponent is within 30 paces. You can reduce the distance to a near opponent in a single round (or they to you) as well as taking another action. In near range, thrown weapons are effective.
- **Moderate:** An opponent in moderate range is up to 60 paces away. You can reduce an opponent to close range in a single round if you don't take any action, or if you and your opponent both want to get closer. Moderate range is the distance for most ranged attacks, including bows and pistols.
- **Far:** An opponent who is far away is within sight, but up to 120 paces away. At this range, only weapons capable of accurate longer distance fire, such as rifles, are useful.

Attacks and Damage

There are two types of attack.

- **Hand to hand attack:** This uses your Melee Skill. It is an opposed roll against your opponent's Melee or Athletics (use whichever is higher).
- **Ranged attack:** This uses your Shoot skill. It is an opposed roll against your opponent's Athletics.

If you succeed in the skill test to make an attack, you do damage equal to your damage attribute. Subtract damage from your opponent's Endurance.

Critical Success

If you achieve a critical success on an attack roll, you can choose one of the following special effects.

- You do an extra d6 damage.
- In each round after this one, you act first in the combat, as if you won the initiative roll.
- You make yourself the next target of an enemy you name. This can be useful to protect a comrade.

- You disarm an opponent. A disarmed opponent must either draw a back-up weapon or spend a round retrieving their weapon unless they make a difficulty 12 Athletics test.

A GM can also choose special effects from the above list for NPCs who score a critical success.

Going Defensive and Escaping Combat

If you choose not to attack or take any other action, and simply choose to defend yourself, make an Athletics skill test. On a successful roll, all damage against you is halved (round down) until your next action. On a critical success, choose one of the following:

- You've found perfect cover. No enemy can attack you this round.
- You retreat safely from the battlefield.
- You allow an ally to retreat safely from the battlefield.

Situational Modifiers

If both sides in a combat suffer from the same advantage or disadvantage, there is no need to modify any dice rolls; the modifiers cancel out. But you can apply a situational modifier if one character has an unusual advantage or disadvantage. Advantages or disadvantages carry a +2 bonus or -2 penalty. The following are examples.

- Cover: If you have cover against ranged attacks, you have a +2 bonus to defence.
- Aiming for one of a group: Trying to hit one particular person in a group of people close together has a -2 penalty.
- Attacking someone you can't see, perhaps because it is dark or they are magically invisible, carries a -2 penalty, if the attack is allowed at all.
- If you attack someone by surprise, you have a +2 bonus. The attack also takes place outside the usual combat sequence, before initiative. This applies to snipers and those who sneak into close combat.
- If you seek to fire a ranged weapon while in hand to hand range of an enemy, you have a -2 penalty. If the weapon is larger than a pistol, you can't fire at all.
- Attacking in close combat when you have superior weaponry (for example, a knife against an unarmed opponent) or position (for example, when you have the high ground), you have a +2 bonus.

Mobs

A mob is a group of people unskilled in combat, but dangerous due to their numbers. If the Player Characters face a mob, divide it into groups of roughly equal size, with one group per Player Character facing them.

Mobs follow the following special rules.

- A group which is part of a mob makes a single attack, at a skill level of 1 per 2 members, rounded up, to a maximum skill level of 3 for a mob with 5 or more people.
- A mob does just d6 damage, or d6+1 damage if they have weapons. People with more dangerous weapons are individual combatants, following the usual rules, and not part of a mob.
- Each member of a mob has an Endurance score of 3. If you do more than 3 damage against someone in a mob, the excess damage "bleeds over" to another mob member. It is quite possible for a skilled and heavily armed character to consistently take out multiple members of a mob at once.





Chapter 4: Liminal London

Come with me, ladies and gentlemen who are in any wise weary of London:
Come with me: and those that tire of all of the world we know for we have
new worlds here!

-Lord Dunsany

"Ungrateful guest" she calls me! Bah! "Unwelcome guest" she means. I will
not bend the knee to her. How long have I been here, in this city? How long
does someone need to live here, be a part of it, before acceptance? With all
that I've done she should be grateful to me, and I've found my own place.
I'm not just here at her suffrance.

-The Lesny, talking about the Queen of Hyde Park

London

London is the capital of the UK, and a place where immense wealth and power sit side by side with extreme poverty. It is the most diverse and inclusive place in the country, but is also a place always in motion, where many people hurry about their business without talking to strangers. Prices for accommodation are incredibly high in London compared to the rest of the country. But Greater London is home to a good proportion of the country's population.

The city's famous historical landmarks are too numerous to name here, and see a steady run of tourists who visit. The London sites of significance in the Hidden World often also have deep histories, but are usually more obscure. Fame and the resultant numbers of tourists prevents many important sites from achieving occult significance.

