

AN ALIEN WEREWOLF IN LONDON

31st August 1888

By Jae Campbell

This is a *Traveller* scenario for 2-4 players, who belong to an Imperial intelligence organisation such as the Covert Survey Bureau.



Computer Library Data

RACIAL CHARACTERISTICS OF THE VARGR RACE

INTELLIGENT MAJOR RACE RESULTING FROM ANCIENT GENETIC MANIPULATION OF TERRAN CARNIVORE STOCK FROM THE *CANIDAE* FAMILY *CANIS* GENUS. THE TYPICAL VARGR IS NOT VERY IMPRESSIVE AVERAGING ABOUT 1.6M IN HEIGHT AND 60KG IN WEIGHT. THEY ARE UPRIGHT BIPEDS AND REAR LIMBS DIGITI-GRADE. THEY HAVE MANIPULATIVE ORGANS SIMILAR IN SIZE AND APPEARANCE TO HUMAN HANDS, SLIGHTLY FASTER REACTIONS AND SUPERIOR SENSES IN SMELL AND SIGHT. THE TYPICAL VARGR IS INDEPENDENT WITH A TENDENCY TOWARDS INSTABILITY AND RESENTMENT OF AUTHORITY - RESPECTING SUPERIORS THEY KNOW AND ADMIRE RATHER THAN A REMOTE AUTHORITY. THEY ARE ALSO INTENSELY PROUD OF THEIR RACE AND ARE EASILY INSULTED, ENTERING INTO FIGHTS WITHOUT CONSIDERING THE CONSEQUENCES (FOR FURTHER DETAILS SEE SUPPLEMENT 11 LIBRARY DATA N-Z)

PLAYERS' BRIEFING

Last night, at 0300 hours, a break-in was recorded at the Temporal Research Foundation (on the outskirts of Haut-Devroe Downport on Terra), where top secret research on the nature of the universe has been going on for the last ten years. The investigating security team discovered the two-on duty guards just inside the building; one was already dead, his throat had been torn out and his spine had been broken in two places. The other guard was alive, barely. He also had been severely savaged and failed to return to consciousness. Investigation of the laboratory later by one of the scientists in charge revealed that a top secret device, an extraterrestrial artifact discovered on the planet Minerva ten years ago; a Temporal Matter transport or T-Matt had been activated and a portable control device was missing. The T-Matt is a machine that is capable of creating a vortex through time and space which the portable control which had been nick-named 'Passports', can by psionic means manipulate a specified space-time location. There is no possible way that the culprit could have left the building except by escaping through time!

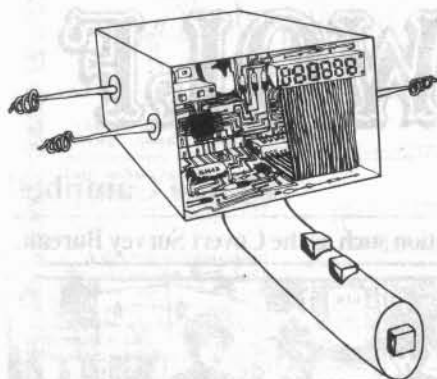
The scientists have located the culprit, using a tracer that is built into the passport to August 1888, London where it has apparently stabilised. Medics examining the bodies of the guards have determined that they were killed by a vargr who had ripped their throats out with his fangs then exhibiting abnormal strength had snapped their spines. Further investigation of the

wounds revealed minute traces of Hyper-dexamine - our vargr is a combat drug addict which is highly addictive and is now stuck back in time without a supply. Our psychiatrist has come up with a theory that our vargr was already verging on insane due to addiction and broke into the research foundation in order to steal something to sell for more drugs. Your task is to return in time, track down and capture our vargr 'friend' and if possible, wipe out any trace of his, and your, adventure into the past. The scientists have warned us that any change of the past must be rectified before you return or history as you know it may have changed beyond recognition. At all costs you must avoid drawing attention to yourselves, avoid leaving behind anything that could alter the future, and above all, avoid hurting anyone of that time period. The research historians have been working throughout the night to try and create 'authentic' period costumes and have compiled all the information we have on this little known period of Terran history. . . . Before you go, one further point is that the vargr is believed to be armed with a scalpel-like blade which he used to stab the second guard through the abdomen with - he must be considered both insane and highly dangerous, dismissed!

