

STREETS OF SHADOW

The HOUND
of MATE



CHAPTER 3: THE HOUND OF HATE

Due to their success in the previous chapter, the adventurers are invited to Dr Victor Johanssen's birthday party. Unfortunately, Dr Johanssen's past has come back to haunt him and the adventurers must solve the mystery before they become victims themselves.

What if the Adventurers didn't save Dr Johanssen?

This chapter is unrelated to the main campaign arc. Should the adventurers have failed to rescue Dr Johanssen or otherwise leave on bad terms then the Gamesmaster can simply skip over this chapter and pick up with Chapter IV - A Revolutionary Machine (or *The Marylebone Mummy*, if you plan to incorporate it). Alternatively, the Gamesmaster could run another adventure in place of this one if she wants the adventurers to gain some experience before moving on with the campaign.

BACKGROUND

Ten years ago, Victor Johanssen was a young surgeon just beginning his career and looking for a quick journey to the top. Unfortunately, his journey resulted in several murders. At the time, he thought nothing of it, because his 'practice cases,' as he referred to them, were from the lower class and science had a right to know how the body worked. If they went missing, he reasoned, nobody important would miss them.

Now, however, one of his practice cases is back for revenge, in the form of a skriker. Starting tonight, the skriker is going to make Johanssen regret his earlier moral flexibility when it came to his patients. Ironically, Johanssen has since become a communist (and even Bolshevik) sympathiser and champion of healthcare for the unfortunate. He believes he has atoned for his patients' deaths by providing free healthcare for the poor and donations to charities.

An unnatural portender of death, the skriker appears to be a large black hound with saucer-shaped eyes. As the skriker approaches its victim, all that the victim can hear is sound of dripping and splattering mud – the sound of charnel ground sloughing off the skriker's legs and paws.

The skriker has been watching Johanssen for several weeks, and has determined how it will best strike fear into his heart. All of Johanssen's closest friends and acquaintances will be attending his 32nd birthday celebration tonight, and the skriker plans on eliminating the guests after they trickle away for the evening. To achieve the ultimate terror, the skriker will kill several guests per night over the course of the following week, leaving Johanssen for last. Each death will bring the skriker one step closer to Johanssen, and revenge.

ACT 1:

A BIRTHDAY GIFT FROM THE PALE

In this act the adventurers attend the birthday party of Dr Victor Johanssen and meet some of his colourful friends. Toward the end of the party an ominous threat is made to one of the guests. After a sinister encounter with a supernatural presence on the way home, the adventurers awaken to the news of the guest's death.

SCENE 1: A GLORIOUS CAREER

This chapter begins innocently enough at a dinner party at the residence of Dr. Victor Johanssen. Because of Dr Johanssen's association and gratitude towards the adventurers after the events of Chapter II - Wrath of the Dead, he's sent an invitation to each of them. Given his political leanings, it's a matter of course for him to have members from all strata of society present.

Johanssen owns a home in Hammersmith, where the railway gives him easy access to the city (his clinic is in Wapping). The neighbourhood is dominated by the middle class and the row homes are well-kept. Due to its close proximity to Wormwood Scrubs in Kensal Green, Hammersmith often has an airship or two flying overhead.

Other than the adventurers, there are a few other people present; Johanssen wanted this to be an intimate party. Major characters are detailed below, but the Gamesmaster should feel free to introduce as many as he wants to make the party seem bustling, but still private. By the time the party is over, the adventurers should know all the party-goers detailed below.

The party opens with Dr. Johanssen toasting his career and guests, thanking them for their support throughout the years. He is especially thankful for their support of his clinic and prays they can continue to help him. He then encourages the guests to mingle and enjoy the various food courses laid out.

The Party-goers

Listed below are each of the party goers and what's foremost on their thoughts. Rather than provide the exact words of each party-goer in a conversation with the adventurers, the Gamesmaster should use the info below as a cue and tailor the language for the adventurers.

Dr Victor Johanssen - Human Surgeon

Physical: 5 *Initiative:* 7
Mental: 12 *Health:* 8
Social: 9 *Quintessence:* 24
Armour Value: 4 (lined coat)
Special Traits: Order 2
Complications: None
Damage: Sword cane (5), Volcanic Pistol (7)

An athletic man with premature baldness, Johanssen talks to the adventurers about any subject they desire. If given the chance to steer the conversation, he tells the adventurers that thanks to his backers he's now able to serve over two hundred patients a month. Johanssen does not charge for his services, but asks for donations. While he and his backers provide the majority of the money necessary to keep the clinic open - any little bit helps - and with his current funding running out he's no longer too proud to ask.

