

Cthulhu Mythos role-playing in 18th century London



Peter Cakebread & Ken Walton









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**2<sup>nd</sup> Edition**

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# Introduction

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*It was a familiar enough sight, but the Runner nevertheless rushed up to the huddled shape, splashing through puddles, clutching his coat and cursing his bad luck as he went. He should be away home, he was already late. But he was a Runner, and something was afoot.*

*Nearing the body, it became instantly clear that the wounds must have been dealt recently. The gentleman was still shaking where he lay, sprawled out on the rain-soaked cobbles. His gasping breaths were wet and rasping, the final paroxysms of an agonising death. Then stillness as he breathed his last. The victim's blood was pooling out, diluted by the rainwater, washing away down the gutters. Blood weakly pulsed out from the gentleman's throat, and oozed from his left cheek which had been brutally slashed, so that it hung from his face in flaps. There were further wounds on the victim's torso, wicked punctures, deep and unforgiving. The attack had been frenzied, no common mugging but the most brutal of assaults, the most vicious of knifings. But the murderer hadn't been too deranged to forget to cut the gentleman's purse, nor cut the ring off the poor cove's finger.*

*The Runner glanced up westward, toward the St Giles rookery, instinctively assuming the miscreant was a denizen of the blighted place. The attack had been brazen. Normally the victims of the notorious St Giles gangs would be lured or dragged up a side-street or narrow alley, before being relieved of their purses.*

*Yet this gentleman had been done for on a high street, outside of the slumlands, in plain sight of shoppers and drinkers. The streets were quiet, but not empty. Had it come to this? General lawlessness was widespread, violence routine, but normally someone would sound the hue and cry, a crowd would gather, constables would be summoned. But most of the workers had already returned home, and most of the revellers were either yet to set out, perhaps hoping the rain might abate, or already ensconced in the taverns and gambling houses. The few who were out walking were hurrying, head down, too focussed on keeping dry or seeking shelter to pay attention to a poor unfortunate.*

*Just as the Runner was preparing to summon help, to begin a search of the area, he spotted the cloaked man, attempting to hide in the shadows of a nearby doorway. The man obviously realised that he had been rumbled. He began running, full pelt, heading for the entrance of a nearby alleyway.*

*The Runner saw that the cove was carrying something, tucked under his cloak. A blade perhaps? Probably the murder weapon. The cloak was a full-bodied affair, obscuring most of the man's clothing, its heavy hood covering his face. The Runner did note that the man wore boots. That marked him out as a rich man by rookery standards.*

*"Murder! Foul murder!" The Runner shouted.*

*Along the street a few heads turned to see the source of the fuss, but the Runner knew that if he was to have any chance of catching the culprit, it was now or never. He would have to give chase and hope the passers-by might deign to help, might stop and secure the body, send for the constables. Or perhaps, he would simply return to find the corpse stripped of its clothing, or worse, that it had been stolen away for some unsavoury purpose.*

*The Runner ran. Legs and arms pumping, the Runner also headed toward the alley entrance, trying to cut off the cloaked figure's escape. It was no good, the cloaked man reached the turning first, clutching a railing as he took the corner, propelling himself forward into the darkness.*

*As the Runner reached the alley entrance, just strides behind, he paused, losing vital seconds. It was habit. No Runner willingly entered the rookery. And if he did, if he really had to, it would be in numbers, backed by constables and beadles, or better still, by redcoats sent from the Tower. It was suicide. If anyone recognised him, alone, he would be considered fair game, and lucky to escape with a beating. The Runner stared up at the zig-zagging overhanging buildings and shuddered. The blackened nests that passed as houses in St Giles leaned crazily into each other, kept up by spit, hope and sheer malevolence.*



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*There was a clattering sound ahead. In his haste the cloaked man had dropped his blade. The sound reminded the Runner of his business, and gulping down a deep breath, he started off once more, determined to apprehend the murderer, before he could disappear further into the maze of buildings. He passed the weapon, a butcher's knife, sharp and heavy. The Runner didn't stop. If he was lucky the knife would still be there when he returned. If not, so be it. There was no time.*

*Rounding another corner, the cloaked man was visible, just yards ahead. The ground was treacherous, the rain had burst open sewers that ran through the lanes, discharging offal and worse, all over the slick cobbles. The cloaked figure kept running forwards, straight past a lit courtyard, onward, still heading down the alley, deeper into the slums. As the Runner passed by the courtyard he was peripherally aware of a commotion, beyond the usual tears, cries and screams of the rookery. There were a couple of bullies beyond the courtyard entrance, and within the yard, under crude shelters, men gambled all they owned on fighting birds, while ragged women tried to entice them away to spend their winnings. The Runner liked a bet himself, but not now, with a felon to catch, and never in St Giles.*

*The gap between the Runner and the cloaked man was neither growing, nor shrinking. This left the odds in the cloaked man's favour. At the end of the next alley the houses were built so tall and close that they provided plenty of shelter for the huddled beggars and piteous children gathered beneath. They would impede him, allow the felon to escape, and before long every cut-throat and bully in St Giles would be out, awaiting their chance for a turn to beat on a hapless Runner, caught away from Bow Street, alone on the dark streets. The Runner doubted he would even get the chance to explain that the cloaked man was a dangerous maniac, and even if he did, would it make a difference?*

*Then the Runner's luck changed. The cloaked man slipped, his boot skidding on a twist of filthy discarded animal guts. The murderer fell to one knee, and although he quickly recovered, it gave the Runner the time he needed, allowed him to catch up before the cloaked man could reach the huddled audience ahead. The Runner considered sweeping down his staff, braining the cove before he could put up a fight. Instead he simply placed a hand on the cloaked man's shoulder.*

*"Struggle and it'll be all the worse for you," the Runner warned.*

*The cloaked man relaxed in the Runner's grip. He raised his gloved hands, palms upright in surrender or supplication, slowly turning. The Runner gripped his staff, ready to swing at the first sign of funny business. If he could just get out of St Giles, he would be home and dry, but it wouldn't be easy.*

*And then the Runner saw. He saw the sight that would haunt him forever. As the murderer turned toward him, the Runner peered under the man's hood, eager to identify the felon. The felon had no face. The heavy hood was instead home to a mind-bending, impossible vista. On the one hand, the Runner could see a blank white, smooth featureless orb, in the place where the man's head should have been. But as the Runner stared at the orb, drawn to the liquid strangeness, against his will, the orb flickered, revealing a dark infinite space beyond, stretching out into a never-ending void. Not a void, an almost void. For at the edges of the impossible space there were things, monstrosities that floated, bloated and writhing, stretching toward the centre.*

*The Runner didn't notice his hand, as it slowly dropped from the cloaked figure's shoulder. He didn't notice the cloaked shape, moving away, down the alley. The Runner simply stood, stock still and alone for a moment, his brain confounded by his eyes, his unfocused eyes, which continued to stare out into an impossible emptiness.*

*The Runner couldn't remember leaving the rookery. He couldn't recall staggering through the winding alleyways, back out onto the high street. Nor could he remember striking out with his heavy staff, nor the cries of those that he struck. He had to be told by others how they had eventually dragged him to the floor, how the night-watchmen had to chain him, before dragging him off to the cells.*

*He had been confined for days now, but it felt as if he had only woken up this morning. Yet, the wardens told him, he had not been asleep, but rather he had lost his mind, his waking hours had been spent raving, mumbling mad incantations in a foreign tongue. His terrors weren't over, his brief return to sanity a cruelty, rather than a kindness. When he shut his eyes, even when he blinked, he glimpsed sights so awful that they sent shudders down his spine, caused his shoulders to quake, and filled him with a rising panic that threatened to completely overwhelm him.*

*As the Runner's lucidity seemed to be returning, the Fieldings were sent for, as per their instructions. But*



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the Runner had been in no state to receive them. He could still remember nothing of the previous few weeks. He didn't know if they believed him when he explained that he couldn't remember anything. They had asked him about a corpse, found near to St Giles. It seemed that an important gentleman had been killed, and the murderer was still at large. As they asked the questions, a cold fear had gripped the Runner. Did they suspect that he had killed the gentleman? When the Fieldings left, the Runner had sat on the cold bench, clutching his head in his hands, sobbing.

That night, he still could not shut his eyes, for fear of the visions that haunted him.

When they came to check on him the next morning they found him almost dead in his cell. His nails were chipped, bloodied and broken, his hands squeezed two pulpy orbs. His face was defiled, empty sockets devoid of eyes. For the Runner, the agony was not over, because though eyeless, he could still see...

### RENAISSANCE

*Dark Streets* uses the *Renaissance* rules, a set of OGL rules also used in other Cakebread & Walton games. Look out for them:

*Renaissance Deluxe* - A standalone rules set for use with your own games set in the era of black-powder weaponry.

*Clockwork & Chivalry* - Dark and gritty adventure in a fantasy-historical alternate history of the English Civil War.

*Pirates & Dragons* - Swashbuckling adventures in a fantasy world of pirates, dragons, and monsters.





# *The Dark Streets*

Welcome to *Dark Streets*, a game of Lovecraftian horror, set in Georgian London.

The year is 1749, and London is a city of vice, crime and misery. Gangs of ruffians rule the streets, unopposed. Crime is at an all-time high, fuelled by crushing poverty. Brothels proliferate. Drunkenness is endemic, the gin craze is at its peak. Child-beggars starve in filthy gutters. Corrupt night-watchmen and thief-takers turn a blind eye to wrong-doing. And dark creatures lurk in back alleys, called from beyond by the desperate with nothing left to lose.

But there is a new force on the streets of London; for the author and magistrate Henry Fielding has teamed up with his brother John to form the city's first police force – the Bow Street Runners. The Fieldings have persuaded parliament to fund their crime-fighting endeavour, but they know that there is something *behind* the vice – for John Fielding's blind eyes can see things that others cannot – things that man was not meant to know.

In *Dark Streets* players take on the roles of Bow Street Runners or civilian consultants, attached to London's first, desperately small, police force, investigating the dark secrets behind the sordid crimes of eighteenth century London.

## *What's in the book?*

This book provides the information required to play in and run crime-fighting Lovecraftian horror games set in Georgian London.

This **Introduction** gives an overview of what's in the book, and what you need to play.

**Chapter One: London Life** provides information on everyday life in 18<sup>th</sup> century London.

**Chapter Two: Character Creation** provides rules and guidance for creating characters suitable for *Dark Streets*.

**Chapter Three: Skills** describes the skills your Investigator may have, and how they are used in the game.

**Chapter Four: Combat** describes how combat is played out in *Dark Streets*.

**Chapter Five: Rules and Systems** provides rules for a number of common situations encountered in *Dark Streets*.

**Chapter Six: Equipment and Services** provides equipment for your Investigator.

**Chapter Seven: The Streets of London** describes many of the places that might be visited in 18<sup>th</sup> century London.

**Chapter Eight: People of London** describes many characters who might be met in a *Dark Streets* campaign.

**Chapter Nine: Organisations** describes organisations and secret societies that exist in the *Dark Streets* world.

**Chapter Ten: The Mythos** delves into secrets of the Cthulhu Mythos in 18<sup>th</sup> century London.

**Chapter Eleven: Magic** describes the workings of magic in the world of *Dark Streets*.

**Chapter Twelve: Adversaries** describes some of the Mythos gods and their minions, as well as other creatures, both supernatural and mundane, and provides statistics for common NPCs in the *Dark Streets* world.

**Chapter Thirteen: Adventure Seeds** contains guidance for the Gamemaster, mini-adventures, and numerous adventure seeds.

### **MYTHOS AND HISTORY**

While *Dark Streets* is intended to be a game in which characters investigate the Cthulhu Mythos, it is possible to play it as a straight historical Bow Street Runners game, without any fantasy horror element. Those wishing to do so can just ignore the Mythos material in chapters 10-12. Because the Investigators are unlikely to have any experience of the Cthulhu Mythos as the campaign begins, there is no information on such things in Chapters 1-6



## *Introduction*

The **Appendix** contains eight pre-generated ready-for-play Investigators.

Finally, there is a **Character Sheet**, which can be photocopied for use in your games.

# *What is a Role-playing Game?*

Role-playing games are “Let’s pretend” for grown-ups. Players take on the roles of characters in an imaginary world and play out adventures. To avoid the old children’s arguments of “I shot you!”, “No you didn’t, I’m wearing bullet-proof armour!” there are rules, and dice are rolled to see whether (for instance) the shot hit, and whether the armour provided any protection. In overall charge of the game is the Games Master, who presents a story to the other players, adjudicates the rules, and keeps the game moving. You don’t need to dress up and run around, everything can be done around a table with a bunch of dice, some paper and a few pencils.

A role-playing game can last as little as two or three hours, but many games involve long plots that carry on from week to week like a TV series, the characters gaining experience and new skills, defeating old villains, meeting new ones and generally acting like heroes. If you’ve only ever played computer role-playing, you’ll find this a whole new experience – you can say exactly what you want to say, attempt to do whatever you want to do, and the Games Master can tell you what happens – unrestrained by the limits of a computer game’s programming. You’re limited only by your imagination – and I don’t know about you, but my imagination has the best special effects ever!

## **WHAT WILL I NEED TO PLAY?**

So, what else will you need apart from this book, a bunch of friends and some imagination?

### **A SET OF POLYHEDRAL DICE**

These are obtained from either online suppliers or your local game store. As well as the familiar six-sided dice that come with most board games, you will need dice with four, eight, ten, twelve and twenty sides. Dice are referred to as Dx in the rules, where x is the number of sides of the dice. For example, D10 refers to a ten sided die.

The most commonly used dice are D100, not actually a hundred sided die but two D10s (usually of different colours) that are rolled together. Before the dice are thrown, it is decided which will be tens and which will be units. E.g., if you have a green D10 and a red D10, you might decide that the red one is the tens die. If you roll 7 on the red die, and 4 on the green die, you would read this as 74. If you get 00, this counts as 100, not zero.

Sometimes the rules will tell you to roll 2D6, or 1D8+4, or something similar. 2D6 means roll 2 six-sided dice and add the results of the dice together. 1D8+4 means roll 1 eight-sided die and add 4 to the result.

### **PAPER**

You’ll need paper for taking notes and drawing maps or other explanatory pictures and diagrams. Each player will also need a character sheet, photocopied from the back of this book.

### **MINIATURES?**

Some people use miniature figures (or buttons, bottle tops, small china penguins and the like) to help keep track of where characters are, particularly in combat. Some Games Masters create elaborate battle maps for their fight scenes. Other players totally ignore such game aids and everything goes on in the imaginations of the players. It’s entirely up to you what suits you best!



## GLOSSARY

This is a list of many of the technical terms used in the *Dark Streets* rules.

**Adventure:** A single story in which the Investigators have a part. Rather like a single episode of a TV series.

**APs:** Armour Points, the measure of the protection provided by armour. Represented by two numbers (e.g. 2/1), the first number representing protection against most weapons, the second against guns.

**Attribute:** Secondary attributes of your character, based on the character's Characteristics.

**Campaign:** A series of connected adventures involving the same Investigators. Rather like an entire TV series.

**CHA:** Charisma (Characteristic), a measure of your character's attractiveness and leadership qualities.

**Characteristic:** A measure of your character's basic abilities: Strength, Constitution, Size, Intelligence, Power, Dexterity and Charisma.

**Combat Action:** An action taken in a combat round, which usually involves attacking another character.

**Combat Round:** A short period of about 5 seconds, during which a character in combat can perform a Combat Action, a Reaction and a Move Action.

**CON:** Constitution (Characteristic), a measure of your character's healthiness and ability to resist wounds, poisons, diseases and the like.

**Consultant:** An Investigator who is not actually a member of the Bow Street Runners, but helps them out in their investigations from time to time.

**Critical Success:** A roll of one tenth of a character's skill, which means that the task has been performed particularly well. A Critical Success during combat is called a Critical Hit and causes more damage than normal.

**DEX:** Dexterity (Characteristic), a measure of your character's agility, co-ordination and speed of action.

**DM:** Damage Modifier (Attribute), a die roll added to the damage caused by Close Combat weapons.

**ENC:** Encumbrance, an abstract measure of how difficult an item is to carry and lift.

**Fumble:** A skill roll of 00, which means that the attempted task has been performed spectacularly badly.

**Games Master:** The player who comes up with ideas for adventures, runs the game, controls NPCs, adjudicates the rules, etc.

**Hero Points:** Points that are used to perform spectacular actions, save a character from death, and the like.

**HPs:** Hit Points (Attribute), the measure of how much damage a character can take before death.

**INT:** Intelligence (Characteristic), a measure of your character's ability to think, solve problems and learn.

**Improvement Points:** Points earned for taking part in adventures, which are spent to increase the skills and Characteristics of a character.

**Investigator:** A character controlled by a player rather than the Games Master.

**Major Insanity:** An insanity that causes significant sanity problems on top of Sanity Point loss. There are two types: Serious Insanities, which are temporary, and Grave Insanities, which are permanent. (Optional rule).

**Major Wound:** A wound that does significant damage on top of Hit Point loss. There are two types: Serious Wounds, which are temporary, and Grave Wounds, which are permanent and can be fatal.

**MIL:** Major Insanity Level (Attribute), a measure of how much mental damage a character can take before gaining a Major Insanity. (Optional rule).

**Movement Action:** Any combat action that involves movement, such as walking, running, etc.

**Movement Rate:** (Attribute) The distance a character can move in a single combat round. For most characters, this is 15 metres.

**MWL:** Major Wound Level (Attribute), a measure of how much damage a character can take before taking a Major Wound.

**NPC:** Non-Player Character, a character who is controlled by the Games Master rather than one of the players.

**POW:** Power (Characteristic), a measure of your character's strength of will.

**Profession:** A character's career before becoming a Runner, or the character's current career if a Consultant.

**Reaction:** An action in combat, usually reacting to another character's actions for the purposes of defence.

**Runner:** An Investigator who is a member of the Bow Street Runners.

**SIZE:** Size (Characteristic), a measure of your character's height and bulk.

**Skill:** A focussed ability in a mental or physical discipline which can get better with practice. Common Skills are those every character possesses to some degree, Advanced Skills can only be used by those who have trained in them.

**SPs:** Sanity Points (Attribute), the measure of how much mental damage a character can take before going insane. (Optional rule).

**STR:** Strength (Characteristic), a measure of your character's brawn and brute force.

# Chapter 1: London Life

---

*Dark Streets* is set in the area known as the City of London, and its immediate environs, located on the north bank of the River Thames. This is the area where the Chief Magistrate Henry Fielding and his Bow Street Runners operate. The next section, *Welcome to London*, provides a general overview of the city, designed to orientate the reader. More in-depth details of the city and its inhabitants are given in Chapters 7-9.

## *Welcome to London*

Ah, so you're here for the tour. You're no doubt a stranger to the city. I'm going to take you on a journey, through the dark streets of Georgian London. You'll notice the streets bustle with workers and traders. But beware, there are as many rogues, sharpers, and ne'er-do-wells, all of whom present no small danger to the unwitting traveller. Keep your hand on your purse, and beware any deal that seems too good to be true.

First, we should orientate ourselves.

You'll notice how busy everywhere is, the place is flooded with hopeful youngsters, drawn to the city. If that weren't enough, thousands of sailors and soldiers are back from the war and looking for work, or reduced to crime and vagrancy. Stick together now, for there is safety in numbers, travelling alone invites assault and robbery.

With so many weavers out of work as well, it is no wonder that the atmosphere is tense. Lawlessness is even more rife than usual, and the Tyburn tree is busy. Yet even the hangings at Tyburn are a draw for the very criminals they're meant to deter. Pickpockets abound and prostitutes tout for customers, under the very shadows of the gallows. With tension between rich and poor running so high, even the increased number of executions are failing to deter hardened gangs, or the riotous mob. The London mob even threatens to rescue convicted prisoners from their fates, or at least liberate their corpses from the anatomists and dissection.

As we wander, you won't fail to hear a multitude of accents. Aside from the English country folk, there are large Irish and Jewish communities, alongside a host of other immigrants. And not everyone comes to London to seek work or carry out a trade, there are plenty of more casual visitors. London is quite the destination for the pleasure seeker, wealthy Europeans embarking on their grand tours relish the temptations the city has to offer.

As we travel across the city, passing through the crowded fashionable squares, you'll notice the pamphleteers, hawking their news-sheets. You'll be drawn to the public entertainments, the showmen, acrobats, puppeteers, musicians, and bear-wards, all vying for your attention. We could stop at a jelly house, a chocolate shop, a tavern, or the tea gardens, and take some refreshment. If you fancy doing a little shopping, there is plenty of produce on offer, if you have the coin. We could go to the markets, to buy food, medicine, or any number of diversions, perhaps you might like to buy a toy for your child, or find some other souvenir? If you would prefer to purchase your goods away from the hustle and bustle, there are plenty of fine shops, offering a variety of wares to suit all but the poorest pockets.

Trade is good, and you'll notice the bustling docks are home to many ships, laden with cargo, and many warehouses, brimming with the finest imports. I'm assuming you won't be wanting to visit the more shady markets, where the unlicensed traders barter – rags and spoiled food are best left to the poor and desperate, and smuggled goods sometimes garner the attentions of the Customs men.

As we take our look around the city, you'll notice that it suffers from many problems. Yet, that is but half the story. Don't fail to appreciate the vitality and energy that pervades the place. For all the grime, there is glamour aplenty. The great fire of the previous century provided opportunity, as well as tragedy, and the rebuilt streets are wider and wonderfully paved, much better than before, whether travelling by sedan, coach, or on foot. And the building continues apace, the edges



### TIMELINE

1701 - The start of the War of Spanish Succession, which embroils most of the European powers. In Britain the Act of Settlement directs succession to the Protestant House of Hanover, should Anne (the future Queen) die childless (unless James Stuart or, later, Charles Stuart, abjures Catholicism).

1702 - William III dies, Queen Anne takes the throne.

1703 - Daniel Defoe is pilloried and imprisoned for writing satirical pamphlets.

1705 - Edmond Halley proposes that several comet sightings, reported over the centuries, are in fact of the same comet. He predicts its return in 1758.

1705 - Thomas Newcomen invents an improved steam engine, allowing flooded areas (e.g., in underground mines) to be pumped dry.

1708 - The United East India Company is formed in England, becoming the most powerful European operator on the Indian coast.

1709 - Prussia is ravaged by the Black Death. Severe frosts cause famine across Europe. In England the discovery that coke can be used for smelting (rather than charcoal), causes a massively increased demand for coal.

1710 - The exterior of St Paul's Cathedral is finally finished. Iroquois chiefs visit England.

1711 - Black Death sweeps Austria.

1713 - The Treaty of Utrecht is signed, ending the War of Spanish Succession.

1714 - Queen Anne dies causing a dynastic crisis in Britain. George I (of Hanover) succeeds to the throne. John Woodward publishes Timoni's account on smallpox inoculation.

1715 - The French king, Louis XIV dies. There is a Jacobite Rising in Scotland. The Whig Supremacy begins.

1716 - The remnants of the Jacobite Rising are dispersed and the leaders executed. James Stuart flees back to France. The War of the Quadruple Alliance begins. The start of a period of peace between Britain and France.

1717 - Freemasonry is established in London. The first Grand Lodge is held in Covent Garden, at the Goose and Gridiron tavern.

1718 - Blackbeard the pirate dies, he takes the location of his treasure hoard to his grave. The first English banknotes are issued.

1720 - Many investors are completely ruined as a result of the South Sea Bubble, the dramatic climax of a speculation craze.

1720 - Astronomer, scientist, and hollow earth theorist Edmond Halley accompanies Arch-Druid William Stukely to Stonehenge.

1721 - Robert Walpole, a Whig, forms a government. He will remain First Lord of the Treasury for over 20 years. In London inoculation is used in response to a Smallpox epi-

dem. Peter the Great is proclaimed Emperor of All the Russias.

1722 - Jacob Roggeveen, the Dutch explorer, visits Easter Island.

1723 - The son of the Bishop of Peterborough advocates condom use.

1727 - George I dies. George II crowned. Anglo-Spanish War begins. Germany suffers a plague of rats.

1727 - Isaac Newton, scientist, occultist, and magician, dies in his sleep.

1728 - Newton's *Chronology of Ancient Kingdoms* is published, posthumously. The work alludes to lost ancient wisdom and the lost continent of Atlantis. Cultists redouble their efforts to find more of Newton's lost works.

1729 - Anglo-Spanish War ends.

1731 - Britain forms an alliance with Austria. The alliance with France is over. William Hogarth paints the Harlot's Progress series of paintings.

1733 - John Kay invents the flying shuttle, revolutionising textile production.

1736 - The Pope condemns Freemasonry.

1737 - Theatre censorship is reinstated, in part due to Henry Fielding's satirical plays. In Philadelphia, Benjamin Franklin creates the first city-paid police force.

1738 - John and Charles Wesley form the Methodist Society. The excavation of Herculaneum (the Roman city buried following the eruption of Vesuvius AD79), begins.

1739 - War of Jenkins' Ear (Britain will be at war from now until the end of the War of Austrian Succession in 1748). Crop failure and famine in Ireland. Dick Turpin is hanged at Tyburn.

1740 - The War of Austrian Succession begins.

1742 - Robert Walpole is forced to resign.

1743 - Henry Pelham, another Whig, becomes Prime Minister.

1744 - Fears of a French invasion cause panic in Britain. The French invasion fleet leaves Dunkirk but is thwarted by storms.

1745 - Jacobite Rising against the Hanoverian monarchy in Britain.

1746 - Bonnie Prince Charlie's Highland army is defeated at Culloden. Prince Charlie, dressed as a girl, escapes to Skye. The Jacobite cause is crushed.

1747 - James Lind pioneers the treatment of scurvy.

1748 - The War of Austrian Succession ends. Britain is at peace. The streets of London are filled with discharged soldiers and sailors. They are demobbed into a city already rife with unemployment and hardship

1749 - London is gripped by a upsurge in crime. The gin craze is at its peak in the city, and the poor are riotous. The Bow Street Runners are formed.

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of the city are ever-expanding, as new areas are developed for habitation.

The new business of banking has really taken hold in London. There are plenty of investment opportunities, from solid property portfolios, to much more speculative projects, but then, who doesn't like to gamble? And the rewards can be great. Take care though, for the misery of the debtor's prison awaits the poor sap taken in by bad advice.

Aside from the new money men, the gentry and aristocracy flood the city in season, keen to buy the latest fashions, and to be seen wearing their fine new outfits in all the right places. Wealthy women wear ornate dresses, supported by wide hoops, with elaborate bustles. The menfolk are almost as dandy, in their periwigs and silks. Art and fashion are an obsession for the wealthy. Rococo extravagance is all the rage, while a new craze for antiquity is fuelling a fledgling movement seeking to revive the spirit of the Renaissance.

The rakes and libertines play in the city, partaking of pleasures of the flesh. They frequent the bath-houses, clubs and coffee houses, engaging in politics and debate. And they still settle more serious disagreements on the duelling field. Some of these libertines are rumoured to belong to clubs that dabble in all sorts of dark ceremonies, but no doubt that is hysterical speculation, jealous observations made by excluded gossips. Don't be fooled, many of these so-called wild rakes are also men of title and substance, movers and shakers, power brokers whose decisions affect the fortunes of the whole country.

Fortunes are made in London, as well as lost. The streets are crowded with those praying that London will provide them with the means to realise their dreams. Masses of people still travel in from the countryside, if not expecting to find streets paved with actual gold, hoping to at least find a way of bettering their lot. And some of them might. There are certainly many citizens who have already made their fortunes, from trade, speculation, and honest-to-goodness industry.

Sadly, for many the dream of riches quickly sours, turning instead into the brutish nightmare of reality.

Vice is everywhere, and wicked folk exploit our country innocents, hoping to entice them into the burgeoning sex industry. Yes, sad to say, the sex industry is rife throughout the entire city. From the ragged children,

lured from beggary to vice, to the burnt out older women, at the other end of their sad careers, often the only means of survival is the sale of their bodies for the pleasure of others. Of course, the country lass coming to find honest work, in service, will be less aware of the danger, and might find herself enticed with promises of romance, marriage, and an easy life, only to find herself a virtual slave, at the beck and call of a bawd or pimp. The lucky might survive, to work for a while at a high-class brothel, or perhaps might even find a wealthy gentleman, to keep them privately in comfort, or even luxury. And for many the rewards are good, at least for a time. But many eventually find themselves roaming the streets, worked too hard, poked and starving, whoring for pennies. I do apologise at the frequency with which we're being accosted, prostitutes work nearly every social space, jostling to find a client. But as we pass through the wealthier parts of town, do not be fooled; behind the clean new facades are the homes of courtesans and the private rooms of high-class prostitutes.

Of course Reform societies try to urge public decency, but aside from their reputation as slavering hypocrites, even those with sincere motives can hardly hold back the tide of vice and debauchery. It sometimes seems that every other house contains a gin shop. Gin is cheap, and takes the edge off the poverty and helplessness, although the relief is only temporary. There have been some attempts to regulate the trade, but all have failed, and the gin craze pervades the city, drunkenness accompanying debauchery. Drunkenness and lewdness are the norm, and although examples are sometimes made, to curb shocking excesses of public behaviour, generally what is done in private is left well alone. After all, this is England, where privacy and individual liberty are valued.

If vice is endemic, so is corruption and hypocrisy. Sad to say, but high society still runs largely on patronage and favour. Money proffered for public works often finds its way into private pockets; paid parliamentary positions are given in return for loyalty; and getting into parliament is often a matter of purchased votes, or old feudal loyalties. Satire and wit are all the rage, and if the corrupt and pompous escape the courts, they might still fall foul of the satirist's pen. And they usually do escape the courts. The bewigged judges, who so readily send the poor to the gallows for minor property crimes, often turn a blind eye to the crimes of the powerful. Even when they don't, influence is usually



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brought to bear to ensure justice is subverted in the end. Justice, or the subversion of justice, comes at a price, a price beyond the pockets of the poor.

And there are so many poor. As we wind our way through the slums, towards the rookeries, the misery is unescapable. Open sewers run through the stinking streets, and although disease is common throughout the city, it spreads through these overcrowded hovels like wildfire, taking a terrible toll on the inhabitants. Not all of these houses have always been slums. Many were once rented to workers and their families. Yet now they are crammed full of the unemployed and desperate, with scarce a coin between them. The criminal gangs have a grip on such places, and the truth is that many honest folk are tempted, nay forced, to stray into criminality. Highway robbery is a risky business, but perhaps the risk of the noose is preferable to the drawn out misery of watching one's family starve to death.

Take a look at the St Giles rookery, its blackened buildings leaning haphazardly into each other, the overhanging storeys resembling filthy rooks' nests. The rookeries escaped the Great Fire, more's the pity. A maze of dirty cobbled alleyways, side-streets, and courtyards, all closed to the magistrate, constable, and beadle, are host to the wildest of inhabitants. The rookeries are beyond the law.

If you have the misfortune to travel deeper into the rookery, it is best not to dwell too long on the sorry sights you'll see and sounds you'll hear – the wailing half-starved children are, hard to believe as it is, luckier than some. Many die as babies, simply abandoned on the streets. And those given a place at the Foundling Hospital are scarce luckier. Few survive the "charitable" regime within the hospitals or workhouses of London.

Why might you journey into such hostile territory? Well, although the very rich seldom mix with the very poor, they do sometimes travel to the edge of the rookeries, to attend a bare-knuckle boxing match or cockfight. If there is one thing that unites the rich and poor, it is the thrill of a bloody sport, and the enjoyment derived from placing a wager.

Oh look, here comes the cart transporting the condemned from the prison at Newgate to the gallows at Tyburn. No wonder it's getting so busy. The cart looks full, it seems they have a clutch of coiners and forgers, as well as the usual cargo of common thieves. And listen, people are cheering. Ah, and now I see why. That

fellow there, trying not to tremble, is a highwayman, and seemingly a crowd favourite. Look, there are his friends, they seem to be planning something. What are they saying, you ask? But of course, you'll be unfamiliar with the Cant, spoken by so many of the criminal poor in these parts. They have their own language, which can be quite impenetrable to the outsider. Let's just say, I think it would be best for us to leave. Whatever they're planning, there seem to be more redcoats than usual, and it would be best not to get caught up in any disorder. We'll retire to a tavern, unless you would prefer a more amusing diversion...

## Economy

London is growing rapidly, in size, wealth, and population. Despite a poor mortality rate, deaths outstripping births, there are more than enough incomers, many young and unmarried, flocking to the city and causing it to grow. Such a large population (700,000+ – about one and a half times as many people as a century before), needs feeding.

England has already undergone an agricultural revolution. Over the past few centuries the old feudal strip-farming system has been replaced. Farms have increased in size, and common land has been enclosed for the grazing of sheep. The wool trade made mercantile fortunes, but also displaced many country folk, who have been forced to head to the towns and cities to seek employment.

The agricultural revolution hasn't just changed the type of farms. Other developments – seed drills, better ploughs, and the use of winter fodder, have led to a massive increase in yield, which in turn has helped the population to grow. England is known as a country of beef eaters, foreign visitors marvel at the amount of meat with which even the poor might supplement their diet.

So, in theory, there should be plenty of food to feed London. Yet the cost of food is often very high. Rather than bring meat directly to market, livestock changes hands many times on its journey from the farm to the market, and each time it



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does so, the middleman adds a little more to the price.

In fact, middlemen are a symptom of a wider speculative culture. The old medieval trade guilds that used to regulate industries and provide a measure of protection for those working within them, have largely broken down. Although there are occasional attempts to enforce licensing restrictions on trades, there is generally a free market, the demands of the quickly growing populace are simply too great to ensure that traders are regulated. What's more, many of those who are responsible for making the law are also engaged in speculation, be it at a much higher level.

Although thirty years ago the South Sea Bubble experience provided a salutary lesson in caution (the South Sea Bubble refers to an enormous speculative venture that saw investor's stock dramatically rise, only to fall catastrophically, leaving many ruined), there is still the feeling that wealth can be used to create more wealth through trading in company stock, and investment in high-yield ventures. The City of London is a financial hub - The Royal Exchange and the Bank of England swarm with investors looking for a lucrative deal, while unlicensed brokers roam the streets outside.

The main areas of economic activity in London are **industry, trade, and vice**.

**Industry** is varied, but the main export industry is still concentrated in the cloth trade, a trade that has been revolutionised by the invention of the flying shuttle (automating and greatly speeding

up the weaving of cloth). Specialisation has increased throughout the industry, and often products are produced through a combination of private piece work and small-scale factory workshop production. Whereas wool was once the mainstay, now silk is all the rage, in great demand amongst the wealthy, at home and abroad. But tailoring is a seasonal job, the gentry leave London for the summer, and the tailor always faces a hard winter.

Thread, silk, cottons, linens, and woollens aren't the only exports Britain has to sell. Brass, candles, coal, copper, cordage, pilchards, herrings, glass, earthenware, nails, ordnance, lead shot, are all loaded aboard ships, to be sold to foreign markets, principally the New World colonies.

International **trade** is increasingly important to the nation, lucrative for the investor, and is playing an increasingly important part in the London economy. In exchange for the exports mentioned above, ships are loaded up for the homeward journey with flax, hemp, coffee, corn, oil, pitch, tar, tea, brandy, rum, sugar, tobacco, cotton, linen, mohair, iron, wine, wood and animal

skins. Goods must be declared at the Customs House, and docked at legal sites. In reality, smuggling is rife.

Mercantile speculation combined with a positive attitude to free trade mean the docks are always busy, and growing in size. England is generally considered to be more competitive than the European authoritarian monarchist states. The free market within British colonies encourages trade between the component parts of the fledgling





empire. This has not gone unnoticed, and politicians are starting to support the expansion of the colonies, in part to increase markets, in part to thwart French. The priority at present is on controlling the West Indies and the trade in tobacco, sugar, coffee, and indigo, all produced by slave labour. The slave trade is vast, causing misery to its victims, yet the demand for labour is seemingly inexhaustible, and African slave labour is supplemented by that of English criminals, sentenced to transportation to the New World.

Meanwhile domestic trade is fast-changing as well. The wealthy are becoming ever more interested in shopping, and there are always shopkeepers ready to fill the demand. The markets are full of all manner of curios, trinkets, and exotic new imports, as well as the usual staples.

Despite the abundance of goods and wealth, that trade and industry have produced, poverty is widespread. For the poor, wages are low, coins are scarce, and miserable earnings are usually soon handed over to the landlord or barkeeper. There is a vast moneyless economy in London, whereby the poor trade "blood for blood", bartering (often using the scraps they have managed to pilfer/are entitled to, from their workplace) for what they need to survive. Those who don't actually work in an industry might still profit from scabbling for the meanest discarded scraps, by-products of production, thrown away as waste.

**Vice**, in particular prostitution, is a huge industry in London. It is not a productive sector, in terms of wealth creation, but it is a means of circulating wealth about, and even redistributing some of the wealth from the pockets of the rich. The average earnings in the vice industry are much higher than those that a woman might ordinarily earn, in industry or service, and at the higher end the sums can seem enormous. The woman might receive a decent share of the money, but often others profit too - directly, as brothel keepers, bawds, landlords, etc., and indirectly, selling clothes, medicines, accompanying entertainments, etc. Aside from those working solely as prostitutes, many women engaged in poorly paid employment are forced to turn to the trade to supplement

their incomes. We will look more closely at the various forms of vice later.

## CURRENCY, PRICES, WAGES

For ease of gameplay, the prices in the Equipment section have been simplified. Bear in mind that increased specialisation is causing a growing disparity between the rewards for skilled and unskilled work (particularly at times when labour is particularly abundant, such as the period in which *Dark Streets* is set), and increased hierarchies have grown up within individual trades - for instance a skilled silk weaver might earn a respectable £150 per year, while a common journeyman tailor would be lucky to earn a quarter of that amount (scarce enough to support himself, let alone a family). Those working class women and children who manage to avoid lives of vice and crime are generally the most poorly paid of all.

## Politics

In game terms, the nobles and other members of the British political establishment make ideal patrons, and implacable foes. They might bring each other down, in vicious power struggles, but they are relatively untouchable as far as everyone else is concerned. That isn't to say they don't court the favour of the people - public and media opinion has its place, utilised in the battles between individual members of the political class.

Britain has a fledgling two party system - two main political groupings vie for control over government, the Whigs and the Tories. The Whigs have been in control for decades, the Tories are at the margins of power. Although there are two main political groupings, they are not as rigid as in modern politics - factions and alliances are relatively fluid, and there are no effective overarching party hierarchies.

The Whigs mostly support the great aristocratic families, the Protestant Hanoverian succession (i.e., the current monarchy), and broad toleration of religious non-conformists (but not Catholics). They are by far the majority political faction. A



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few more radical Whigs rock the boat, obsessed more with liberty and freedom than maintaining the status quo, but they are a marginal voice. For years the country has been governed by an oligarchy of Whig statesmen.

The Tories mostly support the Established church, and the interests of the gentry. Many also favour an absolutist monarchy and the Jacobite cause.

London is at the heart of British political power. In contrast to the other great European powers, Britain has a constitutional (rather than absolutist) monarchy. This means that the power to pass legislation and raise taxation rests with Parliament, not the king. This also means that in Britain politicians are important, as they don't just offer the monarch advice, they have the power to make decisions. Although the monarch might challenge a decision, a history of bitter civil war, which no-one wishes to see repeated, encourages broad cooperation between the monarch and his government.

The British Parliament comprises of the House of Lords (the upper house) and the House of Commons (the lower house). Those who sit in the House of Lords do so by virtue of their birth, while the House of Commons is comprised of elected Members of Parliament (MPs).

The smaller House of Lords is comprised of the most powerful members of the aristocracy, those who hold a life peerage. The House of Lords is generally the more powerful of the two chambers, but the hold that the Commons has over the country's resources ensure the lower house is an important part of the political process.

There are 558 MPs elected to sit in the House of Commons at St Stephen's Chapel in the Palace of Westminster. The House of Commons is a vibrant debating chamber and holds the nation's purse-strings. Many of the MPs in the Commons are the lesser relatives of those peers sitting in the Lords. Aside from the prestige and power that goes with being an MP in the Commons, there are also financial incentives. Sinecures and secret pensions are granted by the government, to buy the loyalty of Members.

Buying loyalty is the name of the game in British politics. Although the MPs are elected, only 3% of the population can vote, and there are massive irregularities in the voting system. The whole institution works through patronage and bribery. There are many rotten boroughs (ancient constituencies with a tiny population who nevertheless elect MPs), and even more significantly pocket boroughs (which are literally "in the pockets" of the aristocracy or crown). Certain aristocrats, such as Newcastle, control so many pocket boroughs that they are guaranteed control over a large number of MPs (in theory, at least, since once elected, an MP might decide not to do his master's bidding).

The government itself, in the Commons, is comprised of a majority group of MPs, led by the First Lord of the Treasury, the King's first minister (unofficially known as the Prime Minister). The current leader is the Right Honourable Henry Pelham (who effectively rules with his older brother, the Duke of Newcastle).

It cannot be over-emphasised exactly how corrupt the whole affair is, and what's more, everyone

### *THE JACOBITE RISINGS*

In the last century there was a succession crisis. The Whigs helped support the Hanoverian claim to the throne, and the Duke of Newcastle (a powerful Whig aristocrat) organised the "Newcastle mobs", gangs who supported George I (of the House of Hanover). Countering this, the Tories had traditionally supported the Jacobites. The trouble for the Tories was that although the Stuart claim to the throne was more direct, the Stuarts were tainted by Catholicism, and a closeness to the hated French. There have been two major Jacobite Risings, in 1715 and 1745. Both ended in defeat for the Jacobite cause, James Stuart (the Old Pretender) was beaten at the Battle of Preston (1715), then Charles Stuart's (the Young Pretender) forces were crushed at Culloden in '46. Their support, lukewarm as it was, for these failed risings against the current monarchy has eroded Tory confidence and support.



knows it. The masses generally hold politicians as universally corrupt and hypocritical. The Whig oligarchy has been tainted by corruption time and time again. Despite the universal cynicism, people are quite fascinated by politics, and many follow political life very enthusiastically.

## **ROYALTY**

The current king of Great Britain is George II. George II is short-tempered, argumentative, fond of his mistresses, and at loggerheads with his son. He often returns to Hanover, where he has more control over political affairs, and he is not particularly liked by his British subjects. George led an army in the War of Austrian Succession (Battle of Dettingen 1743), but in Britain it was an unpopular war (which led to the defeat of George's government of the day). The treaty that ended the war is considered to have salvaged a draw, at best.

The Hanoverians are unpopular monarchs for two main reasons. Firstly, the previous king, George I, was hardly a legitimate heir to the throne – there were 50 people with a better claim, at least as far as the royal bloodline went. Luckily for George, all of the more directly related royals had been Catholic, and thus debarred from succession. Secondly, the current king, like his father before him, is suspected of being much more interested in Hanover, and European mainland affairs, than he is in Britain.

George II's son, Frederick, opposes his father politically, mostly for the sake of it – such intergenerational conflict is a hallmark of the Hanoverian dynasty. Frederick holds the title, the Prince of Wales, and is a keen cricketer.

George William Frederick, the Prince of Wales's son, and George II's grandson, is currently 11 years old.

### **FOREIGN POLICY**

The Whigs are divided somewhat when it comes to Britain's place in the wider world. For many, policy is all about maintaining a balance of power in Europe. The British have a bitter rivalry with the French, born partly out of fear – France is a much larger and more populous country, and invasion fleets have been assembled in France against Britain several times. Only a combination of lucky weather and a strong navy have prevented these invasions being landed. Thus, much of the obsession with maintaining a balance of power on mainland Europe is about neutralising the threat from France.

Nearly everyone is anti-French, and British propaganda contrasts British values of freedom with the French absolutist system. Nevertheless, while some influential Whiggish nobles want to play the European game, through diplomacy or fighting in continental wars with a land army (Newcastle, the King, Pelham), others want Britain to concentrate on commerce, colonial interests, and complete naval supremacy (Bedford, Sandwich, Halifax).

There is currently tension with Prussia over Hanoverian and Austrian interests, and the Prussian decision to entertain the Stuart family. There is a little thawing of the relationship between Britain and Spain (another traditional rival/enemy of Britain), despite recent plundering of Spanish colonies by the British, led by Lord Anson.

The last war (the War of Austrian Succession) has only just finished, and has left Britain with a large national debt. Although the war is officially over, everyone suspects another one is just around the corner. There is tension abroad, in the New World, India, and the West Indies. Despite the vulnerability of British forces, spread out across the globe, Pelham is attempting to cut the naval budget, to save money.

Settlers (mainly the unemployed) are currently being sent to Nova Scotia. However, the settlers seem unreliable, and it has been proposed that Swiss and German Protestants are sent to boost their numbers and ensure the area stays in British hands. The French are believed to be inciting the local Micmac/Mi'kmaq tribe to attack the British settlers.



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### Fashion

Men tend to wear coats and waistcoats long, so they reach down to the tops of their stockings, which in turn are rolled over breeches, above the knee. Even the more soberly dressed wear buttons and possibly brocades. A dandy might wear a very extravagant costume, made of silks, satins and velvets, all elaborately buttoned and laced. A gentleman will carry a sword and cane, as well as an expensive snuff-box. Hair is usually cut short, but hidden under a wig. Wigs are available to suit a variety of pockets, the most expensive are fine affairs, perfumed, curled and powdered. Tricorne hats are all the rage, and a pair of shiny buckled shoes or boots finish the look. While at home, and not in company, the wig might be dispensed with and a nightcap or turban worn instead, along with an embroidered silk gown.

Women wear their hair in ringlets, although the more fashionable might wear a high wig instead. Skirts and dresses are generally wide and frilly and come down to the ground; the more wealthy the wearer, the more expensive the material and elaborate the embellishments. Hoops are used to stretch out the skirts, so they are very wide all round. The size of the head-dresses and the width of the hooped

skirts vary from season to season, but generally the fashion is for ludicrous proportions – hats and wigs decorated with so many artifices that a lady can scarcely fit in a sedan chair or carriage.

Practicality means that in poor weather, if walking out, all but the wealthiest compromise fashion, donning cloaks, more rugged clothes, and hard wearing clogs.

For the very poor, fashion is hardly a consideration. Many are inadequately clothed, and those items they do own will be made from traded scraps, mended many times, and are likely to have been inherited from a series of previous owners. Often desperate people will pawn the very shirt off their back, for the price of a meal (or drink). Most people in such a straitened position would rather dress flashily, and leave their rags behind, given the opportunity. There are however a few hardened dwellers of the rookery that wear their ripped and dirty garb with pride, a badge of identity.



### Art & Culture

Art and literature are becoming increasingly populist. Hogarth, the artist and satirist, has discovered that engraved copies of his work sell remarkably well. Artistic clubs have been recently formed (the forerunners to the Royal Academy). Writers are turning their talents toward producing novels, a relatively new form that is very popular. There is



a general interest in books and the written word, and a highly literate public lap up the latest releases.

A variety of styles influence designers, leading to variety, and at times a little confusion (for example, as asymmetrical extensions are fitted to symmetrical buildings). As experimentation and originality are celebrated, individual artists and artisans are beginning to make their own mark. For instance, the work of individual furniture designers has become distinguishable from each other, rather than all designers working toward copying one general style.

The prevalent style in Europe is known as Rococo, with the emphasis on the sumptuous and elegant. It is light and playful compared with the drama of the Baroque style, creamy curves and gold gilding reflecting a taste for extravagance and frivolity. In Britain, the Rococo style is considered a little too European, and yet it has made its mark on art and design. Baroque style, the more dramatic, serious, and lurid aesthetic, which was more fashionable in Europe during the previous century, has made a mark on the London landscape, through the work of Wren and others.

Although many London houses are still built in a traditional manner, timber-framed with overhanging upper floors, mercantile wealth has been used to build great manor houses for the very rich, as well as public buildings. Many of these larger projects have been built to a Neo-Palladian design – villas and palace terraces, emphasising symmetry and classical design themes, with huge columns, pediments and Venetian windows. There is a fascination with classical design, encouraged by the Grand Tours of Europe and the Mediterranean undertaken by the wealthy, recent discoveries of antiquarian artefacts, and classical trends in literature. These Neo-Palladian buildings contribute to well-ordered streetscapes, in stark contrast to the sprawling slums.

## Religion

Britain is an Anglican nation. Although other religions are tolerated to varying degrees, the Anglican church is the state church. The Test Acts of the previous century made it law that office-holders in civil, military, and political life must take an Anglican oath and communion.

Part of the success of Anglicanism is due to the desire amongst the population for religious moderation. The legacy of the English Civil War of the previous century, and the associated nonconformist puritanical sects, has led most people to seek a religion that offers stability (rather than a radical or dissident message), and that generally doesn't interfere too much in people's lives. Many people view church leaders and office holders in much the same way as they do politicians, as corrupt hypocrites, possibly necessary, but hardly inspirational.

Such a pragmatic view has led to conformity, but also a general lack of interest in religion – arguably religion is at a low point in London, if not its lowest point, certainly compared with 100 years ago (or 100 years in the future). Enlightenment thought and materialist philosophy have had an impact. Free thinking is seen as more intellectually desirable amongst the wealthy, and the urban masses are less under the sway of the church than they once were. Humanist, deist, and even outright atheist, views are held and expressed (though with some caution, and usually according to the company being kept).

### THE AGE OF ENLIGHTENMENT

The Age of Enlightenment is a cultural movement, which promotes reason and science, over tradition and superstition. As such, it has had a wide-reaching influence on all spheres of British life. It has encouraged artists, musicians and writers to explore previously unavailable themes, and to present their work to a wider audience (the expanded middle class, rather than a small very wealthy elite).



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This general malaise has led to some religious folk attempting to create a revivalist movement, a kind of new puritanism, which is certainly not very influential in London, but which does have its followers (including the early Methodists, although at this stage they are still firmly part of the Anglican church).

Life is still particularly difficult for Catholics. There are anti-Catholic riots, and legislation bars Catholics from holding land or property, as well as position (although many find ways around the property laws). People still fear a Catholic takeover, the Catholic religion, and Catholic European powers. There are few Catholics in Britain, but there are substantial numbers of Irish Catholics living in London.

## Transport

Throughout the nation thousands of miles of new roads have been built in recent years. This has been brought about through the licensing and operation of turnpikes. Turnpikes are a frame of pikes, which can be moved to let traffic pass. At each turnpike an operator charges a toll (usually just a few pence). The money raised has been used to improve the roads that link the major towns and cities, a great aid to communication and commercial traffic. Although the roads are generally faster, they are notoriously unsafe. Highwaymen hold up riders, carriages, and carts, demanding money with menaces. Those living on the outskirts are not immune from the threat, attacked on the roads or heaths as they go to and from the City of London. It's certainly getting easier to move around England but, despite rebuilding, London





still suffers from congestion. In particular the traffic through London Bridge often grinds to a halt.

In the city itself the wealthy are carried about in sedan chairs, which is more comfortable than it once was due to the recent fashion for large paved areas, or in horse-drawn coaches and carriages. For those not wishing to cross the Thames at London Bridge or Westminster Bridge, there are ferries and wherries available, for a small fee. A wherry from Westminster to London Bridge costs 6d if travelling with the flow of the river (rising to 8d if against it). A ferry costs a couple of pence less than a wherry.

## Science & Medicine

The Enlightenment has fostered an explosion of interest in the study of science, mathematics, and medicine.

Following the work of Locke and Newton, scientists are fascinated by the forces at work within nature, while investors are keen to encourage practical innovation.

Inventions such as the seed drill, atmospheric steam engine, mercury thermometer, and flying shuttle have had a profound effect on production. Other inventions, such as Halley's diving bell, in which he remained submerged in the Thames for 4 hours, have yet to find a widespread use. Attempts to understand and harness electrical and magnetic properties are the subject of serious research, and public spectacle.

Medical practice is slowly changing. Several large teaching hospitals (St Thomas's, St Bartholomew's, St George's, Westminster, London, Middlesex, Guy's) operate in London, and medicine and anatomy are no longer the preserves of the College of Physicians, or the Company of Barber-Surgeons. A host of private surgeons operate in the hospitals, all wanting bodies for dissection, to enhance their understanding of the human body.

Although these are early days, there have been some remarkable discoveries made in the field of medicine. Inoculations have been used in London, to combat smallpox; and the Scottish doctor, James Lind, has discovered that citrus fruit safeguards against scurvy, the scourge of sailors. Of course the medical establishment has been slow to adopt either concept – deaths caused by inoculation have caused scandals, and James Lind's theories are widely considered anecdotal at best, ridiculous at worst. Nevertheless, Lind made his discovery by conducting a clinical trial, a revolutionary concept. Furthermore, some physicians are beginning to argue for generally improved hygiene, ventilation, and sanitation, as sound preventative measures, though as there is no real grasp of germ theory, such improvements have very limited results.

Despite the tentative progress in medical understanding, the medical establishment is largely conservative, and wedded to treatments that have not changed since medieval times. Quacks still abound, and unscrupulous purveyors of miracle medicines still exploit the gullible public. Poor sanitation and overcrowding mean that within much of London, dysentery, tuberculosis, lice and typhus are major and constant killers.

## Welfare

Welfare is scant in Georgian London. Where it does exist, it is often wound up with punishment. For instance, the workhouses (a relatively recent phenomenon, especially important in the city where the age old system of parish relief has broken down) exist for the relief of the poor, but also for the reform of the criminal, and as a means of making money from the unfortunates unlucky enough to reside there (inmates work long hours, for meagre rations).

Nevertheless, the scale of human suffering has prompted the formation of some charities determined to make provisions for the needy. Projects include the recently opened Lock Hospital, in Grosvenor Place, dealing with those suffering from venereal disease; and the large Foundling

## *Chapter 1: London Life*

Hospital in Bloomsbury, which takes in abandoned babies. The Foundling Hospital has been particularly successful in gaining subscriptions, wealthy patrons donating funds to help with the building and running of the place. It is perhaps unsurprising that the sight of abandoned babies on the streets of London is a relatively common one. The success of the Foundling project has come at a price – there are simply not enough beds, even in the vast hospital, so entry is by lottery; and even the generous donations are not enough to deal with the scale of the problem. Critics say that not only does the existence of the hospital encourage vice (as the mother doesn't have to live with the consequences of her "sin"), but also the mortality rates within the hospital are so high that the place is doing little more than delaying the inevitable anyway.

Those unfortunates provided for by workhouses and charities are exposed to various risks. Firstly, they have to submit to an often brutal regime in order to receive very little. Secondly, there is an industry in farming the poor. Corruption is rife at a higher level, with trustees of charities and within parishes creaming off resources for themselves. In addition, the parishes often contract out the running of the workhouses, and by skimping on food and space the owners of the contract can increase their profits.

Due to the haphazard, inadequate, and downright dangerous, welfare provision, many people band together to create their own safety nets. Many individuals join friendly societies, benefit societies, or box clubs, which, in return for a regular subscription, provide for the subscriber when they become ill, or fall on hard times. Even criminal gangs form such clubs, the subscriptions being used to provide for those caught and imprisoned.

## *Entertainment*

Entertainment and distraction is a large part of London life. Much entertainment is dependent on the class of the pleasure seeker, although at times the classes mix, particularly in the theatre districts, or when it comes to gambling.

Gambling is an obsession. Men gamble fortunes, at dice, cards, on horses, men bare knuckle fighting, cock fights, bear and horse baiting, in lotteries – if you can make a wager on it, somebody probably will. Women bare knuckle fighters (referred to as "cat-fighters") are also a draw, although, with a few notable exceptions, mostly the motive for watching is voyeuristic rather than pugilistic.

The rich enjoy formal dances, the theatre, and orchestral recitals. Shopping has become more fashionable, as have demonstrations of scientific innovation. The gentry often leave the city to partake in horse racing meets, or to go hunting.

Dining and drinking out is a favourite social activity. People gather in jelly houses, taverns, coffee or chocolate shops, gambling houses, and tea gardens. These places vary in the services they provide. Some are exclusive clubs, where gentlemen gossip; some offer spectacles, such as the fireworks and illuminations on offer at the tea gardens; and many are little more than brothels. Prostitutes and pickpockets gather around the busiest attractions, plying their trades. Puppet shows and a myriad of other street entertainments are very popular, and no less a target for the cut-purse.

Gin houses are everywhere, mainly catering for the poor. There are about 17,000 gin houses in London, an incredible amount! Most of these places are simply a lounge, in a private house, where gin can be consumed. Before the gin craze, spirits were usually imported, subject to duty, and expensive. Gin can be made from low-grade and inedible grain, unsuitable for beer production. Although beer is seen as more generally wholesome (and much safer to drink than water), gin has the "advantage" that it is much stronger, and so those seeking to get dead drunk can do so very cheaply. For many of the poor, getting dead drunk is all they have to look forward to, in order to escape wretched reality for a while at least, so gin is consumed in vast quantities. Many of the wealthy believe that gin is the cause of much looseness, mischief, and criminality, and politicians are under pressure to act to bring the gin craze under control.



## Newspapers

Londoners are by and large literate, and there is a huge appetite for the printed word. There are dozens of periodicals, newspapers and journals available. For those unwilling to trawl through a daily newspaper, there are magazine collections available that compile reports from a number of other newspapers into one large edition (often collecting articles from provincial newspapers as well, therefore offering more countrywide news reports). Advertising is a new phenomenon, embraced by newspaper owners, who recognise a good earner when they see it.

Most newspapers are virulently political, either pro-Whig, or pro-Tory. Censorship is not widespread, although seditious or blasphemous works are best avoided. Where censorship is imposed due to obscenity, it is for "disturbing the King's peace". A scandal is currently brewing over the recently published, *Memoirs of a Woman of Pleasure* (popularly known as *Fanny Hill*). Serialised in the *Whitehall Evening Post*, there was initially no political outcry, but there is mounting pressure on the authorities to take action.

Most of the hack journalists who write for the newspapers work out of Grub Street. Many of them are can be bribed, or are susceptible to pressure from the authorities.

## Crime, Vice & the Law

Crime is rife in London. Crushing poverty and low wages make crime a necessity for many, and a glittering temptation for others. The response of the authorities has been to make more and more felonies punishable by death, while simultaneously supporting the tentative beginnings of philanthropic organisations, designed to relieve misery (although how much they relieve misery, and how much they add to it, is a moot point). In

### LONDON NEWSPAPERS

The following is a small sample of the newspapers and journals, available in 1749/50.

*The London Gazette* (Whiggish newspaper, providing government information on a subscribers-only basis).

*The Gentleman's Magazine* (A monthly publication containing lots of information, including stock prices, maths puzzles, lists of births, deaths, etc. and reprints from other papers. Published by Edward Cave, the *Gentleman's Magazine* is remarkable for being both politically neutral, and for its accurate reporting. Each year an annual collection is made available, compiling the year's issues in one larger annual).

*The London Magazine* (A Tory magazine designed to rival the *Gentleman's Magazine*).

*London Evening Post* (Pro-Jacobite and Tory).

*Tatler* (An occasional/sporadic journal which specialises in gossip).

*The Spectator* (An occasional/sporadic journal specialising in Whiggish gossip).

*Lloyd's Lists* (Semi-weekly, covering insurance news, and reporting on casualties at sea).

Other London titles include: *London Daily Advertiser*, *St James' Chronicle*, and *The Rambler* (1750).

Also of note is the *Vetusta Monumenta*, an occasional periodical about antiquities, which includes sumptuous colour plates.

1749 the hangman has his work cut out, for the streets are awash with discharged soldiers and sailors, unemployment is high, wages are poor, and the threat of general disorder is ever present.

Some of the activities described later in this section are not crimes, as such, but rather refer to the world of vice. Not all those involved in vice are committing criminal acts, strictly speaking, although many criminals profit from vice, and laws can be found to harry those who work within the associated industries.



## *Chapter 1: London Life*

### **CRIME**

Crime is everywhere.

Simply walking around London is becoming intolerably hazardous. Even in broad daylight a gentleman must travel armed, as if for war. Pick-pocketing and mugging are routine hazards on the streets. Rape and violent assault are very common. Infanticide, the murder of unwanted children, is also a relatively common crime. Con artists prey on the gullible. Forgers pen false letters of credit, coiners shave down coins and mint new ones. Shops get robbed and houses get burgled. Mobs gather, smashing property, assaulting the enemy of the hour - usually law enforcers, Catholics, or people unlucky enough to get in their way. Sometimes the mob revolts against perceived threats to their freedom; in outrage, following a revelation of corruption at the highest level; or in defence of somebody they feel has been wronged (such as a felon due to hang). Other times the mob revolts due to hunger - at an increase in the price of bread, or due to a fall in wages.

Some crimes are new. Many employees take a little cut from their workplace, usually leftovers or scraps of some kind, sometimes an actual proportion of the goods or money they create. This practice is a long-standing tradition, and most people don't view it as a crime, but new laws have been passed that make these customs illegal, and what's more, they are now often felonies punishable by death.

Most people take a pragmatic approach to crime - all but the wealthy turn a blind eye to many crimes, especially if the crime is one that the community benefits from (such as smuggling, etc.). On the other hand, if the crime is against the community, its members will probably take action against the miscreant (which results in rough justice, although not always as rough as that which might be delivered by a court). Some criminals are celebrated, rather than vilified. Highwaymen, in particular, are lauded as heroes of the common people, even though many are dangerous and unpleasant individuals.

Most crime goes unreported and undetected. The most vulnerable are routinely robbed of what little they have, and the poor have very little recourse to the law. Gangs control whole communities, and most people would hesitate to stand in court, even if they could bring a case, and give evidence against a gang member, for fear of reprisals.

Aside from the street gangs that operate out of the slums, upper class youths are not above forming anti-social clubs, with a predilection for violence. Although rare, these rake gangs are, if anything, more terrifying than the street gangs (which at least claim poverty as an excuse for their violent excesses). The most notorious of these gangs are the Mohocks, and the Bullingdon Boys. The Mohocks have a penchant for randomly attacking strangers, and inflicting terrible wounds upon them. They even take trophies, such as severed ears, noses, and scalps. The Bullingdon Boys tend to smash up establishments, such as coffee houses and taverns, or set about vagrants with heavy staves. Both groups are feared by the public and virtually above the law (being composed mainly of the offspring of aristocratic families).

The grim threat of the gallows might offer regular public examples of the consequences of criminality, but the ultimate penalty is no deterrent when the scale of criminality in London is considered. Even those in work often don't earn enough to live, and there are many workless slum dwellers, whose only means of survival is crime. Crime has always been high in London, but everyone is in agreement that it is worse at present than it has ever been before. The wealthy, in particular the gentry, hold the poor, and particularly the urban poor, in complete contempt. They believe the urban poor to be uniformly criminal, due to inbred moral degeneracy. However, despite their alarm at the current crime wave, the rich mostly don't want a professional police force. In Britain there is a general distrust of large standing armies, or public police forces - as they are seen as a threat to liberty, and too powerful a political tool.



## VICE AND MORALITY

Vice is behaviour considered to be immoral and depraved, and in Georgian London the two forms of vice of most concern to contemporary moralists are sex and the sex industry, and gin consumption. Prostitution and gin drinking aren't illegal, as such, but various activities associated with both trades are against the law (e.g. keeping a bawdy house or selling gin on unlicensed premises). Moral reformers attempt to prosecute breaches of the law, although they have their work cut out. Aside from the vast scale of the trades the reformers are trying to stop, many of the wealthy men who make the law are ideologically (believing in free markets), and personally (as they enjoy frequenting the London brothels), opposed to regulation. Some argue that attempting to stop some-

thing as natural as the sex trade is an impossible task, and that energies are better spent curtailing the aspects of vice that cause public nuisance.

In the case of gin, there have been various attempts to regulate the trade. Reformers believe that gin makes people dangerous and ungovernable, and they are concerned that many gin houses, often little more than a room in a house, encourage the mixing of the sexes, and thus promote promiscuity. Up to now the laws (Gin Acts) have been largely ignored, on pain of riot (the last attempted crackdown on unlicensed gin shops ended in mass violence, as the angry mob attacked informants). In London there are approximately 17,000 houses selling gin!

The sex trade is a vast industry, operating throughout London, and at every level of society.

### **SOCIETIES FOR MORAL IMPROVEMENT**

Various societies have sprung up, such as the Society for the Reformation of Manners, which work for the improvement of morals. These reforming groups usually have a religious agenda (they're mainly zealous Anglicans), and they often use secrecy, and downright dirty tricks (e.g., agent provocateurs, paid informers, obtaining blank search and arrest warrants from friendly Magistrates, etc.), to infiltrate the sex trade and bring prosecutions. The reformers claim to use such tactics to avoid the wrath of bullies, whores and brothel keepers, which, while true, doesn't tell the whole story. It means the reformers are ridiculed for hypocrisy (as they send members into brothels to "observe" what is going on), for having an unhealthy obsession with other people's business, and for their un-sporting use of entrapment.

Moral improvement is a dangerous business. Constables have been killed in raids on bawdy houses, and raids are sometimes completely repelled. Faced with such hostility, the reformers have been known to pay large armed gangs to make arrests. Yet for all that trouble they might make a single arrest, under old and oblique legislation (e.g. against soliciting, keeping a bawdy house, public lewdness, but more usually the

lesser crime of "keeping a disorderly house"), and have a prostitute or bawd sent to Bridewell prison for a month or two. If the raid fails to secure a prosecution, or is made against a private house rather than brothel, the person leading the raid might find himself prosecuted.

Generally there will be a wave of suppression every so often, while the rest of the time brothels are relatively unhindered, although some of the very poorest street prostitutes continue to be regularly locked up for vagrancy or soliciting.

In the case of male brothels, or Molly Houses, the consequences of a raid can be much more severe. Whereas most breaches of the law associated with vice are petty offences, the Buggery Act of 1533 makes the act of buggery a felony punishable by death. This means the reformers infiltrating the Molly Houses may well send those arrested to the gallows, and it opens up the possibility of male prostitutes blackmailing wealthy patrons of the Molly Houses. Following a raid earlier in the century that ended in a mass execution, there have been few prosecutions under the act - the public (and juries) may be hostile to individuals sent to the pillory for homosexual liaisons (where the more serious charge is unproven), but neither do they approve of the blackmailers, informers and infiltrators.



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Georgian society is intrinsically patriarchal, and women have few rights and limited employment options. A relatively liberal attitude to private morality, and the sheer numbers of women working in vice, means that even where there is a will to combat the sex trade, such as among the Reform societies, they are fighting a losing battle. Many legitimate businesses depend on the money they make from prostitutes, who spend their money in the city, on rent, food, drink, medicines, clothing, and fancy accessories.

Aside from the desperate, many women are drawn to the business simply because it pays so well. Put simply, even a middling prostitute can earn several guineas in a single night, an amount that would take a skilled labourer weeks to earn. Of course, women also risk a multitude of hazards – loss of reputation, exploitation, imprisonment, pregnancy, attacks at the hands of their clients, and a lingering death due to the Pox (syphilis).

Paying for sex takes different forms according to the pocket and taste of the customer.

At the highest level, aristocrats, including members of the royal family, maintain courtesans. These women are often (but not always) kept by just one man, lavished with luxuries – including their own private accommodation in an exclusive area, regular and expensive gifts, and a regular allowance. If they are really lucky, and their keeper is particularly wealthy, they might even be awarded a lifetime pension, which is still paid even after their keeper has found a new flame or died. These high class courtesans are few in number, but sometimes become movers and shakers in society, the fashion icons of the day, setting trends and turning heads.

The middling part of the trade is performed by those renting rooms in a private house, working in the fashionable districts, or staying in the very highest class of brothel. Taverns, coffee houses, chocolate houses, and bath-houses (bagnios), often accommodate a working brothel on the premises. Many middling prostitutes are not full-time sex workers – they work in other industries, only occasionally supplementing their income through prostitution. These women are known as demireps, and so common is the incidence of

dabbling in the trade that, including them, perhaps 1 in 5 women in London work in the sex trade in some capacity.

Brothels are usually run by a female bawd, often an ex-prostitute herself, or a male pimp. Bullies are employed to make sure that the customers pay up, and that there is some semblance of order. The public is generally sympathetic to, if scornful of, prostitutes. They are less sympathetic to the bawds and pimps, who are seen as exploitative profiteers, who lure innocent women into depravity. Although this is not universally true, there are plenty of instances of women being enticed into the business – e.g. by being given strong liquor to encourage debauchery; or by being virtually sold to a procuress, her parents being paid a large sum for her virginity.

The brothel is a dangerous place. Many bawds or pimps entice women to work for them, with offers of good money, fine clothes, and regular meals. The unwitting woman might accept some fine, but impractical, clothes, and the offered food, only to find that they have inadvertently allowed themselves to become indebted to the brothel keeper. Victims of this ruse find that they have nothing, aside from an ever increasing debt, and work as little more than slaves, worried that if they should ever leave they would be charged with theft of the clothes they are wearing, or thrown into gaol for debt.

At the poorest end of the industry are those working in the meanest brothels, and the most wretched streetwalkers, cast out of the fashionable areas, having to ply their trade in the open in alleyways and parks.

### **GO TO GAOL!**

Those not summarily sentenced for a petty crime will be bound over to keep the peace until the magistrate's court sits. Magistrates tend to hold fairly regular sessions, so they don't have to wait long, usually a few days at most. Those accused of a felony will be sent to Newgate prison (if in the City of London) or the Gatehouse (in Westminster) to await trial.