T-Matts, Passports and Time Travel

The T-Matt is an Ancient's device (Tech 18+) that is capable of creating an artificial nexus into the Tau energy field - an energy that permeates the whole multiverse

and co-exists everywhere and everywhen simultaneously. The nexus results in a whirlwind-like storm within the energy field around the nexus, the 'eye' of the Tau storm; anything caught in the 'eye' will be expelled out into the multiverse at a completely different location and time. A secondary function of the T-Matt is that of being able to plot psychic traces through the storm to their site of origin. It then records the temporal and spatial co-ordinates on a computer clip for use by the 'passports' - a type of electrical compass that allows the passports to interpret the storm pattern and use it to cast anything trapped within its protective field out into the multiverse approximately at the plotted co-ordinates. These psychic traces or echoes originate from one or two sources, either as part of an individual's psionic talent; the ability to project and the Tau field (Telepathy & Special) or the ability to read and trace individuals emotions (which permeate the energy field) back to a source point. The T-Matt is capable of analysing physical objects which, because of 'witnessing' or being used in highly emotional circumstance (such as a particularly violent murder) has retained a distinctive aura that cannot be eradicated and which can be traced back to aura's point of origin. On the night of the break-in the T-Matt had been plotting a distinctive psychic echo that had originated in Victorian London and a 'destination' clip had been prepared, been placed in a passport and forgotten - what the Vargr has not got is a clip with the return co-ordinates!



The passports are gun-like devices [see diagram] which create a protective field around the wearer and anything or anyone he or she is holding and proceeds to phase them into the Tau energy field where, assuming they have a destination com-clip, the passport interprets the direction and force of the storm and uses the knowledge to ride out of the storm at the approximate temporal/spatial co-ordinates. Without a destination com-clip, the passports will phase the wearer into the storm and protect the wearer from the buffeting of the storm. But it cannot control where the wearer will come out - this is exactly the same function that the emergency activate buttons perform with the advantage that it will phase out within one combat round unlike the activate button for the psychic tracer which takes 1-6 combat rounds. In order for the unit to work the passport has to be attached to a living creature so that its telemetry sensors are in contact with the body, if the unit is not deactivated (this is done by removing the 'activate button' circuit before removing the unit), then 1-6 combat rounds after the sensors are removed from the wearer the passport will create a shield around itself and automatically activate its emergency circuits and phase out, (if the unit is being held when it phases out the unit will take the person's fingers with it while leaving the rest of the body behind) that unit is now considered lost and may turn up anywhere and anywhen in a deactivated form. At the base of the unit is a tracer signal unit which leaves a psychic trail for the T-Matt to trace. The passports weigh about 0.5kg. It should be noted that nexus do appear naturally throughout the Multiverse.

Note that the tracer can be used as a location of other activated passports in the same space-time location.

TIME TRAVEL Referees Only

The arrival of a person from another time period results in the introduction of a potential catalyst in world history that is capable either consciously or unconsciously, of changing the flow of history. History is changeable and the arrival of someone into a time period does not mean that the person was required to be there to complete historical reality. Nature automatically protects itself and so minor changes to history are like plucking at a rubberband, in that the 'natural' flow of history will reassert itself the further in time you go. As a general rule, the effect of any one person on history is minor and will usually be fulfilled by someone else if that person's influence is removed. . . . This means, in general, that the removal of an individual (unless that person was of a major impact on that

period) will not affect history too much as individuals who would have come through that line will, because of the racial gene pool, still be born although to someone else and perhaps later than in the previous 'reality'. This does not mean that the removal of major historical characters or their direct family or any sort of interference with the same will not result in major changes in history, it generally will. Joe Smith of no particular importance may be influenced or removed by travellers with little or no effect but even minor interference with a character like Lincoln or Hitler or their parents and family could result in major upheaval. It should also be noted that the introduction of advanced technology into the past may also affect the flow of history and so should be avoided even to the extent of limiting the players from taking any equipment bar the passports that could not be normally found in that period.

