

Diamonds and Coal

A DEAD INSIDE larp

based on the game *DEAD INSIDE* by
CHAD UNDERKOFFLER

a larp scenario for INTERCON K by
JULIA BOND ELLINGBOE and
EMILY CARE BOSS
2011

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ABOUT THIS GAME

This is a live action role playing game, based on the *DEAD INSIDE* System written by Chad Underkoffler (Atomic Sock Monkey Press, 2004; atomicsockmonkey.com). All concepts and original text from *DEAD INSIDE* used by permission. Thank you so much, Chad!

Diamonds and Coal is a larp scenario written for production at Intercon K, 2011 (interactiveliterature.org/K/). It was designed and run by Julia Bond Ellingboe and Emily Care Boss. Our thanks go out to the players who brought the game to life and provided critical feedback after play. And to the organizers of the Intercon series, an outstanding convention dedicated to high-quality original live action gaming. The Massachusetts Intercon events are run by New England Interactive Literature (interactiveliterature.org/NEIL/), a 25 year old non-profit organization that promotes larp in New England and beyond.

AN INTRODUCTION TO THE WORLD OF DIAMONDS AND COAL

SHORT DESCRIPTION:

Newcastle-Upon-Tyne, 1852, near the heart of England's mining industry, a strange illness takes over the locals making them feel empty and hollow. As more people fall ill with the Sickness, a number of powerful people who understand the supernatural source of it descend upon Newcastle. Those afflicted must seek help from all whom they meet: mortal, mage, ghost and spirit. And help each other along their own road to redemption or perdition--everyone's fate hangs in the balance.

GAME DESCRIPTION:

Newcastle-Upon-Tyne, 1852, near the heart of England's mining industry, a strange illness takes over the locals. Those affected describe the feeling as having lost one's soul, feeling empty and hollow. Commonly called "The Sickness", it's taking over Newcastle at an alarming rate. Some say the earth has given up too much coal, and now asks for something in return--a taste of humanity or a little soul. Others say the wealthy and elite have grown tired of money and now need the same.

Whatever or whoever causes The Sickness, those afflicted find they gain a new awareness of the world around them. Some describe being able to see diamonds amidst the depressing, dingy, soot that covers daily life. They see other-worldly beings, from shimmery creatures that beckon the Sick to a calmer, safer world, beings who help and prey upon the afflicted, ghosts, and terrible things with no name. Those afflicted can seek help from these supernatural beings, sometimes fighting back against them. They must seek help from all whom they meet: mortal, mage, ghost and spirit. And help each other along their own road to redemption or perdition--everyone's fate hangs in the balance.

As more people fall ill with the Sickness, a number of powerful people who understand the source of this Sickness descend upon Newcastle to help and hurt any Geordie who bears the mark of this peculiar illness.

Diamonds and Coal is based on Chad Underkoffler's table-top RPG, *Dead Inside*, with the sensibilities of Sondheim's *Sweeney Todd* and Fail Better Games' addictive html game *Echo Bazaar*, and set in a steampunk flavored Northern England mining town.

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Diamonds and Coal

World information sheet

Welcome to Diamonds and Coal. You are living in Newcastle-upon-Tyne on the rugged northern coast of England. Proverbially famous for its town of soot faced miners who provide the nuggets of fuel needed to power the engine of progress that London has become. The Geordies dig deep into the earth where few mortals dare, risking life and limb and more often than not making living sacrifices themselves to the silent depths that humans rob for their ambitions and pleasures.

The people of Newcastle are hardy peoples who trace their city's origin back to Roman times. The thick Geordie accent that marks them out, is descended from their Anglo-Saxon forbears who were brought in by the ancient Britons to fight off their foes the Romans and the Picts.

Holding fast to the old ways in tongue and in action is a Newcastle tradition. As is--now--delving deep into the stone for the coal, new riches for their land in this time of modern wonders. Despite the price taken by the deeps in the lives of miners lost, it keeps most of the Geordies out of the horrors of the workhouse. Fiercely independent, they work for the mine owners as their ancestors might have fought for their Briton lords: on their own terms and in their own time.

The World is Victoria's Empire. You are one of her subjects, a member of the fastest growing imperial power and the leader among the nations in discoveries, inventions and new innovations using the untold power of the Steam Engine. Thomas Savery's device, created originally to draw water from coal mines, made possible the creation of the piston engine and began a whole new world of invention and research.

Today, the leading edge of innovation is coal powered fusion. Many researchers are working on this Holy Grail of Science and claim to have found the way to make it work. Airships, crossing hydrogen and helium lifted balloons with steam powered propellers became the favored form of long distance travel. Though of course, the working classes have to make due with surface travel such as steam powered ships. Former yeoman, once laboring in field and forest are now moving to the cities to work the forges for new machines, but opportunities knock for those clever enough to free themselves from the workhouse and make way for themselves in a world of ever-widening horizons.

Many innovative small workshops sprang up in townships and cities such as the ones that created small "hoppers", winged steam-assisted pedal gliders that were used by all and sundry. Mobility increased for many young men and women who could travel the countryside, plying their trades and seeking adventure. Fashion rages with new devices every week it seems. The Queen has knighted several inventors for their additions to the Empire. The Cog and Wheel signs of a steam mechanic became as well known and visited as the old Forges were by travellers, who instead of seeking to replace a lost shoe for their horse, now sought after replacement shunts for their steam boilers, or the latest innovation like fins for maneuverability or fuel additives for greater power.

Some speak in hushed whispers of magic. Whether from old traditions re-surfacing in modern times, or new-sprung from groups freed from long-time constraints of the country village, there are rumors of Other Worlds that sometimes impinge upon our own and those who walk between. Some say those gifted with the Sight can see beyond the veil. But few believe these stories. Mothers and fathers chide their children with stories that the Qlippoth will come and steal their soul if they're not good but never fear that their child is in any danger except of being scared by their tales.

In Newcastle-upon-Tyne, strange things are afoot. Illness has swept the town, and Doctors are unable to find the source of this malady. Those afflicted seem struck dumb and heartsick, weak of spirit and mind as well as of body. And though no disease or injury can be found, still they are dying. The whispers of evil spirits and curses grow stronger, though no one will admit they believe. Some say it all started when the mine struck a new vein, deeper in the hole than ever before found, made possible by the powerful new drilling engine that Sir Randolph Kent, the owner of the mine, had brought in from London. There are some strange characters surrounding the Inventor who travelled with the drilling equipment and who maintains a workshop in Newcastle-upon-Tyne to keep the Beast, as it is called by the Geordie miners, running night and day. The rumble of the Beast is a backdrop to all activity in the town.

Sir Randolph and Lady Percy, a wealthy noble woman who has invested heavily in the mine, look to the finest medical practitioner in the region, Dr. Bhavana Patel, to care for the ill. The local minister, Rev. Robert Rudd, a learned and just man who cares for the souls of the ill, while making inquiries of his own. But in the face of their failures as the deaths continue to mount, the people have turned to those said to have otherworldly powers, like Hermes Ferrar a local medium. Many newcomers have come to the town, some drawn to the mystery of the illness like drifters and artists, others to see the wonder of the drill, others with reasons of their own.

Diamonds and Coal

Magic and Spirit World information sheet

Cosmology of the Worlds:

THE REAL WORLD: The normal world of human understanding.

THE SPIRIT WORLD: A parallel world of spirits and magic. Unseen and not believed in by most.

THE SOURCE: The energy from which all being is created.

THE VOID: An empty place where beings go when they suffer Dissolution.

Beings of the Worlds.

DEAD INSIDE: A living body lacking a complete soul. Feel lost, alone, and wasted. Have limited mystical Abilities and Powers. If regain soul, will become a Sensitive; if you lose the last of soul, will become a Qlippoth. If die without regaining soul, become a Zombi. To the Second Sight appear empty and jagged.

AVERAGE PERSON: A living body with a soul. No magic and no knowledge of the Spirit World. Protected by soul from most attacks. Can be made a Dead Inside. Blind to Spirit World. Return to Source when die. To Second Sight, you appear solid and smooth.

SENSITIVE: A living body with extra soul. Has Second Sight. May be medium, seer etc. in Real World. When they die, become a Ghost. To Second Sight appear think and dimly glittering.

MAGE: A living body with a double-soul. Durable and extremely powerful. Perform magic in secret, unknown by normal people. Can pursue Immortality. If killed, will split into two beings: a Ghost and a Zombi. To Second Sight look thick and glow brightly.

FREE SPIRIT: A twist of soul-power with will and personality. May be eaten by other powerful beings. If improve themselves, may be re-born as living being. If killed, evaporate into nothingness. Appear as whirling energy to Second Sight, invisible to those without it.

IMAGO: A mysterious entity of power. Act as guardian, guide, and obstacle to other Beings. Cannot be killed or destroyed, and powers are vast but only in service to others. Second Sight shows eyes shining. Pass as human.

TULPA: A shard of soul given mild intelligence and limited independence. Servant doing the bidding of creator or master. If somehow gain liberty, will become a Free Spirit. Appear as a bubble of energy to Second Sight.

GHOST: A dead soul lacking a body. Feel call to rejoin the Source, but stay due to unfinished business. If killed, will go to Source to be recycled for new life. Transparent to those with Second Sight, Invisible to others.

ZOMBI: A dead body lacking a soul. Strong and smart but with no soul or emotion. If drained of energy in Spirit World, becomes Qlippoth. If drained in Real World, falls over dead. Appear dull and grey to Second Sight.

QLIPPOTH: A human-shaped nothing, a black hole of soullessness. Must feed on Soul Energy. Hate and want to destroy everything. If destroyed, hole in cosmos it was is filled in and smoothed out. Appear as a tempestuous storm of negative energy to the Second Sight. Can pass as human, though seem strange to others.

Soul Energy:

Soul energy is what gives life to beings, and is also a currency that is used and consumed by those with Magical ability. Having higher levels of soul makes it possible to wield supernatural powers. Losing soul energy can make this possible as well. Those who traffic in souls harness powers beyond the ken of normal humans.

Soul Energy can be stolen. Entities with the Soul Taking ability can capture and drain away a being's Soul Energy. Certain Crystals can be used to store Soul Energy. These are rare and only found in certain places on the Earth. Small Soul Crystals are commonly used to hold energy for use in healing, these are called Stones of Light.

The Loss of Soul points can cause:

- 1) Illness
- 2) Death
- 3) Degradation - Becoming a different, less powerful, more troubled or dangerous form of Being.

Gaining Soul points can cause:

- 1) Ensoulment - gain a whole soul, or increase soul energy beyond that of a normal human (if happens to a Dead Inside, they become a Sensitive; if to Sensitive, they become a Mage)
- 2) Empowerment -gain special powers and abilities

Soul energy can be gained through redemption and Virtuous action, or by stealing the vital essence from another being. Soul energy can be lost through the accumulated karma of evil deeds, or through the decadence and despair of succumbing to Vice. Your actions matter, and through them you choose the trajectory of your spirit and being.

VIRTUES -actions that can allow you to Gain Soul points:

Integrity
Honesty
Fortitude
Generosity
Courtesy

VICES - actions that can allow you to Lose Soul points:

Hypocrisy
Despair
Cowardice
Avarice
Cruelty

Magical Items:

Stones of Light: crystals imbued with Soul Energy that cause healing when activated.

Soul Eggs: Magical recepticals for Soul Energy.

Spirit Traps: Enchanted objects that steal Soul Energy when touched.

Wizard Eggs: A highly magical object used to store a Mage's Soul.

Immortality:

Mages long to increase their life span, and hunger after True Immortality. Many quest after it, but few find those secrets. Imagos are naturally Immortal, but their origins are not known.

Mages, however, can become *Resilient*, by creating a Wizard Egg.

RITUAL TO CREATE A WIZARD'S EGG:

Create a Soul Egg.

Place an entire Soul's worth of the Mage's Energy into it.

Make sacrifices of additional Soul Energy to stabilize and seal the Egg.