## ENFORCEMENT

The law largely relies on private individuals seeking to prosecute wrong doers, rather than policing. In theory, every male householder has a duty to report and prosecute any crime. In reality, few Londoners have any interest in doing so – it is simply too expensive and too dangerous. Instead, they leave the apprehension of criminals and pursuing a prosecution to others.

There are people officially appointed to keep the peace, such as the petty constables and the watch.

**Constables** are appointed by the parish Justices of the Peace (magistrates). Constables are few in number, unpaid, and in a city like London, their job is especially dangerous. In the whole City of London area there are 80 constables who, equipped with lanterns and staves, go on duty every fifteenth night. Most people are unhappy to be appointed to the job, but a few people do volunteer. Many who are appointed balk at the prospect of patrolling the streets, and hire substitutes (often of very poor quality) to do the job in their stead.

The **watchmen**, nicknamed “Charlies”, are a small paid force charged with deterring thieves and robbers. Due to the terrible wages, the recruits are generally too old, or too physically unfit, for the task they’re given. They man the watch-houses (hovels where prisoners are sometimes briefly held, before being taken in front of a magistrate), and patrol a small beat (equipped with a staff, lantern, and rattle), occasionally shouting out the time, and reassurances that, “all is well”. Watchmen are fairly ineffective, and faced with serious opposition usually seek to avoid a fight.

**Justices of the Peace** are magistrates who have a multitude of responsibilities. They appoint regional officers (including appointing and supervising petty constables), are responsible for public buildings in their parish and control the parish finances. They are empowered to make criminal inquiries, deliver on-the-spot justice, and issue warrants to search and arrest. They have sentencing powers (see *Trials*, below). In London, the

public despise the magistrates, assuming they are all thoroughly corrupt (i.e. that they accept bribes, extort money, and keep the cash they exact from bail fees and fines).

**Beadles** are appointed and salaried to manage public properties, such as workhouses, and they are responsible for discipline within such institutions. In the City of London they also supervise the watch, assist with the duties of the constables and arrest petty offenders (such as vagrants and prostitutes). They have the power to sentence and commit these offenders directly to Bridewell, without any trial whatsoever. They are few in number, hated by the general public (who see them, often rightly, as tyrannical bullies), and generally corrupt.

Public hostility to officials, widespread corruption, and the general inadequacy of the constables and watch, mean that it is surprising that anyone (aside from vagrants and the very weak) gets arrested at all. In light of this, the government pays people for being informers or for bringing successful prosecutions. This has led, in turn, to a whole new level of abuse of the system.

“Tyburn Tickets” are offered to people who successfully bring a prosecution. These exempt the holder from public service (and thus the unpopular duties of being a constable). They are much sought after and holders often sell them on to the wealthy. In addition, “Blood Money” (for a serious felony about £40, to be divided amongst the prosecutor and his witnesses) is offered to those taking part in a successful prosecution. This means professional informants often hang around the courts hoping to be offered cash, from the prosecutor, to give evidence against somebody. Also, pardons, and even generous rewards, are granted to those who turn “King’s Evidence” (i.e. who give evidence against their partners in crime). This encourages robbers and highwaymen to turn each other in, in a race to save their own necks. When there is a crime wave (or perceived crime wave) the blood money is increased, to encourage a crackdown.

**Thief takers** specialise in profiting from these systems. They are generally disreputable, and aside from claiming money for catching criminals



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(usually in return for a reward offered by a victim of crime), they supplement their income by being professional witnesses, accepting bribes from criminals, planting evidence on the innocent, committing crimes and blaming others, working with thieves and fences to negotiate the return of stolen property (for a price), and a whole host of other unsavoury and inventive corrupt practices.

The reality of enforcement is that the very rich tend to simply employ their own private guards, rather than rely on the parish, and everyone else, aside from the professional informers and thief takers, attempts to avoid the courts (for if the prosecution fails they face a hefty bill). It is generally considered much less hassle to administer a beating to a suspected offender, than try to bring them to justice through legal avenues.

When it comes to keeping the peace, and in particular dealing with a riotous mob, the magistrates sometimes turn to the army. There is no large standing army, but the Crown has horse guards and foot guards that might be dispatched to escort a condemned prisoner (to foil a rescue attempt), to be deployed to keep the peace, or even to be used in a raid. If it looks like the streets are being lost to the mob, it is common for a magistrate to send to the Tower of London for troops. The alternative, which is risky, but has the advantage of not looking so much like a military occupation, is to send for every constable, watch member, and now, Runner (the new force of thief takers, who work out of the magistrate's office in Bow Street), in London (numbering about 300 in total).

### THE LAW

The law is not particularly concerned with public morals (although individual judges enjoy lamenting the general state of public depravity), but rather on protecting private property and busi-

ness, preventing sedition, and ensuring that taxes are levied. Protecting private property is the foremost preoccupation of the law-makers.

Over the past decades lots of new laws have been passed, many of which make previously petty property crimes into felonies punishable by the death penalty (known as the "Bloody Code"). Previously, many offences had been "Clergyable", so if found guilty the miscreant might avoid the noose (see *Punishments*, below), but over the centuries specific offences were removed from being clergyable.

In the sixteenth century, concerned that offenders were getting off lightly, offences such as murder, rape, highway robbery, burglary, horse-stealing, pickpocketing, and stealing from churches, were all deemed non-clergyable (and thus punishable by an automatic death sentence). Over the past

decades, rising concerns over property theft have led to countless other offences being added to the list – including house-breaking, stealing goods worth more than 40

shillings from a house, shoplifting goods worth more than 5 shillings, and sheep and cattle stealing. Coining (shaving coins and casting new ones from the scraps) and forgery are also punishable by death, as is returning to Britain from a sentence of transportation (see *Punishments*) before the duration of the sentence is up.

In addition to a myriad of recent property laws (the Black Act of 1723 alone introduced the death penalty for over 200 offences), the Riot Act 1715 was introduced to prevent disorder. If twelve or more people assemble in a manner deemed (by a magistrate) to be "tumultuous, unlawful, and riotous", the magistrate reads the Riot Act. If the crowd hasn't dispersed an hour after the Act has been read, all present are committing a non-clergyable felony.





### ***BENEFIT OF CLERGY***

Being able to claim “Benefit of Clergy” is based on an age-old tradition, whereby clergymen claimed that they should not be tried by secular courts, but by the church authorities instead. Over the centuries this system became more generalised, and anyone who could recite a passage from the Bible could claim benefit of clergy, which in effect meant they were branded rather than executed for an offence, giving them a second chance.

The literacy test has been abandoned, while more and more offences have been made Non-clergyable (i.e., automatically capital offences), while the punishments for Clergyable offences have increased (so although the accused might be branded and then released, they are more likely to be sentenced to a long period of transportation).

Employers can use criminal law against their employees too. With the breakdown of the guild system there is little to hold employers back. They can exact harsh discipline against employees who are deemed to have breached their contracts, meaning in effect that they can have their staff fined, whipped, and imprisoned, at a whim. The employees have few legal means of fighting back – any attempt to form a trade association is met with hostility, and either the workers will be physically attacked by hired bullies (or the military), or arrests will be made under conspiracy laws. The Combination Act of 1721 not only prevented tailors from organising for better wages and conditions, but even compelled unemployed tailors to accept work.

In a sense, the law has recently created many new criminals, as the taking of traditional “bonuses” (such as a portion of a cargo, the gathering of some wood, the hunting of game, the share of a harvest, scraps and off-cuts from the cloth trade, etc.) has become a felony.

### ***TRIALS***

As mentioned earlier, because the victim usually also has to be the prosecutor, most people are of the mind that it is easier (and cheaper) to give a criminal a beating, rather than bother with the law. The poor nearly always settle out of court. In some cases, a representative of the Crown, acting for the state, will bring a case to court in order to prevent serious cases going completely unpunished.

When legal avenues are sought, the first consideration is to determine who might deal with a case.

Those indicted in a civil matter are brought before a civil court; those indicted for a petty offence are tried in a magistrate’s court; and those indicted of a serious felony are tried at the Old Bailey.

Civil matters, such as debt, aren’t dealt with by the criminal court. A debtor can be taken to a civil court, and if the debt is upheld, will be sentenced to reside in the debtor’s prison (in London, the Fleet) until the debt is repaid.

Magistrates (and even beadles) have the power to summarily try and sentence people for minor offences. Usually miscreants are consigned to a Workhouse or Bridewell for a month, pilloried, or whipped. For more major offences, the magistrate brings the offender before a Grand Jury, who either determine guilt, in which case the magistrate passes sentences, or in more serious cases, determine whether the case is “true” (i.e. worth hearing before a trial jury conducted by senior judges at the Old Bailey, thus filtering out some weak cases).

### ***KEEP THE NOISE DOWN!***

In London, by-laws require the streets to quieten down at night. Of course, in many areas (the fashionable nightspots, or ungovernable slums) this is simply ignored. But in the wealthier residential areas, hammering, singing, throwing the contents of one’s chamberpot into the street, and wife-beating, is forbidden after nine at night.



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### HOW SHALL WE PROCEED?

As there is no official body with a duty to investigate crimes, if a crime is suspected the decision whether to investigate or not is determined by the whim of a magistrate (or, in the case of a suspicious death, by the coroner's jury).

A magistrate can issue a warrant to apprehend and question a suspect because either they suspect something, or because a private individual makes a compelling case for action. So, if a magistrate decides not to pursue an investigation, it will be dropped, unless overwhelming public pressure forces him not to.

All the more serious criminal trials in London are conducted at the Old Bailey. Sessions are held eight times a year, and run over a few days. The sessions are long (sometimes running from 6.30am to 9pm), and London felonies, bar those committed on the South side of the Thames, are tried here. Senior judges conduct the trial, juries deliver a verdict, and if the defendant is found guilty, a judge will pass sentence.

It's not easy being a defendant, with one's life on the line, and possibly only a few minutes to make one's case, in a strange and overwhelming environment. What's more, there is little distinction made between child and adult offenders, so the very young can find themselves in the dock, quizzed by strangely dressed elderly judges pontificating on the intricacies of the law. Under such circumstance it is unsurprising that many fail to mount any kind of defence at all.

Trials are normally very quick. There are rarely lawyers present, unless the state is bringing the prosecution, in which case the prosecutor will be a lawyer. If the defendant does have a lawyer, they are not allowed to sum up on their client's behalf (although they may cross-examine witnesses). That said, the wealthy, or larger criminal gangs, do sometimes employ lawyers. This sometimes saves the accused from the gallows, as the lawyer may be able to find a legal technicality

voiding the trial. People often get off on technicalities (like a wrongly worded warrant, or an incorrect charge) and, even in the absence of a lawyer, a judge might simply discharge the accused on this basis.

A trial consists of the charges being read, the defendant making their plea (nearly always, Not Guilty). Then the prosecution (usually the victim) presents evidence, while the defendant tries to explain it away. Both sides can call witnesses, and the judges and defendant might chime in with cross-examinations. Defendants usually call character witnesses. Character witnesses are not obliged to attend, but generally if a defendant can get enough reputable people to stand up for them, it goes in their favour (and if they are considered disreputable, it goes against them). A judge will then sum up, and the jury will consider its verdict.

Trials are usually theatrical and emotional (and a good role-playing opportunity). At the start of proceedings the judge usually likes to have a long rant about morality, vice, sedition, and how much he likes the King.

Nearly half of all cases end in acquittal, and the jury elects to commit pious perjury (refusing to find the defendant guilty of a capital charge, for instance by underestimating the value of stolen goods) in about a quarter of the remaining cases. At present, juries are finding more people guilty, a consequence of the current crime wave.

Certain offences are rarely won by the prosecution. Juries are unwilling to convict somebody involved in duelling (unless they cheated), or indeed for fighting in general (if the fight is considered fair), and rape is seldom proven in a Georgian court.

If the defendant is found guilty, the judge then passes sentence.

**Trial juries** have to deliver a verdict. They are often composed of standing jurors, who repeatedly attend court, and the same jury sits through case after case. To be a juror one has to meet a property qualification, which means juries are predominantly middle class. Although this works against many of the poor wretches brought before the court, juries generally don't like informers,



### WHAT ARE THE CHARGES?

Criminal law is divided between felonies and petty offences (misdemeanours). Not all felonies carry the death sentence, and not all offences carrying the death penalty are, strictly speaking, felonies, but generally the rule holds true. Felonies are more likely to be tried by judges in the Old Bailey, whereas petty offences are likely to be tried by a magistrate in their private court (which is often held in a tavern, or the magistrate's private residence).

bailiffs, or those they perceive to be exploiters of the innocent and weak, and if they think unfair means are being used to bring a case, they might well reject it (jurors will often deliver partial verdicts, committing "pious perjury", in such a case, finding the accused guilty of a lesser offence, not punishable by death). In some circumstances, such as prosecutions under really unpopular legislation (such as the Gin or Licensing Acts), the jury will find a way around the law (such as accepting a spurious insanity plea). The jury will usually give the court an instant verdict, but if not, they are given time to deliberate. Judges hate dithering juries, and while deliberating they are not permitted food, drink, or heating, so they generally get on with it.

**Judges** are given authority, by the government, to try cases and deliver sentences. They are all members of the elite. They are usually appointed due to their political connections (they are entitled to considerable fees for their services), rather than any actual knowledge of the law (and many of them assume powers beyond those allowed to them in law). The bench (the group of trial judges) usually includes the Lord Mayor, the Recorder (the principal legal officer of the City) or his deputy, and a pair of common law judges. Various other officials, such as the Common Sergeant and the City of London magistrates can also sit as judges. There is no retirement age for judges, and many carry on working into old age.

## PUNISHMENTS

*"The law is, that thou shalt return from hence, to the Place whence thou camest, and from thence to the Place of Execution, where thou shalt hang by the Neck, till the body be dead! Dead! Dead! And the Lord have Mercy upon thy Soul."*

**Gaol** is not used to punish felonies - only petty offenders, such as vagrants, are sent to the Workhouse or Bridewell (a House of Correction where they have to undertake hard labour) to be reformed. Gaols are mostly used to confine defendants awaiting trial, or convicts awaiting punishment.

Even though found guilty, sentences are sometimes overturned after trial. **Death sentences** are sometimes commuted to transportation, by Royal Pardon. Pardons are fairly random in the city, unless the condemned has contacts they are at the mercy of a bureaucratic lottery.

**Transportation** (to the Americas) is a useful source of unpaid labour, and transportees find themselves working on government projects or

### ONE LAW FOR THEM...

Class is a major factor in Eighteenth Century trials. The rich will usually be able to bribe their way out of trouble, before it gets to court, by simply paying a sum of compensation to get charges dropped. The elite will often intervene after a trial to overturn a sentence, or suppress court proceedings. Even after being convicted, they might have a sentence waived (usually in return for forfeiting a large amount of wealth).

This means that as well as putting the rich almost completely above the law, patronage can be used to save others who have been found guilty, even if they are not rich themselves. If someone can convince their landlord or employer (if of suitably high rank) to have a friendly word in the ear of the Magistrate or Judge, they may well be saved. Of course, if the defendant has annoyed a person of influence, the opposite is true.



## Chapter 1: London Life



for private individuals. The government pays merchants to transport prisoners. Some end up as slaves, others get early licenses and live at liberty in the New World. Others, particularly those who can afford a bribe, escape, and quickly return to England (despite it being a capital offence).

Many defendants are given more than one punishment for a single offence, so it is possible to be sentenced to a combination of periods in the pillory, a term of imprisonment, a whipping, a fine, and of having to provide sureties for good behaviour.

**Branding** is carried out in the court itself. Felons are branded with a "T" for Theft; an "M" for Murder; or an "F" for Felony. Some prisoners bribe the court, and get "branded" with a cold iron, but that's rare. Once branded, the felon cannot escape the noose (or transportation) if caught again.

**Hanging**, though a common sentence, is often not carried out, even after the sentence has been passed. Death is respited if a woman is found to be pregnant, and some of the condemned successfully apply for pardons (in which case they may be simply released, or sentenced to be transported). Others have their sentences deferred so they might undertake military or naval duties.

Those who are to be hanged are blindfolded, then taken by cart from Newgate to Tyburn. At Tyburn they are publicly hanged. The execution often takes a long time, and is very messy. Friends sometimes help hasten the end, by pulling on the condemned's legs. Often, medical students then have a fight with the felon's family (if he or she had one) for possession of the condemned's body.

**Burning at the stake** is still used against women found guilty of treason, or petty treason (against their husbands); however, it is uncommon, and



### **PUNISHMENTS ACCORDING TO OFFENCES COMMITTED**

Clergyable Felonies (such as manslaughter, theft between 1-39s) – branding on the thumb and sent home, or transportation.

Non-clergyable capital offences (such as stealing goods over 40s, pickpocketing, horse theft, murder, sheep stealing, stealing more than 10s worth of cloth, highway robbery, and burglary) – pardoned, pardoned and transportation, or death by hanging.

Non-capital minor offences (such as theft under 1s) – Whipping, pillory, imprisonment.

usually the executioner “mercifully” strangles the condemned before the fire is lit.

**Hanging, drawing and quartering** (where the condemned is taken on a cart to be hanged, cut down before death, then disembowelled, castrated, and beheaded, after which the torso is cut into quarters) is still the sentence for men found guilty of treason. This punishment is rare – the full sentence is hardly ever carried out anymore. Those convicted of coining and petty treason tend to be simply hanged.

Some of those hanged are sentenced to have their bodies displayed in gibbets or chains, usually near to where they committed the crime they were executed for.

The **Pillory** (a frame erected on a post, with holes in which a criminal’s head and hands can be secured) is positioned in a busy public place. The criminal usually has to stand in the pillory for an hour, although the precise sentence varies. If the crowd approves of the crime (usually in “sedition” cases), they might throw flowers and money! If not, then they might throw anything. Constables are sometimes set to prevent a stoning to the death.

**Whipping** is carried out in public (usually at the cart’s tailgate), or private (in a House of Correction), “until his (or her) back be bloody.”

## *The Runners*

Concerned by rising lawlessness, the chief magistrate at Bow Street, Henry Fielding, has formed the Bow Street Runners.

Henry wants to create a force capable of carrying out investigations, a force able to locate and arrest serious offenders. He only wants the best for the job, but he has a limited pool of constables, ex-constables, and thief takers to recruit from. He has the tentative support of the highly influential Duke of Newcastle (who is the Secretary of State responsible for finding some means of halting the rising tide of criminality), but Newcastle intensely dislikes Henry (due to Henry’s previously published satires mocking the Whig government, which included barely veiled personal attacks on the Duke). If the Runners perform poorly, Newcastle will disassociate himself from the experiment.

Henry has started by recruiting only a very small group – he was only given £200 by the Privy Council (the senior politicians who advise the King) to set up the Runners, and it has nearly all gone already. The Runners will have to be hired out, or work for privately offered rewards, in order to sustain themselves. To help drum up trade, Henry advertises the Runners’ services in newspaper articles. He even produces his own news-sheet, which reports on crimes and any successes the Runners might have (alongside lists of stolen items, descriptions of offenders, and appeals for information).

The Runners are, therefore, essentially thief takers, but Henry hopes that his overseeing of them will prevent corruption, and that with success the public might be less hostile, and look at the force more favourably. Henry pays a retainer to the Runners, and the Runners can supplement this with the rewards payable by the government for successful convictions. The Runners don’t patrol like the watch, instead they are dispatched by Henry, or his brother John, to undertake specific missions. Although they have been formed out of



## Chapter 1: London Life

the public purse, they are essentially the Fielding's private force, to be deployed as they see fit.

The Runners have no uniform, the only indication that they are an organised force are the Bow street seals, attached to the end of the staves they carry.

Henry is not only the chief London magistrate. He has also been secretly selected as a special agent of the crown. As such, he is charged with dealing with certain delicate cases, i.e. those that need

handling with extra discretion, so as to avoid scandal or panic. Some of these "special" cases relate to disturbing reports of occult activity, and the prophetic visions experienced by his blind half-brother, and colleague, John. Only a select few, at the very heart of government, know the truth.

For more on the Fieldings, see p.114-115. For more on the Runners, see p.39 and p.128.

### LONDON CANT

**Abbess (or Covent Garden abbess/Drury Lane abbess)/aunt/flesh broker/go between:** a bawd/brothel mistress/procuress

**Academy/buttocking shop/cab/Corinth/nunnery/school of Venus/snoozing ken/vaulting school:** a brothel

**Affidavit-man:** witness for hire, swears to anything for money

**Amuse:** to spin a convincing lie

**Angler/hooker:** petty thief who uses a stick and hook to lift goods

**Autem:** a church

**Back gammon player/indorser/molly:** a sodomite

**Backed/used up:** dead

**Badge/lettered:** branded

**Bandog/fool finder:** a bailiff

**Bang up:** something done well, or a fine thing

**Basket-making/clicket/goat/jigging:** copulation

**Beak:** a justice or magistrate

**Beck:** a beadle

**Belly timber:** food

**Betwattled:** surprised

**Bilk/bubble/chouse/trim/top/wheedle:** cheat

**Bit/chink/darby/iron/kelter/muck/rhino:** money

**Bit the blow:** stolen the goods

**Black box:** a lawyer

**Black Jack:** the Recorder (a senior judge)

**Bleeding cully:** someone easily parted from their money

**Bloody back:** a soldier

**Bloss:** a pretend wife (e.g., of a shop-lifter, or bully)

**Blubber/mummer:** mouth

**Blue ruin/drain/frog's wine/heart's ease/jackey/lightning/sky blue:** gin

**Bobbed/rig:** tricked/a trick

**Boned/roasted;** arrested

**Booby/chaw bacon/clod hopper/hodge:** country fellow (and idiot)

**Botch/stitch:** a tailor

**Boung:** purse

**Boung nipper/nypper** a cutpurse

**Breaking shins:** borrowing money

**Buck:** a debauchee

**Bully/Hector:** a bruiser; someone who pretends to be brave

**Bully back/flash bully:** bully to a bawdy house

**Bum brusher/flaybottomist:** school-teacher

**Bunter:** low female prostitute/beggar

**Burnt:** poked or clapped

**Bus-napper/night magistrate:** constable

**Bus napper's kenchin:** watchman

**Buzman:** pickpocket

**Cabbage:** a bonus that a worker takes, but employers may view as theft

**Cake:** a foolish fellow

**Cap:** assist a cheat

**Capon:** eunuch

**Captain Queernabs:** a shabby scruffy fellow

**Captain Tom:** a mob leader, or a mob

**Carriers:** rogues who keep a lookout for a gang

**Cascade/hash:** vomit

**Case:** a house

**Catch-poll:** a bailiff or sheriff

**Caterpillar:** soldier

**Chafed/clawed off/mauled/tawed/tuned:** beaten/whipped

**Charm/dub:** a picklock

**Chatter/scandal broth:** tea

**Chatts:** lice

**Chates/morning drop/three-legged mare:** the gallows

**Cheese toaster:** a sword

**Cheese it:** be silent

**Chip:** a child

**Chit:** an infant or baby

**Chive or chiff:** a knife, file, or saw

**Churchyard cough:** a cough likely to end in death

**Clammed:** starved

**Clanker/rapper:** a great lie

**Claret:** blood

**Clear/corned/cut/disguised/flustered/foxed/mauled:** drunk

**Clean:** an expert; or very clever



**Click:** a blow; snatch

**Cloy/file/heave/mill/nim/speak with/spice:** to steal or cheat

**Club law:** when a big stick is a better solution than the law

**Cock:** the top man, or best boxer

**Cock bawd:** a male keeper of a bawdy-house

**Cockish:** wanton, forward

**Cock pimp:** the supposed husband of a bawd

**Cock robin:** a soft, easy fellow

**Cog:** cheat with dice; also to coax or wheedle

**Coker/flam:** a lie

**Collar day/Paddington fair day/scragg 'em fair/Sherrif's ball/wry neck day:** execution day

**College/limbo/stone jug/trib:** Newgate or any other prison

**Collector/land pirate/snaffler:** high-wayman

**Corinthians:** frequenters of brothels

**Cove:** a man

**Clap/Covent Garden/Drury Lane ague/French disease/Spanish gout/Venus's curse:** venereal disease

**Covent Garden nun/crack/Drury Lane nun/squirrel/woman of the town/woman of pleasure:** a prostitute

**Cracksman:** a house-breaker

**Crib:** a house (to crack a crib = to break open a house)

**Cripple/half a hog/tizzy:** sixpence

**Crook shanks:** a bandy-legged fellow

**Cull:** a man, honest or otherwise

**Cully:** a dupe

**Dace:** two pence

**Daddles/mawleys:** hands

**Damber/dimber:** a rascal

**Dancy cock:** a drunk

**Dark cully:** a married man who keeps a mistress he only visits at night

**David Jones:** the devil

**Dawb:** bribe

**Death hunter:** an undertaker

**Deep-one:** a sly designing fellow

**Demy-rep:** a woman of doubtful character

**Devil driver:** a parson

**Dewitted:** torn apart by a mob

**Dicked in the nob:** silly or crazed

**Dimber:** pretty

**Dive/fork:** to pick a pocket

**Doxies:** female beggars, wenches, and prostitutes

**Drab/fusty lugs:** a poor old prostitute

**Dubber:** a picker of locks

**Duds/rigging:** clothes

**Earth bath:** a grave

**Alf/manikin:** a short person

**Equipt:** rich

**Fagger/figger:** a little boy put in at a window to rob a house

**Fat cull:** a rich fellow

**Fawney:** a ring

**Fen:** a bawd, or common prostitute

**Fence:** to pawn or sell to a receiver of stolen goods

**Fencing ken:** where stolen goods are secreted

**Fidlam ben:** thieves

**Figdean/hush:** kill

**Fin:** an arm

**Flash:** knowing; a periwig; ostentatious

**Flash panneys:** thieves and prostitutes lodging houses

**Flyers:** shoes

**Fly-flapped/school butter:** whipped/whipping

**Flying giggers:** turnpike gates

**Flymseay:** a bank note

**Fogus:** tobacco

**Fribble:** an effeminate fop

**Fudge:** nonsense

**Gap stopper:** a whoremaster

**Gigg:** nose

**Gigger:** a latch, or door

**St Giles's breed:** fat, ragged, and saucy

**St. Giles's Greek:** the cant language (also called slang, pedlars' French, and flash)

**Gin spinner:** a distiller

**Glimms/goggles/lamps:** eyes

**Grease:** bribe

**Grin:** to be anatomised for murder

**Gyles:** a lame person

**Hempen fever:** death by hanging

**Hempen widow:** one whose husband was hanged

**High flyers:** Tories and Jacobites

**Hocks:** feet

**Hog/twelve:** a shilling

**Hoof:** to travel on foot

**Innocent:** a weak or simple person

**Ivories:** teeth

**Jack nasty face/sea crab:** a common sailor

**Jack-of-legs:** a tall long-legged man

**Jammed/scragg'd/stretched/swung/tucked up/twisted:** hanged

**Jockum gage/jordan/member-mug:** a chamber-pot

**Keeping cully:** someone who keeps an unfaithful mistress

**Ketch/Topping cove:** a hangmen

**Kiddeys:** young thieves

**Kinchin:** a little child

**Knock me down:** strong ale or beer

**Ladybirds:** light or lewd women

**Laid up in lavender:** pawned

**Lambskin men:** judges

**Latitat:** an attorney

**Left-handed wife:** a concubine

**Lily white:** a chimney-sweep



## Chapter 1: London Life

**Little clergyman:** a young chimney-sweep

**Little snakesman:** a little boy burglar who climbs in through a sinkhole

**Lob:** a shop's till

**Lobkin:** dosshouse

**Loll:** a favourite child

**Long meg:** a name for a very tall woman

**Lugs/wattles:** ears

**Lullaby cheat:** an infant

**Lye:** urine

**Mace cove:** a swindler, a sharper, a cheat

**Machines/Mrs. Phillips's wares:** a cundum

**Made:** stolen

**Magg:** a halfpenny

**Maunding:** asking or begging

**Milling cove:** boxer

**Mopsqueezer:** a housemaid

**Muckworm:** a miser

**Mud lark:** scavenger working by the river

**Mumpers/strollers:** beggars

**Natty lads:** young thieves or pickpockets

**Newgate solicitor:** a roguish attorney who assists villains in evading justice

**Nick ninny/ninny:** simpleton

**Nose:** bully; inform

**Nostrum:** a quack medicine

**Old Mr. Grim:** death

**Old Mr. Gory:** a piece of gold

**Old one:** the devil

**Pannam:** bread

**Paum:** palm, conceal in the palm

**Peepy:** drowsy

**Poisoned:** big with child

**Prig napper:** thief taker

**Prigstar:** love rival

**Props:** crutches

**Quill:** an author

**Ramp:** to snatch

**Red lane:** the throat

**Rep:** a woman of reputation

**Resurrection men:** employed by students of anatomy, to steal dead bodies from church-yards

**Ridges:** guineas

**Romboyed:** sought after with a warrant

**Royal scamps:** highwaymen who only rob the rich

**Rum cod:** a good purse of gold

**Rum cove:** a dexterous or clever rogue

**Rum cull:** a rich fool, easily cheated

**Rumdiver:** a dextrous pickpocket

**Rum dubber:** an expert picklock

**Rummort:** a great lady (or Queen)

**Scab:** a worthless person

**Scaly:** mean and sordid

**Scheme:** a party of pleasure

**Scroby:** whipped before the judges

**Scrub:** pauper who does dirty work

**Sharper:** a cheat

**Sing:** Call out

**Sir Reverence:** human excrement

**Smithfield bargain:** not a bargain

**Smoky:** curious, suspicious, inquisitive

**Snabble:** rifle or plunder; also to kill

**Snappers:** pistols

**Squab:** fat person

**Squeaker:** a bastard or any other child

**Stallion:** a man kept by an older lady

**Stomach worm:** hunger

**Strap:** to work

**Tallywags/Twiddle-diddles:** testicles

**Three-penny upright:** a prostitute who will have sex up against a wall, for 3d

**Tip:** give or lend

**Toge:** a coat

**Traps:** constables and thief-takers

**Trotters:** feet

**Turned up:** acquitted

**Tyburn blossom:** a young thief or pickpocket

**Tyburn top:** a fashionable wig worn by rogues

**Under dubber:** a turnkey

**Unrigged:** stripped

**Vamp:** to pawn

**Vinegar:** a person with a whip who keeps the ring clear at boxing matches

**Wagtail:** a lewd woman

**Wedge:** silver plate

**Westminster wedding:** a match between a prostitute and a rogue

**Whiddler:** an informer, or one that betrays the secrets of the gang

**Whip:** a coachman

**Whipster:** a sharp or subtle fellow

**Wibble:** a bad drink

**Wigannowns:** a man wearing a large wig

**Wigsby:** a man wearing a wig

**Winder:** transportation for life

**Winnings:** plunder, goods, or money acquired by theft

**Wiper:** handkerchief

**Wooden ruff:** the pillory

**Yaffling:** eating

**Yellow boys:** guineas

**Yoked:** married



# Chapter 2: Character Creation

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Before players can begin a game of *Dark Streets*, they must each (apart from the Games Master) create an Investigator character. This should probably be done as a group to make sure that a coherent investigating party is generated, and that characters don't have irreconcilable differences that would prevent them working together. Creating a character involves a number of stages:

- **Characteristics:** Roll dice to determine the values of your character's main Characteristics - Strength (STR), Constitution (CON), Size (SIZ), Intelligence (INT), Power (POW), Dexterity (DEX), and Charisma (CHA).
- **Attributes:** These are secondary attributes based on your Characteristics. They are Damage Modifier (DM), Hit Points (HP), Major Wound Level (MWL), Sanity Points (SPs), Major Insanity Level (MIL) and Movement Rate (Move).
- **Common Skills:** This is a list of skills that everyone can "have a go" at. They all start at a level based on your character's Characteristics, and can be raised later in the character generation process.
- **Previous Experience:** This is where your character really begins to take shape. First you must decide whether you are going to be a **Runner** or a **Consultant**, and then what **Profession** he or she followed before taking to a life of fighting crime. Each of these choices will give your character new skills. Your **Social Class** will determine how much money the character has to spend on equipment before play begins.
- **Free Skill Points:** You have 300 points to spend on increasing your character's existing skills and buying new skills.
- **Finishing Touches:** Decide on a name, sort out your starting equipment, and give your character Hero Points.

## Characteristics

These are the primary building blocks of your character. All characters and creatures have seven Characteristics, which give the basic information about the character's physical, mental and spiritual capabilities. As well as being useful indicators of how to role-play the character, they are the scores that skills are initially based upon.

The Characteristics are:

**Strength (STR):** Your character's brute force, Strength affects the amount of damage he or she deals, what weapons he or she can wield effectively, how much he or she can lift and so on.

**Constitution (CON):** A measure of your character's health, Constitution affects how much damage he or she can sustain in combat, as well as his or her general resistance to disease and other illnesses.

**Dexterity (DEX):** Your character's agility, co-ordination and speed of reaction, Dexterity aids your character in many physical actions, including combat.

**Size (SIZ):** This is an indication of your character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he or she can absorb damage.

**Intelligence (INT):** Your character's ability to think around problems, analyse information and memorise instructions.

**Power (POW):** Perhaps the most abstract Characteristic, Power is a measure of your character's life force and the strength of his or her willpower.

**Charisma (CHA):** This quantifies your character's attractiveness and leadership qualities.



## Chapter 2: Character Creation

### ROUNDING

Numbers in *Dark Streets* are usually rounded up to the nearest whole number.

## GENERATING CHARACTERISTICS

Roll 3D6 five times, and assign the numbers to STR, CON, DEX, POW, CHA as you wish.

Roll 2D6+6 twice, and assign the numbers to INT and SIZ.

## Attributes

Attributes are a set of secondary scores that define your character's potential to do and take damage. Attributes are determined from the character's Characteristic scores.

**Damage Modifier (DM):** The Damage Modifier applies whenever your character uses a melee or thrown weapon. It is calculated by adding the character's STR and SIZ together, since bigger, stronger, characters deal out more damage than smaller, weaker characters. The Damage Modifier is calculated by consulting the following table.

STR + SIZ	Damage Modifier (DM)
1-10	-1D6
11-15	-1D4
16-25	0
26-30	+1D4
31-45	+1D6
46-60	+2D6
61-75	+3D6
76-90	+4D6
Every additional +15	An additional +1D6

**Hit Points (HP):** These represent your character's general health and physical wellbeing. They determine how much damage your character can sustain before he or she begins taking Grave

Wounds and possibly dying. Hit Points equal Size plus Constitution divided by 2, rounded up.  $(SIZ + CON)/2$ .

**Major Wound Level:** When your character takes this amount of damage or more in one blow, he or she suffers a Serious or Grave Wound (depending on whether current Hit Points remain above or fall below zero). Major Wound Level is equal to Total Hit Points divided by two, rounded up.  $HP/2$ .

**Movement Rate:** This is the distance in metres that a character can move in a five second Combat Round. All human characters have a Movement Rate of 15 metres.

**Sanity Points (SP):** These represent your character's mental well-being. They determine how much mental damage your character can sustain before he or she begins gaining Major Insanities and possibly going completely insane. Sanity Points are equal to the Investigator's POW.

**Major Insanity Level (MIL):** When your character takes this amount of mental damage in one shock, he or she suffers a Temporary or Permanent Insanity (depending on whether Sanity Points remain above or have fallen below zero). Major Insanity Level is equal to total Sanity Points divided by two, rounded up.  $POW/2$ .

## Common Skills

Your character has a number of Common Skills that allow him or her to perform a variety of actions with varying degrees of expertise. Each Common Skill is set by totalling two Characteristics. These are listed on your character sheet and on the next page. Work out your character's base values for each skill - you will be given the opportunity to increase these values later in the character creation process. Skills and their use are described in the Skills chapter.



Common Skill	Starting level
Athletics	DEX+STR
Close Combat	INT+STR
Culture (Own)	INT x2
Dance	DEX+CHA
Dodge	DEX x2
Drive	DEX+INT
Evaluate	INT+CHA
First Aid	DEX+INT
Gun Combat	INT+DEX
Influence	CHA x2
Insight	INT+POW
Lore (Regional)	INT x2
Perception	INT+POW
Persistence	POW x2
Ranged Combat	INT+DEX
Resilience	CON x2
Ride	DEX+POW
Sing	POW+CHA
Sleight	DEX+CHA
Stealth	DEX+INT
Unarmed Combat	STR+DEX

## Previous Experience

There are two types of Investigators in *Dark Streets* - Runners and Consultants. Whether your character is a full-time member of the Bow Street Runners, or someone brought in by the Runners for his or her specialist knowledge, will depend very much on the Investigator's Social Class and Profession.

Determining previous experience is a two stage process:

- Firstly, decide whether your character is a Runner or a Consultant. This will affect your starting skills and which Professions are open to your Investigator.
- Secondly, determine your Investigator's Profession, how he or she made, or makes, his or her living.

### GENDER ROLES IN DARK STREETS

In the real world of 18<sup>th</sup> century London, a woman would never be allowed to become a Bow Street Runner, which is why we have created the role of Consultants, to widen the options for characters within the game. Having said that, there were no tentacled monstrosities in the real world of 18<sup>th</sup> century London either, so if you want female Runners in your game, don't let overly pedantic historians stop you - it's your game, you can play it how you like!

It is worth noting that, while these Professions should cover most suitable Investigators, if you want to play an Investigator who doesn't fit the mould, it should be possible, with your Games Master's permission.

## RUNNERS AND CONSULTANTS

### RUNNER

*You are an agent of Henry Fielding, London's Chief Magistrate. You are tasked with investigating crimes, breaking up gangs, guarding important people and places, and generally upholding the law in London, or anywhere else in England that Fielding chooses to send you. You might see yourself as a thief taker, albeit one with an especial loyalty to the Fieldings; or as a special form of constable. However you see yourself, you are likely to be greeted with hostility by most people - who will view you as a mercenary and assume that you are corrupt. In law, Runners only have the same authority as any private citizen. This means that although you may make a citizen's arrest for felonies, or to prevent violence and affray, you may not officially arrest people for misdemeanours without a magistrate's warrant.*

Runners are expected to be fit, healthy, male, and good in a fight. They are likely to come from the working class. The middle class, gentry and nobility are unlikely to lower themselves to such a career, unless (with the Games Master's permission) they have been disgraced or fallen on hard times.



## Chapter 2: Character Creation

A Bow Street Runner's Suitable Profession (see below) is the trade he followed *before* joining the Runners (remember, they are a very new venture).

For more on the Bow Street Runners, see p.128.

**Skills Bonuses:** Runners get the following skill bonuses, which are added to the current level of the skill:

*Common Skill Bonuses:* Athletics +10, Close Combat +20, Culture (Own) +30, Dodge +10, Influence +10, Lore (Regional) +30, Ranged Combat +10, Unarmed Combat +20

*Advanced Skills:* Language (English) +50, Language (Thieves Cant) +10, plus any two of the following at base level: Disguise, Lore (London), Streetwise

**Suitable Professions for a Runner character are:** Craftsman, Highwayman, Rook, Ruffian, Sailor, Scholar, Smuggler, Soldier, Spy, Thief, Thief-taker, Vagabond, Valet, Watchman

### CONSULTANT

*You have been brought in by Henry Fielding, London's Chief Magistrate, to help his police force, the Bow Street Runners, in an advisory capacity. You may have special skills, knowledge or contacts which can help the Runners in their enquiries, and work closely alongside them on criminal investigations in London and anywhere else in England that Fielding requests your assistance.*

Consultants are experts brought in by the Fieldings for their experience, expertise or contacts – they do not need to be quite so combat-oriented, and women can be Consultants. They can come from any level of society, and may be called in for a particular investigation, or may be retained by Fielding in a permanent advisory capacity. Players and Games Master should work together to come up with a good reason for the Consultant to be a member of the group.

A Consultant's Profession is the trade they are currently following (when not advising the Bow Street Runners).

**Skills Bonuses:** Consultants get the following skill bonuses, which are added to the current level of the skill:

*Common Skill Bonuses:* Culture (Own) +30, Influence +10, Lore (Regional) +30, plus 80 points to spend on the following skills (No more than +30 in any one skill): Dance, Dodge, Drive, Evaluate, First Aid, Insight, Perception, Ride, Sing, Sleight, Stealth

*Advanced Skills:* Language (English) +60, plus any two of the following at base level: Commerce, Courtesy, Culture (other), Healing, Language (other), Lore (type), Mechanisms, Oratory, Research, Seduction, Streetwise, Survival, Teaching, Track

**Suitable Professions for a Consultant character are:** Clerk, Courtier, Entertainer, Journalist, Lord or Lady, Merchant, Physician, Politician, Preacher, Lady's Maid

## PROFESSION

Your Investigator's Profession defines how your Investigator earned or earns his living. If you are a Runner, this is your previous profession, something that led the Fieldings to think you have the right skills for the job. If you are a Consultant, your Profession will be your current occupation, your investigations with the Runners being a sideline which makes use of your professional talents.

Each Profession gives your character bonuses to some Common skills (add the numbers in the description to your existing skill levels) and allows you to open some Advanced skills at their base level (See the Skills chapter for details of Advanced skills). If you already have a listed Advanced skill, you may choose to add +10 to it.

As your Investigator gains experience during play, he or she may be able to increase the skills of his or her Profession, or may choose to learn new skills associated with their new investigative lifestyle.

### CLERK

**Common Skill Bonuses:** Influence +15, Insight +10, Lore (Regional) +5, Persistence +15



## Chapter 2: Character Creation

### SOCIAL CLASS

While social class has little effect on your character in rules terms (except when it comes to calculating your investigator's starting cash), it is worth thinking about when it comes to deciding your character's background. The social classes in a *Dark Streets* game can be broken down into:

**Working Class:** You grew up in the narrow, crowded streets of one of the poorer parts of the city, among many others who have given up the rural life in the hope of making a living in an urban situation. Most Runners are from this class.

**Middle Class:** You are part of the growing class of people whose families have risen from their humble origins by dint of hard work and good fortune. With the breakdown of the old feudal social order, it has become possible for people to be relatively well-off without being a member of the landed classes.

**Gentry:** You are part of the solid, land-owning gentry whose people have ruled the country districts since time immemorial - or at least that's what you say. It could be that your family gained a title in your grandfather's day when your grandfather bought a peerage. You probably have a town house when you are "up in London" but like to rest at the weekend on your country estate.

**Nobility:** You are very rich indeed. So rich, in fact, that thinking about money is something you almost never do - you have minions to think about such things for you. Your family can almost certainly trace its ancestry back hundreds of years, and you have moved in circles of high influence all your life.

**Advanced Skills:** Art (Writing)

*Plus choose one from Lore (Law), Oratory, Research, Teaching*

Whether working for a private individual (e.g. a Merchant), for the state (e.g. collecting taxes), or for yourself (e.g. as a lawyer), you spend most of your time sifting through ledgers, putting records in order, making notes, managing accounts, or performing some other bureaucratic function.

### COURTIER

**Common Skill Bonuses:** Influence +15, Lore (Regional) +5, Perception +5

*Plus choose from Sleight or Dance at +5*

**Advanced Skills:** *Choose two from Courtesy, Lore (Art), Lore (Noble Families), Lore (Politics), Oratory, Play Instrument, Research*

You are either a functionary (a diplomat, personal body servant to the ruling family, a civil secretary, etc.), or a "hanger on", at the Royal court. You might be a family friend of the monarch, a courtesan, or merely a wealthy social butterfly and high-class gossip. Ordinary people will be suspicious of your influence over the great and the good. Blaming the bad advice of courtiers for any faults in governance is a commonplace attitude (and far safer than blaming the monarch!).

### CRAFTSMAN

**Common Skill Bonuses:** Evaluate +20, Influence +5, Persistence +5

**Advanced Skills:** Craft (any)

*Plus choose one from Craft (any other), Engineering, Mechanisms*

You are engaged in the manufacture of goods, working in a trade where some level of skill and expertise is required. Most of your time is spent making things, rather than selling. You will probably have started out as a lowly apprentice, and by now will have become either a jobbing journeyman, or achieved the status of a master craftsman. In many societies, women work as craftswomen, but are not officially recognised by, or able to achieve a position within, the various Guilds and Associations that represent the trades.



## Chapter 2: Character Creation

### ENTERTAINER

**Common Skill Bonuses:** Dance +10, Lore (Regional) +5, Sing +10

**Advanced Skills:** Art (any)

*Plus choose two from* Art (any other), Disguise, Play Instrument (any), Play Instrument (any other), Seduction

You make your money entertaining others. You may be a playwright or player, working in a theatre. Or you may work in the sex trade as a prostitute, courtesan, or molly-boy. Perhaps you are a wandering musician or story-teller, or part of a troupe of travelling players, or a circus performer.

### HIGHWAY

#### MAN

**Common Skill Bonuses:** Evaluate +10, Gun Combat +10, Influence +5, Lore (Regional) +5, Perception +10, Ride +10, Stealth +5,

**Advanced Skills:** Courtesy, Dual Weapons (Sword and Pistol), Streetwise

You make a living stealing from travellers. Wearing your mask or hood, you hold up coaches and ambush riders. You are possibly notorious, a hero or anti-hero, to be admired and/or feared. Perhaps you have taken to highway robbery through necessity, or perhaps you just enjoy the excitement. You might redistribute some of your ill-gotten gains, or be intent on accumulating your own fortune.

### JOURNALIST

**Common Skill Bonuses:** Insight +10, Lore (Regional) +15, Persistence +15

**Advanced Skills:** Art (Writing), Lore (Politics)

*Plus choose one from* Courtesy, Craft (Printing), Lore (Theology), Research, Streetwise

You are a newshound. You might specialise in writing satirical pamphlets, lurid stories of scandal and intrigue, political tracts or religious texts. You probably take a keen interest in the issues of the day, and are always on the lookout for sensational news.



### LORD OR LADY

**Common Skill Bonuses:** Influence +10, Persistence +5, Riding +5

*Plus choose two from* Close Combat +10, Dance +10, Gun Combat +10, Riding +10

**Advanced Skills:** *Choose two from* Courtesy, Culture (other), Language (Own), Dual Weapons (Sword and Main

Gauche), Lore (any), Play Instrument

You are an aristocrat. You probably inherited a title (and accompanying entitlements, such as estates and tithes) at birth; or perhaps your family has been raised to the aristocracy more recently, in recognition for services rendered to your monarch. Your family probably has great power in the regions where their lands are located.



## Chapter 2: Character Creation

### MERCHANT

**Common Skill Bonuses:** Evaluate +20, Influence +5, Lore (Regional) +5

**Advanced Skills:** Commerce, Language (other), Lore (Logistics), Shiphandling

You are a trader, spending most of your time buying and selling. You might run a respectable shop, or stall, in a busy market town; or you might be an extremely wealthy importer/exporter, middle man and/or banker.

### PHYSICIAN

**Common Skill Bonuses:** Evaluate +5, First Aid +20, Lore (Regional) +5, Perception +10

**Advanced Skills:** Courtesy, Healing

You may be a university-educated doctor, a barber-surgeon, or a dealer in herbal remedies and potions. Whatever your methods and class, you know how to heal wounds, cure diseases, and the like.

### POLITICIAN

**Common Skill Bonuses:** Influence +15, Lore (Regional) +5, Perception +5

**Advanced Skills:** Lore (Politics), Oratory

You have worked as a full time politician, making speeches, drafting or advising on laws, and generally lobbying for your interests. You might sit in parliament, or have some position in government due to patronage or your own family's high status.

### PREACHER

**Common Skill Bonuses:** Influence +15, Lore (Regional) +5, Persistence +10

**Advanced Skills:** Beliefs (Own), Lore (Theology), Oratory

You are a person of faith, probably appointed by the church hierarchy, to preach, offer spiritual guidance and admonish sinners.

### ROOK (CON-MAN)

**Common Skill Bonuses:** Influence +15, Insight +15, Sleight +15

**Advanced Skills:** Courtesy, Disguise, Gambling, Streetwise

You make your living playing (or cheating at) games of chance.

### RUFFIAN

**Common Skill Bonuses:** Athletics +10, Close Combat +15, Evaluate +5, Perception +10, Stealth +5, Unarmed Combat +15

**Advanced Skills:** Streetwise

You are (or were) a member of a criminal gang, operating within a town. You probably make your money through mugging, extortion, or as a thug for hire.

### SAILOR

**Common Skill Bonuses:** Athletics +15, Lore (Regional) +5, Resilience +5

**Advanced Skills:** *Select two from* Boating, Culture (other), Language (other), Shiphandling

You work aboard a ship, possibly as a lowly ordinary seaman, perhaps as a skilled member of the





## Chapter 2: Character Creation

senior crew. You might even be a ship owner (although to be classed as a Sailor rather than a Merchant, you must have spent considerable time at sea).

### SCHOLAR

**Common Skill Bonuses:** Culture (Own) +10, Evaluate +5, Lore (Regional) +5, Persistence +10

**Advanced Skills:** Lore (any), Research

*Plus choose one from Lore (other)*

You have devoted your life to the acquisition of knowledge. You might be an educator, or a student. Whether you have access to extensive libraries or universities will depend on where you live - you might have had to travel far from home to complete your studies.

### SMUGGLER

**Common Skill Bonuses:** Evaluate +10, Insight +5, Lore (Regional) +15, Perception +10, Sleight +10

**Advanced Skills:** Commerce, Streetwise

*Plus choose two from Courtesy, Disguise, Gambling, Shiphandling*

Whereas honest Merchants pay taxes, or duty on imports, you avoid them. Likewise, you might ignore various embargoes or trade treaties, prohibiting dealing with enemy nations, or in forbidden trades. You might be involved in moving goods about, on land or at sea; providing safe-houses and storage for a smuggling ring; or in the selling on of black market produce.

### SOLDIER

**Common Skill Bonuses:** Athletics +20, Dodge +5, Resilience +5

*Plus pick two from Close Combat +10, Gun Combat +10, Ranged Combat +10, Unarmed Combat +10*

**Advanced Skills:** Lore (Tactics)

*Plus choose one from Artillery, Engineering, Lore (Siegeworks), Mechanisms*

*And one from Drive, Dual Weapons (pick two weapons), Ranged Combat (Bows)*

You have fought in the army as a soldier. You might fight for your Lord, for the monarch, your

nation, your religion, or some combination of all of them. You might be a professional soldier, in for the long haul (or, at least until the pay dries up), an enthusiastic volunteer, or an unwilling levy.

### SPY

**Common Skill Bonuses:** Dodge +5, Insight +5, Lore (Regional) +5, Perception +5, Persistence +5

*Plus choose one from Sleight +5, Stealth +5*

**Advanced Skills:** *Choose two from Disguise, Beliefs (other), Culture (other), Language (other), Track*

You deal in secrets, spreading disinformation or recovering secret information for your paymasters. You might be motivated out of loyalty to the organisation or nation you work for, or you might just be in it for the money, for the adventure, or simply to save your own neck. You might even be a double agent, pretending to spy for one group, while secretly working for another.

### THIEF

**Common Skill Bonuses:** Athletics +10, Evaluate +10, Perception +10, Sleight +10, Stealth +10

**Advanced Skills:** *Choose one from Disguise, Mechanisms, Streetwise*

You take other people's property - you might work as a burglar, pickpocket, cutpurse or fence. Or perhaps you are a rich Gentleman/Lady Thief, stealing for the thrill of it, rather than from necessity. Whoever you are, don't get caught, as the penalties will likely be severe

### THIEF-TAKER

**Common Skill Bonuses:** Close Combat +10, Gun Combat +10

*Plus choose four from Athletics +10, Dodge +10, Driving +10, Evaluate +10, Ranged Combat +10, Resilience +10, Riding +10, Unarmed Combat +10*

**Advanced Skills:** Streetwise

*Plus choose two from Disguise, Dual Weapons (weapon & weapon), Gambling, Lore (London), Survival, Track*



You are a bounty-hunter, who tracks down criminals for money. Maybe you are completely honest, or perhaps you are prepared to change sides if the criminal you are seeking offers you enough. Whatever your morals, you are streetwise and not afraid of violence.

### VALET OR LADY'S MAID

**Common Skill Bonuses:** Insight +10, Lore (Regional) +5, Resilience +10

*Plus choose two from Athletics +10, Drive +10, First Aid +10, Ride +10, Unarmed Combat +10*

**Advanced Skills:** Choose two from Art (any), Courtesy, Craft (any), Lore (any), Play Instrument, Track

You are a personal servant, paid by your master/mistress to manage their household, attend to their person, and act as a travelling companion.

### WATCHMAN

**Common Skill Bonuses:** Athletics +15, Close Combat +20, Lore (Regional) +10, Resilience +15, Unarmed Combat +10

**Advanced Skills:** Lore (Law), Streetwise

Your job is to patrol your allotted area, on the lookout for criminals. You might be a town watchman, keeping the streets safe, or may work for a private individual or organisation, guarding a warehouse, mansion, public building etc. You are likely the only "police force" in the area.

## Free Skill Points

At this stage, your character receives 300 additional skill points. You can add these free skill points to your character's skills in the following ways:

- Add to a Common skill score.
- Add to an Advanced skill score, as long as the character already possesses the skill.
- Purchase an Advanced skill. This costs 10 free skill points and the Advanced skill starts at its basic Characteristic-derived score.

No single skill can benefit from more than 30 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than a further 20 points.



## Finishing Touches

Your character is almost finished. Only a few more things need to be decided.

### NAME

Choose a name that you think suits your Investigator.

### LOOKS

What does your character look like? What is his or her hair and eye colour? What is he or she like physically? A character with high SIZ and high STR would be big and muscular, whereas a high



## Chapter 2: Character Creation

SIZ and low STR would tend to suggest obesity. A character with high CHA might be physically attractive, while one with high POW might dominate by force of personality. A character with high DEX will likely be graceful or at least clever with his or her hands.

### OPTIONAL RULE: ORGANISATION

There are a number of organisations described in Chapter 9 (p.128) of which your Investigator could be a member. Some can only be chosen with the Games Master's permission. If you choose one of these organisations, you may at some point find your loyalty split between your duty to the Runners and your loyalty to your chosen organisation. How you role-play this is up to you.

### EQUIPMENT AND CASH

Your Investigator begins play with the following equipment.

- A set of clothing suitable for your social class and profession.
- Several small items of personal value – a crucifix, a family Bible, a good luck charm, etc.
- One weapon suited to your character's skills.
- The minimum tools of your Profession's trade, chosen from the Equipment chapter.

On top of that, all Runners (though not Consultants) get:

- A Runner's Club (see p.96) as a weapon and symbol of their office.

Your character also begins play with money to spend on extra equipment, based on their Social Class. Remember that this money may not represent *all* an Investigator's worldly wealth – a Nobleman may own a huge house and rolling acres of farmland, a Townsman may have a tumble-down hovel in the Rookery; but these will not be readily convertible into cash.

**Working Class:** 2D6 x 10 shillings

**Middle Class:** 4D6 x 10 shillings

**Gentry:** 4D6 x 20 shillings

**Nobility:** 6D6 x 30 shillings

Equipment can be bought from the Equipment chapter.

### ARMOUR POINTS

Armour is rare in civilian society in 18<sup>th</sup> century London, and very few Investigators are likely to have any armour heavier than a leather jacket (Very Light Armour); but there's always going to be someone who decides that digging out his grandfather's plate mail is the best way to defend against the minions of the Mythos.

Armour comes in five general types, each representing an overall level of protection. Armour only provides half the protection (rounded down – an exception to the usual rule of rounding up) against most guns, unless the gun is fired beyond its normal range. To remind you of this, Armour Points are listed as two numbers separated by a slash – the full APs, followed by the protection against guns.

**Very Light Armour:** 1/0 Armour Point(s)

**Light Armour:** 2/1 Armour Point(s)

**Medium Armour:** 3/1 Armour Points(s)

**Heavy Armour:** 4/2 Armour Points

**Very Heavy Armour:** 5/2 Armour Points

See the Equipment chapter for more information on what these categories mean. A character's *full* Armour Points are subtracted from his or her DEX and INT for the purposes of calculating combat order.

### HERO POINTS

Your character begins play with 2 Hero Points. They can be used in various ways to alter dice rolls, make wounds and insanity less severe, etc. See Hero Points, p.78, for more details.



# Chapter 3: Skills

While Characteristics and Attributes describe a character physically and mentally, Skills describe what the character can actually *do*; things he or she has learned, whether intellectual knowledge or practical skills.

As has been said before, there are two sorts of Skills in *Dark Streets*. Common Skills are those that anyone can “have a go” at, while Advanced skills are those that need some training or study.

## Skill Tests

If an Investigator wants to attempt something, the player should describe what that task is, and then roll dice to see whether the Investigator succeeds. Roll D100 and compare this to the relevant skill’s score. If the dice roll is equal to or less than the skill’s score, the attempt is successful. If the total is greater than the skill’s score, then it has failed.

The Games Master makes skill tests for NPCs, as required.

It should be noted that skill tests should not be asked for all the time.

*Example:* A skilled weapon maker, who constructs flintlock pistols for a living all day every day should not be required to make a skill roll every time he makes a new weapon. But if he is commissioned to make a new type of gun, or an especially ornate pistol for the local duke, a roll would be required.

## DIFFICULTY & HASTE

Sometimes, the Games Master may give bonuses or penalties to a skill roll, depending on circumstances.

### DIFFICULTY

Not all tasks are equally difficult. Climbing a cliff with a rope on a calm day is not as difficult as

climbing a cliff without a rope in a howling storm. If a task is particularly easy, the Games Master should probably not even bother asking for a roll. Conversely, if a task is particularly difficult, the Games Master may legitimately rule that it’s impossible and bound to fail. Otherwise a bonus or penalty can be applied to the character’s skill, using the table below as a guide.

### HASTE

Sometimes, time is off the essence. If a character needs to get something done within a limited time (such as setting an explosive charge below the Houses of Parliament before the guards make their next circuit of the cellars), the Games Master may apply a penalty to a skill roll.

Equally, if a character has plenty of time and wishes to take extra care to get things right (such as the aforementioned weapons maker wanting to get the duke’s new pistol absolutely perfect), more time may be taken, giving a bonus to the skill roll.

### DIFFICULTY AND HASTE MODIFIERS

Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, ‘stacking’ to make one final bonus or penalty.

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60
Easy	Five times normal time	+40
Simple	Double normal time	+20
Normal	Normal time	0
Difficult	-	-20
Hard	Half normal time	-40
Very Hard	-	-60
Nearly Impossible	Almost instantly	-80

*Example:* Our weapons maker has been asked to make an intricate and original pistol. The Games Master



## Chapter 3: Skills

rules this is a Very Hard task which gives a penalty of -60. However, the character decides to spend more time on the item, as it is such a lucrative commission. He decides to spend 5 times the usual amount of time it would take him to craft a pistol in manufacturing the piece, which gives a +40 modifier. Overall, the weapon maker makes his skill test at -20.

It must be noted that some tasks do not lend themselves to being performed faster or slower. You cannot cook a better roast chicken by roasting it for ten times as long – you just end up with a burnt chicken!

### CRITICAL SUCCESSES

Sometimes a character performs a task especially well. If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved (e.g. A character with 70% in a skill would get a critical success on a roll of 7 or less – remember, always round to the nearest whole number).

The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

Special rules apply to Critical Successes during combat and spell-casting – see the relevant chapter for details.

### FUMBLES

Nobody succeeds all the time, and very occasionally, things go horribly wrong. Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the task.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result, which actually makes further actions more difficult.
- The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Fumbles during combat can be especially dangerous – see the Combat chapter for details.

### AUTOMATIC SUCCESS & FAILURE

No matter how unpractised you are at a skill, and no matter how great the odds stacked against you are, there's always the chance that you'll get lucky. However low your skill, and whatever the penalties to your roll, any test result of 01 to 05 is an automatic success.

Equally, even a master of his art can have a bad day, or make an error of judgment. No matter how high your skill, and no matter how big a bonus you have to the task, any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

### OPPOSED TESTS

Sometimes two characters are in direct competition with each other – whether this be two characters arm wrestling (Athletics vs Athletics) or a guard trying to spot an Investigator who's hiding (Perception vs Stealth).

Opposed tests are made by both characters attempting the relevant skill test. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

#### ONE CHARACTER SUCCEEDS

If one character succeeds their test and the other fails, the successful character has won the opposed test.



### **WHEN TO CALL FOR A SKILL TEST**

**When the outcome of the character's action is in doubt** or, as in the example of the weapon maker, when the character wants to push himself beyond his expected capacity. If it's not clear cut that a character can perform a task the Games Master is well within his rights to call for a skill test.

**When it is dramatically appropriate and raises tension in the game.** Think carefully before asking for a skill test. Skill tests should be like those moments in a thriller where you are on the edge of your seat and the story could go either way. If the overall result of asking for a skill test is that it will provide the player a success of minor import, such as a small scrap of information on a Lore roll, just give the player the success without asking for a roll. If the situation is more life or death, describe it as such, highlighting the tension, and ask for a skill test. Where there are definite consequences to a failed skill test, such as falling off a narrow window ledge if an Athletics skill test is failed, the player should be warned before the Investigator risks taking the action.

### **WHEN NOT TO CALL FOR A SKILL TEST**

**Instead of good story telling and role-playing.** If the game is flowing nicely as a result of the players and Games Master engaging in conversation and weaving a strong, exciting story that is keeping everyone happy and entertained through role-playing, then think twice about breaking that mood by asking for a skill test.

**Simply to provide drama and tension in game.** The Games Master should never substitute a good description of the scene that the players find themselves in for a series of dice rolls.

**If a similar skill test has just been made.** It is tempting to ask for a series of skill tests to simulate a difficult or arduous task, such as climbing an especially difficult cliff, or tracking an opponent through a dense jungle. Don't. All this does is break player immersion in the game, creating frustration and boredom as several meaningless rolls are made. Instead, ask for a single skill test and modify it to reflect the difficulty of the task. Do not ask for another until the circumstances significantly change.

### **BOTH CHARACTERS SUCCEED**

Whoever rolled the highest in their skill test wins the opposed test. However, if one character rolls a critical while the other rolls an ordinary success, then the character who rolled the critical, which is regarded as a higher level of success, wins.

### **BOTH CHARACTERS FAIL**

If both characters fail, the test is a complete failure, with no success for either side.

## **VERY HIGH SKILLS**

Characters with skills over 100% are considered masters of their chosen skill; they very rarely fail, and quite often perform tasks that many would think impossible. However, even a master has an off day. If a character's skill is over 100%, then the normal rule that 95-00 is a failure does not apply - but 00 is still a fumble.

### **VERY HIGH SKILLS AND OPPOSED TESTS**

In opposed skill tests, characters with skills of over 100% are considered to have succeeded automatically, unless the person they're up against manages to roll a critical success. Of course, the master may also roll a critical success, in which case, the highest critical success wins. In the case of two masters facing off against each other, the highest roll wins, but a critical success trumps a high roll.

## **ASSISTANCE**

Sometimes characters will want to help each other in a task, whether it be trying to pull a wagon out of the mud or writing a play. In such a case, one of the characters (usually the one with highest relevant skill) is the primary character, and the others are assisting characters. Every assisting character adds his critical score (10% of his skill) to the primary character's skill, and the primary character then rolls to see if the project was successful.



# Common Skill

## Descriptions

The following are skills in which everyone has some ability.

### ATHLETICS (STR+DEX)

This broad skill covers a range of athletic activities useful to Investigators, including acrobatics, climbing, jumping and swimming.

*Acrobatics:* An Athletics test allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Athletics test. A successful Acrobatics test will also halve the damage suffered from falling.

*Brute Force:* Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging. Rather than the normal Characteristics, brute force Athletics tests rely on STR+SIZ rather than STR+DEX.

*Climbing:* Given adequate time enough hand and footholds, a character can climb any surface without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement as a Combat Action. A character can double the rate of his climb or descent by taking a -20 penalty on his Athletics test.

*Jumping:* In general, a successful Athletics test allows a character to jump up to twice his own height horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved. Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative -20 penalty is bestowed for every extra metre the character is trying to jump.

*Swimming:* Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal - swimming while heavily encumbered or in strong currents, for example.

### CLOSE COMBAT (INT+STR)

This ability allows the use of cudgels, knives, swords, shields and the like in close combat.

### CULTURE (OWN) (INT X2)

All characters begin with some knowledge of their own culture. It covers such things as polite forms of greeting people, things that it is not considered seemly to speak about, when to remove a hat in front of a superior, etc. Most of the time, a character will not need to roll this, but if in an unusual situation (a townsman at a noble's ball, a member of the gentry trying to pass herself off as a fishwife, etc.) a roll will be required. On a failure, the character will seem a little odd, on a

### A NOTE ON WEAPON SKILLS

There are four Common combat skills; Close Combat, Gun Combat, Ranged Combat, and Unarmed Combat. These represent a character's ability to pick up a weapon and have at least *some* chance of doing some damage to an opponent, though some Professions will have no actual experience of weapons at the beginning of play.

Some weapons count as Advanced Skills - a character not trained with one of these weapons can still "have a go" with his or her basic weapon skill, but will find it Hard (-40) to use that weapon. If this penalty takes their weapon skill below 0, the character can only be successful on a roll of 1-5, and can never have a critical success.

The Advanced Weapon Skills are Ranged Combat (Bows) and the specialist weapons skill Dual Weapons (*weapon & weapon*). This last skill works slightly differently to most skills - see the skill description.



fumble the character has made a complete mess of things and either completely embarrassed himself or, worse still, caused great offence.

### **DANCE (DEX+CHA)**

A successful test on the Dance skill will result in a good dance, and the audience or partner will be pleased by the character's performance. If a character is in an unusual situation (an English nobleman attempting a Scottish reel, a German peasant at an English court ball), penalties may be applied.

### **DODGE (DEX x2)**

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when using either the dodge or dive Reaction in combat. See the Combat chapter for more information.

### **DRIVE (DEX+INT)**

The Drive ability allows control over a horse drawn vehicle. If a character is driving a wagon or similar vehicle at not more than a walking pace across flat terrain, a Drive test will never be required. Tests become required when a character wants to do something out of the ordinary with a vehicle - traverse treacherous terrain, jump obstacles and so on.

### **EVALUATE (INT+CHA)**

The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. If an object is particularly common or obscure a bonus or penalty might be applied to the test. A success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value).

### **FIRST AID (DEX+INT)**

This is the ability to give a character quick medical attention. It can help heal minor wounds, but the Healing skill is needed for more serious injuries. A character may apply First Aid to himself,

though there is a -10 penalty. It normally takes at least 1D3 Combat Rounds to administer First Aid. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs.

A character who has had First Aid administered may not benefit from another First Aid roll unless he or she takes further damage. The use of First Aid requires suitable medical equipment such as bandages or salves.

Injury	Treatment
Unconsciousness	A successful First Aid test can revive an unconscious character, though a penalty may apply to a character who is drugged or intoxicated.
Minor injury	A successful First Aid test on minor injuries (loss of Hit Points) will heal 1D6 Hit Points.
Serious Wound	A successful First Aid test on a Serious Wound will heal 1D6 points, but will not remove the effects of the Serious Wound unless all Hit Points are restored.
Grave Wound	First Aid cannot remove the effects of a Grave Wound, though it will restore 1D6 Hit Points. A successful First Aid roll followed by 8 hours complete rest will restore a Gravely Wounded character to 0 Hit Points.

### **GUN COMBAT (INT+DEX)**

The Gun Combat skill gives the ability to use black powder weapons in combat.

If a character has never previously used a gun, a successful Gun Combat roll must be made to understand how to load the gun successfully. On a failed roll, the gun does not fire; on a fumble, the user inflicts the gun's damage on himself.

### **INFLUENCE (CHA x2)**

Influence is the ability to persuade another to change his mind about something. Influence tests are normally opposed by Perception, Persistence or another's Influence skill and are modified by how much a character is trying to change an opponent's mind.

### **INSIGHT (INT+POW)**

Insight is the ability to figure out another character's motivations by listening to their voice,



## *Chapter 3: Skills*

watching their body language, etc. It can be used to decide if someone is lying, whether they are nervous, if they're not telling the whole truth and the like. This roll should usually be made secretly by the Games Master – on a failed roll, no information is forthcoming and on a fumble the character completely misunderstands the person he is trying to read.

### ***LORE (REGIONAL) (INT)***

All characters begin with some knowledge of the region in which they grew up. It covers such things as local geography, weather patterns, fauna and flora and the like. A well-travelled character's Lore (Regional) will cover a much larger area than one who has never previously left his or her home village – though in the latter case, he or she may have a much deeper knowledge of that small area than someone who only passes through regularly on their way to a bigger town nearby. Players should take the Lore (Region) skill that corresponds with the starting region described in the character's backstory, whether this be Lore (England), Lore (Kent), Lore (London), or whatever.

### ***PERCEPTION (INT+POW)***

The Perception skill is used to represent the senses of the character when detecting objects or other characters. It covers such situations as listening for someone creeping about in the next room, trying to spot soldiers moving on a distant hillside, or searching a house for a hidden priest hole. Sometimes it will be opposed by another skill, such as Stealth. A successful Perception roll can prevent a group of Investigators being ambushed by enemy forces.

### ***PERSISTENCE (POW x2)***

Persistence is used whenever a character has his or her mental willpower called into question. This covers such things as trying to concentrate in the face of distractions (e.g. trying to reload a gun when pistol balls are flying all around). It is also used to resist certain sorts of spell. A fumble on a spell resistance roll means that the effects of the

spell are permanent until suitable healing is received. Persistence cannot rise above a character's POW x 5.