VICTORIAN LONDON Referee's Discretion

Note; it is up to each referee to decide just how much information on Victorian London and the style of living would still exist on record.



The Victorian era was an essential period of history in that it was a transition period leading to the early technological advances upon which we rely so heavily. The British Empire was at its height and the average Briton knew this was not only the proper way of things but also that it would go on forever. The suffering of the poor and the excesses of the rich would eventually be curbed and the British way would continue to progress towards the inevitable conclusion of Victorian thinking - Utopia built upon a foundation of British ideals.

The Empire was, with a few rare intrusions by royalty, in the hands of the Government and the politicians. Victoria had been on the throne for almost fifty years, and was revered and loved because to many she was Britain. God and science, in the minds of the people, had yet to come in conflict with each other, electric light had begun to be installed in London streets, the first tube of underground railway had opened, radio had been invented and the first automobiles were making their hesitant advance into society. Life for most was good yet within the city itself was a dark

cancer.

In the dim-lit, fog-strewn streets of London the poor lived in cramped filthy living conditions, thousands were forced to live rough in the streets, dying of disease or malnutrition, their only 'pleasures' were drink, violence and sex - all of which they did to excess. All that was left for many was to sell their bodies just to live. The other classes were dimly aware of the plight of the poor under them but dismissed it as their own fault, their lack of virtues, lack of desire to work etc. . . . Transport through London was by railway or Hansom cab a fast, uncomfortable two seater carriage of which 7,000 roamed London. Four seaters known as 'growlers' or 'Clarences' also frequented the city and telephones were becoming quite common among the higher classes. Telegrams like letters had 11 deliveries a day (they cost 6d for first 12 words and 1/2d per additional word) and solved the Victorian need for world-wide communications. Clothes for the men were sombre black or grey with white shirts and ties, hats were frequently worn. Women's clothing was much more colourful with long skirts (with the occasional, scandalous glimpse of ankle), bustles were starting to become less popular. Hats of all shapes and sizes were universal. The poor of Whitechapel had to make do with whatever they could make, beg, steal, or borrow although dress lengths remained conservative. The police or 'bobby' was very much in evidence throughout London and the use of a firearm openly would automatically result in police presence, though due to their low pay and bad work conditions they were frequently bribable.

Price List

meal	1 s - 3s
mug of beer	2 1/2d
glass of whiskey	3d
suit of clothes	25s+
boots	21s
Hotel lodging	5s - 20s
hostel (double bed)	8d
hostel (single)	4d
rope lean-to	2d
hansom cab fare (1 hr, 4 mile radius)	1s - 2s 6d
omnibus fare	3d (1d - 6d)
London guidebook	2s
Underground fare	2d
postage	1d
revolver	£5 10s
100 bullets	11s 6d
rapier	£1 2s

"To Boldly Go . . ."

The characters, dressed in period clothing, armed with whatever knowledge of Victorian London that the referee has given them are handed passports and shown how they work, they are fitted with destination clips and handed return clips and hypo-guns.

Hypo Gun/wrist Hypo

Gas powered needle gun (body pistol skill) that is attached to the wrist and resembles a fine steel bracelet except it fires a 10mm needle at high velocity using a small canister of compressed gas (10 shots) and uses dissolvable needles to inject a sleep drug - the trigger is found on the side and the whole operation is completely silent. There is a chance (12 on 2D6) that a victim will be allergic to the drug and die. Drug does 2d-6d stun damage.

Range Matrix

Close	Short	Med	Long	V/Long	wound
+3	+2	-3	no	no	1d6*

*needle damage only

Weapons Matrix

nothing	jack	mesh	cloth
+1	0	-1	-4

As you activate the passport attached to your wrist you feel numb all over your body then a few seconds later the sight of the scientists and laboratory start to fade to be replaced by a whirling claustrophobic kaleidoscope of colour and sound. A gentle buffeting echoes through your body which itself begins to fade and before your eyes you start to see a vague outline of a large building which clarifies into a street.