A Wizard Egg grants Resilience to a Mage--invulnerability to most injuries. Wizard still continues to age but more slowly, and lifespan is lengthened immeasurably.

A Mage will be weakened if they place too much of their energy into a Wizard's Egg. Extra energy must be amassed in order to create enough extra to fill Wizard's Egg and leave the Wizard with sufficient remaining energy.

If Wizard Egg is destroyed or drained, Wizard loses their Resilience.

Mages hide and protect well, their Wizard's Egg. Guardians or traps may be placed near them. They often are stored in remote places.

Diamonds and Coal

Abilities and Powers

HOW TO USE ABILITIES AND POWERS:

- 1) Choose an Ability to use.
- 2) Check the description if you have a question about whether it applies.
- 3) Is someone else involved? If yes, see #7 below. If no, ask a GM to come observe and tell you the difficulty.
- 4) Pull 5 stones from your bag. Count all black stones as a Success.
 - If the Ability is Physical - count all Red stones as Successes also.
 - If the Ability is Mental - count all Clear stones as Successes also.
 - If the Ability is Magical - count all White stones as Successes also.
- 5) If you have as many stones as the difficulty or more, Congratulations! You are Successful.
- 6) If not, you can try again after 15 minutes has passed. If you can. Or go do something else!
- 7) **OPPOSED TESTS:** Choose Ability for Test. Both players make pulls as above. Whoever has more Success stones wins.
- 8) **HELPING:** Choose Two players to be the Leads in the Test. All else are Supporting. Each Supporting player chooses which side they are on and makes a Pull as above. If you have the ability Leads use, the Difficulty is Average, if you do not have the Ability, the Difficulty is Hard. Add one Success to each side that has a Supporting Success.
- 9) **AUTOMATIC AND PERMANENT ABILITIES:** take place without any Pull.

DIFFICULTIES AND REQUIRED SUCCESSES:

Hard: 4 Successes

Average: 3 Successes

Easy: 2 Successes

PHYSICAL

MEDICAL - using the art of medicine to heal
MINING - ability to use mine equipment
REPAIR - making broken equipment work
VIOLENCE - doing damage to objects and beings

MENTAL

TINKERING - inventing and improving on machines
PERSUASION - convincing others
RESEARCH - Finding information on a subject
STATUS - using your place in society to advantage

MAGICAL

SECOND SIGHT (AUTOMATIC) - Ability to see True Visage of Others. **EFFECT:** OTHER PERSON SHOWS YOU THEIR TRUE VISAGE CARD.

PROPHETIC VISIONS (TRIGGERED) - True visions of things present and future. **EFFECT:** SEE GM.

CHANGE SELF - Reshape one's body into another form. **EFFECT:** USE "YOU SEE" CARD. FILL OUT WITH ALTERNATE FORM. 15M

CHANGE OTHER - Reshape the body of another. **EFFECT:** USE "YOU SEE" CARD. FILL OUT WITH ALTERNATE FORM. LASTS 15 MINUTES.

OPEN GATE - Create a gate between the Worlds. **EFFECT:** CREATE NEW GATE LOCATION. LASTS 15 MINUTES.

SOUL TAKING - Steal soul energy from another being. Used to eat Ghosts. **EFFECT:** STEAL 1 BLACK STONE FROM TARGET.

HEALING - Heal mental or physical wounds through magic. **EFFECT:** RENEW ONE STONE OF SOUL ENERGY (1 BLACK STONE).

INCREASE LUCK - Use spirit energy to manipulate probabilities. **EFFECT:** GIVE SOMEONE AN ADDITIONAL PULL IN NEXT TEST.

CREATE OBJECT - Create a small, everyday object out of nothingness. **Requirement:** BURN ONE BLACK STONE.

CREATE TULPA - take some of your soul points to form a small, semi-intelligent servitor; Magis may add any quality they want to their Tulpa, Sensitives can only grant qualities they themselves possess; qualities may be special traits such as large eyes for seeing at night, deft fingers for pickpocketing, strength; Other characters can steal control of a Tulpa away using the Bind power. **EFFECT:** CASTER LOSES SOUL POINTS EQUAL TO TULPA'S ENERGY POINTS.

ENCHANT - imbue an object with magical abilities. **EFFECT:** CASTER CHOOSES # SOUL POINTS; LOSES THEM, OBJECT GAINS EQUAL #.

WARD - Protect yourself or others against Magic. **EFFECT:** MINUS THREE SUCCESSES WHEN NEXT TARGET OF MAGIC.

Diamonds and Coal

Character Info

GINGER PEABODY, GROCER'S ASSISTANT

CHARACTER TYPE: Dead Inside

ABILITIES/POWERS: Mining, Second Sight

BACKGROUND: You were born and bred in Newcastle upon Tyne. Your family has been in the mines for generations, upright Geordies to the man (and woman). These are boom times for Newcastle, the burst of new technologies upon Her Majesty's empire needs its engines to be fueled. And it's black Newcastle coal that is needed. More and more everyday. The gentry, lead by Randolph Kent, the owner of the mine, have brought in machines to take the mines deeper. The Geordies in the hole have to work harder and faster to keep up, and now they fear their jobs will be taken by these infernal engines. Accidents have taken outspoken miners like the hard-drinking, every miner's friend Black Jack Davies. Everyone suspects there was foul play in that. But this illness that is sweeping the countryside threatens what of the new prosperity her family can enjoy. Your gran' says that the troubles that are plaguing the mine are the fault of foreigners. You have seen many men in your family die early from the black lung. This is nothing like that. At first it just struck miners, but now it has touched all manner of people in the town. Also, one of the most prominent "foreigners" in town, the good Doctor Bhavana Patel, is working day and night to find a cure.

RECENTLY: One morning, you woke up and you immediately knew something was different. You felt drained and lost, and could barely get out of bed. Your mother said you looked pale, like someone had walked over your grave. The world looks greyer to you now, bright colors seem washed out. And you feel this terrible despair, as though the most important thing you own has been taken from you. Something deep inside you that you never knew you had, is now gone. You've gone to Dr. Patel, and she is trying to treat you, but nothing seems to help. It's been a week now, and you know you need answers. You are ready to start talking to others who may have more ideas about what is really going on in Newcastle. You'll see who will talk to a Geordie girl like you? Maybe the Reverend Rudd will have some help and counsel for you, despite what your mother says about him.

WHO DO YOU KNOW:

Dr Patel - Dedicated local medic, operates the Infirmary

Jeptha Evers - Hard working miners' foreman, a good friend

Nur Ibrahim - a Turkish immigrant, working in the mine

Randolph Kent - Know-nothing owner of the mine

Rev. Robert Rudd - a local minister, your Mother says he should be defrocked

Hermes Ferrar - Local quack medium, fancy dresser

Black Jack Davie - Activist miner who died in a "mine accident"

DEAD INSIDE (out of character knowledge)

You are a Dead Inside, a living body lacking a complete soul. You have no idea why you feel so lost, alone, and wasted. To the Second Sighted, you appear empty and jagged. You have limited mystical Abilities and Powers. If you regain your soul, you will become a Sensitive; if you lose the last dregs of your essence, you will become a Qlippoth. If you die without regaining your soul, you will become a Zombi.

Diamonds and Coal

Character Info

DEIRDRE KENNY, IRISH RESEARCHER

CHARACTER TYPE: Dead Inside

ABILITIES/POWERS: Ward, Violence, Research

BACKGROUND: You've studied with the best and brightest in Europe. You've written scholarly papers which have been published in the best academic journals. You fear you'll never be good enough. Your parents supported your decision to delay a well matched marriage to attend the Dublin Seminary for Women, where you excelled in the sciences, especially geoscience and steam fusion. After you graduated, Lady Moira Doyle, the premier lady geoscientist in Ireland invited you to work in her well-funded research laboratory in London. You gladly accepted the position. You parents were outraged. How long would you put off this marriage? How long would you chase these silly dreams of being a scientist? You parents demanded you return to Dublin immediately. You went to Lady Doyle for help. She contacted her dear friend Lady Percy of Newcastle, an investor in Newcastle's most productive mine. Lady Percy needed a geoscientist who understood the principles of coal powered fusion, and in a matter of days, you fled London for Newcastle. You told your parents that you would be living with Lady Percy, who would show you the ways of a woman of means, which would make you all the more marriageable. You had a good laugh when you wrote that. Since your arrival you've been elbows deep in coal dust, working next to the miners and inventors who could care less for your sex. Well, the Head Miner Jephtha Evers, seems to notice you, and you him. Lady Percy's assistant, Nikola Teska, on the other hand, gives you the creeps. And not just because he is dead wrong about how steam fusion will work. You're bound and determined to prove him wrong.

RECENTLY: Several weeks ago, you awoke in the middle of the night feeling out of sorts. One of the Lady's servants gave you a tonic, and you went back to sleep. When you awoke the next morning, you knew something was wrong. You've lost something, something you never noticed you had, but it's gone, whatever it was. Even arguing with Nikola doesn't get your ire up. The only way to describe it is that you feel as empty as a broken egg. Your face has lost all color, your spark has fizzled. In recent days, you've heard others speak of "The illness" which has the same symptoms that you have. Empty, colorless, nearly dead but walking. Lady Percy thinks it's all in your head. You've been working too hard, you've been spending too much time in the mines. You know it's not just that. You suspect Lady Percy knows as well.

WHO DO YOU KNOW:

Lady Percy: investor in the mine

Jephtha Evers: Miner

Randolph Kent: Owns the mine

Melissa Jensen: A local librarian

Nikola Teska: Eccentric Inventor who works for Lady Percy

Tex Jones: American, Famous inventor of the Great Drill

Bruce Webster - an Australian airship captain you met when Lady Percy flew you here, has met everyone

Ruby Skellings: a travelling salesmam with all kinds of neat odd pieces of equipment for you to use

DEAD INSIDE (out of character knowledge)

You are a Dead Inside, a living body lacking a complete soul. You have no idea why you feel so lost, alone, and wasted. To the Second Sighted, you appear empty and jagged. You have limited mystical Abilities and Powers. If you regain your soul, you will become a Sensitive; if you lose the last dregs of your essence, you will become a Qlippoth. If you die without regaining your soul, you will become a Zombi.

Diamonds and Coal

Character Info

MAGISTRATE RICHARD FLOCKTON, INFLUENTIAL JUDGE

CHARACTER TYPE: Dead Inside

ABILITIES/POWERS: Status, Soul Taking

BACKGROUND: You are a well to do gentleman, the third son of a Baron in the north of England. As a child you learned early to keep to your place in society. You still have terrible memories of the whipping you received from your father for playing with a groom's child. As the third son, there was little left for your portion, but your family supported you going into the law, and family connections helped you rise to the level of county magistrate. You now command a hefty income for your service to the crown, and more than that, you are a man who is esteemed, feared perhaps, by those of quality and those below you as well.

RECENTLY: One morning several weeks ago, you woke up and you immediately knew something was different. You felt drained and lost, and could barely get out of bed. The world looks greyer to you now, bright colors seem washed out. And you feel this terrible despair, as though the most important thing you own has been taken from you. Something deep inside you that you never knew you had, is now gone. You seem to have contracted this strange plague that is affecting Newcastle. You've summoned Dr. Patel to treat you, but her ministrations have proved useless. You never could understand why they don't have a good British Doctor in this town.

You've started to feel a strange sort of hunger that you can't seem to fulfill. You are getting desperate for answers, and you need to find someone who can help you. You've heard rumors that there is some supernatural source behind this sickness. The only person you know of in town who deals with such mummery is Hermes Ferrar, the "medium". You think this is all bollocks, but perhaps he knows something of use. Whatever you do, the hunger is getting stronger, you've got to find some help fast. Perhaps Rev. Rudd can offer you some help and guidance.

SPECIAL INFORMATION

Library: You have sponsored good works, like the library in the town, a repository for the new knowledge being discovered daily. You appointed Melissa Jensen as the caretaker of this collection. Despite her sex she has done an admirable job, and the pay she asked was paltry compared to what a man would have asked.

