

THE ST. JAMES'S STREET GHOST

A back issue of *The Illustrated Police News*, a tabloid notorious for carrying salacious, blood-curdling tales of dubious provenance, has a story about a young maid, Ginny Hess, who was found dead—apparently from shock—in her employer's St. James's Street townhouse some months ago. The story claims the townhouse is haunted, and that it was almost certainly the appearance of a ghost that caused the young maid to die of fright. After a cursory inquiry, you learn the precise address of the haunting, 18 St. James's Street, and the name of the family that lives there, the Beales.

Direct the following to a hunter of your choice: Most tales of hauntings are complete nonsense, especially those carried by *The Illustrated Police News*, but Hargrave House has some experience with ghosts, and a particular detail in this story confirms that this is a legitimate haunting. What is it?

Questions & Opportunities



WHICH PART OF THE HOUSE IS THE GHOST ATTACHED TO?

(Complexity: 4)

The hunters now have access to the custom move **Old Bones** (see below).

HOW CAN WE GET THIS GHOST TO PASS ON TO THE NEXT WORLD?

(Complexity: 6)

Resolve the Threat by performing a quieting ritual.

CUSTOM MOVE – OLD BONES: When you *have* **The Cosmic Passage** marked and touch, listen to, or otherwise attune to a building's architectural details, roll with Sensitivity. On a hit, a ghost will appear and answer a single question you pose to it or perform a small task, your choice; any answers it gives can be in the form of a Clue, at the Keeper's discretion. On a 10+, as above, and the ghost will not ask for anything in return.

The Mask of the Unquiet



- ☐ Each hunter narrates a flashback to their childhood when they experienced a haunting.

The Ghost



You can fill in the exact details and description of the St. James's Street Ghost after the hunters have had a chance to investigate. It does, however, have some characteristics that you may consider common among ghosts in the setting: only vulnerable to weapons that are blessed or made of silver; capable of affecting the physical world, especially by moving objects or changing the temperature in its immediate environment; capable of limited vocalization; and usually invisible but capable of appearing as a translucent figure.

IF HARGRAVE HOUSE IGNORES THE GHOST...

The Beales will eventually take drastic, misguided measures to get rid of the ghost, including an exorcism that will simply untether it from their home, allowing it to freely roam London.

Moments



A hunter catches themselves singing a sweet song they don't understand.

The room is icy cold, despite the presence of a crackling fire.

Weeping is heard coming from a bed, but the only thing the hunter finds is a pillow soaked with teardrops.

When speaking to a Side Character, they casually say the words "get out," but have no memory of saying it.

The floorboards creak and the townhouse shudders with every seventeen steps you take.

A hunter enters a room and finds someone who looks just like them sitting in a chair. If spoken to, the copy will scream and disappear.

Dangers



SPECTRAL ATTACKS

The ghost can attack in several ways: hurling small objects, inducing a feeling of intense fear or cold, and assuming the appearance of others in order to confuse or torment.

COLLAPSING TOWNHOUSE

The ghost can, as an act of intense hatred or desperation, cause the townhouse to begin collapsing, room by room, floor by floor, until it is nothing but a pile of rubble.

Locations



THE BASEMENT

The basement of the townhouse contains the kitchen and the servants' quarters.

Paint the Scene: *What evidence do you see that shows how, historically, the servants of 18 St. James's Street have protected themselves from the ghost?*

FRONT ROOM

The first of two main rooms on the ground floor; contains a small library and enough seating for the family and a few visitors.

Paint the Scene: *What in this room indicates that the Beales are living a little bit above their station?*

DINING ROOM

The second of two main rooms on the ground floor; features a long, polished table that can seat up to eight, a curio cabinet, and serving trolley.

Paint the Scene: *Does Mrs. Beale have splendid taste or rather disappointing taste? What do you see that confirms this?*

BEDROOMS

There are four bedrooms in total on the second floor, one for each of Harold, Alice, Roger, and guests.

Paint the Scene: *What about these rooms unnerves you?*

NURSERY

The attic has been transformed into a nursery and decorated in soft, pastel colors. Mary Alice can usually be found here.

Paint the Scene: *How do you know the ghost is with you right now?*



Side Characters



HAROLD BEALE, A HUSBAND AND FATHER

Patchy beard. Constantly fiddling. Worried about the cost of things. Harold, a bookkeeper and amateur mathematician, moved his young family to St. James's Street just a year ago, after getting a shockingly-good deal on the townhouse.