You are standing in a doorway of a terraced house, it is a moonless night, pitch black except for a single gas light at the end of the street and the light of a lantern over by the warehouse wall opposite, beside a stable gate where a small crowd has collected. The Vargr is nowhere in sight so you and the rest of the team cross the road to the crowd where you see a police officer bending over a corpse of a girl that has had her throat cut right back to the spine and she has obviously been stabbed many times in the stomach. Blood is everywhere and the people are busy speculating as to who could have done such a monstrous deed when you spot a small amulet lying in the gutter which you manage to pick up. One of the team recognises as a symbol of the Vargr Goddess, KnithnGheu, protector of purity... A vague memory enters your mind unbidden as you look back at the corpse - could this Vargr be... Jack the Ripper?

(Referees Only) THE VARGR'S AND COL SIR WILLIAM DAVID-ASTOR'S STORY

The Vargr-Gvoudzie, age 42 UPP 6B5899 Unarmed Cbt 3, Blade, 2, Medic 4, computer 3, bribe 1, forgery 1

Gvoudzie, an ex-scout who was cashiered a month previously for theft had become addicted to *Yag* (Hyperdexamine) while in the service and had been unable to locate any since has been forced to go through a painful and mind-distorting withdrawal made worse by the communication barrier that he only speaks Knithnour, Gvegh-Aek, and high Vilani.

Always religious, his mind as it became more and more unbalanced began to dwell on the more unsavoury side of his Goddess, KnithnGheu and particularly the old worship of female sacrifice and preparation. He used up his last dose of *Yag* and used his drug-reinforced ego to plan his break-in of the nearest Government installation - the Temperal Research Foundation, intending to steal anything he could sell on the blackmarket. He managed to get into the building but succeeded in activating an alarm that alerted the guards. The frustration of being caught finally sent him over the edge and he savagely attacked the guards activating the T-Matt accidentally in the process, as the guards lie, bleeding and torn, he grabbed a passport and pushing it into his pocket for safe keeping he accidentally pressed the activate button and to his mind's final horror he was catapulted back to Victorian London, early Friday morning,

the 31st of August 1888. His only possession apart from his jacket of cloth armour and the passport which he has accidentally jammed is a long thin blade. He is trapped in an unknown past.

(Referee's Discretion)**PLOT DEVELOPMENT**

Is Gvoudzie the Ripper or merely someone caught up in the hysteria of the period? If the referee doesn't want him to be the Ripper then he would be forced to steal to live and would have to avoid the police and the street patrols, living in the sewers. The adventurers may then have to deal with both the real Ripper and the Vargr. If he is the Ripper then he will be sacrificing female 'animals' to the Goddess and 'preparing' the bodies so that they are acceptable to her. He may also be killing males but removing the bodies of his hideaway where he will devour their bodies. A combination of any of these possible scenarios may be used if desired as there is a theory that the Ripper was actually two different people.

Facts on the Ripper

Male, left handed, believed to be sexually frustrated, was responsible for the murder of at least six prostitutes over the period of August to November 1888. He was never apprehended by the police. He obviously had some medical knowledge, it is also possible that he was a Mason and that the ritualistic killings was to cover-up an indiscretion on the part of Victoria's son, the Duke of Clarence which may have resulted in an illegitimate child. [Read *'Jack the Ripper: the Final Solution'* by Stephen Knight.]

Col Sir William David-Astor
38 UPP CBB7AA ex-Bengal Lancers
(medical discharge - damaged left leg when his horse fell on him)
Tactics 1, Admin 2, Sword 2, Leader 3, Rifle 2, Brawling 2, Gambling 1

