



THE LIMEHOUSE LURKER

Jenny Johnston, the proprietor of an opium den in Limehouse, tells you a story that has not yet reached Scotland Yard or the papers: three people have been found dead in recent days, the bodies completely exsanguinated. The first was a prostitute called Soft Jimmy, found in a dark corner of the opium den; the second was a young mother, Charla Bell, found in an alleyway behind the Limehouse School; and the third was a Chinese sailor, Zhao Donghai, found outside a pub near the Regent's Canal Dock, the Dog & Whistle. Jenny, an informal community leader in Limehouse, has been keeping the bodies in her basement; she's hesitant to go to the authorities because she fears it will cause trouble for the small but thriving Chinese immigrant community in the district. She heard that Hargrave House has experience with matters such as this, and has asked for your help.

Pose the following to the hunter with the highest Reason (or whoever you choose in the case of a tie): Hargrave House knows about creatures that drink the blood of their victims; they're called vampires. A detail in Jenny's story convinces you this particular vampire has the body of a small child. What is it?

The vampire is physically a child but that doesn't mean it's young. Vampires never physically age beyond how old they were when they were "turned," and an old vampire has to be handled in a very different way from a young one...

Questions & Opportunities ?

IS THE VAMPIRE YOUNG OR OLD? (Complexity: 4)

Unlock the next appropriate question.

IF IT IS YOUNG, WHAT WAS THE CHILD'S HOME LIFE LIKE BEFORE THEY WERE TURNED? (Complexity: 4)

Resolve the Threat by luring the vampire into a scene reminiscent of its home life and then destroying it or making arrangements for it to safely feed on a regular basis.

IF IT IS OLD, WHERE IS THE VAMPIRE'S NEST? (Complexity: 4)

Resolve the Threat by infiltrating its nest and then destroying it or convincing it to leave London.

The Mask of the Sun

- ☐ Each hunter narrates a dream they once had of primordial Earth: back in time across the ancient seas, back in time when the spirits walked, when the Sun was new, and the Old Gods held court.

The Vampire

The following can be freely shared with the hunters. If the vampire is young, it's scared; it will lash out like a wild animal, and its kills will be sloppy and haphazard. It retains some vague memories of its life before being turned, and those memories can be used to manipulate it. If the vampire is old, it's far more calculating and dangerous; it will have access to supernatural powers such as blood magic. In both cases, the vampire is weak in direct sunlight and can be destroyed by plunging a wooden stake through its heart or submerging it in running water.

IF HARGRAVE HOUSE IGNORES THE VAMPIRE...

If the vampire is young, more people in Limehouse will turn up dead, and Jenny Johnston won't be able to keep it secret much longer. If the vampire is old, it will spread its killing and influence beyond Limehouse, and will even start to create new vampires to join its nest.

Moments

A Side Character floating in the air; a pair of small hands opens them up from the inside, spilling their guts on the cobblestones.

The Sun is extra warm and throbbing.

You can hear your own heartbeat.

A vision of being drowned in a fathomless ocean of blood.

You only just notice a cat gently chewing on your exposed flesh, lapping at the blood.

You are lifted into the night air, and then suddenly dropped. Take a Condition: **Battered and Bruised**.

Dangers

POLICE CONSTABLE LANSING, A BOBBY

Broad shoulders. Neatly-pressed uniform. Wooden truncheon. Police Constable Lansing works the Limehouse beat. He isn't aware of the exsanguinated bodies, but he senses there is something wrong in Limehouse. He will turn up at inconvenient times for Hargrave House. If he learns about the murders, Scotland Yard will get involved, which will make it much more difficult for Hargrave House to do its job.

Quote: "I have a nose for trouble. That's what makes me good at my job."

BLOOD MAGIC

If the vampire is old, it can perform dangerous feats of blood magic, including (but not limited to): making blood rapidly evacuate a body, teleporting through blood portals, literally inhabiting a body and then tearing its way out, changing someone into a vampire by feeding on them over the course of weeks, and mesmerizing someone whose blood it has tasted.

Locations

JENNY JOHNSTON'S OPIUM DEN

Dim and smoky. A heavy, ammonia-like smell. People lounging on cushions.

Paint the Scene: People from all walks of life patronize Jenny Johnston's. What do you see that indicates this?

THE LIMEHOUSE SCHOOL (WORKHOUSE)

Filthy children all over the place. A frustrated mistress storming away from a group of girls (not) learning to sew. The smell of unwashed bodies.

Paint the Scene: Workhouses like this are where poor children are sent to be managed until they're old enough to be turned out. What signs of deprivation do you see?

THE DOG & WHISTLE

Dull, brass fixtures. A stack of tin mugs. A painting of a dog (but no whistle).

Paint the Scene: This pub caters to sailors and folk who work at the canal. How do you know this?

REGENT'S CANAL DOCK

Coal dust on everything. Sailors playing dice games. Prostitutes and tinkers peddling their respective wares.

Paint the Scene: Do you find the teeming humanity here to be exhilarating or revolting? Why?

Side Characters



JENNY JOHNSTON (CHEN BAO), A COMMUNITY LEADER

Soothing disposition. Pretty but faded. Dark taffeta gown. Jenny runs a very successful opium den and is the unofficial leader of the small Chinese immigrant community in Limehouse. She takes her role very seriously, and looks after almost anyone who comes to her for help.

Quote: "I came here to make a life for myself. People turn their noses up at East London, but all I see is opportunity. Children? No... never had them, never even wanted them. This place is my child."