### ***RANGED COMBAT (INT+DEX)***

The Ranged Combat skill is the ability to wield non-gunpowder ranged weapons such as slings, throwing knives, bows, crossbows and the like.

### ***RESILIENCE (CON x2)***

The higher a character's Resilience, the more likely he or she is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease. Resilience cannot rise above a character's CON x 5.

### ***RIDE (DEX+POW)***

This skill is used for riding an animal such as a horse, mule, or donkey. (It can be also be used to ride more exotic beasts, but camels and elephants are few and far between in 18th century London, outside a zoo). If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding test will never be required. Tests become required when a character wants to do something out of the ordinary with a mount – traverse treacherous terrain, jump obstacles, ride bareback and so on.

### ***SING (POW+CHA)***

The ability to sing tunefully and remember the words of the song being performed requires the Sing skill. A successful test with this skill will result in the audience being pleased by the character's performance.

### ***SLEIGHT (DEX+CHA)***

This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test, if one is trying to avoid getting caught.



### **STEALTH (DEX+INT)**

The Stealth skill is used whenever a character attempts to personally evade detection by another character. This usually happens when a character either tries to move quietly past an enemy, hide from one (or both!) Stealth tests are opposed by the Perception skill and are modified according to the situation.

### **UNARMED COMBAT (STR+DEX)**

The Unarmed Combat skill covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed Combat attacks do 1D3 points of damage. Unarmed Combat parries may only parry Unarmed Combat attacks.

## *Advanced Skill Descriptions*

The following skills cannot be used by characters who lack the requisite training.

### **ART (TYPE) (POW+CHA)**

This skill allows a character to create works of art. Like the Lore and Craft skills, it is actually a large number of skills grouped together under one heading. Examples include (but are not limited to):

Calligraphy, landscape gardening, musical composition, painting, sculpture, stained-glass, topiary, poetry, prose writing.

### **ARTILLERY (INT+DEX)**

This skill covers the loading, aiming and firing of cannon, mortars and other such non-portable black powder weapons. It also covers the making of grenades and powder bombs, and the proper storage and maintenance of such weapons.

### **BOATING (STR+CON)**

This covers small waterborne craft propelled manually by oars or sometimes paddles. Traveling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties.

### **COMMERCE (INT+CHA)**

This skill is primarily used when characters trade, barter or otherwise negotiate over the sale of goods. Such transactions require an Opposed Test using the Commerce of the buyer versus the Commerce of the seller. If the buyer wins he or she gets a discount of -10% for a success and -25% for a critical. If the seller wins the price that they can sell the item for increases of +10% for a success and +25% for a critical. If a character fumbles their roll double the increase or decrease accordingly.

### **COURTESY (INT+CHA)**

With this skill, the character knows how to navigate the murky and treacherous waters of life amongst the nobility. He or she understands the subtleties and extravagances of courtly behaviour, and can use them to his or her own advantage.

### **CRAFT (TYPE) (DEX+INT)**

The Craft skill is actually several separate skills grouped under a single heading. Craft (Armourer), Craft (Carpenter) and Craft (Potter) are all individual skills. The following list is by no means exhaustive:

Apothecary, armourer, baker, basketweaver, blacksmith, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weaponsmith, weaver.

### **CULTURE (OTHER) (INT X2)**

Each Culture skill is used to provide information about the common world view of that group of people (or creatures). This includes history, poli-



## Chapter 3: Skills

tics, weather cycles, geography, superstitions and popular mythology. A character who is very well-travelled may have Culture (France), Culture (India), etc.

### **DISGUISE (INT+CHA)**

This skill is used to change a character's appearance and adopt a different outward persona. It is usually opposed by a Perception test if one is trying to avoid being identified.

### **DUAL WEAPONS (WEAPON & WEAPON) (INT+DEX)**

This is the ability to use two weapons at the same time without any penalty for using the off-hand.

**Note:** Each pair of weapons is a separate skill, and Dual Weapons skill can never be *higher* than the lowest score the character has in the two weapons. For instance, a character with Close Combat 75% and Gun Combat 62% cannot have Dual Weapons (Sword and Pistol) higher than 62%. In order to raise Dual Weapons skill, he or she would first have to raise his or her Gun Combat skill.

Common techniques include:

**Sword and Pistol:** the Investigator begins combat with a pistol in one hand and a sword in the other. The sword can be used in close combat, and the pistol kept as a threat or the pistol can be fired first, before the enemy reaches close combat range. Once the pistol has been fired, it is usually tucked into the belt, or just discarded if the fight is pressing. This technique can be useful when on foot and facing a mounted foe – the standard method is to shoot the horse and then stab the rider when he or she falls off!

**Sword and Main Gauche:** If performing an All Out Defence, a character can parry twice without the normal penalty. Some Main Gauche weapons also allow bonuses to certain close combat actions such as Disarming Attack – see weapon descriptions for details.

**Two Pistols:** A character who has loaded two guns before combat begins can fire both without

the usual time out for reloading, and with this skill does not suffer a penalty for using a gun in his or her off-hand.

**Sword and Shield:** Shields do not suffer from the usual -20 for off-hand use when parrying, but with this skill the character can also use the shield as an offensive weapon without a penalty. A common technique is to follow up a sword thrust with a shield bash. It should be noted that shields are not a common item in 18<sup>th</sup> century London!

### **ENGINEERING (INT x2)**

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, sailing ships and so forth.

### **GAMBLING (INT+POW)**

This is the ability to take part in games of chance and understand the rules, the odds of winning and the like, whether the game be cards, cock-fighting, billiards or horse-racing. A successful roll will tell if opponents are cheating, if the horse has been nobbled, etc. A critical success means the character will win even if the opponents are cheating, while a fumble means the character has lost very badly indeed.

### **HEALING (INT+POW)**

This is the skill to heal major wounds, cure diseases, alleviate the effects of poisons, and the like. Use of this skill will always require a healer's kit. Each use of the Healing skill generally takes 1D4+1 minutes to perform.

**Curing Diseases:** A successful Healing test allows a patient under the effect of a disease to add a bonus, equal to the healer's Healing divided by 10 (the critical success range) to his or her next opposed Resilience versus Potency test to resist the disease.

**Curing Poisons:** A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his or her



Resilience test equal to the healer's Healing divided by 10 (the critical success range).

*First Aid:* If a character's Healing skill is higher than his or her First Aid skill, he or she may use this skill instead of First Aid to perform the tasks that First Aid can do.

*Serious Wound:* A successful Healing roll will restore 1D6 Hit Points and remove the effects of a Serious Wound even if Hit Points are not up to their maximum.

*Grave Wound:* A successful Healing roll will restore Hit Points to 0 and then add another 1D6 Hit Points. However, injuries suffered from a Grave Wound are permanent, and no amount of healing will restore lost Attributes.

### LANGUAGE (OTHER) (INT+CHA)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

A Language which may be of particular use to Investigators is the following:

**Thieves' Cant:** This is the language of the streets and slums of London, a form of English mixed with the Romany dialect and slang words, which is virtually incomprehensible to anyone not familiar with it. See pp.34-6 for examples.

### LORE (TYPE) (INT X2)

Lore is actually a number of separate skills. It represents theoretical knowledge of a subject, rather than practical ability. So Lore (Art) gives knowledge of the history of art, well-known painters, etc., but Art (Painting) skill is needed to actually create a painting. The Advanced range of possibilities for this skill is limited only by a play-

er's imagination but a list of potential areas of Lore study are listed here:

animals, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, minerals, philosophy, poisons, plants, regional, theology.

Two Lore skills of particular use in a *Dark Streets* game are:

**Cthulhu Mythos (special):** Lore (Cthulhu Mythos) represents a character's knowledge of Mythos creatures and secrets. Lore (Cthulhu Mythos) is not acquired in the same way as the other advanced skills in *Dark Streets*. Newly created Adventurers may only buy the advanced skill with the permission of the Games Master, and must have a very convincing reason for doing so, such as being a member of a Mythos cult or, more likely, of a secret organisation that exists to combat Mythos creatures and cultists. The starting level of the skill will only be at **INT/2**, and may not be advanced beyond this level before play. The skill may then only be improved in game through improvement rolls (which should only be granted if the Adventurer has encountered the Mythos) and through researching Mythos tomes.

**Occult:** Lore (Occult) is a measure of the character's understanding of non-Mythos occult beliefs. Unless there is a very good reason otherwise, this understanding will be confined to occult practices in the character's native culture. A well-travelled or well-read individual may have a broader range of knowledge about such matters. Most people carry out various superstitious rituals and may even unknowingly participate in occult-related activities (such as participating in festivals or rituals with pre-Christian origins), and the skill represents a deep knowledge of such pagan activities.

### MECHANISMS (DEX+INT)

This is the ability to use and repair mechanical devices. It can also be used to pick locks with appropriate lock-picking tools.

Picking a lock or disassembling a trap usually takes at least one minute (12 Combat Rounds) to perform, while larger devices will take longer.



## *Chapter 3: Skills*

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

### **ORATORY (POW+CHA)**

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. In effect, it is much like Influence, save that it relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people.

### **PLAY INSTRUMENT (TYPE) (DEX+CHA)**

The Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Spoons) are all individual skills. A successful test with this skill will result in the audience being pleased by the character's performance.

### **RESEARCH (INT X2)**

This is the ability to find out about a particular topic by doing research in a library or collection of books, newspapers, scientific papers, etc. The difficulty of the task will depend on the quality of the library and the amount of time taken.

### **SEDUCTION (INT+CHA)**

This is the ability to use a mixture of sex appeal and flirting in order to win over another individual and persuade them to do something that they might not otherwise do. Seduction is opposed by Persistence. If successful, the target will perform one task or action. Penalties may be applied to the Seduction roll if the required action is against the best interests or morality of the character being seduced.

### **SHIPHANDLING (INT+CON)**

This skill is used in the same way as Boating but is instead applied to larger waterborne craft that are driven by sail or rows of oars.

### **STREETWISE (POW+CHA)**

Streetwise allows a character to find black markets, fences for stolen goods, and general information. Such uses of Streetwise normally require a minimum of 1D4 hours. It may also be used for gauging the mood on the streets in the rougher parts of the city.

### **SURVIVAL (POW+CON)**

One Survival test will be required every day that a character lacks food, water or a safe place to sleep. Success indicates the character manages to find whatever he or she is lacking - failure means he or she will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

### **TEACHING (INT+CHA)**

This is the ability to impart new skills to, or improve the existing skills of, another character. For more information, see Investigator Improvement.

### **TRACK (INT+CON)**

With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again once every ten minutes they are being followed. Penalties or bonuses may apply depending on how long it was since the tracks were made, what the ground is like, what the weather conditions have been since the tracks were made, etc.



# Chapter 4: Combat and Sanity

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This chapter provides you with a straightforward and direct system for playing out action-packed and deadly combat. But just as unpleasant in a *Dark Streets* game is the threat to your Investigator's sanity. Following the combat rules, are rules to determine what happens when you find out things that man was not meant to know.

## Combat

### OVERVIEW

**Work out encounter distance:** The Games Master determines how far away the hostile group is to the Investigators, choosing whether they are at *Ranged* or *Close* distance.

**Drop into combat time:** Combat is divided into rounds. A single round has a duration of five seconds of time, giving 12 rounds in every minute. During a round a character can usually perform one Combat Action, one Reaction and one Movement Action. Some Combat Actions, Reactions and Movement Actions impact on the ability to use other Combat Actions, Reactions and Movement Actions (e.g. a Sprint Movement Action means that a character loses their Combat Action and may only make a Dodge Reaction).

Combat rounds cycle through the following steps:

- **Determine order:** At the start of every combat, check each character's DEX, or INT if they are spell casting. This will determine the order in which every character involved acts for the round. A character wearing armour must subtract their full Armour Points from their DEX or INT for the purpose of combat order.
- **Characters Take Actions & Reactions:** In a combat round each character usually gets one Combat Action, one Movement Action and

one Reaction. Combat Actions, such as attacks, and Movement Actions take place in DEX order. The character with the highest DEX will act first, followed by the character with the second-highest DEX, and so on until the character with the lowest DEX acts. Reactions, such as Parries or Dodges, are made during this process as they are needed. Characters casting spells act on their INT.

- **End of Combat Round:** Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

### ENCOUNTER DISTANCE AND ENGAGING IN COMBAT

Not all combats start with the two sides, the Investigators and their opponents, directly facing each other within sword's reach. At the beginning of a combat, or potential combat, the Games Master must determine which of the following two distances the encounter starts at.

#### RANGED

Characters can engage in ranged combat at any distance up to double the range of the missile weapons the characters are using. Ranged combat typically happens when enemies spot each other at a distance – while a gun can be used at close combat range, the slow reload time means that if a shot misses, the character using the gun will be open to close combat attacks while changing to a more suitable weapon.

#### CLOSE

At a range of two metres or less, characters can engage in either Close or Unarmed combat.



## Chapter 4: Combat and Sanity

# Close Combat

## Actions

The sequence of a normal Close Combat Attack is described, followed by various alternative actions that can be used in Close Combat.

### 1. MAKING THE ATTACK

A normal attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his weapon skill, he has hit his target.

If a character rolls greater than his weapon skill, he has missed his target.

### 2. TARGET REACTION

The target may either attempt to Dodge or Parry the attack, as he chooses. However, only one Reaction can be made to a successful attack per round.

If the enemy has already reacted this round, or chooses not to react against this attack, then this attack is unopposed. Move straight on to damage resolution.

If the attack is opposed, the defender makes a Dodge or Parry (see Reactions).

### 3. DAMAGE RESOLUTION

If the attack is successful, damage is rolled. Each weapon has its own damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

If the defender is armoured then the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the defender's armour. Use the figure before the slash. Armour only provides half protection against most

guns as long as they are fired within their normal range. In such a case use the figure after the slash.

### 4. DAMAGE APPLICATION

Apply any remaining damage to the defender's Hit Points.

## CLOSE COMBAT SITUATION MODIFIERS

Sometimes other factors effect what's going on in combat. These add penalties or bonuses to a character's dice rolls in close combat.

Situation	Skill Modifier
Target is helpless.	Automatic critical
Target is prone or attacked from behind.	+20
Attacking or defending while on higher ground or horseback.	+20
Attacking or defending while prone.	-20
Attacking or defending while on unstable ground.	-20
Attacking or defending while underwater	-40
Defending while on lower ground or against mounted foe.	-20
Fighting in partial darkness.	-20
Fighting in complete darkness.	-40

## OTHER ACTIONS IN CLOSE COMBAT

These are other actions that a character can take as a Close Combat Action.

### CHARGE

If a character can move a minimum of five metres towards his opponent, then he can make a charge. He may move a distance up to twice his Movement Rate. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D6 damage. He loses his Reaction for the round that he charges on. Characters charging uphill don't gain the damage bonus.



### ALL OUT ATTACK

The attacker gives up his or her Reaction for the round but gains an extra attack, which happens straight after the first attack. Both attacks are at -20 due to the loss of skill during this frenzied attack. This type of attack cannot be combined with Great Attack, Targeted Attack or Disarming Attack.

### ALL OUT DEFENCE

The attacker gives up his or her attack for the round but gains a second Reaction, (Dodge or Parry) in the same round. Both Reactions are at -20. The second Reaction allows the character to Dodge or Parry a second attack, it does not allow the character to attempt to Dodge or Parry the same attack twice.

### DISARMING ATTACK

The attacker attacks at -20 to his or her weapon skill, with the aim of disarming his or her opponent either of their weapon or shield. If the attack is successful and the opponent fails to Parry or Dodge, the weapon or shield is thrown D6 metres away from the owner.

### GREAT ATTACK

This attack is made using two-handed Close Combat weapons, where the attacker has enough room to swing the weapon for a really forceful blow. The attacker gains a +20 to attack and does maximum damage bonus but loses his or her Reaction for that combat round.

### TARGETED ATTACK

The attacker chooses what part of the opponent's body to attack, using the Major Wound Table. This has no special effect, unless a Major Wound is dealt, in which case the chosen body part is successfully hit causing the accompanying Serious or Grave Wound. The attacker is at -20 to his weapon roll.

### INTIMIDATE/PERSUADE

The character tries to get the other side to surrender or flee. This can either be targeted at a group of enemies or a single enemy (whether a member of a group or not). Make an opposed roll using the

Situation	Enemy's skill modifier
The enemy group is still at full numerical strength, but some members of the group have taken wounds. An individual has taken wounds.	+40
The enemy group outnumber the Adventurer's side, but have had 25% or more casualties. An individual has lost 25% or more of his or her Hit Points.	+20
The enemy are outnumbered by the Adventurers.	No modifier
The enemy are outnumbered by the Adventurers and some members of their group have taken wounds.	-20
The enemy group has taken more than half its number as casualties. An individual has lost half or more of his Hit Points or has seen half his group incapacitated by the Adventurers.	-40

character's Influence against the enemies' Persistence, modified as listed below. Groups roll once using the Persistence of the group leader. If the group leader's Influence skill is higher than his Persistence, then they may use that skill instead. Apply the following modifiers to the enemy's Influence/Persistence skill depending on the state of the enemy.

**Note:** These modifiers are not cumulative. Apply the one that best describes the situation. Also, it may be appropriate to add further modifiers dependent on Faction (individuals will be less willing to surrender to a bitter enemy), overwhelming odds, etc. Let common sense prevail.

If an enemy group is at full strength and have taken no wounds and they outnumber the Investigators, then only a critical roll for Influence against a failed Persistence roll will make them surrender. A fumbled Persistence roll will see the enemy suddenly rout.

When the player is attempting the roll, he must declare whether he is targeting the whole group or singling out an individual.

Players are encouraged to say what the Investigator is saying as a taunt, and the Games Master may add a bonus to the character's skill for a particularly witty or chilling taunt.



## Chapter 4: Combat and Sanity

The character need not speak the same language as the opponent they are trying to Influence, but they must be capable of some sort of sign, gesture or body language that the opponent is capable of understanding.

### SET WEAPON

A character can spend a Combat Action setting the shaft of a weapon, such as a spear or polearm, in the ground in anticipation of a charge from an opponent. When the charge actually comes the character automatically gets an attack at +20 before the charging character gets their attack. If the character makes any other Combat Action or Reaction before the charge, the weapon becomes 'unset'.

## Unarmed Combat Actions

Unarmed Combat works the same as Close Combat, except that one or more of the combatants is unarmed.

An Unarmed Combat attack does 1D3 damage, plus the normal Damage Modifier.

If an Unarmed Combat attack is parried by a crafted or natural weapon, then the attacker will immediately suffer the rolled damage of the Parrying weapon, with no damage modifier; if this turns out to be a Serious or Grave wound, it will be to the limb he or she is using to attack. This is in addition to the normal effect of the Parry.

### NATURAL WEAPONS

Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may Parry other natural weapons or unarmed attacks, but not crafted weapon attacks.

## GRAPPLING

A grapple attack is made in the same way as a normal Unarmed Combat or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his or her grapple attack, no damage is initially caused. Instead, the attacker then opposes his or her Unarmed Combat skill to the target's Unarmed combat skill, in a roll similar to an opposed skill test.

**Grapple Fails:** The grapple attempt fails and the attack is considered to have missed.

**Grapple Succeeds:** The two combatants are now grappling and the attacker may immediately follow up on this success by Throwing, Inflicting pain or Immobilising the target.

### GRAPPLING COMBATANTS

Grappling combatants will remain locked together until one combatant breaks free or is thrown out of the grapple. Grappling combatants suffer a -20 penalty to any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

A grappling combatant is restricted to the following special Combat Actions:

#### **BREAK FREE**

To break out of a grapple, the character makes an opposed grapple attempt. The characters may only use the Unarmed Combat skill in this case. If the character succeeds his or her roll while his or her opponent fails then the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

#### **IMMOBILISE**

While immobilised, enemies are considered helpless. Once per round the defender may attempt to break free, although he or she will be at -20 in the opposed test.



### **INFLECT PAIN**

The grappler inflicts damage is 1D4 + Damage Modifier. Armour does not help. Once per round, the defender may attempt to break free or may attempt to turn the tables on their attacker by counter-grappling or attacking with a weapon or other unarmed attack.

### **THROW**

The opponent is thrown 2 metres and suffers 1D4 damage. Armour does not help. The grapple ends in this case.

## *Ranged and Gun Combat Actions*

Gun Combat and Ranged Combat use the same rules, though different skills are needed.

All ranged attacks are handled in the same manner as close combat attacks, with the following exception: ranged attacks may not be used as part of a charge.

### **LOADING RANGED WEAPONS**

Most black powder weapons take several rounds to reload; other ranged weapons may take less time to ready. See weapon descriptions in the equipment chapter for details.

### **RANGE**

A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice the weapon's range. A gun fired beyond its range does not benefit from the normal reduced armour protection afforded to most guns.

### **DODGING AND PARRYING**

The target may attempt to Parry or Dodge a hand-thrown ranged attack (e.g. knives, etc.) but may not normally Dodge or Parry ranged missile weapons (such as gun or crossbow fire). Shield-carrying characters may attempt to Parry hand-thrown missile weapons if aware of the attack.

### **DISARMING**

A character may attempt to disarm a target with a ranged attack, but cannot knock a shield from a target's arm.

### **COVER**

Cover affects both ranged and close combat attacks. For missile attacks the defender benefits from the best of the cover modifiers below.

**Partial cover -20:** For example, a low wall that leaves only head and torso exposed.

**Very good cover -40:** For example defender on a castle wall, firing from protected battlements.

**Virtually total cover -75:** For example, a castle wall with arrow slits for defenders to shoot through.

## **RANGED COMBAT SITUATION MODIFIERS**

Sometimes other factors effect what's going on in combat. These add penalties or bonuses to a character's dice rolls in ranged and gun combat (see table on right).

### **RANGED WEAPONS IN WET WEATHER**

In wet weather most ranged weapons are unusable. Only thrown weapons and slings are generally effective, unless some steps are taken to find cover from the elements or, in the case of black powder weapons, cover the firing mechanism of the weapon.



### FIRING INTO A CROWD

When firing into a crowd, the Games Master will determine how much cover the defender has from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If the attack fails to hit the defender and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target. The accidental target may Dodge against this attack as normal.

Situation	Skill Modifier
<b>Wind<sup>1</sup></b>	
High wind	-20
Fierce wind	-40
Hurricane	Attack automatically fails
<b>Target movement<sup>1</sup></b>	
Target has moved 10m or more since last combat round	-20
Target has moved 30m or more since last combat round	-40
<b>Target Visibility<sup>1</sup></b>	
Target obscured by smoke, mist, or is in partial darkness	-20
Target is obscured by thick smoke, fog, or is in darkness	-40
Target is above SIZ 20	+20
<b>Target Condition<sup>1</sup></b>	
Target is helpless	+20
Target is prone	-20
<b>Attacker Condition<sup>2</sup></b>	
Attacker is prone	-40
Attacker is underwater <sup>3</sup>	-20
Attacker is on unstable ground	-20
Attacker is blinded	-50

<sup>1</sup> Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -40% penalty.

<sup>2</sup> Attacker condition modifiers are cumulative.

<sup>3</sup> Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater, and black powder weapons will obviously not work at all.

### OTHER ACTIONS IN RANGED AND GUN COMBAT

As well as the standard actions described above, other actions are available to those involved in Ranged Combat.

#### AIM

Every round spent aiming adds a +20 bonus (up to a maximum of +60) to the character's Ranged Combat or Gun Combat skill. This bonus only applies to the first attack the character makes with the aimed weapon, which must be fired at the target designated when aiming begins. Subsequent shots at the same target do not gain the aim bonus. A character can take no Combat Action, Movement Action or Reaction while aiming without losing the aim bonus.

#### ALL-OUT ATTACK

In the event that a character has two readied pistols or carbines, they she can still make an all-out attack. This causes both weapons to discharge simultaneously and the firer to lose her Reaction for that round. There is the normal offhand penalty of -20 for one of the weapons unless the character has the Dual Weapons (Two Guns) skill.

#### THROW CLOSE COMBAT WEAPON

If a close combat weapon that isn't designed to be thrown is hurled at an enemy, it has a range of 8m and suffers a penalty to the attack equal to its ENC x 10. The Ranged Combat skill is used.

## Movement Actions

Unless specified, characters may make one Movement Action per round, without losing their Combat Action or Reaction. Unless specified, Move Actions may be taken before or after Combat Actions. So a character might fire and then move, or move and then fire.



### CHANGE STANCE

The character may stand up from prone, or vice versa.

### FIGHTING RETREAT

A character may move up to half his or her Movement directly away from an enemy he or she is fighting. He or she may only attack or defend but not both.

### MOVE

The character may move a distance up to his Movement score once per Combat Round. This is a free Action and the character does not lose either their Action or Reaction. Most people can move 15 metres in a round, though this may be effected by injury or magic, and non-human creatures may have a different Movement score.

### SPRINT

The character may move a distance up to twice his Movement score, forsaking his attack and only being able to Dodge as his defensive Reaction.

## MOVING OUT OF CLOSE COMBAT

If a character elects to Move away from an opponent that he or she is engaged in Close Combat with (rather than making a Fighting Retreat) then the character loses his or her Combat Action that round (although may still make one Reaction), and the opponent is able to use their Reaction to make an attack. If the character elects to Sprint out of combat then the character loses both his or her Combat Action and Reaction. Whether Moving or Sprinting this means that if the fleeing character is higher in the combat order than their opponent, the opponent is still able to get a blow in (their Reaction) as the character runs away. If the opponent is higher in the combat order than the character running away, then the opponent can attack as normal, then make a further attack (using their Reaction) as the character runs away.

## Reactions

A character can make one Reaction in a combat round. Unlike combat Actions, Reactions are made in response to the successful hits of enemies.

There are two main types of Reaction - Dodge and Parry.

**Parries** can be made against Close Combat attacks. Shields can also Parry hand-thrown missile weapons.

**Dodges** can only be made against Close Combat attacks and hand thrown missile weapons, providing the target is aware of the attack. A Dodge can be used to avoid being Grappled, although once Grappled a character can't Dodge. Dodge can also be used as a Reaction, if still available, to avoid the damage of spells which are projected at the defender. See the appropriate spell descriptions in the magic chapter for more detail.

Reactions are declared after a successful attack has occurred but before its effects are applied.

### DODGE

When an attacker successfully hits, the defender may choose to Dodge as his or her Reaction, in order to avoid damage. The defender rolls against his or her Dodge skill.

If the defender succeeds then he or she has successfully avoided the attack.

If Dodging against a critical hit, then if the defender rolls a critical on his or her Dodge, it reduces the attacker's critical to a normal success. If the defender fails his or her Dodge against a Critical Hit, the attacker does maximum damage and ignores the defender's armour.

A Fumbled Dodge results in the character stumbling. This causes the character to forfeit his or her next Combat and Movement Action and make his or her next Reaction with a -20 penalty.



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### PARRY

When an attacker successfully hits, the defender may choose to Parry with a weapon or shield as his or her Reaction to avoid damage. The defender rolls against his or her Close Combat skill.

If the defender succeeds then, depending on the relative size of the weapons used, they may be able to reduce or remove all of the rolled damage. Weapons are rated in the following size categories: Small, Medium, Large and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less it blocks half damage. If two categories less, it cannot block the damage.

A critical Parry against a normal success deflects all the damage regardless of size category. If Parrying against a critical hit, the defender also rolls a critical on their Close Combat skill roll, then the attacker's critical is reduced to a normal success.

If a Parry is fumbled use the Close Combat Fumble table to determine the outcome.

What's the difference between Parry and Dodge? It's mainly down to a matter of combat style and Parrying has the advantage that it is based on the same skill that you use to attack with, so for the purposes of skill advancement it is better to advance Close Combat skill than Close Combat skill *and* Dodge. Bear in mind though that some things (falling masonry, out of control carriages, etc.)

cannot be parried, so having a low Dodge skill can be counter-productive!

Note that a character with a shield in his or her off-hand gets an extra attack or parry in a round – see the special rule for shields under Two Weapon Use.

### ATTACKING A DISENGAGING ENEMY

As noted above, in Movement Actions, in the event that a character moves or sprints away from Close Combat, unless the withdrawing party is making a Fighting Retreat, the character they are moving away from may sacrifice his or her Reaction to make an extra attack on the retreating character.

## Other Actions in Combat

These actions can also be used in combat, but do not fit any of the above categories.

### CAST SPELL

Spells take effect when they are cast in an order determined by INT instead of DEX. See the magic chapter for more on spellcasting.

### COMBAT RESULTS SUMMARY TABLE

Attacker	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles and rolls on appropriate fumble table.
Failure	No need to roll	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and rolls on appropriate fumble table.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If Dodging, defender avoids the attack. If Parrying, then if attacker's weapon smaller or equal in size to defender's weapon, all damage avoided. If Parrying weapon is a rank smaller, half damage is done. If Parrying weapon two ranks or more smaller, no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage, even if Parrying with smaller weapon.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender rolls on appropriate fumble table.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.



### **DELAY**

A character may pause to assess the tactical situation around him or her. If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat and/or Movement Action. If a delaying character wishes to interrupt a specific character's Action as it occurs, the character must make an opposed test appropriate to his or her interrupting Action (a weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

### **READY WEAPON**

Drawing a sword from its sheath, pulling a pistol from one's belt, nocking an arrow to a bow - all these Actions take one combat round. A single Ready Weapon Action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Rounds, as does readying two weapons. Ranged weapons can be reloaded with this Action - this takes as many Combat Rounds as noted in the weapon's description.

### **SKILL USE**

The character performs one Combat Action that requires the use of a skill, such as opening a locked door with the Mechanisms skill. How long (how many rounds) the task takes and whether the task being attempted allows the character to have a Reaction or Movement Action is at the discretion of the Games Master.

## *Critical Hits and Fumbles*

### **CRITICAL HITS**

Every attack skill a character possesses has a critical score. A critical score is the attack skill's score, divided by ten, and rounded to the nearest whole number. It represents a lucky and effective hit on an unprotected area of an opponent.

If the D100 attack roll is not only lower than the attack skill, but also equal to or lower than the character's critical score with that skill, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon and maximum Damage Modifier. If the character has a negative damage modifier (i.e. -1D4 or -1D6) it is not rolled for a critical hit. Critical hits also ignore armour.

A critical hit is made into a normal hit by a critical Parry or critical Dodge. That is, damage is rolled by the attacker as normal and the defender's armour counts.

### **FUMBLES**

Conversely, if an attacker or defender fumbles by rolling 00, they have put themselves at a severe disadvantage. The character should roll on the appropriate table.



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### CLOSE COMBAT FUMBLES

This table should be used when a fumble is obtained with any Close Combat skill.

1D20	Result	Effect
1-3	Falter	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Weapon falls 1D4 metres away.
7-9	Lose balance	Lose next 1D3 actions, whether they be Movement Actions, Combat Actions or Reactions.
10-12	Stumble	Trip and fall prone. Forfeit next Combat Action and Movement Action. All Reactions at -20 penalty.
13-14	Hit ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within range, hit self instead.
15-16	Break weapon	The weapon strikes the ground, a wall, or similar surface capable of causing damage, and breaks. It must be repaired by the appropriate craftsman before it can be used again.
17-18	Hit self	Inadvertently hit self for normal damage, including Damage Modifier.
19-20	Unlucky	Roll twice on this table.

### GUN COMBAT FUMBLES

This table should be used when a fumble is obtained with Gun Combat skill.

1D20	Result	Effect
1-3	Disoriented	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Gun falls 1D2 metres away and goes off, discharging harmlessly into the ground.
7-9	Jammed	Mechanism jams. Requires 3 combat rounds and a Gun Combat roll to get it working again.
10-12	Hang fire	Gun fails to fire, but will go off unexpectedly 1D3 combat rounds later.
13-14	Shoot ally	Accidentally shoot a nearby companion for normal rolled damage. If no ally within range, shoot self instead.
15-16	Break weapon	An important part of the gun's mechanism breaks. It must be repaired by the appropriate craftsman before it can be used again.
17-18	Shoot self	Inadvertently shoot self for normal damage.
19-20	Explosion	Gun explodes, doing maximum damage to character. Gun cannot be repaired.





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### RANGED WEAPON FUMBLES

This table should be used when a fumble is obtained with any Ranged Combat skill.

1D20	Result	Effect
1-3	Disoriented	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Weapon falls 1D2 metres away.
7-9	Snare weapon	Weapon caught in your clothing. Spend a round getting it free.
10-12	Lose weapon	Bow string breaks, or weapon lost (for duration of combat) when thrown.
13-14	Damage weapon	Weapon breaks. It must be repaired by the appropriate craftsman before it can be used again.
15-16	Hit ally	Accidentally hit a nearby companion for normal rolled damage. If no ally within range, hit self instead.
17-18	Misfire	Inflict normal damage on self.
19-20	Unlucky	Roll twice on this table.

### NATURAL WEAPON FUMBLES

This table should be used when a fumble is obtained with Unarmed Combat skill, or when a creature with natural weapons (teeth, claws, etc.) fumbles.

1D20	Result	Effect
1-3	Hesitate	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Numb limb	Limb is paralysed until a successful Resilience roll is made, starting next round.
7-9	Entangle self	Spend a round sorting self out. Lose Combat and Movement Actions and Reaction.
10-12	Damage self	Injure self by hitting opponent's Parrying weapon, armour, tree, ground, etc. Do normal damage to self including Damage Modifier.
13-14	Stumble	Trip and fall prone. Forfeit next Combat and Movement Action. All Reactions at -20 penalty.
15-16	Dislocate limb	Do maximum damage to self.
17-18	Hit ally	Accidentally hit a nearby companion for normal rolled damage. If no ally within range, damage self instead.
19-20	Unlucky	Roll twice on this table.





## Special Combat Situations

### MOUNTED COMBAT

A mounted warrior has a +20 bonus to his or her attacks and Parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a -20 penalty to his or her Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted character uses his mount's Movement score when moving rather than his or her own.

A mounted Investigator can use no weapon at a skill level greater than his or her Riding skill score.

When charging with a spear or lance the horse's Damage Bonus is used when determining wounds.

### UNTRAINED MOUNTS

The rider of a mount unused to combat must make a Riding skill test at the start of each combat round. Failing this test will cause the horse to automatically use the Flee Combat Action at every opportunity for the remainder of the combat round. Succeeding this test allows the horse to be treated as a trained mount for the remainder of the combat round.

### TWO WEAPON USE

A character wielding two weapons may gain either another normal attack or Parry in a round, but the second Combat Action or Reaction is at -20 due to the weapon being in the off-hand, unless the character has a suitable Dual Weapons skill for the weapons being used.

If the extra Action is an attack, this takes place at half the character's DEX in the combat round. If a

Parry, it can be used at any point in the round that the character is attacked.

Some main gauche weapons allow special Actions to be performed with a Parry - see individual weapon descriptions for details.

### SHIELD USE

A shield used in the off-hand does not have the normal off-hand penalty when parrying, as it is specially designed for such a situation. However, if used to attack (a shield bash), it still has the usual -20 penalty for off-hand use, unless the character has a suitable Dual Weapons skill including a shield as one of the weapons.

### COMBAT SKILLS GREATER THAN 100%

A character with over 100% can split his or her skill to perform multiple attacks and Parries or Dodges.

#### MINOR NPCs: OPTIONAL RULE

As written, combat in *Dark Streets* is quite dangerous. Players will be reluctant to get into a fight if they don't have to. For a more cinematic, swashbuckling game, use the following rule:

When fighting minor NPCs, every Major Wound caused by the Investigators is a Grave Wound. This means you can throw hordes of ghouls or blundering minions at the party with some hope of the Investigators still winning the fight, as the enemy will be put out of action quite quickly. Save Serious Wounds for the major villains, who may live to fight another day - the master swordsman who beats the best fighter in the adventuring party and escapes; the mad cultist who carries on throwing spells despite being badly wounded; the creature whose half-grown hatchlings the Investigators have hacked their way through, only to find the parent is an entirely different level of challenge.



For combat attacks at over 100% in the weapon skill the number of attacks and the allocated % of each one must be declared at the start of the combat round. Any allocation of split is allowed.

Divide the character's DEX by the number of attacks to find when attacks occur in the DEX sequence. First attack is at normal DEX and then subsequent attacks are at intervals of DEX divided by the number of attacks.

Parries and Dodges do not need to be declared at the start of combat round but careful track must be kept of how many have already been used.

### Damage

When a character successfully scores damage against a target, the resulting damage must be deducted from the target's Hit Points. Every weapon has a damage rating, which is listed in its entry in the relevant weapon table in the Equipment chapter. This rating is the amount of damage when the weapon successfully hits a target. In Close Combat, and with a thrown weapon in ranged combat, the attacker's Damage Modifier is added to this.

All damage is taken away from Hit Points. Losses to Hit Points represents minor cuts and bruises, although these can add up and become life-threatening if a character gets enough of them. If a character takes damage equal to half his or her starting Hit Points in one blow (i.e. equal to his or her Serious Wound Level), the character takes a Major Wound (see Wounds, below) on top of the loss to Hit Points. Once a character's Hit Points drop to a negative level equal to his or her starting Hit Points, he or she must make a successful Resilience roll every combat round or die (e.g. a character with 15 Hit Points to begin with must begin making Resilience rolls to stay alive once his or her Hit Points drop to -15).

If a character takes double his or her original Hit Points in one blow, he or she is automatically dead (e.g. a character with 15 Hit Points will auto-

matically die if he or she takes 30 damage in one blow).

### HIT POINTS

**Hit Points at minus starting level or below:** Character must make a Resilience roll each round or die.

**Character takes double starting Hit Points in one blow:** Automatic death.

**Death from non-combat damage:** Characters can take Hit Point damage from things other than combat - poisons, disease, drowning, etc. Such damage does not cause a Major wound. Once a character's Hit Points drop to a negative level equal to his or her starting Hit Points, he or she must make a successful Resilience roll every combat round or die (e.g. a character with 15 Hit Points to begin with must begin making Resilience rolls to stay alive once his or her Hit Points drop to -15).

### ARMOUR

A character's Armour Points are subtracted from damage before it is applied to his or her Hit Points. But although Armour Points will protect against loss of Hit Points, they will not prevent Major Wounds. If the resulting damage, after armour has been subtracted, is at the character's Major Wound level, or higher, then a Major wound has been inflicted. A character wearing a helmet can still get concussion if hit hard enough, and a character with leg armour can still suffer a broken leg.

### ARMOUR AND GUNS

Armour only provides half protection (rounded down) against most guns fired at up to their normal range, but full protection if fired beyond their normal range (see Encounter Distance).

### MAJOR WOUNDS

If a character receives a Major Wound, he or she takes Hit Points damage as normal. On top of that, the attacker should take the *units* die of their D100 attack roll and look it up on the correct column of the Wound Table on the next page (the Serious



## Chapter 4: Combat and Sanity

Wound column if the character's hit points are still above 0, the Grave Wounds column if they drop to 0, or below) to see what type of wound the character has suffered (e.g. if you roll 45 on your attack roll, the result on the Wounds Table will be 5, if you roll 20, it will be 0, etc.).

If a character uses the Targeted Attack, the attacker may choose the location, rather than using the random method.

### HERO POINTS

Hero Points can be used to downgrade the severity of a wound – see p.78 for more details.

#### MAJOR WOUNDS

There are two types of Major Wounds.

- **Serious Wound:** If damage is greater than a character's Major Wound Level, and their Hit Points remain above 0, the injured party takes a Serious Wound.
- **Grave Wound:** If damage is greater than a character's Major Wound Level, and their Hit Points drop to 0 or lower, the injured party takes a Grave Wound, and he or she may die.

## Sanity

Characters have Sanity Points, which equal their POW. When characters experience something of a shocking or horrifying nature (such as seeing an eviscerated family member, or meeting a supernatural creature), they must make a successful Sanity Check using their Persistence skill.

### PENALTIES AND BONUSES

The Persistence roll may be modified by the Horror Rating of the event (see Horror Ratings) – particularly gruesome or sanity-blasting experiences will require a penalty to the Persistence roll,

while things to which the character is becoming inured through repeated sights might gain a bonus at the Games Master's discretion.

### SANITY CHECK RESULT

The results of the test are as follows:

#### CRITICAL SUCCESS

If a character has a critical success on a Sanity Check, the character is not only unperturbed by the horrific situation, but also has a chance of rallying others to stop them from being frightened. Such a character can make an Influence roll and, if successful, can choose one other character nearby to gain +20 to Persistence for their own Sanity Check. If the character has the Oratory skill, he or she may use that skill instead, in which case all characters associated with that character will gain a +20 to Persistence for their own Sanity Check. The character may say something as simple as "Steady, lads!" in a sufficiently confident voice to forestall the fears of others.

#### SUCCESS

If a character succeeds in their Sanity Check, he or she suffers no ill effects and can continue to act as normal.

#### FAILURE

On a failure, the character suffers mental damage – the resulting damage must be deducted from the character's Sanity Points. All supernatural creatures, and a number of common horrific situations, cause a certain amount of mental damage according to their Horror Rating. This is rolled to find the number of Sanity Points the character loses on experiencing the event or on seeing the creature. A character who fails their Sanity Check is also frozen with fear for 1D4 combat rounds, and cannot react in any way for that time.

Losses to Sanity Points represent minor fears, although these can add up and become sanity-threatening if a character gets enough of them. If a character takes mental damage equal to half his or her starting Sanity Points in one shock (i.e. equal to his or her Major Insanity Level), the character gains a Major Insanity (see Insanity, below)



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Units die of Attacker's roll	Serious Wound (If half original HPs lost in one blow)	Grave Wound (If HPs drop below 0, or are already below 0)
1 <b>Face</b>	You are hit in the face, and receive a permanent scar.	You have lost an eye and your face is permanently scarred. All perception rolls at -40, lose 4 points of DEX and 1 point of CHA permanently. You are at -20 to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
2 <b>Head</b>	You are concussed. All skills involving mental processes become -20 until Hit Points back to full. This includes Perception, Persistence, and all Lore, Culture, Beliefs and Craft skills.	Your skull is cracked, you get a bullet in the brainpan, or your head is severed from your neck. You are killed instantly.
3 <b>Left Leg</b>	Your left leg is disabled (broken or paralysed). Your Move is reduced to 1m until Hit Points back to full.	Your left leg muscles are badly cut/mangled, your leg bone is shattered or your limb is severed. You fall prone, and can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently. You are at -20 to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
4 <b>Right Leg</b>	Your right leg is disabled (broken or paralysed). Your Move is reduced to 1m until Hit Points back to full.	Your right leg muscles are badly cut/mangled, your leg bone is shattered, or your limb is severed. You fall prone, and can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently. You are at -20 to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
5 <b>Ribs</b>	You have broken some ribs. All skills are at -40 until Hit Points back to full due to intense pain.	Your chest is caved in, leading to a gasping, agonising death. You can attempt a dying speech, but it's likely to come out as a rasping gurgle.
6 <b>Stomach</b>	You receive nasty stomach wound. Lose 1 hit point per round due to blood loss until medical attention received.	You suffer a devastating stomach wound and die from shock and blood loss.
7 <b>Heart</b>	Your heart stops in shock! You lose consciousness for next D10 rounds, fall prone and cannot move. Your Fatigue level is Wounded until you your Hit Points are back to full.	Your heart stops in shock! It doesn't start again. Your time is up.
8 <b>Back</b>	You have suffered a back injury. All skills at -40 until Hit Points back to full due to intense pain.	Your spine is broken. You are paralysed from the neck down. You will live, but your adventuring days are likely over. You are at -20 to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
9 <b>Left Arm</b>	Your left arm is disabled (broken or paralysed). You automatically drop any held items. Your arm remains useless until your Hit Points are back to full.	Your left arm is badly broken or completely severed and becomes useless permanently. Automatically drop any held items. Lose 1 point of DEX permanently. You are at -20 to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
0 <b>Right Arm</b>	Your right arm is disabled (broken or paralysed). You automatically drop any held items. Your arm remains useless until your Hit Points are back to full.	Your right arm is badly broken or completely severed and becomes useless permanently. Automatically drop any held items. Lose 1 point of DEX permanently. You are at -20 to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.



## Chapter 4: Combat and Sanity

on top of the loss of Sanity Points. Once a character's Sanity Points drop to a negative level equal to his or her starting Sanity Points, he or she must make a successful Persistence roll every combat round or go completely insane (e.g., a character with 15 Sanity Points to begin with must begin making Persistence rolls to stay sane once his or her Sanity Points drop to -15). This represents the fact that the character has seen so many horrific sights in such a short time that he or she is on the edge of breaking, and even the slightest further shock will send him or her over the edge.

### FUMBLE

A character who fumbles a Sanity Check not only loses Sanity Points, but must also make a successful Resilience check or faint with fright and remain unconscious for 1D6 minutes. If the Resilience roll is successful, the character is still frozen with fear for 1D4 combat rounds, as above.

### COMPLETELY INSANE

If a character takes double his or her original Sanity Points in one go, he or she is automatically completely insane (e.g. a character with 15 Sanity Points will automatically go completely insane if he or she takes 30 damage in one shock). The only way for an Investigator to avoid going completely insane, in this instance, is by the use of Hero Points (if Hero Points are used in your game, see text box).

A character who has gone completely insane is entirely incapable of interacting with the world in a meaningful way and must be retired as an Investigator, in the same way that a dead character is out of play.

How the character behaves after this point is entirely up to the Games Master. A character will likely have a more extreme version of one of the Permanent Insanities on the Major Insanities table, but will be completely incapable of functioning in the world and will likely need to be locked up for the good of him or herself and others. Sanity Points are no longer relevant for such characters, who should be played by the Games Master in terms of their symptoms. Generally complete insanity takes the form of an intensified

version of a Major Insanity - intensified to the point whereby the insanity completely dominates the consciousness of the sufferer. For instance, complete withdrawal (rocking back and forth, staring at the wall), nonsensical raving (possibly with violence), or a mixture of the two. On a critical success on a Persistence roll, such a character may have 1D6 minutes of lucidity in 24 hours. Likewise, in treating a completely insane person, a Physician who critically succeeds on a Healing Roll might cause the patient to become lucid for 1D6 minutes, at the Games Master's discretion.

### HERO POINTS

Hero Points can be used to re-roll a failed Sanity Check, as with any other dice roll. They can also be used to decrease the severity of a character's insanity. See p.78 for more details.

### SANITY POINTS

**Character takes Sanity Point loss equivalent to their MIL in one go, but still has a positive number of Sanity Points:** Character must make a successful Persistence roll or develop a Temporary Insanity.

**Character takes Sanity Point loss equivalent to their MIL in one go and has a negative number of Sanity Points:** Character must make a successful Persistence roll or suffer a Permanent Insanity.

**Sanity Points at minus starting level or below:** Character must make a successful Persistence roll both when SPs drop to this level, and each time they drop further; failure means the character goes completely insane.

**Character takes double starting Sanity Points in one go:** Automatic complete insanity.

### MAJOR INSANITIES

If a character receives a Major Insanity, he or she takes a Sanity Point loss as normal. On top of that, the Games Master should roll D10 and reference the corresponding column on the Insanity Table opposite (i.e. the Temporary Insanity column if the character's Sanity Points are still above 0 or the Permanent Insanity column if they drop to 0



or below), to see what type of Insanity the character has suffered.

The Games Master (possibly with the player's help) may wish to choose or come up with a particular Insanity to suit the occasion, rather than rolling randomly.

### MAJOR INSANITIES

There are two types of Major Insanities.

- **Temporary Insanities:** If mental damage is greater than a character's Major Insanity Level, and their Sanity Points remain above 0, the horrified character gains a Temporary Insanity.
- **Permanent Insanities:** If mental damage is greater than a character's Major Insanity Level, and their Sanity Points drop to 0 or lower, the horrified character gains a Permanent Insanity, and he or she may go permanently insane.

## Mental Healing

Healing can be performed in one of four ways: using the First Aid skill, the Healing skill, or through natural healing - resting while the mental injuries heal themselves. It is also possible to stave off the effects of Mental Damage with alcohol, but this may have unwanted side-effects...

### NATURAL HEALING

**Negative Sanity Points** represent shock and fear. A character who spends time resting completely (not getting into further scary situations!) will have their Sanity Points return at the rate of 1 per hour, until they reach 1, at which point recovery becomes slower.

**Sanity Points of 1 or more:** Once a character's Sanity Points are 1 or more, they regain POW/4 (round down) Sanity Points per 24 hours, as long as the character does not engage in any more frightening activity.

**Temporary Insanities** usually cease to have an effect once Sanity Points return to their full level. See the Major Insanities table for details of each individual insanity.

**Permanent Insanities** can never be healed through natural healing - they remain even after all Sanity Points have been restored to full.

### FIRST AID AND HEALING

**First Aid** can restore Sanity Points, through the use of calming potions, kind words of reassurance, etc., but cannot remove the effects of Temporary or Permanent Insanities.

**Healing** can restore Sanity Points, through the use of calming potions, kind words of reassurance, etc., and also can remove the effects of Temporary Insanities, but it cannot remove the effects of Permanent Insanities.

### ALCOHOL

A character who is suffering from a Major Insanity (whether Temporary or Permanent), can decrease the effects of the affliction by drinking alcohol. Every drink (a pint of ale, a glass of wine, a shot of spirits, etc.) will increase the chances of passing a Persistence roll associated with the character's insanity (but no other Persistence rolls) by +5 - but all other skills will be reduced by -5. This effect will last for a number of hours equal to the number of drinks consumed, though the penalty to skills will decrease by 5 every hour after the character has stopped drinking for at least an hour.



## Chapter 4: Combat and Sanity

D10	Temporary Insanity (If half original SPs lost in one fright)	Permanent Insanity (If SPs drop below 0, or are already below 0)
1 - Trembling	You begin trembling uncontrollably, and are at -20 to all DEX-based skills until Sanity Points are back to full.	You begin trembling and never quite recover. You lose -2 to DEX permanently, and must make a Persistence roll whenever you hear a loud noise, or receive a sudden shock; on a failed roll you are at -20% to all DEX-based skill for 1D6 minutes.
2 - Withdrawn	You withdraw into yourself and find it hard to connect to other people. You are at -20 to all CHA-based skills until Sanity Points are back to full.	You become very withdrawn and uncommunicative. You lose -2 to CHA permanently. When meeting strangers, you must make a Persistence roll, or you become shy and nervous and are at -20% to all CHA-based skills for 1D6 minutes.
3 - Anger	Your fear is transmuted into anger. Blaming everyone and everything for the thing that frightened you, for the next 1D6 rounds you will attack those around you, friend and foe alike, with fists or hand weapons. After this, you calm down and become withdrawn as in 2, above, until Sanity Points are back to full.	Your fear is transmuted into anger. Blaming everyone and everything for the thing that frightened you, for the next 1D6 rounds you will attack those around you, friend and foe alike, with fists or hand weapons. After this incident, you remain easily irritated; if anything annoys you, or reminds you of the situation that originally scared you, you will see red and for 1D6 rounds you will attack all those around you, friend and foe alike, with fists or hand weapon.
4 - Coward	The fright you have had makes you cowardly. If you find yourself in a stressful or dangerous situation, you must make a Persistence roll or flee the situation, attempting to find a safe place to hide until the situation is over. Once your Sanity Points return to full, you will cease to be a coward.	The fright you have had makes you cowardly. If you find yourself in a stressful or dangerous situation, you must make a Persistence roll or flee the situation, attempting to find a safe place to hide until the situation is over.
5 - Nightmares	You appear to be unshaken by the fright, but the next time you go to sleep, you must make a Persistence roll. On a failed roll, you wake up screaming from terrible nightmares and cannot sleep for the rest of the night, thus losing one level of Fatigue. The nightmares will continue every night until all your Sanity Points are restored.	You appear to be unshaken by the fright, but the next time you go to sleep, you must make a Persistence roll. On a failed roll, you wake up screaming from terrible nightmares, cannot sleep for the rest of the night and lose one level of Fatigue. The nightmares will happen every night that you fail a Persistence roll.
6 - Loss of Focus	Your terrible experiences make it hard to concentrate on the task at hand because you can't stop thinking about the horror. You are at -20 to all INT and POW-based skills until all your Sanity Points are restored.	Your terrible experiences make it hard to concentrate on the task in hand because it is hard to stop thinking about the horror. Lose -2 to INT and POW permanently. If you use any INT- or POW-based skill, you must first make a successful Persistence roll, or you will be at -20% to the subsequent skill roll, due to lack of concentration.
7 - Phobia	You gain a phobia associated with your fright, which lasts until your Sanity Points are restored. If you encounter the thing or situation of which you are frightened, you must make a Persistence roll or flee/faint/scream and panic (as best suits your character); you will attempt to rationalise why you want to avoid such situations. Try to choose a phobia that is general rather than specific - for instance, if you were frightened by being trapped in a dark crypt with a family of ghouls, you may become afraid of the dark, or enclosed spaces, or graveyards, but not ghouls.	You gain a phobia associated with your fright. If you encounter the thing or situation of which you are frightened, you must make a Persistence roll or flee/faint/scream and panic (as best suits your character); you will attempt to rationalise why you want to avoid such situations. Try to choose a phobia that is general rather than specific - for instance, if you were frightened by being trapped in a dark crypt with a family of ghouls, you may become afraid of the dark, or enclosed spaces, or graveyards, but not ghouls.
8 - Unbelief	Your beliefs are shaken by your experiences. If you had strongly-held religious beliefs, you can no longer place much faith in them. If you were previously agnostic or atheist, you turn to some religion or other for solace. This effect will last until your Sanity Points return to normal, at which point you will regain faith in your old beliefs (or lack of them).	Your beliefs are shaken by your experiences. If you had strongly-held religious beliefs, you can no longer place much faith in them. If you were previously agnostic or atheist, you turn to some religion or other for solace. This effect is permanent, and may cause you to lose friends and associates who are shocked by your sudden change of belief.
9 - Paranoid	You are convinced that the terrible things you saw are the result of some sort of conspiracy, which knows you know about it and seeks to get you. For instance, if you see a ghoulish Catholic friend of yours, you may become convinced that there is a world-wide conspiracy of Catholic-eating ghouls, who are plotting with anti-Catholic forces to gain more food; and now you are in their sights because you know their secret. You will continue to see signs of the conspiracy until your Sanity Points are restored.	You are convinced that the terrible things you saw are the result of some sort of conspiracy, which knows you know about it and seeks to get you. For instance, if you see a ghoulish Catholic friend of yours, you may become convinced that there is a world-wide conspiracy of Catholic-eating ghouls, who are plotting with anti-Catholic forces to gain more food; and now you are in their sights because you know their secret.
0 - Voices	Due to your terrible fright, you hear voices in your head; these may try to warn you of more terrible things to come, try to persuade you that it is all your fault, etc. These voices come and go, but when they are present they are very distracting. Each day you must make a Persistence roll; on a failure, the voices are particularly distracting, giving you a -20 to all INT-based skills until next time you sleep. The voices disappear once all your Sanity Points are restored.	Due to your terrible fright, you hear voices in your head; these may try to warn you of more terrible things to come, or try to persuade you that it is all your fault, etc. These voices come and go, but when they are present they are very distracting. Each day you must make a Persistence roll; on a failure, the voices are particularly distracting, giving you a -20 to all INT-based skills until next time you sleep.



# Horror Rating

All supernatural entities, and many unpleasant events, have a Horror Rating (abbreviated HR) which measures two things: the difficulty of the Persistence check needed to avoid mental damage and the mental damage caused if the check is failed. This is written as two figures separated by a slash. For example:

HR: -20/1D6

This shows that the Sanity Check must be made with a -20 penalty, and on a failure the character takes 1D6 mental damage, which is subtracted from Sanity Points in exactly the same way as physical damage is subtracted from Hit Points.

Other events may cause Investigators to make a Sanity Check, at the Games Master's discretion. In some cases, what triggers a Sanity Check in one character may not do so in another - for instance, an experienced Soldier may not take fright at the sight of an eviscerated corpse, but a wealthy Noblewoman who has had a sheltered upbringing might. Bear in mind that characters in this period will likely take for granted sights that people today would find horrifying - dead bodies are a reasonably common sight in this age, when plague is common and most people die (and are laid out) in their own home. Public execution is also a common event, attended by large crowds, and this includes such gruesome spectacles as hangings and whippings.

Some sights and events that might cause a Sanity Check are listed in the Horrific Events table, together with their Horror Rating.

## HORRIFIC EVENTS

Event	HR
Unexpectedly finding a corpse	0/1D4
Unexpectedly finding part of a corpse	0/1D6
Unexpectedly finding the mangled corpse of a friend or relative	0/1D6+1
Watching the execution of a friend or loved one	-20%/1D8+1
Being branded or whipped as punishment for a crime	0/1D6
Undergoing torture	-20/1D10
Trapped in a confined space with no exit	0/1D4
Facing a cavalry charge on foot	0/1D6



# Chapter 5: Rules and Systems

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This chapter gives the players and Games Master rules for a number of situations that may arise during a game of *Dark Streets*, some rare, some common.

## Exposure, Starvation and Thirst

This section covers rules for characters dealing with bad weather and insufficient food.

Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty (see Fatigue, p.77) immediately doubles to -20. In addition, the character will automatically suffer one point of damage to all locations every day, for every condition they are experiencing. Natural healing alone will not heal this damage - only sufficient shelter, food or water can remedy the problem and allow natural healing to take place.

### EXPOSURE

A character caught out in winter weather with insufficient clothing, or in desert conditions without shade, will suffer exposure. Investigators should make a Survival roll to estimate what they will need to survive; on a failed roll (or if they do not access to the needed resources), they may suffer exposure. A character can normally survive for a number of hours equal to their CON before suffering from exposure.

### STARVATION

A character can survive for a number of days equal to their CON before becoming starved, though after three days they will begin to suffer a -10 penalty to Fatigue tests.

### THIRST

A character can survive for a number of hours equal to their CON x 4 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 3 or even CON x 2.

## Falling

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

A character takes 1D6 damage per 1m fallen after the first metre.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 Hit Points due to the fall, the character lands safely and is not prone. If the roll is a critical, the character lands in a stylish and impressive manner. If the roll is a fumble, the maximum possible damage is taken.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.



# Fatigue

Adventuring can be tiring. The following rules cover activities that cause tiredness. Games Masters should not overdo the use of these rules or players themselves may become fatigued! Keep them for occasions when the characters' weariness may have a bearing on their ability to function in the adventure - when they are forced to push themselves beyond their normal limits in order to complete some task that needs doing.

Physical activity is divided into three categories: light, medium and heavy. The length of time a character can engage in physical activity without running the risk of becoming Exhausted is determined by their CON. Once this time has elapsed, a character must begin to make skill tests in order to resist the effects of exhaustion.

## LIGHT ACTIVITY

Characters never risk Fatigue while engaging in light activity.

## MEDIUM ACTIVITY

Includes running, fighting in combat, climbing or swimming at a rapid rate. A character can engage in medium activity for a number of minutes equal to their CON before risking Fatigue. Once this time has elapsed, the player must immediately make a Simple (+20) Athletics test or their charac-

ter will begin suffering the effects of Fatigue. So long as the activity continues, they must make another Simple (+20) Athletics test every time a number of minutes equal to the character's CON elapse.

## HEAVY ACTIVITY

Includes backbreaking manual labour, sprinting and climbing at a rapid rate. A character can engage in heavy activity for a number of Combat Rounds equal to their CON score before risking Fatigue. Once this time has elapsed, the player must immediately make a Normal (+0) Athletics test or their character will begin suffering the effects of Fatigue. So long as the activity continues, they must make another Normal (+0) Athletics test every time a number of Combat Rounds equal to the character's CON elapse.

## EFFECTS OF FATIGUE

If a character fails a test while engaged in medium or heavy activity, they will begin to show Fatigue. Every time a Fatigue test is failed, the character will drop down one level of Fatigue, as shown on the Fatigue Levels table.

## TIME AND FATIGUE

Once a character has been awake for 10+CON hours, they must make a Persistence test or drop one Fatigue level. This test must be repeated for every hour the character remains awake.

## FATIGUE LEVELS

Level of Fatigue	Effects
Fresh	None
Winded	All skill tests (including further tests to resist Fatigue) suffer a -10 penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a -20 penalty. Movement suffers a -2m penalty. -2 to combat order.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a -30 penalty. Movement suffers a -2m penalty. -2 to combat order.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a -40 penalty. Movement is halved. -5 to combat order. Character must make a Persistence test every minute or fall unconscious for 1D6 hours.
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a -50 penalty. Movement is halved. -10 to combat order (if this is 0 or less, the character can only defend). Character must make a Persistence test every minute or fall unconscious for 1D6 x 2 hours.



## RECOVERING FROM FATIGUE

A character will move up one level of Fatigue for every two hours of complete rest or four hours of light activity. A successful First Aid or Healing test can raise a character by one level of Fatigue once per day, but cannot raise a character above Winded.

## Fire and Heat

The amount of damage per combat round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. Metal armour, such as plate or chain mail, does not subtract from the rolled damage.

In the unfortunate event that one of the Investigators (or someone they're trying to rescue) is burnt at the stake, damage will increase every 1D4 rounds, starting at the top of the table, and moving down level by level. High winds may make the speed of increase higher (up to an increase every round), while heavy rain will damp down the speed at which the damage increases to every D10 rounds.

Damage source	Example	Damage per combat round
Flame	Candle	1
Large flame	Flaming brand	1D4
Small fire	Camp fire, cooking fire	1D6
Large fire	Scalding steam, large bonfire, burning room	2D6
Inferno	Inside a blast furnace	3D6

## Healing

Healing can be performed in one of three ways – using the First Aid skill, the Healing skill, or through natural healing, resting while the injuries heal themselves.

### NATURAL HEALING

**Negative Hit Points** represent shock and blood loss. A character who spends time resting completely (no moving about!) will have their Hit Points return at the rate of 1 per hour, until they reach 1, at which point recovery becomes slower.

**Hit Points of 1 or more:** Once a character's Hit Points are 1 or more, they regain CON/4 (round down) hit points per 24 hours, as long as the character does not engage in anything more than light activity.

**Serious Wounds** usually cease to have an effect once Hit Points return to their full level. See the Major Wounds table for details of each individual wound.

**Grave Wounds** can never be healed through natural healing – they remain even after all Hit Points have been restored to full.

### FIRST AID AND HEALING

**First Aid** can restore Hit Points, but cannot remove the effects of Serious or Grave Wounds.

**Healing** can restore Hit Points and remove the effects of Serious Wounds, but cannot remove the effects of Grave Wounds.

## Hero Points

Hero points are what distinguishes your character from normal stay-at-home type folk.

Spending one hero point allows your character to:

- Re-roll any failed dice roll.



## Illness and Disease

- **Downgrade a Grave Wound to the equivalent Serious Wound.** Your character still takes the full damage they normally would to their Hit Points, but suffer the inconvenient effects of a Serious Wound, rather than the messy and often fatal effects of a Grave Wound.
- **Downgrade a Permanent Insanity to the equivalent Temporary Insanity.** Your character still takes the full damage to his or her Sanity Points, but suffers the inconvenient effects of a Temporary Insanity, rather than the often debilitating effects of a Permanent Insanity.
- **Downgrade a Serious Wound to a normal wound.** Your character still takes the full damage they would normally to their Hit Points, but do not suffer the inconvenient effects of a Serious Wound.
- **Downgrade a Temporary Insanity to normal Sanity Points loss.** Your character still takes the full mental damage to his or her Sanity Points, but does not suffer the inconvenient effects of a Temporary Insanity.
- **Avoid character death.** A character who would normally die for whatever reason (failing a Resilience roll when beyond his negative Hit Point limit, taking too much damage in one blow, taking a fatal Grave Wound, etc.) will narrowly avoid death due to some lucky circumstance. The character will remain unconscious for 1D4 hours and will awake with 0 Hit Points.
- **Avoid complete insanity.** A character who would normally go completely insane for whatever reason (see Complete Insanity) will narrowly avoid complete insanity due to some lucky circumstance. The character will remain catatonic for 1D4 hours and will awake with 0 Sanity Points.

Once hero points are spent they are gone. The Games Master awards hero points at the end of the game session for moments of outstanding heroic play.

Disease may occasionally play a part in *Dark Streets* campaigns, particularly bearing in mind the unsanitary nature of London's streets and the strange proclivities of some of the creatures of the Cthulhu Mythos. The science of germ theory is in its infancy, and while inoculation has been introduced to Britain, it hasn't really caught on outside the Royal family and their more fashionable hangers-on - most people still believe in the old Galenic theory of diseases being caused by "miasmas" or even "Hellish Forces"!

First Aid will be of no use in curing illnesses or diseases, so the physician will need the Healing skill. Of course, "quack physicians" will often offer cures that provide the victim with the added complication of having been poisoned.

Many illnesses which today have known cures are considered diseases at this time; doctors have no knowledge of vitamins, so vitamin deficiency diseases like scurvy and rickets are presumed to be contagious. Heart attacks and strokes are still blamed on elves or witchcraft by the more superstitious.

### DISEASES

Diseases the following information detailed:

**Delay:** The time from the disease's introduction to a character to the time its effect takes hold. After disease contraction, the victim will also be forced to make further follow-up disease tests at intervals equal to the Delay.

**Potency:** The strength of a disease of a scale of 10 to 100. A character must make an opposed Resilience test versus the disease's Potency test in order to avoid or mitigate the damage of the disease.

**Effect:** Usually Hit Point damage, though this is not universal. Many diseases caused by diseases will apply a penalty to characteristics or skills. More exotic diseases may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above. If a



## *Chapter 5: Rules and Systems*

character's Hit Points reach a minus number equal to starting Hit Points, the character will die.

**Antidote/Cure:** What needs to be done to cure the patient.

### ***DISEASE SUCCEEDS, CHARACTER FAILS***

If the disease succeeds its Potency test and the character fails their Resilience test, the disease has its full effect.

### ***CHARACTER SUCCEEDS, DISEASE FAILS***

If the character succeeds their Resilience test and the disease fails its Potency test, the disease has no effect.

### ***BOTH DISEASE AND CHARACTER SUCCEED***

The highest roll wins.

### ***BOTH DISEASE AND CHARACTER FAIL***

The lowest roll wins.

Unlike a poison, a disease will progress if a character does not resist its effects. Once the victim fails the first opposed disease test, they will have to make an additional opposed test (after an amount of time determined by the disease's delay statistic).

If the victim succeeds this second opposed test, they have overcome the worst of the disease and after a while will no longer suffer its effects, other than remaining hit point damage. Use the disease's delay statistic to determine how long this takes.

If the victim fails this second opposed test, they fall deeper into the disease. Apply all of the disease's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed disease test, and so on.

Here is a list of sample diseases that might be caught in 18<sup>th</sup> century London.

### ***AGUE***

The victim of an ague suffers a raging fever. The victim feels that they are either burning up or very

cold, sweating or shivering, in turn. The victim is also overcome with bouts of nausea.

**Delay:** 1D20 Hours

**Potency:** 50

**Effect:** All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or their character be completely overcome by nausea for 1D3 minutes.

**Antidote/Cure:** Healing.

### ***BLACK DEATH***

Characterised by haemorrhages under the skin (which cause darkened patches to appear on the body) and swollen lymph glands which form buboes; pneumonia then develops, which may cause death.

**Delay:** 1D6 days

**Potency:** 80

**Effect:** All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or be completely overcome by nausea for 1D3 minutes. The character loses 1 Hit Point per hour from internal bleeding. A character that fails the follow-up Resilience test immediately dies.

**Antidote/Cure:** Healing; a successful roll will allow the patient to make an immediate bonus Resistance roll.

### ***FLUX OR BLOODY FLUX***

Victims suffer chronic diarrhoea and abdominal pain.

**Delay:** 1D4 days

**Potency:** 55

**Effect:** All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or be completely overcome by nausea for 1D3 minutes. The character is overcome with chronic diarrhoea ever 1D6 hours.

**Antidote/Cure:** Healing.



### GAOL FEVER

Victims first develop a fever, or sometimes a rash, and then delirium sets in.

**Delay:** 1D8+6 days

**Potency:** 70

**Effect:** All skills are halved, and the character suffers one level of Fatigue on top of any already in effect. Every time the character attempts a physical action, they must make a successful Resistance roll or be completely overcome by nausea for 1D3 minutes. The victim suffers hallucinations and is unable to tell the difference between real and imaginary experiences; they often become paranoid, and sometimes violent. A character who fails the follow-up Resistance test immediately dies.

**Antidote/Cure:** Healing.

### THE SMALL POX

The victim suffers a variety of symptoms including fever, excruciating aches, and blistering pockmarks.

**Delay:** 1D10+6 days

**Potency:** 50

**Effect:** The victim develops a rash at the end of the onset time. The body is racked with pain, and the victim can do nothing but lie around, moaning and screaming with pain. If the follow-up Resistance roll is not passed, the condition will result in death. Survivors will often (75%) be left with pockmarks for life.

**Antidote/Cure:** Healing - a successful roll will allow all further Resilience rolls to be made with a +25 bonus.

## Investigator

## Improvement

As Investigators experience life, they grow and change, improving their skills and characteristics

and learning new things. This is measured in the game by the use of Improvement Points and Hero Points, which are awarded by the Games Master at the end of each session of play.

These are a measure of how the character grows with experience. The more experiences that the character has during an adventure the more improvement points they will earn by the end of the session. Improvement points are spent by players to increase and add new skills and spells (see Improving Characters below).

Improvement points should generally be awarded equally to everyone in the group.