2AM Monday the 3rd of September - While returning from the opera to his house on the edge of Whitechapel he noticed that his window had been broken and fearing a robbery he rushed to the door. As he entered the hall he heard his brother Philip (18) cry out in pain and rushed up to his brother's room grabbing his revolver as he went, he battered the door open and saw a wolf-like creature, dressed in a black cloak and standing on its hind legs savaging the mutilated remains of his brother. Horrified, he fired his revolver again and again at this sinister being with apparently no effect (the bullets were fired at the torso which was protected by the Cloth armour) and in shock he saw the werewolf (for what else could it be?) wrap the bloody sheets around the remains of his brother and escape through the window. After Sir William had stopped being violently sick he rushed out and got a policeman but after examining the room (minute blood traces only), and hearing his story which sounded like the ravings of a deranged mind they dismissed it and went back to working on the horrific murder of Annie Chapman by what the press were beginning to call Jack the Ripper. Sir William swore vengeance on the werewolf and next morning had his sword stick's blade coated in silver as well as getting silver bullets made for his revolver. Each night he hunts through Whitechapel searching for the supernatural creature, his dark, suntanned face, bristling black beard and wild eyes, dressed as he is

in a dark cloak and deerstalker will, over the next couple of months, become a familiar sight in the fog-filled streets as he searches for his brother's murderer.

The 'Peelers'

From the 10th of September a reward of £500 will be offered by the MP Samuel Montague for the capture of the Ripper but throughout October the police will be searching for (and eventually apprehending) a John Pizer, nick-named 'Leather Apron' who they believe to be the Ripper but who will prove to be innocent. Lt Col Sir Henry Smith of the City police has since August sent a third of his force in plain clothes into the city and from the 30th of September Inspector Abberline, a soft-spoken, rather portly bank manager-like person, will be scouring the East End with his unparalleled knowledge of Whitechapel searching for anything out of the ordinary, anything that could give a clue as to the identity of the Ripper. Assisting him are three inspectors, Reid, Moore and Nairn and four sergeants, Thicke (called 'Johnny Upright' because of his walk and his method of working), Godley, McCathy and Pearce who can all be brought into play with our mysterious team and with Sir William...

THE RIPPER'S VICTIMS

Polly Nichols, 45(?) 4AM Friday the 31st of August. Buck's Row. Throat cut, abdomen stabbed several times.

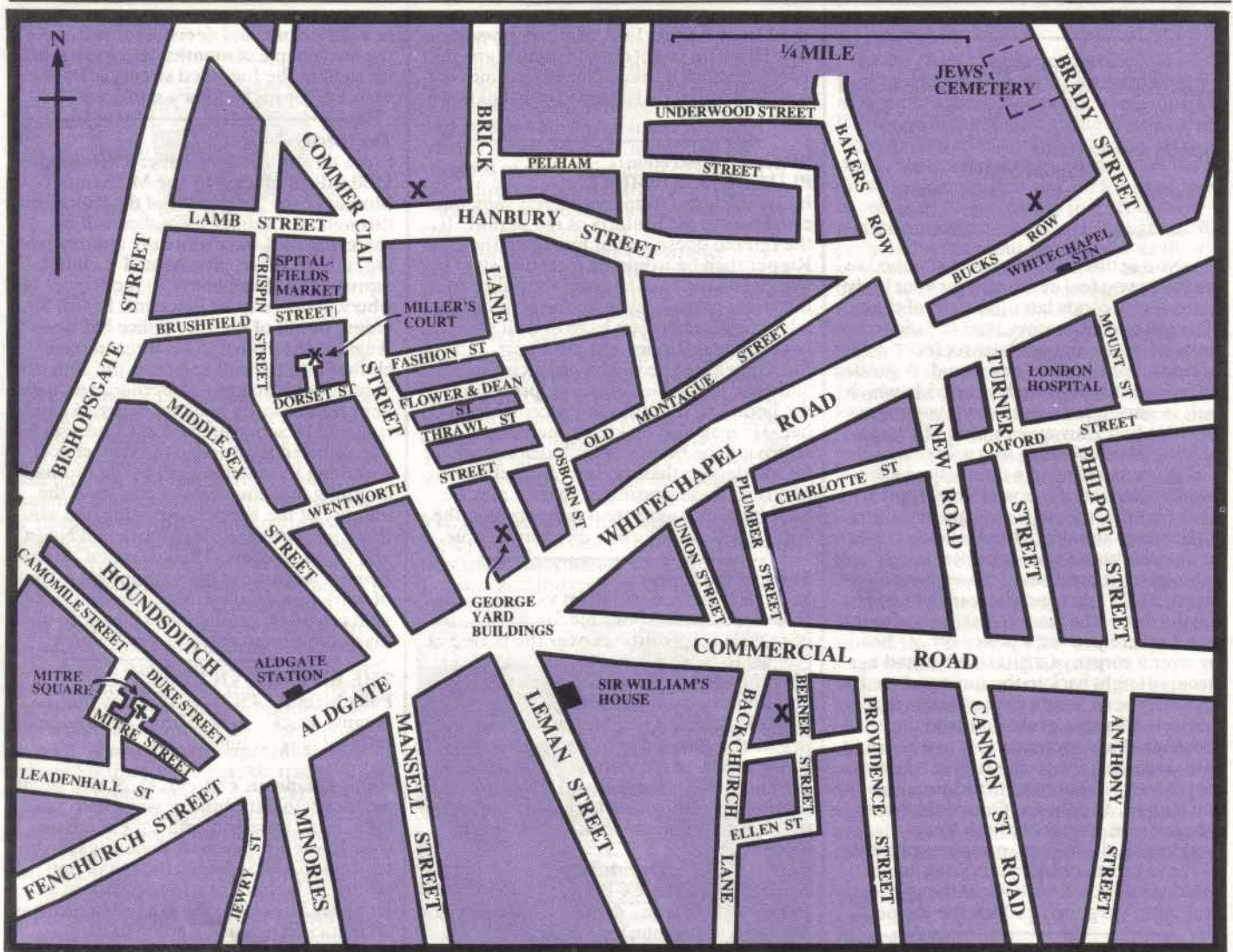
Annie Chapman (Siffey) 45, 5' tall, small woman with dark brown, wavy hair, blue eyes, large nose and with 2 teeth missing from lower jaw - she had obviously seen better days. 6AM Saturday the 6th of September. The back of a lodging house at Hanbury Street (No 29) in a yard which has an unlocked passage leading to it.