THE MAN IN THE SUN MASK, A PATRON OF THE OPIUM DEN

Gold smoking jacket and yellow silk pants. Soft slippers on his feet. A sun-shaped half-mask obscuring his identity. The Man in the Sun Mask claims to be a member of the Royal Family, or some other important member of society, depending on when you ask him; he says he wears the mask to hide his identity. Always speaks cryptically, with an emphasis on the existence of other worlds and dimensions. **Special rule:** If a hunter removes the sun mask for any reason, they are immediately retired from play; the Keeper describes it.

Quote: "There is a world beyond this one, you know? It's like our own world—is, in fact, our world, but impossibly ancient. It's a world where the Sun is new, and where old spirits and old gods play and make war with each other. I have seen it with all my eyes. It is magnificent and terrible and bloody and every other awful, wonderful thing you can imagine."

RORY BELL, A HUSBAND

Covered in soot. Sour smell. Hangdog look. Rory is a stevedore at Regent's Canal Dock. He wants to go to the police about his wife Charla's murder, but Jenny Johnston is putting a lot of pressure on him to be quiet and let her handle the matter.

Quote: "I mean, don't get me wrong: I like old Jenny. I've been in her establishment from time to time, it's a nice place, and she even helped me and Charla once when we were having money trouble. But how much longer does my wife's body have to stay in her basement? We need to go to the authorities about this!"

FRANKLIN HORSFORD, A PUB OWNER

Sweaty forehead. Hairy arms. Black apron. Franklin does a brisk business at The Dog & Whistle, and he agrees with Jenny that no good will come of getting the authorities involved in the current troubles.

Quote: "Have you met that Constable Lansing? Dreadful man; always poking around, asking questions, looking to stir up trouble. He's bad for business, if you ask me."

ELMA THORPE, A REGULAR

Unkempt gray hair. Wrapped in a blanket, complaining of cold. Just finishing her drink. Elma is a regular at The Dog & Whistle. She sees a lot around the Canal Dock, and she'll talk about what she knows if you buy her a drink.

Quote: "It's always so damn cold in here! I keep begging Rory to fix the seals on these windows!"

LIN BOHAI, A SAILOR

Handsome grin. Briny smell. Dingy sailor's whites. Lin Bohai was a friend and shipmate of Zhao Donghai. Their ship is set to sail in a week; he'd like to find out what happened to his friend before that.

Quote: "Zhao Donghai was so excited to be here. We had some good times those first few days in port. Have you been to The Dog & Whistle yet? Who—or what—could have done such a horrible thing to him..."

LAWRENCE CHESTERFIELD, A HEADMASTER

Fidgety. Brown three-piece suit. Voice always starts low but ends high. Lawrence is the headmaster of the Limehouse School. He is overworked, exasperated, and doing his best to quell rumors of blood-sucking monsters.

Quote: "Look: I barely knew Charla Bell. She did some work with the children here from time to time—teaching them how to mend and wash, that sort of thing—but I never sat down and talked to the woman. And I certainly don't believe these ridiculous rumors that someone murdered her and drank her blood!"

VARIOUS CHILDREN AT THE LIMEHOUSE SCHOOL

Uniformly filthy. Frequently foul-mouthed. Eager to talk about what they think they know. Many children at the workhouse claim to have seen the vampire, and some of them actually have. Can be plied with sweets and other comforts. Some names, if you need them: Sally, Alice, Jennifer, Thomas, William, Bennett.

Clues



- ☐ Dried bloodstains in an unusual place.
- ☐ A passage, hallway, or other thoroughfare that has been made unreachable by the Sun.
- ☐ A copious amount of flowers of a specific type (pick one: roses/gardenia/lilies/something else).
- ☐ A missing book about an ancient civilization (pick one: Egyptian/Sumerian/Greek/something else).
- ☐ Crude drawings of a Roman phalanx in an unusual place.
- ☐ A painted mural depicting the suns of another world.
- ☐ A wooden toy Viking ship, lost or discarded.
- ☐ Stories of a victim behaving unkindly toward children.
- ☐ Stories of a victim behaving unkindly toward the elderly.
- ☐ Fresh blood dripping down from a high place.
- ☐ A pool of half-coagulated blood in a dark, subterranean place.
- ☐ Things with a specific pattern go missing (pick one: checkerboard/Indian "cone" pattern/vertical stripes/something else).
- ☐ Things in sets of three go missing.
- ☐ Violently discarded milk and sweets.
- ☐ The smell of recently charred flesh in an unusual place and in full daylight.
- ☐ A Bible; the pages telling the story of Noah and the Ark have been ripped out.
- ☐ A drunkard claims a small, childlike voice from the shadows has been castigating them for their excessive drinking.
- ☐ An opium den patron claims a small, childlike voice from the shadows has been castigating them for their vice.
- ☐ A Side Character claims to have seen something supernatural (pick one: a spiral of blood hanging in the air/a great gathering of dogs and wolves/a sudden heavy fog/something else).
- ☐ A thick swarm of bats over a specific place.

Rewards



- ☐ Jenny Johnston becomes a recurring Side Character; you get 1 extra Clue on the Information Move when you seek her counsel about events in East London.
- ☐ The Man in the Sun Mask becomes a recurring Side Character; you get 1 extra Clue on the Information Move when you seek his counsel about other worlds.
- ☐ The vampire becomes a recurring Side Character if you resolved the Threat by making arrangements for it to safely feed on a regular basis; the Factotum can add it to the **Hargrave House Informals** move.
- ☐ A memento from the investigation; ask another hunter what it is and then add it to your Personal Quarters.
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