Judging and Black Jack Davie: It is said that you may be a bit harsh in your judgements against those of the working classes, but you realize they must be dealt with harshly, to teach them their place. In fact, there are times when the gentry have come to you to help them out of unfortunate situations. They are always grateful and generous with contributions toward your fees. When Randolph Kent came to you with a request to oversee the inquiry into an accident at his mine, you saw fit to put things into proper order. The miner who died in the accident, Black Jack Davie, had always been an upstart. Talking against his betters and agitating for things to change in the mines. It was some small trouble to put the evidence in order to show that it was due to his actions, not the managers of the mine, that were to blame for the explosion and cave in. Randolph Kent was suitably grateful.

Diamonds and Coal

Character Info

MAGISTRATE RICHARD FLOCKTON, CONTINUED

WHO DO YOU KNOW:

Randolph Kent - Owner of the mines; in your debt for help with the “accident”

Lady Percy - wealthy investor in the mines

Dr. Patel - Local Doctor, unreliable foreigner

Rev. Robert Rudd - A minister, tends to the dying

Black Jack Davie - Dead miner

Hermes Ferrar - Quack medium, says he talks to spirits

Tex Jones - American, Famous inventor of the Great Drill

Bruce Webster - an Australian airship captain you’ve met when traveling, bit of a blow-hard. He is new to town.

DEAD INSIDE (out of character knowledge)

You are a Dead Inside, a living body lacking a complete soul. You have no idea why you feel so lost, alone, and wasted. To the Second Sighted, you appear empty and jagged. You have limited mystical Abilities and Powers. If you regain your soul, you will become a Sensitive; if you lose the last dregs of your essence, you will become a Qlippoth. If you die without regaining your soul, you will become a Zombi.

Diamonds and Coal

Character Info

TOD McALLISTER, SCOTTISH ARTIST

CHARACTER TYPE: Dead Inside

ABILITIES/POWERS: Second Sight (through painting), Enchant Objects

BACKGROUND: You have seen the world through an artist's eye since you were just a boy in Scotland. You avidly drew pictures of your sisters, the hunting dogs, the village. You drew pictures, too, of odd creatures that your Nan called the Good People. Your mother and father could never see them, and eventually you stopped seeing them as well. The fancy of a child. As you grew older though, you were enraptured by the work of Raeburn. At an exhibition of his portraits in Edinburgh, you felt as though he could see the very souls of the people in the paintings. You left your village, and moved to the city to follow your calling. Following in Raeburn's footsteps, you paint everyone: high and low in society, and you travel far and wide to find new faces. Sometimes people find your artwork...too intense.

You've moved south now, to British towns and have come to Newcastle-upon-Tyne. The faces you see here are somehow more translucent than most people. Like their souls are closer to the surface. You are convinced there is something here that you can capture with your paints. One painting you felt was your masterpiece. It was of a fine lady you saw in the park, you've learned her name is Lady Percy. But one night, after coming home from painting children of the gentry to gain a few coins, you found your prize painting had vanished. It is gone without a trace.

RECENTLY: One morning after your painting disappeared, you woke up and you immediately knew something was different. You felt drained and lost, and could barely get out of bed. You've tried to paint, but you don't seem to have the energy, though the faces around you seem even more full of hidden meaning, some glowing with light, some shaded in darkness. But the world looks greyer to you now, bright colors seem washed out. And you feel this terrible despair, as though the most important thing you own has been taken from you. Something deep inside you that you never knew you had, is now gone. It's been a week now, and you know you need answers. You are ready to start talking to others who may have more ideas about what is really going on in Newcastle.

WHO DO YOU KNOW:

Lady Percy - wealthy woman of quality and mystery, you've only seen her

Travelling Chaz - a friendly drifter you've met

Zeph - a flighty girl you've met around town

Crazy Man Michael - a local drunk, who has amazing visions, a friend of yours

Bruce Webster - an Australian airship captain and adventurer, new to town too, always has a good tale to share

ITEM:

Notebook and paints that you use to draw, it allows you to see more about a person than is visible to the eye.

DEAD INSIDE (out of character knowledge)

You are a Dead Inside, a living body lacking a complete soul. You have no idea why you feel so lost, alone, and wasted. To the Second Sighted, you appear empty and jagged. You have limited mystical Abilities and Powers. If you regain your soul, you will become a Sensitive; if you lose the last dregs of your essence, you will become a Qliphoth. If you die without regaining your soul, you will become a Zombi.

Diamonds and Coal

Character Info

RANDOLPH KENT, MINE OWNER

CHARACTER TYPE: Average Person

ABILITIES/POWERS: Status, Research

BACKGROUND: Your late wife Annabelle was the one with the money. When you two met, you were an amateur paleontologist on a fossil hunt in the Wild West (United States, that is.) She was the daughter of an American railroad baron. You met her on her father's flagship steam train as you two headed to Arizona. She had the most graceful hands and captivating smile. By the time you both arrived at your destinations, you had forgotten about the old bones in the dirt. You asked her for her hand, she sent word to her family, and you two were married in a tiny church on the prairie. You brought Annabelle back to Newcastle and set about looking for work in the Universities. Annabelle suggested purchasing a mine, and offered to fund it. But she took ill mysteriously three years ago and died in a matter of weeks. Her father, who considered you the son he never had, gave you a generous "advance" inheritance so that you could realize your wife's dream for her. Unfortunately, it was your wife who had the financial head. You spent the money on frivolous equipment, took on shady partners, and eventually squandered the money. There was even an incident with one of the miners, Black Jack Davies, who was rocking the boat. A convenient mine accident and some help from Magistrate Flockton to put the blame on the miner, not the mine management, took care of that. But your father-in-law, suspicious that your inability to manage money was something more sinister, cut all ties with you, and your money source dried up.

RECENTLY: Enter Lady Percy. A peculiar woman who drips with power. And money. She appeared out of the blue and swiftly offered to invest in your "hole in the ground" as she put it. She brought in a team of inventors and scientists who handled strange machines and performed experiments on what they hauled from the ground. And she showers the mine and you with money. You are in a larger lap of luxury than you were when married to Annabelle, but sometimes you fear Lady Percy is not all that she seems.

WHO DO YOU KNOW:

Lady Percy - your main backer for the mine

Nikola Teska - Lady Percy's engineer colleague, a very odd duck

Tex Jones - American, Famous inventor of the Great Drill, your employee

Dierdre Kenny - an Irish researcher, talented for a woman, your employee

Jeptha Evers - the miners' foreman, a dependable fellow, your employee

Black Jack Davies - an activist miner who had to be dealt with

Magistrate Richard Flockton - an influential judge who helped you clean up some dirty business

Melissa Jensen - the town librarian

Bruce Webster - an Australian airship captain you've met when traveling, he is new to town

Reverend Robert Rudd - a minister, tends to the dying

Dr. Bhavana Patel - the area doctor, runs the Infirmary

ITEM: Sabre -- hangs on the wall in your manor house, used by your late wife's grandfather in India

AVERAGE PERSON (out of character knowledge)

You are an Average Person, a living body with a soul. To Second Sight, you appear solid and smooth. Unless something interferes, when the ensouled die, your soul returns to the Source via the Spirit World (which you cannot otherwise enter). You are protected in large part from most spiritual powers and dangers because you are stuffed full of your own soul; the outer layer of your soul-blood has hardened into a thick shell, leaving no crannies for enemies to attack or openings to express Abilities or Powers. You are blind, deaf, dumb, and numb to wonders. Still, a dedicated assailant can crack your shell, and make you into a Dead Inside.

Diamonds and Coal

Character Info

BHAVANA PATEL, DOCTOR

CHARACTER TYPE: Average Person

ABILITIES/POWERS: Medical, Research

BACKGROUND: You come from a wealthy family from northern India who struggled against the control of the East India Trading Company. Your family's wealth allowed them to send your father to England to be educated where he studied the new science of electromagnetism with Michael Faraday. So when the cholera pandemic hit in the 1820s it was natural for your father and mother to flee to England with you. In England you flourished, studying beside your father, and eventually finding your own love of the medical sciences. It has been hard for you to be accepted here: as a woman and a foreigner, you have had to work against prejudice. But your talents have landed you a position as a valued member of the Newcastle community. Some, like the amazingly effective and soothing nurse Virginia James who volunteers at your Infirmary and the very friendly librarian Melissa Jensen, have recognized your abilities and value you as a person. They have never needed you more, since the plague has struck the town. You were excited by the news of the Excavator Drill brought from America to be used in the mines. But you fear there be some strange pocket of ill humors that were tapped when it was used, since now many people in the town have this malady that you cannot seem to cure.

RECENTLY: You are at the end of your rope and feel that medicine has offered you no help for this problem. You have heard that there are various men of science in Newcastle, drawn here by the wonder of the Drill. Perhaps some of them may have information that will help you. You have met the Drill inventor, Tex Jones, and found him to be very pleasant company. You wish you could better make his acquaintance, but he seems surrounded by the wealthy and powerful of the town and out of your reach. There are rumors that the illness has some supernatural origin, but you are a firm believer in science. You rely on Rev. Rudd for his help at the Infirmary, but he doesn't seem to have any spiritual answers. There must be some natural explanation for this, and you will find it.

SPECIAL INFORMATION

The Sickness - Those stricken with the illness seem unharmed physically, but they complain of a lack of energy and seem both physically and emotionally drained. In early stages they say they feel empty or are missing something. Later they become listless and eventually catatonic. Some die after this, or slip into a coma. This disease shows none of the symptoms of consumption, cholera or other widespread diseases. You are a follower of the medical innovator Joseph Lister and used his "antiseptic" procedure. You have sterilized the infirmary by boiling all your medical instruments and having yourself and your staff wear masks when dealing with the ill. However, the illness still spreads and those affected are unresponsive to the medicines you have used. You have the painkiller Laudanum, which seems to sooth the nerves of the new patients, but does nothing for those in advanced stages. You think it has even increased the catatonia of those worst cases, so you have stopped giving them doses.

Diamonds and Coal

Character Info

DR. BHAVANA PATEL, CONTINUED

WHO DO YOU KNOW:

Virginia James - a lady of quality who volunteers at the Infirmary

Randolph Kent - Owner of the mine

Lady Percy - a wealthy investor in the mine

Melissa Jensen - the town librarian

Rev. Robert Rudd - a local minister who tends to the dying, he has unorthodox views

Tex Jones - American, Famous inventor of the Great Drill

Ginger Peabody - the grocer's assistant, one of your patients

Magistrate Flockton - an influential judge, one of your patients

AVERAGE PERSON (out of character knowledge)

You are an Average Person, a living body with a soul. To Second Sight, you appear solid and smooth. Unless something interferes, when the ensouled die, your soul returns to the Source via the Spirit World (which you cannot otherwise enter). You are protected in large part from most spiritual powers and dangers because you are stuffed full of your own soul; the outer layer of your soul-blood has hardened into a thick shell, leaving no crannies for enemies to attack or openings to express Abilities or Powers. You are blind, deaf, dumb, and numb to the wonders that walk around daily. Still, a dedicated assailant can crack your shell, and make you into a Dead Inside.

Diamonds and Coal

Character Info

JEPHTHA EVERS, MINER FOREMAN

CHARACTER TYPE: Average Person

ABILITIES/POWERS: Mining, Violence

BACKGROUND: You've worked in the mines for 15 years. It's dirty, dangerous, but honest work, usually. You work for Mr. Kent (or is it Lady Percy? You can't tell who is the owner and who is the puppet.) You know the mine makes someone rich, but it's not you. You do alright, though. You can put decent food on the table, and your clothes are mended. You were the Foreman when Jack Davie died. Now over the years you've seen miners die slow from black lung, and fast in the mine itself from their or their brother's own stupidity, but you never saw Jack's death coming, and you don't think it had anything to do with mining. Jack had a thing for asking questions to people who didn't like to give answers.