When found she was face up, palms outstretched with both face and hands covered in blood. As Annie Chapman, but more violently. Her personal belongings such as money had been laid at both the feet and above the head.

Elizabeth (Long Liz) Stride 40(?) 1AM Sunday the 30th of September. In a narrow court off Berner Street beside an occupied Working Man's Club (where people were still partying it up) behind some wicker gates. She was lying on the ground with a blood covered right hand covering her chest, her face was quite placid with the mouth slightly open, her throat had been severed but there had been no abdominal wounding.

Catherine Eddowes (?) 1.30AM Sunday the 30th of September, in Mitre Square in the city proper surrounded on 2 sides by warehouses belonging to 'Kearley & Tonge' (watchman in attendance), on the 3rd side by three empty houses and on the last before the corpse were 2 houses one occupied by a policeman and the other was empty. A policeman patrolled the Square every quarter of an hour and discovered the body at 1.45.

Her throat had been cut in the now familiar pattern and had been badly mutilated. Part of her blood-stained apron had been cut away and was later found at Goulston Street where a message was written in chalk on the wall 'the juwes are not the men that will be blamed for nothing' (this was the middle of the Jewish sector of London and



The crosses mark the sites of the Ripper murders

may have nothing to do with the actual murder or could be a clue pointing to the Masons).

Mary Jane Kelly (24) 3.30AM Thursday the 9th of November. Room 13 (a back parlour had been partitioned off and with its own front door) No 26 Dorset Street, - first door on the right in Millers Court.

Mary was 3 months pregnant when she was killed by someone who either had a key (which had been lost earlier) or else knew about the broken pane of glass which allowed a person to reach through and open the door. This was perhaps the most bloody of all the murders. Her clothes and other items had been burned in the fireplace.

This was the last murder directly blamed on the Ripper although there were others years later that were similar in many details. The first murder directly blamed on the Ripper was completely different to all the later murders in that Martha Tabram was stabbed 39 times in the stomach on the first floor landing of the George Yard Buildings at 3AM on Tuesday the 7th of August but no other mutilations were done to the corpse despite the fact that nobody was around. It is highly possible that this murder was actually done by a different person, not the Ripper.