- For each session in which the character played: 1 point.
- For achieving a minor but important goal (e.g. sneaking into the cultists' lair, impressing the Fieldings, discovering the identity of the cult leader): 1 point.
- For achieving a major goal (e.g. finding the cultists' ritual, saving the life of Henry Fielding, catching the cult leader): 2 points
- For achieving a massive end-of-campaign goal (e.g. preventing the cultists summoning Cthulhu, getting Henry Fielding a seat in the House of Lords, fighting past the cult leader's inhuman minions and killing him in his hidden lair): 3 or more points.

## HERO POINTS

Hero points should be awarded to individual players at the end of a session in which they acted heroically. Generally, two points should be awarded, though no points may be awarded if a character did nothing heroic, and up to three for a character whose actions were particularly impressive. Characters can get through Hero Points quite quickly in combat. If they're using them to perform heroic actions in pursuit of their goals, they should be suitably rewarded by ending up with having at least the same number of hero points at the end of a session as they started with.

Not all heroic actions are combat oriented. It can be just as heroic to spend the evening being



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charming to the slobbering, odorous Lord Letch as to lead an attack on the enemy fortress.

### SPENDING IMPROVEMENT POINTS

Improvement Points can be spent at the end of a game session to improve existing skills, learn new Advanced Skills, and improve Characteristics.

Players need not spend all their Improvement Points at once, but can save them up for later – for instance, a character wishing to increase his or her Riding may wish to wait until such time as they have the opportunity to go riding.

#### IMPROVING SKILLS

A player can choose to spend one Improvement Point to attempt to increase one known skill. Skills to be improved should have some connection to things the Investigator has done or experienced in an adventure – a character that has spent the last month sitting in a library researching Roman religious cults cannot suddenly increase their Shiphandling skill!

#### SELECT THE SKILL TO BE INCREASED AND ROLL 1D100.

- If this 1D100 result is *greater* than the skill's current score, the skill increases by 1D4+1 points.
- If this 1D100 result is *equal to or less* than the skill's current score, the skill only increases by one point.

There is no limit to the score a skill can reach.

#### PRACTISE & RESEARCH

Skills that an Investigator has not had much chance to use during an adventure can be increased through practise or research. This may take place between adventures, or a player may say that their Investigator is spending spare time practising or researching. They must have the right equipment to practise with, or the correct books from which to research. Practising or researching a skill generally takes one day (but no

more than 8 hours per day) per 10% the character already possesses in the skill. If practising or researching during an adventure (for instance, disappearing to their room to study a pile of books in the evening while the rest of the group carouse at an alehouse), the player should keep a rough tally of the number of hours spent practising or studying. At the end of that time, the player makes a skill improvement roll, as described above.

#### TEACHERS

An Investigator can learn more quickly if they have a teacher – whether this be a grizzled veteran teaching combat skills or a professor teaching theology. The teacher must have at least 20 more in the skill being taught than the person learning the skill. At the end of a teaching session (which can be no more than 8 hours) the teacher should make a Teaching roll.

- On a success, the teaching is equivalent to double the amount of time spent studying; so an eight hour teaching session will count as 16 hours towards the learner's target hours for the skill in question (see above).
- On a critical success, the teaching is equivalent to two-and-a-half times the amount of hours studied; an eight hour teaching session will count as 20 hours towards the learner's target hours.
- On a failure, the pupil still learns, but doesn't get any more benefit than if they had studied or practised alone; an eight hour teaching session will only count as eight hours towards the learner's target hours.
- On a fumble, the pupil only learns half as much as would be expected, due to boredom, misunderstandings and the like; an eight hour teaching session will only count as four hours towards the learner's target hours.

Teachers usually charge between 6d and 1 shilling per hour for their services, depending on the subject being taught, though highly skilled teachers with a good reputation could ask five times this amount.



Environment	Example	Effects
Brightly Illuminated.	Blazing summer day.	None.
Illuminated.	Heavily candle-lit room, overcast day, within radius of illuminating item.	None.
Partial Darkness.	Misty day, brightly moonlit night, within 3 x radius of illuminating item.	-20% to vision-based Perception tests.
Darkness.	Foggy day, room lit only by the embers of a fire, within 5 x radius of illuminating item.	-40% to vision-based Perception tests and all combat skills. Movement rate halved.
Pitch Black.	Windowless room with stone walls, cavern far underground.	No sight-based Perception tests possible. Gun Combat and Ranged Combat attacks only hit on a critical success. Close Combat skills at -60%. Movement rate at one quarter of normal.

## LEARNING NEW ADVANCED SKILLS

In order to learn a new Advanced skill, the character must either be able to research it or must be taught it by a teacher.

It costs two Improvement Rolls and eight hours learning to attempt to gain a new Advanced skill (see “Practise and Research” and “Teachers” above). After the study period, the character gains the new Advanced skill at the base score determined by the appropriate Characteristics. The character may now increase the skill normally through practise or research.

## IMPROVING CHARACTERISTICS

A player can choose to spend 3 Improvement Points to attempt to increase one Characteristic by one point.

- Multiply the Characteristic to be increased by five. Then roll 1D100.
- If this 1D100 result is *greater* than the Characteristic x 5, the Characteristic increases by one point.
- If this 1D100 result is *equal to or less* than the Characteristic x 5, the Characteristic does not increase. However, one skill that the character already possesses is increased by one point instead. One of this skill’s derived Character-

istics must be the same as the Characteristic that was not improved.

- A roll of 96 to 00 on this roll always results in the Characteristic increasing.

**Note:** SIZ may never be increased using improvement rolls.

The maximum to which a character can increase a Characteristic is 21.

## Light and Darkness

Investigators do not always perform their actions in the bright light of day. The Light and Darkness table above gives the effects of various types of illumination and darkness on the characters, while the Illuminating Items table shows how much light certain types of illumination give.

Item	Radius
Candle or embers of a fire	1m
Lantern or flaming brand	3m
Campfire	5m
Bonfire	10m
Spell For the Illumination of Darkness	10m, but unlike mundane light, does not illuminate at all beyond its radius.



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### NIGHT SIGHT

Some creatures have night sight, which enables them to treat partial darkness as though it were illuminated, and darkness as though it were partial darkness. Such creatures suffer the normal penalties when it is pitch black.

## Poisons

Poisons have been employed to kill since ancient times. They are generally available from an apothecary or pharmacist (some of them have medicinal uses in lesser doses). Physicians may also manufacture or keep poisons.

### ADMINISTERING POISONS

The following steps should be considered when poisons are administered.

- Where warranted (usually if the subject suspects poison, or if the poison is particularly malodorous) allow a Perception Roll. If the victim is an Investigator, the Games Master might wish to elect to make such a roll on the character's behalf, so as not to alert the player that poison has been used.
- In every case, make an opposed Resilience roll against the Potency of the substance to find out whether the poison works.

Check the effects of the substance administered.

- Where warranted/requested, allow a First Aid, Healing or Craft (Apothecary) roll to ascertain the precise substance used.
- Where warranted/requested/available allow delivery of an antidote and determine its effects.

After the poison has run its course, assuming the victim is still alive, where warranted allow further attempts to heal damage inflicted by the poison.

## MAKING THE OPPOSED RESILIENCE TEST

### POISON SUCCEEDS, CHARACTER FAILS

If the poison succeeds its Potency test and the character fails their Resilience test, the poison has its full effect.

### CHARACTER SUCCEEDS, POISON FAILS

If the character succeeds their Resilience test and the poison fails its Potency test, the poison has only a partial or no effect.

### BOTH POISON AND CHARACTER SUCCEED

The highest roll wins.

### BOTH POISON AND CHARACTER FAIL

The lowest roll wins.

## LIST OF POISONS

The following is a list of some of the poisons that might be encountered or made by Investigators in *Dark Streets*. Every type of poison has the following information detailed:

**Name:** The poison's name.

**Type:** Lists the method of delivery - whether the poison is ingested, used on a weapon, inhaled, or works on contact.

**Delay:** The time between the poison's introduction to a character to the time its effect takes hold.

**Potency:** The natural strength of a poison of a scale of 10 to 100. A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

**Effect:** Usually Hit Point damage, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above. Effects are sometimes split into mild and heavy doses, although it should be noted that some poisons only produce one of



these possible effects. Mild doses are often used when attempting to poison someone using multiple doses over an extended period of time.

**Duration:** How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit Point damage caused by poison will not return naturally - it must be healed by First Aid or Healing. If a character's Hit Points reach a minus number equal to starting Hit Points, the character will die.

**Notes:** Any particular special rules or effects particular to the individual substance, such as whether the poison is more easily detectable (allowing a Perception test, with a modifier where appropriate), and any modifiers to the difficulty of treating the poisoning.

### ARSENIC

**Name:** Arsenic

**Type:** Contact, Ingestion, Inhalation

**Delay:** 20+1D20 minutes

**Potency:** 80

**Effect: Mild Dose:** Sore throat, faintness, nausea, melancholy, vomiting. The victim will feel Exhausted (see Fatigue) for 1D3 days and take 1D2 hit points damage per day.

**Heavy Dose:** After 20+1D20 minutes: Sore throat, faintness, nausea, melancholy, vomiting. Then within 12-18 hours the victim collapses into a waking coma. After 1D3 days seizure (during which the victim suffers 1D6 HP damage per day) and shock accompanies death from liver and kidney failure.

**Duration:** 1D3 Days

**Notes:** Arsenic is virtually tasteless, so no Perception roll is routinely allowed. Prolonged contact and accidental inhalation will usually only result in the symptoms of a mild dose, ingestion can be of a mild or heavy dose.

If a heavy dose is delivered and the opposed Resilience roll is failed, death will occur if not cured through an antidote.

As the symptoms of mild arsenic poisoning resemble those of known diseases (such as the flux) often a poisoner will deliver small doses to the victim so that it might appear that they have died from natural causes.

### BELLADONNA

**Name:** Belladonna/Deadly Nightshade/Dwale/Naughty Man's Cherries

**Type:** Ingestion

**Delay:** 3D60 Hours

**Potency:** 80

**Effect: Mild Dose:** Symptoms, such as thirst, loss of voice, stomach cramps, blurred vision, vomiting, and hallucinations, can last up to 1D3 days. The victim takes 1D4 damage per day and will be considered Debilitated (see Fatigue) until the poison has been treated or run its course.

**Heavy Dose:** The same symptoms as experienced when taking a mild dose, followed by coma and convulsions, and resulting in the victim's death.

**Duration:** 1D3 days.

**Notes:** Perception roll to detect the poison will be Hard (-40) as long as reasonable attempts have been made to disguise the substance (such as mixing it with wine).

Every part of the plant is dangerous, the roots most toxic of all. Accidental poisoning is fairly frequent; children are especially vulnerable as they often eat the sweet-tasting berries.

### CYANIDE/LAUREL

**Name:** Cyanide/Laurel

**Type:** Ingestion, Inhalation

**Delay:** Mild Dose: 1D6 Hours

Heavy Dose: 1D10 Minutes

**Potency:** 80

**Effect: Mild Dose:** Initial duration symptoms include palpitations and weakness (Exhaustion, see Fatigue); sleepiness, dizziness and confusion will persist for 1D6 hours.



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**Heavy Dose:** After the initial duration, if the opposed Resilience roll has been failed, within 1D4 minutes the heart will stop or the brain fail (leading to a coma), and then death.

**Duration: Mild Dose:** 1D6 Hours before recovery.

**Heavy Dose:** 1D4 Minutes before death.

**Notes:** Cyanide has a bitter almond taste. A Perception roll can be made to detect the poison, unless it has been placed in an almond dish, or full-bodied wine, etc., in which case the Perception roll will be Hard (-40). There is no specific cyanide antidote, although a lesser emergency antidote might be prepared (see below).

Cyanide is a lesser known poison, although in the Far and Middle East poisons containing the substance are manufactured by Apothecaries. The substance occurs in several plants (e.g. cherry stones, laurel, apple pips) but few, if any, people in Europe know the secret of its distillation.

### HEMLOCK

**Name:** Hemlock

**Type:** Contact, Ingestion, Inhalation

**Delay:** 10+1D20 minutes

**Potency:** 80

**Effect: Mild Dose:** Loss of speech, stumbling, temporary paralysis, 1D4 Hit Points damage per hour for 1-3 hours. The victim is Debilitated until the poison has been treated or run its course.

**Heavy Dose:** Same as for a mild dose, but loss of speech and paralysis are followed by respiratory failure and death from suffocation.

**Duration: Mild Dose:** 1-3 Hours

**Heavy Dose:** If the initial opposed Resilience roll is failed, death occurs after 2-3 hours, unless the poison is neutralised with an antidote.

**Notes:** Hemlock has a musty smell, which means anyone given the substance may make an Easy Perception (+40) test to detect its presence. Inhalation only has the effect of a Mild Dose.

The entire Hemlock plant is poisonous, the seeds the deadliest of all. Hemlock is usually avoided due to its smell, so there are rarely cases of acci-

dental hemlock poisoning. Hemlock poisoning causes the victim to remain conscious, though paralysed, throughout their demise. There are a range of specific antidotes (manufactured from commonly available substances, such as tea, coffee and mustard).

### MERCURY

**Name:** Mercury

**Type:** Ingestion, Inhalation

**Delay:** 1D20 days

**Potency:** 50

**Effect: Mild Dose:** Itching, swelling, soreness, redness, rashes, loss of teeth, mood swings. The victim will feel Tired (see Fatigue) for 1D3 days and take 1D2 hit points damage per day.

**Heavy Dose:** Same as for a mild dose, along with sensory impairment, a lack of co-ordination, and failure of the brain, kidneys and lungs, resulting in death within a 1D20 days.

**Duration:** 1D20 days

**Notes:** Usually a heavy dose occurs when the victim is exposed to a concentration of Mercury vapour.

Used in many medicines and domestic processes, Mercury poisoning over long periods of time is a hazard for many. The mild dose listed above is most commonly a result of regular consumption of medicines containing Mercury, the heavy dose from an inhalation of a concentration of Mercury vapour.

### MONKSHOOD

**Name:** Monkshood/Wolfsbane/Witchbane

**Type:** Contact, Ingestion

**Delay:** 1D10 minutes

**Potency:** 100

**Effect: Mild Dose:** Irritation, dizziness and nausea.

**Heavy Dose:** Symptoms start with numbness of tongue and mouth, the sensation of crawling insects over the body, an agonising burning sensation, nausea, vomiting, giddiness, stagger-



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ing, falling, diminished sight and hearing, and finally death from respiratory failure. 1D8 hit points damage per hour.

**Duration:** 10+2D100 minutes

**Notes:** When used to intentionally poison, monkshood is usually reduced to a white powder and added to wine, but its foul smell and taste means that the intended victim may make a Perception test to discover the substance.

Monkshood is highly toxic, the deadliest poison of the age. Contact with Monkshood only causes a mild dose. Ingestion usually results in the effects of a heavy dose.

### **OPIUM**

**Name:** Opium

**Type:** Ingestion, Inhalation

**Delay:** 5+1D6 minutes (Inhalation), 15+1D10 minutes (Ingested)

**Potency:** 80

**Effect: Mild Dose:** 1D4 moments of euphoria, Resilience test to avoid nausea on first use, 2-6 hours of sedation (Further Resilience test needed to prevent Worn level of Fatigue).

**Heavy Dose:** Resilience test or fall into coma-like state and death from respiratory failure.

**Duration: Mild Dose:** 2-6 hours.

**Heavy Dose:** 2D6 hours before death from respiratory failure.

**Notes:** Opiates give a distinctive sweet smell that is easily detectable (Perception roll at +40), although not necessarily recognisable to the uninitiated.

Championed by Paracelsus as a miracle medicine, as well as an increasingly popular addition to smoking mixtures, the sedative effects from opium provide unparalleled pain relief. One hazard is addiction. To avoid this, the victim must pass a Persistence test at +40, followed by further, increasingly difficult, Persistence tests (dropping by -10 each time, so the second test is at +30, the third at +20, etc.), to be made after each consecutive consumption. Death from opium use is rare but,

in the event of a heavy dose being taken, a failed Resilience test will result in death from asphyxiation unless neutralised with an antidote.

### **SLEEPING DRAUGHT**

**Name:** Sleeping Draught

**Type:** Ingestion

**Delay:** 1D20 minutes

**Potency:** 65

**Effect: Mild Dose:** Sleepiness (Exhausted level of Fatigue).

**Heavy Dose:** Falls into a heavy sleep.

**Duration: Mild Dose:** Sleepiness lasting 1D6 hours.

**Heavy Dose:** Fall into a deep sleep lasting 2D4 hours.

**Notes:** Usually a mix of opiates and possibly an alcohol base, if administered to an unwilling recipient any Perception roll to detect the draught will be Hard (-40) as long as reasonable attempts have been made to disguise the substance (such as mixing it with wine).

Freely dispensed by apothecaries, these concoctions can be dangerous in quantity. Once an initial heavy dose has been administered, if another similar dose is given before the effects of the first have worn off, then the patient/victim will suffer poisoning effects similar to a heavy dose of opium (see above).

### **VENINUM LUPINUM**

**Name:** Veninum Lupinum

**Type:** Ingestion

**Delay:** 1D10 minutes

**Potency:** 65

**Effect: Mild Dose:** Symptoms include a sore throat, vomiting and violent stomach cramps. The victim will feel Exhausted for 1D20 hours and take 1D6 hit points damage.

**Heavy Dose:** The symptoms will be as above, and additionally the victim will collapse into a waking coma, have seizures, suffer from



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shock, and then die from liver failure, kidney failure and respiratory collapse.

**Duration:** 1D3 Days

**Notes:** Although specifically designed to surreptitiously poison people, the poison is fairly detectable (even in a full-bodied wine the substance is unmistakably crunchy and bitter) so a Perception check may be made (a normal test if the substance is well disguised in wine or highly flavoured food, an Easy test [+40] otherwise).

Veninum Lupinum is an example of an intentionally created cocktail of poisonous substances designed to kill. In this case the recipe includes monkshood, yew berries, caustic lime, arsenic, bitter almonds and powdered glass mixed with honey. The resulting walnut-sized pill is usually mixed into a victim's wine.

### MAKING POISONS

Characters with the following skills can use their expertise to make poisons: Craft (Apothecary), Craft (Poisons), and Healing. Craft (Apothecary) and Craft (Poisons) allows an attempt with no modifiers, while Healing allows an attempt at -20. Most healers would consider using their healing arts to kill people anathema, but they do have the knowledge.

To create a single dose of a poison requires either 2 shillings-worth of ingredients or a successful Lore (Regional) or Lore (Herbs) roll and 1D4 hours spent searching for plants in the wild. Once this has been done, a successful roll against the necessary poison-making skill (see above) will create a single dose of poison in 1 hour. The character manufacturing the poison can decide on whether they wish to create a mild or heavy dose. On a failed roll the poison is not made and the ingredients are lost. On a fumble, the maker of the poison accidentally poisons him or herself. On a critical success, the poison maker makes two doses of poison.

If an Investigator wishes to create a poison not listed above, the Games Master should work with the player to decide on the exact properties of the

proposed poison and be the final arbiter of how such properties are applied in terms of rules.

### ANTIDOTES

Once a Resilience roll has been failed, unless otherwise noted, the only treatment that can be given before the poison has run its course is an antidote. There are two types of antidote: those that have been specifically designed to counteract a specific poisonous substance, e.g. arsenic antidote, and non-specific antidotes that are hastily prepared in an emergency.

Specifically designed antidotes are made in a similar manner to the poisons themselves. Characters with the following skills can use their expertise to make an antidote to a specific poisonous substance: Craft (Apothecary), Craft (Poisons), and Healing. Craft (Apothecary) and Craft (Poisons) allows an attempt with no modifiers, while Healing allows an attempt at -20.

To create a single dose of antidote requires either 2 shillings-worth of ingredients or a successful Lore (Regional) or Lore (Herbs) roll and 1D4 hours spent searching for plants in the wild. Once this has been done, a successful roll against the necessary skill (see above) will create a single dose of antidote in 1 hour. On a failed roll the antidote is not made and the ingredients are lost. On a fumble, the maker of the antidote accidentally and unknowingly creates another poison (Games Master's choice). On a critical success, the poison maker makes two doses of antidote. The good news is that the consumption of a poison-specific antidote immediately neutralises the poison in the victims system, although it won't heal any damage already delivered. A separate First Aid or Healing roll will be required to mend such damage.

Antidotes prepared in an emergency are often little more than an emetic (something that causes the victim to vomit, hopefully expelling the poison). Such antidotes are prepared using the First Aid or Healing skills and only take a minute or two to prepare (at worst being comprised of a couple of grubby fingers and something suitably unappealing from the healer's pack). On a successful First Aid or Healing roll the victim is al-



lowed an extra Resilience roll against the Potency of the poison. On a critical success the victim may make the further Resilience roll at +30. On a Fumble the victim receives an extra 1D4 damage.

## Suffocation

While underwater or moving through a poison gas cloud, a character can hold their breath for a number of Combat Rounds equal to their CON.

Once a character has surpassed the time for which they can hold their breath, they must make a Resilience test every round with a cumulative -10 penalty. On a failure, they automatically start inhaling the suffocating substance. Different substances cause different amounts of damage per round, as follows:

**Water, Vacuum:** 2D6 Hit Points per round.

**Thick Smoke:** 1D6 Hit Points per round.

**Poison Gas:** Character is exposed to the effects of the poison. If the poison gas is a thick smoke, the character will also suffer 1D6 Hit Points of damage on top of the effects of the poison.

## Travel

Most Investigators, travelling in London, are likely to be on foot, especially if they're in a hurry. The following table gives travel times for longer distances and other forms of transport. Travel will be affected by the weather, particularly on lesser roads or in the wilderness.

Form of travel	Main Road	Lesser Road
On foot	20 km/day	20 km/day
On horseback	40 km/day	30 km/day
Pack-train, or lord and retinue on horseback	25 km/day	12 km/day
By carriage, trade wagon or stagecoach	20 km/day	8km/day or less
On horseback with horses changed every 16km	50+ km/day	Not available

# Optional Rules

## AGING

Many Games Masters will not want to bother with the effects of aging on Investigators. They are heroes, after all. Depending on constitution, diet and exercise, some older characters (if they avoid disease, infection, being worked to death or killed in combat) may retain a robust vitality, in contrast to younger, sickly types. But, the hard fact is that as we age it is harder to retain muscle mass, and at some point physical and mental faculties will become eroded. Furthermore, some Games Masters might like to run campaigns that pick up the exploits of an adventuring party in between long periods of downtime.

For those wanting to simulate the effects of aging, the following optional rules can be applied:

At age 40, and then again after every 5 years, a Resilience roll should be made. If the roll is failed then the Investigator loses 1D2 points from a physical Characteristic. Roll 1D4 to determine which: 1-STR, 2-CON, 3-SIZ or 4-DEX.

In addition, at age 50, and then again after every 5 years, a Persistence roll should also be made for the remaining Characteristics. If the roll is failed the Investigator loses 1D2 points from INT, POW or CHA. Roll 1D3 to determine which: 1-INT, 2-POW or 3-CHA.

Investigators may still restore or raise Characteristics that have suffered the effects of aging, in the usual way, by spending Improvement Points.

## ENCUMBRANCE

**Note:** This is an optional rule. Some gaming groups like to enforce these rules, others find them tedious and use common sense to decide whether what they are carrying is too much.

Encumbrance (ENC) is a measure of the general bulkiness of an item - not only its weight, but its size and unwieldiness too. Most items in the Equipment chapter have an ENC value. Clothes



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do not have ENC unless they are particularly bulky or make movement difficult - armour falls into this category. 1 ENC is roughly equal to a quarter of a SIZ point.

Investigators can usually ignore the effects on Encumbrance of lighter items, until they start to carry a lot of them - assume that an average of 20 such light items (those items of everyday and specialist equipment that aren't assigned an Encumbrance value) will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to their STR+SIZ without penalty.

### OVERLOADING

A character carrying total ENC greater than their STR+SIZ is Overloaded.

Overloaded characters suffer a -20 penalty to all tests that require physical actions, including Combat skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a -20 penalty to all Fatigue tests.

A character cannot carry more than twice their STR+SIZ in ENC.



# Chapter 6: Equipment and Services

This equipment list is by no means everything you could think to buy in 18<sup>th</sup> century London, but should cover most things an Investigator might want. Bear in mind this is not a game about shopping – Games Masters should allow characters to have the sort of equipment they might need to do their job, without tracking every penny. Any expensive items that are really necessary for an adventure will probably be provided by the Fieldings, if they can be persuaded of its necessity.

Players and Games Masters wanting a more extensive equipment list should refer to *Renaissance Deluxe*, which has much more thorough equipment lists.

## Currency

All prices are given in shillings or pennies.

12 Pennies = 1 Shilling

20 Shillings = 1 Pound

The symbol for a penny is “d”. So the currency symbols are:

£ = Pounds

s = shillings

d = pennies

## AN IMPORTANT NOTE ON PRICES

When purchasing any of the items from the list below, it is worth remembering that, in nearly every case, the prices given are for a standard

item of the type listed. It is usually possible, unless you’re in a small town or village, to buy a more expensive version. Generally, the more expensive the item, the more time spent on its manufacture or the greater the skill of the person crafting it. Higher quality purchases are also often available when buying livestock or commissioning a service.

## Everyday Things

**Flamboyant Costume, Female:** A very fashionable courtly dress. Cost: 50s

**Flamboyant Costume, Male:** A very fashionable courtly suit including pantaloons, dress coat, waistcoat and wig. Cost: 50s

**Impoverished Costume:** Anything from a collection of rags to the plainest peasant smock. This attire marks out the wearer as poverty-stricken. Cost: 0-10d

**Respectable Costume, Female:** A plain undorned dress, head-covering and/or hat, and sensible shoes. Cost: 30s

**Respectable Costume, Male:** A plain hat, coat, shirt, breeches and sensible shoes. Cost: 30s

**Rugged Costume:** A hard-wearing jacket (possibly of soft leather) and jerkin, shirt, trousers, boots and warm socks. Cost: 30s

## EVERYDAY ITEMS

**Backpack:** From a simple cloth knapsack to a large leather pack with straps, every Adventurer



## Chapter 6: Equipment and Services

needs something to lug his or her kit around in. ENC: 1, Cost: 5s

**Bedroll:** A blanket and pad, usually tightly rolled and tied when carried. Without a bedroll, sleeping on the ground will be hard. ENC: 1, Cost: 1s

**Bible:** A well bound copy of the Bible. ENC: 2, Cost: 6s

**Candle:** A tall or wax candle, which can provide illumination over a radius of about one metre for up to six hours. ENC: -, Cost: Tallow 1d/Wax 2d

**Crowbar:** Adds +10% to Athletics tests to lever open doors, etc. If used as a weapon it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 10d

**Deck of cards:** A deck of playing cards. ENC: -, Cost: 6d

**Flint and Tinder:** Flint and tinder used to start fires. ENC: -, Cost: 1d

**Hammer:** Basic construction tool. If used as a weapon, it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 1s

**Lantern:** Lanterns provide illumination in a three metre radius. Requires a flask of oil or candle (not interchangeable). ENC: 1, Cost: 1s 6d

**Oil, Flask:** Enough animal or vegetable oil to fuel a lantern for two hours. ENC: 1, Cost: 6d

**Pamphlet:** A cheap printed news-sheet. ENC: -, Cost: 1d

**Pipe, clay:** A cheaply made clay tobacco pipe, which will soon need replacing. ENC: -, Cost: 1d

**Rope:** 10 metres of strong rope. ENC: 2, Cost: 5s

**Sack (Large):** Cloth or leather sack capable of holding 10 encumbrance of equipment. ENC: 1, Cost: 10d

**Sack (Small):** Cloth or leather sack capable of holding 5 encumbrance of equipment. ENC: -, Cost: 4d

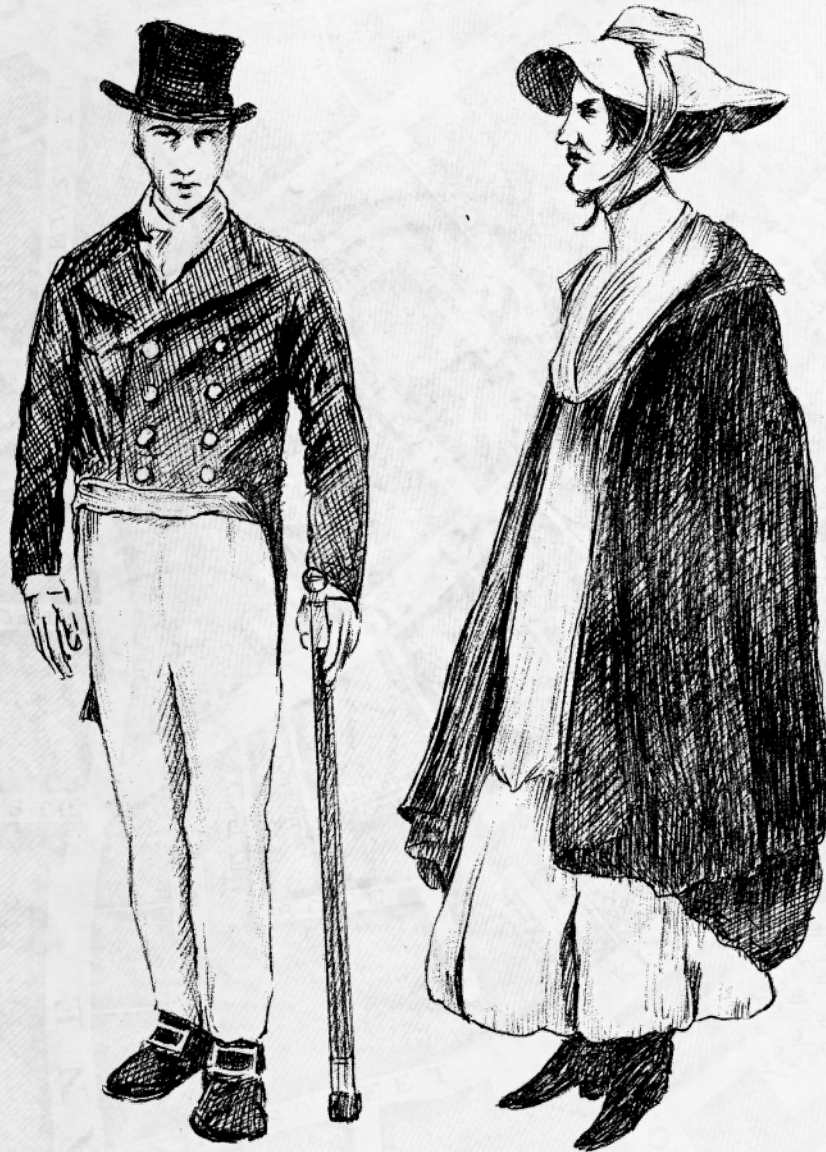
**Shovel:** Basic tool used for digging. If used as a weapon it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 1s 6d

**Tobacco:** An ounce of smoking tobacco from the New World. ENC: -, Cost: 8d

**Travel Rations:** Enough food for one day's travel. Consisting of strips

of dried meat, together with bread, hard biscuits and the like. ENC: 1, Cost: 3d

**Waterskin:** A waterskin can hold enough water to comfortably sustain an Adventurer for 3 days. ENC: 1, Cost: 1s





**Writing Kit:** Quills, ink and paper set. ENC: 1, Cost: 8s

### TYPICAL FOOD PRICES

**Ale, Common:** A pint of regular beer. Cost: 1/4d

**Ale, Best:** A pint of well-brewed beer. Cost: 1/2d

**Bread:** A loaf of bread. Cost: 1d

**Cheese:** A pound of cheese. Cost: 4d

**Chicken, cooked:** A whole chicken, ready roasted. Cost: 4d

**Eggs:** A dozen hen's eggs. Cost: 4d

**Goose:** A fat goose, ready for roasting. Cost: 1s

**Meal Out:** A meal out, probably plain and uninspiring, purchased from a town or country inn. Cost: 4-6d

**Pease Pudding:** A slice of pease pudding. Cost: 1/4d

**Pie:** Maybe not that nutritious, but probably filling. The cheaper pastries might be a dangerous concoction of mystery meat and grease, but the more expensive and better-made pies are tempting savoury treats. Cost: 1-3d

**Pig:** A whole pig, uncooked. Cost: 1-2s

**Pizzle, pickled:** A jar of pickled porcine pizzle set in a rich jelly. Cost: 2d

**Pottage:** A bland stew of meat (possibly), oats and vegetables. Cost: 1/2d

**Sugar:** A pound of sugar. Cost: 1s

**Travel Rations:** Enough food for one day's travel. Consisting of strips of dried meat, together with bread, hard biscuits and the like. ENC: 1 Cost: 3d

**Wine:** A pint of average quality wine. Cost: 2d

### EATING (AND SLEEPING) OUT

**Alehouse:** Sells ale, beer, cider, perry, mead and aqua vitae (whisky). They do not provide food or a place to sleep.

**Coaching Inn:** Caters to people travelling by coach and moving on in the morning - it will provide an evening meal, a room for the night and breakfast, all for 4-6 shillings, but patrons are expected to vacate the premises during the day.

**Coffee/Chocolate/Jelly House:** Serves coffee, tea, hot chocolate or jelly, and provides a place of convivial conversation for merchants and intellectuals. Does not provide food or a place to sleep.

**Gentleman's Club:** Exclusive club for wealthy gentlemen, providing a space for conversation, eating, drinking and gambling. Fees are usually due annually, in addition to a one-off joining fee. Membership is by invitation only.

**Lodging-house:** The most common form of overnight accommodation, providing a room for the night but no food. They range from flea-ridden slum-dwellings at 1 penny a night, to clean and respectable premises at 5 shillings a night. Patrons are expected to eat out (in a nearby tavern, or from a pie shop or street vendor).

**Ordinary:** An eating house frequented by upper class gentlemen. Serves high quality food and drink and provides a place for gambling games, particularly cards and dice. A good meal will cost 3-4 shillings.

**Pie Shop:** In the larger settlements, many Townsmen do not have their own cooking facilities at home, and rely on local pie shops for hot food. Pies usually consisting of meat or fruit in pastry, although some pies are topped with mashed potato. A pie will usually cost 1-3 pence. Pie shops also allow people to use their ovens to bake their own bread from dough made at home, for a small fee.

**Street Vendor:** In larger settlements, street vendors will sell food to passers-by, or wander the streets calling out for custom from locals in their homes. This includes such varied food as muffins, oranges, pies, roast pigeon, and eels. Such food will rarely cost more than a penny.

**Tavern:** Cater to a better class of patron, providing good rooms (with room service) and good food for 5-7 shillings per night.



## Chapter 6: Equipment and Services

### ENTERTAINMENT

**Prostitute:** The services of a cheap, and not necessarily cheerful, prostitute. Cost: 6d

**Theatre:** A performance of a popular or newly written play. Cost: 2d

### SPECIALIST EQUIPMENT

**Clock:** A large clock, suitable for telling the time and an extravagant home furnishing. ENC: 3, Cost: 100s

**Compass:** A magnetic compass, housed in a wooden, ivory or brass fitting. A lodestone is used to magnetize the piece. ENC: -, Cost: 40s

**Craft Tools:** A satchel containing a set of portable tools specifically useful to carrying out a trade (e.g., butchery, carpentry, masonry, etc.). These tools are the bare minimum needed to craft an item with no skill penalty. ENC: 2, Cost: 20-50s

**Fishing Kit:** Consisting of several hooks, lures, a long rod and twined horse hair lines. Gives a +20% bonus to Survival skill when trying to catch fish. ENC: 2, Cost: 8s

**Gunner's Kit:** All the necessities for a user of guns. Consists of a powder horn or set of six small powder flasks for keeping gunpowder in, plus a lead block and bullet mould for making bullets over a fire. ENC: 1, Cost: 12s

**Healer's Kit:** Contains urine sample jar, leeches, dried and fresh herbs, numerous chemical compounds, as well as the usual bandages and surgical tools. ENC: 1, Cost: 50s

**Lockpick Set:** Needed to pick locks using the Mechanisms skill. Includes picks and skeleton keys. ENC: -, Cost: 20s

**Musical Instruments:** A variety of instruments are available, including the cornetto (ENC: 1, Cost: 12s), the recorder (ENC: -, Cost: 2s), the lute (ENC: 2, Cost: 15s) and the bagpipes (ENC: 1, Cost: 10s).

### TRANSPORTATION

#### HITCHING A RIDE

The following transport options might be available if the party travels outside London.

**Barge:** Slow moving and cheap, there will likely be little room for Adventurers and their possessions if the barge has a cargo. May be on a river, or one of the many canals that are being built around the country. Cost: 3d per day

**Large Carriage:** Carriages can be hired in the larger towns. The journey will be bumpy and, if the streets are crowded, torturously slow. The price includes a driver. Cost: 10s per day

**Cart, Farmer's:** A Farmer might allow travellers to ride aboard his cart. Often the journey will take longer than if they had walked, and if moving a casualty (one of the few reasons it might be necessary to hitch such a ride) it will not be the gentlest of journeys. Cost: 0-1d per journey

**Stagecoach:** Covered wagon or carriage, pulled by two, four or six horses, offering passage to regular stages or stations (often coaching inns). Stagecoaches run on a regular route and schedule, changing horses frequently (so there is little delay at each stop). Cost: 2d a mile

**Sea Passage:** Cost: 10s-200s (depending on length of voyage and quality of accommodation)

#### TRANSPORT IN LONDON

The narrow, crowded streets of London make walking the easiest way of getting about. But for those who value their shoe leather, the following methods are available:

**Ferryboat:** The River Thames (and indeed other large rivers) have points where ferryboats carry travellers across, for a small fee. Sometimes this will be a ride in a small rowing boat, other times it will entail a larger vessel called a wherry (particularly if there are no decent bridges within the vicinity). Sometimes the journey will be straight across the river, at other times the most suitable landing point on the opposite bank might be some way up or down river. Costs vary according to



## Chapter 6: Equipment and Services

distance and whether the journey is with or against the flow of the river. Cost: 1d-1s

**Sedan Chair:** In towns and cities the wealthy can hire four burly porters to carry them around on a sedan chair. Cost: 10s per day

**Large Carriage:** (see above). There are very few carriages to hire, most of them belonging to the gentry and the aristocracy. It's a slow way of getting about, unless you stick to the widest streets, but it does mean you don't have to rub shoulders with the lower orders. A large and luxurious carriage is likely to set you back 800s.

### A HORSE, A HORSE...

The following prices are for those wanting to purchase their own mount.

**Horse, Riding cob:** Smallish sized, but a good all-rounder. Cost: 100s

**Horse, Riding:** Speedy and larger than the cob. Cost: 200s

## Weapons

### CLOSE COMBAT WEAPONS

Weapons like the **cudgel** are among the most prevalent of all in London at this period. While some soldiers returning from wars in Europe may have a wide range of exotic weaponry, they are unlikely to play much part in a *Dark Streets* game. Players looking for extensive weapons lists are referred to *Renaissance Deluxe*.

#### RULES

All close combat weapons use the Close Combat skill. Each close combat weapon is characterised by the following qualities:

**Damage Dice:** The damage the weapon deals on a successful attack. The character's Damage Modifier is added or subtracted to this.

**STR/DEX:** The minimum STR and DEX scores needed to easily wield this weapon. If either of the

Characteristics are below these minimums, a -20% penalty is applied to a character's skill when attacking and parrying with this weapon.

**Size:** Weapons are rated in the following size categories: Small, Medium, Large and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.

**ENC:** The weapon's Encumbrance. The weight and bulk of the weapon.

**Special:** Any special rules that apply to the weapon. For example:

- **Flex:** This weapon *can* be used two-handed. When used in two hands, it does extra damage (as listed) and can be used by someone with a STR 2 less than that listed.
- **Thrown:** Can also be used as a thrown weapon without penalty. Weapons marked as "Thrown" do the same amount of damage as usual (including the character's damage modifier) and have a range equal to the character's STR in metres.
- **2-handed:** This weapon *must* be used two-handed.

**Cost:** The cost in shillings to purchase this weapon.

### AXES

**Hatchet:** A small, one-handed axe, often used for chopping wood. ENC: 1, Cost: 2s 6d

### BLUDGEONS

**Cosh:** Often consisting of a small bag of sand, or something equally small and heavy, this easily-concealable weapon is most often used by thieves and vagabonds wishing to knock someone out. ENC: 1, Cost: 6d

**Cudgel:** Sometimes called a *Club*, the cudgel mostly sees use among the likes of watchmen, ruffians, the peasantry, and the most lamentably equipped of soldiers. ENC: 1, Cost: 1s

**Quarterstaff:** A stout stick or pole about 2m long, the quarterstaff is not used as a weapon of war, but - as it is easily improvised - is a common



## Chapter 6: Equipment and Services

peasant weapon in times of trouble, and can double as a walking staff. ENC: 2, Cost: 2s

**Runner's Club:** Runners do not wear a uniform in this early period (though they will gain one in future decades). Their only symbol of authority is a small club with a gilt crown on it. All Runner characters are issued with one of these on top of their normal equipment.

### KNIVES

**Dagger:** A blade with a short handle, often used in the off-hand and easily concealable. Can be thrown. ENC: -, Cost: 3s

**Knife:** A small knife usually used for eating (forks are a recent affection of the rich, which have not really caught on yet), whittling wood, and other general cutting purposes, it can also be used as a weapon in a pinch. Most travellers will generally have one about their person somewhere. ENC: -, Cost: 1s

**Main Gauche:** The main gauche parrying dagger is the off-hand weapon of choice for many fencers throughout Western Europe. A long, double edged dagger, it has a guard ring and long quillons for superior parrying, which are either straight, S-shaped, or down-curved. Used in the off-hand, a main gauche adds +20 to an off-hand parry, negating the normal -20 to off-hand parrying skill, or adding +20 to parrying if the character has the correct Dual Weapons skill. This bonus does not add to attacks with a main gauche. ENC: -, Cost: 18s

### SHIELDS

The days of the shield seeing common use have long since passed, and even the buckler seldom sees use in civilian hands or on the battlefield.

**Buckler:** Also called a *Targe* or *Rondache*, the Buckler is a small shield, handheld or bound to the forearm. Scottish Highlanders use a studded, wooden buckler in combination with a dirk and basket-hilted *Claidheamh Mòr* broadsword (see below).

### SWORDS

Swords are the personal melee weapons of choice on and off the battlefield and come in several varieties, though they are by no means a common sight on the streets of London.

**Claymore:** This basket-hilted broadsword features straight, cut-and-thrust blade, nearly always double-edged. Scottish Highlanders, able to afford one, use the basket-hilted *Claidheamh Mòr* (Claymore) as their primary weapon of choice, usually in conjunction with a targe (buckler) shield strapped to their other arm and dirk held in the shield hand. ENC: 2, Cost: 20s



**Cutlass:** A short sabre, with a machete-like, sometimes curved, blade. A favourite of sailors, as it is easy to use, robust enough to hack through ropes or wood, and short enough for close quarters combat. Enc: 1, Cost: 8s

**Great Sword:** The great sword has all but vanished from use in Europe. The only notable exception is the Scottish *Claidheamh dà Làimh*, sometimes confusingly called a "Claymore", a straight-bladed, double-edged great sword averaging 1.4m in length, with a long downswept cross hilt. It is far less common among Highlanders than the basket-hilted *Claidheamh Mòr*. ENC: 4, Cost: 30s

**Hanger:** The Hanger is a hunting sword, a short blade (typically 45-60cm), nearly always single-edged, sometimes slightly curved, with a knucklebow to protect the hand. Frequently well made, and often decorated by wealthier owners, it is used to kill injured or otherwise immobilised prey but also makes a handy defensive weapon. ENC: 1, Cost: 15s



CLOSE COMBAT WEAPONS

Weapon	Damage	STR/DEX	SIZE	ENC	Special	Cost
Buckler	1D4	-/5	M	1		5s
Claymore	1D8	9/7	M	2		20s
Cosh	1D4	-/-	S	1		6d
Cudgel	1D6 (1-handed) 1D6+1 (2-handed)	5/9	M	1	Flex	2s
Cutlass	1D6+2	6/7	M	1		8s
Great Sword	2D8	13/11	H	4	2-handed	30s
Hanger	1D6	6/7	M	1		15s
Hatchet	1D6	-/9	S	1	Thrown	2s 6d
Knife	1D3	-/-	S	-	Thrown	1s
Main Gauche	1D4	-/11	S	-		18s
Quarterstaff	1D8	7/7	M	2	2-handed	2s
Rapier/Small Sword	1D8	7/13	M	1		10s
Runner's Club	1D6	-/-	M	1		Not for sale
Sabre	1D6+1	7/7	M	1		22s 6d
Unarmed	1D3	-/-	S	-		-

**Rapier:** The civilian weapon of the gentleman, the rapier, though less fashionable than it once was, can be found throughout Western Europe. Many rapiers feature elaborate swept hilts, but cage hilts, Pappenheimer hilts (elegant combinations of swept hilt and pierced shell guards), and cup hilt rapier styles are also popular, the latter especially in Spain. The blade is designed more for thrusting than slashing. ENC: 2, Cost: 20s

**Sabre:** The cavalry weapon of choice. ENC: 1, Cost: 22s 6d



**Small Sword:** The small sword (sometimes called a court sword or a dress sword) is the civilian weapon of the gentleman. It is designed more for thrusting than slashing. ENC: 1, Cost: 22s 6d

RANGED WEAPONS

**Daggers** and **Hatchets** (see Close Combat Weapons, above) may be thrown, and rare few peasants still make use of a **Sling** or **Short Bow** but firearms have largely made them obsolete.

RULES

All black powder weapons (guns) use the Gun Combat skill when being fired and the Close Combat skill when being wielded as a club. Other non-black powder ranged weapons use the Ranged Weapons skill. Each gun and ranged weapon is characterised by the following qualities:

**Damage Dice:** The damage the weapon deals on a successful attack. In the case of black powder weapons there are two figures given, damage as gun and damage as club (depending whether the weapon is being fired or used as a club). The character's Damage Modifier is *not* added to the damage caused by the ranged weapon, unless it is being used as a club.

**Range:** The effective range of the weapon when fired. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice the weapon's range. A gun fired beyond its range does not benefit from the normal reduced armour protection afforded to guns.

**Load:** The amount of combat rounds it takes to reload the weapon.



## Chapter 6: Equipment and Services

### FLINTLOCKS

In order to fire a flintlock, the following procedure must be followed. The powder is poured down the barrel and packed into place with a stick known as a ramrod; then the lead bullet (or larger missile in the case of artillery) is inserted, followed by some wadding (which is also packed down) to hold it in place. They also have a pan, which needs to be filled with powder. When the trigger is released, a flint strikes a spark to ignite the powder.

The chances of reloading a flintlock in the middle of a fight are fairly slim, so it's quite common to turn your pistol around and use it to a club once you've let off your first shot, unless you also have a sword or similar weapon.

**STR/DEX:** The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -20 penalty is applied to a character's skill when attacking and parrying with this weapon.

**Size:** When used as a club, black powder weapons are rated in the following size categories: Small, Medium, Large and Huge.

**ENC:** The weapon's Encumbrance. The weight and bulk of the weapon.

**Cost:** The cost in shillings to purchase this weapon.

### BLACK POWDER WEAPONS

**Donderbus:** This short, brass-barrelled musket has a distinctive flared muzzle, and fires 12-15 musket balls in a single shot. This sprays a target at close range, making it a devastating weapon, and the flared barrel makes it easier to load. Although it can fire assorted scrap in an emergency, doing so can quickly and easily damage or shred the barrel. ENC: 2, Cost: 40s

**Duelling Pistol:** Very much a weapon of the nobility, the duelling pistol is finely crafted and balanced, with a long barrel and appropriate decorative embellishments. ENC: 1, Cost: 25

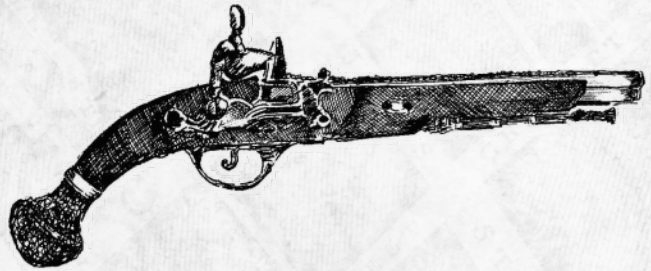
**Carbine:** Lacking the range of the musket, the carbine can still cause serious damage in close

combat. Its shorter length makes it easier to hide under a coat. ENC: 2, Cost: 20s

**Grenade:** Grenades, are hollow iron spheres big enough to sit comfortably in the hand, filled with gunpowder and fitted with a short piece of matchcord. ENC: 1, Cost: 3s



**Musket:** With a longer range than the pistol or carbine, this is the default infantry weapon. ENC: 3, Cost: 20s



**Pistol:** Only useful at short ranges, the flintlock pistol is often carried by the wealthy for personal protection, or for duelling in defence of one's honour. ENC: 1, Cost: 13s

**Rifle:** Usually used for hunting rather than combat, but becoming more common as a military weapon. ENC: 2, Cost: 30s

### OTHER RANGED WEAPONS

**Hatchets and Daggers** (see Close Combat Weapons, p.95) can be thrown, and the following ranged weapons might also be found, although they are likely to be very rare in London.

**Short Bow:** Short bows have not been used as a weapon of war for centuries, but remain in use by hunters. ENC: 1, Cost: 15s

**Sling:** A strip of cloth or leather used to throw a stone or other projectile at the target. Although not a common offensive weapon, peasants who have taught themselves to use a sling for hunting can be surprisingly deadly in combat. Good in a riot. ENC: - , Cost: 2d



**BLACK POWDER WEAPONS**

Weapon	Damage as gun	Damage as club	Range	Load	STR/DEX	Size <sup>1</sup>	ENC	Cost
Carbine	2D6+1	1D6-1	12m	3	10/8	M	2	20s
Donderbus	4D6	1D6-1	5m	3	10/9	M	2	40s
Duelling Pistol	2D4+1	1D4-1	10m	2	9/9	S	1	25s
Grenade	3D6	0	5m	2	11/9	-	1	3s
Musket	2D8+1	1D6	30m	4	11/9	L	3	20s
Pistol	1D6+2	1D4-1	5m	3	9/7	S	1	13s
Rifle	2D8+1	1D6	45m	5	11/10	L	2	30s

**OTHER RANGED WEAPONS**

Weapon	Damage	Range	Load	STR/DEX	ENC	Cost
Dagger	1D4	STR m	1	-/9	-	3s
Hatchet	1D6	STR m	1	7/11	1	2s 6d
Knife	1D3	STR m	1	-/9	1	1s
Short Bow	1D8*	75m	1	9/9	1	15s
Sling (one handed)	1D6	50m	1	-/9	-	2d

# Armour

Armour is pretty much extinct on the battlefield. At the most, characters might have a leather jacket (Very Light Armour), but there's always a chance that an aristocratic character may have some armour mouldering away in an attic somewhere (or even standing proudly in the hallway), so here is listing of armour types from the last couple of hundred years.

**Very Light Armour:** Representing just one or two items of protection such as pot helm and soft

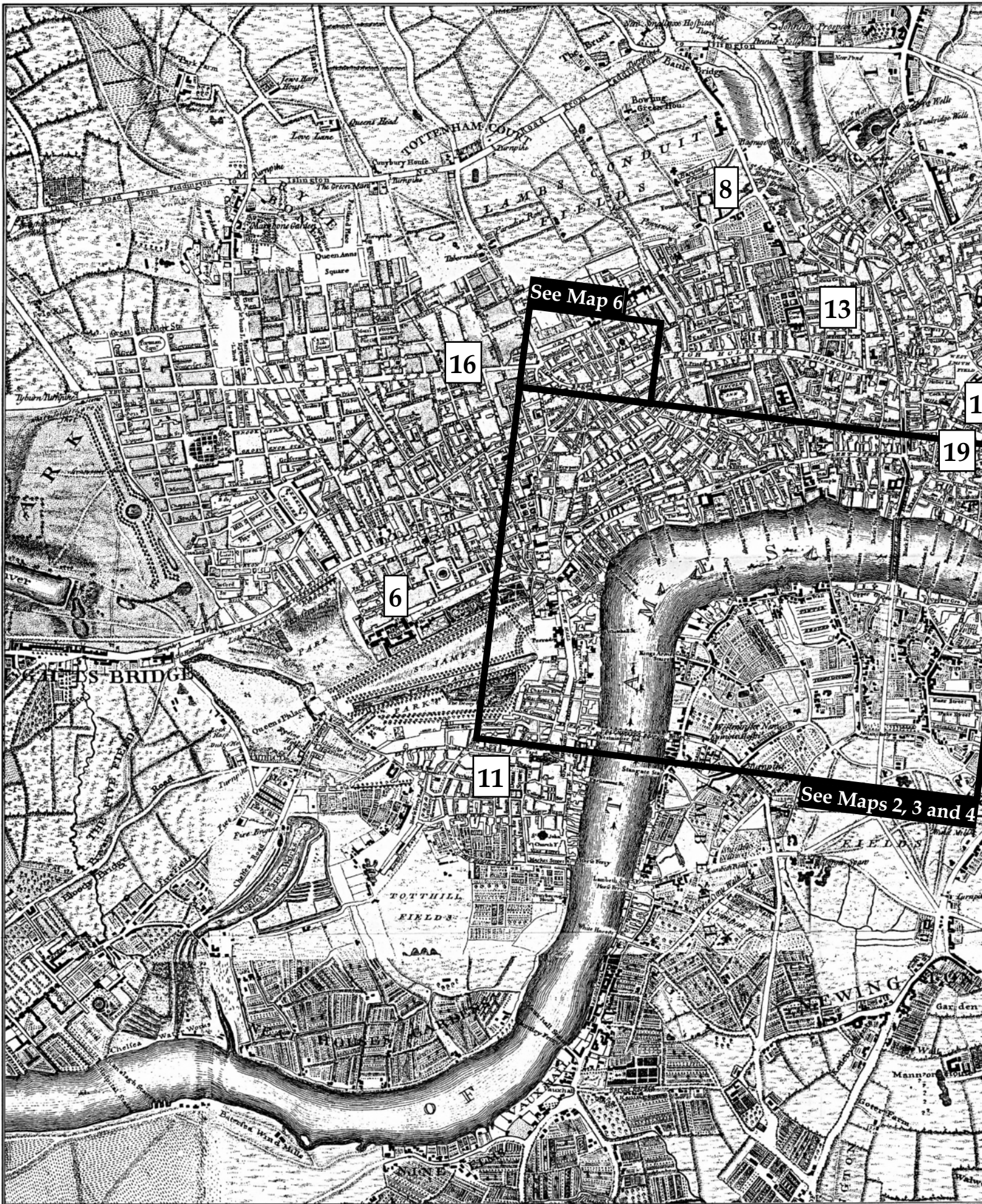
leather jacket. ENC: 1, Cost: 25s, Armour Points: 1/0

**Light Armour:** Typically little more than a helmet and soft leather jerkin and trousers, or no helmet with just a buff coat. ENC: 4, Cost: 30s, Armour Points: 2/1

**Medium Armour:** Pretty much the standard for a well-armoured character from a hundred years ago. Typically a leather coat, breast- and back-plate, decent boots and a lobster pot helm. ENC: 10, Cost: 85s, Armour Points: 3/1

**Heavy Armour:** Representing extremely well armoured infantry or heavy cavalry regiments from a hundred years ago. Typically high cavalry









Map 1



# Chapter 7: The Streets of London

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London has been rapidly expanding for decades, although the cost of the recent war has slowed down this expansion of late.

To the west, in Mayfair and St James', new homes have been built for the rich; toward the east, the thriving dock areas are expanding courtesy of the trade with the colonies; and to the south, there is more building planned, as a result of the new bridge at Westminster.

There are extremes of wealth and poverty, from the well-ordered parks and Palladian mansions that can be visited in the west, to the dreadful rookery slums that survived the Great Fire. Yet, throughout much of London, there is a real mix of people from various walks of life. Certainly some areas have a particular economic focus (industry, docks, commercial, etc.), but much of the residential housing is used in a mixture of ways.

Large, formerly well-to-do, houses are sometimes privately owned and well-maintained, while at other times they are rented out to as many people as might be crammed in. Once respectable rooms, lived in by those working in the cloth trade, are now rented out as places for the poor to doss. The rooms above a shop might be home to the shopkeeper, but they might just as easily be rented out to several families, house a working brothel, accommodate an unlicensed gin shop, or be used as a workshop.

This section takes a look at some of the different districts, some of the common types of location, and provides information on a few specific places of note in Georgian London.

## A NOTE ON THE LONDON MAPS

The maps of London in *Dark Streets* are taken from sheet maps produced by John Roche in 1746. There are a number of maps in the book, with numbers keyed to locations described in the following pages.

**Map 1** (pp.100-1) shows the whole of London.

**Maps 2, 3 and 4** (pp.104-6) shows the area around the river between London Bridge and Westminster Bridge.

**Map 5** (pp.110-11) shows the area around Covent Garden and Bow Street.

**Map 6** (p.113) shows the St Giles Rookery..

Note that numbers referred to in the text are the large bold numbers in white squares shown on the map - the smaller numbers in circles refer to the original eighteenth century map key, which is not available.

## DISTRICTS

A great "sexual highway" runs through London, from the Royal Exchange on Cornhill in the east of London, to the north of St Paul's Cathedral, through the bagnios, taverns and coffee houses in and around the Covent Garden Piazza and on to Charing Cross and St James's in the west. In this strip, which also holds the great trading and commercial centres of the city, prostitutes ply their trade in the alleys and courts off Fleet Street, the Strand and St James's Park.



## Chapter 7: The Streets of London

To the north of this runs the “promenade of death” – from Newgate Prison, through Holborn, St Giles and Oxford Street, to the scaffold at Tyburn. Along this route, criminals are paraded, often to the jeers and cheers of the London mob, on their way to the gallows.

The more refined areas of Mayfair, St James’, and Whitehall (where the Admiralty offices are situated), are where the very rich live. This area is the political (and military) heart of the capital. The King resides in St James’ Palace (which, although grand enough, is modest compared to the royal palaces of the other European heads of state).

The route from St James’s Park in the west, to the Royal Exchange (along the Strand) in the centre, links politics and trade (and is therefore also serviced by plenty of seraglios).

Covent Garden and Soho, also in the west, were once fashionable. Despite losing their air of exclusivity (and respectability), they are still bustling hubs of activity. Covent Garden boasts taverns, bagnios, theatres, coffee houses, jelly houses, gentlemen’s clubs, brothels, sex shops, tea gardens, and brandy houses, as well as numerous shops, stalls, and entertainments. Covent Garden is renowned as the centre of prostitution, in a city that’s rife with the trade.

Further to the north and east, there is more industry. The silk trade is centred in Spitalfields, Shoreditch, St Leonards and Old Nichol, although in many of these areas the silk weavers have been replaced by slum dwellers, packed into the common lodging houses (or “doss-houses”).

Billingsgate, Wapping, and Limehouse are home to busy quays. Billingsgate is also home to the fish market, while the main, and very large, meat market is at Smithfields. Running from Smithfields to Saffron Hill is Chick Lane, an area known for its cheap brothels, Hellfire Clubs, molly houses (housing homosexual male prostitutes), and for being frequented by large hordes of street prostitutes. Chick Lane, in Holborn, is also the place to go to fence, and buy, stolen goods.

Drury Lane (on the eastern boundary of Covent Garden), Seven Dials, St Giles (see **Map 6**), and Whitechapel, are amongst the poorest areas on

the north side of the Thames. They are home to cheap bawdy houses, gin shops, and doss-houses, populated by desperate street-walking prostitutes, gangs of bullies, and poor urchins. The rookeries (St Giles and Old Nichol Street) are the worst of all. Buildings that survived the Great Fire, leaning crazily, often wedged apart with poles, and blackened, like old nests. Open sewers run below the overhanging houses, and the population wear torn and ragged clothing. Strangers get easily lost in the rookeries (but usually only once!), the streets are a maze of blind alleys and hidden courtyards.

## Locations

The following section lists a few of the specific places of interest that the Runners might visit during their investigations, as well as considering a few types of location that the Investigators are likely to visit while travelling around the City of London. The list is by no means exhaustive (London is huge!), and Games Masters are encouraged to develop their own locations throughout the city.

### THE BAWDY HOUSES

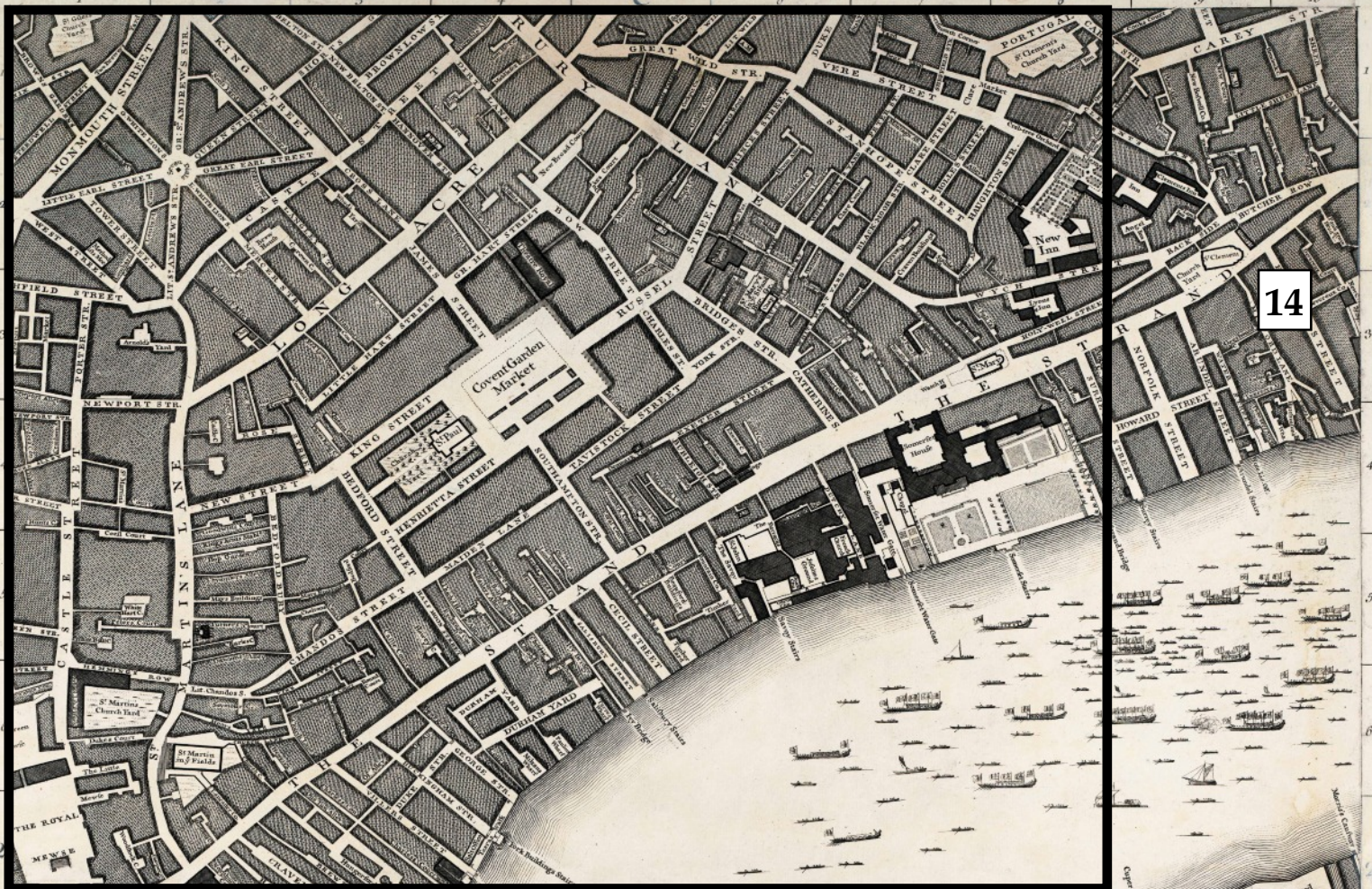
**Bawdy Houses** or brothels are prolific throughout most of London.

They range from the vast number of cheaper establishments, to be found in all the poorer residential areas; to the thriving middling market in the commercial areas; through to the exclusive and expensive establishments that can be found in the more high class areas.

In the poorer areas the brothels mainly operate in overcrowded doss-houses, small gin shops and taverns.

The mid-range brothels range from privately-let houses, to being housed in all sorts of commercial establishments – inns, bath-houses, coffee shops, jelly houses, gin shops, and gambling dens. Some are even attached to exclusive gentlemen’s clubs. Every type can be found in Covent Garden, most just a few minutes’ walk from Bow Street. Many





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Map 2

See Map 5





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Map 3





# Map 4



of the establishments act as places of assignation – the prostitutes don't actually live on the premises, but are sent for, arriving in their sedan chairs to meet clients. The bath-houses (known as bagnios) usually operate in this manner, many pay little attention to their actual bathing facilities and rather more to the private rooms that they hire out to prostitutes and their clients.

Most of the more exclusive brothels (the seraglios and "convents") are located near to St James'. Many are so discreet that they aren't known about, apart from by their clientele, even by their neighbours (although foreign visitors are not always so discreet when writing memoirs of their time spent in London). These high-class seraglios are scattered throughout Park Place, St James' Street, Green Park, and King's Place (just off Pall Mall).

## HELLFIRE CLUBS

Although the most famous Hellfire Club is that presided over by Sir Francis Dashwood at his West Wycombe home, many others operate from taverns across London, usually meeting in a private upper room. Some are little more than gentlemen's clubs – their business confined to politics, gambling, drinking, and vice. Others are more sinister, and the members carry out acts of violence and destruction. The authorities struggle to act – partly because they seldom catch the culprits, and partly because when they do they find that club members are aristocratic and afforded the protection of powerful family members.

## THE DOCKS AND WAREHOUSES

### Map 4, Location 1.

Along Billingsgate there is a network of docks and warehouses. The area teems with people – including dockers, heaving barrels and boxes; Customs officials, on the lookout for smugglers; sailors, looking for work, or more likely visiting the numerous cheap taverns and bawdy houses near the waterfront; thieves, hoping to pilfer some cargo; con artists, hoping to take advantage of visitors to

the capital; and a whole host of other traders, merchants and chancers.

## THE RIVER THAMES

Long and wide, the River Thames runs through the heart of London, to the south of the area known as the City of London. Many Londoners make their living along the Thames; scavenging in the mud at low tide; operating ferries and wherries; and working on the docks, loading and unloading cargo.

The Legal Quays are located along Billingsgate, an area in which there are many docks and warehouses. All imported goods must be declared at the Customs House.

If there is a hard winter there are frost fairs, held on the frozen river (with plenty of food and entertainments on offer); and if there is something to celebrate, pageants are held on a procession of ornate barges. There are occasional boat races, and the riverbanks are a hive of building activity, as expansions and improvements are made to the dock areas.

The Thames also makes a good place to dump bodies...

## LONDON BRIDGE

### Map 4, Location 2.

London Bridge links the City of London, on the north side of the River Thames, to Southwark, on the south side. London Bridge is at the western end of the Pool of London (the stretch of the Thames where the legal quays are, alongside Billingsgate). As tall-masted ships cannot pass beneath London Bridge, it marks the boundary of the docking area.

The bridge is about 8m wide, and 0.9 km long. When the river is high the rapids between the piers supporting the bridge become extremely dangerous, and only the foolhardy (or desperate), attempt to "shoot the bridge", in their little boats, if the Thames is in flood.

The whole length of the bridge is very built up, with houses and shops, many of which are several



## *Chapter 7: The Streets of London*

stories high. Some of the buildings overhang the river, others overhang the road. This means the carts travelling on the road below have to pass through what is virtually a tunnel, and a narrow tunnel at that. There is just (and only just) room for two lanes of traffic on the road, one heading north, one south. Each lane is only a couple of meters wide. There are constant queues, holdups, and traffic jams. All it takes is for a carriage to slip a wheel, or a horse to get into difficulty, and everything comes to a complete stop, adding hours onto what should be a quick journey, and causing congestion and tailbacks throughout the city.

Until the recent building of the Westminster Bridge, the only other bridge between London Bridge and Kingston Bridge (to the west), was the Putney tollbridge (which links Fulham, on the north side of the Thames, to Putney on the south side. It is way too far west to be of any use to the residents of the City of London).

### **WESTMINSTER BRIDGE**

#### **Map 2, Location 3**

Due to the congestion along London Bridge, it was decided that another bridge was needed. The solution was a bridge at Westminster. Westminster Bridge was funded by private capital, lotteries and grants, and although it first opened in 1740, it is still not quite finished. Westminster Bridge links Westminster, on the north side of the river, to Lambeth, on the south side.

### **WHITEHALL**

#### **Map 2, Location 4.**

Although the Palace of Whitehall was devastated by the Great Fire, Whitehall, in Westminster, remains home to some of the most powerful military and government institutions in Britain – including Horse Guards (home of the army headquarters, which is currently being demolished and rebuilt); the Admiralty buildings (the headquarters of the navy); and the Treasury.

## **THE PALACE OF WESTMINSTER**

#### **Map 2, Location 5.**

The magnificent Palace of Westminster is home to the parliaments (upper and lower chamber), schools, a college, a variety of law courts and, to the west of the complex, the Abbey. The Commons meets in the rather plain St Stephen's Chapel, the Lords in the Queen's Chamber (an old medieval hall), and important state ceremonies take place in the extravagant Painted Chamber.