Vivian Glazier - Dwarf Wealthy Widow

Physical: 6 *Initiative:* 3
Mental: 5 *Health:* 10
Social: 9 *Quintessence:* 6
Armour Value: 1 (lined corset)
Special Traits: Order 1, Pugilist
Complications: None
Damage: Kick (5), Weighted parasol (3)

An attractive older Dwarf woman, Vivian is one of Johanssen's primary backers, but she doesn't like to make that fact public. Glazier's family earned its money the Dwarf way - mining. As a child, Glazier saw how many of the poor miners died early, violent deaths and hopes to prevent other unnecessary deaths by supporting Johanssen's clinic. She is a very pleasant dinner companion, and when drunk may slyly intimate to a male adventurer that she is a widow. She is constantly feeding her blue Frenal lizard 'Frosty' from the finger foods spread on the buffet table.

Peter Tillinghast - Human Revolutionary

Physical: 8 *Initiative:* 5
Mental: 6 *Health:* 10
Social: 6 *Quintessence:* 12
Armour Value: 4 (lined coat)
Special Traits: None
Complications: Zealot (Bolshevism)
Damage: Concealed Knife (6)

Stephanie Tillinghast - Human Revolutionary

Physical: 6 *Initiative:* 6
Mental: 9 *Health:* 8
Social: 9 *Quintessence:* 18
Armour Value: 3 (lined jacket)
Special Traits: None
Complications: Zealot (Bolshevism)
Damage: Concealable Knife (4)

Bolshevists through and through, the Tillinghast twins want nothing more than total revolution. These fraternal Human twins arrive at the party dressed in worker's clothes and spend the entire party urging everyone to join their cause and overthrow the oppressive regime. They were treated by Johanssen after a failed bombing, and introduced him to the world of Bolshevism.

Dr Gregory Hollingsworth - Gnome Physician

Physical: 7 *Initiative:* 10
Mental: 12 *Health:* 8
Social: 8 *Quintessence:* 36
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1
Complications: None
Damage: Walking Cane (2)

At 2'4", Hollingsworth is short for Gnome, and probably older than any Gnome has a right to be. He was Johanssen's mentor when Johanssen was learning the medical trade. He knows of Johanssen's earlier murders, and is still disgusted by them. He's never forgiven Johanssen for the

deaths, but came tonight to support the clinic, which he serves. Any adventurer that makes a Difficult (3 black dice) Wits + Empathy roll can see the contemptuous attitude Dr Hollingsworth has toward Dr Johanssen.

If the adventurers talk to Hollingsworth, they'll find a cantankerous Gnome who speaks highly of the clinic. If they ask about Johanssen's early career, Hollingsworth pulls no punches and explains that the deaths were in the name of science. He feels Johanssen should have gone to prison, but the two policemen who investigated were not interested in pursuing the matter, probably because they had been bought off.

Andre Montand - Eldren Gentleman Expatriate

Physical: 7 *Initiative:* 7
Mental: 8 *Health:* 8
Social: 9 *Quintessence:* 18
Armour Value: 3 (lined jacket)
Special Traits: Entropy 2, Spiritualist (séance)
Complications: Imaginary Friends
Damage: Smallsword (6)

A French Eldren, Montand is another financial backer who wants to help Hollingsworth, but believes Johanssen to be a pretentious snob who is acting benevolently towards the poor to appear in line with Bolshevik thought, with no real love of the masses. He lauds Hollingsworth, but speaks derisively about anyone else at the party. He feels Glazier is a rich snob whose wealth should be taken from her and redistributed among the poor. The Tillinghast twins, according to Montand, are a joke who couldn't carry out a revolution without a guidebook.

Montand is old enough to have participated in the French Revolution and recounts with glee the execution of the monarchs, raising his glass and noting "let them eat cake

indeed!" He held a curious position during the Revolution; he offered fleeing nobles safe passage out of France in return for most of their wealth, and then funnelled this money to the revolutionaries (it is suspected that he had a hand in 'putting the pressure on' these nobles, although Montand only coyly and obliquely suggests this may be true).

He met Karl Marx while in Paris and, as a Bolshevik, employs the terms 'bourgeois' and 'proletariat' for the lower two classes. He laments France's 'return to despotism' and hopes to see 'what we started almost 80 years ago' spread across Europe. He was involved in the last King of France's expulsion and currently acts as a courier between revolutionary leader Maxim Bolshev and his contacts in Paris. When not engaged in conversation, Montand often converses with his 'dead allies' as if they are standing beside him.

In spite of his politics Montand, like many Eldren, clings to old fashions and dresses in old-fashioned clothes, most notably his breeches and slippers (he replaces the slippers with boots while travelling). He also keeps a smallsword sheathed on his belt rather than carry a more fashionable cane. Due to his helpful if self-serving assistance to many nobles during the French Revolution, Montand is a member of the Chevalier's Club.

