

**Elizabeth Anderson (Dana Murphy) (532)**

- *desc*: an intense older woman
- *CR*: 2
- *greens*: Bringing Down the Hindenberg: Airship Sabotage for the Crafty Operative
- *abils*: Assist Knock Out Wound Airship Sabotage Singing Lessons
- *mems*: Open if you see badge #239 Open if you see badge #134
- Open at game start. Open if you see badge #235 Open if you talk with badge #235 "L Packet"
- *whites*: a list of names a party invitation

**William (Pierce Freeman) (134)**

- *nickname*: Billy
- *desc*: a small blonde boy
- *CR*: 1  $\phi$ : 2
- *greens*: Hear Me Baby, Hold Together: In-Flight Repair for the Cocky Engineer Ms. Manners' Tips for Well-Mannered Young Adults
- *abils*: Robotic Body Repair Assist Knock Out Wound
- *mems*: Open at the start of game. Open if you see badge #532 "L Packet" B-Packet (*abils*: Apprentice to Mister Bryce) V-Packet (*abils*: Apprentice to the Vicar) C-Packet (*abils*: Apprentice to Mother) S-Packet (*abils*: Apprentice to Sidney)
- *items*: A Wedding Ring (38) Toolkit (14)
- *whites*: a list of names a party invitation

**Jean-Baptiste Rousseau (Remi Oso) (336)**

- *desc*: a professional, composed man
- *CR*: 2  $\phi$ : 1
- *greens*: Bringing Down the Hindenberg: Airship Sabotage for the Crafty Operative
- *abils*: Debate Advanced Sabotage Airship Sabotage Assist Knock Out Wound
- *mems*: Open at the start of game. "L Packet"
- *items*: A Knife (60) A parachute (234)
- *whites*: a list of names a party invitation a mysterious letter

**Lady Gwendolyn Major (Ian Miller) (437)**

- *desc*: an aging noblewoman
- *CR*: 2
- *abils*: Assist Wound Knock Out Whore Slayer
- *mems*: Open at game start. Open if you see badge #230 Open if you see badge #236  $\alpha$  Open two hours into game. "L Packet"
- *items*: An Old Knife (66) A small silver key (36) A small bronze key (37)
- *whites*: a list of names a party invitation

**Reginald Archer (Shawn Fenerin) (537)**

- *desc*: a quiet priest
- *CR*: 2 *Sin*: 0 *Grace*: 0
- *greens*: Leashing the Beast Within: Grace and Sin
- *abils*: Preach First Aid Assist Knock Out Wound Psych Lim: Beast Within
- *mems*: Open at game start W Packet Badge # 539 "L Packet"
- *items*: A Cane (62) Bible (777)
- *whites*: a list of names a party invitation

**Sidney Davis (Sophia Kivelson) (239)**

- *desc*: a fiery young man
- *CR*: 2  $\phi$ : 1
- *greens*: Hear Me Baby, Hold Together: In-Flight Repair for the Cocky Engineer
- *abils*: Disguise Repair Assist Knock Out Wound
- *mems*: Open at game start. Item # 645 "L Packet"
- *items*: A Lead Pipe (64)
- *whites*: a list of names a party invitation

**Captain John Archer (Joshua Eggold) (536)**

- *desc*: a weathered, thin-lipped man
- *CR*: 3
- *abils*: First Aid Assist Knock Out Wound Disarm Restrain Bare-Handed Knock Out
- *mems*: Open at game start. If you see **item # 35-C** or **item # 152**. X Packet
- *items*: A Ceremonial Sword (67) A large well-weathered key. (30)
- *whites*: a list of names a party invitation

**Lord David Lloyd Major (Geoffrey Angus) (445)**

- *desc*: a fat, wealthy nobleman
- *CR*: 2
- *abils*: Assist Knock Out Wound
- *mems*: Open at the start of game. Open if you see badge #230 "L Packet" PI Packet
- *items*: A Ceremonial Sword (67) A Sealed Envelope (55)
- *whites*: a list of names a party invitation a mysterious letter

**Evan Bryce (Mashbayar Tugsbayar) (337)**

- *desc*: a well-dressed amiable man
- *CR*: 2  $\phi$ : 1
- *abils*: Assist Knock Out Wound Disarm Restrain Advanced Knife Proficiency
- *mems*: If you see Badge 353 Open at the start of game Open ten minutes into game "L Packet" PI Packet
- *items*: A Knife (60) A pinch of opium (666) A pinch of opium (666)
- *whites*: a list of names a party invitation a mysterious letter