London's history goes back to Roman times. Much of the older architecture within the historic boundaries, including such famous buildings as St.Paul's Cathedral, dates back to the city being rebuilt following the Great Fire of London in 1666. Since that time, London has expanded dramatically both in geographic extent and population; London today has nearly 9 million people.

The city is one of the most ethnically diverse places in the world. London is home to many of Irish origin or descent, and German ex-patriots living in the city. There are established African-Caribbean, Arab, Greek, Nigerian, Polish, and South Asian communities going back to the mid 20th or 19th century. Fewer than half of the people in London classify themselves as "white British."

This diversity has an effect on London's supernatural landscape. Some magicians are trained in foreign traditions of magic. Fae in London include Yakshas and Rakshasas from India, and Jinn from the Middle East. Common Fae won't necessarily appear as white people in either their human or natural forms. The shapeshifting Loogaroo from the Caribbean is a very special and dangerous form of vampire, who fortunately operates alone rather than as part of a nest like the Sodality of the Crown. Even ghosts can take on a bewildering variety of forms, and the term *Duppy* from the Caribbean is used for a variety of malevolent spirits.

Much of London can be accessed by the London Underground railway. Portions of the rail network are abandoned, and home to the lairs of creatures of the Hidden World who crave isolation but prey on nearby humanity, or otherwise hate the light. There are ghosts from throughout London's history, and lairs of Fae monsters. Although the vampiric Sodality of the Crown has moved the centre of its operations, and most of its people, from London to Liverpool, the tunnels beyond Elephant and Castle underground station are still home to a large vampire nest.

London has long been a centre of scholarship and science, being home to the Royal Society, and various colleges of the University of London, which operate independently and are prominent in their own right. Magical scholarship is no exception here. The Council of Merlin gathers in the *Medeis Club*, which provides a lounge room with well-stocked bar, lodging, and has a small magical library which members can consult. Women are still a rarity in the *Medeis Club*; it only allowed women full membership in the year 2000, "moving into the 20th century at the turn of the 21st century" as one wag put it.

Many rogues of the Mercury Collegium also work in London; the wealth, secrets, and interplay of magical factions is irresistible to them. One loudmouth, Larkin, boasts of a scheme to steal the crown jewels from the Tower of London, leaving a duplicate made from Fae magic in its place; he is looking for associates to help with his plan. The Mercury Collegium congregate in an old pub near Fleet Street, the Lion and Unicorn. A werewolf gang, the Mohocks, also uses the pub, and have a loose alliance with the Mercury Collegium.

Then there are the Fae. Those Fae who follow the Queen of Hyde Park are relatively safe as long as one follows the usual strictures of not accepting gifts or making deals without the most careful of possible wording. In a city with so many bridges, anyone with a passing knowledge of the Hidden World would expect trolls, and London does not disappoint. Hidden in the cracks between the shadows on every bridge and tunnel over or under the Thames, there is a troll, loyal to the Duchess of the Bridges, perhaps the most powerful noble in the Queen of Hyde Park's court.

Each troll, a gnarled, brutal-looking creature of equal parts lethal sinew and mind-bending riddles, has a simple task-; preserve the Pax Londinium (see below) and restrict the passage of Liminal beings to the south side of the Thames. The trolls have become the gatekeepers to South London, only allowing those Liminals who have gained permission through the official channels to pass over their bridges or through their tunnels. There is one exception – a Liminal escorted by a member of the Guild of Tunnellers will be given safe passage.

Despite the Queen's claim to rule over all London Fae, there are independent Fae in London, and a few almost independent courts, most notably that of the being known as the Lesny, who has a similar domain to the Queen's, but based in Ealing Common. The Lesny is sometimes an ally of the Queen of Hyde Park, and sometimes a rival. The Queen is unable or unwilling to deal with the Lesny directly, and she refers to him as an "ungrateful guest", but there may be room for a crew of Liminals to get involved.

The Hidden

We are the Hidden. Society no longer sees us. We're inconvenient, dirty, awkward to consider. People who have enough change for a cup of over-priced milky foam cannot spare me one quid for food. But hey, that's OK because we look after ourselves now and guess what? Yes, we look after them too. Why? Because it's the right thing to do. The Guild all do their jobs and keep the Visible safe from the dark and the City provides for us. Some call it karma, others symbiosis. Me? I just can't think of a kid alone in the dark.

-Sparrow, formerly a student of biology at Queen Mary's, now a member of the Guild of Water and Light.

The Hidden are the lost people of the streets of London, who, through the latent magics of the great city have slipped through the cracks into their own Hidden world. Overlooked by mundane society – those they sometimes call ‘Visibles’ – the Hidden form small communities which they call ‘rookeries’ after the squalid slums of 18thC London. The Hidden live close to each other, mixing their dwellings between the derelict and empty buildings and the tunnels beneath them. Each rookery has a rudimentary sense of leadership; elected, selected or enforced, but the laws and their enforcement as part of Hidden society vary vastly between rookeries and this can prove exceptionally difficult for a ‘Visible’ that becomes involved.