RECENTLY: Black Jack Davie's death changed everything. You don't trust those who work for the mine or those who benefit from it, except maybe that pretty and smart Irish lass Deirdre. And then there's the Sickness. It's worse than black lung. You wish there was more you could do, but you're just a man who works in a hole in the ground. Perhaps that's something though. Perhaps you should talk to Rev. Rudd, to see what spiritual guidance he can offer.

WHO DO YOU KNOW:

Ginger Peabody--A grocer's assistant. You've known her for years, like a sister.

Black Jack Davies--He was a good man who didn't deserve his fate.

Randolph Kent--Owns the mine. The good Lord gives too much money to the rich and not enough common sense.

Lady Percy--A She-Devil. Kent's business partner.

Deirdre Kenny--The pretty Irish girl who works alongside the miners with her scientific tools. Brains, beauty, and a kind heart to boot.

Nikola Teska--Another scientist. You keep your distance, and wish Deirdre would, too.

Tex Jones --American, Famous inventor of the Great Drill

Ruby Skellings -- a traveling salesman who brings equipments and oddments

AVERAGE PERSON (out of character knowledge)

You are an Average Person, a living body with a soul. To Second Sight, you appear solid and smooth. Unless something interferes, when the ensouled die, your soul returns to the Source via the Spirit World (which you cannot otherwise enter). You are protected in large part from most spiritual powers and dangers because you are stuffed full of your own soul; the outer layer of your soul-blood has hardened into a thick shell, leaving no crannies for enemies to attack or openings to express Abilities or Powers. You are blind, deaf, dumb, and numb to the wonders that walk around daily. Still, a dedicated assailant can crack your shell, and make you into a Dead Inside.

Diamonds and Coal

Character Info

MELISSA JENSEN, LIBRARIAN

CHARACTER TYPE: Dead Inside

ABILITIES/POWERS: Research, Luck

BACKGROUND: Your family was part of the Newcastle-upon-Tyne gentry. Your family is of gentle breeding, though they have fallen upon hard times. Your family's fortune was lost, your property having been lost with your father's wastrel ways. During your early years, you had had proper tutelage so you were able to put your knowledge to good use, working as a governess, then a school teacher at a local school. Your old friends said this was beneath you, but at least you were able to help support yourself and your mother. But your ship came in when you met the gentleman who was helping sponsor a free public library in your town. The Magistrate Flockton saw this as a proper way to preserve the legacy of the knowledge gathered by the men and women of science in the Queen's new empire. You worked day and night to prove yourself and he chose you to be the custodian of this repository of knowledge. With the protection of such a sponsor, your life is quite settled.

RECENTLY: Things have been quite exciting in Newcastle-upon-Tyne. First the Great Drill was brought here by Randolph Kent, and since Tex Jones, its inventor, arrived researchers and scientists have been rife in the city. Your library has been abuzz with talk and discourse especially about coal powered fusion which may soon be possible here. But then this plague came. You've watched many people you know fall into the weakness of the Sickness, waste away and die. Your friend Dr. Patel has been working around the clock to try to find a solution. Then, just this morning, you woke up with this strange feeling of emptiness and sorrow. You could barely get out of bed. Could this illness have struck you, too?

WHO DO YOU KNOW:

Magistrate Flockton - influential regional judge, your benefactor

Randolph Kent - Owner of the mine

Lady Percy - wealthy investor in the mine

Rev. Robert Rudd - a local minister, likes to visit your library

Tex Jones - American, Famous inventor of the Great Drill

Dierdre Kenny - an Irish researcher

Dr. Patel - local doctor, runs the Infirmary

Ruby Skellings - a friendly travelling salesman who brings equipment for inventing to town

Special Information:

You've had questions from people in the town about whether your library holds any information about the disease. Others have actually asked if your library has any mystical texts to protect them. You laughed at their requests, but there is a section of the library that you don't have access to. This was donated by the Lady Percy, and is supposed to contain fragile and valuable texts.

DEAD INSIDE (out of character knowledge)

You are a Dead Inside, a living body lacking a complete soul. You have no idea why you feel so lost, alone, and wasted. To the Second Sighted, you appear empty and jagged. You have limited mystical Abilities and Powers. If you regain your soul, you will become a Sensitive; if you lose the last dregs of your essence, you will become a Qlipthoth. If you die

Diamonds and Coal

Character Info

REVEREND ROBERT RUDD, MINISTER

CHARACTER TYPE: Average Person

ABILITIES/POWERS: Research, Violence

BACKGROUND: When you were a younger man, not too long ago, you saw God in everything from the downy tufts of hair on your youngest parishioner's head to the lines of labor on the old miners' faces, from the sparrows in spring to coal from the mine. The grace of a fellow boxer as you sparred while in Seminary. Everything was in its place, including your faith. You felt a true calling, and wanted to bring others into the flock. Then you picked up a book by Charles Darwin, and everything you believed seemed to crumble. After Darwin, you went back in time and started reading Francis Bacon, then you found yourself in the library every day, and not just to look at Miss Jensen. You read everything that had a suffix of "ology". Zoology, biology, physiology, minerology. Then came chemistry, physics, steam fusion. Coal powered fusion may even become a reality because of this mine, and the scientists here. But just as your eyes came blindingly open, Newcastle experienced a plague of Illness where the symptoms straddled between scientific and spiritual disease. You have thrown yourself into helping Dr. Patel to try to be able to make some difference.

RECENTLY: Thankfully, your church is just as empty as before, so you do not have to explain God or Science to anyone. What would you say? You tell Crazy Man Michael "You have to look out for yourself." With everything falling apart in Newcastle because of the Sickness, you'd think with your strong conviction that you would feel empowered to help, that you would stand like the Archangel Michael over the Devil. Instead, you've crumbled. You're at a loss at what to say and what to do for your parishioners. While you've never been much of a radical in anything other than your love for humanity, you have become close with Nur Ibrahim, the Ottoman immigrant who works in the mind and clearly has revolution on his mind. There's salvation in his eyes.

WHO DO YOU KNOW:

Melissa Jensen--the local librarian

Nur Ibrahim--A Mohammedan Ottoman immigrant miner. Talks of anarchy and revolution. You're beginning to like him more each day.

Crazy Man Michael--A local drunk who seems to like to hear you talk.

Ruby Skellings--A travelling salesman whose heart seems to brim with helpfulness. Bit of a strange fellow.

Black Jack Davie--Once a churchgoer, a good man, tragically died in the mines.

Tex Jones--A tinkerer from America. Americans think they can do anything to make money. Amusing, to say the least.

Dr. Bhavana Patel--An Indian doctor. You wish some of the local girls would show as much spunk as she does.

AVERAGE PERSON (out of character knowledge)

You are an Average Person, a living body with a soul. To Second Sight, you appear solid and smooth. Unless something interferes, when the ensouled die, your soul returns to the Source via the Spirit World (which you cannot otherwise enter). You are protected in large part from most spiritual powers and dangers because you are stuffed full of your own soul; the outer layer of your soul-blood has hardened into a thick shell, leaving no crannies for enemies to attack or openings to express Abilities or Powers. You are blind, deaf, dumb, and numb to the wonders that walk around daily. Still, a dedicated assailant can crack your shell, and make you into a Dead Inside.

Diamonds and Coal

Character Info

HERMES FERRAR, LOCAL “QUACK” MEDIUM

CHARACTER TYPE: Sensitive

ABILITIES/POWERS: Research, Second Sight, Open Gate

BACKGROUND: No one remembers you, but you were born Johnny Denton from Newcastle. You were raised to take walk in your father’s footsteps and become a miner, but you ran away at the age of 12 and made your way to the city. A wealthy man, Reginald St. John-Smythe found you and brought you to his home to work as a servant. He studied the secrets of the Universe and practiced something called the Great Magicks. He introduced you to others learned in these ways like Eliphaz Levi and the Queen’s clairvoyant herself, Georgina Eagle. But your master was discredited and was forced to flee London to avoid being put in prison for fraud. You have come to Newcastle-upon-Tyne, your old home, to take up a new life for yourself.

RECENTLY: There has been a great deal of activity in Newcastle of late. The new Great Drill brought to the mine has unlocked a great debate among scholars and engineers, who have flocked to this backwater. You are drawn to them though they treat you with disdain. But now there is a strange disease you have heard of. People are stricken, become fatigued and lacking energy, and seem to just fade away. There is a Doctor in town, a woman named Bhavana Patel. You understand her clinic is working with these sick people. You wonder if it is contagious and whether you should fear for your safety? It does seem to be an odd illness. You have wondered occasionally whether it might have some other-worldly origin, but you haven’t had any exposure to it or those afflicted.

SPECIAL INFORMATION:

Your Medium Practice and Occult Studies: To protect yourself, you strike the pose of being a great dandy, and a spiritualist of the most flagrant stripe so that no one will take you seriously. Wealthy ladies approach you to talk with their late husbands and dear departed pets. But you continue to do your own studies in secret to continue to learn about the secrets of the Supernatural world. You have heard there is a legendary repository of occult knowledge in the Free Public library in Newcastle, but the librarian, Melissa Jensen, has been of no assistance to you in finding it. Your secret is that you can truly hear and sometimes see the dead. This is why St. John-Smythe chose you as his apprentice. You know that there is a Spirit world parallel with our own, and that there are some otherworldly creatures--Benevolent and Malignant--that inhabit this world. You have been taught the spells necessary to enter this world, and have heard that there are others who have even more knowledge of this world. You would love dearly to learn more.

WHO DO YOU KNOW:

Melissa Jensen - local librarian

Dr. Patel - local doctor, runs the Infirmary

Commodore Absalom - a wealthy naval man, with some interests in the occult

Ruby Skellings - an outgoing travelling salesman with many in interesting device to sell

Randolph Kent - the owner of the mine. You’ve never met, but you know who he is.

Lady Percy - wealthy investor in the mines. You’ve never met but you know who she is.

Tex Jones - American, Famous inventor of the Great Drill

SENSITIVE (In character knowledge)

You are a Sensitive, a living body with more than the usual share of soul. This gives you special insight into the nature of the Spirit World. While some Sensitives are born, others are made: if a Dead Inside regains his soul, he will be a Sensitive henceforth. Only Sensitives like you can learn the secrets necessary to become a Mage. To those with Second Sight, you appear thick and dimly glimmering. In the Real World, you may be a seer, medium, channeller, fortune-teller, or psychic healer. You have a number of supernatural Abilities and Powers. When you die, you will become a Ghost.

Diamonds and Coal

Character Info

VIRGINIA JAMES MATRON AND VOLUNTEER NURSE

CHARACTER TYPE: Dead Inside

ABILITIES/POWERS: Mining, Second Sight

BACKGROUND: Some would call you a hands on healer, other would call you a charlatan, but where the wand of so-called “modern medicine” fails, your talents come alive. You practice the Old Medicine, one that doesn’t need the bells and whistles of pills and scalpels. You must be discreet, though, or else you get the charlatan epithet thrown at you. So you do your best to help the good doctor within her parameters, and when no one’s looking, you do your best within your own parameters. All you need is your hands and the energy that courses through our bodies, and flows in the space between us. Disease, as you see it, is a disconnect from this Energy. You know how to reconnect people. You can see most levels of disconnect.

RECENTLY: The mines by nature cause disconnect. Some things the doctors can fix. Others only you can see clearly enough to repair. Of late, you’ve noticed a new form of disconnect: the Dead Inside. You saw it once before, when you were a younger woman living in Egypt, when plunderers dug too deeply into ancient tombs and released something even you cannot name. Suffice to say, you suspect the miners have released that same thing, on a larger scale. It’s hard to turn your back, but you are weary of all the sickness in the world. You are starting to wonder if energy disconnects are natural. That can’t be right. You worry, too, that your gift is starting to take its toll on your sanity. At least you can rely on Dr. Patel and Rev. Rudd to help work in the Infirmary, though there seems to be precious little either God or Science can do.