TIME TABLE OF POSSIBLE EVENTS

31st August: Arrival of the Vargr and the killing of Polly Nichols, while fleeing to safety (assuming that he is the Ripper) he

drops an amulet. The arrival of the adventurers at the scene of the crime they now need to obtain money and lodgings by some means.

3rd September: Sir William David-Astor witnesses the death of his brother by what he believes to be a werewolf - the event turns his mind and he sets out on a vendetta to avenge his brother's death - from this night on he can be encountered by the adventurers while roaming the streets of Whitechapel - he wants to kill the werewolf and will be suspicious of anyone who also appears to be supernatural though if approached properly he will help by providing lodgings, knowledge of local conditions and provide funds.

6th September: Annie Chapman is murdered, Sir David-Astor will be the first on the scene (as will the adventurers if they have joined forces with him, otherwise they will encounter Sir David-Astor bent over the corpse and the inertial locator built into their passports which they were using to track the signal from the Vargr's passport to this location has suddenly gone silent). If the adventurers or Sir William are still at the scene of the crime after 20 minutes the police will arrive and they will proceed to ask a lot of awkward questions. If on the other hand the adventurers have joined forces with Sir William then they will be spotted fleeing the scene of the crime by a passerby.

10th September: A reward of £500 will be offered by Samuel Montague for the capture of the Ripper. Any strange behaviour

by the adventurers will result in someone reporting them to the police as part of their routine enquiries. If the adventurers are staying with Sir William, they will be interviewed by Inspector Abberline. Otherwise they will be stopped in the street by Sergeant 'Johnny Upright' Thicke.

22nd September: The adventurers will have traced the Vargr's passport to a drain beneath the streets of Whitechapel. If the adventurers investigate, they will find a smashed passport lying on the narrow shelf of a sewer, still giving out a signal. Beside it floating in the water, is a corpse (closer investigation will reveal it to be the decayed carcass of a pig from the market above).

30th September: The murder of Elizabeth Stride and Catherine Eddowes. If the adventurers are still free, and roaming the streets at night, they will spot the Vargr entering the sewer near Mitre Square. Should they follow him, they will find themselves led to an old crypt, entered by a decaying tunnel from the sewer. Here they will find the corpses of males who have vanished over the month and the Vargr awaiting them, armed with a scalpel. The fight is on.

The murder of Mary Jane Kelly was committed by an agent of the Duke of Clarence after she became pregnant. This was done in a prevailing atmosphere of murder to cover up his own indiscretions. This murder would only be committed by the Vargr if he escapes. There is a chance (12 on 2d6) that the murder of any local inhabitant of that period by the adventurers will result in a

change in the future, and they will be unable to return to the moment of departure, and must roam through time.

Victorian Atmosphere

In order to stretch your adventure out over the period needed by this scenario, great emphasis should be made of conditions at that time, the claustrophobic streets full of beggars, urchins and thieves. The difficulty of obtaining money with jobs being low paid and long hours and the hard, exhausting working conditions, the differences in language and dialect (I gave my adventurers only a 35% chance of understanding Victorian English which I increased by 2% each day). The sexual restrictiveness which would cause female adventurers to stand out like a sore thumb amid the inhibited women of that time or identified as 'ladies of the night' The ever present weather; the infamous London fog that invaded all corners of the landscape, muffling noise, hiding death, creating fear and suspense. Certain cameos may be inserted into the scenario in order to provide red herrings or needed help.

If the characters are unable to find (or steal - note that the inhabitants of Whitechapel were very aware of robbers and dealt with those who stole from amid the poor inhabitants painfully and often permanently) money for food, one of them will be offered employment selling onions at Billingsgate to the fishermen (½d each) with everything made over a shilling being his own. Despite trekking for hours amid the milling crowds, and being pushed around he still has only made 4d when a beggar lying nearby will spot him and offer to take him to Blind Harry, king of the beggars where according to the beggar he would be taught how to beg, given food and a place to sleep in return for ten percent of whatever the character would make as a beggar - the offer sounds attractive and helpful. The beggar then proceeds to hobble down a dark alley towards an old house signalling all the time for the character to follow him. If the character does, he will find himself in a dark dead-end alley surrounded by six beggars armed with knives who want his clothing and any valuables (including his passport if he has it on him) or they'll cut him up bad... there is no way to escape except by going through them and they look spoiling for a fight.