## **ST JAMES' PALACE**

#### **Map 1, Location 6.**

Located in Pall Mall, St James' Palace is the main London residence of the royal family. Considered rather modest for a king's palace, the German chancery (responsible for overseeing the King's Hanoverian affairs) operates from just two small offices. Although not on the scale of some of the European principal palaces, nevertheless, the interiors are elegant, expensively furnished, and adorned with regal works of art. Built in a Tudor style, the frontage is composed of long ornamental turreted walls, set around a large gatehouse. Within, redbrick buildings are organised around four courtyards. There is a fine chapel, plenty of space to receive and house ambassadorial delegations, and grand chambers and dining halls where the King can hold balls, or gather together with his advisers and informants.

## **GRUB STREET**

#### **Map 1, Location 7.**

As well as the usual brothels, doss-houses, coffee houses, and gin shops, Grub Street in St Giles is home to a host of hack writers, aspiring poets, and low-end publishers. For a small fee a writer can be bribed to put together a story, or a publisher to squeeze an article into a journal. Vulgar satire and scurrilous gossip sell copy, and the periodicals are full of all sorts of sensational stories. Due to the



street's location, crime is high, and the gibbet usually occupied.

## THE FOUNDLING HOSPITAL

### Map 1, Location 8.

The Foundling Hospital was set up to deal with the huge numbers of unwanted babies in London, many of whom were, and still are, simply left to perish in the street. There are those who opposed its founding, concerned that it would merely encourage women into vice (as they would no longer be dissuaded by the risk of pregnancy). But generally most people think it a humane, necessary, and worthy, venture. Originally the hospital was funded by subscription, and many of the nation's great and good joined in with their support (some, it is suggested, out of guilt due to their own love of vice) - the founding governors are a most esteemed group. The hospital has found itself so popular, and so overrun with babies, that it has had to move into a vast custom-built complex at Bloomsbury. This new building, walled off, with a huge wing and its own chapel, is still expanding (another wing is being constructed). But there are problems - the original founder, Captain Coram, is alleging that there is corruption and cruelty taking place; few of the babies survive long, let alone to adulthood, and, although the building work continues apace, the money is running out. Mothers bringing babies are quizzed on their morality and, due to the vast numbers arriving at the Hospital gates, babies are selected for a place through a lottery, carried out using coloured balls.

## FLEET PRISON

### Map 3, Location 9.

The hated Fleet Prison is mainly used to incarcerate debtors and their families. Inmates have to pay for their food, lodging, to have keys turned, and to take off their irons - and the charges are extortionate. Many are forced to beg, stretching their arms out through the specially provided grilles, just to pay for their stay. Those able to find

(or borrow) the money, are permitted to stay outside the prison, in especially provided buildings. In return for the privilege of being lodged away from the gaol, they have to pay the gaolers (to compensate for lost earnings).

The Fleet, and the immediate area around it, is subject to a peculiar rule which allows for clandestine and unlicensed marriages, away from the home parish of the spouses. Disgraced clergymen (and those pretending to be clergy) live and gather around the area - there is a booming industry in illicit marriages. The area teems with eloped couples, secret lovers, and touting vicars. There are also those who purposefully marry a debtor - by paying a debtor for this service, a woman can pass on her debts to her new husband, and thus avoid being bankrupted or gaoled herself.

## NEWGATE PRISON

### Map 1, Location 10.

Located next to the Old Bailey, Newgate is the principal prison for holding those suspected of committing felonies, as well as debtors, from the City of London area.

A large, five story gatehouse, built into the old city wall, Newgate is squalid and dirty, becomes terribly overcrowded, and for the common debtors and felons (those unable to pay for better accommodation in the master wards) life is hell. Prisoners are kept in irons and disease (in particular gaol fever) is rife. Outbreaks of disease are a hazard for the law givers too, as often prisoners bring their contagious illnesses, contracted at Newgate, into the court room.

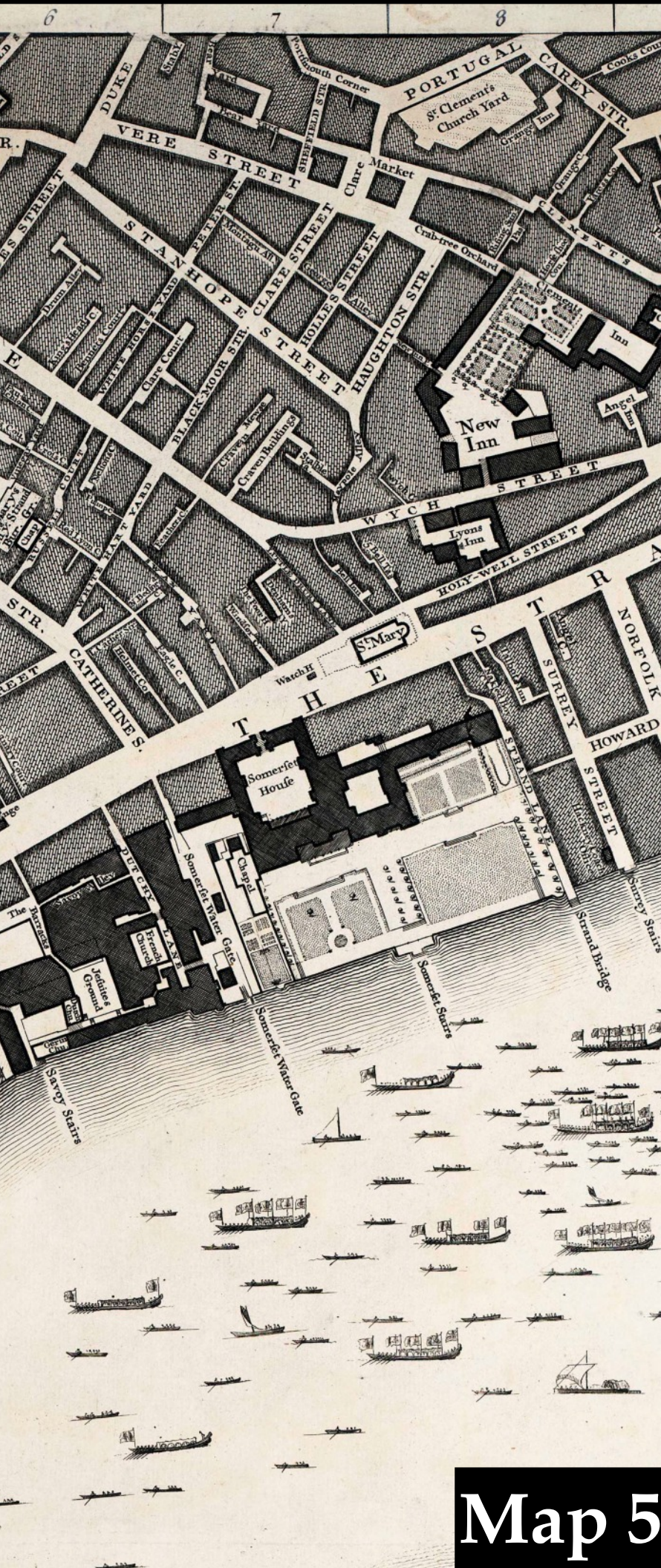
There are thirteen common wards where poor prisoners are kept, and four master wards (which are much more pleasant). There are also fifteen individual cells in which the condemned are incarcerated, to await their end in solitary contemplation. Elected officials (beadles) enforce discipline.

Prisoners are expected to make a payment on their arrival, and those that can't are stripped of their clothes. Prisoners and visitors intermingle,









which makes it easy to smuggle items in, and aids escape attempts.

## THE GATEHOUSE

Map 1, Location 11.

The Gatehouse gaol houses prisoners from Westminster, accused of felonies or petty offences, awaiting trial (at the magistrate court, or Old Bailey, according to the crime) and punishment. The tower holding the prisoners is somewhat vulnerable to rescue attempts - there are simply not enough guards to resist a determined attack. The gaol area is not very big, and often prisoners have to be transferred to Newgate.

## THE GREEN CANISTER

Map 5, Location 12.

The Green Canister is a sex shop, owned by Constantia Phillips. The shop is located on Half Moon Street, in Covent Garden.

Constantia's shop mainly sells "cundums and dildoes", but every so often somebody requests more exotic wares. While Constantia is happy to fulfil most orders, she has been concerned of late about some of the customer requests. Some extremely wealthy aristocratic clients, and their agents, have been asking for items associated with dark sexual magic. Ordinarily she would be happy to indulge the needs of the rich, renowned for their love of dress up and fantasy, but Constantia is concerned that the rituals being planned seem beyond the usual mundane "play" her clients indulge in.

## THE BUNCH OF GRAPES

Map 1, Location 13.

The Bunch of Grapes is a bawdy house located on Field Lane (off Holburn Hill), owned by Lord Stanhope. Lord Stanhope has no truck with reformers, and will



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bring his influence to bear on anybody who thinks to raid the place.

### THE STAR TAVERN

Map 2, Location 14.

A bawdy house located on the north side of the Strand, off Devereux Court. The Star is owned by Peter Wood, a pimp and thief. While clients are being diverted and entertained by the prostitutes, Peter and his wife rifle through their possessions, stealing anything of value.

### THE BROWN BEAR

Map 5, Location 15.

The Brown Bear is located along Bow Street, directly opposite the magistrate's office. It's also known as the "Russian Coffee-house", although it is actually a tavern. It is a popular haunt of the Bow Street Runners, and other thief takers.

### MRS GOADBY'S

Map 1, Location 16.

Mrs Goadby is trying to bring a touch of Parisian style to the London vice industry. With this in mind, she has set up a brothel in Soho, on Great Marlborough Street. The establishment is renowned for its luxurious decor and beautiful young women. The prostitutes, or "nuns", are all billed, rather hopefully, as virgins.

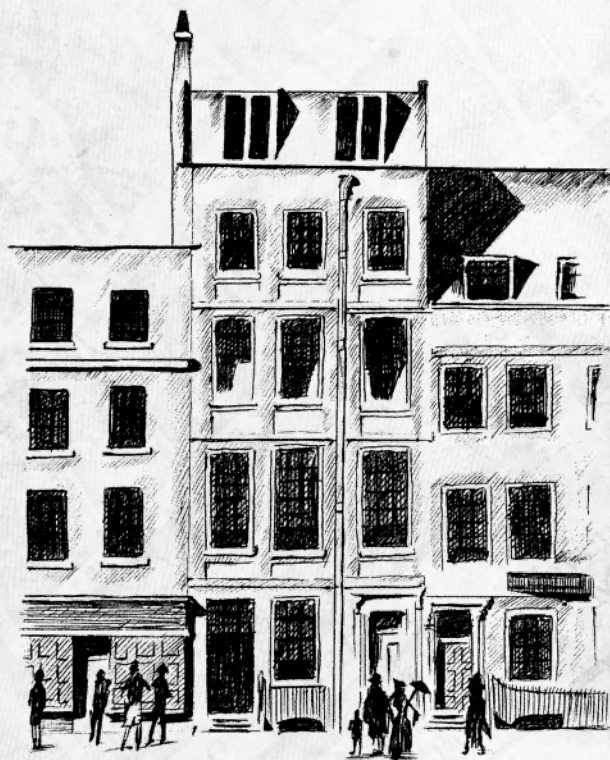
Exquisite food is served, followed by exclusive performances by talented musicians, throughout which the nuns are expected to behave with the utmost decorum. Afterwards a man might retire with his chosen nun. The prostitutes are forbidden excessive amounts of food and drink, and are generally expected to act in a demure manner, befitting a lady. Mrs Goadby acts as the strict Abbess, enforcing such behaviour amongst her nuns. A client is expected to pay over £50 for one evening, so it is worth everyone's while to create the perfect atmosphere. Mrs Goadby is a shrewd businesswoman, and is rapidly accumulating a small fortune.

### BOB DERRY'S CYDER CELLAR

Map 5, Location 17.

Bob Derry's Cyder Cellar, located in Maiden Lane in the north, hosts wild revelries with raucous prostitutes. The food is good, the gossip criminal, and the bar fights notorious.

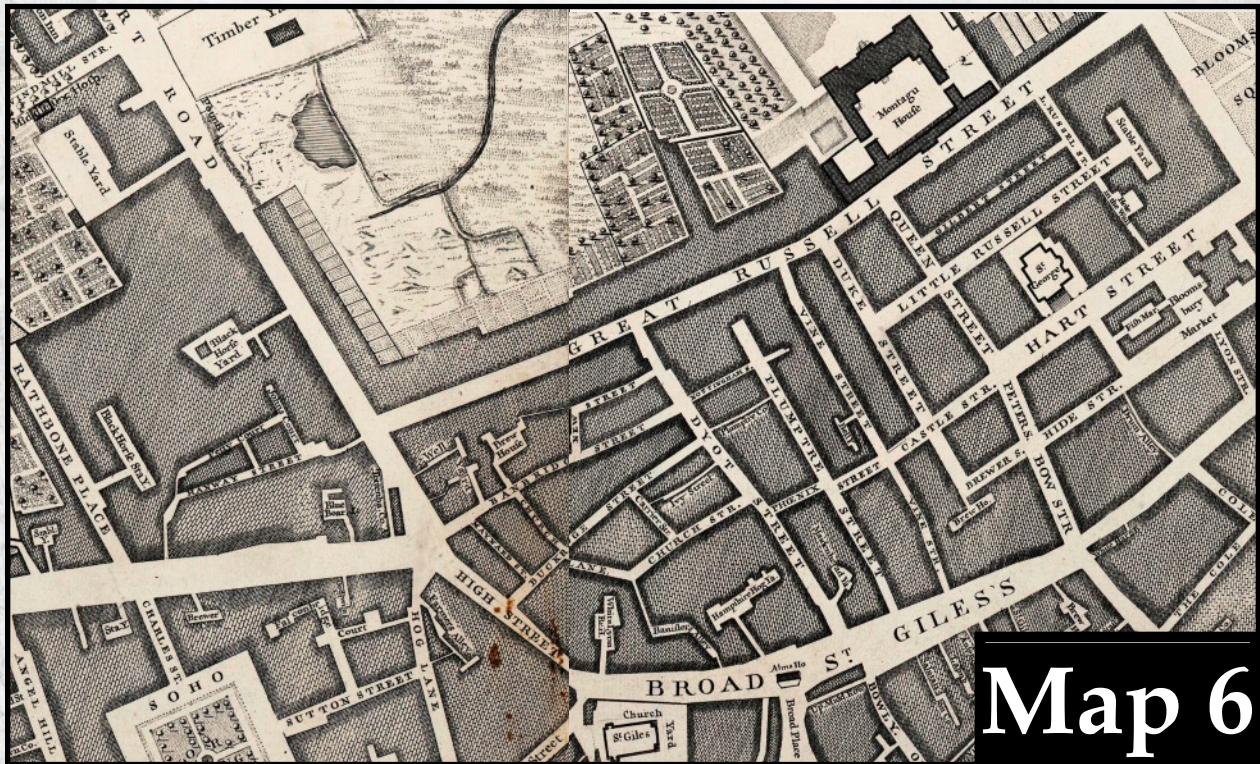
### THE BOW STREET OFFICES



Map 5, Location 18

The Fieldings, and their Bow Street Runners, operate out of offices on the west side of Bow Street (it will one day be well-known as 4 Bow Street, but the numbering of houses has not yet been introduced). The offices are located in the heart of Covent Garden, on the west side of the road, just above the Russell Street junction. They are housed in a tall terraced building, with a long yard to the rear. The ground floor is given over to the magistrate's court and offices, while the upper rooms are given over to Henry Fielding's private rooms.





The court room is arranged so that Henry sits on a raised platform, at the end of the room, with his clerk sitting below him. Any prisoners stand at a bar, facing Henry. There are rows of seats for the Grand Jury, as well as raised galleries for other spectators.

It's not unknown for Bow Street to be the target of the mob. Sometimes the public clamour to get into Bow Street simply to watch Henry at work. At other times the mob tries to tear the building down, rescue any prisoners held within, or generally impede the activities of the Fieldings and the Runners.

## THE OLD BAILEY

### Map 1, Location 19

In London, felons are tried at the Old Bailey. The Old Bailey is close to the Fleet Prison and Bridewell (to the west); Newgate and the Smithfield pens (to the north); Newgate Market and the slaughter houses (to the east); and Ludgate Prison, Dung Wharf and Puddle Dock (to the south).

The Old Bailey itself is located off the busy thoroughfare that connects Newgate Street and Ludgate Street.

Despite the extensive court areas, the Old Bailey is only approachable by a single alleyway. Once you've passed along that alley, you reach the courtyards, outbuildings, and the Sessions House itself. The Sessions House is a three-storey Italianate structure, built after the Great Fire.

Straight out of the alley there is a gathering space, the Sessions House Yard. A low spiked wall separates this yard from a space where the prisoners are kept (in an area called the bail dock), exposed to the elements. On the other side there is a portico, which is entirely open. Steps, railings and a balustrade provide entryways to the court, on either side of the portico. Within this complex, several feet above the yard, is the judges' bench, either side of which are partitions for jurors, officials, and VIP observers. It is no wonder that when a felon is tried in an open court session they feel as if they have been cast into an arena, or are taking part in a piece of public theatre, which, in a sense, they are.



# Chapter 8: People of London

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This chapter describes some of the important people that all Londoners will have heard of, as well as others who might become the Investigators' patrons, contacts, friends, or enemies.

## HENRY FIELDING



Henry is London's Chief Magistrate and responsible for the recent formation of the Bow Street Runners.

He was born in 1707, and attended Eton as a child. His religious views are conservative, his political views Tory (but liberal and anti-Jacobite). A man of many talents, Henry is a writer, publisher and dramatist. His political views have often brought him into conflict with the Whig establishment, who find his satirical works an embarrassing irritation. He has made plenty of powerful enemies over the course of his career, but has at least earned the respect of many of his foes. He is a doting father, and following the death of his first wife, Henry married his wife's maid, determined that his children should have a mother.

Henry is now one of the few salaried magistrates (employed directly by the Secretary of State), which is a relief to him, as he is hopeless with money (and unlike many magistrates, not prepared to supplement his income through corrupt means). Henry is very honest, which makes him ideal for his job as magistrate. Although detested by some (due to his vocation), most ordinary Londoners acknowledge that he at least tries to deliver justice, and is motivated by a genuine desire to keep the streets safe (rather than to use his position to line his own pockets). Despite his honesty, some of his old political sparring partners wrongly accuse him of corruption, accusations that Henry finds especially hurtful.

Henry is a kind soul at heart, although capable of showing a sterner side; a humanitarian who believes that felons can be divided between those who are mere innocents, led astray through want and neglect, and scoundrels less deserving of sympathy. He broadly supports prison reform (an idea ahead of its time), and would prefer hangings (which he sees as a necessary evil) to be conducted in private, rather than as a part of public theatre. Henry believes the city would be a much better place to live if the influx of unemployed rural incomers could be stopped, gin could be banned, and vice could be somewhat regulated (Henry is a realist, he wants to reduce the public nuisance, rather than punish all those connected with the trade). As it is, it is dangerous and squalid. As a response to that danger, and because of the difficulty in catching offenders, Henry formed the Runners with the help of his half-brother, John. He is very close to John, whom he trusts entirely. He has also come to trust John's visions, as they have led to the solving of more than one sinister crime.

Unfortunately, Henry's health is beginning to fail. He suffers from asthma and chronic gout. His gout is so bad now that he often has to use crutches to get about. Gossips cruelly point out that his



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illnesses are a result of a hedonistic lifestyle, and certainly as a younger man Henry was not immune to the temptations of over-indulgence. The pain in his legs causes him such discomfort that his generally genial nature can be abruptly overtaken by a sudden and foul temper. Pity the Runner who has to report failure to Henry when he is in such a mood.

### JOHN FIELDING



John is Henry's assistant and half-brother. Born in 1721, John had a difficult childhood. He left home to join the navy, but at age 19 he was involved in an accident that left him blind. He is an intelligent, kind, and sensitive man, although somewhat given to pomposity. He is honest, like his half-brother, but perhaps less of a realist when it comes to human nature. On leaving the navy John set up in business, founding the Universal Register Office. His amazing organisational skills enabled him to successfully manage the company, while also learning about the law. John's ability to retain and process information is astounding, and once he has heard somebody's voice, he never forgets it. He is especially good at interrogating felons, and sifting through their testimonies to find the clues necessary to establish the truth. One side-effect of his accident, was that John began to see visions. These visions are often of a terrible nature, and a

less grounded person might have been driven mad by them. When these visions started, John simply put them down to being nightmarish day-dreams, perhaps the result of a mental condition, caused by the trauma of going blind. As time has worn on John has begun to realise that sometimes the dreams contain warnings about real events, and rather than fear the onset of them, he has learnt to welcome them, as possible aids to detecting bizarre and unpleasant crimes.

### HENRY PELHAM



The Right Honourable Henry Pelham is the First Lord of the Treasury and Chancellor (or "Prime Minister"). He is the younger brother of the Duke of Newcastle, with whom he shares power. He was a protégé of Robert Walpole and, like Walpole, is a Whig. Henry was one of the founding governors of the Foundling Hospital for abandoned children. He is no fan of Henry Fielding, due to Fielding's outspoken and scathing attacks on Whig corruption.

### DUKE OF NEWCASTLE

The Duke of Newcastle, Thomas Pelham-Holles, is extremely rich and powerful, perhaps the most powerful man in Britain. His support for the Hanoverian succession helped to secure the throne for the Georgian dynasty. Nevertheless, he is resented by the current king. Part of the reason



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for this resentment is the sheer amount of power Newcastle holds. Newcastle can bring down and create governments, and had a hand in ending the last war (the other cause of the King's resentment). That said, the relationship between the King and Newcastle is thawing, through political necessity.

Due to his landholdings, Newcastle directly controls seventeen parliamentary seats, and through indirect influence and patronage, many more. Unfortunately for Newcastle, the MPs benefiting from his patronage don't always do as they are told once elected. Newcastle believes that he chooses the House of Commons, and he gets very cross when the MPs don't always do as they've been told.

Newcastle is a very emotional man, given to bouts of paranoia and self-pity. Also, for someone with so much power at his disposal, he lacks political backbone. Despite the shortcomings of his character, he is generally sociable and affable, stinking rich, and well-connected. He is also relatively honest, for a senior Whig, spending vast sums on getting and keeping power, rather than spending his time thinking about ways of extracting money from the system.

### EARL OF SANDWICH



John Montagu, the 4<sup>th</sup> Earl of Sandwich, is the Postmaster General and the First Lord of the Admiralty. He is distrusted by the King (as Sandwich is opposed to helping Hanoverian over British interests) and Newcastle, who lobbied to gain Sandwich's position, is beginning to regret supporting him - concerned the Earl might be becoming too powerful. Sandwich is a keen Orientalist, and a founding member of Sir Francis Dashwood's Hellfire Club. He is a brute to his wife, who is slowly turning mad due to her husband's cruelties. John Wilkes, a fellow Hellfire Club member, is the bane of Sandwich's life, constantly slandering him and playing cruel pranks on the Earl.

The Earl of Sandwich is credited with being the first person to think of putting a slice of meat between two slices of bread.



## Chapter 8: People of London

### SIR FRANCIS DASHWOOD



Sir Francis is a hedonistic rake, who has a lot of money and some very influential friends. Sir Francis travelled far and wide on his Grand Tour (a trip abroad that rich young men are encouraged to take, to broaden their minds). He went beyond the usual destinations, something driving him onwards to Russia and the East. When he came back, he was a changed man. He had always been wild, but he now seemed to want to be hailed as the wildest and most notorious. Yet, despite the notoriety, he is neither bothered by scandal, nor are his ambitions thwarted - indeed, Sir Francis is at the hub of a politically influential group of fellow libertines.

Along with the Earl of Sandwich, over a decade ago Sir Francis started a Hellfire Club, which used to meet at the George and Vulture Inn. He is also a founding member of the Society of Dilettanti, a dining club with an especial interest in the Oriental and esoteric. Sir Francis currently meets with his Hellfire Club at home, in the caves (excavated by a group of vagrants, pressed into service - some, it is rumoured, did not survive the task) below his estate, at West Wycombe. The group that meets there now includes some very important and/or influential people (such as the Prince of Wales, the Earl of Sandwich and William Hogarth), and there are rumours that sexual ritual

ceremonies of a dark and satanic nature take place in the caves. Certainly some of the beautiful nuns employed by Mrs Goadby are known to be delivered, by carriage, to Sir Francis's home, to partake in orgiastic rites.

### KING GEORGE II



George II is frustrated by those who oppose him in his very own country. He is often at loggerheads with his son (who he publicly calls a "bestial lying half-wit") and his government (who frustrate his plans to give unconditional military support to his beloved Hanover). When younger, he was in opposition to his father, who had much the same attitudes to his son as George has to his own. George has terrible tantrums, is infatuated by his many mistresses (even more so, since his wife's death), and is extremely mean with his money.



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### FREDERICK, THE PRINCE OF WALES



Prince Frederick is generally in opposition to his father, even sponsoring opposing candidates in the elections to Parliament. He is an inveterate liar and appalling playwright. He is very keen on his mistresses, just as keen on cricket, and an associate of Sir Francis Dashwood, belonging to his Hellfire Club, and attending ceremonies at Dashwood's West Wycombe estate. Due to his estrangement from his father he is usually in debt, and spends a lot of time fomenting opposition to the King, and attempting to increase the influence of his own supporters.

### PRINCE WILLIAM

Prince William the Duke of Cumberland, is King George's younger son and favourite. Prince William led the army that defeated the Jacobite Rising that started in 1745, and was finally crushed at Culloden in 1746. Due to his lack of clemency, and the cruelty of the Highland campaign, he has since been nicknamed "Butcher Cumberland"; his own brother, Frederick, puts it about that Prince William is a merciless brute.

### SIR JOHN GONSON



Sir John Gonson is a magistrate, judge, and social reformer. A leading light in the Society for the Reformation of Manners, (see p.25, p.131) Sir John is mocked in many satires, and suspected of hypocrisy when it comes to his condemnation of vice. Sir John is one of the founders of the Foundling Hospital.



**JAMES MACLAIN**



James Maclain is an audacious gentleman highwayman. Along with his accomplice, William Plunkett (a bankrupt apothecary), James robs from rich travellers as they meander through London's Hyde Park. James is known for the courtesy he shows his victims - that is, as long as they surrender their purses. He is happy enough to shoot at those who don't...

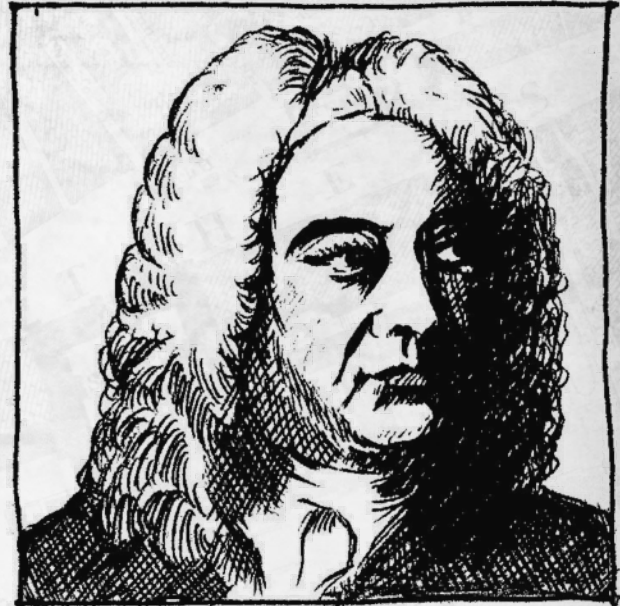
**GIACOMO CASANOVA**

Giacomo is an Italian adventurer, genius, and, even though he is only twenty four years old, already a legendary lover. Intellectually, Giacomo is already an expert in mathematics, law, science, philosophy and medicine. Amorously, he is already known for his complicated and numerous affairs. He loves to gamble, a vice that sees him landing in gaol from time to time. Normally he manages to persuade one of his admirers to bail him out. Despite his genius, he struggled to settle on a career - he is already a failed soldier, failed musician, failed monk, and failed professional gambler. It seemed as if he would live a poor life, but he rescued a dying Venetian Senator, cured him, and found himself a patron. Giacomo is currently staying in London, as part of his Grand Tour. He is enjoying the culture, the company of great men's wives, and the vice. Giacomo also



uses his charisma to find out as much as he can about the occult - he is known to be a Kabbalist, freemason, and perhaps even Satanist.

**GEORGE HANDEL**



German born, but a resident of Britain for many years, George is a musical genius. In his younger days he composed grave Baroque operas, but now he writes choral works, more appealing to a wider audience. George is 64 years old, but is still composing and conducting. He has many rich pa-



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trons, and is a wealthy man himself. A few years ago, George suffered a mysterious and debilitating illness. Weak in both body and mind, George disappeared from English society for a while, before returning restored. On his return his work changed in style – although it remains of a genius standard – and those who know George well, of whom there are few, think that there is something strangely different about the man...

### FANNY MURRAY



Fanny is one of Sir Francis Dashwood's "nuns". Along with other high class courtesans, including Charlotte Ward, Lucy Cooper and Bet Wymis, Fanny regularly attends ceremonies at Dashwood's West Wycombe estate. Fanny started as a poor flower seller, but since working as a prostitute, her fortunes have vacillated – sometimes she works in a high class brothel, commanding 100 guineas a night, while at other times she is near destitution. She would prefer a secure marriage to a wealthy gentleman, and has been a kept woman before, but her association with Dashwood is bringing her dangerously close to ruin.

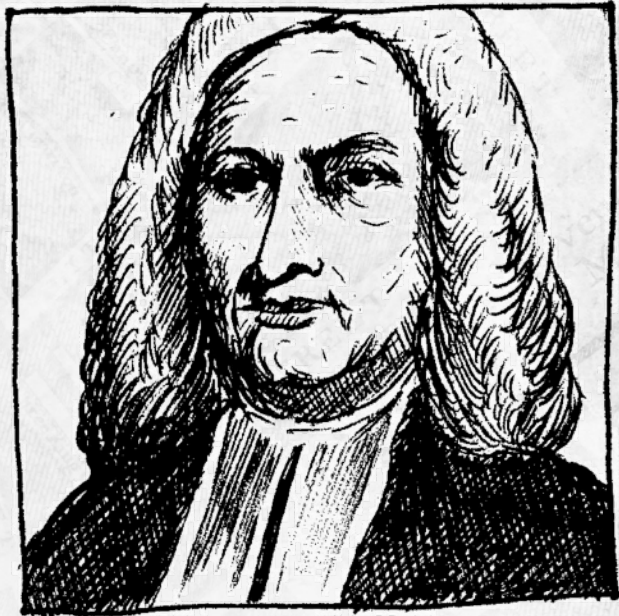
### GEORGE DODINGTON

George Bubb Dodington, more lately known as Baron Melcombe, is a close friend and supporter of the Prince of Wales. George has regularly helped the Prince, giving him money and saving



him from ruin (as King George II won't). He is also a government spy.

### WILLIAM STUKELY



William once worked with the former Royal Astronomer, Edmond Halley, attempting to calculate the age of Stonehenge. It seems they had other reasons for going to the stones – the learned atheist Halley had translated some Arabic works, and became convinced that there were many hidden secrets pertaining to lost and ancient non-human civilisations, who once lived on the seabed, as



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well as above and beneath the Earth's surface. Halley thought the stones were somehow connected to this ancient race. Before his death, Halley passed on all his esoteric findings to William, and some speculate that his other great friend, Isaac Newton, did the same. William is the self-styled Arch-Druid of England, as well as being an Anglican vicar and active Freemason.

### PRINCESS AUGUSTA



Princess Augusta is the Princess of Wales. She supports her husband, Prince Frederick, in his feud against his father. Prince Frederick has his mistresses, but the public are more scandalised by gossip speculating that the thirty year old Princess is currently conducting her own secret affair.

### THE EARL OF HARDWICKE

Philip Yorke is the Lord Chancellor, the highest judicial post in the kingdom. He is a good friend of the Duke of Newcastle, and highly influential in cabinet, although he likes to manage things behind the scenes, rather than taking the political helm. He is conservative in his views, and delivers harsh judgments against the guilty. He does however work within the law, a law that he wishes to be exacted in an impartial, if severe, manner. Investigators are unlikely to meet him in court, as he doesn't preside over routine cases, but if he

takes an interest in the affairs of the Runners, as Lord Chancellor he could become a powerful ally, or impossible foe.

### SIR WILLIAM CALVERT

Sir William is the Lord Mayor of London. As such, he presides over the bench at the Old Bailey, working as a judge at the criminal Sessions. While considered in his financial dealings (he is a merchant, rather than lawyer), in court he becomes very impatient, and has little time for the accused, thief takers, or indeed, evidence.

### WILLIAM PITT

William is an ex-army officer, turned politician. He is the current paymaster-general, a usually lucrative, if junior job. Yet William doesn't take the usual cut that former paymasters exacted (and takes great pains to point out his scrupulous honesty to any who will listen), and has a history of speaking against political corruption. He is also known for addressing his parliamentary speeches directly to the British people (at least, those who share his patriotism), rather than to his fellow MPs. A clever politician, aggressive in style, William is disliked intensely by George II, yet is proving a difficult man to dispense with - Newcastle and Henry Pelham both tend to value and act upon William's advice.

### JOHN WILKES

The owner of a handsome estate in Buckinghamshire, John is a member of Dashwood's Hellfire Club. John spends much of his time designing cruel and elaborate pranks, usually targeted at the Earl of Sandwich. Folk describe John as the ugliest man in Britain, but he claims not to care.

### LADY MARY WORTLEY

Lady Mary is an antiquarian, writer and poet. She is mainly self-educated. As a young girl she used to sneak into her noble father's study, and read all his books. Before long she was writing her own poetry and romances. She is 60 years old now, but still in robust good health. In her younger days she travelled with her husband (now her ex-husband, as she has since divorced him), to Austria and then the Ottoman Empire, where she ac-



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quired an enthusiasm for the Orient. In her time, Mary has alienated a lot of important people, partly due to her outspoken satirical work, but mainly because she is a strong and confident woman, a defender of women's rights and proponent of equality, and every bit as sexually avaricious as her male counterparts. She may not be welcome at court, but she is welcome at meetings of Dashwood's Hellfire Club, where she takes part in the ceremonies.

### **CONSTANTIA PHILLIPS**

The owner of the Green Canister (see above), Constantia Phillips is well-educated, and in her younger days had amorous associations with some very powerful men. Now, aged 40, she is a mine of information. Not only does she know a vast number of prostitutes, and a fair number of their clients, she also takes an interest in their particular predilections. She has recently published a scandalous account of some of her youthful adventures, and some very important individuals are nervously hoping that she doesn't drag their names into future accounts.

It is well known that there is no love lost between Henry Fielding and Constantia. Henry suspects Constantia is blackmailing people, and of course, in his younger days he was no angel himself. Henry often uses a parody of Constantia in his bawdier satires, and Constantia happily casts as-



persions about Henry's hypocrisy. It is hard to tell whether they enjoy a "love-hate" relationship, or merely a hateful one. Constantia will happily entertain conversation with any Bow Street Runner (and might prove to be a very useful contact), knowing that her assistance will irritate Henry.

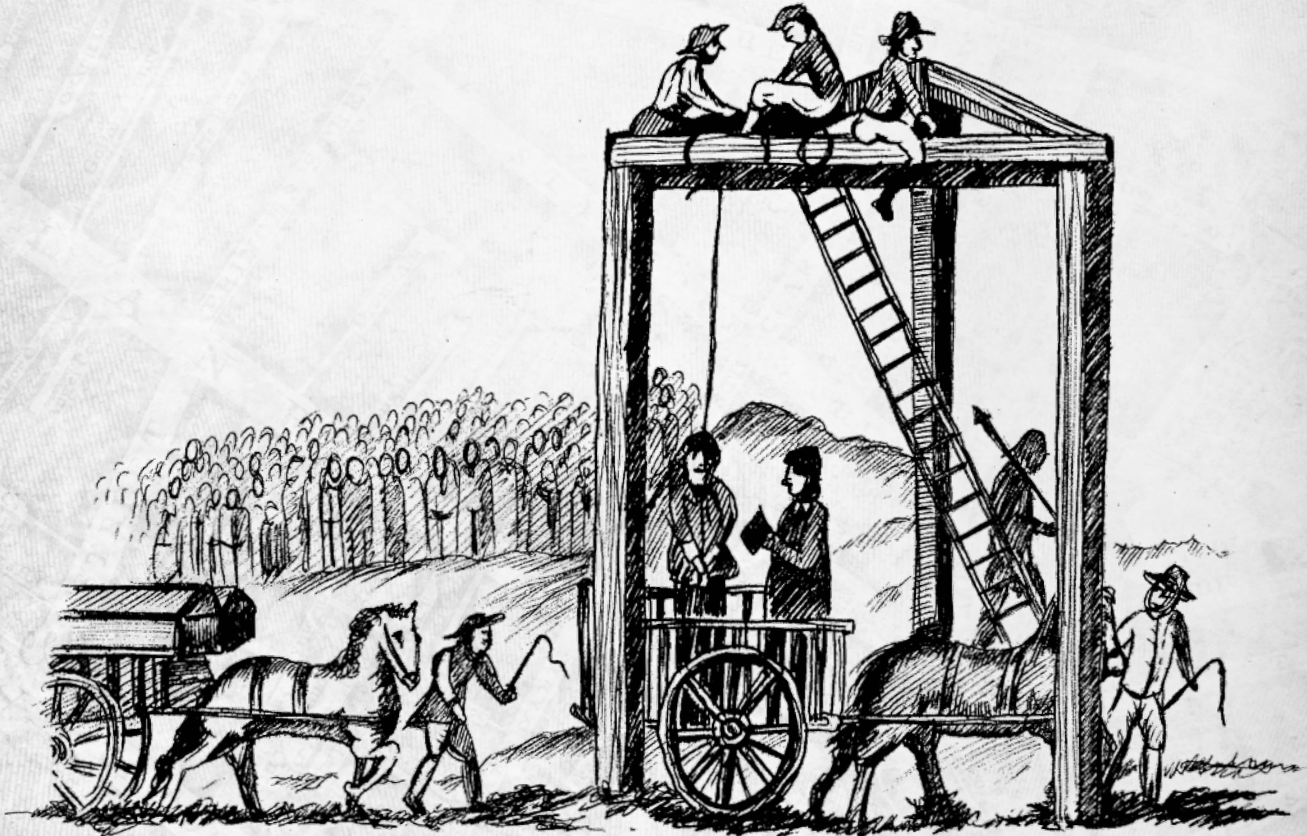
### **CAPTAIN THOMAS CORAM**

Thomas spent most of his life at sea, but since returning to land has poured his energies into setting up the Foundling Hospital. A kindly man, Thomas has found himself excluded from the very project he set up - after he uncovered corrupt dealings and cruelty toward the children. He is trying to get help to rectify things, from anyone who will listen, but is coming up against powerful people who seem to be acting to obstruct any inquiries. He is suffering from deteriorating health, more misfortune that seemed to strike just after he began making his allegations...

### **JACK HARRIS**

Jack, who works as the landlord of the notorious Rose public house, in St Giles, considers himself the Pimpmaster General of London. It's true to say he can conjure up nearly any prostitute in London for his clients. He is happy to arrange the assignations, or simply to point the prospective customer in the right direction. Many of the prostitutes and bawdy houses pay a little for this





service, but also because Jack is not a man to be crossed - nearly everyone working in the vice trade, from the wealthiest courtesan to the most wretched streetwalker, is a little afraid of him. Whether protected by gangs of bullies, or the interest of a noble, male and female prostitutes are careful to put aside a share for Jack - those who don't have been known to disappear. Jack always has an alibi, but whether he sells them into the slave trade (as is rumoured), or not, Jack's enemies always seem to vanish into thin air...

### **WILLIAM SESSARAKOO**

William Sessarakoo is a West African and the son of a wealthy slave trader. William was abducted while touring Barbados, and sold into slavery himself. Hearing of his plight, William was liberated by the Earl of Halifax (Commissioner of Trade and Plantations). Following his release, William, who is only age 19, came to London where he is (mistakenly) lauded as a foreign prince. Fashionable folk are keen to invite William to their soirees.

### **PETER MANUTIUS**



Peter is an Italian publisher and one of the owners of the Aldine Press in Venice. He is a slightly built man with a distant look about him. A Yithian swapped minds with Peter, when he was just fourteen years old. After the initial shock, he



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adapted to his new situation and revelled in it. Upon his "return" he was invited to join the Pnakotic Brotherhood (p.137) and he hasn't looked back. He misses his time with the Yithians and yearns to return to their city someday. This accounts for his distant look - he obsessively day-dreams about returning to Yithian society for many hours each day. In his role as a publisher, he has secretly printed a number of books for the Brotherhood, including an edition of the *Pnakotic Fragments* and an edited version of the *Necronomicon*. The Catholic Church is aware that someone in Venice is printing and distributing certain forbidden books, but so far Peter has avoided all suspicion. He spends a lot of his time travelling around Europe and often stays in London, England, spending time with his cultist friends.

### **BROTHER AUGUSTUS STEPHENSON**



Known for his charitable and holy work in the St Giles district of London, Augustus is also the guardian of an extensive hidden library of esoteric knowledge for the Catholic Church, while also serving as a covert member of the Pnakotic Brotherhood. In the early days of the Catholic Church it was realised that some texts should remain a se-

cret and it was decided that Rome was under too much scrutiny to house them. Any writings seen as especially dangerous were smuggled out of Italy and passed through to a hidden cellar, in a small friary, in what was then the rural village of St Giles, England. Since that time, and unbeknown to the Catholic Church, members of the Brotherhood have constantly and exclusively overseen the collection. They have added to the early works, so that by the sixteenth century it became the largest repository of hidden knowledge in the world. The single cellar is connected, via hidden passageways, to two vast sub-cellars. Visitors from the Catholic Church only know about, and have access to, the first cellar. Some "friends" of the Brotherhood are aware of the second cellar, but only true Brotherhood inductees have any inkling of the existence of the third. The current guardian of knowledge, Brother Augustus, has carried out his role as head librarian for the past ten years. His support of the poor in the local area has garnered him an extensive protective network in what is one of the most deprived areas of England.

### **"VERONICA"**



Also known as "The Lady", "Veronica" is a courtesan of some repute. Her origin is unknown,



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but with her vaguely oriental features, acute intelligence and exquisite beauty, she has gathered around her a large number of both male and female admirers. She owns several properties in England and France, she seems very self-sufficient, and she always seems to be able to get what she wants. In reality she was the illegitimate child of a western adventurer and a Chinese prostitute. She grew up on the streets of Peking and only escaped a dangerous street life after being accidentally mind swapped by a Yithian. The Yithian had intended to target a member of the Chinese royal family, but something went wrong and the Yithian is now stranded in the girl's body. After linking up with the Brotherhood, "Veronica" made her way to the West, via an allied Dutch merchant cultist, who also provided her with a small fortune in gold. "She" is now learning all about humanity and using her contacts to discover whole new avenues of previously unknown pleasures. Should she hear any rumours about individuals dabbling with the Mythos, she will take an interest. She will endeavour to befriend those she believes involved, in an attempt to learn more about their motives, and whatever it is they are investigating. She may even give Investigators aid, or find ways to hinder them, depending on her whim.

### LI WEI

Li, along with his small entourage of Chinese attendants, just "appeared" in London one day; working as a merchant, setting up deals with London traders, organising the importing and exporting of goods to and from the far East. He is always dressed in the finest oriental silks, mixes in the highest levels of society, and has a reputation as a man with impeccable taste and manners. The truth is somewhat different. He is a sorcerer and a devout follower of The Guardians of the Toad (p.135). He is in Europe to establish a foothold for the cult, and so far he has managed this very well. After buying a property on the north bank of the Thames he has had tunnels constructed, linking his home to the sewers, as well as to the river itself. He paid many of the local poor to work for him on these tunnels, and he paid them well, which has led to him having quite a devoted



following amongst the lower classes. Due to his exotic style he also attracted quite a few devotees from within the upper and middle classes, entertaining them with his knowledge of astrology and mysticism. As certain influential individuals are pulled deeper into his private circle, these tales become darker.

At times Li finds it difficult to conceal his contempt for the English. He can't quite believe how easy he has found it to corrupt people in this far off land, and once converts are fully under his control he delights in causing them as much pain and suffering as he can get away with (through direct or indirect means).

### ÉTIENNE GUIBOURG

Sly and secretive, Etienne is on the run from French authorities after being declared a practitioner of Black Magic. He now lives in the London slums. As a young student at the Sorbonne, he came across a Latin edition of *The Book of Eibon*, and through that he unwittingly made contact with a creature he believed to be the Devil. After that experience, Étienne established a Coven in Paris and met a man who called himself the Baron, who claimed to be a "Guardian of The Toad". Étienne befriended the Baron. The friendship grew more sinister as Étienne began to have "blackouts" when in the Baron's presence, com-



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ing round in places he couldn't remember visiting and losing hours or even days of memories.

Things came to a head about a year ago, when Étienne blacked out during a simple ritual. When he came to, he was covered in blood and surrounded by the six corpses of his fellow coven members. Before him was an inky black demon, which changed its sickening shape at will. Etienne fled the scene, quickly gathered up some belongings, and left Paris. Soon after, news reached him that he was being sought on charges of Black Magic and murder, so he fled even further afield, to the relative safety of England. However, now and then, out of the corner of his eye, he catches a glimpse of the man who called himself the Baron. He also suffers from frequent vivid dreams of a toad demon, who calls itself Tsathoggua.

### THE BLACK BOY ALLEY GANG

The Black Boy Alley gang are a large, sprawling gang of thugs, cut-throats and ne'er-do-wells who are said to control 7,000 people in Southwark, the Mint, St Giles and the City. They deal in street robbery, burglary, the fencing of stolen goods, and have even made assassination attempts on magistrates and constables. Their name comes from the area in Southwark where the gang origi-

nated – the streets around Black Boy Alley and Chick Lane.

The gang has several rules: all members must be able to speak Thieves' Cant; they must swear to anything to save each other from punishment; and they must all contribute to the prison fund, to help feed those who have been locked up.

There is currently something of a split within the gang, with the younger, more hot-headed members (the young bloods) reluctant to knuckle under to the authority of the older, wiser members (the old guard), who know when to break the law and when breaking it will bring too much trouble down on them.

The women in the gang generally act as pick pockets and burglars, though one of their duties is also to pretend to be prostitutes, luring men into alleys so that other gang members can rob them.

The list below shows a selection of gang members, some of whom have a little information about them listed, others of which have been left for the Games Master to develop.

**Historical Note:** In reality, the Black Boy Alley gang was broken up in 1745, and most of them were hanged, though some of the older members turned King's evidence against the younger members. We have moved them forward in time and fictionalised them a little for the purposes of *Dark Streets*.

#### LIST OF GANG MEMBERS THE OLD GUARD

##### Long Charles

**Real Name:** Charles Remington

Fences stolen goods. Rents out rooms in his house to other gang members.

##### Long Will

**Real Name:** William Norwell

Apprenticed to a brick-maker. Called "Long Will" because of his height.

##### Old Daddy

**Real Name:** Richard Harper



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Trains younger members.

### **Theophilus**

**Real Name:** Theophilus Watson

Roman Catholic. Leader of St Giles rookery gang.

### **Toss-Off Dick**

**Real Name:** Richard Horton

Old Daddy's right hand man.

### **THE YOUNG BLOODS**

#### **Barefoot**

**Real Name:** Ann ?

"Wife" of Tom.

#### **Black Annie**

**Real Name:** Ann Duck

Daughter of a negro sword maker.

#### **Captain Pony**

**Real Name:** ?

No information.

#### **Dilsey**

**Real Name:** William Brister

Apprenticed to a waterman.

#### **Gentleman Harry**

**Real Name:** ?

No information

#### **Gugg**

**Real Name:** William Dillingsley

A lamp-lighter around Newgate Street.

#### **Jack the Sailor**

**Real Name:** John Potbury

Sometimes worked on ships with his father.

#### **Jimmy**

**Real Name:** James Bye

No information.

#### **Maggie**

**Real Name:** Margaret Greenaway

Receiver of stolen goods.

#### **Nell**

**Real Name:** Ann Gwynn

Orphaned washerwoman.

#### **Ninn**

**Real Name:** Joseph Lucas

No information.

#### **Nobby**

**Real Name:** Joseph Field

Apprenticed to a carpenter.

#### **Sarah**

**Real Name:** Sarah Lambert

"Wife" of Jack the Sailor.

#### **Scampey**

**Real Name:** Henry Gadd

Aged 14. Sells rabbits in Clare Market. Pickpocket.

#### **The Irishman**

**Real Name:** Richard Worris

No Information.

#### **Tom**

**Real Name:** Thomas Wells.

Lamp-lighter around Newgate Street. "Husband" of Barefoot.

#### **Wild Annie**

**Real Name:** Annie Wildair

AKA Ann Hawkins

#### **Work'us Ann**

**Real Name:** Ann Wells

Born in Whitechapel workhouse.



# Chapter 9: Organisations

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There are many organisations in the 18<sup>th</sup> century London of *Dark Streets*, some well-known, others secretive.

Players may decide that their Investigator gives his or her loyalty to one of these organisations. Giving your loyalty to an organisation is not the same as being a member – a character can be a member of the Bow Street Runners, but see it as just a job, while their loyalty belongs to a gang or political organisation.

This will have no mechanical effect on gameplay, but may well make for role-playing opportunities as loyalties are torn during investigations. Alternatively, the organisation may provide an Investigator with useful contacts and maybe even material resources.

Organisations suitable for player Investigators are listed first (as Player Organisations), with less pleasant, or very secret, organisations, listed afterwards (as Non-Player Organisations). Players should resist the temptation to look at the second list, as it may spoil an Investigation in which their characters are involved.

## Player Organisations

### BOW STREET RUNNERS

- **Make the Runners a success** – Be an asset to the new enterprise.
- **Look after each other** – Aid the Runners and their friends.
- **Loyalty to the Fieldings** – They're good people who can improve the city.

**Allies:** The Law

**Enemies:** Gangs, Mythos organisations

You are a keen supporter of the recently formed Bow Street Runners. You're sure that, with the Fieldings at the helm, this new group of organised thief takers will be able to reduce crime, and secure stolen property. You believe the Fieldings to be honest – a rarity in the magistracy – and will do your best to help them achieve their aims.

You might be a Runner yourself, working out of the Bow Street offices. Or you might be a rich patron, happy to sponsor the Runners' efforts. Or perhaps you are a consultant, keen to give the thief takers practical support and advice.

You might want the Runners to be such a success that more, similar, groups might be formed, so that city-wide law enforcement can be improved. Or you might be interested in the financial success that such an enterprise might achieve, if the courts award enough bonuses, the government can be persuaded to part with more finance, and the public become used to turning to the Runners as the first port of call when wishing to recover their property.

Whoever you are, you are more loyal to the Fieldings' little group than you are to the law as a whole (if your first priority was the law, then you would be loyal to the Law, p.130). This could be due to your loyalty to your new comrades, because you enjoy the bond you share with your fellow Runners; because of loyalty, or out of gratitude, to the Fieldings, for including you in their venture; or you might be an enthusiastic volunteer, believing that the wider law is an ass, but that the new Runners offer some chance of a safer and more just London.

### GANG

- **The gang comes first** – Your first loyalty is to your gang and its members.



- **The Law is your enemy** - Gangs are engaged in illegal activity.
- **Sometimes hard decisions must be made** - It's a tough world. Leaders are only worth having as long as they bring success. Unreliable gang members put everyone at risk and cannot be tolerated.
- **Fight or die** - Sometimes your gang may ally with other gangs; sometimes a gang might be subservient to another, more powerful gang. At the end of the day though, you have a turf (or sphere of operations) and you have to defend it from all rivals.

**Allies:** Varies

**Enemies:** Guilds, Rival Gangs

London is full gangs. Most of these are merely groups of law-breakers, banding together to commit their crimes, or dispose of their loot. An example of such a group is the Black Boy Alley Gang - more about that particular outfit can be found on p.126, and in the adventure supplement *Gin & Hellfire*.

Other gangs, such as the Mohocks, Bullingdon Boys, and Hellfire Clubs, have significantly detailed agendas which are very different to the standard criminal outfits, and so they are described separately.

### GUILD

- **Seek protection for your guild's market** - Appeal to the judges to remove unlicensed competition.
- **Safeguard your status** - Guild officials used to be respected, they should be again.
- **Keep your trade traditional** - Goods should be made to a fine standard by traditional craftsfolk.

**Allies:** Other Guilds, The Law, Tories

**Enemies:** Gangs, Whigs

The old guild system has largely broken down. With the move of the dispossessed from the countryside into the city, and the proliferation of free marketeering, the old systems of regulation simply can't manage.

As weak as they are, some of the old guilds persist. You might be a member one of the old guilds (e.g., the Company of Butcherers, etc.), fighting to preserve the traditions of the past, and to keep middlemen and traders from destroying your livelihood. If so, you probably look to the laws of the land to defend your traditional rights.

### JACOBITE

- **Restore the rightful king** - James Stuart should be on the throne.
- **Remove the Hanoverian usurper** - by force, if necessary.
- **God chooses the king** - Kings should be chosen by God, not the people.

**Allies:** Tories, Catholics

**Enemies:** Whigs, Puritans (non-conformists)

You support the Stuart claim to the throne, and wish to restore the rightful royal family to the British crown. You believe that the nation's current rightful king should be James Stuart (the Old Pretender, although to you he is no Pretender, but rather James III and VIII of England and Scotland), whereas the present incumbent, George II, has no right at all (being such a distant relative of the Stuart dynasty).

You might be a Catholic, like your leader, or you might simply believe that, whatever his religion, your king is your king. If rich enough to vote, you probably vote Tory; if poor then you are likely Scottish, Irish, or/and Catholic. You might gather with like-minded Jacobites, and plot another rebellion. Or you might be biding your time, disappointed that your leaders seem unable to rally the support they need to their cause. You might think the best hope for your cause is a French invasion, but, if so, you don't broadcast the fact for fear of being lynched by a patriotic mob.

You are probably very nervous at the moment. The last Jacobite rebellion was crushed in 1746, and the repercussions were severe. In Scotland, the Highland way of life is being dismantled; in England, Jacobite ideas are more unpopular than ever. Perhaps you fought in the rising, managing



## Chapter 9: Organisations

to escape the battlefield to fight another day. Following the last failed rising many doubt the cause can be won, but, out of duty, you'll fight on.

### THE LAW

- **Lawlessness must be stopped** - London is currently unsafe, rigorous application of the law is needed to change this.
- **There is wisdom in law** - Old laws are there for a reason, while new laws can help tackle new problems.
- **The law protects us** - Without law people would be robbed of everything they own.

**Allies:** The Bow Street Runners, Tory, Whig

**Enemies:** Gangs, any criminals

However bad the legal system might be, it is all that is standing in the way of the complete breakdown of social order. London is awash with criminality, and somebody has to stand up and stop the rot. You probably think it the duty of every citizen to help stop crime, and to try to catch criminals.

You might be a victim of crime, or a law enforcer. You might just like to pop along to the Old Bailey, and witness the legal system in action, listening intently to the learned judges as they deliver their wisdom, or to Tyburn to see the results. You could think that the law is capable of delivering justice. You may even believe the law is there for everybody, and that even the rich are not above the law. Or you might just be tired of not being able to move freely around the London streets, due to the numerous pickpockets, thieves and muggers.

### NEW PURITAN

- **Revive the faith** - People have lost their religion, it's time to change all that.
- **Minister to the people** - The poor lost souls must be returned to the fold.
- **Restore morality** - Without Christian morality, London has become a sink of vice.

**Allies:** None

**Enemies:** None

Things have changed, and not for the better. People have lost their faith, damning their souls and living for drink and fornication. What they should be doing is working towards their personal salvation. You might be an Anglican, working within the state church to create a simpler, but more relevant religion. If so, you might be a follower of the Wesleys, attending prayer meetings with like-minded folks, then heading out into the communities, trying to minister to the ungodly. You might disagree with unfairness and poverty, but you are probably more interested in encouraging people to seek God and salvation, rather than in changing earthly authorities.

Or you might be a non-conformist, a Presbyterian or Puritan, disliked by the majority, who fear a return to the Cromwellian extremes of the last century.

Whoever you are, you will be keen to spread your Christian message to any who will listen.

### RADICAL

- **Society should be fairer** - The system shouldn't just work for the wealthy.
- **End corruption** - The old establishment are milking the system for their own ends, they must be replaced.
- **Liberty for all** - Elections should be fairer, and power should not be hereditary.

**Allies:** None

**Enemies:** Tories, Whigs

As a Radical, you think politics should be able to deliver a fairer society, not just be an excuse for the wealthy to further line their own pockets. You possibly dream of a romanticised, pre-Norman, legal system, and a land less divided by stark contrasts of extreme wealth and dire poverty. You probably believe that ancient liberties and rights have been eroded, and now is the time to restore them, so that the nation can be at peace.

If you are poor, you probably support Trade Associations, and their attempts to stand up against greedy employers. If you are better off, then you are probably more concerned by the general corruption and unfairness in society, yearning for a



more rational and equitable system. You think more people should be able to vote, and that all the rotten boroughs should be abolished.

If rich, you possibly try to work within the system, you might even be a Whig politician. If so you are, nevertheless, in opposition to the Whig government, due to their corruption, and they are in opposition to you, due to your idealism. In parliament you might simply be mocked for your naiveté, but at the hustings and the ballot box, you and your supporters will have been in serious danger, threatened by hired government mobs.

### SOCIETY FOR THE REFORMATION OF MANNERS

- **Wage war against vice and sin** – shut down the brothels.
- **Be a moral example** – members have a duty to be serious and respectable.
- **Homosexuality is an abomination** – and prosecutions should be sought.

**Allies:** The Law

**Enemies:** Gangs, Hellfire Clubs

The Society for the Reformation of Manners was set up to fight the tide of vice that is prevalent throughout London. It was formed nearly 60 years ago, and seems to be losing the battle.

The Society is organised formally, with members taking on roles according to their status. Those at the top issue warrants and prosecute felonies and misdemeanours; others monitor an area, so that they might give testimony regarding public lewdness, or shame those suspected of risking their reputation; some actually go out and arrest offenders; and some infiltrate organisations and pass on information and other evidence.

The main activities of the Society are directed against those engaged in vice, but the theatres are also monitored, for such sinks of profanity are a breeding ground for lewdness and assignations. You are probably religious, and pious. You believe all unlicensed gin shops should be shut

down, all brothels should be banned, and all prostitutes severely punished. To this end the Society infiltrates bawdy houses, and in particular molly houses (as Society members consider homosexuality a particularly vile crime).

Unfortunately the public, and even the law courts, don't always see things your way. Aside from having a general contempt, bordering on hatred, of informers, many folks like their vice, and see no reason that self-appointed puritanical crusaders like you should have any right to interfere in people's private business. If you take part in any raids, you are likely to be met with violence. What's more, the Society has been embarrassed by the evidence of some of its own supporters – the public roar with laughter at the informant's accounts, deriding them for actually attending the very scenes they object to, and the apparent enthusiasm with which they carry out their attempts at entrapment. Whether you are or not, your enemies will assume you are a hypocrite.

### TORY

- **Build a nation for solid gentry and yeomanry** – Preserve traditional English countryside relations.
- **Parliament has too much power** – the country should be governed by the King.
- **Champion the rightful heir** – The monarch must be the one with the most legitimate claim to the throne, or there will be trouble.
- **Preserve England's traditions** – For God, King, and Country!

**Allies:** Jacobites

**Enemies:** Radicals, Whigs

As a Tory, you yearn for traditional respect and a more ordered time – a time when people knew their place, and gentlemen acted like gentlemen. You are probably wealthy, and likely a member of the gentry (or someone who works for the gentry) and you possibly have rural roots. You probably support the Anglican Church, and have little time for religious dissenters.

You dislike the corruption in the heart of the current government – in fact, you probably dislike



## Chapter 9: Organisations

government generally – the monarch should govern with the advice of parliament, rather than sit subservient to his subjects. And you probably distrust the current king who, along with his father, is responsible for the side-lining of your faction, and the elevation of the ignoble Whigs. You might even be a Jacobite sympathiser. Although you would draw the line at agreeing to let a Catholic back on the throne, you would prefer the Stuarts to take the Anglican Communion, and be allowed to rule in the place of George II and his illegitimate dynasty of usurpers.

You possibly distrust the new money men in the City of London, and believe that financial speculation will end in tears. Or you may be an investor yourself, none too concerned with the new money markets, but nevertheless believing that such wealth is no substitute for breeding.

### TRADE ASSOCIATION

- **Better wages** – Because we're starving.
- **Better conditions** – Because we're brutalised.
- **The right to organise** – Because we're oppressed.

**Allies:** Radicals, other Trade Associations

**Enemies:** The Law, Tories, Whigs, Employers

You might work in one of the larger industries, toiling alongside many others for a single employer (e.g., as a weaver, or a tailor), and believe in combining with other workers to improve wages and conditions. If so, your association will be treated with hostility from employers, and your activities will likely be deemed illegal. Your meetings may well be attacked, either by a legal gang

with a warrant, or thugs and beadles hired by your masters. Either way, what choice do you have? As wages are forced down, your traditional shares abolished, and the workplace becomes more brutal, your only hope of survival lies in combining with your fellow workers.



### WHIG

- **Parliament is supreme** – Britain should have a constitutional monarchy, with Parliament responsible for most decisions.
- **Defend private property** – the main purpose of government and law.



- **Avoid extremism** – England needs stability to prosper.

**Allies:** None

**Enemies:** Jacobites, Radicals, Tories

As a Whig, you are a supporter of the government, and a believer in the status quo. You might be a member of the Whig establishment, benefiting from the largess of the government. Or you might be a trader or investor, happy that the government facilitates your activities. You might just think that the government, however corrupt, is better than any alternative – it has the support of the king and most of the nobility, as well as most of the electorate, and rocking the boat might endanger the accord, and jeopardise the flow of wealth into the nation.

While you might be Anglican, you probably advocate toleration for Protestant dissenters (such as Presbyterians). You probably support the Hanoverian king, believing that his father was the pragmatic choice for a Protestant nation like England. Certainly you believe that government should yield stability, and that the Whig ascendancy and Hanoverian monarchy can best provide that.

Or, you might be a Patriotic Whig, frustrated by your fellow Whigs' caution when it comes to dealing with foreign powers, or unhappy that England fights for Hanover's interests at the expense of her own. You might have some radical tendencies, believing the monarch should be stripped of even more power, reduced to a completely symbolic status.

You probably think that government should be pragmatic, rational, and above all concerned with the liberty and property of its citizens. Better a Whig oligarchy than a royal or Tory despot.

## Non-Player

## Organisations

### BULLINGDON BOYS

- **Hunt the poor** – It's fun!
- **Kill the poor** – There's too many of them anyway.
- **Ignore the herd** – Riff-raff aren't worthy of any consideration.

**Allies:** None

**Enemies:** The Law, Anyone who isn't rich

The Bullingdon Boys belong to an exclusive gentlemen's dining club, comprised mainly of aristocrats (a few from the gentry are permitted to join, but they are looked down upon by the aristocrats). You either currently attend, or are an alumni of, Oxford University. You go to regular dining evenings, race meetings and perhaps play cricket with the other club members. Not every aristocrat who attends Oxford joins, and some Bullingdon Boys leave the group behind once they leave college.

As a Bullingdon Boy you despise the lower classes, viewing them as little more than dumb animals. They can occasionally be put to some use, serving you, entertaining you, or being humiliated for your pleasure, but you have no empathy for the ragged filthy herd.

Bullingdon Boys dislike the esoteric, symbolic, and arcane rituals of the Hellfire Clubs, which they see as overly intellectual. You do take part in the regular strange ritual that marks out the Bullingdon Club as a particularly violent gang. Once a month the club holds a "Special Evening" in London. Old boys tend to live in London, and students travel down from Oxford especially for the event. The evening always starts with a fine meal, at an expensive establishment, hired exclusively for the use of the Bullingdon Boys. By the end of the meal much fine wine will have been



## Chapter 9: Organisations

consumed, and the place will have been completely smashed to smithereens.

The owner of the establishment will likely know what is likely to take place and, if so, all should be well (a servant will arrive after the members have left, with enough gold to pay for the damage, and a healthy bonus on top). At least, things should go well enough for the owner of the premises – the waiting staff will have endured a terrible ordeal, the club members thinking nothing of striking or thrashing them, throughout the evening, as they see fit. In the unfortunate event of an owner complaining, or a staff member fighting back, the unlucky complainant will be thrashed to within an inch of his or her life, and possibly find themselves a victim of a future “Main Event”.

The Main Event happens at the end of the evening. One of the members will have selected a target, who will be hunted across the city. The target is usually a fit and healthy Londoner, who will have been given some warning that his or hers life is in danger. Trusted servants of the Bullingdon Boys, referred to as the “beaters” usually ensure that the target is chased to a spot near where the club met for their meal. As one, the Bullingdon Boys, wearing gilded masks, pile out of the restaurant, and begin to chase down the hapless commoner. When they catch him, they kill him, the member who causes the fatal wound being hailed as the evening’s champion. After the Main Event the members either retire, or head to a seraglio for a celebratory drink and orgy.

Nobody is ever arrested for murder. The club members are powerful enough to subvert any justice. Their victims are always people who won’t be missed. So confident and powerful are the Bullingdon Boys that, even if a target “goes to ground”, claiming sanctuary in a watch-house, pub, or magistrate’s office, the Boys will simply pile in and kill their target in plain sight.

### CHURCH OF THE RED TRINITY

- **All hail, Nyarlathotep** – the Crawling Chaos, who seeks power on Earth.

- **By prayer and the spreading of crime and vice, we do his will** – we will be rewarded when he comes again in glory.
- **Miskatonic Gin opens the eyes of its drinkers to the true nature of reality** – we must spread it to all who will accept it.

**Allies:** Nyarlathotep’s avatars, Moon-beasts, Lengites

**Enemies:** The Law, Bow Street Runners

*“And where Nyarlathotep went, rest vanished, for the small hours were rent with the screams of nightmare.”*

*– H.P. Lovecraft, “Nyarlathotep”*

Most of those who visit the Church of the Red Trinity, which lies on the borderlands of sleep, do so in a state of dreaming. But perhaps one in ten “awakens” to the gaze of Nyarlathotep’s three-lobed red eye, and can visit the church in a state of waking. You are one such person, your eyes opened to the true nature of reality – it is a place of primal chaos, with no hope of redemption in this life or the next. The Earth is a crumbling mote of sanity in a sea of insanity and the only way to survive is to embrace the crawling chaos – vice, crime and madness are spreading as the influence of Nyarlathotep grows stronger, and by helping that spread, you ensure your own survival in the world that is to come.

Miskatonic Gin is the elixir of Nyarlathotep, through which he speaks to his followers and brings them into his gaze – it is your duty to spread the “tonic” to any who will drink it. But this is not your only tool for spreading chaos – violent crime and sordid vice must be encouraged, and the forces of law and order thwarted.

Most members of the Church of the Red Trinity come from the lower orders, though some come from higher echelons of society – its members have infiltrated the Bullingdon Boys, Mohocks, and some of the Hellfire Clubs.

More about the Church of the Red Trinity can be found in the adventure *“Gin and St. Giles”* in *Gin & Hellfire*.



## CTHULHU CULT

- **Cthulhu sleeps** - The great god Cthulhu lies dead, trapped in R'lyeh, his underwater domain.
- **Cthulhu dreams** - Cthulhu's powers are great. Even in his dead-like state he dreams, and his dreams influence the world of men.
- **Cthulhu will Rise** - One day Cthulhu will break free from his watery tomb.

**Allies:** Deep Ones

**Enemies:** Everyone

*"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn - In his house at R'lyeh dead Cthulhu waits dreaming."*

- H.P. Lovecraft, "The Call of Cthulhu"

You worship the great god Cthulhu (see p.96). You may be aware that Cthulhu is the High Priest of the Great Old Ones and that one day, when the stars are right, he will return, leading his kind to dominate the world forever. While the stars are wrong he lies dead in the underwater city of R'lyeh. But, even so, his dreams can reach out and affect the world. He is a being that cannot be understood in human terms, and thus can never be considered truly dead or alive as your puny mind might conceive it. He is at the root of the most ancient of mankind's nightmares, and will be there, at the end, when humanity finally perishes.

Typical worshippers of Cthulhu include the Deep Ones and the humans with which they have had dealings (who often are human/Deep One hybrids). There are also other individuals who are drawn to the worship of Cthulhu, whether from ancient racial memory, the baleful influence of Cthulhu stretching out from R'lyeh, the acquisition of second-hand knowledge, or the unearthing of relics from aeons past. Where worshippers live in close proximity to each other the cult can take on a more formal aspect - engaging in rituals, which usually involve human sacrifice, and building secret temples in honour of their deity. These secret temples often contain artefacts made from mysterious unearthly substances.

The longer a (human) individual serves as a follower of Cthulhu, the more they will be drawn to their master. This usually begins with frequent dreams of their god and his underwater home. After a while the dreams will lure them to either a Deep One/human hybrid community, where they might be accepted, or to a watery grave.

## THE GUARDIANS OF THE TOAD

- **Hide yourselves, as you are misunderstood** - Others do not understand us.
- **Protect your Brothers** - There are so few of us left, we must survive at all costs.
- **Serve the Toad God** - You must do, without question, whatever the Toad God requires.