Maxim Bolshev - Bearman Revolutionary

Physical: 9 *Initiative:* 6
Mental: 8 *Health:* 14
Social: 12 *Quintessence:* 12
Armour Value: 4 (lined coat)
Special Traits: Inspiration (proletariat crowd), Natural Charisma 2
Complications: Zealot (Bolshevism -obviously!)
Damage: Mace cane (9, spikes out 11), Cogswell .47 pepperbox (10)

Revolutionary leader and titular head of the often fractious Bolshevik League, Maxim Bolshev puts in a late appearance. He is a large Bearman who speaks with a thick Russian accent and is well-versed in both English and French. His presence disrupts all conversation, as most of the guests are awed by him. He takes this in stride, but it is clear that he enjoys the attention. Bolshev has open contempt for the Tsarina, or 'the Winter Witch' as he calls her. He was involved in a communist uprising in St Petersburg in 1848 that ended with the death of the Tsarina's husband (well, one of them) and he escaped before capture; he was given asylum in London at the outbreak of the Crimean War.

The Chevalier's Club

The Chevalier's Club is a fencing club situated in the City. The original members were French nobles fleeing the revolution at the end of the 18th century; most of the club is still made up of the longer-lived ones. Membership is very exclusive; one must have 'breeding' (in other words, be at least upper middle class) and be sponsored by a member; only in the rarest instances has the breeding requirement been waived.

Bolshev offers a toast and congratulates Dr Johanssen on his birthday, urging him to continue to aid the poor while hoping one day that his services will be supported by a more sympathetic and popular government. He then mingles a bit with the guests, especially Montand, before making an early exit.

Sebastian Caul - Human Opportunist

Physical: 6 *Initiative:* 5
Mental: 6 *Health:* 10
Social: 8 *Quintessence:* 12
Armour Value: 2 (lined waistcoat)
Special Traits: None
Complications: Lecherous
Damage: Punch (3), Sword cane (6)

Sebastian is the third backer of the clinic. While his family made most its money through shipping, Sebastian has mastered the art of marrying well and then surreptitiously becoming a widower. He's providing the money to the clinic as a means of laundering it. No one at the party is aware of his true purposes. He pretends to be a great supporter of the poor and is friendly towards everyone at the party.

Martin Croyle - Human Anarchist Revolutionary

Physical: 8 *Initiative:* 7
Mental: 11 *Health:* 10
Social: 10 *Quintessence:* 18
Armour Value: 4 (lined coat)
Special Traits: None
Complications: Zealot
Damage: Fists (3), Cosh (6 dice), Tricolour Derringer (4 - 4 shots, brass knuckles (4), knife (6))

Martin Croyle is a friend of the Doctor and has used his services on occasion, as his antagonistic nature often leaves him in need of patching up. As Croyle is a 'true believer' Dr Johanssen has enjoyed discussing revolutionary philosophies with him and has procured items for his project (as payments from other patients) but doesn't pretend to know what Croyle is building. Croyle has promised to let Dr Johanssen be there for the unveiling. Currently, Croyle enjoys the Doctor's hospitality while he tries to drum up financial donations from the other party-goers.

Angela Cassidy - Human Philanthropist

Physical: 6 *Initiative:* 6
Mental: 8 *Health:* 8
Social: 12 *Quintessence:* 12
Armour Value: 2 (lined corset)
Special Traits: None
Complications: Secret (true identity)
Damage: Kick (3), Stiletto (5), Sharps 4-shot derringer (4)

Angela Cassidy is an attractive, charming young woman who supports the clinic with her wealth. Her husband Godwin has about as much interest in her as she does in him (the rumours about each border on the scandalous and she is aware of his affair with Sir Travis' wife; see Chapter IV - A Revolutionary Machine), but they married for their families' sakes and get along as best they can. Mrs Cassidy is, of course, the revolution leader Tommy Atkins, but only Dr Johanssen is aware of her secret. To the rest of the guests Mrs Cassidy is merely a supporter of lower class causes. She steers clear of Croyle; she knows his affection for Tommy Atkins and does not want to tip off 'his' true identity. In spite of this she will rush to Croyle's aid should he need it.

SCENE 2: ENTERTAINMENT

Throughout the party, the Gamesmaster should sprinkle the following events. The adventurers should be allowed to overhear or witness these events. Some are designed to make the adventurers suspicious of everyone, while others are simply added for colour.

The only events that must occur are A Chill in the Air and The Dogs of War. It's important that Maxim Bolshev, Martin Croyle, Angela Cassidy, and any party-goers you added leave the party before A Chill in the Air; all remaining guests become victims of the skriker. If you don't mind a higher body count then you can allow your additional guests to remain, but if you've gone to the trouble of adding them then you probably don't want them dead.