WHO DO YOU KNOW:

Dr. Bhavana Patel - a talented and able doctor, runs the Infirmary where you volunteer

Randolph Kent - owner of the mine, lacking in sense

Lady Percy - wealthy investor in the mine, good manners but cold

Nikola Teska - Lady Percy’s Italian assistant, for some reason you are terrified of this young man

Melissa Jensen - an enthusiastic young woman who runs the town library

Magistrate Flockton - an influential local judge, there is something about him you don’t trust

Hermes Ferrar - a quack medium, you wonder if he has the real sight

Tex Jones - American, Famous inventor of the Great Drill.

Bruce Webster - an Australian airship captain and adventurer, new to town

SENSITIVE (In character knowledge)

You are a Sensitive, a living body with more than the usual share of soul. This gives you special insight into the nature of the Spirit World. While some Sensitives are born, others are made: if a Dead Inside regains his soul, he will be a Sensitive henceforth. Only Sensitives like you can learn the secrets necessary to become a Mage. To those with Second Sight, you appear thick and dimly glimmering. In the Real World, you may be a seer, medium, channeller, fortune-teller, or psychic healer. You have a number of supernatural Abilities and Powers. When you die, you will become a Ghost.

Diamonds and Coal

Character Info

CRAZY MAN MICHAEL, LOCAL DRUNK

CHARACTER TYPE: Sensitive

ABILITIES/POWERS: Status (low); Second Sight, Prophetic Visions

BACKGROUND: You haven't always been in the gutter, but you don't remember what it's like to live a proper life. Your mum turned you out of the house at 13, and you tried working in the factories, but the oddness she'd seen in you had turned into screaming nightmares and waking dreams that made it impossible for you to hold down a job. The last job you had was as a miner here in Newcastle. Jephtha Evers threw you out for drinking on the job, saying you'd end up like Black Jack Davies. After that, you turned to the bottle, and have never crawled out again. You see visions all around you, like a halo around the people you see. Some seem like bright shining stars, with glittering eyes. Some seem like dark holes, sucking light and warmth into them. Most look like smooth rounded statues carved of light. And sometimes you see things that look like no people you've ever seen. Strange creatures with fangs and lashing tails, or glowing trails of light. The liquor dulls the visions, lets you sleep, and lets you see the world as it is. You've given up trying to work and subsist on the charity of others. Dr. Patel lets you sleep in her infirmary some nights when there is a spare bed, which there hasn't been lately. And Reverend Rudd looks out for you as well though when you ask him about heaven and God helping you, he says strange things like "You've got to look out for yourself."

RECENTLY: The visions have been getting worse. You've seen strange visions of spirits lurking about the city. A dark shadow holding a shining net full of stars haunts your dreams. You've taken to drinking even more than usual, to try and drown the voices. But the whispers have started turning into screams. You've heard that there is an illness stalking the streets of Newcastle. You're not sure whether you maybe have some strange illness of the soul that is making this happen.

WHO DO YOU KNOW:

Jephtha Evers - the foreman in the mines, fired you

Black Jack Davie - a miner who died in a mine accident

Dr. Bhavana Patel - the doctor, lets you sleep in the Infirmary some nights

Rev. Robert Rudd - a local minister, helps you but doesn't talk normal for a man of God

Randolph Kent - owner of the mine. You've never met him but you know who he is.

Travelling Chaz - a drifter, new to town

Todd McAllister - an artist you met in the park, listens to you talk about your visions

SENSITIVE (In character knowledge)

You are a Sensitive, a living body with more than the usual share of soul. This gives you special insight into the nature of the Spirit World. While some Sensitive are born, others are made: if a Dead Inside regains his soul, he will be a Sensitive henceforth. Only Sensitive like you can learn the secrets necessary to become a Mage. To those with Second Sight, you appear thick and dimly glimmering. In the Real World, you may be a seer, medium, channeller, fortune-teller, or psychic healer. You have a number of supernatural Abilities and Powers. When you die, you will become a Ghost.

Diamonds and Coal

Character Info

LADY PERCY, WEALTHY INVESTOR IN THE MINE

CHARACTER TYPE: Mage

ABILITIES/POWERS:

Status, Persuasion, Violence; Soul Taking, Enchant Objects, Second Sight, Create Tulpa, *Resiliency*

BACKGROUND: You are a direct descendant of Lucretia Borgia, and you are proud of it, as was your family. You are strong, cruel, ambitious, and have the resources and personal ability to get what you want. Your step-mother was a powerful mage, whom you watched in the shadows, read her great books of knowledge of the dark arts (especially that of Soul Energy manipulation), and eventually surpassed in skill. When she realized what you had become, she offered you a villa Canterbury, but later sent an assassin disguised as a suitor to cut out your heart, and return it to her to eat so she could keep her knowledge and power to herself. What your step-mother didn't have was the beauty to lure a young man to your trap, and fall under your thrall. You sent him back to dear old mum to murder her, take her heart, and return it to you to eat. You completed a great circle by killing your shadow teacher.

Next you landed in Newcastle (your enemies might muse you descended from your broom) because your spies told you there was a mine to be had, and that mine contained the highest concentration of crystals that could gather Soul Energy. Of course you have spies! Conveniently, Mrs. Kent, the owner of the best mine for Soul Energy died suddenly and seemingly naturally, and left her incompetent husband Randolph the mine. You watched him quickly squander his money and reputation, and seized the moment to aid him.

RECENTLY: Your plan is going well. You have inventors, scientists, and all sorts of advisors on your payroll. The mine has become an epicenter of scientific inquiry, which attracts the best and the brightest, and the most desperate for fame and fortune. You can give them all that, and in return, you get a what you want. But someone dug too deep. You expected this to happen, but you hoped it would have happened once all your machines were in place and ready to excavate the true motherload of the mine. No matter, so a few people lose their soul, a few other Mages smell power, a few other beings are drawn to the mine like moths to a flame. It will all work out the end. For you at least. You found the Qlip-*poth*, Nikola Tesla and have your servant Wendigo, the Tulpa to help support your efforts. You have plenty of power to spare for all you will accomplish.

SPECIAL INFORMATION: (See also ITEMS)

You've had your servant, Wendigo, steal Soul Energy from various people in the town. You've sent her after several that caught your eye: Ginger Peabody, at the grocer's; Melissa Jensen, the foolish librarian; and Deirdre Kenny, she has too many opinions. You keep their energy in Soul Eggs that you have locked away in a safe place. You feed some to the Qlip-*poth* to keep him happy, but you keep the most for yourself. You realized a week ago that an indigent in the park was making an Enchanted Painting of you. The nerve! You had Wendigo steal it, and it is locked away in your secret room. It even had his soul in it! Delightful. You have several of your most precious texts in the Library. They are part of a Special Collection you 'donated'. No one has the key but you, not even the librarian Melissa Jensen. One in particular has spells of great power.

Diamonds and Coal

Character Info

LADY PERCY, CONTINUED

ITEMS:

Soul Eggs (3) containing energy from the Souls of Ginger Peabody, Melissa Jensen and Deirdre Kenny

Enchanted Portrait of You containing energy from the Soul of Tod McAllister

Wizard Egg brimming with the full energy of a person taken from your soul.

Soul Taking Machine - in progress, being worked on at the Workshop in secret by Nikola Teska

Soul Crystal - a huge repository of this valuable crystal, in a secret storage area in the mines

Magical Texts - a collection of the knowledge you took from your Master, locked away in the library

Keys - a ring of keys for the Special Collection in the Library and the storage area in the mines, One of the keys is a Soul Trap

WHO DO YOU KNOW:

Randolph Kent - the owner of the mine, owes you everything, your total puppet

Nikola Teska - a Qlippoth, working for you, dangerous but useful

Tex Jones - American, Famous inventor of the Great Drill, you brought him here and use his fame to full advantage to keep attention away from the real work

Deirdre Kenny - an Irish researcher, you've put her to work with the men in the mines

Bruce Webster - an Australian airship captain you've seen on your travels, newly come to Newcastle

Ruby Skellings - a traveling salesman the engineers buy equipment from

Dr. Patel - the local doctor, uselessly caring for those you've stolen from

Melissa Jensen - local librarian, doesn't know what she guards

Commodore King - another Mage, paltry competition for you

Ghost - there is the ghost of a dead miner hanging around this town, you're not sure why

Zephyr - there is a Free Spirit here that you would like to catch and control

MAGE (In character knowledge)

You are a Mage, a living body with a double-soul: you have substantially more spirit-energy than Average People or even Sensitives. You utilize this energy to do magic. The Second Sighted see you as dense and burnished-bright, and you might not cast a shadow. You have a wide range of powerful abilities, are incredibly durable, and pursue True Immortality. If you are killed, you will split into two beings a Ghost and a Zombi.

Diamonds and Coal

Character Info

TRAVELLING CHAZ, DRIFTER

CHARACTER TYPE: Mage

ABILITIES/POWERS: Second Sight, Heal, Create Objects, Change Self, Open Gate

BACKGROUND: You were born long ago in the Polynesian Islands where you had a spouse, a child and a family. But tragedy struck, and illness took your family from you. You felt that you would die with them. A wise woman of your people, called a Keeper of the Balance, helped you. She said that you were undergoing the soul trial. You had been emptied by the spirits, and that if you had enough strength you would recover. But you would never again be like other people. Instead you would be a Sighted One. A person sensitive to the other world, with powers beyond those of others. The seas began to speak to you, the rocks and stones of your island, and animals seemed to know your language and you theirs. You learned to heal injuries of the body, and of the soul if they were not as great as your own had been through spirit calling. You also learned that you could see the Spirits of the Otherworld, and learned to walk in their world as well. You saw wonderful and terrible things there. And you travels in the spirit world made you long to see other parts of this world. Where ever you go, you are drawn to the people who are least of the lands. The forgotten poor and workers who are grateful for your help and healing. You look like a tramp. You've rescued peoples' souls from the other world, and helped regain Soul Energy from creatures that live upon it. Evil creatures such as Qlippoths like demons, or Tulpas-spirits who may serve the ruthless.

RECENTLY: When you heard of the illness spreading in Newcastle-upon-Tyne you felt drawn to go there to help heal. The more you heard the stranger the tales, but the more you felt you belonged there. People drained and empty and with no physical wound but dying? You recognized how you had felt so long ago when your teacher found you. You know you can be of help, but you are not sure whether you will be accepted. The English are proud and disdainful of foreigners, and you know that your appearance never opens doors for you with polite society. But even more reason for you to go, and at least help those who will let you.

WHO DO YOU KNOW:

Crazy Man Michael - a Sensitive, driven to drink, down in the dumps

Jeptha Evers - a hard-working, well-meaning miner

Nur Ibrahim - a Turkish immigrant miner worker

Todd McAllister - an artist, drawn here also, you can see that his talents are more than just with the brush

Black Jack Davie - the ghost of a miner, why is he here?

Zephyr - a Free Spirit making her way in the Worlds

Bruce Webster - an Australian airship captain and adventurer you've met here

ITEM:

Crystal of Light - Soul Crystal you have charged with your own energy, can be used by yourself or others to heal and renew someone's Soul Energy

MAGE (In character knowledge)

You are a Mage, a living body with a double-soul: you have substantially more spirit-energy than Average People or even Sensitives. You utilize this energy to do magic. The Second Sighted see you as dense and burnished-bright, and you might not cast a shadow. You have a wide range of powerful abilities, are incredibly durable, and pursue True Im-

Diamonds and Coal

Character Info

COMMODORE ABSALOM KING, RETIRED NAVAL OFFICER

CHARACTER TYPE: Mage

ABILITIES/POWERS: Second Sight, Create Tulpa, Increase Luck, Enchant Objects, Soul Taking

BACKGROUND: Power is a beautiful thing, and you wear it well. You learned at a very young age how to acquire it, put it on, attract more, and take it from others. While in the Navy, you honed that ability. You hunted pirates, destroyed their ships, took what you wanted from their spoils, and handed the remains to England. If there were no pirates, you “made” them. If you could not make them, you became them, and gave England the story of your conquests. But before that, you stole power from an old Mage, who didn’t know what he had. He first promised to teach you, but when he began to mistrust your intentions when he sensed you most wanted to know how to attain immortality, he withheld his teaching. As you were apt to do, you forced him to give it over. That isn’t stolen power, it’s power acquired by power.