**Allies:** The Pnakotic Brotherhood

**Enemies:** The New Mission, The Cult of Cthulhu

The Guardians of The Toad, like the Pnakotic Brotherhood, have their origins in prehistory. They survived the fall of Hyperborea, settling mainly in what is now Sumatra. They used magic and the unearthly spawn of their god to enslave the surrounding tribes. Around 200BC, they used slave labour to construct the Temple of the Toad, in honour of their god and its kin. Due to a combination of inbreeding, and uprisings against the cult, the number of Guardians has fallen significantly over the years, but they have gained some new members from the surrounding lands; notably Cathay and Burma. These new adherents established outposts of the cult in Peking, Shanghai and India, during the twelfth and thirteenth centuries. With the arrival of Western traders, the Guardians have spread out from these locations, coming to Britain, Araby and Japan, bringing their beliefs and knowledge of their rites with them.

Despite having such a widespread network of cells, the cult is still very small - there are no more than several hundred followers throughout the globe. The main temple complex is in decline and the previously enslaved tribes are long gone, having left to go into hiding in the surrounding jun-



## Chapter 9: Organisations

gles. In several areas of the Pacific, the Guardians have found themselves hunted down by members of the Cthulhu Cult, the Cthulhu cultists desperate to obtain the secret knowledge of the Guardians and to steal what little power they still have left.

### HELLFIRE CLUB

- **Do what thou wilt** – because you can.
- **Live for the moment** – and experience as much as possible.
- **Dress up** – and roleplay. Partake in sexual rituals and rediscover ancient mysteries.

**Allies:** Other Hellfire Clubs

**Enemies:** Society for the Reformation of Manners

If you are a member of a Hellfire Club, then you are probably a wealthy gentleman. You might pay lip-service to the Anglican faith, but you probably either believe in a multitude of faiths, believing that a little wisdom can be found in every religion; or you are an atheist, thumbing your nose at God; or you might be a Satanist, directly opposing the pious hypocrisy of the church.

Hellfire Clubs tend to be small, and meet in secluded rooms in taverns or coffee houses, or (as in Sir Francis Dashwood's club) at the home of one of its members.

Activities vary from club to club. Most clubs take an interest in the occult, sometimes out of a serious interest in ancient lost knowledge, other times as a form of titillation or blasphemy. Some clubs are aware of the truth, that ancient and terrible beings beyond human understanding exist, and threaten the Earth. Some of those clubs that are aware of the Mythos are cultists, serving the Great Old Ones; others believe that their knowledge can be used to gather information to combat the threat towards humanity. Other clubs have no real knowledge, and simply make up rituals for fun, concentrating most of their energies on eating, drinking, and general merry-making.

Some of the Hellfire Club activity is sexual, members partaking in costumed events (e.g., dressing as friars and nuns, or ancient Roman gods and

goddesses). These rites might simply be bawdy fun, or they might have a more serious ritual purpose. Dashwood's club is renowned for its pranks, mostly played on each other, occasionally on some other victim – some of which are dangerous and cruel.

Some Hellfire Clubs are very exclusive – and include noble and even royal members. These clubs wield considerable political clout, and are effectively above the law.

### MOHOCK

- **Spread Fear** – Terrify the populace!
- **Hurt People** – Cut them up!
- **Take Trophies** – Take a bit home!

**Allies:** Church of the Red Trinity

**Enemies:** The Bow Street Runners, Radicals

The Mohocks are a libertine gang. They aren't as aristocratic as the Bullingdon Boys, nor as organised. Nevertheless the Mohocks are, without exception, the sons of some of the wealthiest and most influential Londoners, and so they are afforded protection from the law.

The Mohocks are well known for their arbitrary cruelty – when you joined the Mohocks, you were already on a dark path. The gang seldom meets, but when it does, it swaps stories and, more importantly, trophies. Gang members are encouraged to assault and maim, and if possible collect a body part as a trophy. Some of the gang worship Nyarlathotep, and dedicate their trophies to him. The Mohocks want to spread fear and madness, so they prefer to snip a nose, pluck out an eye, or take an ear, rather than resorting to outright murder. They also like the attacks to be as random as possible, so that everyone lives in a constant state of fear.

Despite their influential parents, the Mohocks don't go out of their way to draw attention to themselves – you don't actually want to get caught. Although the gang prefers you to take a trophy, they would rather some harm is done, rather than none at all.



### PARADISIAN

- **People must return to nature** – People are but lowly animals and should act as such.
- **In nature our masters reveal themselves** – in ancient times our gods moved amongst us, revealing themselves to us.
- **Lose yourself in ecstasy** – revel in orgies of sex and violence.

**Allies:** Some Hellfire Clubs

**Enemies:** All non-Mythos organisations

The Paradisians are a secret society dedicated to returning man to his natural state. You have little time for ideology, and concentrate on attending orgies celebrating sex and death.

Paradisians believe that great and ancient gods revealed themselves to primitive savages, and the best way to reconnect to the old ways is to revert to such a state yourself. You reject all learning as folly, your innate birthright is that of a slave to greater beings, far beyond any human's feeble understanding.

Paradisians tend to hold their meetings in the roughest brothels in London. Only the most degenerate bawds and pimps will procure prostitutes for a Paradisian gathering, although in a city where everything, even human life, has a price, sadly there are those who are willing to deal with you. Usually the prostitutes are slaves, either black slaves imported from Africa, diverted en route to the colonies, or white slaves due to be shipped out of the country. Many of the slaves don't survive the meetings.

Paradisian meetings share certain common practices. They avoid using modern language as a means of communication. Formal speech is dispensed with and guttural grunting is encouraged, although some chanting in a strange language occurs at certain points during the meetings. Books or technological items are symbolically destroyed. Clothes are dispensed with, worshippers covering themselves only with mud and body paint.

Spontaneous wrestling bouts and acts of fornication are encouraged. At this point, frenzied Paradisians start beating each other, or more commonly the poor slaves in attendance, to death. As the meetings reach their conclusion, the worship of strange alien beings takes place – crude rock carvings of monstrous forms are placed at the centre of the gatherings, and all prostrate themselves before the idols and speaking the tongue of the ancients, a strange rhythmic language that the human voice is ill-suited to produce. Proceedings are sometimes led by a high priest, or chief, but often even this crude hierarchy is dispensed with as usually attendees are longer-standing members of the cult, all aware of the order of worship.

### THE PNAKOTIC BROTHERHOOD

- **Secrecy is everything** - Keep your allegiance to the Brotherhood and all of its secrets unto death.
- **Protect your Brothers** - Ensure that the interests of the Brotherhood are maintained.
- **Serve the Masters** - Should the need arise you must, without question, do whatever the Masters require.
- **Knowledge is the Key** - You have been entrusted with great knowledge. Use it wisely.

**Allies:** The Guardians of the Toad

**Enemies:** The Association, the New Mission

The Pnakotic Brotherhood has its roots in pre-historic Hyperborea where, legend claims, a great resource was revealed to a mighty sorcerer. That resource was the *Pnakotic Fragments*; a collection of mouldy, decayed scrolls, which recounted the past glories of an ancient, previously unknown, civilisation: that of the Yithians. The legend goes on to say that soon after the discovery, the sorcerer was visited by a noble, who claimed to be a member of the Yithian race inhabiting the great Lord's body. A deal was struck between them. The sorcerer was given the key to fully understanding the scrolls in return for his, and all of his descendants, servitude. To assist in his duties the



## Chapter 9: Organisations

sorcerer recruited a number of trusted allies. Together they formed The Pnakotic Brotherhood – a group dedicated to preserving the legacy of Yith.

This Brotherhood entered all levels of Hyperborean society and allied themselves with another group, The Guardians of The Toad. Together, and with the aid of the Yithians and their scientific knowledge, both cults survived the cataclysm that destroyed Hyperborea. After the cataclysm they placed themselves at the heart of the new emerging civilisations. The Brotherhood secretly infiltrated the Courts of Egypt, the palaces of Babylonia, and the founding families of Rome, while the Guardians headed to the East and the lands of Cathay and Sumatra. As time passed, more members were recruited – from the slave-markets of Africa through to the Italian Princedoms – further expanding their reach and influ-

ence, allowing them to protect the knowledge of the Yithians for a future time when they might have need to call upon it.

Many of the Brotherhood are involved in research of some sort, geographical exploration, or the gathering and preservation of knowledge. Because of this, they are often connected to libraries, educational movements or to sponsors of learning. Recently rumours have been circulating that a huge land mass has been sighted in the Southern hemisphere. The Brotherhood suspect that this land may contain the site of the lost Yithian City from aeons past.

Visiting Yithians are aware of the Brotherhood, know who the key members of the cult are, and sometimes make use of their support when undertaking their trips through time.



# Chapter 10: The Mythos

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## Lovecraftian Themes

### COSMIC HORROR AND MYTHOS GODS

*Dark Streets* draws on Lovecraft's fictional concept of cosmic horror. In his stories there exist inter-dimensional and ancient beings, with god-like powers (such as Cthulhu, Nyarlathotep, and others, some of whom are described in the next chapter). Most (although not all) of these "gods" act largely with indifference to humanity – yet this indifference does not reduce the threat of them breaking through into the world of humans and destroying or enslaving all in their path. Some ancient human civilisations were more aware of these cosmic horrors than current societies; some human cultists still revere them. These alien gods sometimes reach into people's minds; they can grant strange knowledge or power, and, at times, can even manifest themselves in our world.

#### **H.P. LOVECRAFT**

From the end of the 1910's, up until his death in the 1930's, Howard Phillips Lovecraft wrote numerous, inevitably highly influential, weird tales – combining horror, fantasy and science fiction. Mostly short stories, occasionally novellas, these dark tales have influenced a swathe of authors since their publication, and in more recent years have spawned a further host of multi-media homages.

### ANCIENT CIVILISATIONS

Lovecraft also described other fantastical creatures who, while not possessing the inter-dimensional or cosmic powers of the Mythos gods, are nevertheless alien, or descended from truly ancient civilisations, long since lost to prehistory. Some of these creatures have retreated beneath the earth, displaced by environmental changes or the rise of a competing species, others still inhabit the more remote areas upon the surface, or can (in the case of Yithians) temporarily inhabit the minds of people in the present day while their bodies remain in the distant prehistoric past.

### THE DREAMLANDS

In some of Lovecraft's fiction (e.g. *The Dream Quest of Unknown Kadath* and others) there is a realm known as the Dreamlands, which people can visit in their sleep, or through the use of certain drugs or magic items. While less "realistic" than the real world, it is as solid and consistent, its geography, races and cultures unvarying from one dream to the next. One of the adventures in *Gin & Hellfire* takes a few tentative steps into the Dreamlands, but it would take an entire book to describe it adequately – for Games Masters wishing to take their campaigns further into the lands of dream, a useful resource is Chaosium's *H.P. Lovecraft's Dreamlands for the Call of Cthulhu* RPG.

### THE ROAD TO MADNESS

The inter-dimensional and alien nature of Mythos creatures, the level of threat they pose to humanity, and the magical and immense powers that they wield, are all capable of unhinging the sanest of minds. Whether as a result of their shocking appearance, their undermining of a person's beliefs and values (e.g., that the hopes and dreams



## Chapter 10: The Mythos

of people mean nothing to these powerful inhuman gods), or the sheer terror when confronted with the realisation that the human race is so vulnerable, most people who confront the more fearsome Mythos creatures and survive will be, at best, forever unsettled and haunted; more likely, they will be driven completely insane.

### INTERDIMENSIONAL BEINGS

The gods of the Mythos are interdimensional beings. They intersect with our universe, that is with time and space itself, in a way that is not easy to define or explain. They cannot be truly killed (and thus are immensely powerful), and in some ways may not be truly alive. This seemingly contradictory state of affairs (currently the gods are said to sleep in the lost city of R'lyeh, yet they also live, at the centre of the cosmos) is at the heart of understanding (or failing to understand) the multi-dimensional and inter-dimensional nature of the Mythos gods. Their very existence is beyond the scope of human understanding, so it should be of no surprise that their purposes or agendas (if they have any) are equally oblique.

One blessing for humanity is that there are certain cosmic conditions that prevent the gods simply operating as they please - only when the stars are right (and the correct rituals observed) can they live, for a while, upon the earth. Such is their power, that at times the gods can influence the minds of people, heightening emotions throughout a whole society, or drawing people to or away from an intended destination, bestowing the knowledge necessary for their designs, or clouding the minds of those that oppose them.

Some of the gods have shifting, chaotic forms (such as Yog-Sothoth), others (such as Nyarlathotep) can adopt different appearances, but all are no mere creatures to be encountered and banished - characters who survive an encounter with a Mythos god should be left in no doubt that they have witnessed an impossibly powerful, reality shattering event that will haunt them for the rest of their tortured lives.

## THE UNKNOWN

As Adventurers discover more about the Mythos, they will usually slide into insanity. It can be just as maddening for Adventurers to be left unsure of what they have experienced. They may suspect wider conspiracies or cosmic horrors, but they have only glimpsed a small fraction of the truth. Any tales they tell regarding the Mythos will likely be unbelievable (and will risk drawing the wrong sort of attention). Not every *Dark Streets* game need directly deal with Mythos themes, and those that do should not always end with the Adventurers being furnished with all the answers they are looking for.

## What is Known About the Mythos in 1749

Most people know nothing about the Mythos, its gods, creatures, or any of the other ancient secrets pertaining to them. In the Eighteenth Century such knowledge would be seen as superstitious nonsense.

There are some sources of knowledge about the Mythos that might be found - old tomes and manuscripts that speak of the Mythos, or which at least allude to aspects of it (see p.151).

### MYTHOS

The term "Mythos" is used throughout *Dark Streets*. Sometimes this is in reference to a particular skill used in the game, such as Lore (Cthulhu Mythos), as on p.55. "Mythos" is also used to refer to the whole package of gods, creatures, and sources of forbidden/secret knowledge, as imported into the *Dark Streets* setting from Lovecraft's fiction.



## *Chapter 10: The Mythos*

There are also some primitive cultures that retain some artefacts and lore relating to the Mythos, and European explorers are coming into increasing contact with such cultures, though they tend to dismiss such ancient knowledge as irrelevant in the Age of Enlightenment.

There are some groups, and individuals, who stumble upon the Mythos. Increased literacy, a new fascination with antiquity, combined with a breakdown in the authority of the church, has spawned a different attitude to "lost knowledge". New groups, such as the Hellfire Clubs, along with individual historians and scientists, seek out previously forbidden sources, and use these lost works in their researches or rituals. Sometimes they learn about the Mythos this way, at other times they unwittingly bring themselves to the attention of cultists, or even the Mythos gods. In a similar fashion, fledgling archaeologists, spurred on by news of classical finds abroad, disturb old ruins and long-buried caves. Some of their finds seem to pre-date human history, harbouring the secrets of ancient non-human civilisations.

In addition, some Mythos creatures do operate within (e.g. Serpent People) or on the margins of (e.g. Deep Ones) human society. These creatures

usually follow their own secret agendas, and attempt to keep their real identities hidden, although sometimes their base natures or secret researches require human victims, which might be noticed. Inter-dimensional beings also sometimes reach out into human minds, offering visions of different times and different places, including strange alien worlds. These dreams go beyond mere nightmares; they can actively influence the recipients, reveal to them great secrets, or simply drive them mad.

Then there are human cultists who worship certain Mythos beings as gods to be revered and sacrificed to, and whose eventual domination of the world is to be striven for. Some examples of such cults can be found in the Organisations chapter.

Finally, there are a few individuals who have some knowledge of the Mythos, and fight against the Mythos creatures and their human servants. These learned or/and brave individuals are few in number, and have to tread extremely carefully – not only do they oppose mighty inhuman forces, they also risk being ostracised or worse by the rest of humanity for possessing or propagating such blasphemous beliefs.



# Chapter 11: Magic

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The widespread belief in magic and witchcraft, so prevalent a hundred years ago, is virtually dead by 1749. The last witch to be tried as such was convicted in 1712, but then pardoned and released. The new Witchcraft Act of 1735 was aimed at people *claiming* magical powers they did not in fact possess – a reversal of previous anti-witchcraft laws. While some superstitious people still believe in magic, the prevailing rationalism of the Enlightenment tends to dismiss such non-scientific nonsense – part of a general lessening of belief in the supernatural (including religious fanaticism generally) and a backlash against the religious conflicts of the previous century.

Of course, in the world of *Dark Streets*, magic *does* work, though it is almost entirely in the hands of cultists and creatures of the Mythos and unknown to the world at large.

Magic should mostly be thought of as a plot element for the Games Master in a *Dark Streets* campaign – Adventurers do not routinely have access to magic, and, certainly at the outset, they are

unlikely to have any understanding of the workings of magic. Even if they are using magic, they are likely to be reading it from an old tome or scroll, without true knowledge of the theory behind it (if indeed there is one!).

A small selection of spells is given below, but since magic is largely in the hands of the NPCs, Games Masters should not be afraid to make something up if it helps the story along. If a cult needs a spell to do something specific for the plot they should have access to it (or, perhaps, a cult searching for a particular spell or artefact, might become the basis for a whole campaign!).

## Learning Magic

Magic is generally learned either from books, scrolls and ancient carvings; handed down from cultist to cultist; or imbued directly into the head of a cultist/individual by one of the elder gods. Some Mythos entities may have innate magical powers just because of what they are.

## TOMES, SCROLLS AND OTHER WRITINGS

Tomes containing Mythos lore can sometimes be used by Investigators to seek hidden knowledge, usually in an attempt to fight the creatures and gods of the Mythos. Readers will need to make an appropriate Language check to understand the tome. Remember, at this point in time scholars haven't unlocked the secrets of Egyptian hieroglyphics or Mesopotamian cuneiform writings (although that is not to say that in the world of *Dark Streets* there may not be someone in possession of the key to such ancient secrets – this is precisely the sort of information that might be handed down by cultists through the generations;

### MAGIC MADE SIMPLE

- There are two types of spells; unique Ritual Spells and more generic Immediate Spells.
- Investigators never start the game with any spells.
- Magic is learnt through ancient writings; taught by other spell casters; implanted by a Mythos creature; or takes the form of the innate ability of a Mythos creature.
- Immediate Magic is cast using the Persistence of the caster.
- Immediate Magic cast in combat uses the INT rather than the DEX of the caster when determining combat order.
- Most magic has a cost – to the caster and/or others. Sometimes the cost will be temporary, sometimes permanent.



or that a cult might dedicate its energies to pursuing).

Research checks might also be required if the reader is skimming through the book for a specific piece of information, or spell, rather than reading the whole volume.

Games Masters wishing to create Mythos tomes should consider which spells a book contains, how long it takes to read the tome, what are the mental effects (the tome's HR) of reading the tome, and what skills the book might infer (Lore (Occult), Lore (Cthulhu Mythos) etc.) once read. Some tomes might have a mental impact beyond a simple HR test.

Games Masters may also judge that some of the spells contained within Mythos Tomes can be read aloud, directly from a tome, rather than learnt and recited from memory.

A number of tomes, and the information about what spells and other knowledge they contain, can be found on pp.151-3.

### TAUGHT MAGIC

Some spells are taught - handed down by cultists (or secret societies fighting cultists), from generation to generation; taught by cult leaders to their followers; etc. Generally learning such a spell will require a HR -20/1D6 Sanity test upon learning it, although the Game Master may rule that some spells are more or less sanity blasting to learn. The time it takes to learn a spell in this way will vary - depending on the complexity of the rituals/chants/etc. involved.

### KNOWLEDGE FROM OTHER PLANES

Sometimes a person (usually a cultist, but occasionally a very unlucky Adventurer) may contact one of the elder gods in some way, and be gifted with the knowledge of how to cast as spell. This may come in the form of a dream, the voice of the god speaking directly inside the recipient's head, a strange sight, etc. Whatever the method of having the spell implanted in their brain, the charac-

ter gaining it must make a HR -20/1D6 Sanity test on learning it.

### INNATE KNOWLEDGE

As stated above, some creatures have innate knowledge of some spells or a special ability that works in a spell-like/magical way. These abilities/spells are noted under the creature's description in the Adversaries section of this book (p.154-80). More powerful entities may also be able to cast Ritual spells as Immediate spells - just because human cultists or sorcerers struggle with such powerful magic, doesn't mean a Great Old One does!

## Using Magic

There are generally two types of spell in *Dark Streets* - Ritual Spells and Immediate Spells.

Ritual Spells require more time than Immediate Spells, and often can only be cast in certain circumstances (e.g. by the light of the full moon, etc.). The performing of a ritual might result in a variety of results, due to a variety of factors (such as whether the stars are right, etc.), and all results are at the Game Master's discretion - i.e. sometimes a ritual will have no magical result at all, and is performed more as an act of worship to a Mythos entity than anything else, but when performed at the right time and with the right sacrifices (or the right missing words inserted, etc.), something truly remarkable (and probably horrific) will occur. Ritual magic is usually unique and usually specific to a certain cult or Mythos entity (although some secret societies working against Mythos cults might have access to rituals to help them in their struggle against their enemies). As such, there is not a generic spell list of Ritual Spells, but some examples have been provided, to help Game Masters who wish to create their own.

Immediate Spells are usually more straightforward, and may even be cast in combat. That is not to say that Immediate Spells are not without their costs to the caster (see text box below, The Price of Magic).



## Chapter 11: Magic

### A MYRIAD OF MAGICS

Whether casting Ritual or Immediate spells, the Game Master may decide that there is some variation in the precise manner in which a spell is cast, its effects, etc. Whereas one version of a spell might be taught which has a certain set of costs and requirements, there may be another version which does precisely the same thing (or a similar thing), but that has a different cost (in terms of Fatigue, POW sacrifice, ingredients, etc.). Likewise, while Mythos magic is extremely rare, and usually only known by cult leaders and other sorcerous types, it might be that certain cults, or certain cell leaders within a cult, routinely teach all followers some useful (but usually minor) spell, whether as an incentive to recruitment or for the defence of the cult.

## RITUAL SPELLS

Casting a Ritual Spell often takes a long time. It might involve chanting, singing, dancing and sacrifice (animal or human), and usually (although not always) requires a group of people to help the caster with the ritual. It may require special ingredients or objects, or may need to be cast in a particular place, or at a particular time (maybe the ritual even needs to be repeated a number of times, over a number of hours, days, months, years, or even millennia, for its ultimate end to be achieved) – or all of the above! As long as all the prerequisites of the spell are met, and the ritual is not disturbed before it is finished, the spell will work.

This, of course, assumes that the spell was written down correctly in the first place. The spell description in the tome from which it was learned may have been missing a certain vital ingredient or verse which will cause it to fail, or (more likely) do something really unpleasant that isn't what was wanted. The person writing the Tome may have deliberately set out to mislead the reader, to achieve the writer's own ends by causing a magical effect that the reader didn't want.

Descriptions of how ritual spells are to be cast include how long the spell should take. If the spell

### THE PRICE OF MAGIC

Most spells have some sort of cost – whether temporary or permanent – usually to the caster, but sometimes to a third party (such as a sacrifice or a supporting group of cultists). This cost might be minor, such as a temporary increasing of the caster's Fatigue; or more major, such as the permanent loss of an Ability Point (such as POW or CON), etc.

is interrupted by pesky Investigators, the person casting the spell should make a Persistence check to see if the ritual can be carried on – if so it will take an extra five minutes to complete. Of course, if the person casting the spell is killed or knocked unconscious, the spell will fail (unless someone else involved in the ritual can take over).

If the spell fails, what happens is up to the Games Master – use common sense and a strong dose of dramatic irony when making the decision. If the ritual is barely started, it could be that nothing will happen. If it is almost complete, and the minions of an elder god have been summoned but not yet commanded to perform a particular task, they may take out their frustration on the summoners, the Investigators, or the world at large.

Aside from summoning and commanding Mythos creatures, rituals might be more benign, perhaps involving a ritual designed to bestow some protective power or weapon designed to fight a

### EXCEPTIONS TO THE RULE

Whereas most Ritual Spells take time to cast, there might well be exceptions to this rule. It might be that there exists powerful Immediate versions of certain spells, known only to the most powerful necromancers or sorcerers; it might be that powerful artefacts exist that either channel powerful energies, or into which have been poured the necessary sacrifices (thus avoiding the need to have a large group of people performing a ritual); or it might simply be that a powerful Mythos creature can cast a spell, which puny humans would struggle to cast, with relative ease. All such adjustments are at the Game Master's discretion.



Mythos entity; or might have some other purpose altogether, such as allowing the caster to travel to other realms, to travel quickly, to allow the caster some hidden knowledge, etc.

### IMMEDIATE SPELLS

The majority of Immediate Spells take a combat round to cast. A person or creature casting such a spell casts it on their turn in the combat round, but using INT as their combat order, rather than DEX. (Armour does not affect spellcasting order). The person casting the spell must make a Persistence roll to see if it succeeds. The normal rules for skill rolls apply - on a critical success, the spell performs better than expected; on a success it works as described; on a failure, nothing happens; and on a fumble something goes *horribly* wrong.

## Spells

Note that most of the spells below do not have ingredients listed. These will vary according to the cult faction that is using the spell, although it will almost always be something unpleasant!

### RITUAL SPELLS

#### CHANGE APPEARANCE (RITUAL)

*Casting Time: 1D6 Hours*

**Cost:** 1 Permanent POW loss. HR -20/1D6 Sanity Test. Caster's Fatigue temporarily drops one level after spell is cast (normal recovery).

**Difficulty:** Difficult -20

**Ingredients:** Human Sacrifice; Part of the person being copied (hair; tooth; scrap of skin; etc.)

Using this spell allows the caster to permanently change his or her appearance. The new appearance must be based on that of another living person. Aside from possibly SIZ (which can only change plus or minus 1 point), the caster will look identical in every way to the person they have based their new appearance upon. The sacrifice does not have to be the person being copied (but may be - the sacrifice can be made at the end of

#### INGREDIENTS

Ingredients that might be used in a ritual spell could include rare herbs, gathered at a particular time, under a full moon, etc.; the heart of an animal or person (frequently a virgin), cut out during the ceremony; particular parts of a rare animal or creature (the horn of a narwhal, the eyes of a Deep One, the left hind legs of twenty-three cats); the preserved head of a particular ancient king; the ashes of a long-dead witch; etc. When designing scenarios, it is up to the Games Master to decide how difficult a spell will be for the NPCs to perform... and consequently, how easy it will be for the Investigators to disrupt.

#### DIFFICULTY OF IMMEDIATE SPELLS

Casting an immediate spell normally requires a Persistence roll, but some spells are harder than others. Difficult spells will have a difficulty rating listed next to them.

#### COSTS

Where a spell has a cost to the caster (to sanity, an Ability, to Fatigue, etc.), it is noted in the description. Likewise, when there is a restriction on the amount of times a spell can be cast (per day, per week, etc.), it is also noted.

the spell, which means that the person being copied is technically "Living" when most of the spell is being cast), but a small amount of material from the person being copied must be used to perform the spell (hair is often the simplest ingredient to choose). This powerful spell allows the caster to assume the physical characteristics of who they are copying (STR, CON, DEX, CHA, and 1 point nearer the SIZ, if different), but not the mental characteristics or skills (which remain the same). On a successful (Difficult) Persistence test, the spell works; on a simple fail, no transformation occurs; and on a Fumble, the spell misfires, and the new form the caster takes is a mere shadow of the person they were trying to copy - weaker (-1D3 STR, DEX and CON, -1 SIZ) and uglier (-1D4 CHA) than the original.



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### CONTACT (MYTHOS GOD)

**Cost:** *Varies.* HR -20/1D6 Sanity Test. Caster and helpers' Fatigue temporarily drops one level for every 3 hours performing Ritual (normal recovery).

**Casting Time:** *Varies*

**Difficulty:** *Opposed*

**Ingredients:** *Varies*

Each god has its own contact spell, which must be learned separately. With this spell, a character can contact a particular Mythos god. The caster must make an opposed Persistence test against the Persistence of the god in question. If successful, the god will come to the caster in dreams during the night following the casting of the spell, and tell the caster what its aims in the world are, and how the caster can further them. On a fumble of the opposed Persistence test, the god will become angry with the caster, who will be killed in some suitably unpleasant way. As the caster is likely to have a much smaller Persistence than the god they are trying to contact, they can bring in other folk to assist the ritual - each cultist/helper bestows +5% to the opposed test.



### CURSE

**Cost:** *Varies.* HR 0/1D2 Sanity Test. Caster and helpers' Fatigue temporarily drops a level (normal recovery).

**Casting Time:** *Varies (usually 1D3 hours)*

**Difficulty:** *Opposed*

**Ingredients:** *Varies (usually a piece of the target's hair)*

A ritual curse can be used to make a psychic attack on a target. The caster makes an opposed Persistence roll, with +5 for every assisting cultist/helper. Usually the sacrifice will make a difference to the spell effect; a small sacrifice, such as an animal, will have a minor effect (such as causing the target to suffer -10 penalty on all rolls for 24 hours); whilst a larger sacrifice (such as a human), will cause the target to simply fail on three critical (such as combat) rolls, three times in a day; while a particularly powerful sacrifice (such as a virgin), might cause the target a

permanent ability loss (-1D3 to a random Characteristic) or to have a nasty accident!

### SACRIFICE

**Cost:** *Varies.* HR -20/1D6 Sanity Test.



**Casting Time:** *Varies (usually 1D3 hours)*

**Difficulty:** *Normal*

**Ingredients:** *Varies (sacrificial dagger, victims, etc.)*

Often the sacrifice ritual is simply done out of reverence to a Mythos creature, but if the caster does have a practical way of storing the energy created by making sacrifices, then the Sacrifice spell can be used to store a reservoir of energy – with which an item might be imbued (if a spell to create such an item is known); another spell might be boosted; etc. If being used to immediately boost another Ritual Spell, then the caster receives an immediate +5 per animal and +20 per human on that roll (that is only for successfully made sacrifices – on a pass on the Sacrifice spell, the spell has been accepted; on a fail, the sacrifice makes no difference; and on a Fumble the sacrifice is rejected, causing the next spell the caster attempts to also automatically fail).

### **SUMMON (A SERVITOR/GOD)**

**Cost:** *Varies. HR -20/1D6 Sanity Test. Caster and helpers' Fatigue temporarily drop one level for every 3 hours performing Ritual (normal recovery).*

**Casting Time:** *Varies*

**Difficulty:** *Varies (see below).*

**Ingredients:** *Varies*

This spell summons forth a Mythos servitor or god, which will manifest after 1D3 combat rounds after the spell has been successfully cast. The complexity of the ritual and the rarity of the ingredients needed will depend on the nature and power of the servitor or god to be summoned. The caster must make a Persistence roll with a penalty based on the Horror Rating of the servitor/god being summoned, or suffer loss of sanity equal to one fifth of the POW of the creature being summoned. Note that this spell does not allow the control of the summoned servitor/god. In the case of a servitor, this requires the pertinent *Control (a Servitor)* spell. Gods cannot be controlled, only asked nicely. Good luck with that! Each helper/cultist grants a +5 bonus to the caster's Persistence test. On a Fumble, a different creature to the one summoned manifests (Game Master's discretion).

### **VISIT THE LAND OF DREAMS**

**Cost:** *Varies. HR -20/1D6 Sanity Test.*

**Casting Time:** *4 hours*

**Difficulty:** *Normal*

**Ingredients:** *Varies*

The spell allows the caster to brew a potion which causes characters who drink it to visit the Dreamlands. Preparing the potion takes four hours and requires numerous herbs and minerals, some common, some very rare (at the Games Master's discretion). It provides four doses, allowing one person to visit the Dreamlands four times, or four people to visit the Dreamlands once, or any combination. If a number of people drink a brew from the same casting, they will visit the Dreamlands together.

Once the potion is drunk, the drinker will fall into a deep sleep within a few minutes. They will remain asleep for four hours, though their experiences in the Dreamlands may last for only minutes, or may seem to take days or even weeks. By adjusting the ingredients, it may be possible for the caster to control in what part of the Dreamlands the dreamers arrive. On a Fumble, a poison has been created instead (Game Master's discretion for nature of poison and effects, see p.84 for some sample poison types).

## **IMMEDIATE SPELLS**

### **CHANGE APPEARANCE (IMMEDIATE)**

**Cost:** *Caster's Fatigue drops one level, temporarily (normal recovery). Spell can only be cast once per day without a Persistence Penalty (-20 for every future casting, recoverable by a full night's sleep).*

**Casting Time:** *1 Combat Round*

**Difficulty:** *Difficult -20*

**Ingredients:** *Varies (usually a few strands of the caster's hair and some gold dust)*

Unlike the more powerful Ritual version of the spell, the change to appearance is not permanent (and lasts just 20+1D100 minutes), and is an illusion, rather than a real change (so the caster's Characteristics remain the same). However, the



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caster will look identical to the target they are trying to copy, and a sacrifice is not necessary to make the change. The True Sight spell can be used to see through the temporary disguise, otherwise only a Critical success on a Perception roll, by someone who knows the target well, will alert the viewer that something is wrong (and even then, not what – it will be more a vague feeling that the target is moving differently, using different body language, etc.). On a Fumble, the caster will assume the identity of someone or something completely different – from anywhere on Earth, or even beyond!

### CONTROL (A SERVITOR)

**Cost:** Caster's Fatigue drops one level, temporarily (normal recovery). Spell can only be cast once per day without a Persistence Penalty (-20 for every future casting, recoverable by a full night's sleep).

**Casting Time:** 1 Combat Round

**Difficulty:** Normal, 1<sup>st</sup> Combat Round, then -10 for every round thereafter. Caster must decide how many rounds they want to control the Servitor for, before (hopefully!) banishing it back to its own plane.

**Ingredients:** Varies

Each servitor type has its own control spell that must be learned separately. If the spell is cast successfully, a summoned servitor will obey the commands of the caster for the duration of the spell. Servitor species have no great sense of self-preservation and will obey any order given, though they will not attempt to do anything that is plainly impossible for them. Once the spell wears off, the servitor may well attack the caster of this spell, if it is not dismissed quickly (using opposed Persistence check/Dismissal spell). If the caster loses control of the servitor, or fails to banish it, it will go rogue, and stay on Earth until killed or successfully banished. If the caster wishes to sacrifice a permanent point of POW, he or she can summon 1D3 creatures, and control them for hours, not Combat Rounds. On a Fumble, summoned creatures will target all attacks on the summoner (and will be completely resistant to the summoner's Dismissal magic!).

### CREATE THE SIGIL OF THE ELDERS

**Cost:** 2 permanent points of POW. Spell can only be cast once per day without a Persistence Penalty (-20 for every future casting, recoverable by a full night's sleep) and Fatigue Penalty (drop one level for every casting after the first).

**Casting Time:** 1 Combat Round

**Difficulty:** Normal

**Ingredients:** Clay tablet

This spell requires a clay tablet, onto which the caster inscribes a star-shaped pattern, with a glyph at its centre. As the final stroke of the glyph is made, the caster automatically loses 2 points of POW. This POW loss is permanent.

The resulting artefact has several uses: It can be placed to block the passage of any Mythos creature or deity; it will cause 2D6 damage, per round, on contact with a Mythos creature or deity (natural armour provides no protection against it); or it can be used to close a gate between worlds and dimensions, by being thrown into the gate – but this last use results in the destruction of the Sigil along with the gate. The caster is able to share the POW loss – but only if there is a willing helper who will freely allow the POW cost to be shared (or completely transferred).

### DISMISS (A SERVITOR/GOD)

**Cost:** Caster's Fatigue drops one level, temporarily (normal recovery). Spell can only be cast once per day without a Persistence Penalty (-20 for every future casting, recoverable by a full night's sleep).

**Casting Time:** 1 Combat Round

**Difficulty:** Normal (but see below).

**Ingredients:** Varies

If successfully cast, this spell dismisses a Mythos servitor or god from the earthly plane, which will disappear entirely in 1D3 combat rounds. Difficulty is normal, but with a penalty equal to the POW of the creature being dismissed. As well as the casting roll, the caster must make a Persistence roll with a penalty based on the Horror Rating of the servitor/god being dismissed or suffer loss of sanity equal to one fifth of the POW of the dismissed creature. On a Fumble, not only is the



creature not dismissed – it will never be dismissed by the caster who fumbled.

### GLAMOUR

**Cost:** Caster's Fatigue drops one level, temporarily (normal recovery). Spell can only be cast once per day without a Persistence Penalty (-20 for every future casting, recoverable by a full night's sleep).

**Casting Time:** 1 Combat Round

**Difficulty:** Difficult -20

**Ingredients:** Varies (usually blood and a mirror)

If successfully cast, the caster receives a temporary boost to CHA (+1D6) and +40 to all social skills. The effect only works for 3D20 minutes (unless the caster wants to make a permanent 1 POW sacrifice, in which case the spell will last for a whole week). On a Fumble, the caster becomes ugly (CHA reduced to 1D3 – it looks like the caster's features have been savagely mixed up with a large spoon!) and suffers a -40 penalty to social skills (duration up to Game Master's discretion – but permanent is fine!).

### MADNESS

**Cost:** -20/-40/-60 penalty to Persistence until a good night's sleep can be had.

**Casting Time:** 1 combat round

**Difficulty:** Normal (0)/Difficult (-20)/Hard (-40)

**Ingredients:** None, but eye contact must be made with the target.

This spell causes the target to have to make an immediate Sanity Check. The results will depend on the Difficulty of the casting:

Normal: 0/1D6+1

Difficult: -20/1D8+1

Hard: -40/2D10+1

On a Fumble of the casting roll, the caster will take the Sanity damage instead of the target.

### SHARPEN WEAPON

**Cost:** -20 to Persistence until a night's sleep has been had. Also, -1D3 POW loss, for the more powerful version.

**Casting Time:** 1 Combat Round/1D6 Minutes

**Difficulty:** Normal/-40

**Ingredients:** Varies (usually the weapon to be Sharpened, some blood, and a small diamond)

This spell is used to prepare a weapon (blade, bullet, etc.) so that it is particularly effective against armoured and magical opponents. When using the enchanted weapon, on a successful hit, any armour is ignored (physical or magical). The weapon remains sharp for just 1D20 hours. For a permanently Sharpened weapon, casting time is longer (1D6 minutes), the difficulty is greater (-40), the ingredients rarer (the object must have been flawlessly and specifically designed for the purpose), and a permanent POW sacrifice must be made (by the caster, or a willing helper). On a Fumble, not only does the spell fail, but the item to be sharpened shatters and the other ingredients are lost.

### TOUGH SKIN

**Cost:** -20 Persistence until a night's sleep has been had. Can only be cast once per day.

**Casting Time:** 1 Combat Round

**Difficulty:** Normal

**Ingredients:** Varies (usually some reptile hide, reptile blood, and a small diamond)

If successfully cast, the caster gets 1D6 points of "natural" armour, as his or her skin thickens. He or she will also have a temporary CHA penalty equal to the armour bonus. The effect lasts for 1D4 hours. On a Fumble, the spell succeeds is successful but permanent, and anyone viewing the recipient will believe them to have a nasty skin condition.

### TRANSFER THE SOUL

**Cost:** 1 permanent point of POW. HR: 0/1D6 to caster and HR: -10/1D10 to subject.

**Casting Time:** 1 Combat Round

**Difficulty:** -20 Difficult

**Ingredients:** May require a Yithian device, at the Games Master's discretion.



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This spell swaps the caster's mind with that of the target. For it to work, the caster must be in visual range of the target, but the actual physical distance is immaterial. The spell can be resisted by a successful opposed Persistence roll. The spell lasts for a number of days equal to the caster's POW (after the POW loss caused by casting. At the end of that time the minds are automatically switched back to their original bodies, repeating the Sanity losses. Should either party have died in between these times, the mind will inhabit the corpse (but it will have no physical control over the body as it lies and rots away, causing further Sanity loss at the Games Master's discretion).

Alternatively, should the caster permanently sacrifice 2 POW, the transfer becomes permanent.

### TRAVERSE DISTANCE

**Cost:** HR: 0/1D4. Travellers suffer 1, 2 or 3 levels of Fatigue on arrival at their destination, depending on distance travelled (see spell description).

**Casting Time:** 1 Combat Round

**Difficulty:** -20, -40 or -60, depending on distance, but caster can gain +10 bonus to Persistence for every person helping.

**Ingredients:** Varies, but particular items (amulets, scrolls, ancient carven stones, etc.) may give a large skill bonus to travelling to a particular place.

This spell creates a "portal" allowing fast travel between two points in space. The point where the portal exits must be known by at least one of the casters, or they must have a suitably exact description, from a book or other source, to envision it. The Games Master should consider margins of error, if appropriate. When cast, a shimmering, roughly 4 metres square, portal opens, that will reveal the (hopefully) desired destination. If there is someone (or something) in the place where it opens, then he, she or it, can also see and travel through the portal. A Difficult (-20) portal will allow travel to anywhere on Earth, Hard (-40) to within the Solar System, and Very Hard (-60) for any location outside the Solar System. On a Casting Fumble, the GM should be inventive. Suggested destinations should a Fumble occur include: R'leyh, Carcosa, Azathoth's Court, or possibly a Mi-go city on Pluto. Note: *Traverse Distance*

doesn't permit travel between alternate dimensions or through time (i.e. into the past or future). Travel through the portal is instantaneous, irrespective of the distance, but the alien sensation of such travel will result in the need for a Sanity Check, and travellers will arrive Fatigued, and possibly not in any fit state to deal with any dangers at the destination. Such portals are very unstable and unpredictable, unless reinforced by other magic, and will close without warning after D100 minutes. A portal can be reopened by recasting the spell.

### TRUE SIGHT

**Cost:** -20% to Persistence until a night's sleep has been had can only be cast once per day

**Casting Time:** 1 Combat Round

**Difficulty:** Normal

**Ingredients:** Varies (usually a raven or eagle's eye)

The spell, if cast successfully, allows the caster to see things for what they really are for 1D20 minutes. This allows things that are magically hidden or obscured (such as by a Change Appearance (Immediate) spell) to be seen for what they are. Likewise, if a ward or other magical device has been set upon a lock or object, or an object sometimes functions as a magical gate, etc., the caster will see it for what it is (even if he or she does not fully understand the purpose or precise workings of whatever is revealed). On a Fumble, perhaps the caster sees things that are not really there (but that are very scary - HR -20/1D6 Sanity Test once per ten minutes - for a duration decided by the Game Master).



# Tomes

## DISCOURSES ON DRUIDISM

*"Our predecessors, the Druids of Britain, tho' left in the extremest west to the improvement of their own thoughts, yet advanc'd their inquiries, under all disadvantages, to such heights, as should make our moderns ashamed, to wink in the sunshine of learning and religion."*

- William Stukely

William Stukely published his *Discourses on Druidism* in 1740. The publication run was intentionally small. Stukely thinks that *Discourses* will only be of interest to the members of his own druidical order, and perhaps a select few other learned antiquarians. Nevertheless, Stukely is not ashamed of the tome, nor does he believe that his conclusions should be kept secret.

*Discourse on Druidism* provides an historical account of pre-Christian worship, as well as suggesting a link between the druids of the past and the early Christian church.

Where the book is revelatory is in the evidence that Stukely provides of ancient wisdom, technology, and magic. Stukely asserts that the druids had access to scientific information and apparatus, since lost to humanity. Evidence that Stukely found at sites, such as Stonehenge, suggest that the ancients understood magnetism and gravity, and utilised complex devices to defend their civilisation. Disturbingly, some of the plates in the book illustrate finds that corroborate Stukely's theories - odd items and strange crude paintings of an esoteric nature. Even more disturbingly the protagonists in some of the pictures are not human, but instead seem to tell the history of a species of odd tripod forms. Stukely also makes mention of the fact that he is in possession of strange finds made of materials unknown to modern mankind. So far, he has not made any of these finds available for public viewing.

Stukely is not certain of what his finds reveal about human history. He asserts that most prehistoric sites are not very old, as he uses a biblical chronology (so believes the Earth to be several thousands of years old at most).

**Reading Time:** 2 weeks to study and comprehend properly.

**Spells:** *Curse, Sacrifice, Madness, Visit the Land of Dreams*

**Other Possible Spells:** The tome also has spells which claim to bless the fruitfulness of crops and livestock; whether these actually work, and if so, what they do, is left to the Games Master's discretion.

**Skill Bonuses:** Lore (Cthulhu Mythos) +10, Lore (Occult) +15

**HR:** 0/1D8

## THE NECRONOMICON

Much knowledge of the Mythos can be gained from ancient books, many of them hand-copied and passed about among scholars of the occult since the invention of writing. Of them all, the most infamous is the dreaded *Necronomicon*, written by the mad Yemeni poet Abdul Alhazred around 700 AD. He is said to have spent years in the ruins of Babylon, the secret underground places of Memphis, and the great southern deserts of Arabia, seeking out secrets that man was not meant to know. The book was originally known as *Al Azif*, and its author was said to be a worshipper of Yog-Sothoth and Cthulhu, who was devoured by an invisible monster in broad daylight in front of a crowd of witnesses.

In 950AD the book was translated into Greek by Theodorus Philetas of Constantinople, and called the *Necronomicon* for the first time. After causing trouble in the Eastern Empire for over a hundred years, it was banned and all known copies burned by the patriarch Michael. After that it became a rarity, rarely heard of outside occult circles. A Latin translation, by Olaus Wormius, was made in the thirteenth century (1228), which was later printed in Germany in the fifteenth century, and in Spain in the seventeenth. John Dee, the court



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astrologer to Queen Elizabeth of England, translated a copy into English in the sixteenth century. This rare edition of John Dee's version, printed in London in 1709, bears the three-lobed eye symbol of Nyarlathotep; close examination reveals that it is bound in human skin, and the symbol is a tattoo (first realising this requires a HR 0%/1D4 sanity check).

**Reading Time:** 50 weeks to study and comprehend properly.

**Spells:** Any spells described above.

**Skill Bonuses:** Lore (Cthulhu Mythos) +15, Lore (Occult) +5

**HR:** -20/2D10

### THE PNAKOTIC FRAGMENTS

*The Pnakotic Fragments* were supposedly written by the Yithians (p.172) some 250 million years ago. This claim is not undisputed – other occultists believe the Fragments were created by the arch rivals of the Yithians, the mysterious pre-human race referred to as the Elder Things. No one knows how such a strange work passed into mankind's hands, but arrive it did. For a time, *The Pnakotic Fragments* were exclusively owned and protected by a mysterious and highly secretive cult known as the Pnakotic Brotherhood. It is rumoured that this Brotherhood still exists and has members scattered across the world and within every strata of society, from the highest royal houses down to the lowliest slave pits.

The opening pages of the book provide information about the Yithians and hints at a huge city they once inhabited, on a huge island in the southern hemisphere. It then goes on to describe various entities, such as Chaugnar Faugn and the Watcher, their worshippers, and ways to contact them. The book then goes on to mention a place called the Dreamlands, how the Dreamlands can be accessed, and some of the inhabitants that can be found there. The final section is concerned with what it terms "gateways" into other existences, and how these gateways can be used to traverse time and the aether.

The known versions of *The Pnakotic Fragments* include:

*Pnakotica* which is the most complete version, supposedly translated from the original and written in Greek.

*The Pnakotic Fragments*, which was transcribed from the Greek edition into English, sometime in the early fifteenth century. A small number of printed (rather than hand-written) books were produced in the 1480's.

*The Pnakotic Manuscript*, also in English, is a heavily edited edition. It is thought that this version was printed in Scotland and it first appeared in the early sixteenth century.

The original scroll is thought to have been destroyed a long time ago – but it may still exist, lying in a dusty tomb, awaiting rediscovery.

Copies of this work are, at best, rare. It is said that a copy of *Pnakotica* was in the possession of Ludwig Prinn, at the time of his arrest, but it went missing shortly after. At odd times rumours circulate amongst cultish circles, that an English translation has turned up, somewhere in Europe (or even further abroad) – but these sightings are rarely substantiated. It's claimed that there is a copy stored in a secretive location, somewhere in the St Giles district of London. The precise location of this copy is somewhere in what is enigmatically referred to as the Library of St John the Beheaded (although it should be noted that many Mythos scholars regard even the existence of this forbidden library as an unsubstantiated myth).

#### PNAKOTICA

**Author:** Unknown

**Format:** Handwritten Transcript

**Rarity:** Ultra Rare

**Language:** Greek

**Reading Time:** 25 Weeks study

**Spells:** *Sacrifice, Contact the Watcher, Contact a Yithian, Traverse Distance, Visit the Land of Dreams*

**Skill Bonus:** Lore (Cthulhu) +10, Lore (Dreamlands) +15, Lore (Occult) +5



HR: -10/2d6

**PNAKOTIC FRAGMENTS**

**Author:** Unknown

**Format:** Printed Book : Quarto

**Rarity:** Ultra Rare

**Language:** English

**Reading Time:** 20 Weeks study

**Spells:** *Sacrifice, Contact the Watcher, Contact a Yithian, Visit the Land of Dreams*

**Skill Bonus:** Lore (Cthulhu) +8, Lore (Dreamlands) +10, Lore (Occult) +5

HR: -5/1d10

**PNAKOTIC MANUSCRIPT**

**Author:** Unknown

**Format:** Printed Book : Octavo

**Rarity:** Rare

**Language:** English

**Reading Time:** 15 Weeks study

**Spells:** *Sacrifice, Contact the Watcher*

**Skill Bonus:** Lore (Cthulhu) +5, Lore (Dreamlands) +5, Lore (Occult) +5

HR: +0/1d6

## SECRETS OF THE TEMPLE

*"I can calculate the motion of heavenly bodies, but not the madness of people"*

- Isaac Newton

Sir Isaac Newton's *Secrets of the Temple* was written in 1691. The work was supposedly destroyed in a laboratory fire, but in fact it was simply hidden, along with other letters and manuscripts, by Newton. Newton suppressed much of his own work, fearing ridicule, condemnation, or an undermining of the Christian faith which he held so dear. On his death, *The Chronology of Ancient Kingdoms* was published, which included a section on the Temple of Solomon, as well as the genealogy of the first kings. *Secrets of the Temple* includes further speculation as to the purpose of the temple.

In *Secrets*, Newton suggests the Temple of Solomon was designed to act as some sort of gate, and that the real mathematical formulae used to construct the temple is part of a complex spell, at present scientifically unexplainable. What Newton is sure of is that the gate is designed to hold back an immense force. He does not speculate as to what precisely this force might be, but he makes passing reference to a suspicion that the force would not be understandable using his own theories of how the universe works!

Although unable fully to determine why someone would undertake such a construction, the book does contain the full instructions for building such a gate.

**Reading Time:** 20 weeks to study and comprehend properly.

**Spells:** *Summon Azathoth*

**Skill Bonuses:** Lore (Cthulhu Mythos) +10, Lore (Geometry) +15, Lore (Occult) +15

HR: -20/2D6



# Chapter 12: Adversaries

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In his fictional works, H.P. Lovecraft described a host of strange creatures and god-like beings. Some are extensively detailed in his stories – their culture, habits, and intentions explored. Others are simply referred to with little more than a name provided for reference. Some of these creatures are unique to Lovecraft's own writings, others were his homages to the creations of other writers. The following section includes a selection of these creatures from Lovecraft's Mythos stories. Some of these creatures appear in the adventures in *Gin & Hellfire*; others are developed for Games Masters to incorporate into their own *Dark Streets* campaigns.

There is an alien, unknown, inter-dimensional, sinister and cosmic aspect to these creatures, which both challenges the core beliefs of those encountering them and defies reality itself. In particular, these gods of the Mythos are both worshipped as gods and have god-like powers. In the world of *Dark Streets*, most people believe in the Christian God (though atheism or even paganism are fashionable in some quarters, and even amongst churchgoers, resigned cynicism has largely replaced fervent religious righteousness). But that God does not manifest in reality. The Gods of the Mythos, although inter-dimensional and semi-dormant, are, nevertheless, a very real threat, and are able to manifest (even if not fully) in a variety of ways. The mere sight of such creatures leads to madness – due both to their sickening appearance and to the fact that their very existence contradicts established beliefs about how the universe is ordered.

Of course, not all horrors in a *Dark Streets* campaign will be Mythos creatures. A number of non-Mythos supernatural creatures are also described below. At the end of the chapter is a table of statistics for mundane creatures that might be encountered in a campaign, followed by statistics for common NPCs who might be met on the streets of London.

## CREATURE CHARACTERISTICS

Creatures have Characteristics much as any other characters. If for any reason a creature is missing a Characteristic, the effect of this is noted. Two scores are given for each Characteristic. The first is the dice range that can be rolled to randomly determine an individual's Characteristics. The second, in brackets, is the score of an average individual of that species. This average score is used to calculate the rest of the attributes (HP, MWL, etc.), so that creatures can be used quickly. If randomly rolling Characteristics, the creature's Attributes will need to be adjusted accordingly, using the standard rules in the Character Creation chapter.

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient. Fixed INT creatures operate solely on instinct rather than logic or intuition.

Some creatures have natural armour, which is listed. This does not provide any penalty to DEX for combat order, unless the description states otherwise.

## CREATURE SKILLS

Like other characters, creatures have skills. Combat skills have the damage listed, including any damage modifiers and details for the attack used, in brackets next to the attack's name. Unless otherwise noted, a creature with multiple attack forms will only get to make one attack per combat round.



## Creatures and Major Wounds

Non-humanoid creatures suffer Major Wounds in much the same way as humans. If a creature is humanoid in form (e.g. a ghoul) use the standard Major Wounds Table. For other creatures, use the following rule instead.

**Serious Wound:** If the creature takes a Serious Wound, its Move rate is reduced to 1, and all skills suffer a -20 penalty. Flying creatures lose the ability to fly. Further Serious Wounds after the first cause further cumulative -20 penalties to skill levels (i.e. -40, -60, etc.).

**Grave Wound:** If the creature takes a Grave Wound, it must make an immediate Resilience roll or die. If it succeeds, it suffers the effects of a Serious Wound and must make another Resilience roll at the beginning of each subsequent combat round or die.

Creatures die automatically when their Hit Points reach a negative figure equal to their starting Hit Points, as with other characters.

**Note:** Alternative rules for dealing with Major Wounds for minor creature encounters can be found in the Combat chapter.

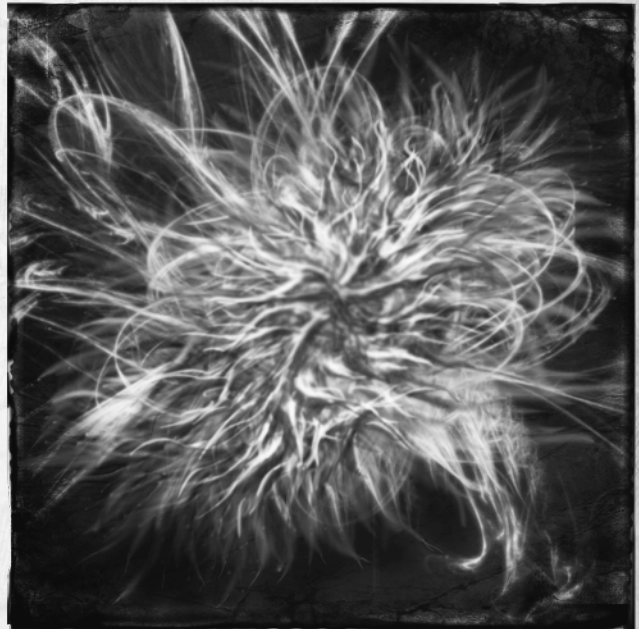
## Gods of the Mythos

The following creatures are so powerful that they are described as “gods”. Certainly they are inter-dimensional, have some degree of immortality, and cannot be fully understood in human terms. Likewise, to a greater or lesser extent, they are worshipped by cultists as if they were gods. They might in fact better be described as aliens, but

such a distinction is unnecessary here, as to all intents and purposes our seventeenth century heroes will struggle to comprehend them as anything other than malevolent unearthly gods.

Mythos gods are very powerful, and combat is rarely a realistic option when confronted with such monstrosities. If Adventurers do encounter any of the following creatures, their best bet will be magical banishment (such as spells *Dismiss (Servitor/God)*) or, where appropriate, disrupting any enchantments that are actively allowing the presence of the god on Earth/in their dimension. Without such means to control or dismiss such powerful beings, the Adventurers’ only other option is to get as far away as possible, as quickly as possible.

### AZATHOTH



STR n/a	CON 300
DEX n/a	SIZ Varies*
INT 0	POW 300
CHA n/a	DM +20D6
HP 300 MWL 150 Move 0	

\*Variable and infinite.

1D10 Pseudopod Swipes 40% (1D100+10D6)

**Armour:** None/Varies according to form at GM’s discretion.

**Skills:** Persistence 40%, Resilience 200%

**HR:** -60/1D100



## Chapter 12: Adversaries

**Spells:** None, but can command all other Mythos Gods and change reality.

*"The monstrous nuclear chaos beyond angled space which the Necromonicon had mercifully cloaked under the name of Azathoth."*

- H.P. Lovecraft, "The Whisperer in the Darkness"

Azathoth is the "blind idiot god", the daemon sultan, the Lord of All Things, who sits at the centre of infinity. Immensely powerful, yet mindless and uncaring, he sits and dreams while his terrible servants play cacophonous music. He lives outside of time and space, although aspects of him can be summoned, controlled, and dismissed by anyone insane enough to want to. He usually appears as a formless chaotic energy, although sometimes he might take on different aspects, all unpleasant, such as a hellish daemon, a bumbling giant, or a crazed writhing mass; whether this is a result of the tune being played to him (he will always be accompanied by thin piping music) or the state of mind of the viewers is anyone's guess.

Azathoth can't be destroyed, and possibly the universe would collapse if anyone was suicidal enough to try. He has immense power, but no intelligence. His few human followers are completely insane - only the most desperate, who have nothing left to lose, are likely to worship him. Unfortunately, in Georgian London, there are plenty of truly desperate people.

### CTHULHU

STR 150            CON 150  
DEX 20            SIZ 300  
INT 40            POW 40  
CHA n/a           DM +25D6

HP 225 MWL 113 Move 20 (Swimming 20 Flying 16)

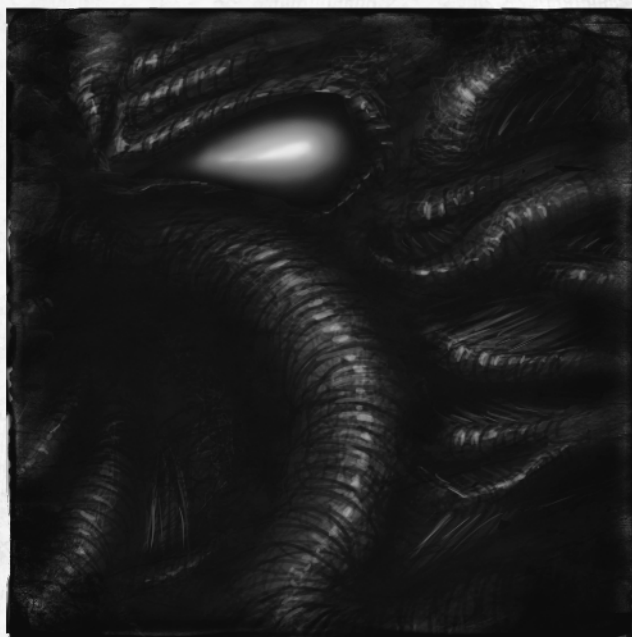
Claws 75% (1D100+25D6) - can scoop up and crush up to 60 SIZ points in one go. This might be a single target, such as a Leviathan, or multiple targets, such as people. If scooping up multiple targets they must be within a 6x12m area, per scoop), Tentacle 75% (1D20+12D6)

**Armour:** 14/7 AP (leathery, blubbery hide)

**Skills:** Persistence 200%, Resilience 200%, Unarmed Combat 75%

**HR:** -60/4D6

**Spells:** All spells, at will.



**Other:** *Regeneration* - Regenerates 10 HP damage at the end of each round.

*Resurrection* - If "killed" Cthulhu dissipates and then reforms within 1D6 minutes.

*Dream Contact* - Cthulhu can reach out into the dreams of mortals, "granting" visions of R'lyeh, and even of himself.

*"If I say that my somewhat extravagant imagination yielded simultaneous pictures of an octopus, a dragon, and a human caricature, I shall not be unfaithful to the spirit of the thing. A pulpy, tentacled head surmounted a grotesque and scaly body with rudimentary wings."*

- H.P. Lovecraft, "The Call of Cthulhu"

Cthulhu is one of the Great Old Ones, said to be the High Priest of his kind. He is an ancient, alien, inter-dimensional being. As such it is hard to be definitive when describing him - he lies dead but dreaming, in the underwater city of R'lyeh. Such is his power that even in his trapped state Cthulhu is able to communicate with people's minds, in particular reaching out into dreams and distorting them into nightmares. These dreams often transcend time, granting visions of R'lyeh and the world as ruled by the Great Old Ones in ancient and future eras.

It is hard to really gauge the true scale of the creature, due to his inter-dimensional and alien nature, but Cthulhu usually appears to be the size of a small mountain, with a correspondingly mighty stride. Cthulhu is also an incredibly pow-



erful swimmer when out in the deep ocean. Understandably it is almost impossible to defeat him in battle, but even if he is slain, he will merely fade away and reappear, 1D6 minutes later, fully recovered and ready to destroy some more.

If Cthulhu is disturbed or summoned forth, this does not mean that he should be considered permanently loose to do havoc throughout the world. The Great Old Ones will only return permanently when the stars are right. If that day has not come, Cthulhu will return to R'lyeh and lie dead once more, until the next time he is disturbed, or until he is ready to rise forever.

While the cult of Cthulhu has been prevalent in isolated seaside communities for centuries, it is also gaining some popularity among sailors hoping for protection on long voyages of trade and exploration, possibly picked up from the inhabitants of remote Pacific islands and spread in whispers among crews in the dark huddle below decks.

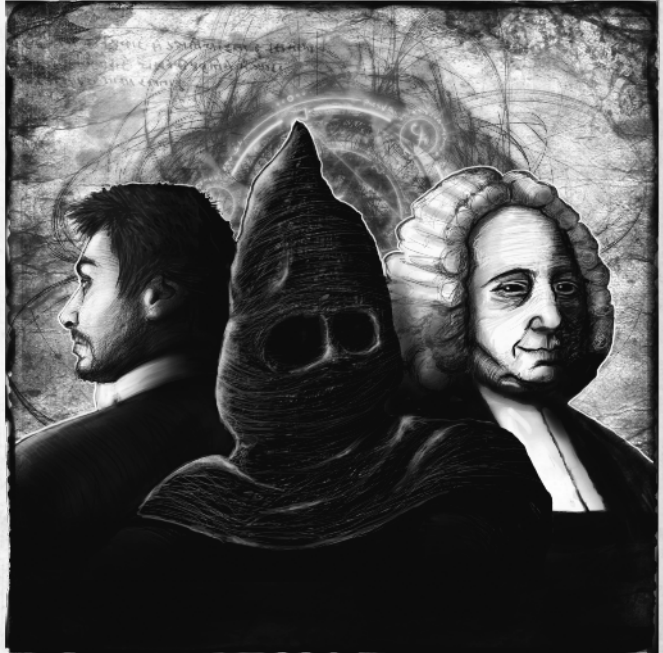
The Adventurers might find out about Cthulhu, particularly if the formation of the Deep One cult at Billingsgate (see p.181) comes to their attention. Ships harboured at the private dock might contain artefacts relating to Cthulhu, and sailors and passengers might let slip something of what they witnessed on their Pacific voyages. Of course, the ships might have brought back extra passengers or cargo – in the form of native cultists and Deep One hybrids.

### NYARLATHOTEP

*“Men advised one another to see Nyarlathotep, and shuddered. And where Nyarlathotep went, rest vanished; for the small hours were rent with the screams of nightmare.”*

– H.P. Lovecraft, “Nyarlathotep”

Nyarlathotep, the “Crawling Chaos”, is a powerful inter-dimensional being. As well as acting as the servant of Azathoth (and manipulating Azathoth for his own ends), Nyarlathotep also operates directly amongst humanity. He takes different forms, or avatars, according to his own designs. These individual forms are a part of an



unknowable “whole” that lurks beyond our dimension – but they share a common desire to create chaos and madness wherever they go. Nyarlathotep often gifts people with spells or other powers. These gifts usually have some sinister undertone, or drawback.

Nyarlathotep can adopt a thousand different aspects, but in the *Dark Streets* setting we include three avatars of particular significance – The Judge, The Executioner, and The Agitator. Each of these three individual avatars has its own set of followers, and at times these servants might even seemingly work against each other. This is all part of Nyarlathotep’s deeper design to sow discord and chaos throughout the world.

Of course, there is no reason why a GM shouldn’t develop further avatars. Nyarlathotep might turn up as an alien gibbering horror, a charismatic criminal mastermind, or in any number of other forms you wish, as suits your adventures. Nyarlathotep appears in a different form in the adventure “Gin & St Giles”, in *Gin & Hellfire*.

### THE JUDGE

#### Human Form (Thin Judge/Fat Judge)

STR 20/25*	CON 30
DEX 20/12*	SIZ 11/20*
INT 80	POW 30



## Chapter 12: Adversaries

CHA 20 DM +1D6

HP 21/25\* MWL 11/13 Move 15/12\*

\*Where there are two statistics given, the first is for the Thin Judge form, the second for the Fat Judge form.

Gavel 80% (2D8+1D6)

**Armour:** Tough Skin 6/3

**Skills:** Dodge 75%/25%, Influence 100%, Insight 100%, Lore (Law) 100%, Oratory 90%, Perception 90%, Persistence 100%, Resilience 100%

**HR:** n/a

**Spells:** None

**Other:** *Eat Babies* - The Fat Judge can swallow babies, whole, in 2 Combat Rounds.

*Manipulate the Court* - When presiding over a court, the Judge can hold the court officials, and even the Jury, in his sway, by pure force of will. The officials will defend him with their lives and do his bidding. His fellow judges will never be able to remember any details regarding The Judge (his "true" identity, where he lives, etc.), and trying to do so will cause them distress and confusion. If his presence or authority is ever questioned at a governmental level, the whoever is asked for the information will always forget to check on the matter.

The Judge might appear in any courtroom in the country, trying felons, and always sentencing them to death. In London he haunts the Old Bailey, often presiding over controversial cases. He is ostensibly an innocuous trial judge, although his name is never attached to Proceedings reports, and neither can the other judges ever remember exactly who he is. Such is his presence, he can usually manipulate any courtroom, ensuring that he gets the verdict he wants from the jury - Guilty!

Often, after the event, the public are dismayed by the verdict reached, as invariably it is a poor wretched innocent who has been condemned to the gallows. In such circumstances, public vitriol might spill over into riot, but again, no-one will remember the exact identity of the judge who delivered the unpopular sentence, so everybody will probably blame the Lord Mayor instead.

Another, rather disturbing, activity that the Judge undertakes, is a regular visit to the Foundling Hospital, where he eats babies. The Judge has two forms - his Thin form and his Fat form. Although his face is similar in both forms, his body mass changes dramatically when he transforms from one form to the other. In his Thin form he is tall,

with pinched cheeks, in his Fat form he is almost impossibly large, sweaty and bloated. The Judge becomes Fat after consuming a baby, instantly, and then returns to his Thin form 24 hours later (after which he will want to consume another baby, after another 24 hours), again instantly. The wardens at the Foundling Hospital have become accustomed to his nocturnal visits, and cooperate with the Judge - one of the beadles usually even witnesses the Judge feast. The staff at the hospital don't know why they defer to the Judge's authority, and if questioned they will become very distressed about their complicity in such a gross act. The Judge's murders are just one of the factors that creates the hellish atmosphere in the Foundling Hospital.

The Judge tends to avoid physical confrontation - leaving court bailiffs to do any actual fighting while he glides out of the court. If he is cornered then he will strike out with an impossibly large gavel (which is odd, as Old Bailey judges don't actually use gavels). If killed, then the Judge's body dissolves into a stinking cloud of yellow mist, before completely disappearing, leaving behind just a wig and red gown.

### THE EXECUTIONER

#### Human Form

STR 26 CON 30

DEX 20 SIZ 20

INT 20 POW 40\*

CHA 20 DM +2D6

HP 25 MWL 13 Move 15

\*Increases if the Executioner has "fed" from a crowd.

**Armour:** Tough Skin 6/3

**Skills:** Athletics 100%, Close Combat 90%, Craft (Executions) 100%, Dodge 80%, Gun Combat 90%, Influence 100%, Persistence 100%, Ranged Combat 90%, Resilience 150%, Unarmed Combat 90% (1D3+2D6)

Unarmed Combat 90% (1D3+2D6)

**HR:** n/a

**Spells:** n/a

**Other:** *Transform* - The Executioner can transform into his monstrous form at will. Statistics and description of this form can be found below. Transformation is instantaneous.

*Feed* - The Executioner can harvest POW from those witnessing an execution. On a failed Persistence roll 1 permanent



point of POW is lost by a spectator, and transferred to the Executioner. 2D40 spectators can be drained in this way at a single execution.

The Executioner performs his grim duties at Tyburn. He doesn't attend every hanging, but officiates at particularly controversial executions, where there is particular horror or dislike at the sentence, and the chance of a riot. In such cases he replaces the usual hangman. Disguised behind his hood, no-one is sure of the Executioner's true identity, he just seems to be an exceptionally strong and powerful man. The Executioner feeds of the anger and fear of the crowd, draining spectators of their POW.