Fishing Expedition

Mr Croyle mingles with the party-goers, talking about the recent protests and how he's going to ensure that they aren't ignored any longer. He has a plan, if only he could get a little financial backing. How open Croyle is about this when the adventurers are around depends on the circumstances of their last meeting in Chapter I - The Dragon in the Smoke. Dr Hollingsworth makes a joke at Croyle's expense, noting that if Croyle couldn't convince Mr Cogsworth to help his project, then it must be truly unfeasible.

If asked about Mr Cogsworth, Dr Hollingsworth tells them that Gordon Cogsworth is a Dwarf engineer of great intellect but dubious sanity. The product of a wealthy industrialist, Cogsworth spends most of his time ensconced in his St Pancras workshop, working late into the night on engineering feats of little practical value. There have been some rumours that he is developing a fire weapon of some sort for the military; he has almost burnt down his workshop at least twice.

In any event, Croyle soon leaves, making sure to take a parting shot at Mrs Cassidy for living off the toil of others. An adventurer making a Difficult (3 black dice) Presence + Empathy roll notes that Mrs Cassidy finds this greatly amusing.

Unwanted Attention

Sebastian Caul rapidly gets drunk and hits on any female adventurers in the party, as well as Stephanie Tillinghast and Vivian Glazier (he's smart enough to stay away from Mrs Cassidy). The adventurers overhear Tillinghast telling Caul to bugger off and see Caul grab her by the shoulders and tell her she'll be sorry, but he still thinks she'd be better than any woman at the Fox. At this point, Peter walks over and shoves Caul back, calling him an aristocratic fop who'll regret angering the proletariat. At that, Caul moves off and takes another drink.

A Scandalous Affair

Angela Cassidy fancies one of the adventurers and openly flirts with that person, primarily to evade Mr Montand's attentions. As she is married this is scandalous behaviour, even amongst communist sympathisers (especially if her target is of the feminine persuasion). Mrs Cassidy cares little but is relatively discreet where overt displays of affection are concerned. The affected adventurer becomes Mr Montand's target for caustic remarks for the rest of the party. In any event, Mrs Cassidy soon decides that it is better to exit gracefully than cause a scene and summons a hansom to take her home.

A Chill in the Air

At some point after Bolshev, Croyle and Cassidy have left, magnetists may make an Average Presence + Magical skill roll. Those that make it note a sudden disturbance in the aether that permeates the room. Just as quickly as it began it is gone and no one seems the wiser. This is the skriker taking inventory before the hunt.

A Secret Admirer

The adventurers overhear Johanssen telling Hollingsworth to keep quiet and not tell anybody about something. If the adventurers approach Johanssen, he'll laugh and say that the old Gnome found out that Johanssen has his eye on Stephanie. If they approach Hollingsworth, he tells them about Johanssen's early mistakes.



Drunken 'Confession'

At some point, Peter saunters up to the adventurers, open his coat and shows them a large bottle. "It's ether, chaps, and it's for the rich bastards here. We'll take 'em down and rob 'em blind." He then claps an adventurer on the back, stumbles over to a divan, slumps down and falls asleep in a matter of minutes.

The Dogs of War (Final Event)

The adventurers overhear loud shouting in the foyer and witness Montand and Glazier shaking fists at each other. Montand tells Glazier she needs to give up her riches to the poor, or she'll fall under the feet of the proletariat. Glazier responds by rising on her tip-toes and informing Montand in a matter of fact voice that he's a hypocrite. If he's going to rile the dogs, he'd better be prepared to lay with them. To which Montand responds that he'll sic his dogs on her and that'll be the end of it.

At this point, Glazier storms into the room, offers her apologies to Johanssen and says she's leaving. She then storms out of the house.

SCENE 3: FOND ADIEUS

Glazier's leaving deflates the mood for the party and the remaining guests quickly trickle out. Johanssen is embarrassed by the turn of events and sincerely apologises to each of the guests as they collect their coats and leave.

When the adventurers leave, they find the London fog even thicker tonight than normal. They're only able to see a few feet in front of them, but sounds echo clearly through the fog. They can hear the shouts of people, the clatter of hooves and carriage wheels, and the baying of hounds.

As they fumble their way through the streets, have them make Difficult (3 black dice) Wits + Perception rolls. Successful adventurers hear the sounds of water dripping and mud slurping from the next street over, as though someone were wading through deep, wet mud.

If they investigate, they find little piles of mud that seemingly stop in the middle of the street. Now, have them make Difficult (3 black dice) Wits + Perception rolls. Those who succeed hear the same noises, coming from the street they were originally on.