RECENTLY: You tired of the sea and decided to move home to Newcastle. There’s a new industry: coal, and beautiful power to be had in the mines. Steam fusion is the way of the future, and you think there may be more afoot than just scientific endeavor. There are way too many beings of magical power here all of a sudden. If Lady Percy wanted to share, you’d be happy to give her a portion, but she thinks it’s all hers to keep. You’ll have to find out what she’s up to and show her the truth.

WHO DO YOU KNOW:

Hermes Ferrar - a local medium, you see that he may be useful

Lady Percy - another Mage, involved in the mine

Randolph Kent - owner of the mine, Lady Percy’s puppet

Nikola Teska - a Qlippoth, a terrible creature posing as an engineer, to be avoided

Tex Jones - American, Famous inventor of the Great Drill

Melissa Jensen - the local librarian

Bruce Webster - an Australian adventurer, perhaps a kindred spirit?

ITEMS:

Pistol - a weapon you keep at hand from your pirate chasing days.

Soul Crystal - you have been a good supply that you have charged, working towards making a Wizard Egg to give yourself *Resilience* and work towards Immortality

MAGE (In character knowledge)

You are a Mage, a living body with a double-soul: you have substantially more spirit-energy than Average People or even Sensitives. You utilize this energy to do magic. The Second Sighted see you as dense and burnished-bright, and you might not cast a shadow. You have a wide range of powerful abilities, are incredibly durable, and pursue True Im-

Diamonds and Coal

Character Info

BLACK JACK DAVIE, GHOST OF A MINER

CHARACTER TYPE: Ghost

ABILITIES/POWERS: Mining, Invisibility (can only be seen by those with Second Sight), Second Sight, Phase

BACKGROUND: You were born and bred in Newcastle-upon-Tyne. Your family were Geordies going back to Roman times and your father and brothers all worked in the mine. You grew up in the mines with Jeptha Evers, and you and he were always close. There have always been dangers in mining. And there have been troubles with the management in the past. Your father would tell stories of the strikes and fights they'd had when they were working to unionize in the 30s. The mighty still got wealthy on the backs of the Geordies, that would never change. But when Randolph Kent bought the mine you realized that you had a fight on your hands. He knew nothing about mining, and didn't care to learn. Seems he only wanted to see how much money he could make, and was willing to cut corners. Jeptha had risen to being foreman of the miners by that time, so he often tried to reason with you to keep a cool head. Especially after Kent's wife died of consumption, poor bloke. You knew Jeptha was right in some ways, but how could he keep so calm when there were miners' lives on the line? You did what needed doing: starting fights and calling for strikes when the men were being worked too hard, or the equipment over-taxed, or the mines became too full of explosive gases. One day you found yourself alone in the mines, called in late by one of Kent's lackeys. Too late you realized that there was a massive buildup of fumes and a cart coming down struck a spark that caused an explosion and a cave in. Your last thought was to call on God to see revenge on the man.

RECENTLY: You remember dying, and the great anger you felt, and then you remember darkness. Then you saw a light and seemed to fly towards it, as if in a dream. You found yourself back in the mine, with miners working to dig out the fallen dust and stone. You saw your Ma there, and your brothers mourning you. And Jeptha, speaking a moving eulogy for you at your funeral. You tried to speak to them, to tell them you were right there, but they don't see you. Sometimes you can get one of them to shiver and shudder when you are near. You've been watching Randolph Kent, seen the new scoundrels he's taken up with. A woman named Lady Percy, beautiful and rich as they come. But there is something strange about her, and her strange Italian inventor Nikola Teska. You see them as Jeptha and Kent see them, but they also seem to have spectral halos of blood and shadow. And now this strange illness afflicting the town. Those ill with it seem strange to your eyes as well. With an emptiness in them. You are more desperate than ever to warn Jeptha, but you just can't seem to contact him. You thought perhaps Lady Percy saw you once. How could she when no one else can? But since then you've tried to stay away from her. You didn't like the look in her eyes.

WHO DO YOU KNOW:

Jeptha Evers - your old friend and fellow miner

Ginger Peabody - a young Geordie girl, now grown up

Randolph Kent - your murderer, the negligent owner of the mine

Rev. Rudd - the local minister, perhaps he can offer you peace?

Lady Percy - strange newcomer and investor in the mines

Nikola Teska - Lady Percy's strange engineer, he's not what he seems

GHOST (out of character knowledge)

You are a Ghost, a dead soul lacking a body. You feel an internal call, urging you to rejoin the Source, but you are too attached to existence, to memory, to unfinished business. You squat and dig in, standing fast against the pull through force of will, until you either resolve your issues or lose your grip on unlife. To Second Sight, you are transparent (and you cannot be seen by Average People at all), and insubstantial in the Real World. If you are killed, your hold on the world will slip, and you will immediately go to the Source to be recycled for new life.

Diamonds and Coal

Character Info

ZEPHYR, A WANDERER

CHARACTER TYPE: Free Spirit

ABILITIES/POWERS: Invisibility, Change Self, Open Gate

BACKGROUND AND RECENTLY (THEY ARE ONE AND THE SAME TO YOU): When you gave yourself a name, a body came with it. You shaped and molded this body to your liking and decided to see where it took you. That's how you came to Newcastle. At least that's what you'll tell the others when you return. Where will you return to? Who knows, but everything always wants to know. Like you. Why does that woman cry? Where has that man's soul run off to? Why does that baby laugh when so much death and sorrow follow him? So here you are in Newcastle, and the world has sprung a leak. A big oozing leak. If someone doesn't plug it soon, something will happen that no one will like, not even that scary thing called Lady Percy.

Yes you like this body okay. It takes you places, you can drape nice fabric on its frame, and make it smell pleasant. Someone should do something about that hole! It's getting drafty in here, and when it gets drafty, people come looking for things like you and try to pry you from your name and your body. Perhaps you should do something about it. It's not safe to get too close to them, to any of them, even the gooder ones, because you have things that no one else has, and when people find out what you have, they want it for themselves. Then the gooder ones turn badder. You like this body enough to hold on to it for now, though. It does behoove you to help plug up that hole.

WHO DO YOU KNOW:

Wendigo - a Tulpa, owned by a Mage

Borealis - a Tulpa, owned by an Imago

Todd McAllister - an artist, new to town. A good friend. He doesn't know you're a spirit!

Travelling Chaz - a mage from far away who came to town recently, lives on the streets

Nikola Teska - a Qlipboth, he's terrifying! What is he doing here?

Bruce Webster - an Australian airship captain and adventurer you met recently, you love his stories about different places and people in the world.

FREE SPRIT (In character knowledge)

You are a Free Spirit, a twist of soul-power with will and personality, neither alive nor dead. You are prey for any Being who hungers for essence. You work hard at your play to discover just who you are. If you are able to improve your nature enough, you can join the Source to be born into to whatever new life awaits. You can appear in almost any shape and size throughout the Spirit World; Second Sight shows you as whirling energy. If killed, you evaporate into nothingness.

Diamonds and Coal

Character Info

WENDIGO, LADY PERCY'S SERVANT

CHARACTER TYPE: Tulpa

ABILITIES/POWERS: Theft, Violence; Soul Taking, Change Others

BACKGROUND: You are a Tulpa, a spirit, created to do the bidding of your master who created you. You live in the spirit world, but walk in the world of the living. Normal humans cannot see you, unless you will it. You can affect them: hurt them, steal their Soul energy, change their form even. Your Master is a Mage, Lady Percy. You love her and fear her anger. She can undo you with a thought. She has you steal from people. Little things sometimes, big things other times. Or to steal away their energy that you put in the Soul Crystals she gives you. You never take any for yourself, of course. You've been forbidden from doing so. You are very good at not taking too much so that you might kill the person. You bleed them down as much as you can and take the energy back to your Mistress. All that lovely Soul Energy. Lady Percy has another powerful servant, the Qliploth known as Nicola Teska. His true name you do not know, but he is a furious storm of dark energy and hunger. You have met one other being, Zephyr. She calls herself a Free Spirit. Her light and happiness drew you to her, but your Mistress forbade you from speaking to her again. And ordered you to tell her if you saw her, so that she could bind Zephyr to her will. You wonder what it would be like to be free, to do as you wished?

RECENTLY: Lady Percy has had you working non-stop to steal Soul Energy from others. She has you leech it from them at night. Some in their homes, some in the infirmary where they have been taken. In the past it was easier to take it from young people or those vibrant and full of energy, with some to spare. Now, your Lady has you taking as much as you can from all you can reach. She had you steal a painting from an Artist, too. The painting was of her and seemed to be luminous, as if it was full of Soul energy itself. You don't know where she has put it now.

WHO DO YOU KNOW:

Lady Percy - a Mage, your maker and master

Nikola Teska - a Qliploth, a terrifying creature; working as an engineer for Lady Percy

Randolph Kent - the owner of the mine, controlled by Lady Percy

Tex Jones - works for Lady Percy

Todd McAllister - an artist with some supernatural abilities, you stole something from him for Lady Percy

Melissa Jensen - the librarian in Newcastle, one of your victims

Deirdre Kenny - an Irish researcher, one of your victims

Ginger Peabody - the grocer's assistant, one of your victims

TULPA (In character knowledge)

You are a Tulpa, a shard of soul given mild intelligence and limited independence. You are a servant or messenger within the Spirit World, doing the bidding of your creator or master. You may have been created with a fantastic shape and special powers (though your master may help you to fit in to your surroundings). If you somehow gain your liberty, you will become a Free Spirit. If seen with Second Sight, you appear to be a bubble of energy.

Diamonds and Coal

Character Info

BOREALIS, RUBY'S SERVANT

CHARACTER TYPE: Tulpa

ABILITIES/POWERS: Ward, Healing, Change Self

BACKGROUND: When you look out at the world you're bound to at the moment, it all seems so bleak and empty. Futile. Dirty. Sick. You ache. But then you watch Ruby at work. He tries to rid these beings of their ills. He works tirelessly to make things right, against the odds, against the darkness that bursts forth from that mage Lady Percy. If you must be here, you would rather be a helpmeet to Ruby than a slave to Lady Percy like Wendigo. And you two may be one and the same, servants to a master, but you know enough about this dirty and sick world to know you'd rather help than hurt.

You watch Zephyr flit about without a care. She is a Free Spirit who has never been bound to another for his whim or advancement or even so he could help others. Perhaps one day you might be in a position to help Ruby, and perhaps he would set you free so you could be like Zephyr. Then you could free Wendigo from Lady Percy's clutches.

For now, you do your master's bidding. It's hard work, but it's meaningful, it makes this place cleaner and healthier. You could have ended up a thief like Wendigo with a master who is cruel and monstrous like Lady Percy. If you must be here, you'll take your lot gladly.

One day you'll seize your chance and become free.

WHO DO YOU KNOW:

Ruby - an Imago, your maker and master

Zephyr - a free Spirit

Lady Percy - an evil mage

Nikola Teska - a Qlippoth, a terrifying creature; posing as an engineer

Wendigo - Lady Percy's Tulpa servant

TULPA (In character knowledge)

You are a Tulpa, a shard of soul given mild intelligence and limited independence. You are a servant or messenger within the Spirit World, doing the bidding of your creator or master. You may have been created with a fantastic shape and special powers (though your master may help you fit in to your surroundings). If you somehow gain your liberty, you will become a Free Spirit. If seen with Second Sight, you appear to be a bubble of energy.

Diamonds and Coal

Character Info

BRUCE WEBSTER, AUSTRALIAN ADVENTURER

CHARACTER TYPE: Average Person

ABILITIES/POWERS: Invention, Repair

BACKGROUND: You are Captain Bruce Webster. Airship captain, dashing adventurer extraordinaire. You transport the well appointed of Victoria's land across the land, above the clouds, away from the dirt and grime of the factories and mines. What's more, you're handy with a wrench, and can fix just about anything. You came here from Australia (by ship, of course) for fortune seeking and scientific inquiry. Now most people would think one ought to go to Australia for fortune, but you went to England. Australia is getting just a bit too crowded with all the adventurerers.