The Hidden involve themselves in ‘Visible’ society in several different ways. They can forcibly make themselves known to people, slipping back out of the Hidden World. In this way, the Hidden can be involved with Liminal crews. They also interact through their Guilds – groups of Hidden that provide services for mundane and Liminal individuals who need their special services.

The price of such services sometimes it takes the form of food and clothing, but usually it is bartered in the form of promises and favours. Not binding in the same way as a ward magician’s geas magic, these agreements still hold currency. To renege on an agreement with the Hidden is to instantly be Marked as an oath breaker and to be persona non-grata to every Hidden in the city. No aid will come the way of you and yours until your debt is settled and a formal apology has been rendered.

Guilds include the *Guild of Water and Light*, who rescue innocent fools and children stuck in the mud or the waters of the River, or lost in the abandoned places of London, the *Tunnellers* who know the secret ways of the true London Underground, and who can sometimes be persuaded to deliver secret messages and cargoes, and the *Sewer Hunters* who keep London safe from the monsters in its bowels.



Pax Londinium

In the course of its long history, London has been almost destroyed at least twice – once in the Great Fire of London and again in the Blitz during World War II. Many of the Liminal beings in the city trace their roots back to one or both incidents and they have become sensitive to this happening again. Moreover, the city is packed with Liminal people, ghosts, fae, and all manner of other strange beings in close proximity.

The tension of Liminal London came to a head when a rogue Weathermonger cast a spell that backfired and resulted in the Great Smog of 1952. The factions in the city met within the court of the Queen of Hyde Park, and the Pax Londinium was agreed by all parties involved. The treaty creates a boundary along the Thames. To the north of the Thames, the Liminal beings are free to live, act and plot as they see fit. To the south of the Thames, Liminal activity is to be kept to a minimum. It is confined to those who are tied to this area, such as ghosts, and those few Liminals who gain permission to pass ‘south of the river.’ The Trolls of the Duchess of Bridges will stop Liminals from crossing bridges and tunnels physically, unless they are accompanied by one of the Hidden.

Should a Liminal insist on operating south of the Thames and manage to avoid the trolls, they will be actively monitored by the South Side Guild of the Mercury Collegium and members of both the Order of St Bede and the Open Knot. If Liminals appear to be interfering with mortal life, or starting a conflict within the Liminal community, they will be removed. If the Collegium find them, they will be escorted forcibly back over the bridge. If the Order or their allies are involved, things might be deadlier.

P Division in London

London, population? Who the Hell knows? Supernatural population? More than I can mention! When your average gangland rumble can have someone calling down bolts of lightning from the sky, Brick Lane market has a friggin' boggart selling 'Object D'Fae' to tourists who don't know the rules and every so often one of the locals goes feral and rips up a Pomeranian on walkies in Hyde Park, every day is a new and friggin' thrilling experience on the Watch. Yeah, the Watch. That's what we call ourselves. It gives us a sense of pride and oneness. You know, better than the arse-end of nowhere division of Her Majesty's Most Secret Service with less funding than your average day care center. Oh yeah, welcome to P Division. That's your career prospects heading south of the river!

-Detective Inspector Skinner's traditional induction pep talk.

The London branch of P Division, or 'The Watch' as they call themselves, are the busiest, most talented and most needed branch of the Division by a long way. If something supernatural is going to kick off, it will usually happen in London. They must watch over the largest concentration of Hidden cultures in the country, millions of tourists bring God knows what into the city, dozens of centers of geomantic power, one of the main Fae courts, and keep the Government and the Royal Family safe and secure. Overtime, as they are want to remind anyone that will listen, is never a problem!

P Division are not, however, based in London, but instead maintain their headquarters in a refurbished and kitted out abandoned mine in Shropshire. The fact that 'The Mine' is in the middle of nowhere has not escaped the notice of the Watch and the rather disheveled state of their base, a ramshackle formerly abandoned station house in the East End (that they jokingly call 'Walford Nick' or 'Sun Hill') is usually blamed on the drain of funding to The Mine.

The command structure of P Division in London is complicated by the proximity of the Home Office and the scant few civil servants who are allowed to know about the existence of this particular branch of the Metropolitan Police. Oversight is provided through the Home Office and the Joint Committee on Internal Security Strategy, a rather obscure committee that has no official record and a 'black' budget that appears to be drawn from the excess stationary budgets of other Government departments; no-one cares about the workings of the JCISS.



ЗЕНКЕ '10



Chapter 4: The Dead

If vampires have free will, why are they so evil? True, they must exist by feeding on the blood of living mortals, but they are rational and thinking, rather than creatures of appetite. Some have profound intelligence, but inevitably turned to not just selfish but actively sadistic ends. They relish the suffering of others- this is another appetite, no less significant than literal bloodlust.