If they investigate further, they find more little piles of mud that pick up on this street at coordinates that coincide with where the drops left off on the other street. The drops continue for a few hundred yards and seemingly stop in the middle of the street. By this point, the fog is rolling in even thicker, limiting their vision even further.

After they continue for a few more minutes, have them make a third Difficult (3 black dice) Wits + Perception roll. If an adventurer succeeds at the check hear the slurping and dripping noises coming from right behind them. When they whirl around, there are more droplets of mud that stop about two feet behind the adventurers. If they follow the droplets back down the street, the trail only continues for about thirty feet before it disappears.

Any adventurer with the See the Supernatural magnetic ability and makes a successful Average Presence + Magical Skill roll feels a deep, penetrating sense of foreboding doom and sees the faint luminescent paw prints of a large dog slowly fade to nothing.

From this point on, the skiker leaves the adventurers alone for the rest of the night, having already made its kill for the evening. The Gamesmaster should feel free to have the

adventurers continue to make periodic listen checks, and maybe even hear the sounds of mud slurping and water dripping. Unfortunately, there is nothing to find if they investigate those sounds.

SCENE 4: RUDE AWAKENINGS

The adventurers awake in the morning to the sounds of a street news vendor calling out the headlines. "Dockyard strike shuts down shipping!" "Queen preparing for trip to Paris!" "Socialite Vivian Glazier murdered in her study!"

That last headline should insure that the adventurers buy a paper, or at least steal one. The article reads that Glazier was found in her study around 4am by her maid. Glazier's clothes were torn and body rent, as if by a large dog or great cat.

ACT 2: THE GAME'S AFOOT

What the adventurers do now is up to them, but the Gamesmaster should encourage them to keep delving deeper. There are several possible avenues of investigation. As the adventurers head out to investigate, they notice that the thick fog has lifted and the sun gleams through the clouds.

The scene at Johanssen's residence can happen on any day as the adventurers approach it in the early evening.

SCENE 1: GLAZIER'S RESIDENCE

Glazier's home is a nice, up-scale house in Belgravia surrounded by a wrought-iron fence with a carriage house in the back. Police are still milling about inside the house and on the street. If the adventurers want to gain access, Average Bull or Charm rolls should get them past the police; the adventurers do spot Detective Sergeant Harrison Grace milling about outside, examining windows (he's looking for signs of forced entry).

Once inside, the adventurers have no trouble finding the body; they need simply look for the largest congregation of police. Inspector Anson is here studying the room; he acknowledges the adventurers and mentions that they seem to have a habit of showing up at the strange cases. He's nonetheless thankful for the assistance and allows the adventurers to look around.

The body is still where the maid found it. If the adventurers examine the body, an Easy (+5 to dice pool) Perception roll reveals the claw marks. No windows are broken in the study, so the attacker must have come in through the front door. If they decide to search outside the house, a Difficult (3 black dice) Perception roll turns up several dried piles of mud outside the study windows. A Sense the Supernatural roll turns up some additional, luminescent blue claw marks on the body. It takes the adventurers a few hours to fully search everything of interest.

Adventurers with Criminology or an appropriate Science skill may wish to identify the claw marks. A Very Easy (automatic) roll identifies them as some sort of clawed animal. An Easy (+5 to dice pool) roll identifies it as some sort of dog. A Difficult (3 black dice) roll rules out any known dog. Game Masters should be careful when considering allowing an adventurer to use a Lore roll to identify the creature as it would strip away some of the horror and mystery. Regardless, a Lore roll won't tell the adventurer why the skriker is hunting.

The police have already determined that the claw marks are canine and assume a rabid hound slipped through an open window, attacked Glazier, and then slipped out again. Should the adventurers suggest a preternatural cause, Inspector Anson sighs and notes that Lord George Mace is at a conference in Geneva this week.

Detective Inspector Henry Anson - Human Investigator

Physical: 8 *Initiative:* 6
Mental: 9 *Health:* 12
Social: 8 *Quintessence:* 18
Armour Value: 2 (lined waistcoat)
Special Traits: Order 1, Deduction (2 dice)
Complications: None
Damage: Police Truncheon (5), Allen & Thurber Pepperbox (8)

Detective Sergeant Harrison Grace - Huldu Investigator

Physical: 9 *Initiative:* 9
Mental: 7 *Health:* 8
Social: 6 *Quintessence:* 12
Armour Value: 4 (lined coat)
Special Traits: Cloak of Shadows (purchased)
Complications: None
Damage: Police Truncheon (4)

Peeler - Human Police Officer

Physical: 6 *Initiative:* 3
Mental: 3 *Health:* 8
Social: 5 *Quintessence:* 6
Armour Value: 2 (soldier's coat)
Special Traits: None
Complications: None
Damage: Punch (3), Truncheon (6)

SCENE 2: MONTAND'S RESIDENCE

The adventurers may recall Montand's statement that he should sic his dogs on Glazier. The easiest way for the adventurers to find Montand is to go to Johanssen's, since he knows the address, and Montand also left his card at the door. In either case the adventurers learn that Montand lives in Marylebone.