Which isn't to say that England doesn't have its adventurerers. Well, not so much. But build an airship (like you did), and they will come, and you will show them adventure! And so will be need to fix things, like airships, and other new inventions. When you heard there was a fancy new drill digging giant holes in the ground in Newcastle, your ears twitched with curiosity. When people go too high into the sky or too deep into the ground, things are bound to break, danger and meyhem ensues, and things get interesting. Not always in that order, either. You'd like to see this drill, you want to see how it works, and maybe you'll be around when it becomes more dangerous than useful.

WHO DO YOU KNOW:

You're outgoing and gregarious, and could claim to know everyone, even if you've only met him or her in passing. Here are some impressions of the locals of Newcastle.

Lady Percy--Scary bird, her. Occasional passenger on your airship. Owns that big mine in Newcastle.

Deirdre Kenny--Pretty Irish lass with a head for science.

Richard Flockton--Creep. Magistrate. Not to be trusted. Doesn't tip, and complains about the turbulence.

Randolph Kent--A perfect example of why one shouldn't let Americans have too much money. Owns the mine with Lady Percy. What business does he have owning a mine? With Lady Percy?

Zephyr--Strange bird, but easy on the eyes, so the strangeness is workable.

Tod McAllister - A Scottish artist living here, a friend of Zephyr, talented fellow.

Tex Jones--Famous American inventor of the Great Drill. You admire him, and hope if his big drill ever breaks down, he'll call you to help.

ITEM:

Knife - a sturdy tool you use for everything, including defending yourself upon the road

AVERAGE PERSON (out of character knowledge)

You are an Average Person, a living body with a soul. To Second Sight, you appear solid and smooth. Unless something interferes, when the ensouled die, your soul returns to the Source via the Spirit World (which you cannot otherwise enter). You are protected in large part from most spiritual powers and dangers because you are stuffed full of your own soul; the outer layer of your soul-blood has hardened into a thick shell, leaving no crannies for enemies to attack or openings to express Abilities or Powers. You are blind, deaf, dumb, and numb to the wonders that walk around daily. Still, a dedicated assailant can crack your shell, and make you into a Dead Inside.

Diamonds and Coal

Character Info

NIKOLA TESKA, ENGINEER

CHARACTER TYPE: Qlippoth

ABILITIES/POWERS: Tinkering, Violence, Research; Ward, Soul Taking (2)

BACKGROUND: You are a Qlippoth. An entity of power and hunger. You were once human, an ambitious and aspiring young student who left his father's stone-mason life to explore Science. You pioneered new ways to use energy, working on coal fusion long before the fools who worked on it now even dreamed about it. Powerful people became interested in you. You worked long hours, pouring yourself into the work. Then one day, you woke to find that you had no energy left, no drive, no will. Nothing but a great empty hole where your own energy once was. Your colleagues and investors turned on you, and gave your work to others. Your father came to help you but you rejected him and in a fit of rage, killed him. As soon as you did it, you felt remorse, but you also felt energized. You ran away from the city, making your way by stealing and doing terrible things to people. You learned you could steal energy from others, and feel amazingly alive. You learned you could leave them with some energy and not kill them all, but you don't always remember to do that. You travelled from place to place and victimized those that no one would miss.

RECENTLY: In London a wealthy woman named Lady Percy approached you. She first spoke of drills and mines, but after a time, she said that she could see your hunger and recognized it for what it was. She said you were a being of True Power, a Qlippoth, and that she was a Mage. A shaper of power. She had servants that could help feed your hunger, and that she wanted your help on her true purpose in Newcastle. She offered you a place at her side as she sought dominion over the people of this country. You accepted of course. For now. Her other servants are fools. The Irish woman Dierdre Kenny has a lot of opinions but knows nothing about how coal fusion would actually work. And Lady Percy's famous Drill Inventor, "Tex" Jones, is a simpleton.

SPECIAL INFORMATION

Your work for Lady Percy:

You are working to create a machine that feeds upon the Souls of Men. There is a strain of a rare crystal, called Soul Crystal, to be found in the Newcastle mines that can be used to hold and focus Soul Energy. It could power magic on an unimaginable scale. You work on the Machine in the Workshop, under the guise of working on coal powered fusion. There is a large supply of the Soul Crystals stored somewhere in the mines. Lady Percy has the key. Once the work is done, you shall take it from her.

Your victims:

Lady Percy feeds you Soul Energy, gathered by her servant, a Tulpa. Occasionally you feed or kill for your own needs. The plague is a great cover for your activities. You drained the soul from Tex Jones out of spite. Once the work is done, you plan to kill Lady Percy and take her energy as well as the Machine. She will be a tasty morsel, you can see the energy beaming out of her like a geyser of ambrosia. For now, she has a purpose, but you are biding your time until the time is right for you to make your move.

ITEMS:

Soul Taking Machine - the secret project you are working on for Lady Percy, uses Soul Crystal of which there is a great supply in the mines

Club - a trusty weapon you carry, it looks like a walking stick but also helps you subdue your victims

Diamonds and Coal

Character Info

NIKOLA TESKA, CONTINUED

WHO DO YOU KNOW:

Lady Percy - a Mage. Your colleague, for now

Randolph Kent - owner of the mine, a fool

Wendigo - Lady Percy's Tulpa spirit servant

Tex Jones - "Famous" American inventor of the Great Drill, one of your victims

Dierdre Kenny - an Irish researcher working for Lady Percy, has wrong ideas about steam fusion

QLIPPOTH (In character knowledge)

You are a Qliploth, a human-shaped nothing, a black hole of soullessness. You hate everything. You wish the destruction of the Source itself, in order to end your suffering. You are a husk of what you once were, and hunger for the bright light of others to fill your darkness. You glide through the shadows of the Spirit World like a demonic shark, keening as you stalk prey and to you, all other Beings are prey. You consume entire souls, seeking the peace brought as the consumed essence momentarily chokes your funnel-like being, easing the agonizing pull of the Void. But it never lasts and you must feed again. All others revile you as an abomination. You may be able to temporarily disguise yourself as a Dead Inside while hunting; Second Sight shows you as a stormy tempest of negative energy. If you are destroyed, the hole in the cosmos you represent fills in and smooths out.

Diamonds and Coal

Character Info

RUBY (SKELLINGS), TRAVELLING SALESMAN

CHARACTER TYPE: Imago

ABILITIES/POWERS: Tinkering, Defend; Second Sight, Ward, Healing, Open Gate, Increase Luck

BACKGROUND: You are an Imago. A powerful spirit of protection. Your task is to watch over humans and other beings to keep them from harm by the darker forces in the world. There are Mages who have agendas of their own that sometimes can hurt normal humans. There are Tulpas, spirit-shards with some intelligence, often created as spirits by Mages or others with power. These may be good or ill, often imbued with some special powers either spiritual or physical that the Mage uses to their purposes. Some humans lose their soul energy, either through theft by another, through their own corruption, despair or investment of their energy in an external object. These poor souls are called 'Dead Inside' to those who know the spirit world, and they are at a crossroads. They may regain their soul through taking actions that help others and work for the good. They may also regain energy, but become a force for evil themselves by acting on worse impulses. The worst of these become Qlippoths, dark vortexes of null energy. Ravening maws of hunger, anger and pain.

RECENTLY: You have seen the tide of poverty follow the rise of these new machines. Honest working folk put off of their land, and forced into labor at the factories and workhouses that the Queen's Empire demands. You have seen a tide of children their souls frayed and worn from these desperate conditions. When you heard of the sickness in Newcastle, you knew what must be occurring and hurried to the city. You are sure that there is an evil Mage at work behind this, though you have arrived recently so you are not sure who that is. You have assumed the name Ruby Skellings to move among the humans, a travelling sales person who brings bits of oddments and pieces of new machines.

SPECIAL INFORMATION

Your tasks as an Imago:

You have been a guardian for many centuries. You are given great powers and knowledge but you can only use them to help others. You act as guardian, guide, and obstacle to other Beings, giving them what they need rather than what they want. You are also sworn not to reveal the secrets of the Spirit World to those who do not know them. But you may speak to those who have experienced it themselves. You have helped many generations of humans.

BOREALIS, YOUR TULPA

You have a spirit servant, Borealis. You created Borealis out of your own energy to help you as you guard and defend humans. You have given Borealis the abilities to ward, or protect itself and others from harm, to heal, and to change its own appearance. You feel affectionately toward the spirit and almost treat it like a real being. It would be vulnerable and prey to evil creatures on its own. You make it work hard but protect it as your own and are grateful for how it has served you for so long.

Diamonds and Coal

Character Info

RUBY SKELLINGS, CONTINUED

WHO DO YOU KNOW:

Borealis - Tulpa owned by you

Zephyr - a Free Spirit you have seen, what is she doing here?

Randolph Kent - Owner of the mine

Lady Percy - a wealthy investor in the mines, possibly a Mage

Nikola Teska - obviously a Qliploth, a very dangerous being

Dr. Patel - the local doctor, in charge of the infirmary, helping the sick

Rev. Rudd - the local minister

ITEMS:

Crystals of Light (2) - Soul Crystal you have charged with your own energy, can be used by yourself or others to heal and renew someone's Soul Energy

Tinkering Oddments - You have a cart full of bits of machines and equipment that you are selling as part of your cover as a travelling salesman

IMAGO (In character knowledge)

You are an Imago, a mysterious entity of power. You act as guardian, guide, and obstacle to other Beings, giving them what they need rather than what they want. To Second Sight, your eyes glimmer, shine, and scintillate. You cannot be killed or destroyed, and your powers are vast... but only in service to others.

Diamonds and Coal

Character Info

NUR IBRAHIM, OTTOMAN IMMIGRANT MINER

CHARACTER TYPE: Average Person

ABILITIES/POWERS: Persuasion, Violence

BACKGROUND: Your father, the great dervish Shaykh Nur Ashki Offendum Ibrahim felt that your heart was full of fitnah. Anger at the sunnah, at the tariqa, at your own lineage. Before he would transmit his knowledge and allow to take hands with the other dervishes, he said, "Take your fitnah and give it to those who need it in order to free themselves from their bonds." England seemed like a good place to start. At times you could care less for the Sunnah or the Tariqa, but you see great injustice here, and in your heart of hearts, you want to rid the world of bad authority. What your father calls fitna, you call anarchy. You took a job in Newcastle as a miner, working among the ones who don't know their own strength or voice. Inhumanity is everywhere here, and it's growing. Greed begets sickness begets anger begets revolution. It's only a matter of time before the workers take what's rightfully theirs. You're not sure who would understand this, Jephtha seems hesitant to act on the miners' behalf. Strangely, you have grown close to Reverend Rudd, a spiritual man who has lost his calling and is drawn to Science.

RECENTLY: This new Sickness is worrisome. It has no rhyme or reason, and worst of all, no known cure. Your father would claim it to be the work of the Shaytan, or a spiritual illness. You are not so sure, although you won't rule it out. It is becoming increasingly clear who the haves and have nots are, and the haves seem to have something to do with this new suffering.

WHO DO YOU KNOW:

Jephtha Evers - the mine foreman, a dependable if conservative fellow

Ginger Peabody - a young girl who works in the grocery store

Rev. Robert Rudd - the local minister, losing his faith

Travelling Chaz - a drifter, a long way from her home in Polynesia

Black Jack Davies - you've heard the story of his tragic death

AVERAGE PERSON (out of character knowledge)

You are an Average Person, a living body with a soul. To Second Sight, you appear solid and smooth. Unless something interferes, when the ensouled die, your soul returns to the Source via the Spirit World (which you cannot otherwise enter). You are protected in large part from most spiritual powers and dangers because you are stuffed full of your own soul; the outer layer of your soul-blood has hardened into a thick shell, leaving no crannies for enemies to attack or openings to express Abilities or Powers. You are blind, deaf, dumb, and numb to the wonders that walk around daily. Still, a dedicated assailant can crack your shell, and make you into a Dead Inside. without regaining your soul, you will become a Zombi.