There are many theories, but I firmly believe the truth is quite simple. Vampires have no souls.

-Reverend Michael Gamble, archivist in the Order of St.Bede

Early December with the Watch

Ladies and gentlemen of the Watch, it's 6.00am on a cold and dismal Monday morning, so it must be time for another briefing. Try not to get too excited. First off some announcements. I'm sad to say that our request for a replacement coffee machine has been turned down for budgetary reasons - as per usual - so I would recommend bringing your own until we can find another one. And no, by find I don't mean barter with the boggarts! Secondly, the venue for the Christmas celebration has been settled. For the tenth year in a row, we will be ignoring the usual festive nonsense and instead going to get bladdered down the local. Anyone who suggests the wearing of Christmas jumpers will be transferred ... somewhere nasty.

And finally, we have some guests. After months of lobbying, persuasion and in the end, out and out blackmail, the powers-that-be in the Mine have agreed to lend us the Fang Gang. Sorry, the P Division Vampiric Forensics Squad. They'll be working the exhumation site at St James Garden next to Euston. If you see them wandering around the station, make sure they feel suitably unwelcome.

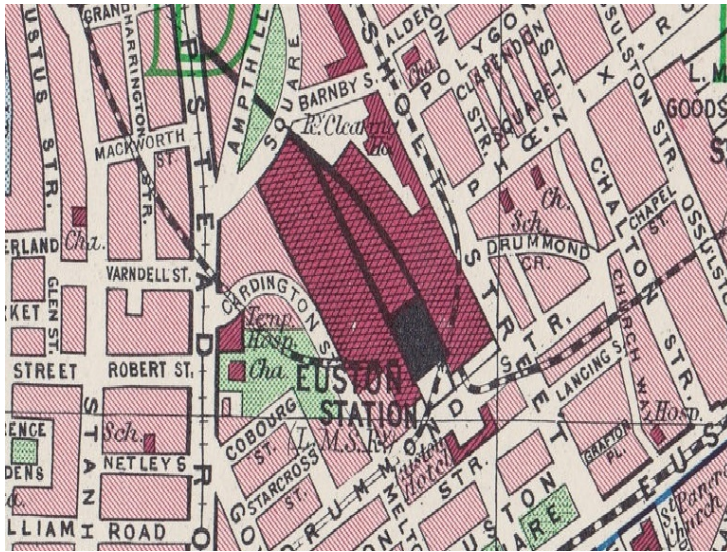
- Detective Inspector Skinner, with his usual chirpy start to the day

Background

In order to accommodate the expansion of the HS2 terminal at Euston Station, the contractors are removing St James Gardens next to the station and exhuming over 40,000 corpses from the site. This is a massive undertaking (literally and figuratively) complicated by the possibility that some of these corpses may be staked vampires, lying in stasis, waiting to be reanimated. As a result of this, P Division is working alongside the Order of St Bede to provide oversight on the dig site, and to put a rapid end to any undead who appear in the vicinity. The Order have been given the responsibility to watch over the storage facilities that the archeologists are using to store the bodies as they are examined and tested, whilst P Division is monitoring the dig site itself.

The inevitable has happened, not once but twice. Waiting for darkness to fall, two vampires have awakened and are now desperate to feed. The first, a fledgling vampire, has murdered two protestors who remained chained to the fence near the dig site. The second has escaped into the night and is lying low in the sewers, trying to get his bearings before he moves on. It's only a matter of time before he feeds and a new vampiric infection starts...

St James Garden lies to the west of Euston and was an overspill graveyard for St James in Piccadilly between 1788-1853, after which it became a public garden. There are thought to be over 60,000 skeletons in the graveyard, but only 40,000 are being exhumed in these works. Famous bodies buried there include Captain Matthew Flinders (the first man to circumnavigate Australia), Bill 'The Terror' Richmond (a black bare knuckle fighting champion from New York who taught Byron to spar) and Lord George Gordon (a political and religious activist who led the anti-Catholic Gordon Riots of 1780).



Characters

Tobias Gerrard, Merchant and Gentlemen

Gerrard was a well-heeled gentlemen of London in the early 19th century, making his fortune from the war dividend of the clashes with Napoleon. After 1815, times became less profitable and Gerrard's debts began to catch up with him. Fleeing his creditors, he was found murdered in an alley behind a gin house, stripped of his finery. With no money to fund a proper burial, he was eventually buried in a pauper's grave. Gerrard had fallen prey to a vampire in the dark streets and as was the custom at the time - as the locals were fearful of the undead and people they did not know - he was staked before burial. The stake has long since rotted and upon exhumation, his centuries of hunger have awakened.