**Judy Watson (Siobhan Gallagher) (237)**

- *desc*: a cautious, wiry woman
- *CR*: 3  $\phi$ : 1
- *abils*: First Aid Assist Knock Out Wound Disarm Restrain Bare-Handed Knock Out Singing Lessons
- *mems*: Open at game start. "L Packet"
- *items*: A Knife (60) A small badge (215)
- *whites*: a list of names a party invitation

**Mary Elizabeth Archer (Oishi Banerjee) (235)**

- *desc*: a beautiful debutante
- *CR*: 1  $\alpha$ : 0  $\beta$ : 0  $\phi$ : 2
- *abils*: Assist Knock Out Wound Pick Lock Singing Performance
- *mems*: Open at game start. If you see **item # 35-C** or **item # 152**. If you see **item # 35-B. DS Packet** "L Packet" **SP Packet**. Open when you use your "Singing Performance" ability.
- *items*: Song Book (267) A finely crafted pocket watch (46)
- *whites*: a list of names a party invitation

**Daniel Cole (Justin Lai) (353)**

- *desc*: a gruff man with metal legs
- *CR*: 3  $\chi$ : 0  $\phi$ : 1
- *greens*: These Legs Were Made For Walking: Fixing Mechanical Body Parts
- *abils*: Assist Knock Out Wound Psych Lim: Crippled
- *mems*: Open at game start. Open if your  $\chi$  is 6. Open if your  $\chi$  is -6. If you fix your Right Calf If you fix your Left Ankle If you fix your Left Knee "L Packet"
- *whites*: a list of names a party invitation a mysterious letter

**Abigail Major (Sophia Kivelson) (230)**

- *desc*: a young woman with closecropped hair
- *CR*: 2

**Lord Cornelius Blackwell (Peter Litwack) (539)**

- *desc*: an English gentleman
- *CR*: 2

**(Sawn Fenerin) (?5X)**

- *desc*: a hulking feral wolfman
- *CR*: 2

**Henri Cavendish**

- *CR*: 2

**Emilia Genevieve Bryce (Kendra Beckler) (236)**

- *desc*: an attractive young woman
- *CR*: 2

**Pierre LaFayette (Ash Turza) (338)**

- *desc*: a scowling, angry man
- *CR*: 2

**Captain's Quarters**

- *items:* A Sword (61) A pinch of opium (666) Revolver (367) A heavy, combination safe (152)
- *signs:* a wealthy bedroom **(34-3)** a bed **(24-3)** a dresser **(24-3)**

**Mary's and Judy's room**

- *signs:* a wealthy bedroom **(34-3)** a bed **(24-3)** a dresser **(24-3)**

**Ballroom**

- *signs:* an opulent open room **(34-3)** a grand piano **(34-3)** a ceiling panel **(24-3)** an open ceiling panel **(24-3)**

**Lord and Lady Major**

- *items:* A necklace (33) A piece of paper (34) A reinforced crate (35-A) A reinforced crate (35-B) A reinforced crate (35-C) A reinforced crate (35-D)
- *signs:* a First-Class bedroom **(24-3)** a bed **(24-3)** a dresser **(24-3)**

**Anderson**

- *signs:* a First-Class bedroom **(24-3)** a bed **(24-3)** a dresser **(24-3)**

**Bryce and Ms. Bryce**

- *items:* A pinch of opium (666)
- *signs:* a Second-Class bedroom **(24-3)** a bed **(24-3)** a dresser **(24-3)** a scene of violence **(24-3)** a scene of disorder **(24-3)**

**Reginald**

- *items:* Grimy tools wrapped in airship schemata (18) Grimy tools wrapped in airship schemata (18) Grimy tools wrapped in airship schemata (18)
- *signs:* a Second-Class bedroom **(24-3)** a bed **(24-3)** a dresser **(24-3)** a ceiling panel **(24-3)** an open ceiling panel **(24-3)**

**Cole and Rousseau**

- *signs:* a Second-Class bedroom **(24-3)** a bed **(24-3)** a bed **(24-3)** a dresser **(24-3)**

**Blackwell**

- *items:* Grimy tools wrapped in airship schemata (18) Grimy tools wrapped in airship schemata (18) Grimy tools wrapped in airship schemata (18) A Reinforced Crate (54) A pinch of opium (666) A pinch of opium (666) A pinch of opium (666) A pinch of opium (666) A pinch of opium (666) A pinch of opium (666) A pinch of opium (666) A pinch of opium (666) A pinch of opium (666)
- *signs:* a First-Class bedroom **(24-3)** a bed **(24-3)** a dresser **(24-3)** a desk **(24-3)** a ceiling panel **(24-3)** an open ceiling panel **(24-3)** Sign #822 (???) Blackwell's secret stash (???)