The Executioner can be killed in combat, in which case his corpse will dissolve, leaving just a bloody red smear. Alternatively he can be killed by having his hood removed. If his hood is removed there is a strange void where his head should be (**HR:** -20/1D10), and after a few seconds the body begins to dissolve too, until all that is left is a cloth hood and scrap of old rope.

The Executioner is also capable of transforming into a giant. This transformation is instantaneous, but the Executioner will only transform if away from the crowd. He would rather die and reform (so he can return to his trade) than reveal himself in front of a host of spectators, so he usually reserves his monstrous form for those times when he thinks he can slay most of the witnesses.

### Monstrous Form

STR 40                    CON 40  
DEX 20                    SIZ 30  
INT 20                    POW 20  
CHA 20                    DM +3D6  
HP 40    MWL 6    Move 20

Giant Axes 90% (2D8+3D6)

**Armour:** Tough Skin 10/5

**Skills:** Athletics 150%, Close Combat 100%, Dodge 50%, Dual Wield 100%, Persistence 100%, Ranged Combat 90%, Resilience 150%, Unarmed Combat 100% (1D3+3D6)

**HR:** -20/1D8

**Spells:** None

In his monstrous form the Executioner is a giant. He wields two impossibly large (for a human) axes, and is a fearsome foe. The Executioner saves

this form for slaughtering those who are suspicious of him, when he can get them on his own. He can transform back into his human form at will. If slain in his monstrous form the end result is the same as if he had been killed in his human form.

### THE AGITATOR

STR 20                    CON 30  
DEX 20                    SIZ 11  
INT 80                    POW 30  
CHA 30                    DM +1D6  
HP 21    MWL 11    Move 18

**Armour:** Tough Skin 6/3

**Skills:** Dodge 100%, Influence 100%, Oratory 100%, Persistence 100%, Resilience 100%

**HR:** n/a

**Spells:** None

**Other:** *Vanish into the Crowd* - The Agitator can vanish into (and away from) a crowd, at will (no Stealth roll required). It takes one combat round, and then he is gone.

*Manipulate the Mob* - The Agitator can whip a section of a crowd into a frenzy (creating hysteria, panic, or sparking a riot), through sheer force of will. He can control 3D6 people, directly, in this way. Those he is trying to sway make an opposed Persistence roll, and if they fail they must do his bidding for 2D6 Combat Rounds. The Agitator can repeat this trick three times a day.

The Agitator is drawn to the London mob, creating mischief, riot and misery wherever it gathers. A faceless (not literally, he has a bland and unassuming face, if anyone happens to glimpse it) member of the crowd, he knows exactly when to say the right (or wrong) thing to get the mob going.

It doesn't matter what the cause is, he will attempt to manipulate the crowd, heightening emotions and tension, and sparking trouble. If the mob is patriotic, he will whisper rumours about fresh French or Catholic depredations, and suggest targets that might be smashed; if the mob is hungry, he will start rumours about a further rise in the price of bread, and suggest the raiding of shops and suppliers; if the mob is rioting about injustice, he will start rumours about further threats to civil liberties, and suggest attacking the residence of a politician or judge.



## Chapter 12: Adversaries

The Agitator like nothing more than starting a full-blown riot. He usually paves the way by starting rumours, then directly controls some members of the crowd (using his Manipulate the Mob ability), causing them to attack a likely target. If, as is usually the case, this causes the wider crowd to be drawn into the trouble, he then fades away to observe the mayhem from a distance. He especially likes it when he can spark an insurrection ending in violent suppression. If, by the end of the day, the redcoats aren't on the streets shooting people, then he views it as a failure.

The Agitator never actually fights. He does occasionally martyr himself, if he thinks such a gesture will mobilise a crowd to violence or panic. If this happens, his body will disappear, and no-one will be any the wiser to the identity of the poor soul who was so brutally murdered by the authorities.

## TSATHOGGUA, THE TOAD GOD



STR 100      CON 100  
DEX 20      SIZ 200  
INT 25      POW 30  
CHA n/a      DM +18D6  
HP 150 MWL 75      Move 25

**Armour:** 10/5

**Skills:** Limb 35% (4D6+18D6), Tongue (Grapple) 25% + Special\*

\*Special - Anything of SIZ 30 or smaller that has been successfully grappled by Tsathoggua's tongue can be pulled into its maw and swallowed on the following round.

**Skills:** Lore (All) 45%, Perception 35%, Persistence 90%, Resilience 90%, Stealth 25%, Unarmed Combat 35%

**HR:** -40/3D6

**Spells:** Any spell at will.

**Other:** *Regeneration* - Regains 5 HP per round

*Resurrection* - If "Killed" then Tsathoggua reforms 24 hours later in the Temple of the Toad in Honduras

"(An) amorphous, toad-like god-creature mentioned in the Pnakotic Manuscripts..."

H.P. Lovecraft, *The Whisperer In The Darkness*

Tsathoggua, also known as the Toad God, is one of the more obscure Mythos deities. Although mentioned in passing in many of the more notable books connected to the worship of the Great Old Ones, very little is revealed about him in those tomes. It is only in the very rare *Pnakotic Fragments* and the *Book of Eibon* that entire chapters are devoted to his lore. It is claimed that he came to Earth in pre-history and that he was originally worshipped by the sorcerous Serpent People (p.169) and later by certain cults that existed in Hyperborea. The *Necronomicon* does make mention of a centre of worship for him, in what it calls the Temple of The Toad, which is overseen by the Guardians, but the location and further facts are lacking.

## THE WATCHER

STR 100      CON 100  
DEX 10      SIZ 80  
INT 40      POW 30  
CHA n/a      DM +10D6  
HP 90 MWL 45      Move 5

**Armour:** 10/5 (Hide/Nightgaunts)

**Weapons:** Pseudopod 35% 4D6+10D6, Special\*

**Skills:** Lore (All) 75%, Perception 50%, Persistence 90%, Resilience 90%, Stealth 25%, Unarmed Combat 35%

**HR:** -40/3D6

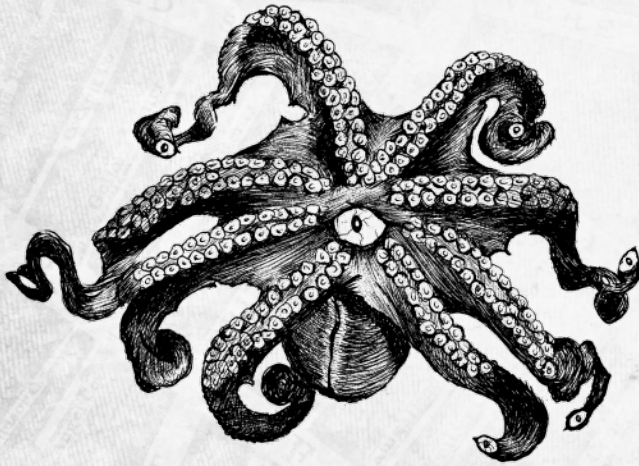
**Spells:** All spells at will

**Other:** *Regeneration:* Regains 10 HPs per round

*Resurrection:* If "killed" then the Watcher reforms 24 hours later in the Jungle of Kled located in the Dreamlands



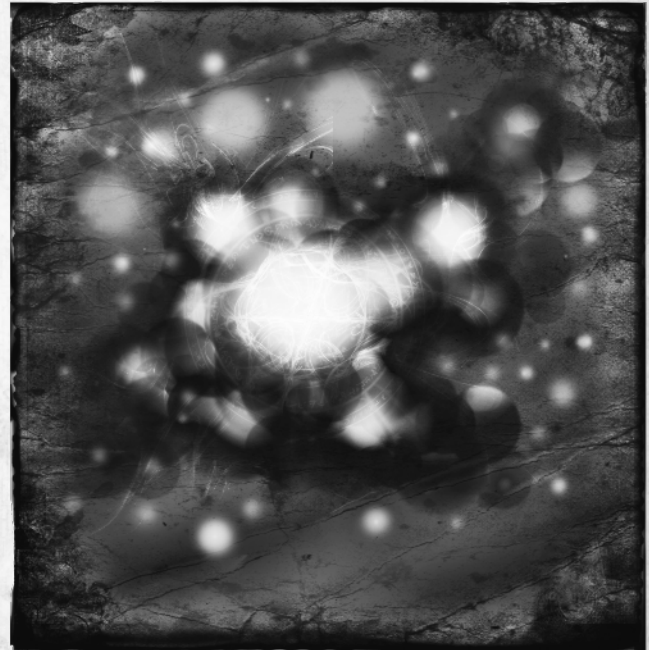
## YOG-SOTHOTH



\*Special - The Watcher can send forth 4D6 Gaunts each round to attack any assailants.

"...Tall it stood and about its huge and pulsating, writhing body that undulated to unknown rhythms gathered faceless winged things that seemed to merge with it. Though shrouded I could make out a multitude of eyes that appeared and moved seemingly of their own will, yet burned with an intelligence far beyond my ken."

The Watcher is a Great Old One who has passed from the waking world into the Dreamlands. It is said that its eyes can see into any other dimension or point in time or space and, because of this, has unlimited access to information. In the distant past it was worshipped by the Yithians and more recently by Hyperborean Wizard Cults. In this day, the Watcher is an obscure figure known only to a few but regarded by them as a font of knowledge and power. When seen it will be accompanied by 10D10 Gaunts with a further 1D10 arriving and 1D10 leaving. These creatures appear to latch on to the Watcher and are absorbed into it while at the same time another will crawl out of its flesh and fly off. Although the Watcher resides now in the Dreamlands it can be summoned briefly to Earth.



STR n/a CON 300

DEX 3 SIZ varies

INT 40 POW 100

CHA n/a DM n/a

HP 300 MWL 150 Move 100

Energy Bolt 75% (If the target is hit and fails to Dodge then death is automatic)

**Armour:** None (See Damage Immunity below)

**Skills:** Persistence 200%, Resilience 200%

**HR:** -60/4D6

**Spells:** Any

**Other:** *Resurrection* - If "killed" Yog-Sothoth dissipates and then reforms within 1D6 minutes.

*Damage Immunity* - Yog-Sothoth is immune to non-magical weapons.

*Grant Power* - Yog-Sothoth can grant powers (at the GM's discretion) and spells (at base level of recipient's INT+POW).

*"Imagination called up the shocking form of fabulous Yog-Sothoth – only a congeries of iridescent globes, yet stupendous in its malign suggestiveness."* – H.P. Lovecraft, "The Horror in the Museum"

Yog-Sothoth is a creature consisting of shifting globes of magical energy and lives in the spaces between dimensions. His human followers are usually wielders of magic, or those that worship such practitioners. Yog-Sothoth is constantly at-



## Chapter 12: Adversaries

tempting to break free from the interstices in which he is trapped, so that he might feed off the life-force and energies contained in each dimension. He is sometimes able to enter other planes, including our world, but only for a while, and only if the circumstances are right – the stars are aligned, the rituals are followed, the gate is open, etc.

Yog-Sothoth sometimes appears in the form of a shadow beyond a shimmering veil (and in this form does not cause mental damage). He uses this ruse to grant power and favours (usually in the form of magical knowledge, or knowledge of the future), although this knowledge always comes at a price (possibly involving sacrifice or some other grisly pact) and is usually designed to hook the avaricious into Yog-Sothoth's sinister schemes.

The activities of antiquarians and Hellfire club members might draw the attention of Yog Sothoth, wittingly or unwittingly. Possibly the leaders of a Hellfire club might be granted magical powers or extra POW, at the expense of other club members, or third parties. All the while Yog Sothoth will be guiding the leaders to do his bidding, and perform the rituals designed to allow him access to our world so that he can drain it of all life.

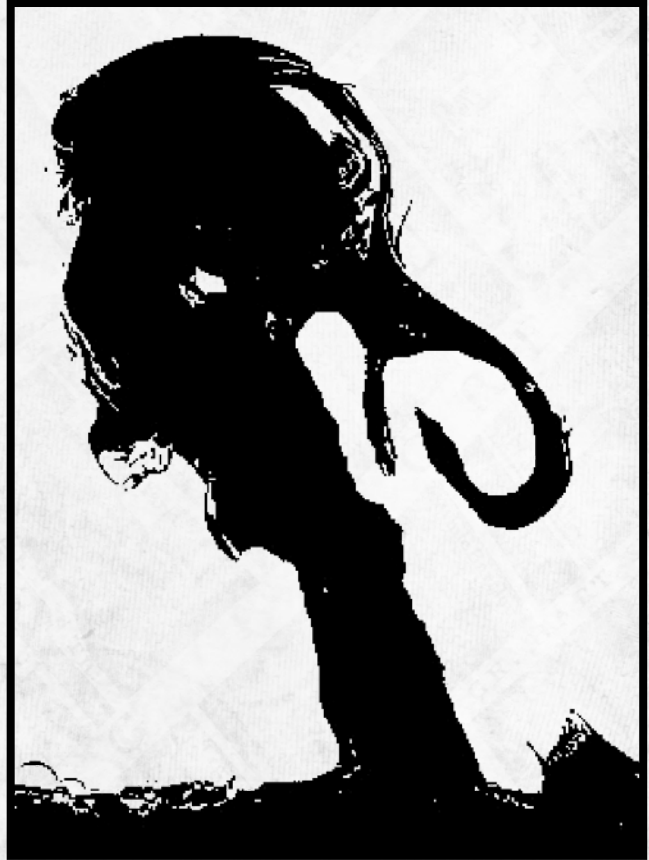
## Creatures of the Mythos

### BLACK SPAWN OF TSATHOGGUA

STR 5D6+4 (21)    CON 4D6 (14)  
DEX 3D6+6 (17)    SIZ 5D6+4 (21)  
INT 2D6+3 (10)    POW 3D6 (11)  
CHA n/a    DM +1D6  
HP 18    MWL 9    Move 25  
Tentacle 45% 1D6+1D6, Bite 45% 1D6+1D6, Grapple 30%\*

**Armour:** 15/15

**Skills:** Dodge 40%, Perception 35%, Persistence 35%, Resilience 90%, Stealth 75%, Unarmed Combat 30%



**HR:** -10/1D6

**Spells:** *Contact Tsathoggua*

**Other:** \**Drowning* - Once it has successfully grappled an opponent, Black Spawn can flow over its target, engulfing him or her, and causing Suffocation damage (use the rules for suffocation by water, p.89,) on the following and subsequent rounds (unless the grapple is broken).

*"(They were) living things that oozed along stone channels and worshipped onyx and basalt*

*images of Tsathoggua. But they were not toads like Tsathoggua himself. Far worse; they were amorphous lumps of viscous black slime that took temporary shapes for various purposes."*

*- H.P. Lovecraft and Zealia Bishop, The Mound*

The origins of the Black Spawn are lost in pre-history. The Pnakotic Manuscript refers to them as being the animate blood of the Toad God, and they are seemingly found in locations where Tsathoggua is reputed to have been.

The viscous nature of the Black Spawn means that in their dormant state they appear as black oily pools, but within the blink of an eye they can



morph limbs and form into whatever shape they require. In combat they can “grow” a multitude of mouths and tentacles, with each tentacle capable of doing bludgeoning damage to an opponent. The mouths inflict bites on their targets. Their fluid nature also means that they are very difficult to successfully fight. Although they do not regenerate as such, their bodies absorb damage easily, giving them a very high armour value. Most weapons, even heavy cannon, will do very little damage to them, but some contact damage (such as from burning oil) negates their stated armour completely – even so, it will only do half normal damage, due to the nonterrestrial nature of the Black Spawn’s bodies.

### COLOUR OUT OF SPACE



STR n/a	CON n/a	
DEX n/a	SIZ 3D6* (11)	
INT 3D6+6	POW 3D6* (11)	
CHA n/a	DM n/a	
HP n/a	MWL n/a	Move 20

**Armour:** n/a

**Skills:** Persistence 80%

**HR:** -20/1D8

**Spells:** None

**Other:** *Mental Attack* – The Colour can mentally attack one human, living in the radius of the taint, at a time. Each day, the victim must make an opposed Persistence test. If the Colour wins the roll, it increases its POW and SIZ by 1. The victim’s failure also results in

the loss of 1 point of his or her POW and 1D8 Sanity loss. Victims of such mental attacks may make a Persistence roll, and if successful, attempt to leave the area. However, these Persistence rolls become more difficult each day. There is a -20 penalty to these rolls for each day after the first day of the mental attack. When the victim drops to 0 POW, they are absorbed completely by the Colour (and dead). The Colour might inhabit the victim for a time before returning to its landing point, thereafter leaving the victim’s corpse a calcified, twisted husk.

*Taint Land* – Each day the taint caused by the Colour extends a further half a metre radius from its original source (see below).

*Disintegrate Matter* – The Colour can dissolve any material on which it settles (at a rate of 2D6 HP per round). Armour is not a long term protection, as it too is disintegrated at the same rate.

*“It was just a colour. But not any colour of our earth and heavens... It was just a colour out of space – a frightful messenger from unformed realms of infinity beyond all Nature as we know it.”*

– H.P. Lovecraft, “The Colour out of Space”

The Colours are strange, alien miasmas, capable of blighting the land and turning people insane. From whence they fall is unknown, but they certainly don’t come from the Moon or any similarly benevolent orb.

The Colour falls to Earth on an alien rock. The rock dissolves, leaving the Colour behind. The Colour will dwell at, or near to, the point of the original landing. Although it may move around the area it is tainting, it will regularly return to, and settle at, this spot.

The Colour itself is the SIZ listed, growing as it saps victims of their POW, but it also acts as a source of a wider tainting of the land. Each day, the radius of the taint grows, gradually impacting all living things (and even the land itself). At first, animals and plants will seem unusually healthy (although they are virtually inedible, tasting foul and unwholesome), but as the days pass, their appearances change, becoming distorted and twisted. Animals become maddened, deformed, and eventually die. The plants that remain become ever more twisted and warped. Once dead, the plant and animal matter appears calcified, covered in a layer of unwholesome grey dust.

Aside from the rest of the flora and fauna, the Colour will mentally attack any humans in the area in the lands which it is inhabiting. It will



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attack one individual at a time, and won't stop until that individual flees or dies, at which point it will immediately turn its attentions to a fresh victim.

The Colour can move around the land it taints, flowing along surfaces, dissolving them when it wishes (it can use the Disintegrate Matter ability to eat through doors, etc.). It can also fly back into the heavens, but will only do so if it is driven out or decides to leave of its own accord. Driving out, capturing, or destroying a Colour is difficult (and may even be impossible). Colours are immune to physical attacks, and can dissolve anything which might be used to contain them.

There are those who speculate that some of the less pleasant slums of London, and the blighted industrial heartlands of the northern English cities, might be caused by Colours out of Space.

### DEEP ONE



STR 4D6 (14)                      CON 3D6 (11)  
DEX 3D6 (11)\*                    SIZ 3D6+6 (16)  
INT 2D6+6 (13)                   POW 3D6 (11)  
CHA 2D6 (6)                      DM +1D4  
HP 14    MWL 7    Move 12 (Swimming 18)  
Claws 45% (1D6+1D4), Fish Spear 35% (1D8+1D4)

**Armour:** 1 AP due to scales

**Skills:** Athletics 65%, Close Combat 30%, Dodge 30%, Persistence 40%, Resilience 40%, Unarmed Combat 30%

**HR:** 0/1D6

**Spells:** Some Deep Ones may have 1D6 spells

\*When out of the water Deep Ones have a lower functioning Dexterity – subtract 2 from DEX when on land.

*“Their predominant colour was a greyish-green, though they had white bellies. They were mostly shiny and slippery, but the ridges of their backs were scaly. Their forms vaguely suggested the anthropoid, while their heads were the heads of fish, with prodigious bulging eyes that never closed. At the sides of their necks were palpitating gills, and their long paws were webbed. They hopped irregularly, sometimes on two legs and sometimes on four.”*

– H.P. Lovecraft, “The Shadow Over Innsmouth”

Deep Ones are aquatic creatures. It is unclear how many colonies of Deep Ones exist, but they are certainly more numerous than their elusive nature would suggest. Deep Ones are generally stronger and larger than humans. Although they can breathe outside of the oceans and bays in which they dwell, they are less suited to being on dry land, and shuffle more slowly and clumsily when out of their native habitat.

Deep Ones worship their god, Cthulhu, and interact with human cultists who do likewise. Where Deep Ones and humans come together it is usually in more secluded or inaccessible coastal places, where their activities are less likely to attract the attention of larger human settlements. However, with the help of their human allies, Deep One incursions can occur in any coastal, or tidal, area, if it suits their agenda. Aside from worshipping together, Deep Ones and humans interbreed. Cultists usually revere such a match. At other times unwilling non-cultist humans are abducted, by cultists or Deep Ones, for the purpose of breeding.

The hybrid offspring of Deep Ones and human matches are sometimes able to pass themselves off as completely human, although usually traces of their Deep One heritage can be detected by those that know what they are looking for. Generally speaking these more human hybrids are well-built, ugly, bulging-eyed, with clammy skin of an unusual pallor. Others are unmistakably not human. Hybrids might also find themselves trans-



forming at some stage into fully-fledged Deep Ones, and even those not aware of their ancestry might be granted visions of Cthulhu, and find themselves drawn to the water and to their Deep One kin.

In the heart of the busy port of London, cultists have built a temple dedicated to Cthulhu. The temple is hidden in a large warehouse, built alongside a private dock, in the heart of Billingsgate. The riverside section of this private dock is unassuming (only standing out because it is so quiet, compared to the bustle all around). Few boats visit. Unbeknownst to most, the dock extends underground - at certain tides this allows the Deep Ones to swim inside, to worship and breed with cultists. The dock was financed through private subscription (should anybody investigate, they will find that there is no record listing the subscribers). The local tavern is also owned by a cultist, and is frequented by human/deep one hybrids. The quayside is cordoned off from the adjoining docks, surly guards turning away intruders, forcing people travelling along the riverside to make a brief detour around the cultists' area. The Customs House officials are heavily bribed (to stay away).

## ELDER THING

STR 6D6+12 (33) CON 4D6+12 (26)

DEX 3D6+2 (13) SIZ 6D6+3 (24)

INT 2D6+12 (19) POW 3D6 (11)

CHA 0 DM +2D6

HP 25 MWL 13 Move 10 (Flying 12)

**Armour:** 8/4 AP due to tough skin

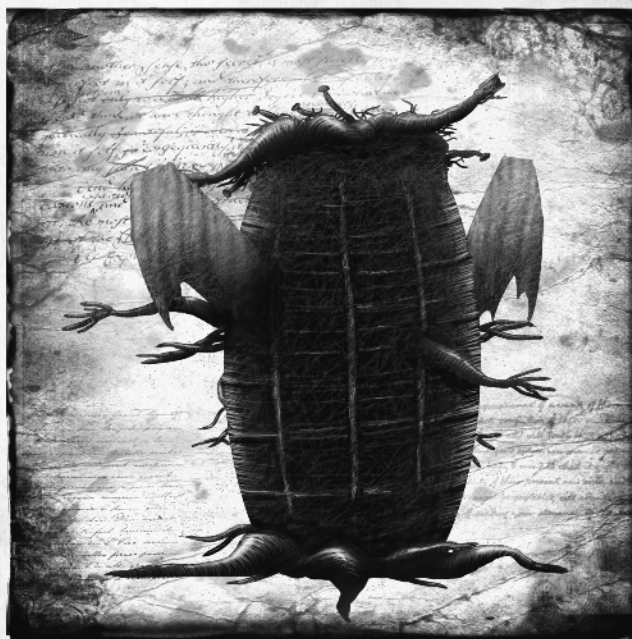
**Skills:** Athletics 70%, Dodge 10%, Persistence 50%, Resilience 90%, Unarmed 35%

**HR:** -20/1D6

**Spells:** Some Elder Things (25% chance) have access to 1D3 spells

**Other:** *Tentacles* - An Elder Thing can attack twice per round using its tentacles to grapple (35% chance for each). If it succeeds it can choose to constrict, causing 2D6 choking/crushing damage (revise Major Wound descriptions accordingly).

*"Six feet end to end, three and five-tenths feet central diameter, tapering to one foot at each end. Like a barrel with five bulging ridges in place of staves. Lateral breakages, as of thinnish stalks, are at equator in middle of these ridges. In furrows between ridges are curi-*



*ous growths - combs or wings that fold up and spread out like fans. . . which gives almost seven-foot wing spread."*

- H.P. Lovecraft, "At the Mountains of Madness"

The Elder Things came to the Earth in ancient times, before the creation of animal life. Indeed, some unchristian folk might believe, having studied the detailed carvings that depict their complex histories, that the Elder Things, rather than any god, created the conditions in which other life could sustain itself. Any information on the Elder Things tends to come from recovered impossibly-ancient artefacts depicting their civilisation, although larger, more permanent, remnants of their vast ruined cities still exist, remote and submerged. Physically, Elder Things have five mouths, five wings, five eyes, star-fish like appendages at the top and bottom of their strange barrel-shaped bodies, and are they are incredibly tough. They move about using the appendages at the bottom of their two metre barrel-like bodies, and the appendages at the top mean they loom nearly a metre higher than most adult humans. Their language seems, to human ears, to be a whistling, chiming sound. They are able to sense their surroundings in the absence of a light source.

The Elder Things, or at least their Shoggoth slaves, created the vast cities where the Elder



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civilisation reigned for millions of years. The Elder Things were technologically advanced, particularly in the area of biological engineering, although over time such knowledge was lost. A combination of wars against other alien races, rebellion (by the Shoggoths), and finally the Ice Age, drove the Elder Things from the face of the Earth. Elder Things that survive are confined to the ruins of their distant underwater or underground cities. Such survivors are few and far between, and have little motivation to make their presence known.

The Elder Things were originally able to fly out into space, but over the years they have lost this ability, although they can still fly short distances. Unlike many of the other Mythos invaders, the Elder Things lack inter-dimensional qualities, although they have utilised (and possibly even created) dimensional anomalies. They have no religious or cultish followers. In present times they have completely lost control over the Shoggoths. The Elder Things breed through jettisoning spores, but they tend to avoid breeding unless it suits their plans for colonisation or expansion – so surviving earth-bound Elder Things tend to be very old.

The Hellfire clubs, and other antiquarians, might have some evidence of the existence of the Elder Things – perhaps artifacts excavated by Halley, before his death; secret knowledge gleaned from the Arch-druid William Stukely; or the allusions to a lost race scattered through the unpublished works of Isaac Newton.

### FLYING POLYP

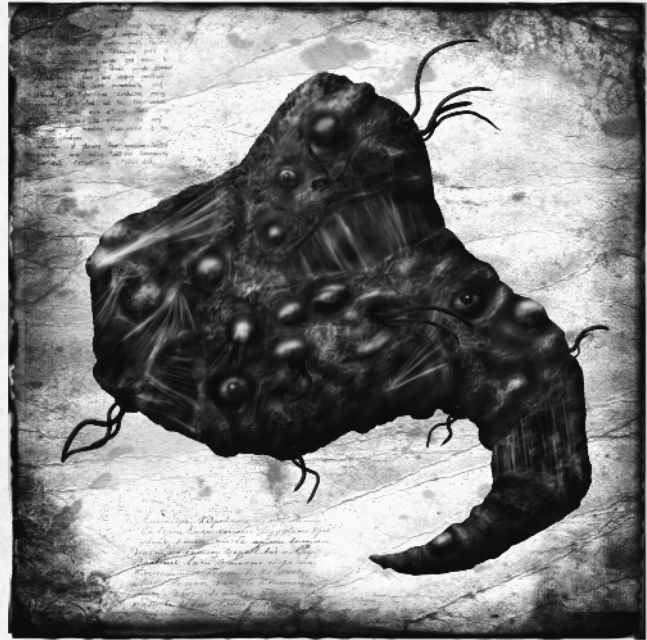
STR 4D6+26 (40)                      CON 2D6+18 (25)  
DEX 2D6+6 (13)                      SIZ 4D6+36 (50)  
INT 4D6 (14)                          POW 3D6+6 (17)  
CHA 1D4 (3)                            DM +4D6  
HP 38    MWL 19    Move 10 (15 flying)

Tentacle 70% (1D10)\*

\*The tentacle does not receive a damage bonus, as it is the sting, rather than the actual force of the blow, that causes the damage.

**Armour:** None (but see Damage Reduction below)

**Skills:** Dodge 30%, Persistence 50%, Resilience 60%, Stealth 30%, Track 50%



**HR:** -40/1D20

**Spells:** 25% chance of having D3 spells, though they do not need to use ingredients.

**Other:** *Damage Reduction* - Successful attacks, including Critical Hits, only do minimum damage to Flying Polyps. The only thing that causes them full damage is lightning.

*Invisibility* - Flying Polyps have the ability to become invisible at will. In this state they may give themselves away by whistling, although attacking them is still at a penalty (-40%).

*Wind Mastery* - The Flying Polyp can blast victims with wind (50% chance), causing their Damage Bonus in damage to all targets within 20 metres. -1D6 damage is caused per 20 metres range after the first 20 metres, giving a maximum range of 61-80 metres, at which just 1D6 damage is done. The damage takes the form of stripping flesh off bone – adjust Major Wound descriptions accordingly. Anyone taking damage is also knocked prone.

*“A horrible elder race of half polypous, utterly alien entities... They were only partly material and had the power of aerial motion, despite the absence of wings.”*

- H.P. Lovecraft, “The Shadow Out of Time”

The Flying Polyps are utterly alien and inter-dimensional. Their strange nature can cause them to appear somewhat dislocated from ordinary dimensions, so they seem to be not quite there, or on the periphery of one’s vision, although they are solid enough to touch and be attacked. They have tentacles, which form and dissolve upon their strange pulsating bodies, giving them the ability to “swim” through our dimension as though it were water. The Flying Polyps communicate us-



ing keening whistling noises. They actively enjoy being cruel and hate all other species.

They arrived on Earth hundreds of millions of years ago, building great cities on the land, although the Elder Things prevented them from colonising the ocean as well. They fought against the Great Race of Yith, and their minds are so alien that the Great Race of Yith could not penetrate their minds and swap into their bodies. They do not see, but rather they sense what is around them, even sensing what is hidden behind walls and other barriers.

During their wars with the Great Race of Yith, they were driven underground; their cities were left abandoned, even though the Flying Polyps eventually managed to rise up and slay their foes, they returned afterwards to their new underground homes. Flying Polyps still inhabit these underground complexes, usually located at the bottom of giant wells, sunk beneath ancient ruins. Flying Polyps will ruthlessly destroy any who enter their lairs.

Flying Polyps mainly exist in deeper subterranean levels, so they are rarely found in London – the water table is simply too high. However there are some sections of the old Roman sewer system, and of other tunnel systems, catacombs, and the city's cellars, that intersect with deeper vaults, that drop down between the wide river channels that flood most of the undercity. These give access down into underground lagoons and caverns, in which the Flying Polyps lurk.

### GAUNT

STR 3D6 (11)      CON 3D6 (11)      DEX 3D6+3 (14)

SIZ 3D6+6 (16)      INT 1D6+3 (5)      POW 3D6 (10)

CHA n/a

DM +0      HP 10      MWL 5

Move 10 Ground / 25 Flying  
Armour 2/1 (Hide)

**Attacks:** Claws 30% damage 1D6, Barbed Tail 30% damage 1D6+2, Grapple 30%, Tickle\* 30%

**Skills:** Dodge (Flying only) 40%, Perception 35%, Persistence 35%, Resilience 35%, Stealth 75%, Unarmed Combat 30%

**HR:** -0/1D6

**Spells:** None

Other: \*Tickle - Can only be used following a successful Grapple attack. The target is subjected to being tickled by the Gaunt's prehensile tale tip which, although razor sharp, if applied lightly causes a most debilitating tickling sensation rendering the target inactive due to laughter and disorientation for 1D6 rounds. The target can make a Persistence save for the effects to last just 1 round.

*"Shocking and uncouth black beings with smooth, oily, whale-like surfaces, unpleasant horns that curved inward toward each other, bat-wings whose beating made no sound, ugly prehensile paws, and barbed tails that lashed needlessly and disquietingly. And worst of all, they never spoke or laughed, and never smiled because they had no faces at all to smile with, but only a suggestive blankness where a face ought to be. All they ever did was clutch and fly and tickle; that was the way of night-gaunts."*

– *The Dream-Quest of Unknown Kadath* by Howard Phillips Lovecraft

Gaunts are a servitor race that dwell within the Dreamlands but can also be found elsewhere and may be summoned to Earth. They are regarded as pests who delight in causing despair and discord. They usually are found in packs and have a variety of attacks at their disposal with their favourite being the Tickle one. Another favourite trick is to grab unwary targets and fly them to a distant location and leave them bewildered and unsure of where they are. If really threatened, or if ordered, their tail is a deadly weapon capable of slicing through most armour.

### MOON-BEAST

STR 3D6+6 (16)      CON 2D6+6 (13)

DEX 2D6+3 (10)      SIZ 3D6+10 (20)

INT 2D6+9 (16)      POW 3D6 (10)

CHA 2D6+3 (10)      DM +1D6

HP 17    MWL 9    Move 14

**Armour:** Moon-beasts have no armour, but due to their strange blubbery skin, they take only minimum damage from guns.

**Skills:** Close Combat 40% (Short Spear 1D6), Gun Combat 50% (Lunar Blunderbus 2D6\*), Persistence 60%, Resilience 70%, Unarmed Combat 45%

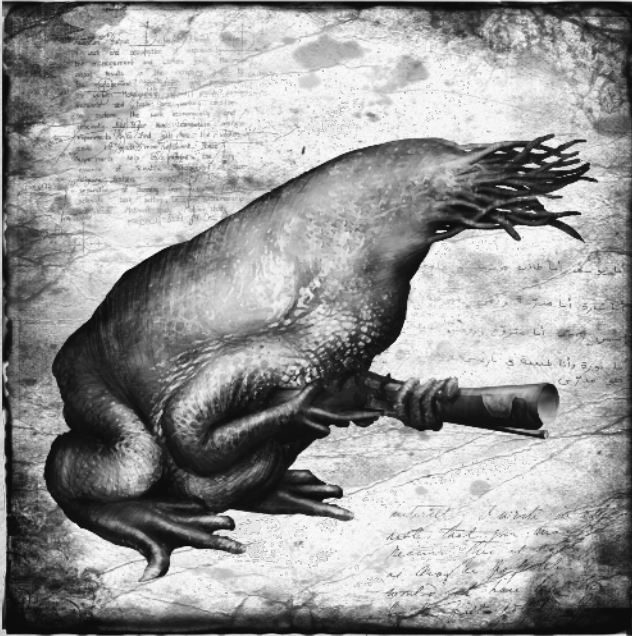
**HR:** 0/1D8

**Spells:** None

\* For further information, see next page.

*"They were not men at all, or even approximately men, but great greyish-white slippery things which could*





*expand and contract at will, and whose principal shape – though it often changed – was that of a sort of toad without any eyes, but with a curiously vibrating mass of short pink tentacles on the end of its blunt, vague snout.”*

– H.P. Lovecraft, *The Dream Quest of Unknown Kadath*

Inhabitants of the moon in the Dreamlands (see p.139), Moon-Beasts are rarely seen on Earth, though they may be found in the misty places on the borders of sleep. While vaguely humanoid in outline, they are monstrous and toad-like, their only sensory organs being the short pink-tentacles on the end of their snouts. They seem to communicate by playing flutes, though whether this is their main method of communication or merely a supplement to a more esoteric form of communication is not known.

In the Dreamlands, the Moon-Beasts have constructed great cities, and are allied with the men of Leng, a curious almost-human race who trade on their behalf in places where Moon-Beasts are not welcome due to their unwholesome appearance and habits. They are known to keep humans as slaves, and treat them with no care for their welfare. Many Moon-Beasts worship Nyarlathotep (see p.157).

### LUNAR BLUNDERBUSS

This is the weapon of the Moon-Beasts. It looks like a long, thin blunderbuss with a wide trumpet-like mouth. It can be fired once per round without reloading, and fires a pale, glowing white orb about 20cm across, which drifts relatively slowly toward its target, and can be avoided on a successful Dodge roll. Wounds cause a cold burning sensation. A Major Wound caused by one of these weapons will create a cauterised hole 20cm across in the body part hit. If the head is hit, it will entirely vanish. If a limb is hit, the middle of the limb will vanish, but the end of the limb will remain in the correct place as though the rest of the limb were still there. The person so hit will remain functional even with these holes, and will not suffer the usual effects of a Major Wound, but Hit Points will go down as usual. It is only when the person wakes from the Dreamlands that the wounds will have their (probably lethal) effect. The character so affected will have the chance to say a few last words and will then expire. Anyone hit in such a way by a Lunar Blunderbuss will have to make a HR -30%/1D6+2 sanity check, and anyone seeing someone so effected will need to make a HR -10%/1D4 sanity check.

Weapon	Damage as gun	Damage as club	Range	Load	STR/DEX	Size	ENC
Lunar blunderbuss	2D6	1D6-1	5m	1*	11/9	M	2

\* maximum six shots.

Moon-Beasts appear in the adventure “Gin and St Giles” in *Gin & Hellfire* and there is more information about their activities in 18<sup>th</sup> century London there.



## RAT THING



STR 1D3 (2)                      CON 2D6 (7)  
 DEX 4D6+4 (20)                SIZ 1 (1)  
 INT 3D6 (11)                    POW 2D6 (7)  
 CHA 2 (2)                      DM -1D6  
 HP 4    MWL 2    Move 18

**Armour:** None

**Skills:** Dodge 90%, Persistence 40%, Resilience 70%, Stealth 60%, Unarmed Combat 45% (Bite 1D3)

**HR:** 0/1D6 (but only if a character makes a Perception check and notices the creature's humanoid features)

**Spells:** Some rat things are transformed sorcerers – if a Rat Thing has an INT 14 or higher, it may have 1D6+3 spells.

*“Witnesses said it had long hair and the shape of a rat, but that its sharp-toothed, bearded face was evilly human while its paws were like tiny human hands.”*

– H.P. Lovecraft, *The Dreams in the Witch House*

Rat Things look, at first sight, like rats. But a closer look (a successful Perception check, with suitable penalties due to darkness, etc.) will reveal that the creature has a human face and tiny hands instead of front paws. Rat Things are humans who have been transformed by old and forgotten magic. Some are even ancient witches and sorcerers who have transformed themselves in order to extend their lives at the expense of their human forms.

Even those who are very intelligent are undoubtedly mad. It is thought that they slowly lose their intelligence over the centuries, and may end up as mindless rodents, running round in malevolent packs, haunting old buildings and attacking humans with their sharp, pointed teeth.

Some of the more intelligent Rat Things become the familiars of witches. They remain independent entities with their own spells, who work for (or with) a witch for mutual gain – some may even control the witch whose familiar they are.

Some of the more unpleasant bawdy-house keepers in London are witches, and more than one has a Rat Thing familiar that she uses to keep an eye on her girls, and to keep them from leaving the brothel with the threat of magical curses.

## SERPENT PERSON



STR     3D6 (11)                      CON 3D6 (11)  
 DEX     2D6+6 (13)                SIZ 2D6+6 (13)  
 INT     3D6+6 (16)                POW 2D6+6 (13)  
 CHA     3D6 (11)                      DM +0  
 HP 12    MWL 6                      Move 15

Bite 40% (1D6+Poison)\*

\* If poisoned the victim must successfully make a Resilience roll or take a further 1D8 Poison damage

**Armour:** 0/1 (scales)



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**Skills:** Close Combat 40%, Craft (Poison) 60%, Dodge 45%, Gun Combat 50%, Influence 50%, Persistence 60%, Resilience 50%, Stealth 50%, Unarmed Combat 40%,

**HR:** -20/1D6 (If revealed as Serpent People)

**Spells:** 1D4 (Pick as appropriate)

Many Serpent People will have many more skills and spells than those given in the list above. In particular, Serpent People might have more advanced Lore Skills than those possessed by most characters. They also may have access to more advanced technology.

**Other:** *Disguise* - Serpent People can magically disguise themselves so that they cannot be identified in human societies. This is an innate ability and so does not require any casting (the Serpent Person merely has to will the effect on or off). This disguise is generally impenetrable, unless anyone is actively attempting to scrutinise the Serpent Person. If anyone is actively looking for such an illusion or is closely inspecting the individual to uncover a disguise, then a successful Persistence roll will allow them to see the Serpent Person in its true form.

*Influence* - Serpent People can exert a mesmeric influence over humans. In order to do this they must have a reasonable opportunity to converse with the target and win an opposed Persistence roll against their intended victim. Once successful, all the Serpent Person's future CHA-related rolls (Influence, Oratory, Seduction, etc.) will be at +40% to the relevant skill when dealing with that particular victim. On a fumble, the attempt will actually be noticed by the intended victim (who might also be permitted to make a Persistence roll against the Serpent Person's Disguise ability, as above).

*"They were of the reptile kind, with body lines suggesting sometimes the crocodile, sometimes the seal, but more often nothing of which either the naturalist or the palaeontologist ever heard. In size they approximated a small man, and their forelegs bore delicate and evident feet curiously like human hands and fingers. But strangest of all were their heads, which presented a contour violating all known biological principles."*

- H.P. Lovecraft, "The Nameless City"

In appearance Serpent People look rather like giant snakes, but with two arms and two legs. Like snakes, they vary somewhat - in their markings, the shape of their heads and "hoods", colouration, etc. Serpent People are able to infiltrate human society by means of an innate magical ability that causes them to project the illusion that they are in fact human ("cloaking" their true appearance).

Serpent People are divided into as many factions as humanity, but their organisations have different motives and beliefs, connected with their own history, gods, and culture. Serpent People sometimes plot against, or go to war with, each other. Although much of their ancient knowledge has

been lost, they still have a propensity for expertise in magic and technology, and some limited access to secrets not available to humanity.

Serpent People have highly placed infiltrators with positions in various London societies and institutions. From these positions of authority they are able to monitor, and at times direct, the progress of human society. Serpent People are not a unified group, and suffer from their own factional infighting, and sometimes they use humans to (unknowingly) fight their battles for them. Occasionally they even share some of their ancient technology with these human servants, but only if they think it strategically beneficial.

Aside from these more organised agents, there are also other lone serpent people living in Georgian London - outcasts, refugees and rogue elements, who are hiding away from their fellow snake people as well as from the humans. Serpent People need to feed, and it is a little known secret that the main opponents of the Foundling Hospital are Serpent People. They are unhappy that one day the streets of London might be free of the abandoned infants who clutter the streets (as they are such an easy source of prey).

## SHOGGOTH



STR 20D6 (70)

DEX 1D6 (4)

CON 12D6 (42)

SIZ 20D6+20 (90)



INT 2D6 (7)

POW 3D6 (11)

CHA n/a

DM +8D6

HP 66 MWL 33 Move 8 (24)\*

\*Generally Shoggoths move slowly, but they can occasionally gain momentum and “flow” at greater speeds. There is a 10% chance (per round) that the Shoggoth can “sprint” in this manner.

Crush 60% (1D6+8D6), Tentacle Swipe 40% (1D6+4D6)

**Armour:** None

**Skills:** Persistence 40%, Resilience 99%

**HR:** -40/ 2D6

**Spells:** None

**Other:** *Damage Reduction* - Successful attacks on Shoggoths only do the minimum damage (including minimum damage bonus). Critical hits on a Shoggoth only do ordinary damage (rather than maximum damage).

*Regeneration* - Shoggoths regenerate 1D4 HP at the end of each round.

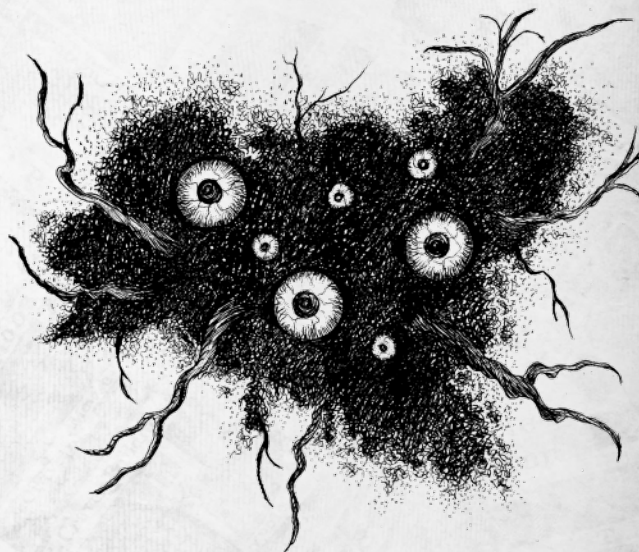
*“Formless protoplasm able to mock and reflect all forms and organs and processes – viscous agglutinations of bubbling cells – rubbery fifteen-foot spheroids.”*

- H.P. Lovecraft, “At the Mountains of Madness”

Shoggoths are an ancient servitor race once enthralled by the Elder Things. They are unimaginably appalling to look at; their shifting forms flow like tar, limbs and tentacles emerging and disappearing into the amorphous globular whole. Although not completely unintelligent, attacking Shoggoth tend to rely on their immense bulk. A typical Shoggoth measures 5 metres across, though many specimens grow to a much bigger size. Shoggoths eventually overthrew the Elder Things and now inhabit some of the old ruined places in which their masters once lived.

Shoggoths can be summoned by the use of the appropriate spell. The most likely situation in which Adventurers might meet a Shoggoth is if a Hellfire club or group of cultists manage to find the means to summon one. Alternatively, Adventurers might stumble across a means to get to the deep ruins, where some Shoggoths still dwell.

## THE THINGS FROM BEYOND



STR 4D6+6 (18) CON 3D6 (11)

DEX 3D6 (11) SIZ 4D6+6 (18)

INT 2D6+3 (10) POW 2D6 (8)

CHA n/a DM +1D6

HP 14 MWL 7 Move 8

4 x Pseudopod 20% 1D6+1D6+ Special\*

Bite 40% 1D8+1D6

\*Special - On a successful hit with a pseudopod, the target is considered to be grappled suffering the Immobilised effect (RD p.49) and next round will be pulled towards one of its mouth for a bite attack.  
**Armour:** 2/2 (rubbery flesh)

**Skills:** Perception 30%, Persistence 40%, Resilience 40%, Stealth 30%, Unarmed Combat 20%

**HR:** -10%/1D10

**Spells:** None

**Other:** *Regeneration* - Regains 2 HPs per round

Very little is known about “Things From Beyond”. They are a writhing mass of pseudopods with a thick body and a multitude of eyes and mouths. They are salmon pink in colour with a tinge of orange and their bodies seem to be able to absorb damage and repair quite quickly. If they suffer half their HPs in damage, they will attempt to retreat to safety, regarding their prey as too dangerous to tangle with (but will attempt to take anyone they have grabbed with them).



### WINGED THING



STR 5D6 (18)                      CON 3D6 (11)

DEX 3D6+3 (14)      SIZ 5D6 (18)

INT 3D6 (10)                      POW 3D6 (11)

CHA 1D6 (3)                      DM +1D6

HP 15    MWL 8    Move 15 (45 in flight)

MAG 9

Bite 40% (1D8+1D6), Claws 40% (1D6+1D6)

**Armour:** 2 AP due to tough, leathery hide

**Skills:** Dodge 30%, Perception 50%, Persistence 60%, Resilience 40%, Unarmed Combat 40%

**HR:** -20/1D6

**Spells:** Winged Things generally have 1D4 spells

**Other:** *Grab* - Using this particularly deadly form of attack, a flying Winged Thing can grab a victim (by making a successful grapple attack). Once grabbed the grapple rules apply; if the Winged Thing wins it may choose to carry the victim off into the air. The victim can choose to keep resisting, and if they are successful they will take falling damage according to how far the Winged Thing has managed to ascend before the victim breaks free. Once in the air the Winged Thing can also choose to let go, in which case the victim might judge (in their last few seconds) that it would have been best to have kept grappling, in the faint hope they could have hung on and avoided the fall!

*"A horde of tame, trained hybrid winged things...they flopped limply along, half with their webbed feet and half with their membraneous wings."*

- H.P. Lovecraft, "The Festival"

Winged Things are not of this earth, but they can be summoned through the use of a *Summon a Winged Thing* spell, and controlled using a *Control a Winged Thing* spell. Winged Things can fly at high speeds, swooping down to attack with ferocity and strength. When grounded they are more ungainly, yet they still pose a real danger due to their strength and size. Cultists summon Winged Things both for their offensive capabilities and, occasionally, to use as a means of transport. Winged Things are capable of carrying one human sized passenger.

Usually cultists dispatch Winged Things at night time, to kill, impede, or snatch enemies. If Winged Things are used to attack people in the daytime, it will cause mass panic and possibly riots.

### YITHIAN



STR 5D6+20 (38)

CON 4D6+10 (24)

DEX 2D6 (7)

SIZ 8D6+36 (64)

INT 4D6+6 (20)

POW 2D6+6 (13)

CHA 1D4 (3)

DM +5D6

HP 39    MWL 20    Move 10

Lightning gun 30% (1D10 per one-charge shot\*), Pincers 30% (1D6+5D6)

**Armour:** 6/3 Tough skin

**Skills:** Lore (Science) 100%, Persistence 90%, Resilience 50%,

**HR:** -20/1D6



Weapon	Damage as gun	Range	Load	STR/DEX	Size1	ENC	Cost
Lightning Gun	1D10*	100m	1	11/5	L	2	n/a

\*Lightning guns use charge packs that have enough energy for 20 one-charge shots. On a Fumble the gun melts – the chance of a fumble is increased by 1% for every extra charge fired in a single round (all 20 charges can be expended if the firer keeps the trigger pressed for the entire round - which will give a 20% chance of the gun melting).

**Spells:** *For to Summon Up a Mighty Wind* plus 5% chance of knowing 1D2 other spells

**Other:** *Swap Form* – On a successful opposed Persistence test, a Yithian can swap bodies with a victim. A victim who successfully resists can never thereafter, be “occupied”. However, on a failure they will find their consciousness no longer resides in their own body (which is deemed under Yithian control) and that they are trapped in whichever body the Yithian left.

*“They seemed to be enormous, iridescent cones, about ten feet high and ten feet wide at the base, and made up of some ridgy, scaly, semi-elastic matter. From their apexes projected four flexible, cylindrical members, each a foot thick, and of a ridgy substance like that of the cones themselves. These members were sometimes contracted almost to nothing, and sometimes extended to any distance up to about ten feet. Terminating two of them were enormous claws or nippers. At the end of a third were four red, trumpetlike appendages. The fourth terminated in an irregular yellowish globe some two feet in diameter and having three great dark eyes ranged along its central circumference. Surmounting this head were four slender grey stalks bearing flower-like appendages, whilst from its nether side dangled eight greenish antennae or tentacles. The great base of the central cone was fringed with a rubbery, grey substance which moved the whole entity through expansion and contraction.”*

– H.P. Lovecraft, “The Shadow Out of Time”

Members of the “Great Race” of Yith, a highly psychic and clever species, are able to swap their consciousness (and thus their bodies) with those of another species. They are able to make such transfers through time and space.

Over 250 million years ago, the planet Yith was dying, so its people transferred their consciousness to a species native to Earth (the creatures whose strange forms are described in the quote above). The Great Race of Yith created large cities on Earth, which survived for around two hundred million years. But their civilisation was destroyed when the Flying Polyps, which they had kept

locked underground (after beating them in a terrible war) for millions of years, eventually managed to escape. The Yithians themselves survived, having foreseen the calamity they transferred their consciousnesses into a beetle-like race from the far future (long after humanity’s time).

They do not just make these swaps *en masse*, they also send individuals into the lone minds of other creatures from different species and different eras. They can then gather information while in the body of the individual they have swapped with, while other Yithians can cross-examine the captive (who temporarily resides in the Yithian’s body). This allows the Yithians to satisfy their innate curiosity.

Although the individuals “occupied” in this way are captives, if they prove to be compliant they are allowed some freedom to explore Yithian culture, including the great Yithian libraries that hold the secrets of many species, including those of humanity, from both past and future times. When returned to their own bodies, former captives have their memories of the Yithians wiped, though they are usually plagued by nightmares for the rest of their days.

In a fight, Yithians tend to prefer using technological weaponry (such as their lightning guns, developed to fight against the Flying Polyps) rather than going toe-to-appendage in close combat.

The Adventurers might come across somebody who was previously captured by the Yithians. Having now returned, the ex-captive is haunted by dreams of the Yithian civilisation, and visions of the past and future. Alternatively, the Yithians might have possessed some Londoners. Yithians, perhaps seeking a new home, are sending agents to possess various influential members of London society, fostering an interest in classical ideas and history, and preparing the future British Empire for takeover.



# Supernatural Creatures

## GHOST

STR - CON -  
DEX - SIZ -  
INT 3D6 (10) POW 3D6 (10)  
CHA 3D6 (10) DM 0  
HP - MWL - Move 20  
Throw 50% (1D6)

**Armour:** -

**Skills:** Persistence 60% (plus any non-physical skills the person had in life at -20%)

**HR:** 0/2D4

Ghosts are usually tied to a particular place where a troubled death has occurred. Some battlefields are said to be haunted by entire ghostly armies that appear to march and fight again quite regularly. Scenes of murder are often haunted by their victims, and people who have died with an important task left undone will often haunt the place of their death.

Some ghosts appear to be harmless, merely repeating their last actions, or walking the same path over and over, accompanied by a chill in the air. But some ghosts can be more dangerous. Many can exhibit poltergeist activity, throwing objects at people nearby with sometimes lethal force. They can also make themselves visible or invisible at will, and when visible manifest as translucent figures.

Ghosts are tied to the place of their death, and cannot move more than 10 x POW metres away from the spot.

Ghosts can lift and throw objects equal to their POW x 2, and their Damage Modifier is also based on POW x 2.

A ghost cannot be affected physically, but can be dismissed temporarily by someone with sufficient

religious Righteousness. Any character who is genuinely pious (the Games Master gets to make the call!) may make an Opposed Persistence test against the ghost while invoking God or the appropriate cultural equivalent. This is a full-round action. On one level of Success, the ghost is dismissed for 3D6 days and cannot manifest again in that time. On two levels of Success, the ghost is dismissed permanently and will never manifest again. On a Failure, the ghost remains. On two levels of Failure, the character is terrified for 3D6 Combat Rounds - he may try to get as far away from the ghost as possible, or curl up into a gibbering ball; if in combat, he may still defend himself, but cannot attack.

The presence of a ghost can be detected with a successful Perception roll, even if the ghost is currently invisible - the character making the roll will feel a distinct chill and a feeling between the shoulder-blades that there is a presence nearby, though it will be impossible to tell exactly where. Someone who has never previously encountered a ghost will only feel spooked, whereas anyone who has previously encountered a ghost will recognise the presence immediately.

Becoming invisible is a free action and is instantaneous. Because the ghost is incorporeal, it is undetectable when invisible, except by the "creepy" feeling given by a successful Perception roll.

Ghosts are often confused and befuddled by their deaths. Consequently, although they retain any non-physical skills they had in life, they are at a -20 penalty to them. They can speak (in a ghostly whisper, usually, though sometimes in an eerie moan) but tend to be obsessive about their death and the reason for it - trying to have a rational conversation with a ghost is usually a waste of time.

Some ghosts can cast spells, at the Games Master's discretion; this is most likely if they already knew those spells when alive.



## GHOUL



STR 4D6 (14)	CON 2D6+3 (9)
DEX 3D6 (10)	SIZ 2D6+6 (13)
INT 3D6 (10)	POW 3D6 (10)
CHA 1D6 (3)	DM -1D6
HP 6 MWL 3	Move 15
Bite 50% (1D6+poison)	
Claw 70% (1D4)	

**Armour:** None

**Skills:** Athletics 40%, Dodge 40%, Persistence 30%, Resilience 50%, Stealth 60%

All ghouls have a poisonous bite.

**HR:** -20%/3D6

### GHOUL VENOM

**Type:** Ingested or Contact

**Delay:** 1D3 Combat Rounds

**Potency:** 22

**Effect:** The victim is completely paralysed for the duration of the poison being in their system.

**Duration:** 1D10 hours or until healing is administered that restores at least one hit point.

Ghouls are sinister creatures which feed on the bodies of the dead. Some say they are people possessed by evil spirits, others that they are degenerate poor people sent mad by hunger. There

is also a body of occult academic opinion that they are actually a different human sub-species.

Ghouls are normally shy and nervous creatures who hide in holes and caves away from normal people but, if disturbed while feeding on the dead, they will fight frenziedly to prevent the loss of their meal. Their finger-nails have become sharp and jagged talons, and their bite causes a wound to fester, causing paralysis in the manner of a poison.

Ghouls give out a blood-curdling howl when attacking. Everyone within a Ghoul's POW in metres is affected as if by the spell *For the Invocation of Fear*, unless they can make a successful opposed test of Resilience against the Ghoul's Persistence. Those who successfully resist must do so every round for five more successive combat rounds, after which they are immune to a Ghoul's howling effects for a week.

## MUMMY

STR 3D6+12 (23)	CON 3D6+12 (23)
DEX 2D6 (7)	SIZ 2D6+6 (13)
INT 2D6+6 (13)	POW 0 (0)
CHA 1 (1)	DM +1D6
HP 18 MWL 9	Move 15m

**Armour:** Tough Skin 2/1

**Skills:** Close Combat 50% (2-handed club 1D6+1+1D6) Dodge 30%, Perception 40%, Persistence 80% (and immune to mind control magic), Resilience 50% (and immune to all poisons and diseases), Unarmed Combat 60% (fist 1D6+1D6)

**Special:** A mummy with INT 10 or higher will remember its previous life, and have skills accordingly.

**HR:** 0/1D4

Mummies are usually the preserved bodies of great kings and their servants, which come back to life to guard the treasures in their tombs. They are most common in Egypt where they are found in pyramids and cave tombs and may cause trouble for the armies of France in the Napoleonic period. In South America the Incas preserve their dead in a special building on the outskirts of their settlement, from where they may animate them, to protect their villages from intruders (such as Conquistadors). Viking burial mounds might be home to a kind of mummy called a draugr.



## Chapter 12: Adversaries

### SKELETON

STR 2D6+6 (13)    CON 1D6 (4)  
DEX 3D6 (11)    SIZ 3D6 (11)  
INT 0 (0)    POW 0 (0)  
CHA 0 (0)DM 0  
HP 8 MWL 4    Move 15m

**Armour:** Typically the decaying remains of armour 2/1

**Skills:** Close Combat 35% (Sword 1D6), Dodge 10%, Persistence 100%, Resilience 100%

**Magic:** none

**Special:** Skeletons are immune to disease, fatigue, poisons and mind control magics.

**HR:** 0/1D4

Skeletons are the restless bones of dead humans. They have no volition other than to kill. Some may be guarding their tombs from desecration, others may be controlled by foul necromancers or witches, ordered to do their bidding.

### VAMPIRE

STR 3D6+12 (23)    CON 3D6+12 (23)  
DEX 3D6+12 (23)    SIZ 2D6+6 (13)  
INT 2D6+6 (13)    POW 0  
CHA 3D6 (11)    DM +1D6  
HP 18 MWL 9    Move 15m

**Armour:** Varies

**Skills:** Athletics 50%, Close Combat 50% (Sword D8+D6), Dodge 40%, Gun Combat 50%, Perception 80%, Persistence 80%, Resilience 80%, Stealth 80%, Unarmed Combat 60% (bite, 1D3 hit point drain)

**Magic:** Vampires will often have the innate ability to cast spells without ingredients. They have a number of spells equal to INT divided by 2. A vampire loses levels of fatigue when casting spells (one level of Fatigue per spell cast).

**HR:** -20/1D8 (on realising that the person is a vampire).

**Special:**

**Hit Point Drain:** A vampire does not regenerate hit points normally. Instead, he must take them from other beings by draining their blood. On a successful bite attack, the vampire will hang on and drain D3 hit points from the victim every round. Each hit point drained gives the vampire one hit point. When the vampire drains the victim's hit points to 0, he fails unconscious and the vampire can choose to carry on draining blood; each round after the victim has dropped below 0 hit points, he or she must make successful Resilience roll - on a failure, the victim dies. Once a vampire's hit points are at maximum, each further point drained from a victim can be used to raise the vampire's fatigue by one level.

**Shapeshifting:** Vampires have the ability to shapeshift into mist at will. As a single combat action, the vampire (and every non-living



item on his person) dissolves into a thin, greenish fog approximately the same SIZ as he was in the flesh. As a mist, the vampire is immune to all types of physical damage, but cannot take any action except Movement. In mist form, a vampire moves at the same speed as he would normally and is unaffected by strong winds. Additionally, vampires still take damage from sunlight as normal.

As well as the ability to transform into mist, some vampires manifest the ability to shapeshift into wolves and bats as well. As with the mist transformation, such changes take a combat action to perform.

Upon death, the vampire collapses to the ground and turns to mist at the beginning of the next combat round. Before then, it can be destroyed permanently by driving a stake through its heart (the only way to prevent it turning to mist) and decapitating it.

**Vampires and Sunlight:** As creatures of the night, vampires cannot stand the touch of natural sunlight. They take one point of damage per round that they are exposed to the sun, though some will risk travelling in the daylight hours by wearing layers of clothing and a hood to cover as much of their body as possible.

**Holy symbols:** The Christian cross has proved effective against vampires in the past, and it is assumed that vampires in non-Christian cultures may be effected by other cultural religious symbols. An elven vampire, for example, might be repelled by symbols of nature gods, rather than human symbols of holiness. Any character presenting a holy symbol to a vampire as a Combat Action matches their Persistence against the vampire's Resilience in an opposed check. They will receive bonuses or penalties at the Games Master's discretion, based on the appropriateness of the symbol being displayed. On a successful test, the vampire loses 1D4 hit points (unaffected by armour or any of the vampire's magic) and may not attack that character or any other character under the protection of holy symbol.

Dark overlords of the undead, vampires feed off the blood and life force of the living. They appear as normal humans but their pallid complexion and over-large canines may give them away. Vampires are either solitary hunters or form soci-



eties were weaker members of the brood must bring victims to the more powerful leaders.

There are numerous superstitions about vampires, which may or may not be true in your game world. Vampires are often said to be repelled by garlic, unable to cross running water, unable to enter a house without an invitation, etc.

Vampires have night vision.

### WEREWOLF

STR 3D6 (x2) (11/22)      CON 3D6 (11)  
DEX 3D6      SIZ 2D6+6 (13)  
INT 2D6+6 (x0.5) (13/6)      POW 3D6 (11)  
CHA 3D6 (11)      DM +1D6 in wolf form  
HP 12 MWL 6      Move 15m as a man, 30m in wolf form  
Bite      60%      1D8+1D4 (in wolf form)  
Claw      60%      1D6+1D4 (in wolf form)

**Armour:** 1/0 in wolf form

**Magic:** Hereditary werewolves (see below) may learn spells passed down through the generations; if so, they have 1D4 spells.

**Skills:** Athletics 60%, Close Combat 35% (Mortuary Sword 1D8), Dodge 60%, Gun Combat (Flintlock Pistol 1D6+2), Perception 60%, Persistence 60%, Resilience 60%, Stealth 60%, Unarmed Combat 60% (1D3 as human)

**HR:** -20/1D6 (on seeing change of form)

**Special:**

**Change Form:** Werewolves can change form at will, an act that requires two Combat Actions to complete. On nights of a full moon, werewolves have no choice but to assume beast form.

**Damage Immunity:** In most game worlds, werewolves are immune to most damage while in wolf form. Only magic, fire or weapons made of pure silver will harm them – all other blows simply bounce off harmlessly.

Werewolves can be poisoned, so long as the poison can be introduced to the creature's body. They are living entities who require oxygen, and thus may be asphyxiated or drowned.

Human by day, but when the rage takes them, or under a full moon, they transform into a giant savage wolf. They are either the very embodiment of nature or the bane of mankind, depending on your viewpoint.

In some worlds, a person bitten by a werewolf will become a werewolf themselves at the next full moon, but this might be a popular misconception in other worlds. Alternatively, being a werewolf may be passed down through the generations. Such werewolves may form their

own societies, often living in the woods or on the margins of society, learning magic from their parents. In some parts of Eastern Europe, werewolves see themselves as guardians of nature, and are often in a constant war with witches, for the good of humanity.

Werewolves have night vision.

## Mundane

### Creatures

Britain at this time is not famed for its variety of wildlife, and London even less so. Here are the characteristics of a few mundane creatures.

#### CAT

STR 1D4+1 (3), CON 2D6 (7), DEX 3D6+6 (16), SIZ 1D4 (2), INT 5 (5), POW 3D6 (10), CHA 5 (5)

DM -1D6, HP 5, MWL 3, Move 20, **Armour:** None

Bite 40% (1D4-1D6), Claw 60% (1D4-1D6)

**Skills:** Athletics 75%, Dodge 60%, Perception 75%, Resilience 30%, Stealth 55%, Survival 40%

#### DOG

STR 1D6+1 (4), CON 2D6+2 (9), DEX 2D6+6 (13), SIZ 1D6 (3), INT 5 (5), POW 3D6 (10), CHA 5 (5)

DM -1D6, HP 6, MWL 3, Move 20, **Armour:** None

Bite 40% (1D6-1D6)

**Skills:** Athletics 60%, Dodge 30%, Perception 55%, Resilience 30%, Stealth 45%, Survival 30%, Track 75%

**Note:** the statistics above are for a smallish dog. A large dog may have STR 2D6+3 and SIZ 2D6+3 – adjust DM and HP etc. accordingly.

#### HORSE

STR 2D6+18 (25)      CON 3D6+6 (16)

DEX 2D6+3 (10)      SIZ 2D6+18 (25)

INT 5 (5)      POW 3D6 (10)

CHA 5 (5)      DM +2D6

HP 21 MWL 12      Move 24

Kick 40% (Trained warhorse 80%) (1D6+2D6)

**Armour:** None



## Chapter 12: Adversaries

**Skills:** Athletics 75%, Dodge 40%, Perception 40%, Resilience 40%, Survival 20%

### SNAKE

Snakes are quite a rarity in Britain, and there is only one poisonous variety, the Adder. But London is a major port city, and there is no telling what sort of snakes cultists might import for their own nefarious purposes.

### CONSTRUCTOR

The statistics given are for an eight-metre constrictor, an enormous beast capable of consuming a full-grown human.

STR 3D6+24 (35)    CON 3D6 (11)

DEX 2D6+6 (13)    SIZ 3D6 (11)

INT 3 (3)    POW 3D6 (11)

CHA 3 (3)    DM +2D6

HP 11 MWL 6    Move 15m

Bite 50%    1D3+1D10

Constrict 50%    1D8+1D10

**Armour:** Scales 3/1

**Skills:** Athletics 85%, Dodge 65%, Persistence 45%, Resilience 45%, Stealth 70%

### VENOMOUS

The statistics given below are for one of the more famous varieties of venomous snake – the cobra. Other venomous types can be created by varying the STR and SIZ Characteristics, as well as the Potency of the snake's poison.

STR 2D6+6 (13)    CON 2D6 (7)

DEX 3D6+18 (29)    SIZ 2D6 (7)

INT 3 (3)    POW 3D6 (11)

CHA 3 (3)    DM 0

HP 7 MWL 4    Move 30m

Bite 60%    1D3+venom

**Armour:** Scales 1/0

**Skills:** Athletics 35%, Dodge 85%, Persistence 45%, Resilience 45%, Stealth 95%

### COBRA VENOM

**Type:** Injection (fangs)

**Delay:** 1D10 minutes

**Potency:** 60%

**Effect:** Victim must make three Resistance rolls; if the first fails, nausea will ensue; if the second fails, the bitten area becomes paralysed; if the third fails, the victim dies due to respiratory failure.