If the adventurers hunt down Montand at his residence, they're greeted by several large Irish Wolfhounds prowling around outside. Regardless of the time of day the adventurers approach Montand's, a chill wind starts to blow, clouds blot out the sun and a fog rolls in. When the adventurers arrive at the gate, the dogs begin barking and growling, their hackles rising. The adventurers can push through the throng of eight dogs with little to fear. They won't attack until ordered by their master.

There's no answer to a knock on the door. If the adventurers begin to search around the house, a Difficult (3 black dice) Wits + Perception roll turns up more mud droppings. Should an adventurer peep through a window, they see Montand's body spread on the floor, blood seeping into the thick Persian carpets.

An Average Wits + Pick Locks roll gets the adventurers through the door. Bashing in a window is another viable route of entry, but runs the risk of attracting attention. Montand's body has been torn apart in the foyer. What looked like his body lying on the carpet was actually several pieces of his body in close proximity to each other. A See the Supernatural roll results in another feeling of impending doom and enables the magnetist to see more phantom claw marks and fading paw prints. The fading prints lead away from the body to the northern wall of the foyer, where they stop. A Difficult (3 black dice) Wits + Perception roll turns up nothing unusual about the wall where the paws stop. The skriker merely chose that wall to teleport through. Other than the adventurers, no one knows Montand's fate yet, because he chooses not to keep servants.

SCENE 3: JOHANSSSEN'S RESIDENCE

As the adventurers approach, they see Johanssen usher in an obviously upset woman. If they decide to listen in on the conversation, Average Wits + Perception rolls allow them to overhear the heated conversation. The woman accuses Johanssen of killing her sister several years ago and is threatening to make him pay. Johanssen explains it was an accident.

The woman then storms out, cursing Johanssen and promising him he'll find an early grave and his clinic will never see the light of day. As the adventurers approach the front door, an Easy (+5 dice to pool) Wits + Perception roll shows several large drops of mud. If Sense the Supernatural was used when the woman was still in view, a successful Average Wits + Perception roll once again reveals the overwhelming presence of evil.

If See the Supernatural was used when the woman was still in view, a successful Average Wits + Perception roll shows the woman to actually be a large spaniel-like dog.

If the adventurers try to follow the lady, she turns a corner. By the time the adventurers round the same corner, she's gone but the fog is beginning to roll in.

If the adventurers continue to Johanssen's residence, he greets them with a forced smile. An Average Empathy roll reveals that something is obviously bothering him. If asked, he tells the adventurers that Vivian Glazier is dead. He doesn't bring up the woman the adventurers saw unless pointedly asked. Then he explains that in his early career, his inexperience resulted in a few unfortunate deaths. This woman was apparently the sister of one of those accidents and is now threatening to expose him.

If the adventurers tell him that Andre Montand is also dead, Johanssen takes a step back, looking even more shocked. So far, two of his backers are dead; what does that mean for the clinic? He tells the adventurers that he needs to find Sebastian Caul and could use their help.

If the adventurers search out any other party-goers during the course of the first day, they find them safe in their homes, sleeping off the after effects of the party.

ACT 3: SINS OF THE PAST

In the final act, the adventurers finally confront the beast that's been threatening Dr Johanssen and hopefully destroy it before it claims the rest of his friends and acquaintances.

SCENE 1: RED VELVET

Johanssen ushers the adventurers into his hansom and tells the driver to take them to Sebastian Caul's residence. As the hansom heads into Caul's neighbourhood, the fog rolls in again. The driver comments "'Tis an unnatural soup we been having lately, tain't it sir?" Johanssen looks out in the fog, and, as dogs begin to howl, says "Yes, Thomas. Yes, it is."

When the hansom arrives at Caul's palatial estate in Highbury, the fog is again so thick that the adventurers can only see a few feet in front of them.

Johanssen exits the hansom and goes to the door, firmly gripping his bronze-headed cane like a club. The adventurers are free to accompany him to the door, but do not have to. Either way, Johanssen soon returns to the hansom. Caul wasn't home. The butler suggested they check the City of London Gentleman's Club.