**Sidney and William**

- *items:* A Lead Pipe (64)
- *signs:* a cramped bedroom smelling of coal **(24-3)**

**The Stations**

- *signs:* Dismantled Envelope Tie **(Airship Station)** Operational Envelope Tie **(Airship Station)** Jury-rigged Steering Wheel **(Airship Station)** Operational Steering Wheel **(Airship Station)** Unstable Boiler **(Airship Station)** Operational Boiler **(Airship Station)** Sabotaged Engine **(Airship Station)** Operational Engine **(Airship Station)** Sabotaged Repulsorlift Stabilizer **(Airship Station)** Operational Repulsorlift Stabilizer **(Airship Station)**

**Storage One**

- *items:* Heat Shield (15) Heat Shield (15) Heat Shield (15) Heat Shield (15) Heat Shield (15) Heat Shield (15) Heat Shield (15) Heat Shield (15)
- *signs:* a long exposed hallway **(36-3)** deep storage **(36-3)**

**Engineering**

- *items:* A Lead Pipe (64) A Lead Pipe (64) A Lead Pipe (64) A Lead Pipe (64) A Lead Pipe (64) A Lead Pipe (64) A Lead Pipe (64) A Lead Pipe (64) A large well-weathered key. (30)
- *signs:* a steam filled mechanical room **(36-3)** a pile of mechanical parts **(36-3)** a dusty spot behind some pipes **(36-3)**

**Storage Two**

- *items:* Rigging Kit (11) Rigging Kit (11) Rigging Kit (11) Rigging Kit (11) Rigging Kit (11) Rigging Kit (11) Rigging Kit (11) Rigging Kit (11) Rigging Kit (11) Toolkit (14) Toolkit (14) Toolkit (14) Toolkit (14) Toolkit (14) Toolkit (14) Toolkit (14) Toolkit (14) Toolkit (14) Toolkit (14) Wooden Tools (16) Wooden Tools (16) Wooden Tools (16) Wooden Tools (16) Wooden Tools (16) Wooden Tools (16) Wooden Tools (16) Wooden Tools (16) Wooden Tools (16)
- *signs:* Rigging Stack **(34-3)** an open storage space **(38-3)** a full rack of boxes **(38-3)** a sparser rack of boxes **(38-3)**

**Storage Three**

- *items:* Canvas Sheet (12) Canvas Sheet (12) Canvas Sheet (12) Canvas Sheet (12) Canvas Sheet (12) Canvas Sheet (12) Canvas Sheet (12) Canvas Sheet (12) Canvas Sheet (12) Metal Sheet (13) Metal Sheet (13) Metal Sheet (13) Metal Sheet (13) Metal Sheet (13) Metal Sheet (13) Metal Sheet (13) Metal Sheet (13)
- *signs:* a storage room left unlocked **(24-3)** a pile of metal **(24-3)** a pile of burlap **(24-3)**

**Fireworks!**

- *items:* Fireworks (17) Fireworks (17) Fireworks (17) Fireworks (17) Fireworks (17) Fireworks (17) Fireworks (17) Fireworks (17)
- *signs:* a heavily armored room **(38-3)** a very complex series of locked boxes, pipes, safety equipment and fireworks **(38-3)**

**Storage Four**

- *items:* Propane Torch (21) Propane Torch (21) Soldering Iron (22) Soldering Iron (22) Spool of Copper Wire (23) Spool of Copper Wire (23) Standard Piston (24) Standard Piston (24)
- *signs:* miscellaneous storage **(24-3)** soldering station **(24-3)**

**s3krit Opium Plot Place**

- *items:* a handwritten note (734)
- *signs:* a dark, hollow part of the wall - Sign #342 (???) a hidden recess in the wall (???)

**Bomb**

- *signs:* A ticking mechanical contraption **(Item #645)**

**Crawlspaces**

- *items:* A thick stack of sturdy paper (998) A small box filled with diamonds. (999) Fireworks (17) Fireworks (17) Fireworks (17) Fireworks (17) Grimy tools wrapped in airship schemata (18) Grimy tools wrapped in airship schemata (18) Grimy tools wrapped in airship schemata (18) Grimy tools wrapped in airship schemata (18)
- *signs:* a closed utility panel **(38-3 - Crawlspace Alpha - Closed)** an open crawlspace **(38-3 - Crawlspace Alpha - Open)** a closed utility panel **(36-3 - Crawlspace Beta - Closed)** an open crawlspace **(36-3 - Crawlspace Beta - Open)** a closed utility panel **(26-3 - Crawlspace Gamma - Closed)** an open crawlspace **(26-3 - Crawlspace Gamma - Open)** a closed utility panel **(24-3 - Crawlspace Delta - Closed)** an open crawlspace **(24-3 - Crawlspace Delta - Open)**