Diamonds and Coal

Character Info

TEX JONES, AMERICAN INVENTOR

CHARACTER TYPE: Average Person

ABILITIES/POWERS: Tinkering, Research

BACKGROUND: Aren't you tickled to be in the land of the Brits, with everyone all fired up about your machine? Everyone calls you Tex here, not Thomas, since you hail from Texas. Back at home you were just another gringo kid, obsessed with the new Science and strange-fangled machines of steam and piston. Everyone made fun of you but you wanted to learn everything you could. You became famous when the first oil gusher was struck, but you never felt at home with the attention and pressure. You just want the freedom to make your machines and to learn about better ways to make people's lives better. Here in Newcastle, you're concerned about the miners' safety. Even though Randolph Kent owns the mine, he doesn't seem to know the first thing about them. His man Jephtha Evers is much more knowledgeable. And Lady Percy doesn't seem to care about their safety. She just wants it to go deeper, faster. She makes you uneasy and reminds you of your childhood in the snake-handling charismatic church. She has the look both of someone full of that spirit, and one of the snakes. But, you that must be your imagination. You've moved beyond all that hocus pocus and are a man of Science now. You just try to keep your distance from her, and her strange assistant, Nikola Teska, though you must work with him so you make the best of it. Her other assistant, Dierdre Kenny is a solid researcher, though she can be a bit opinionated. They are always arguing about how coal powered fusion will work. You're trying to catch up fast about that, since it may be the future of energy.

RECENTLY: This strange illness has spread throughout Newcastle. Not just miners sick, as always happens in a mine town, but many others are affected. You've visited Dr. Patel to see if you could help, but it is beyond your experience. She is such a brave woman, working so hard. You wish you had more excuses to visit her, though you can't imagine that she could feel the same about you. Then, one morning, you woke up and you immediately knew something was different. You felt drained and lost, and could barely get out of bed. Your mother said you looked pale, like someone had walked over your grave. The world looks greyer to you now, bright colors seem washed out. And you feel this terrible despair, as though the most important thing you own has been taken from you. Something deep inside you that you never knew you had, is now gone. You don't know what to do, but you know nothing will ever be the same.

WHO DO YOU KNOW:

Lady Percy - wealthy investor in the mines, brought you here to Newcastle

Randolph Kent - mine owner, doesn't seem very in charge

Diedre Kenny - a sharp young researcher from Ireland

Jephtha Evers - very competent miners' foreman

Nikola Teska - Lady Percy's engineer assistant, very strange fellow

Dr. Bhavana Patel - devoted local doctor, you admire her greatly

Rev. Rudd - the local minister, helps at the infirmary

Melissa Jensen - the local librarian

Ruby Skellings - a travelling salesman with many fascinating mechanical wares

DEAD INSIDE (out of character knowledge)

You are a Dead Inside, a living body lacking a complete soul. You have no idea why you feel so lost, alone, and wasted. To the Second Sighted, you appear empty and jagged. You have limited mystical Abilities and Powers. If you regain your soul, you will become a Sensitive; if you lose the last dregs of your essence, you will become a Qlippoth. If you die without regaining your soul, you will become a Zombi.

Invisible

Except to those with the Second Site
permanent

Black Jack Davie

Invisible

Except to those with the Second Site
use at will

Zephyr

Second Sight

Show me your True Visage card

Second Sight

Show me your True Visage card

Second Sight

Show me your True Visage card

Second Sight

Show me your True Visage card

Second Sight

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Show me your True Visage card

Second Sight

Show me your True Visage card

Second Sight

Show me your True Visage card

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

GINGER PEABODY

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

DEIRDRE KENNY

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

MAGISTRATE RICHARD FLOCKTON

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

BRUCE WEBSTER

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

TOD McALLISTER

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

MELISSA JENSEN

True Visage

To the Second Sight I appear

SOLID AND SMOOTH

RANDOLPH KENT

True Visage

To the Second Sight I appear

SOLID AND SMOOTH

BRUCE WEBSTER

True Visage

To the Second Sight I appear

SOLID AND SMOOTH

Dr. Bhavana Patel

True Visage

To the Second Sight I appear

SOLID AND SMOOTH

JEPHA EVERS

True Visage

To the Second Sight I appear

SOLID AND SMOOTH

REV. ROBERT RUDD

True Visage

To the Second Sight I appear

SOLID AND SMOOTH

TEX JONES

True Visage

To the Second Sight I appear

**THICK AND
DIMLY GLITTERING**

HERMES FERRAR

True Visage

To the Second Sight I appear

**THICK AND
DIMLY GLITTERING**

VIRGINIA JAMES

True Visage

To the Second Sight I appear

**THICK AND
DIMLY GLITTERING**

CRAZY MAN MICHAEL

True Visage

To the Second Sight I appear

**DENSE, BLOODY AND
GLOW BRIGHTLY**

LADY PERCY

True Visage

To the Second Sight I appear

**DENSE AND
GLOW BRIGHTLY**

TRAVELING CHAZ

True Visage

To the Second Sight I appear

**DENSE, BLOODY AND
GLOW BRIGHTLY**

COMMODORE ABSALOM KING

True Visage

To the Second Sight I appear

TRANSPARENT

BLACK JACK DAVIE

True Visage

To the Second Sight I appear

WHIRLING, CHANGING

ZEPHYR

True Visage

To the Second Sight I appear as

**A BRIGHT BUBBLE
OF ENERGY**

BOREALIS

True Visage

To the Second Sight I appear as

**A SHADOWY BUBBLE
OF ENERGY**

WENDIGO

True Visage

To the Second Sight I appear as

**A BUBBLE
OF ENERGY**

True Visage

To the Second Sight I appear as

**A BUBBLE
OF ENERGY**

True Visage

To the Second Sight my eyes

**GLIMMER AND
SHINE**

RUBY SKELLINGS

True Visage

To the Second Sight my eyes

**GLIMMER AND
SHINE**

True Visage

To the Second Sight I appear as

**STORMY NEGATIVE
ENERGY**

NIKOLA TESKA

True Visage

To the Second Sight I appear

**STORMY NEGATIVE
ENERGY**

True Visage

To the Second Sight I appear

DULL AND GREY

True Visage

To the Second Sight I appear

DULL AND GREY

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

True Visage

To the Second Sight I appear

EMPTY AND JAGGED

True Visage

To the Second Sight I appear

THICK AND
DIMLY GLITTERING

True Visage

To the Second Sight I appear

THICK AND
DIMLY GLITTERING

True Visage

To the Second Sight I appear

DULL AND GREY

True Visage

To the Second Sight I appear

STORMY NEGATIVE
ENERGY

<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Physical - Mining Magical - Second Sight</p> <p style="text-align: center;">GINGER PEABODY</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Research Physical - Violence Magical - Second Sight</p> <p style="text-align: center;">DEIRDRE KENNY</p>
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Status Magical - Soul Taking</p> <p style="text-align: center;">MAGISTRATE RICHARD FLOCKTON</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Invention Physical - Repair</p> <p style="text-align: center;">BRUCE WEBSTER</p>
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Magical - Second Sight (thru Painting) Enchant Objects</p> <p style="text-align: center;">TOD McALLISTER</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Status</p> <p style="text-align: center;">RANDOLPH KENT</p>
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Research Physical - Medical</p> <p style="text-align: center;">Dr. Bhavana Patel</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Physical - Mining, Violence</p> <p style="text-align: center;">JEPHTHA EVERS</p>
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Research Magical - Luck</p> <p style="text-align: center;">MELISSA JENSEN</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Research Physical - Violence</p> <p style="text-align: center;">REV. ROBERT RUDD</p>

<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Research</p> <p style="text-align: center;">Magical - Second Sight, Open Gate</p> <p style="text-align: center;">HERMES FERRAR</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Physical - Medical</p> <p style="text-align: center;">Magical - Second Sight, Healing</p> <p style="text-align: center;">VIRGINIA JAMES</p>
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Status (low)</p> <p style="text-align: center;">Magical - Second Sight, Prophetic Visions</p> <p style="text-align: center;">CRAZY MAN MICHAEL</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Status, Persuasion</p> <p style="text-align: center;">Physical - Violence</p> <p style="text-align: center;">Magical - Second Sight, Soul Taking, Enchant Objects, Create Tulpa, Open Gate</p> <p style="text-align: center;">LADY PERCY</p>
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Magical - Second Sight, Heal, Create Objects, Change Self, Open Gate</p> <p style="text-align: center;">TRAVELING CHAZ</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Persuasion</p> <p style="text-align: center;">Physical - Violence</p> <p style="text-align: center;">Magical - Second Sight, Create Tulpa, Increase Luck, Enchant Objects, Soul Taking</p> <p style="text-align: center;">COMMODORE ABSALOM KING</p>
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Physical - Mining</p> <p style="text-align: center;">Magic - Invisible (permanent, can only be seen by those with Second Sight)</p> <p style="text-align: center;">BLACK JACK DAVIE</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Magical- Ward, Healing, Change Self</p> <p style="text-align: center;">BOREALIS</p>
<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Physical - Theft, Violence</p> <p style="text-align: center;">Magical - Soul Taking, Change Others</p> <p style="text-align: center;">WENDIGO</p>	<p style="text-align: center;">ABILITIES</p> <p style="text-align: center;">Mental - Research, Tinkering</p> <p style="text-align: center;">Physical - Violence</p> <p style="text-align: center;">Magical - Ward, Soul Taking (2)</p> <p style="text-align: center;">NIKOLA TESKA</p>

<p style="text-align: center;">ABILITIES</p> <p>Physical - Tinkering, Defend</p> <p>Magical - Second Sight, Ward, Healing, Open Gate, Increase Luck</p> <p style="text-align: center;">RUBY SKELLINGS</p>	<p style="text-align: center;">ABILITIES</p> <p>Mental - Research</p> <p>Physical - Tinkering</p> <p style="text-align: center;">TEX JONES</p>
<p style="text-align: center;">MAGISTRATE</p> <p style="text-align: center;">RICHARD FLOCKTON</p>	<p style="text-align: center;">BRUCE WEBSTER</p>
<p style="text-align: center;">TODD McALLISTER</p>	<p style="text-align: center;">RANDOLPH KENT</p>
<p style="text-align: center;">DR. BHAVANA PATEL</p>	<p style="text-align: center;">JEPHTHA EVERS</p>
<p style="text-align: center;">MELISSA JENSEN</p>	<p style="text-align: center;">REVEREND ROBERT RUDD</p>

HERMES FERRAR

VIRGINIA JAMES

CRAZY MAN MICHAEL

LADY PERCY

TRAVELING CHAZ

COMMODORE
ABSALOM KING

BLACK JACK DAVIE

BOREALIS

WENDIGO

NIKOLA TESKA

GINGER PEABODY

DEIRDRE KENNY

RUBY SKELLINGS

TEX JONES

ABILITIES

Magical- Invisibility, Change Self,
Open Gate

ZEPHYR

A Gun

A flint-locked pistol with
sighting scope

Add 2 Successes on a Violence Test

Sabre

Small side arm used by Her Majesty's
armies in the Boer War and India.

Add 1 Success on a Violence Test

Knife

A bowie knife commonly used
during wilderness travel.

Add 1 Success on a Violence Test

Club

a branch with knotted roots,
smoothed from long handling.

Add 1 Success on a Violence Test

Explosives

Dynamite and fuse

*Automatic Success, May Damage Location,
requires lead time to activate, may be cancelled
must contact GM to use*

Second Sight

Show me your True Visage card

Second Sight

Show me your True Visage card

You See:

You See:

You See:

You See:

You See:

You See:

You See:

You See:

LIBRARY

INFIRMARY

KENT

MANSSION

CHURCH

Minus 1 to Magic - pull one less stone

MINNE

THE GREAT

DRILL

WORKSHOP

THE

STREET

SEE GM

TO ENTER

SPIRIT

WORLD

spirit world



GATEWAY



GATEWAY



GATEWAY