Concept:	Vampire Fledgling
Drive:	Thirst for blood
Physical Skills:	Athletics 3, Awareness 2, Melee Combat 3
Mental Skills:	Business 1
Social Skills:	Taunt 3, Streetwise 2
Traits:	Brawny, Night Sight, Quick Reflexes, Rapid Healing (Weakness: Silver)
Limitations:	Weakened by Sunlight, Vulnerability (Garlic, Mirrors), Obligated
Endurance:	11
Will:	8
Damage:	d6+3 (natural weapons)

Thomas 'The Flea' Flanders

Tommy Flanders was a classic opportunist thief that was rife in London in the 1840s. He stole and fenced what he could and then drank himself senseless in the evening, finding whatever female companionship he could for the night ... until one night his companion proved to be one of the undead. He served her for a decade, until he was caught by vampire hunters, staked and buried in St James Gardens. The fools thought that this would kill him... but it simply held him in his sleep.

Concept:	Lesser Vampire
Drive:	Find a safe, familiar place and feed
Physical Skills:	Athletics 4, Awareness 4, Melee Combat 3
Mental Skills:	Business 2, Lore 1, Education 2
Social Skills:	Charm 3, Conviction 2, Taunt 4
Traits:	Brawny, Frightening, Night Sight, Quick Reflexes, Rapid Healing (Weakness: Silver), Monstrous Toughness
Limitations:	Obligated, Weakened by Sunlight
Endurance:	20
Will:	10
Damage:	d6+3 (natural weapons)

Vampiric Traits and Limitations

- Brawny

You're exceptionally strong. You have a +2 bonus to Athletics for feats of strength, and to Damage (already added to statistics)

- Frightening

You have a +2 bonus to Taunt tests made to intimidate or scare people. Further, standing up to you after a successful test requires the victim spends two points of Will, as well as the usual effects for not doing as suggested after a social test,

- Monstrous Toughness

A creature with this Trait has an extra 8 Endurance. A truly exceptional being might have this Trait twice, for an extra 16 Endurance.

- Night Sight

You can see in the dark almost as well as you can daylight, though you can't make out colours or fine details. For that reason, intelligent creatures with night sight still light their dwellings, though the light is dim by ordinary standards- and they don't need the light for most tasks, with the exception of activities such as reading and drawing.

- Quick Reflexes

You have exceptionally quick reflexes, with a speed at the edge of being supernaturally quick. You have +2 to your Awareness skill for initiative, and to your defence in combat, whether hand to hand or ranged combat. Further, you can spend a point of Will to take a single extra action before anyone else within a combat round. Between combatants who both have this Trait, if both spend Will, calculate initiative as usual.

- Rapid Healing

You rapidly heal from any injury, recovering d6 points of Endurance in the scene after an injury, and every hour thereafter. This rapid healing even applies when you have negative Endurance. You even eventually come back from the dead unless decapitated or incinerated. You are resistant to poisons, and all but immune to disease. Any character with rapid healing has a flaw - one source of injury from which they cannot regenerate damage. You will not come back from the dead when killed through your flaw.

- Obligated

If you're obliged, you're under a debt or oath which carries supernatural power - the vampire that created you. Resisting a command costs d6 Will. Attempting to harm them also costs d6 Will.

- Vulnerability When you suffer from an attack including the source of your vulnerability, you suffer an extra two points of damage. Further, such a vulnerability is a source of dread when it is present. Facing up to it, even approaching it, costs you 2 Will points.

- Weakened by Sunlight

A vampire or dhampir is somewhat weakened in direct sunlight, though even being indoors and away from windows is enough to shield them. A powerful ultra-violet light will also weaken a vampire. All Skills for the character have a -1 penalty in sunlight.

Jennifer Connor, Head of HS2 Heritage Committee

A serious-minded career-focused woman in her 30s, who has been given responsibility for the operations around the exhumation on the site. The work is being undertaken by a skilled group of specialists including archaeologists and experts in osteology. She has little patience within any complications to her work and knows that her promotion relies on the smooth completion of the job, on target.

Lucy Bruce and Bekka Davey, Protestors

Two students from London Metropolitan University, who have continued their protest against the destruction of St James Gardens and the exhumation of the graveyards. Lucy Bruce is a third year sociology student and Bekka Davey is a postgraduate studying human rights and international conflict. They are both well-known faces in student activist circles for their fervent belief in direct action.

Joseph Hurst, Security Officer

Joe Hurst is a simple man doing what he thought would be a simple job. A former mechanic, an accident left him with one mangled hand and he couldn't continue with his chosen career, so he became a security guard. Employed to patrol the dig site at night, Joe was patrolling the outskirts and was the one who discovered the dead bodies. He is traumatised and thinks that he is certain to lose his job when Connor finds out.