When the adventurers arrive, the club is practically deserted. The doorman explains that the fog is keeping away most of the regulars. Johanssen demands to know if Caul's there. The doorman responds that he was here, but left about an hour ago. If pressed on Caul's destination, the doorman says that he's not sure, but he thinks Caul was off to meet a lady. Johanssen snorts that Caul would never meet a lady over her own volition; they'd never have him unless his coin was good and plenty.

Johanssen returns to the hansom and tells the driver to head home, there'd be no finding Caul tonight. Any adventurer who remembers Caul's conversation with Stephanie Tillinghast recalls Caul telling her that she'd be better than any woman at the Fox. If the adventurers don't remember Caul's comment, an Average Resolve + Concentration prompts them. Johanssen responds that he has no idea who or what the Fox is. Thomas turns back to the cab and says "The Fox? 'Tis a brothel, sir. Over in the West End." Johanssen gazes at Thomas and says "To the Fox, Thomas. I gather you know where it is?"

As the hansom arrives at the Fox in Pimlico, the front doors of the brothel burst open and several naked men and women run screaming into the fog. As the adventurers enter, they're greeted by an entry room draped in thick red velvet. On the carpet is a path of muddy paw prints. The path leads to room off the main hallway. If the adventurers push the door in, the first thing their eyes set upon is Sebastian Caul, naked and eviscerated on the bed. On the floor is a naked woman. The blue velvet curtains are stained red with Caul's blood.

An Easy (+5 to dice pool) Wits + Medicine roll reveals that the woman has merely fainted and is not dead. A second Average Wits + Medicine roll revives her. As soon as she opens her eyes, she sees Caul and starts screaming. Several minutes of the adventurers trying to soothe her nerves is necessary to end her hysteria. If the adventurers ask her what happens, she starts sobbing "A hound it was! A great shaggy beast! It appeared in the corner, knocked me off my John and tore into him. As it finished, it gazed at me with huge eyes and said... the damned beast spoke like a man, it did... it said (4+the number of adventurers) to go! Then... then... then it walked over to the door and disappeared. That's when I passed out."

Johanssen checks her over quickly, tells her she'll be alright and suggests she acquires a robe. He then turns to the adventurers and says, "It looks like the clinic's done for. All my backers are gone."

Johanssen tell the adventurers to take his hansom and go home. He'll take care of everything here. If they leave, their adventuring is done for the night.

Compressing the Timeline

If the adventurers figure out early on that the skriker is after the party guests and attempt to visit the remaining guests, then you have two options. First, you can simply advance the timeline; the skriker has hit multiple victims and the final confrontation takes place at the remaining house.

Secondly, you can simply roll with the consequences. Just because the adventurers try to warn the other party-goers about Johanssen doesn't mean they'll heed the warning. Even if precautions are taken, at some point the skriker simply cuts its losses and goes after Johanssen directly when the adventurers are with him.

If they stay, Johanssen checks Caul's body and sends a runner for the police. Interviewing any of the other employees or guests only reveals that they ran screaming when a large bloody dog started walking down the hallway.

SCENE 2: ANOTHER DAY

The morning's headlines shouldn't surprise the adventurers. All the papers are awash with headlines talking about the murders and a murderous dog on the loose. If a citizen sees a large dog, they're to stay away and contact an officer immediately. It is particularly dark and overcast, as if an ominous storm hangs over London, but there is no rainfall. The yellow smoke is ever-present today, limiting visibility.

If the adventurers travel to Johanssen's residence, he's not there. The butler says he took the hansom early this morning and hasn't been back since.

The adventurers should be surprised when Johanssen shows up around 10 am. Regardless of where the adventurers actually are, he's able to find them. Johanssen's white as a ghost and mumbles that he needs a drink.

Johanssen takes a long drink, followed by a long drag on a cigarette before turning to the adventurers. "This morning, I went to Hollingsworth's residence. He's gone, without a trace, although his back gate was open and dog footprints followed him. I couldn't find the body and I summoned the police. I then came over here to see if you were still... alive."

Someone suggests checking on the Bolshevik twins. If they don't, an Easy (+5 to dice pool) Resolve + Concentration roll suggests it. The autumn sky is already darkening when they get into the hansom to race to the Tillinghast home. The Tillinghasts live in a ramshackle dive by the docks in Wapping that is more of a hovel than a home. Chickens prowl the front yard, searching the dirt for seed, and a couple of tosher hounds wander aimlessly through the muck.

As Johanssen hops out of the hansom, grabs his cane, and walks to the door, a fog begins to swirl around his feet. He raises his fist to knock and the door opens awkwardly a few inches at his touch. As the adventurers approach, he looks toward the stoop and takes a step back. Just behind the door is a woman's leg. Johanssen recovers and pushes inward. The door gives and the leg, just the leg, spins to

a stop in the doorway. Scattered through the one room dwelling are the remains of Stephanie Tillinghast. By the back door, still clutching the handle, is the arm of Peter Tillinghast. The smell of cordite still fills the air. Apparently they fought the beast, and not long ago.