Another way of supplying food and shelter is to allow them to fall in with one of the persecuted religious groups of that time, particularly if they are 'unusual' for that time (one of the characters in my game was of Arab-Negro extraction while another was a Vilani descendant from the blue-skinned Rmoahal race of lost Lemuria) and are rejected by the society. I used the Mormons to provide shelter and free food since at that point of time there were more Mormon converts in Britain than in America (over 15000) and not only had suffered religious persecution for the last fifty years but were prepared and due to the mass exodus to the salt lake basins had centres for the care of refugees in all the major seaports in Britain... The characters could be invited to partake of a free meal and to join them in service (if they refuse the service they will still be offered a free meal and a bed) as the meeting is about to begin the sound of a mob will be heard outside followed by stones being thrown through the windows glass cutting the faces of the chil-

dren and women sheltering by the pulpit the crowd will then force the doors finally breaking them open and crushing a young Mormon Elder behind one of the doors. This will quieten the crowd down somewhat and attract the police who will investigate the crime and everyone involved including the Adventurers who will have to provide some evidence of identity and will be remembered by the police if they are detained again.

Weather Table

(throw twice a day to indicate how the weather will progress throughout the day)

2	heavy rain	
3	heavy rain	
4	heavy rain	
5	light rain	
6	light rain	
7	fog (heavy)	visibility down to 1d10m
8	fog	
9	fog	visibility down to 1d10m
10	dull/overcast	
11	dull/overcast	
12	fine/clear skies	

Final Notes

Some amusing problems arose for my own group while playing this scenario. After the team had arrived in Victorian England they found their passports (due to the inertial locators) pinging away because they were all switched on thus effectively blocking any signal that might come from the stolen passports, and also to avoid causing anymore attention to be focused on them, it was decided to switch off all but one of their own passports and hide them away out of sight.

This would have worked perfectly, allowing them to track the Vargr, except one of them failed to remember how to deactivate his and placed it inside his cloak where it proceeded to activate and warped out taking with it a large hole in both. Later after a couple of days without food or lodgings and with a few failed attempts to steal they witnessed an urchin trying to steal from a merchant. They decided to try and con the merchant into believing they were

police, taking him for 'questioning' and rob him up a dark alley only to find their language difficulties leading to the merchant becoming suspicious and creating a hue and cry leading to them fleeing through the streets being chased by a large hostile crowd, unable to fight for fear of hurting one and thus changing their own time.

The fog was used to great advantage when two members of the team found themselves separated amid the fog-haunted streets and discovered that their locators started to ping away revealing what they thought was the insane and homicidal Vargr to be at the end of the street around a corner - it turned out to be each other. They both sighed relief until one switched his off only to be find that the locator was still pinging away revealing the signal coming from within a dark passage beside an old dog food shop at 29 Hanbury Street. Go out of your way to establish the sense of fear and you will be richly rewarded as I discovered when the characters finally went after Vargr down at the dank, wet filth covered sewers and found their torch being knocked into the water by a fleeing rat - trapped in a totally dark tunnel having to feel their way about with a killer ahead, or perhaps stalking them, what was that sound behind? An emptying drain or the Vargr? What was the heavy burden at their feet, wood or human bones? And that sudden noise from the corner, that sudden flash of light glinting of something, could it be a knife held ready to strike? As the referee you decide... imagination or death? If the Vargr is killed it is important that the adventurers either return with the body or else completely destroy it, else there is a chance that someone might find the corpse, deduce from the skeleton that alien life exists and has visited Earth thus changing history on the other hand if the modified hands and the feet are destroyed it might to the non-expert be merely the skeleton of a dog or wolf, but can the adventurer dare to take that risk? This adventure is only a stepping stone to greater and more spectacular journeys through space and time... good luck with future travels and time paradoxes. □

CRYPT OF ST MARY'S CHURCH