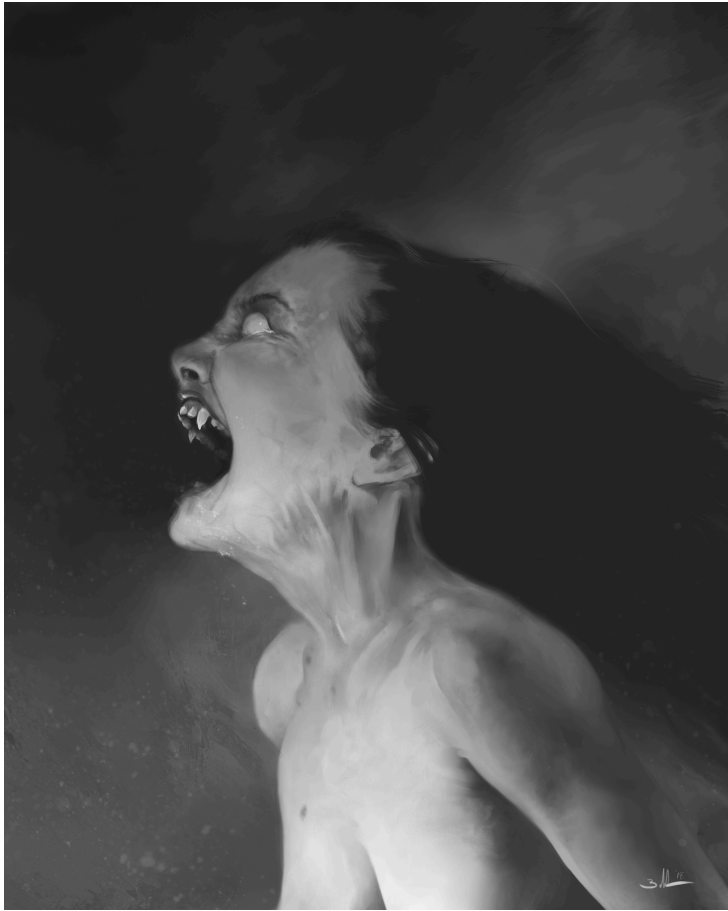
Tegan Barnes, Council of Merlin Busker

Tegan is one of the buskers that the Council of Merlin maintains to use music to soothe the negative energy generated by the movements of the underground through the burial grounds and plague pits of the city. Tegan's usual pitch is the prize tunnels of Kings Cross, but she has been moved to Euston to oversee the dig and ensure that nothing terrible happens. Whilst she has only minor magical powers, her dog-on-a-string, who acts as her familiar, saw the murder.

Initial Situation

When the Vampire Forensics Squad (VFS) arrive, they are met by a panicked Joe Hurst who has cordoned and tented off an area of the gardens as there has been a murder. Two students, who have continued a protest against the destruction of the graveyard, have been killed. Upon examination, the VFS will discover:

- Both women have been dead for about three hours
- Their wounds are brutal - bite and claw marks, and multiple puncture marks with flesh tears as well
- One of the women, Bekka, has been exsanguinated, whereas the other one, Lucy, has been torn open and much of her blood appears to have been vomited around the site.
- The area is covered in the dirt from the dig site.



What Skills Should I Use?

For investigating a crime scene, suitable skills are Awareness, Medicine, Science or even Streetwise. A Necromancer may want to Speak with the Dead. Alternatively, an investigator might want to interrogate some witnesses using Charm or Empathy

The first Vampire

Tracking the vampire is a relatively simple task - there is dirt and muck and blood everywhere, and only a few places that a vampire could hide within a hour or so shamle of the murder site. When the vampire is tracked, he is hiding in the basement of a nearby town

house. He has broken the window to gain access and has hidden in a wine cellar.

- There is a trail of blood and mud leading into the cellar
- The room smells of fresh blood and burned flesh, as well as red wine
- There is broken glass from the window and the smashed bottles on the floor

The vampire is Tobias Gerrard and he is scared, confused and desperate. He murdered both girls, drank his fill of the first and tried to do the second, but he was full and vomited the excess blood. His hand is burned, where he has fallen foul of the sunlight, at the coming of dawn. He has tried to drink some wine to calm his mind, but his vampiric body rejected it, making him vomit yet more blood and wine across the floor.

Not knowing what to do, Gerrard will try in vain to command these commoners to do his bidding. He, of course, does not understand that this is not the 19th century, or indeed that he is dead. If pressed, he will panic and attack the VFS. He should be a challenge to the VFS, but they should be able to take him and stake him.

Where is the rest of the Watch?

One very good question is, if vampiric infection is so important to control, why are the rest of the Watch not involved? Truth be told, there aren't that many of them. If the VFS must know, there's a major incident being covered in the Fae community - a sword has gone missing, and if it isn't found soon, there will be Hell to pay... Anyway, they might well 'just' be the Fang Gang, but they're paid members of P Division and this is their speciality!

Complications

So...problem solved, right? Wrong.