Where is Dr Hollingsworth?

Dr Hollingsworth was lucky. He'd outwitted the skriker by exiting his home from the back rather than the front as was his wont. He therefore had a few steps on the skriker when it realised its mistake. Panicking, Dr Hollingsworth ran for the nearest church and has remained inside.

The skriker will not enter a church. It, however, has no qualms about chewing on anyone entering or leaving the church, granting its victim only a temporary respite. At some point, the minister in charge is going to eject the victim for the well-being of his church-goers.

SCENE 3: DENOUEMENT

An Average Wits + Perception roll allows the adventurers to hear moaning coming from near the back door. If the adventurers open the door, Peter slumps out into their arms. A Difficult (3 black dice) Strength + Might roll for the person opening the door is necessary to keep them from getting bowled over by Peter as he tumbles out of the pantry. He's lost a great deal of blood and is barely conscious, but his eyes show recognition when he sees the adventurers. If they ask who did this, he responds with "It was...damnedest thing...big dog appeared...nowhere...Stephanie...tried...run...managed...hide...dog said...be back..." and then coughs up blood all over the adventurers.

As Peter sputters, the adventurers hear an unearthly howl come from outside. Everyone must make an opposed Resolve + Concentration roll against the skriker's Howl roll. If the skriker wins, the adventurer is horribly unnerved and is at a -3 pool modifier for all rolls for the remainder of the day. If they go look, the density of the fog is amazing. The adventurer could not see his hand at arm's length but, glowing in the fog is a large bluish-black hound with huge round eyes, mud dripping from its legs and jaw. It gazes at the adventurer in the doorway and says, "Send out Johanssen." If the adventurer complies



and sends out Johanssen, despite Johanssen's pleading to not let the dog have him, the skriker lunges at Johanssen, tearing out his throat.

If the adventurer asks the dog why it wants Johanssen, it responds with "He killed me ten years ago, and now I'll take him back with me to the Pale. Now, send him out!" The skriker, an undead portent of doom, cannot be dissuaded from its revenge.

If the adventurers refuse to send out Johanssen, the skriker lunges at them, and they have to fight the skriker. It is not an easy fight. Statistics for the skriker, as well as its methods of attack, are presented at the end of the book.

The skriker always tries to attack Johanssen, but doesn't ignore the adventurers if they successfully hit it. If it manages to kill Johanssen before the adventurers kill it, then the skriker melts into the ground, never to be seen again. If the adventurers inflict enough damage to reduce the skriker to 0 health, it erupts in a blue gout of hellfire that burns all within 10 feet for 2 dice lethal damage.



The skriker is only momentarily set back; it returns for revenge in ten years, with the adventurers now on its list as well.

Skriker

Physical: 12 *Initiative:* 8

Mental: 9 *Health:* 16

Social: 0 *Quintessence:* 18

Armour Value: 6 (tough hide)

Special Traits: Ageless, Immunity: Poison, Immunity:

Sleep & Sleep Magi, Skriker Traits (see the appendix),

Unstoppable, Vulnerability: Fire

Complications: None

Damage: Bite (6), Claws (5)

CONCLUSION

If the adventurers manage to save Dr Johanssen then he breaks down in tears, his emotions finally overwhelming him. Then, as now, he was only trying to help, but his overzealousness had gotten the better of him. His early techniques and curiosity caused the death of several lower class patients, but they were never missed. He's since made amends for his actions (at least in his mind), why can't the Heavenly Host see that?

If the adventurers ask him to turn himself in, Dr Johanssen hotly refuses. He can be persuaded with an opposed skill check, at which point he thanks the adventurers for their assistance and sends a servant to summon the police. Once alone, Dr Johanssen drafts a letter confessing to his crimes, has a final drink of scotch and shoots himself in the head.

If the adventurers fail to persuade Dr Johanssen to turn himself in, or they thwart his suicide attempt, then Dr Johanssen is still due to meet a grisly fate. Perhaps one skriker is giving him a ten-year reprieve, but there are others. Also, if Dr Johanssen's crimes become public, then he may discover that one or more of his victims actually were missed, and their loved ones are out for revenge...

As for Dr Hollingsworth, he discovered that the skriker was after him and ran for the nearest church. He'd been cowering there for the rest of the morning and Dr Johanssen simply overlooked him. He promises to continue Dr Johanssen's work in the clinic.

If you are planning to run *The Marylebone Mummy* as part of this campaign, this would be an excellent place to insert it.