Quote: *"Of course, I'm perfectly happy to accept your help with this matter, but is it going to cost us anything? I mean, Scotland Yard is free, you know—one of its chief benefits, really."*

ALICE BEALE, A MOTHER AND WIFE

Sweet disposition. Lovely, but faded. Simple tartan dress. Alice follows Harold's lead in most things, but thinks he's not taking Ginny's death seriously enough. It was he who gave the story to The Illustrated Police News after Scotland Yard came up empty-handed—a sad attempt to make a bit of money off their tragedy.

Quote: *"Poor Ginny... she was a lovely girl, and so good with Roger and the baby. And now, thanks to that ridiculous tabloid, I haven't been able to find a replacement."*

ROGER BEALE, A YOUNG SON

Ruddy-cheeked. Sailor's outfit. Learning to swear. Nine-year-old Roger is a bit of a brat, to be honest, but finds the idea of a haunting to be wonderfully exciting, and frequently gives ghost tours of the townhouse to his friends.

Quote: *"I haven't seen the ghost much myself, but I reckon it's a bloody terror, considering what it did to Ginny."*

MARY ALICE BEALE, A BABY DAUGHTER

Quite bald for her age, really. And fat—what a fat little monkey she is! And listen to how she babbles—don't you wonder what they're thinking about when they babble like that?

PYTHAGORAS, A DOG

Greyhound. Brindle. Used to be quite lazy, but ever since moving to St. James's Street, spends most of his time nervously patrolling the house.

IRMA THICKET, A COOK

Square-framed. Jowly. Smells of onion and tobacco. Irma has lived at 18 St. James's Street longer than anyone, having worked for the previous family, the Buckleys. She is reluctant to talk about the things she's seen, but is genuinely sad and terrified about what happened to Ginny Hess.

Quote: *"I don't know anything about no ghosts! Now, if you'll excuse me, the butcher's boy is going to be 'round soon, and Mrs. Beale has a mind for mutton tonight."*

CONSTANCE HEAD, A NEIGHBOR

Peering eyes. Too-tight corset. Streaks of gray in her hair. Constance is a widow, and the Beales' neighbor. Like Mrs. Thicket, she knows things about the house on 18 St. James's Street, having lived next door most of her adult life. She's certainly happy to tell what she knows in exchange for some juicy gossip.

Quote: *"I mean, it's certainly no business of mine what goes on in their household, but what sort of neighbor would I be—what sort of community member would I be—if I didn't stay abreast of things that go on around here?"*



Clues



- ☐ Evidence of a similar death in the house decades prior.
- ☐ The clocks are all turned to the same, wrong time.
- ☐ A mirror cracks in a strange pattern (pick one: lace/star/spiral/something else).
- ☐ A series of numbers written in an unusual place (pick one: behind wallpaper/in the ashes of a fire/in the dust on a mantel/somewhere else).
- ☐ A vivid dream about violence between two unknown people from a different era.
- ☐ A glass figurine of a tiger falls off a shelf and shatters.
- ☐ Mary Alice's favorite wax doll, missing.
- ☐ Roger's appearance changes so that he seems subtly, but noticeably, older.
- ☐ Harold's ledger contains entries for strange household expenses he can't explain, like "thought-casting" and "dream whisperer" and "pig gifts."
- ☐ One of the bedroom windows doesn't look out onto the street, but rather on a country house that appears to be on fire.
- ☐ A whispered but heated argument between a Side Character and an unknown voice; the language they're speaking is unknown to you.
- ☐ A door that is always locked when you return to it, no matter how many times you unlock it.
- ☐ A porcelain vase filled with warm, fresh blood.
- ☐ The sound of someone falling down the stairs; there's no one there when you investigate.
- ☐ Rumors of an arranged marriage gone awry.
- ☐ The same book keeps falling off the library shelf, a ghoulish novel about a wife who murders her husband.
- ☐ A single stair collapses underfoot.
- ☐ A room appears to be on fire, but it's not.
- ☐ A tightening felt around someone's throat.
- ☐ A crystal decanter recently filled with port is now empty.
- ☐ A stack of love letters from another time.



Rewards



- ☐ A jar of ectoplasm; add it to your Personal Quarters.
- ☐ A mirror that always shows a reflection of the St. James's Street Ghost; add it to your Personal Quarters.
- ☐ Unmark **The Cosmic Passage** if it's marked and reverse any effects of it being marked; explain why performing the quieting ritual is making you less attuned to the supernatural world.
- ☐ A memento from the investigation; ask another hunter what it is and then add it to your Personal Quarters.
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