- Jennifer Connor will want a full report of what has happened, although it should be noted that the VFS will appear to just be a crime scene squad to her, rather than expert vampire hunters. She is going to sack Joe Hurst for his misjudgement although he swears blind that he saw and heard nothing. He wouldn't - the killer was a vampire - but Connor is not to know that.
- Debriefing for a job well done will be held back at 'Sun Hill' by Detective Inspector Skinner. He's adamant that the chances of there being more than one vampire in that pit are millions to one, so it should be plain sailing from here.

- The VFS are notified that an informant has come forward - a vagrant and her dog - who the Watch believe has some pertinent information. Tegan Barnes comes forward and relays the message from her hound-familiar that there was another figure that shambled away from the site at the same time as the murder.
- As this is happening, a report comes in of another murder in the area; this time a homeless man who lives under the arches. The initial report is the same; claws, bites and exsanguination. There is another vampire at large.
- Skinner suggests two things; first, the VFS had better bust the budget and crack open the anti-vampire ordinance. Secondly, if they are dealing with the homeless, then they will be dealing with the Hidden. To find them, enter the tunnels and ask for Sparrow. If the VFS ask who they should ask, Skinner just shakes his head and answers anything; a rat, a dog, anything..

Anti-Vampire Ordinance

The player characters all have access to the following equipment.

- Low-Light Goggles: The wearers are considered to have the trait *Night Sight*
- Stake Baton: Standard issue police telescopic baton made from reinforced natural carbon - perfect for staking vampires and smashing skulls
- MP5-AG Variant: Standard police-issue MP5 semi-automatic carbine with silver bullets (d6+4 damage, triggers silver weakness) Only issued to officers with firearms training and permit.

The Hunt

The murder location is a series of derelict buildings linked to a sewer entrance. The building looks empty and destitute, but upon investigation:

- This murder has all the same vampiric hallmarks of the last murder
- However it has been carried out in a more precise manner, with no vomiting
- Footprints would suggest that the vampire has fled into the sewer system
- Considering the relative times (it is daylight now), the vampire cannot have gone too far. However, if it goes deep into the system it would be almost impossible to track.

Should the VFS ask around, somehow for Sparrow, she will appear, sitting on a broken wall and she will appraise them. If they are non-threatening, she will reveal the Rookery and the rest of the Hidden that dwell there.

The Hidden are not invisible, but they simply do not appear in people's vision; they fall between the cracks in reality. When they chose to be seen, they can be, but it is dangerous for them to do so - too much visibility and they may not be able to become Hidden again.

Like any good Hidden, Sparrow does not work for free and will negotiate a fee for her services. Her fee is a simple favour, of one of the members of the group. Nothing too arduous or dangerous. A simple matter of goods or services. After she has negotiated her fee, Sparrow will answer any questions that the VFS want to be answered. If all else fails, Sparrow suggests that as a Lighter - a member of the Guild of Water and Light, she has a duty to aid them in their search. She will ask a friend, Glaive - a member of the Guild of Sewer Hunters - to help her in the task, passing off the favour that she is owed from the VFS to Glaive in payment.

The hunt is on - if the VFS can find Tommy Flanders before sundown, they will be able to catch him as he digests his meal and clash with him in the darkness of the tunnels. If they cannot, he will disappear into the darkness and surface later as a recruit to the Court of the Dead King, John Williams.

Hunting Through the Sewers

With both Sparrow and Glaive in tow, it should be easy to hunt down the vampire in the sewers. It is their speciality. However, if the VFS want to take charge of the pursuit, use Survival or Awareness test with a Challenge Level of 10. A Critical Failure means the VFS have become lost in the tunnels and the vampires (see below) begin to hunt them.

If they do corner and confront Flanders...

- He is backed into a corner, a tunnel with a heavy iron grill across it. This is essentially immovable and stops him from fleeing. He has to fight for his unlife.
- He is a experienced vampire and will use every trick he can to escape. He will initially try to destroy any sources of light being used ... he has no idea what low-light vision goggles are!
- After the first round of combat, three fledgling vampires (use the statistics for Tobias Gerrard) join the fray from behind the VFS. They have been sent by the Dead King, John Williams, to discover what the disturbance is in his sewers. This should swing the combat to a more even battle.
- Sparrow will not enter combat - it isn't her thing - but she will remove the injured from the fray

- Glaive will aid the VFS, but he is reluctant to become directly involved when he sees the minions of the Dead King involved. The long term ramifications could be lethal to him and his Guild.

John Williams, the Dead King

London thinks that it is clear of vampire infection but it is simply incubating a greater problem. John Williams is a notorious killer who was infected, staked and buried long ago, only to be exhumed and reanimated when a new building was being built. He fled into the sewers and has slowly been building an army of undead in the deepest underworld. He is not part of the machinations of the Sodality of the Crown and indeed, many in that organisation view him as a clear and present danger to their plans.