**Duration:** 1 hour



# Non-Player Characters

DARK STREET NPCs												
<b>Actor/Entertainer</b>	STR 11	CON 11	SIZ 11	INT 12	POW 13	DEX 12	CHA 14	DM 0	HP 11	MWL 6	SP 13	MIL 7
Art (Acting) 60%, Close Combat 40%, Courtesy 40%, Dance 55%, Disguise 55%, Dodge 50%, Influence 60%, Oratory 50%, Persistence 40%, Play Instrument 45%, Resilience 30%, Seduction 50%, Sing 50%, Unarmed Combat 30%												
Unarmed Combat 1D3, Dagger 1D4+1											AP 0/0	
<b>Barkeep</b>	STR 12	CON 12	SIZ 13	INT 11	POW 11	DEX 11	CHA 11	DM +1D4	HP 13	MWL 7	SP 11	MIL 6
Close Combat 45%, Craft (Host) 50%, Commerce 50%, Dodge 40%, Insight 50%, Persistence 40%, Resilience 50%, Unarmed Combat 45%												
Club 1D6+1D4 or Cosh 1D4+1D4, Unarmed Combat 1D3+1D4											AP 0/0	
<b>Bawd/Procuress</b>	STR 10	CON 10	SIZ 10	INT 13	POW 15	DEX 11	CHA 11	DM 0	HP 10	MWL 5	SP 15	MIL 8
Close Combat 30%, Commerce 60%, Dodge 40%, Influence 50%, Insight 60%, Persistence 50%, Resilience 30%, Unarmed Combat 40%												
Dagger 1D4+1, Unarmed Combat 1D3											AP 0/0	
<b>Beadle</b>	STR 12	CON 11	SIZ 15	INT 11	POW 11	DEX 10	CHA 10	DM +1D4	HP 13	MWL 7	SP 11	MIL 6
Close Combat 50%, Dodge 30%, Influence 50%, Lore (Law) 22%, Perception 35%, Persistence 30%, Resilience 50%, Unarmed Combat 50%												
Cosh 1D4+1D4, Unarmed Combat 1D3+1D4											AP 0/0	
<b>Beggar/Vagrant</b>	STR 9	CON 9	SIZ 10	INT 9	POW 9	DEX 12	CHA 10	DM 0	HP 10	MWL 5	SP 9	MIL 5
Close Combat 35%, Dodge 36%, Perception 55%, Persistence 38%, Resilience 39%, Streetwise 55%, Unarmed Combat 25%												
Club 1D6 or Dagger 1D4+1, Unarmed Combat 1D3											AP 0/0	
<b>Constable/Watchman</b>	STR 11	CON 11	SIZ 11	INT 10	POW 10	DEX 11	CHA 11	DM 0	HP 11	MWL 6	SP 10	MIL 5
Close Combat 40%, Dodge 30%, Lore (Law) 20%, Insight 35%, Perception 35%, Persistence 30%, Resilience 40%, Unarmed Combat 40%												
Cosh 1D4, Unarmed Combat 1D3											AP 0/0	
<b>Courtesan</b>	STR 10	CON 11	SIZ 11	INT 12	POW 12	DEX 13	CHA 17	DM 0	HP 9	MWL 5	SP 13	MIL 7
Courtesy 75%, Dance 55%, Dodge 45%, Influence 75%, Insight 65%, Lore (Fashion) 70%, Lore (High Society) 70%, Perception 75%, Persistence 40%, Resilience 30%, Seduction 75%, Unarmed Combat 25%												
Dagger 1D4+1, Unarmed Combat 1D3											AP 0/0	
<b>Doctor</b>	STR 11	CON 11	SIZ 12	INT 15	POW 12	DEX 11	CHA 12	DM 0	HP 12	MWL 6	SP 12	MIL 6
Close Combat 30%, Dodge 30%, First Aid 70%, Lore (Anatomy) 55%, Lore (Apothecary) 60%, Influence 60%, Healing 65%, Insight 55%, Perception 55%, Persistence 50%, Resilience 40%, Teaching 30%, Unarmed Combat 25%												
Cane 1D3 or Pistol (Flintlock) 1D6+2 or Sword 1D8, Unarmed Combat 1D3											AP 0/0	
<b>Docker/Labourer</b>	STR 13	CON 13	SIZ 12	INT 11	POW 10	DEX 11	CHA 10	DM +1D4	HP 13	MWL 7	SP 10	MIL 5
Athletics 55%, Close Combat 40%, Craft (Building) 50%, Dodge 40%, Persistence 40%, Resilience 50%, Unarmed Combat 50%												
Club 1D6+1D4 or Cosh 1D4+1D4 or Dagger 1D4+1+1D4, Unarmed Combat 1D3+1D4											AP 0/0	
<b>Gambler/Con-artist</b>	STR 11	CON 11	SIZ 11	INT 15	POW 15	DEX 13	CHA 14	DM 0	HP 11	MWL 6	SP 15	MIL 8
Close Combat 40%, Disguise 70%, Dodge 60%, Gambling 80%, Insight 70%, Resilience 40%, Sleight 65%, Unarmed Combat 40%												
Pistol (Flintlock) 1D6+2 or Dagger 1D4+1 or Sword 1D8, Unarmed Combat 1D3											AP 0/0	
<b>Highwayman</b>	STR 14	CON 14	SIZ 11	INT 13	POW 12	DEX 14	CHA 14	DM +1D4	HP 13	MWL 7	SP 12	MIL 6
Close Combat 60%, Dodge 60%, Gun Combat 60%, Persistence 40%, Resilience 50%, Ride 60%, Stealth 50%, Unarmed Combat 35%												
Flintlock Carbine 2D6+1 or Flintlock Pistol 1D6+2, Rapier 1D8+1D4, Unarmed Combat 1D3+1D4											AP 0/0	
<b>Judge/Magistrate</b>	STR 10	CON 10	SIZ 14	INT 13	POW 12	DEX 10	CHA 10	DM 0	HP 11	MWL 6	SP 12	MIL 6
Courtesy 50%, Dodge 20%, Influence 75%, Insight 60%, Lore (Law) 60%, Oratory 55%, Perception 60%, Persistence 35%, Resilience 20%												
Sword 1D8, Unarmed Combat 1D3											AP 0/0	
<b>Merchant</b>	STR 10	CON 11	SIZ 13	INT 13	POW 11	DEX 10	CHA 11	DM 0	HP 12	MWL 6	SP 11	MIL 6
Commerce 65%, Courtesy 60%, Dodge 20%, Evaluate 65%, Influence 60%, Lore (Logistics) 65%, Persistence 35%, Resilience 22%												
Dagger 1D4+1, Unarmed Combat 1D3											AP 0/0	



## Chapter 12: Adversaries

<b>Noble/Wealthy Woman</b>	STR 10 CON 11 SIZ 10 INT 12 POW 11 DEX 10 CHA 12	DM 0 HP 11 MWL 6 SP 11 MIL 6
Art (varies) 45%, Courtesy 75%, Dodge 20%, Influence 70%, Lore (Fashion) 50%, Lore (High Society) 60%, Persistence 40%, Resilience 30%		
Unarmed Combat 1D3		AP 0/0
<b>Pimp/Bully/Thug</b>	STR 13 CON 11 SIZ 13 INT 9 POW 9 DEX 11 CHA 10	DM +1D4 HP 12 MWL 6 SP 11 MIL 6
Close Combat 45%, Dodge 40%, Persistence 30%, Resilience 50%, Streetwise 60%, Unarmed Combat 50%		
Cosh 1D4 +1D4 or Cudgel 1D6+1+1D4 or Dagger 1D4+1+1D4, Unarmed Combat 1D3+1D4		AP 0/0
<b>Politician</b>	STR 11 CON 11 SIZ 12 INT 12 POW 13 DEX 11 CHA 12	DM 0 HP 12 MWL 6 SP 13 MIL 7
Close Combat 40%, Courtesy 60%, Dodge 40%, Lore (Politics) 65%, Oratory 70%, Persistence 40%, Resilience 30%, Unarmed Combat 30%		
Sword 1D8, Unarmed Combat 1D3		AP 0/0
<b>Poor Prostitute/Streetwalker</b>	STR 10 CON 9 SIZ 9 INT 11 POW 10 DEX 12 CHA 9	DM 0 HP 9 MWL 5 SP 10 MIL 5
Close Combat 30%, Dodge 40%, Evaluate 40%, Persistence 35%, Resilience 18%, Seduction 30%, Sleight 50%, Unarmed Combat 30%		
Dagger 1D4+1, Unarmed Combat 1D3		AP 0/0
<b>Prostitute</b>	STR 11 CON 11 SIZ 10 INT 11 POW 11 DEX 12 CHA 12	DM 0 HP 11 MWL 6 SP 11 MIL 6
Close Combat 30%, Dodge 40%, Evaluate 60%, Persistence 45%, Resilience 40%, Seduction 50%, Sleight 50%, Unarmed Combat 30%		
Dagger 1D4+1, Unarmed Combat 1D3		AP 0/0
<b>Rake/Libertine</b>	STR 12 CON 12 SIZ 11 INT 11 POW 13 DEX 12 CHA 12	DM 0 HP 12 MWL 6 SP 13 MIL 7
Close Combat 45%, Dodge 45%, Influence 70%, Persistence 40%, Resilience 45%, Ride 50%, Seduction 40%, Unarmed Combat 45%		
Pistol 1D6+2, Sword 1D8, Unarmed Combat 1D3		AP 0/0
<b>Sailor/Pirate</b>	STR 13 CON 11 SIZ 10 INT 10 POW 10 DEX 14 CHA 11	DM 0 HP 11 MWL 6 SP 10 MIL 5
Close Combat 55%, Dodge 50%, Lore (Travel) 60%, Persistence 40%, Resilience 30%, Shiphandling 65%, Unarmed Combat 55%		
Cutlass 1D6+2, Musket 2D8+1 or Pistol 1D6+2, Unarmed Combat 1D3		AP 0/0
<b>Shopkeeper</b>	STR 11 CON 11 SIZ 11 INT 12 POW 10 DEX 10 CHA 11	DM 0 HP 11 MWL 6 SP 10 MIL 5
Close Combat 55%, Commerce 65%, Dodge 20%, Evaluate 60%, Insight 55%, Persistence 35%, Resilience 22%, Unarmed Combat 25%		
Dagger 1D4+1, Unarmed Combat 1D3		AP 0/0
<b>Thief</b>	STR 11 CON 10 SIZ 11 INT 11 POW 9 DEX 15 CHA 10	DM 0 HP 11 MWL 6 SP 9 MIL 5
Close Combat 50%, Dodge 65%, Evaluate 60%, Persistence 30%, Resilience 40%, Sleight 65%, Stealth 55%, Streetwise 55%, Unarmed Combat 35%		
Club 1D6 or Cosh 1D4 or Dagger 1D4+1, Unarmed Combat 1D3		AP 0/0
<b>Weaver or Tailor</b>	STR 11 CON 10 SIZ 10 INT 11 POW 10 DEX 12 CHA 10	DM 0 HP 10 MWL 5 SP 10 MIL 5
Close Combat 30%, Craft (Weaving or Tailoring) 65%, Dodge 30%, Persistence 30%, Resilience 30%, Sleight 55%, Unarmed Combat 30%		
Dagger 1D4+1, Unarmed Combat 1D3		AP 0/0
<b>Young Pickpocket</b>	STR 9 CON 10 SIZ 8 INT 10 POW 10 DEX 15 CHA 11	DM 0 HP 9 MWL 5 SP 10 MIL 5
Close Combat 25%, Dodge 70%, Evaluate 50%, Resilience 40%, Sleight 65%, Stealth 60%, Streetwise 55%, Unarmed Combat 35%		
Dagger 1D4+1, Unarmed Combat 1D3		AP 0/0
<b>MILITARY</b>		
<b>Redcoats</b>	STR 13 CON 11 SIZ 11 INT 9 POW 11 DEX 12 CHA 10	DM 0 HP 11 MWL 6 SP 11 MIL 6
Close Combat 55%, Dodge 45%, Gun Combat 60%, Persistence 40%, Resilience 50%, Unarmed Combat 55%		
Short Sword 1D6+1D2, Musket 2D8+1, Bayonet 1D4+2, Unarmed Combat 1D3		AP varies: 0/0
<b>Cavalry</b>	STR 13 CON 12 SIZ 11 INT 11 POW 12 DEX 13 CHA 12	DM 0 HP 12 MWL 6 SP 12 MIL 6
Close Combat 70%, Courtesy 55%, Dodge 40%, Gun Combat 50%, Persistence 50%, Resilience 55%, Ride 70%, Unarmed Combat 50%		
Sabre 1D6+1, Carbine 2D6+1, Unarmed Combat 1D3		AP varies: 0/0



# Chapter 13: Adventure Seeds

This chapter provides several plot ideas for experienced Game Masters' to incorporate into their own campaigns. Each adventure seed includes a summary of the suggested plot and a list of possible locations and NPCs. The intention of the seeds is to provide inspiration for your own adventures, rather than fully developed scenarios.

If you prefer to run published adventures, look out for *Gin & Hellfire*, a supplement providing three fully fleshed out adventures set in the *Dark Streets* background.

Many of the following adventures will begin with the Runners being summoned to Bow Street for a briefing by the Fieldings (for more on the Fieldings, see p.114) or, if the Fieldings have been killed, their successors.

## THE BILLINGSGATE BAWDY HOUSE

A ship's Captain has been found wandering the city streets. He has been badly mauled and has gone raving mad. One of his crew asks the Runners to look into the matter.

**The Job:** Find out what happened to the Captain.

**Events:** The Captain is covered in deep scratches, as if mauled by an animal. He visited a brothel in Billingsgate, where he was wounded by a Deep One. Drugged, the Captain was taken to a downstairs room to have sex with a prostitute, but he came to his senses during the event and discovered that the prostitute was actually a monstrous fish-like creature. He managed to escape, but the situation unhinged his mind and he received wounds in the process. He is too disturbed to relate the tale of what happened to him. He has been consigned to Bedlam, for his own safety. Cthulhu cultists might try to kill him, not realising he is too insane to implicate them. The Runners

will need to find the brothel. It is new and not widely advertised. The cultists usually only invite those that will not be believed, or who will not be missed, or who are so drunk they don't know where they are or what they are doing. Then they will need to find a way to shut down the operation.

**Locations:** Bedlam; A wharfside near Billingsgate; Billingsgate Tavern.

**Suggested NPCs:** Dockers (some of whom are Deep One hybrids); Tavern prostitutes; possibly a Deep One.

### DOCKERS/HYBRIDS

STR 13 CON 13 SIZ 12 INT 11

POW 10 DEX 11 CHA 9

DM +1D4 HP 13 MWL 7 SP 10 MIL 5

Athletics 55%, Close Combat 40%, Dodge 40%, Persistence 40%, Resilience 50%, Unarmed Combat 50%

Club 1D6+1D4 or Cosh 1D4+1D4 or Dagger 1D4+1+1D4, Unarmed Combat 1D3+1D4

AP 0/0

### CULTIST PROSTITUTES

STR 10 CON 9 SIZ 9 INT 11

POW 10 DEX 12 CHA 9

DM 0 HP 9 MWL 5 SP 10 MIL 5

Close Combat 30%, Dodge 40%, Evaluate 40%, Persistence 35%, Resilience 18%, Seduction 30%, Sleight 50%, Unarmed Combat 30%

Dagger 1D4+1, Unarmed Combat 1D3

AP 0/0

### DEEP ONE

STR 14 CON 10 SIZ 16 INT 13

POW 11 DEX 11/9 CHA 10

DM +1D4 HP 13 MWL 7

Close Combat 30%, Dodge 30%, Persistence 40%, Resilience 40%, Unarmed Combat 40%

Claws 1D6+1D4, Unarmed Combat 1D3+1D4

AP 0/1



## Chapter 13: Adventure Seeds

**Mythos themes:** Cultists; Deep One Hybrids.

**Further Adventures:** Events could possibly lead to the discovery of the warehouse where the Cthulhu cult has their temple, and the private dock where the Deep Ones visit.

### A BRIDGE TOO FAR

The formal completion and grand opening of Westminster Bridge is just around the corner, and the occasion is to be marked by a citywide holiday, a formal opening ceremony, and a celebratory flotilla on the Thames.

Unfortunately there are plans afoot to wreck the ceremony and assassinate the King.

**The Job:** Protect the bridge; protect the King; catch the saboteurs.

**Events:** The Fieldings, in their secret capacity as agents of the Crown, have been asked to provide extra security at the opening ceremony. Foreign powers (and possibly cultists) have sent spies to cause trouble, and ruin the event. The King will have plenty of guards, but one of them will be an assassin. On the river, the enemy spies intend to blow up a decorated barge as it passes under the bridge. The mob, unhappy at low wages and high unemployment, threaten to ruin the occasion, and if things are not handled delicately there may be a riot. The Runners might be able to diffuse the situation before it develops, if they take the time to listen out for the word on the street. If they do well, then the Runners might be presented with an award at the palace.

**Locations:** St James' Palace; Westminster Bridge.

**Suggested NPCs:** Redcoats; Spies; the King.

#### REDCOATS

STR 13 CON 11 SIZ 11 INT 9

POW 11 DEX 12 CHA 10

DM 0 HP 11 MWL 6 SP 11 MIL 6

Close Combat 55%, Dodge 45%, Gun Combat 60%, Persistence 40%, Resilience 50%, Unarmed Combat 55%

Short Sword 1D6+1D2, Musket 2D8+1, Bayonet 1D4+2, Unarmed Combat 1D3

AP: 0/0

#### GEORGE II\*

STR 12 CON 11 SIZ 11 INT 14

POW 12 DEX 10 CHA 12

DM 0 HP 11 MWL 6 SP 12 MIL 6

Close Combat 50%, Dodge 40%, Language (English) 55%, Language (French) 70%, Language (German) 75%, Language (Italian) 50%, Lore (Politics) 60%, Lore (Tactics) 70%, Resilience 50%, Unarmed Combat 30%

Mitre 1D3+2, Unarmed Combat 1D3

AP: 0/0

#### SPIES

STR 14 CON 14 SIZ 11 INT 13

POW 12 DEX 14 CHA 14

DM +1D4 HP 13 MWL 7 SP 12 MIL 6

Close Combat 60%, Disguise 65%, Dodge 60%, Gun Combat 60%, Resilience 50%, Ride 60%, Stealth 50%, Unarmed Combat 35%

Pistol 1D6+2, Rapier 1D8+1D4, Unarmed Combat 1D3+1D4

AP 0/0

\*For more on George II, see p.117.

**Mythos themes:** Possible cultist involvement; Nyarlathotep in his Agitator aspect.

**Further Adventures:** If the Runners are instrumental in thwarting a plot to assassinate the King (or otherwise excel themselves), he will remember them, reward them, and might become a future patron. If the Runners obstruct a foreign power, they might make a powerful enemy. The Runners may end up further investigating the spy network. If the mob turn especially ugly, the King is wounded, or the bridge blows up, then the repercussions may last for a very long time.

### THE BUBBLE BURSTS

The news is full of excited speculation regarding the discovery of a new chain of Pacific Islands. It is believed that the islands are rich in natural resources, and a company has been set up to exploit the opportunity. Henry Fielding is considering making a personal investment in the company.

**The Job:** Henry will make his own inquiries, with his broker and other financiers, but he asks if the Runners can keep an ear to the ground as he



wants to avoid investing in anything liable to fail.

**Events:** The Runners arrest a sailor for murdering one of his shipmates. He claims to have been framed for speaking out about the voyage to the Pacific. The sailor witnessed strange things there, the islands rising out of the ocean, and the appearance of a huge beast that destroyed two of the three ships that made the journey. He also questions that there was anything of material value on the land. Instead he believes something on the islands changed his captain, causing him to be fascinated by the area, and obsessed with finding the means to return there (he has already departed, on a new expedition to the Pacific). The Runners will need to find other surviving crew members (few survived, due to storms, scurvy, and starvation) and try to persuade them to give evidence. Any investigation will be impeded by the Admiralty, under the direction of the Earl of Sandwich. The Runners will have a tough time persuading the judge to listen to any evidence in support of the sailor, due to this pressure from on high.

**Locations:** The Admiralty; The Old Bailey; Billingsgate docks.

**Suggested NPCs:** Admiralty enforcer; the surviving crew; Lord Sandwich.

### ADMIRALTY THUGS

STR 12 CON 11 SIZ 15 INT 11 POW 11 DEX 10 CHA 10

DM +1D4 HP 13 MWL 7 SP 11 MIL 6

Close Combat 50%, Dodge 30%, Influence 50%, Perception 35%, Persistence 30%, Resilience 50%, Unarmed Combat 50%

Cosh 1D4+1D4, Unarmed Combat 1D3+1D4

AP 0/0

### SAILORS

STR 13 CON 11 SIZ 10 INT 10

POW 10 DEX 14 CHA 11

DM 0 HP 11 MWL 6 SP 10 MIL 5

Close Combat 55%, Dodge 50%, Lore (Travel) 60%, Persistence 40%, Resilience 30%, Shiphandling 65%, Unarmed Combat 55%

Cutlass 1D6+2, Musket 2D8+1 or Pistol 1D6+2, Unarmed Combat 1D3

AP 0/0

### LORD SANDWICH\*

STR 13 CON 18 SIZ 11 INT 14 POW 14 DEX 10  
CHA 12

DM 0 HP 15 MWL 8 SP 14 MIL 7

Close Combat 55%, Dodge 45%, Gambling 80%, Lore (Cthulhu Mythos) 24%, Lore (Occult) 55%, Lore (Orient) 65%, Lore (Politics) 65%, Lore (Tactics) 70%, Lore (Travel) 60%, Oratory 50%, Resilience 50%, Seduction 60%, Unarmed Combat 30%

Rapier 1D8, Unarmed Combat 1D3

AP: 0/0

\*For more on Lord Sandwich, see p.116.

**Mythos themes:** Runners will be exposed to the information that there is a strange creature in the Pacific; and a possible conspiracy of Cthulhu cultists.

**Further Adventures:** The Runners may make some powerful enemies at the Admiralty, as well as in the City (if they cause the company stock to fall). The return voyage to the islands will end in failure – a year later the Runners will hear that the islands are reported to have disappeared beneath the ocean, the crew mutinied, and the captain killed. If Henry Fielding invested in company stock, he will be impoverished (when the financiers hear the news and the company collapses).

## A CALL TO ARMS

The Fieldings have been approached in their secret capacity of agents of the Crown with information suggesting that, despite the failure of the last Rising, the Jacobite rebellion is far from over. Jacobite sympathisers are said to be meeting in the city, with the intention of planning some ghastly act.

**The Job:** Find out whether there is some new Jacobite conspiracy.

**Events:** The Jacobites are planning to assassinate Prince William, Duke of Cumberland (known as “Butcher Cumberland” by the Jacobites), at his home in Mayfair. Prince William will not be concerned, he has his own soldiers whom he believes capable of protecting him from anything. The Jacobites will be granted access to the Prince’s home by sympathetic serving staff. The Runners may be able to nip the plot in the bud, if they can



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infiltrate the Jacobites, or they may need to go to Prince William's home to save the day (where they will find the Prince's soldiers drugged, and the Prince in mortal danger).

**Locations:** The Dog Tavern, on Drury Lane, where the Jacobite sympathisers meet; Prince William's London home, in Upper Grosvenor Street.

**Suggested NPCs:** Jacobite rebels; The Prince and his household.

### JACOBITES

STR 13 CON 11 SIZ 11 INT 11

POW 11 DEX 12 CHA 10

DM 0 HP 11 MWL 6 SP 11 MIL 6

Close Combat 55%, Dodge 45%, Gun Combat 60%, Persistence 40%, Resilience 50%, Unarmed Combat 55%

Short Sword 1D6+1D2, Musket 2D8+1, Bayonet 1D4+2, Unarmed Combat 1D3

AP: 0/0

### PRINCE WILLIAM\*

STR 14 CON 11 SIZ 17 INT 12

POW 11 DEX 10 CHA 13

DM +1D6 HP 15 MWL 8 SP 11 MIL 6

Close Combat 70%, Dodge 45%, Gambling 60%, Gun Combat 40%, Lore (Occult) 40%, Lore (Politics) 45%, Lore (Tactics) 70%, Resilience 50%, Unarmed Combat 60%

Unarmed Combat 1D3+1D6

AP: 0/0

\*For more on Prince William, see p.50.

**Mythos themes:** The Jacobites might become aware of the fact that Prince William once made an occultist pact (in return for success when he was campaigning in Scotland).

**Further Adventures:** The Runners will find they have a powerful ally, and future patron, in Prince William, if they manage to save his life. The Runners might draw the attentions of other Jacobites, who will seek to revenge any of their slain or captured fellows.

## CAT & MOUSE

There have been a spate of murders in St Giles. Normally the Runners wouldn't bother, but the

murder victims have been scratched and bitten to death, as if by a big cat. The residents will even permit the Runners to freely walk their streets, as long as they can catch the killer.

**The Job:** Catch the serial killer operating in the St Giles rookery.

**Events:** The murders are being committed by a cat-fighter - a female bare knuckle fighter. She and her husband (also a successful fighter) have been buying a potion from a local apothecary that gives the drinker increased STR and CON. Unfortunately if regularly imbibed it also causes the drinker to transform into a giant bipedal cat-like creature, who hunts and kills (for amusement, not food) in the night-time. Neither husband, nor wife, are completely aware that they are to blame for the murders, although one of them is beginning to suspect things are not as they should be. The Runners might witness a cat-fight (a very popular phenomenon); will need to catch the killers; and will possibly be able to trace the source of the potion (a powerful witch).

**Locations:** St Giles courtyard used for bare knuckle fighting; St Giles apothecary.

**Suggested NPCs:** Bare knuckle fighters; Inhabitants of St Giles; The witch apothecary.

### BARE-KNUCKLE BOXERS

STR 17 CON 15 SIZ 14 INT 10

POW 9 DEX 14 CHA 10

DM +1D6 HP 12 MWL 6 SP 11 MIL 6

Close Combat 55%, Dodge 70%, Persistence 60%, Resilience 70%, Streetwise 50%, Unarmed Combat 80%

Cosh 1D4 +1D6 or Dagger 1D4+1+1D6, Unarmed Combat 1D3+1D6

AP 0/0

### CAT THINGS

STR 22 CON 17 SIZ 13 INT 13

POW 13 DEX 20 CHA 6

DM +1D6 HP 15 MWL 8

Athletics 70%, Dodge 80%, Perception 70%, Persistence 60%, Resilience 70%, Stealth 80%

Claw 75% 1D8+1D6 or Bite 65% 1D8+1D6

AP 1/0



### APOTHECARY

STR 10 CON 10 SIZ 11 INT 16

POW 18 DEX 11 CHA 11

MAG 8 DM 0 HP 10 MWL 5 SP 15 MIL 8

Close Combat 30%, Commerce 50%, Craft (Apothecary) 90%, Dodge 40%, Lore (Cthulhu Mythos) 50%, Lore (Occult) 80%, Insight 90%, Persistence 70%, Resilience 30%, Unarmed Combat 40%, Witchcraft 80%

Dagger 1D4+1, Unarmed Combat 1D3

AP 0/0

Spells: *Control Winged Thing*, *Curse*, *Dismiss Winged Thing*, *Madness*, *Summon Winged Thing*

**Mythos themes:** Nocturnal possession and an apothecary in possession of powerful magic.

**Further Adventures:** If the Runners failed to find the apothecary a copy-cat killer might start a new wave of murders (as a fresh customer begins using the same tincture). If the Apothecary knows he is being hunted, he may summon a Winged Thing, which could remain after his death or arrest, haunting the dark roofs of London and picking off victims one by one.

### CONSTANTIA'S DILEMMA

Constantia Phillips, the owner of the Green Canister (a Covent Garden sex shop), has information for the Runners. She has heard disturbing rumours that women are being sold into slavery.

**The Job:** Find out about the disappearing prostitutes.

**Events:** The women are being sold by a St Giles brothel owner, to slavers. The slavers are procuring the women for foreign cultists. The prostitutes are drugged and carried in coaches, under guard, to awaiting vessels on the Thames. Constantia is worried – she actually has money invested in the brothel (she doesn't mind losing the money, too much, but doesn't want it to become known that she was ever involved in the place), and the other investors are dangerous criminals. She doesn't want to approach the Fieldings directly (as they dislike her so much), but she does want to stop innocent women being abducted. She will ap-

proach the Runners directly, unsure of where else to turn. The Runners might simply raid the brothel but, if they are patient, they might find the slave ship. The Runners might be able to rescue a hold full of slaves (all illegally abducted), or the ship could escape, setting off as soon as the sailors are aware that their plan has been rumbled.

**Locations:** The Green Canister in Covent Garden; A brothel in St Giles; A slave ship moored at Billingsgate docks.

**Suggested NPCs:** Prostitutes; pimps; slavers; Constantia Phillips.

### PROSTITUTES

STR 11 CON 11 SIZ 10 INT 11

POW 11 DEX 12 CHA 12

DM 0 HP 11 MWL 6 SP 11 MIL 6

Close Combat 30%, Dodge 40%, Evaluate 60%, Persistence 45%, Resilience 40%, Seduction 50%, Sleight 50%, Unarmed Combat 30%

Unarmed Combat 1D3

AP 0/0

### SAILORS

STR 13 CON 11 SIZ 10 INT 10

POW 10 DEX 14 CHA 11

DM 0 HP 11 MWL 6 SP 10 MIL 5

Close Combat 55%, Dodge 50%, Lore (Travel) 60%, Persistence 40%, Resilience 30%, Shiphandling 65%, Unarmed Combat 55%

Cutlass 1D6+2, Musket 2D8+1 or Pistol 1D6+2, Unarmed Combat 1D3

AP 0/0

### BROTHEL BULLIES

STR 13 CON 11 SIZ 13 INT 9

POW 9 DEX 11 CHA 10

DM +1D4 HP 12 MWL 6 SP 11 MIL 6

Close Combat 45%, Dodge 40%, Persistence 30%, Resilience 50%, Streetwise 60%, Unarmed Combat 50%

Cosh 1D4 +1D4 or Cudgel 1D6+1+1D4 or Dagger 1D4+1+1D4, Unarmed Combat 1D3+1D4

AP 0/0



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### CONSTANTIA

STR 10 CON 11 SIZ 11 INT 18

POW 15 DEX 12 CHA 13

DM 0 HP 11 MWL 6 SP 15 MIL 8

Commerce 90%, Dodge 40%, Evaluate 75%, Influence 80%, Insight 80%, Lore (London) 90%, Persistence 50%, Resilience 30%, Seduction 50%, Unarmed Combat 30%

Unarmed Combat 1D3

AP 0/0

\*For more on Constantia, see p.54.

**Mythos themes:** None directly, though the women are being sold to foreign cultists.

**Further Adventures:** The Runners might attract the wrath of Cthulhu cult members, if they manage to stop the operation. If the Runners foil the slave ring without implicating Constantia as an informant (or brothel owner), she will be forever grateful.

### DAYLIGHT ROBBERY

The Fieldings have agreed to dispatch the Runners as extra security, to protect the Bank of England as it opens its doors to the public to issue bonds.

**The Job:** Protect the Bank of England, and prevent the theft of any bonds.

**Events:** There will be an attempt at a robbery. The Runners will have to stop the thieves and try not to kill any innocents (the Bank will be crammed with wealthy people, buying bonds). Strange events complicate matters, the disturbance above attracting the attention of zombie-like creatures from beneath the bank, where there is an ancient ruined cultist temple dating from Roman times. The zombies are the reanimated corpses of long-dead Roman soldiers, and will be dressed and armed accordingly. If the Runners find their way into the ruins, they might be able to destroy the temple altar, which will put the zombies to rest for good.

**Locations:** The Bank of England on Threadneedle Street.

**Suggested NPCs:** Investors; bank robbers; zombie Romans.

### INVESTORS

STR 10 CON 11 SIZ 13 INT 12

POW 11 DEX 10 CHA 11

DM 0 HP 12 MWL 6 SP 11 MIL 6

Courtesy 50%, Dodge 20%, Influence 60%, Lore (Finance) 60%, Persistence 40%, Resilience 30%, Unarmed Combat 25%

Unarmed Combat 1D3

AP 0/0

### BANK ROBBERS

STR 14 CON 14 SIZ 11 INT 13

POW 12 DEX 14 CHA 14

DM +1D4 HP 13 MWL 7 SP 12 MIL 6

Close Combat 60%, Dodge 60%, Gun Combat 60%, Persistence 40%, Resilience 50%, Ride 50%, Stealth 50%, Unarmed Combat 45%

Carbine 2D6+1 or Pistol 1D6+2, Rapier 1D8+1D4, Unarmed Combat 1D3+1D4

AP 0/0

### ROMAN ZOMBIES

STR 20 CON 4 SIZ 13 INT 2

POW 2 DEX 8 CHA -

DM +1D6 HP 9 MWL 5 HR 0%/1D6

Close Combat 55%, Dodge 20%, Persistence 76%, Resilience 50%, Unarmed Combat 35%

Gladius 1D8+1D6 (25% chance of shattering each time they land a blow), Unarmed Combat 1D3+1D6

AP 3/1

**Mythos themes:** Undead creatures from ancient times live in the ruins under the bank vault.

**Further Adventures:** The Runners might earn a reputation for being good guards, or ignominy for failing to prevent a massacre.

### GANG WARS

There is trouble on the streets. London gangs are at war with each other. As tempting as it is to let them get on with it, innocent people are also getting hurt.

**The Job:** Keep the streets safe.



**Events:** There is a war between the gangs of the St Giles rookery and the gangs of the Old Nichol rookery. The Runners must try to keep the gangs apart, preferably contained in their own areas (which will be nigh on impossible, as there are so few Runners, and so many gang members). The Runners might even find they are asked to arbitrate – as hated as thief takers are, both sides might see them as suitably neutral to oversee a truce.

**Locations:** Any of the streets between St Giles and Old Nichol.

**Suggested NPCs:** Gang members; innocent passers-by.

### GANG MEMBERS

STR 13 CON 11 SIZ 13 INT 9

POW 9 DEX 11 CHA 10

DM +1D4 HP 12 MWL 6 SP 11 MIL 6

Close Combat 45%, Dodge 40%, Persistence 30%, Resilience 50%, Streetwise 60%, Unarmed Combat 50%

Cosh 1D4 +1D4 or Cudgel 1D6+1+1D4 or Dagger 1D4+1+1D4, Unarmed Combat 1D3+1D4

AP 0/0

**Mythos themes:** None

**Further Adventures:** The feud may reignite at a later time, or the Runners may have garnered the wrath, or even favour, of one of the gangs.

## A GUILTY SECRET

Henry Fielding is being blackmailed.

**The Job:** Find and silence the blackmailer.

**Events:** Henry has been receiving letters demanding money. The letters show an intimate knowledge of Henry's past. Aside from accusing him of some personal indiscretions, there are references in the blackmail notes to (at the time anonymous) works Henry once wrote, that could be seen as tantamount to treason. He doesn't deny any of the accusations, although he defends the treasonous work on the grounds that it was meant as mere satire, and his private indiscretions to the follies of youth. There will be a series of demands for money. The information has come from an old friend

(a politician, who is also the victim of blackmail). The Runners will need to find the source, catch the blackmailer, and find a way to shut them up while avoiding a public scandal.

**Possible Locations:** Various drop points around the city; Henry's friend's house, in Whitehall.

**Suggested NPCs:** Gang of blackmailers; Henry's politician friend.

### BLACKMAILERS

STR 11 CON 10 SIZ 11 INT 11

POW 9 DEX 15 CHA 10

DM 0 HP 11 MWL 6 SP 9 MIL 5

Close Combat 50%, Dodge 65%, Evaluate 60%, Resilience 40%, Sleight 65%, Stealth 55%, Streetwise 55%, Unarmed Combat 35%

Club 1D6 or Cosh 1D4 or Dagger 1D4+1, Unarmed Combat 1D3

AP 0/0

### HENRY'S FRIEND

STR 11 CON 11 SIZ 12 INT 12

POW 13 DEX 11 CHA 12

DM 0 HP 12 MWL 6 SP 13 MIL 7

Close Combat 40%, Courtesy 60%, Dodge 40%, Lore (Politics) 65%, Oratory 70%, Persistence 40%, Resilience 30%, Unarmed Combat 30%

Sword 1D8, Unarmed Combat 1D3

AP 0/0

**Mythos themes:** None, unless the blackmailers are trying to get Henry sacked because the Runners are closing in on a cultist/Mythos plot.

**Further Adventures:** The blackmailers could be part of a wider gang; or the contents of the blackmail letters might have been passed on to someone in authority (who will use the information as a lever against Henry).

## HIGHWAY TO HELL

The roads into London are plagued by highwaymen. To make matters worse there has been a spate of murders – someone has been making a concerted effort to attack and kill toll-keepers working on the western approach roads (the Bath Road and the Exeter Road) to the city.



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**The Job:** The Runners have been asked to undertake a highway patrol; interview some of the remaining, and now very nervous, toll-keepers; and catch whoever is responsible for the deaths.

**Events:** The attacks were not perpetrated by highwaymen (although the Runners may encounter some over the course of the adventure), but are the work of werewolves living on Hounslow Heath (to the west of the city). The werewolves live in illegal shacks upon the heath (of course, there may be other, innocent, squatters living on the heath). There are 25 square miles of heath, and plenty of copses in which either highwaymen or werewolves might seek cover.

**Locations:** Hounslow Heath.

**Suggested NPCs:** Frightened toll-keepers; highwaymen; werewolves.

### HIGHWAYMAN

STR 14 CON 14 SIZ 11 INT 13

POW 12 DEX 14 CHA 14

DM +1D4 HP 13 MWL 7 SP 12 MIL 6

Close Combat 60%, Dodge 60%, Gun Combat 60%, Persistence 40%, Resilience 50%, Ride 60%, Stealth 50%, Unarmed Combat 35%

Carbine 2D6+1 or Pistol 1D6+2, Rapier 1D8+1D4, Unarmed Combat 1D3+1D4

AP 0/0

### TOLL-KEEPER

STR 11 CON 11 SIZ 11 INT 10

POW 10 DEX 11 CHA 11

DM 0 HP 11 MWL 6 SP 10 MIL 5

Close Combat 40%, Dodge 30%, Lore (Law) 20%, Insight 35%, Perception 35%, Persistence 30%, Resilience 40%, Unarmed Combat 40%

Cosh 1D4 or Pistol 1D6+2, Unarmed Combat 1D3

AP 0/0

### WEREWOLVES\*

STR 11/22 CON 11 SIZ 13 INT 13/6

POW 11 DEX 11 CHA 11

DM 0/+1D6 HP 12 MWL 6

Athletics 60%, Close Combat 35%, Dodge 60%, Perception 60%, Persistence 60%, Resilience 60%, Stealth 60%, Unarmed Combat 60%

Club 1D6 or Dagger 1D4+1, Unarmed Combat 1D3/ Claw 60% 1D6+1D4 or Bite 60% 1D8+1D4

AP 0/0 or 1/0

\*For more on werewolves, see p.177.

**Mythos themes:** The werewolves may have some knowledge of the Mythos, or even be cultists.

**Further Adventures:** The Runners might meet a notorious highwayman (such as James Maclain, see p.119), whom they might make an enemy of (or even befriend, uniting to defeat the werewolves).

## MOHOCK MADNESS

There has been an upsurge in violent street attacks. Many of those attacked haven't been robbed, but have been horribly mutilated.

**The Job:** Stop the attacks; catch the perpetrators.

**Events:** The attacks are similar to previous attacks by the Mohock gang. The Runners might discover that the Mohocks are a sinister gang of wealthy rakes, hell-bent on causing city-wide fear. The Mohocks will step up their attacks until the next full moon (when they will be participating in a ritual, after which things will calm down again). The Mohocks will be hard to stop as they usually work alone and only attack when they think they can get away with it. If the Runners do discover the identities of any of the gang members they will have a dilemma – as the Mohocks are wealthy young people with fairly influential connections. For more on the Mohocks, see p.136.

**Locations:** Any location in London.

**Suggested NPCs:** Mohocks; victims of the Mohocks.

### MOHOCKS

STR 13 CON 12 SIZ 11 INT 11

POW 13 DEX 12 CHA 12

DM 0 HP 12 MWL 6 SP 13 MIL 7

Close Combat 65%, Dodge 55%, Influence 70%, Lore (Cthulhu Mythos) 30%, Lore (Occult) 40%, Persistence 40%, Resilience 45%, Ride 50%, Stealth 60%, Unarmed Combat 45%



Dagger or Razor 1D4+1, Pistol 1D6+2, Sword 1D8, Unarmed Combat 1D3

AP 0/0

**Mythos themes:** Some of the Mohocks worship Nyarlathotep. The upsurge in activities might represent a wider cultist plot, or a forthcoming ritual which will unleash a cosmic disaster.

**Further Adventures:** The Runners will make some powerful enemies if they prosecute or kill any of the Mohocks (as the Mohocks have such influential friends and relatives). The increase in atrocities by the Mohocks might just be one part of a spiralling crime wave, involving other gangs and cults.

### OUT OF LUCK

Wealthy gamblers are finding themselves having a run of ill-luck.

**The Job:** Suppress the gambling houses.

**Events:** Some very wealthy men are a little less wealthy than they were before. They think the gambling houses are cheating, and want them shut down. In fact the cause is not the gambling house owners, but a high class courtesan who has been seeing all of the losing gamblers concerned. She is wearing an amulet that drains the luck of others (it reduces the Gambling skill of those that come into contact with it by 50% for 24 hours, while giving the wearer increased CHA. It may have other powers, at the Game Master's discretion). If the Runners think to question the losers, they might be able to detect a pattern. If they simply take the gambling houses head-on, then they will have a fight on their hands with annoyed customers and gambling house bullies. The courtesan was given the amulet by an admirer, a foreign diplomat no longer living in London. She is not aware of its powers, but will not give it up cheaply.

**Locations:** Gambling houses; the homes of some wealthy gamblers; the courtesan's house in St James.

**Suggested NPCs:** Gambling house guards; wealthy gamblers; the courtesan.

### GAMBLING HOUSE BULLIES

STR 13 CON 11 SIZ 13 INT 9

POW 9 DEX 11 CHA 10

DM +1D4 HP 12 MWL 6 SP 11 MIL 6

Close Combat 45%, Dodge 40%, Persistence 30%, Resilience 50%, Streetwise 60%, Unarmed Combat 50%

Cosh 1D4 +1D4 or Cudgel 1D6+1+1D4 or Dagger 1D4+1+1D4, Unarmed Combat 1D3+1D4

AP 0/0

### WEALTHY GAMBLERS

STR 12 CON 12 SIZ 11 INT 11

POW 13 DEX 12 CHA 12

DM 0 HP 12 MWL 6 SP 13 MIL 7

Close Combat 45%, Dodge 45%, Influence 70%, Persistence 40%, Resilience 45%, Ride 50%, Seduction 40%, Unarmed Combat 45%

Pistol 1D6+2, Sword 1D8, Unarmed Combat 1D3

AP 0/0

### COURTESAN

STR 10 CON 11 SIZ 11 INT 12

POW 12 DEX 13 CHA 21

DM 0 HP 9 MWL 5 SP 13 MIL 7

Courtesy 75%, Dodge 45%, Influence 75%, Insight 65%, Lore (Fashion) 70%, Lore (High Society) 70%, Perception 75%, Persistence 40%, Resilience 30%, Seduction 75%, Unarmed Combat 25%

Unarmed Combat 1D3

AP 0/0

**Mythos themes:** The amulet is a Mythos artefact.

**Further Adventures:** If the Runners don't destroy the amulet, cultists may try to recover it.

### A RAID GONE WRONG

John Fielding is haunted by images of women enslaved in a nearby brothel. He has visions of them being consumed by a pack of rats.

**The Job:** Raid the brothel and release (or arrest) the prostitutes.

**Events:** The brothel madam is a witch, with rat thing familiars. The raid might well go wrong, the madam has hired bullies and rat things working for her. At a pinch she will try to escape, abandoning the brothel to the Runners.



## Chapter 13: Adventure Seeds

**Locations:** A Covent Garden brothel.

**Suggested NPCs:** Prostitutes; the witch bawd; Rat things; bawdy house bullies.

### PROSTITUTES

STR 11 CON 11 SIZ 10 INT 11

POW 11 DEX 12 CHA 12

DM 0 HP 11 MWL 6 SP 11 MIL 6

Close Combat 30%, Dodge 40%, Evaluate 60%, Persistence 45%, Resilience 40%, Seduction 50%, Sleight 50%, Unarmed Combat 30%

Unarmed Combat 1D3

AP 0/0

### BULLIES

STR 13 CON 11 SIZ 13 INT 9

POW 9 DEX 11 CHA 10

DM +1D4 HP 12 MWL 6 SP 11 MIL 6

Close Combat 45%, Dodge 40%, Persistence 30%, Resilience 50%, Streetwise 60%, Unarmed Combat 50%

Cosh 1D4 +1D4 or Cudgel 1D6+1+1D4 or Dagger 1D4+1+1D4, Unarmed Combat 1D3+1D4

AP 0/0

### BAWD/WITCH

STR 10 CON 10 SIZ 10 INT 13

POW 15 DEX 11 CHA 11

DM 0 HP 10 MWL 5 SP 15 MIL 8

Close Combat 30%, Commerce 60%, Dodge 40%, Insight 60%, Persistence 50%, Resilience 30%, Unarmed Combat 40%,

Dagger 1D4+1, Unarmed Combat 1D3

AP 0/0

Spells: *Curse, Glamour, Tough Skin*

### RAT THINGS\*

STR 2 CON 7 SIZ 1 INT 11/14

POW 7 DEX 20 CHA 2

MAG 0/7 DM -1D6 HP 4 MWL 2

Dodge 90%, Persistence 40%, Resilience 70%, Stealth 60%, Unarmed Combat 45%

Unarmed Combat (Bite) 1D3-1D6

Some rat things have spells.\*

AP 0/0

\*For more on rat things and their magic, see p.169.

**Mythos themes:** Rat things.

**Further Adventures:** The madam might escape; or the Runners might be forever stalked by rat things.

## SAFE DELIVERY

The Runners have a prisoner that they need to transfer from Bow Street to Newgate. It's not far, but there will be a rescue attempt.

**The Job:** Escort the prisoner.

**Events:** Other criminals want to liberate the prisoner, and will attempt some form of ambush or diversion to free their comrade.

**Locations:** The streets from Bow Street to Newgate (probably either along High Holburn or Fleet Street).

**Suggested NPCs:** Criminal gang members.

### THUGS

STR 13 CON 11 SIZ 13 INT 9

POW 9 DEX 11 CHA 10

DM +1D4 HP 12 MWL 6 SP 11 MIL 6

Close Combat 45%, Dodge 40%, Persistence 30%, Resilience 50%, Streetwise 60%, Unarmed Combat 50%

Cosh 1D4 +1D4 or Cudgel 1D6+1+1D4 or Dagger 1D4+1+1D4, Unarmed Combat 1D3+1D4

AP 0/0

**Mythos themes:** None

**Further Adventures:** If the Runners get the prisoner safely to Newgate, perhaps there will be another rescue attempt (maybe at the Old Bailey trial, or when the prisoner is taken to Tyburn to hang). The Runners might want to eliminate (or at least put off) the gang behind the attempts, and they might want to add their weight to the Tyburn escort.

## THE SIEGE OF BOW STREET

The Runners have arrested somebody who the mob like. At the magistrate's hearing, held at Bow Street, there is an attempt made by the crowd to storm the building and liberate the prisoner.

**The Job:** Defend Bow Street from the mob; Keep hold of the accused.

**Events:** The crowd will try to storm the Bow Street offices and rescue a prisoner. The Runners will have to keep them out (locking the reinforced



front door would be a start). Even if Henry reads the Riot Act (perhaps from an upstairs window), it will be a while before the army arrives and the mob can be dispersed. The Runners will have to weather a series of attacks on the property.

**Locations:** Bow Street.

**Suggested NPCs:** An angry mob; a prisoner.

### CROWD MEMBERS

STR 11 CON 11 SIZ 11 INT 10

POW 10 DEX 11 CHA 10

DM 0 HP 11 MWL 6 SP 10 MIL 5

Close Combat 40%, Dodge 40%, Perception 35%, Persistence 40%, Resilience 40%, Streetwise 40%, Unarmed Combat 30%

Club 1D6 or Dagger 1D4+1, Unarmed Combat 1D3

AP 0/0

**Mythos themes:** The mob might be infiltrated by cultists, or the prisoner might have a connection to another case involving the Mythos. The crowd may be being encouraged by Nyarlathotep in his Agitator guise (p.159). Or perhaps the Runners have made too many enemies, and this is the excuse they have all been waiting for...

**Further Adventures:** The siege will be the talk of the town. If the siege doesn't end decisively, there could be further trouble.

### UNFAIR COMPETITION

A rival group of thief takers have set themselves up, ostensibly to do similar work to the Runners. They also work under the direction of a magistrate. They seem to be having more success than the Runners, beating them to clues, taking the cream of the blood money, and making the Runners look like bumbling slowcoaches.

**The Job:** The Fieldings are suspicious that there is more to this than meets the eye, so the Runners

are dispatched to find out more about their rivals.

**Events:** The rival thief takers are working for a magistrate who is a magician. He is using occult powers to find and locate criminals. He may have a grudge against the Fieldings; be using his powers for doing good; or be in it for the money.

**Locations:** Rival magistrate office; Crime scenes.

**Suggested NPCs:** Rival Runners; a rival magistrate.

### RIVAL RUNNERS

STR 14 CON 12 SIZ 12 INT 10

POW 10 DEX 11 CHA 11

DM +1D4 HP 12 MWL 6 SP 10 MIL 5

Close Combat 50%, Dodge 30%, Lore (Law) 20%, Insight 45%, Perception 45%, Persistence 30%, Resilience 50%, Unarmed Combat 50%

Cosh 1D4+1D4, Unarmed Combat 1D3+1D4

AP 0/0

### RIVAL MAGISTRATE

STR 10 CON 10 SIZ 14 INT 13

POW 16 DEX 10 CHA 10

DM 0 HP 11 MWL 6 SP 16 MIL 8

Courtesy 50%, Dodge 20%, Influence 75%, Insight 60%, Lore (Law) 60%, Perception 60%, Persistence 65%, Resilience 20%, Witchcraft 60%

Sword 1D8, Unarmed Combat 1D3

AP 0/0

Spells: *Change Appearance (Immediate)*, *Curse*, *Madness*, *Sharpen Weapon*, *Tough Skin*

**Mythos themes:** The rival magistrate is a magician; he also might be in possession of Mythos tomes.

**Further Adventures:** There might be other magicians that need hunting down.



# NICHOLAS METCALFE – BOW STREET RUNNER



**Nationality:** English      **Homeland:** London      **Age:** 28

**Gender:** Male      **Hero Points:** 2

**Social Class:** Townsman      **Profession:** Watchman (Constable)

**STR:** 13   **CON:** 15   **SIZ:** 13   **INT:** 13   **POW:** 9   **DEX:** 12   **CHA:** 11

**DM:** +1D4   **HP:** 14   **MWL:** 7   **AP:** 0/0   **SP:** 9   **MIL:** 5   **Move:** 15m

**Combat Order:** 12      **Spellcasting Order:** 13

**Common Skills:** Athletics 80%, Close Combat 86%, Culture (Own) 66%, Dance 23%, Dodge 64%, Drive 45%, Evaluate 54%, First Aid 35%, Gun Combat 25%, Influence 52%, Insight 42%, Lore (Regional) 56%, Perception 52%, Persistence 28%, Ranged Combat 25%, Resilience 85%, Ride 21%, Sing 22%, Sleight 23%, Stealth 25%, Unarmed Combat 65%

**Advanced Skills:** Commerce 24%, Disguise 34%, Language (English) 74%, Language (Thieves' Cant) 34%, Lore (Law) 46%, Lore (London) 76%, Play Instrument (Flute) 24%, Streetwise 50%

**Weapons:**      Runner's Club (**Skill:** 86% **Size:** M **Damage:** 1D6+1D4)

                         Unarmed (**Skill:** 65% **Size:** S **Damage:** 1D3+1D4)

**Wealth:** 90s

**Equipment:** Constable's rattle, inexpensive wig, rugged clothing, "Sunday best" clothing

Solid and reliable, Nicholas Metcalfe is dedicated to his new role as a Bow Street Runner. Nicholas can't understand why others try to avoid their public duties – he has been working as a constable for the past six years (living off the small amounts that those who should be doing the job pay him, to cover their duties). Nicholas has no vices, lives with his family in Holburn, and takes a keen interest in the law. Nicholas believes in fairness, and dislikes corruption. He would love to be a magistrate one day, and looks up to the Fieldings. In turn, the Fieldings seem to admire Nicholas for his dependability and enthusiasm. Nicholas doesn't like being described as a thief taker, and, although he is poor, he can't be bribed.

# ROBERT FOOT – BOW STREET RUNNER



**Nationality:** English      **Homeland:** Sussex      **Age:** 32

**Gender:** Male      **Hero Points:** 2

**Social Class:** Townsman      **Profession:** Mercenary (ex-Bodyguard)

**STR:** 16   **CON:** 11   **SIZ:** 18   **INT:** 13   **POW:** 9   **DEX:** 11   **CHA:** 9

**DM:** +1D6   **HP:** 15   **MWL:** 8   **AP:** 0/0   **SP:** 9   **MIL:** 5      **Move:** 15m

**Combat Order:** 11      **Spellcasting Order:** 13

**Common Skills:** Athletics 57%, Close Combat 49%, Culture (Own) 56%, Dance 30%, Dodge 42%, Drive 64%, Evaluate 52%, First Aid 34%, Gun Combat 54%, Influence 68%, Insight 32%, Lore (Regional) 56%, Perception 52%, Persistence 28%, Ranged Combat 34%, Resilience 52%, Ride 50%, Sing 18%, Sleight 30%, Stealth 34%, Unarmed Combat 67%

**Advanced Skills:** Commerce 22%, Disguise 22%, Dual Weapons (Two Pistols) 54%, Gambling 52%, Language (English) 76%, Lore (Household of the Duke of Newcastle) 51%, Lore (Tactics) 36%, Streetwise 28%

**Weapons:**      Pair of Pistols (**Skill:** 54% **Damage:** 1D6+2 **Range:** 5m **Loading:** 3)

                         Runner's Club (**Skill:** 49% **Size:** M **Damage:** 1D6+1D6)

                         Unarmed (**Skill:** 67% **Size:** S **Damage:** 1D3+1D6)

**Wealth:** 20s

**Equipment:** Cards, dice, fine wig, rugged clothing

Big and strong, Robert formerly worked as a personal bodyguard for the Duke of Newcastle (one of the most important men in England). Newcastle seemed to appreciate Robert's efforts, which made his decision to send Robert to join the Bow Street Runners all the more unfathomable. Robert sends intelligence reports to Newcastle and receives a stipendiary payment for this service. Robert is convinced the Fieldings know that he is Newcastle's man, but they haven't broached the subject. Robert is a gambler. He gambles any money he earns. He somehow manages to avoid going into debt, but he always gambles away any winnings. He is looking forward to bringing some felons to justice, as he has heard the courts will pay him for his efforts (which will give him fresh stakes to take to the gambling houses). As a Runner, Robert is at a disadvantage as he doesn't know London very well (only recently having moved into the city at Newcastle's behest).



# GEORGE HARDY – BOW STREET RUNNER

**Nationality:** English      **Homeland:** London      **Age:** 28

**Gender:** Male      **Hero Points:** 2

**Social Class:** Townsman      **Profession:** Craftsman (Weaver)

**STR:** 12 **CON:** 10 **SIZ:** 12 **INT:** 14 **POW:** 16 **DEX:** 16 **CHA:** 9

**DM:** 0 **HP:** 11 **MWL:** 6 **AP:** 0/0 **SP:** 16 **MIL:** 8 **Move:** 15m

**Combat Order:** 16      **Spellcasting Order:** 14

**Common Skills:** Athletics 48%, Close Combat 36%, Culture (Own) 58%, Dance 25%, Dodge 72%, Drive 40%, Evaluate 83%, First Aid 50%, Gun Combat 30%, Influence 63%, Insight 50%, Lore (Regional) 58%, Perception 60%, Persistence 47%, Ranged Combat 30%, Resilience 30%, Ride 32%, Sing 25%, Sleight 35%, Stealth 40%, Unarmed Combat 48%

**Advanced Skills:** Commerce 33%, Craft (Weaver) 50%, Engineering 28%, Language (English) 78%, Language (Thieves' Cant) 38%, Lore (Law) 48%, Lore (London) 68%, Play Instrument (Drum) 25%, Streetwise 65%

**Weapons:**      Runner's Club (**Skill:** 36% **Size:** M **Damage:** 1D6)

                         Unarmed (**Skill:** 48% **Size:** S **Damage:** 1D3)

**Wealth:** 70s

**Equipment:** Bible, rugged clothes, modest wig, "Sunday best" clothes

George had a difficult upbringing. Orphaned, he lived on the streets until being taken into the workhouse. He survived the system, was apprenticed to a clothier, then made his own way as a thief taker. George is scrupulously honest, and believes everyone else should be too! As a thief taker, George relied on brains rather than brawn, to find felons, leaving others to make the actual arrests. George is embarrassed by his humble roots, and pretends to be of a higher social station (he tries to speak like a gentleman, by adding h's to words that start with a vowel, and removing them from words that start with an h). George is thrilled to be a Bow Street Runner – it gives him the opportunity to hobnob with his betters, such as the Fieldings; to belong to a group; and to enforce the law against scoundrels. George will do just about anything to enhance the Runner's reputation, and would like them to become a full-time salaried force.



# BENJAMIN LOCK – BOW STREET RUNNER

**Nationality:** English      **Homeland:** London      **Age:** 26

**Gender:** Male      **Hero Points:** 2

**Social Class:** Townsman      **Profession:** Thief (Informant)

**STR:** 11 **CON:** 12 **SIZ:** 9 **INT:** 18 **POW:** 17 **DEX:** 12 **CHA:** 14

**DM:** 0 **HP:** 11 **MWL:** 6 **AP:** 0/0 **SP:** 17 **MIL:** 9 **Move:** 15m

**Combat Order:** 12      **Spellcasting Order:** 18

**Common Skills:** Athletics 43%, Close Combat 49%, Culture (Own) 66%, Dance 26%, Dodge 74%, Drive 40%, Evaluate 72%, First Aid 45%, Gun Combat 30%, Influence 73%, Insight 65%, Lore (Regional) 66%, Perception 60%, Persistence 34%, Ranged Combat 30%, Resilience 34%, Ride 29%, Sing 31%, Sleight 56%, Stealth 70%, Unarmed Combat 33%

**Advanced Skills:** Commerce 32%, Disguise 52%, Gambling 35%, Language (English) 82%, Language (Thieves' Cant) 62%, Lore (London) 76%, Mechanisms 40%, Streetwise 56%

**Weapons:**      Serrated Dagger (**Skill:** 49% **Size:** S **Damage:** 1D4+2)

                         Runner's Club (**Skill:** 49% **Size:** M **Damage:** 1D6)

                         Unarmed (**Skill:** 33% **Size:** S **Damage:** 1D3)

**Wealth:** 30s

**Equipment:** Shabby clothes, matted wig, grubby address book, lockpicks

Benjamin has a dubious reputation. What's more, he is so shabby in appearance, he looks more like a vagrant than a thief taker. Nevertheless, the Fieldings value him for his extensive knowledge of the London criminal underworld, his dubious contacts, and because they realise that deep down Benjamin is as honest as the day is long. Benjamin gets by on very little money because lots of people owe him favours. He mainly worked as an informant, before joining the Runners, but unusually this hasn't made him unpopular with the poor. He only informs on violent or exploitative rogues, turning a blind eye to the misdemeanours of the needy. This means that he has a lot of dodgy friends, and a few dangerous enemies. Benjamin is happy to be working for the Runners, believing the Fieldings to be both honest, and well-meaning (for toffs).





# JOHN INGLIS – BOW STREET RUNNER

**Nationality:** English      **Homeland:** London      **Age:** 34

**Gender:** Male      **Hero Points:** 2

**Social Class:** Townsman      **Profession:** Mercenary (Thief Taker)

**STR:** 13   **CON:** 11   **SIZ:** 18   **INT:** 11   **POW:** 10   **DEX:** 17   **CHA:** 10

**DM:** +1D6   **HP:** 15   **MWL:** 8   **AP:** 0/0   **SP:** 10   **MIL:** 5   **Move:** 15m

**Combat Order:** 17      **Spellcasting Order:** 11

**Common Skills:** Athletics 60%, Close Combat 64%, Culture (Own) 52%, Dance 47%, Dodge 54%, Drive 58%, Evaluate 71%, First Aid 48%, Gun Combat 58%, Influence 50%, Insight 41%, Lore (Regional) 52%, Perception 41%, Persistence 35%, Ranged Combat 38%, Resilience 42%, Ride 27%, Sing 20%, Sleight 47%, Stealth 28%, Unarmed Combat 60%

**Advanced Skills:** Gambling 51%, Language (English) 71%, Language (Thieves' Cant) 41%, Lore (London) 52%, Lore (Occult) 42%, Lore (Tactics) 32%, Streetwise 40%

**Weapons:**      Pair of Pistols (**Skill:** 58% **Damage:** 1D6+2 **Range:** 5m **Loading:** 3)

Runner's Club (**Skill:** 58% **Size:** S **Damage:** 1D6+1D6)

Unarmed (**Skill:** 60% **Size:** S **Damage:** 1D3+1D6)

**Wealth:** 120s

**Equipment:** Rugged clothes, gold rings, powdered wig, strange old book

John claims to be passionate about the law, but really he is only interested in lining his pockets. John came from the streets, and has no intention of landing back there – he wants to get ahead. John worked as a thief taker before joining the Runners. As a thief taker he wasn't above taking the occasional bribe, nor claiming reward money for negotiating the return of stolen items. Truth is, John is slightly corrupt, but not inefficient nor completely criminal. John is a little worried that the Fieldings suspect him of underhand dealings, and is trying not to give them any cause to doubt him. John is very superstitious, and takes a keen amateur interest in the supernatural.



# JULIET HARRIOT – CONSULTANT

**Nationality:** English      **Homeland:** London      **Age:** 30

**Gender:** Female      **Hero Points:** 2

**Social Class:** Middle      **Profession:** Merchant

**STR:** 9   **CON:** 13   **SIZ:** 12   **INT:** 14   **POW:** 16   **DEX:** 16   **CHA:** 16

**DM:** 0   **HP:** 13   **MWL:** 7   **AP:** 0/0   **SP:** 16   **MIL:** 8      **Move:** 15m

**Combat Order:** 16      **Spellcasting Order:** 14

**Common Skills:** Athletics 25%, Close Combat 23%, Culture (Own) 58%, Dance 52%, Dodge 52%, Drive 30%, Evaluate 90%, First Aid 30%, Gun Combat 30%, Influence 87%, Insight 60%, Lore (Regional) 63%, Perception 50%, Persistence 42%, Ranged Combat 30%, Resilience 26%, Ride 42%, Sing 52%, Sleight 52%, Stealth 30%, Unarmed Combat 35%

**Advanced Skills:** Art (Poetry) 42%, Commerce 70%, Courtesy 40%, Language (English) 80%, Language (Thieves' Cant) 28%, Lore (Logistics) 48%, Lore (London) 58%, Streetwise 42%

**Weapons:**      Dagger (**Skill:** 35% **Size:** S **Damage:** 1D4+1)

Unarmed (**Skill:** 35% **Size:** S **Damage:** 1D3)

**Wealth:** 200s

**Equipment:** Countless expensive dresses and wigs, rugged winter wear, a large collection of dress jewellery

Juliet owns various businesses around London and, although her gender means she often has to act through agents, she actively ran several successful coffee houses. She has somehow managed to avoid having any of her businesses associated with vice or scandal, but maintains connections with various associates who run less salubrious establishments. In other words, Juliet has lots of contacts in the vice trade. Juliet is a good friend of Henry Fielding, who values her knowledge of London commerce, while wishing she wouldn't take quite such an active interest in the work of the newly formed Bow Street Runners. Juliet thinks that if the Runners can be kept honest they might just be able to save London from being overrun with criminality and vice.





# EMILY COLQUHOUN - CONSULTANT

**Nationality:** English      **Homeland:** Middlesex      **Age:** 29  
**Gender:** Female      **Hero Points:** 2  
**Social Class:** Gentry      **Profession:** Courtier (Philanthropist)  
**STR:** 12 **CON:** 12 **SIZ:** 15 **INT:** 16 **POW:** 15 **DEX:** 10 **CHA:** 11  
**DM:** +1D4 **HP:** 14 **MWL:** 7 **AP:** 0/0 **SP:** 16 **MIL:** 8 **Move:** 15m  
**Combat Order:** 10      **Spellcasting Order:** 16



**Common Skills:** Athletics 32%, Close Combat 37%, Culture (Own) 62%, Dance 46%, Dodge 50%, Drive 26%, Evaluate 57%, First Aid 26%, Gun Combat 66%, Influence 77%, Insight 61%, Lore (Regional) 67%, Perception 66%, Persistence 50%, Ranged Combat 26%, Resilience 34%, Ride 65%, Sing 36%, Sleight 36%, Stealth 26%, Unarmed Combat 22%

**Advanced Skills:** Art (Oils) 31%, Courtesy 37%, Language (English) 77%, Lore (Noble Families) 42%, Lore (Occult) 42%, Lore (Politics) 42%, Seduction 37%

**Weapons:** Pistol (**Skill:** 66% **Damage:** 1D6+2 **Range:** 5m **Loading:** 3)  
Unarmed (**Skill:** 22% **Size:** S **Damage:** 1D3+1D4)

**Wealth:** 400s

**Equipment:** Expensive but sensible clothes, small head-dress, collection of Eastern artifacts

Emily is wealthy, clever, and independent. Up until recently she devoted much of her time to charitable works. She lives in a fine apartment in Kensington, which causes some to imagine her a courtesan. She certainly has kept cordial relations with some of the incumbents at the palace, but she is beholden to nobody. Her high level political connections, and the fact that she has been instrumental in lobbying her influential friends on the Fieldings' behalf, means they find it hard to deter her from taking an active interest in the Runners' day-to-day operations. What's more, Emily seems to know nearly every member of London society - from Whitehall to theatreland and everywhere in between. Emily counts Sir Francis Dashwood, and various other unsavoury libertines, amongst her former acquaintances, and she is convinced that there is some dark plot at the heart of London society. It was hearing of John Fielding's esoteric visions that led her to Bow Street, and she is determined to stick about and see what the Runners uncover at his behest.

# OLIVER GAST - CONSULTANT

**Nationality:** English      **Homeland:** London      **Age:** 42  
**Gender:** Male      **Hero Points:** 2  
**Social Class:** Middle      **Profession:** Physician and Scholar  
**STR:** 13 **CON:** 8 **SIZ:** 13 **INT:** 15 **POW:** 17 **DEX:** 12 **CHA:** 14  
**DM:** +1D4 **HP:** 11 **MWL:** 6 **AP:** 0/0 **SP:** 17 **MIL:** 9 **Move:** 15m  
**Combat Order:** 12      **Spellcasting Order:** 15



**Common Skills:** Athletics 35%, Close Combat 38%, Culture (Own) 60%, Dance 36%, Dodge 34%, Drive 27%, Evaluate 64%, First Aid 77%, Gun Combat 27%, Influence 68%, Insight 52%, Lore (Regional) 65%, Mechanisms 37%, Perception 42%, Persistence 44%, Ranged Combat 27%, Resilience 16%, Ride 49%, Sing 31%, Sleight 26%, Stealth 27%, Unarmed Combat 45%

**Advanced Skills:** Art (Writing) 39%, Courtesy 49%, Healing 60%, Language (English) 79%, Language (French) 39%, Language (Latin) 39%, Lore (Antiquities) 40%, Lore (Occult) 50%, Lore (Research) 50%

**Weapons:** Sword (**Skill:** % **Size:** M **Damage:** 1D8+1D4)  
Unarmed (**Skill:** % **Size:** S **Damage:** 1D3)

**Wealth:** 100s

**Equipment:** Scruffy work suit, work apron, medical tools, a study full of esoteric tomes, a workshop full of odd inventions

Oliver is an eccentric. He makes most of his money as a physician and coroner, jobs that he is reasonably competent at, but his true interests lie elsewhere. He believes himself to be an all-round man of science, and he is currently bending his mind to formulating ways that science might be used as an aid to law enforcement. Sadly, his theories are way before their time, and usually any results he does achieve are inadmissible as evidence. The Fieldings like Oliver, although they are bemused by some of his madcap ideas (such as his plan to take a cast of every face in London, "just in case"; his plan to create a magnetic guilt detector; and his attempts to "innoculate" himself against all poisons through the imbibing of small doses of narcotic substances). As well as being the Doctor at Bow Street, Oliver is a recent convert to druidism, and a keen Freemason.



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Player: \_\_\_\_\_  
 Character: \_\_\_\_\_  
 Profession: \_\_\_\_\_  
 Social Class: \_\_\_\_\_  
 Organisation(s): \_\_\_\_\_

### *Characteristics and Attributes*

STR: \_\_\_\_\_ Damage Mod.: \_\_\_\_\_  
 CON: \_\_\_\_\_ Combat Order: \_\_\_\_\_  
 SIZ: \_\_\_\_\_ Movement: \_\_\_\_\_  
 INT: \_\_\_\_\_  
 POW: \_\_\_\_\_ Hero Points: \_\_\_\_\_  
 DEX: \_\_\_\_\_ Improvement Points: \_\_\_\_\_  
 CHA: \_\_\_\_\_

### Armour

Type: \_\_\_\_\_ AP: \_\_\_\_\_

### Hit Points

Maximum: \_\_\_\_\_ Current: \_\_\_\_\_

Major Wound Level: \_\_\_\_\_

### Sanity Points

Maximum: \_\_\_\_\_ Current: \_\_\_\_\_

Major Insanity Level: \_\_\_\_\_

### Wounds and Insanity

\_\_\_\_\_  
\_\_\_\_\_

### Common Skills

Athletics	STR+DEX _____	Lore (Regional)	INTx2 _____
Close Combat	INT+STR _____	Perception	INTR+POW _____
Culture (Own)	INTx2 _____	Persistence	POWx2 _____
Dance	DEX+CHA _____	Ranged Combat	INT+DEX _____
Dodge	DEXx2 _____	Resilience	CONx2 _____
Drive	DEX+POW _____	Ride	DEX+POW _____
Evaluate	INT+CHA _____	Sing	CHA+POW _____
First Aid	INT+DEX _____	Sleight	DEX+CHA _____
Gun Combat	INT+DEX _____	Stealth	DEX+INT _____
Influence	CHAx2 _____	Unarmed Combat	STR+DEX _____
Insight	INT+POW _____		

### Advanced Skills

Skill	Base	%
_____		
_____		
_____		
_____		
_____		
_____		
_____		
_____		

### Weapons

Weapon	Skill %	Size	Damage Notes	Range	Load	ENC
_____						
_____						
_____						
_____						
_____						

### Equipment

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

### Money:



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