Should the VFS defeat Flanders, they will have put down the vampire threat from the dig site. There will be copious paperwork to be completed, and the top brass at the Mine will want to know exactly why they wasted any anti-vampire resources they unleashed.

If they do not, Flanders escapes and disappears into the sewers. Sparrow and Glaive (if they survive) disappear in plain sight, and back at the Watch HQ, Skinner resets his 'Days since Vampiric Infection' timer to zero....

Sparrow

Concept	Member of the Guild of Water and Light
Drive:	Bring the children back into the light
Physical Skills:	Athletics 2, Awareness 2, Stealth 4, Survival 2
Mental Skills:	Lore 1, Medicine 1
Social Skills:	Charm 1, Conviction 1, Empathy 2, Streetwise 1
Traits:	Animal Sense, Breaking and Entering, Forgettable, Scavenger, Sneaky
Endurance:	10
Will:	11
Damage:	d6 (fists)

Glaive

Concept	Hidden Hunter
Drive:	If it leaps, crawls or slithers in the dark, kill it
Physical Skills:	Athletics 3, Awareness 2, Melee 3, Stealth 2, Survival 2
Mental Skills:	Lore 1, Medicine 1
Social Skills:	Streetwise 1, Taunt 2
Traits:	Brawny, Forgettable, Night Sight, Sneaky
Endurance:	15
Will:	8
Damage:	d6+5 (jagged hunting barb)

Traits of Sparrow and Glaive

- **Animal Sense** You have an intuitive sense of dealing with animals, and can sense what they want, as well as being able to communicate in a basic fashion with all natural creatures. They tend to like you; you have a +2 bonus to all Survival tests when dealing with animals, and no animal will attack you if unprovoked, though it might attack your companions if desperate.
- **Brawny** You're exceptionally strong. You have a +2 bonus to Athletics for feats of strength, and to Damage (already added to the damage attribute)
- **Breaking and Entering** You have a +2 bonus to your Stealth and Technology skills for the purposes of breaking in or breaching technological security systems.
- **Forgettable**

Those who don't know you well simply don't remember what you look or sound like; you fade from the memory of those you casually interact with after a week or so. You're even unclear in photographs, tape recordings, or CCTV footage.

- **Night Sight**

You can see in the dark almost as well as you can daylight, though you can't make out colours or fine details. For that reason, intelligent creatures with night sight still light their dwellings, though the light is dim by ordinary standards- and they don't need the light for most tasks, with the exception of activities such as reading and drawing.

- **Scavenger** You don't need money to survive; you, and a small group of people with you can always find food and enough to eat, whether in a city, or in the wilderness. In a settlement, you can always get hold of inexpensive useful items you need with a simple look around and perhaps asking some people.

- Sneaky You have a +2 bonus to Stealth for the purposes of hiding or moving without attracting attention, including for example tailing someone. You also have a +2 bonus to Awareness for skill tests to notice danger.

Denouement

Another tattered corpse shambles through the darkness of the sewers, lit only by the occasional light from the gratings above. Sniffing the air, through long lost hollows on its face, it takes a turn and clammers down a broken hole in the sewer pipe. Down and down it goes, further into the darkness until it is greeted by a literal light at the end of the tunnel. A flickering, candlelight that illuminates a drainage chamber. The vaulted room itself seems totally out of place - some grand lost Victorian folly, not bedecked in drapes and rudimentary seating, and hundreds of candles. In and around the seats sit dozens ... maybe hundreds of the undead. Lounging, talking in husky whispers and laughing through dead lips. And at the head of this diabolic facade, one man sits. His skin is papery thin, but looks more human than his companions. He wears a powdered wig and has a tatty ensemble resembling a frock coat on his shoulders. He reaches out with a long bony finger.

Come my newfound friend. Eat and rest with us. Forget those who would kill you. Here in the Dead King's Court, all are welcome, who have already ... risen.



Coming Soon

We hope you enjoyed this quickstart. If you did, there's much more *Liminal* coming soon, including:

- The Liminal Core Book.
- Pax Londinium: Liminal London
- Tooth and Claw: Werewolves of Britain
- Novocastria: The Ghost Courts
- Faeries and Folklore: The Fae and their Domains

And more....for details, and pre-orders, see <http://www.liminalrpg.com>

L I M I N A L

Liminal is a new tabletop roleplaying game about those on the boundary between the modern day United Kingdom and the Hidden World- the world of secret societies of magicians, a police division investigating Fortean crimes, fae courts, were-wolf gangs, and haunted places where the walls between worlds are thin.

Step into the world of Liminal for the first time with these Quickstart rules. Within you will find the essentials of the world of Liminal and rules for playing the game, and play the "Fang Gang"- the P Division Vampire Forensics Squad- as they deal with the newly risen dead.

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