

Fellowship of the White Star

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FELLOWSHIP OF THE WHITE STAR™

FotWS A101: London Fires

By: Victor Long

**Playtesters: Paul Dorothy, Bruce Finch, Joanne Fisher, Dave Nadolny,
Peter Parker**

The Fellowship asks you to travel to London to investigate the arson of a known former safehouse. At this crucial rebuilding stage, nothing is dismissed as coincidence. Has an old enemy tracked the Fellowship down? Or, perhaps a lost member is covering their tracks.

D20 event designed for low-level characters set in the Fellowship of the White Star setting of Earth, 1905.

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Campaign Information

This event is intended for use in the official Fellowship of the White Star shared campaign.

It costs 7 Time Units per character. A character cannot play this event more than once.

Backstory

In 1899, Marcus Bloom lost his left leg. He retired as a Shepherd of Rose and became a Keeper. The Shepherds asked him to protect a yellow amulet that they had secured from the Galata Tower. The amulet's magical power was conspicuous, so Bloom took it to Stonehenge and buried it nearby. The ambient magic of the location continues to serve to conceal the amulet's aura.

Bloom then took documents associated with Turkish art and culture and hid information related to the amulet in the documents. These documents he placed in a briefcase and hid the case in a space in the wall of his house. The map of Stonehenge, he placed in a safe deposit box at Hyde Park Corner Station.

Bloom realized that he was in danger due to his involvement with the Shepherds and Keepers. He knew that there may come a time when the case would need to be shipped elsewhere for safer keeping. He found an orphan boy named Thomas Jacobs and hired him as a delivery

boy. He promised the boy 20 pounds every month if the boy would check the rubbish bins behind Bloom's house every day. Should Thomas ever find a briefcase there, he was to take it to a certain rowhouse on Queen's Gate Terrace in Knightsbridge.

Over the years, Bloom continued to pay Thomas. In the meantime, Thomas became friends with Mary Whittaker and the two began a relationship. As the years progressed, Thomas began spending his extra money on gambling and drugs, much to Mary's dismay.

Thomas never told Mary about his benefactor, or the strange instructions he lived with. Likewise, Mary never told Thomas about an experience she had when she was still living in the orphan asylum.

In 1895, a series of arsons occurred in London. A burning ghost of hatred and vengeance was seeking retribution for children killed by their headmaster. The ghost was confused, and was attacking orphan asylums at random. A team of Travelers of Rose came to deal with the ghost. One of the members of the team was an Austrian named Trystan Al'Vere.

Trystan personally rescued Mary from the ghost at one point. When the team got the girl to safety, he promised her that she would be fine before he joined the rest of his team

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in combating and defeating the ghost.

As a young girl, Mary had a pen-friend in Bristol named Lucy Greyson. Mary told Lucy about Trystan, and described him in glowing terms. The young girl had quite the crush on the heroic Austrian. As the years passed, Mary's letters grew less frequent, as was natural. However, recently, Mary has begun writing to Lucy again.

Mary is upset that Thomas's gambling and drug habit has gotten so far out of control. She confesses to her friend that Thomas is 5,000 pounds in debt to a card shark. She told Lucy that she planned on leaving Thomas and running away to find Trystan.

On occasion, when Thomas didn't have anywhere else to stay, he used his key to invade the rowhouse at Queen's Gate Terrace. He didn't do this very often, because every time he was there he found evidence that others had used the house recently.

But, he did it often enough for two people to notice. Mary knew that he sometimes stayed there. And, a spy for the Order of the Dragon noticed him coming and going from the residence.

Friday night, Jan 6, 1905, when she couldn't find Thomas, Mary Whittaker went to the rowhouse at Queen's Gate Terrace and set it on fire. A part of her hoped that he would burn in the fire, but her main motivation was to take that location away from

him, forcing him to spend more evenings with her.

The next Friday, Jan 13, when she still hadn't seen Thomas, she went to the home on Aubrey Walk where she knew Thomas went every night. She thought to herself that she was preventing Thomas from accessing the money that he used to gamble and buy opium. But, deep down she also hoped that starting a series of fires would bring Trystan back to London to investigate. Then, she could declare her love for him and the two could live happily ever after.

On the night when Mary burned the safe house, Thomas was waylaid by a vampire named Aleksander Matl. Matl had come from Germany and was a member of the Order of the Dragon. He took mental control of Thomas.

Matl knows that Thomas is working for the Fellowship, who his organization still refers to as Keepers, even though Thomas, himself, doesn't know it. He has been visiting the house at Queen's Gate Terrace every night, waiting for investigators that he knows must come eventually.

Matl had been sent by his master, Snisky, to locate and secure the amulet from Galata Tower. He believes that the Keepers cannot be trusted to keep the amulet safe. Matl plans to bargain, control or intimidate the Keepers into giving him the amulet. If that fails, he will slaughter them and take it from them.

Sunrise / Sunset:

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It may be important in the event to know when sunrise and sunset occur. Sunrise is at 9:47 and sunset is 9:25.

Encounter One: In which the heroes arrive in London, England.

Please give all players a copy of Player Handout #1. Their characters receive a telegram having them travel to London to investigate a possible arson. They are to meet Lawrence Bloom at his home, and he will have information for them. They arrive in London at 7:30 PM, on Tuesday, Jan 17, 1905.

When they arrive, they find the Bloom residence burned and gutted. They may wish to talk to the neighbors. They may find out the following, either with a Gather Information skill check, or by directly asking a question that goes with the information.

DC 10: Bloom is in the hospital. He was badly burned and the smoke caused him to pass out.

DC 15: A young homeless man often came by to dig in the garbage. He hasn't been seen in over a week, but Bloom used to give him food and sometimes money.

DC 20: A young woman was seen the night of the fire, but no one knows her. They had never seen her before, and have not seen her since. She was in her early twenties, or younger, with blonde hair and freckles. Her clothing matches that of most young women in the local lower class.

The heroes may search the ruins. When they do, please read the following:

It looks like the fire happened recently. Everything of value was ruined by either the fire or the water used to put the fire out. Also, it is clear that looters have already gone through the ruins. The living room is in the worst shape. The front door and portrait window have merged into one gaping maw allowing entry to the remains.

Search DC 20: One of the bricks in the fireplace is loose. The rest of the fireplace and chimney stand unaffected by the trauma. If you pull the brick free you find a solid silver pendant of a jagged lightning bolt.

The heroes may wish to go to the hospital and meet their contact. Or, they may wish to go to talk to the local constabulary.

Encounter Two: In which the heroes visit the hospital.

Bloom is still recovering from his burns, but he is awake and receptive to visitors.

Marcus Bloom is an overweight Englishman who is missing his left leg and has burns of various degrees all over his body. He is in no shape to fight or travel. He has no belongings, and nowhere to put belongings.

Once alone with the heroes, Bloom will share information with them. If they show him their symbol, he will respond with the proper handshake.

- **"Two weeks ago, a Fellowship safe house at Queen's Gate Terrace was attacked. The arsonist has not yet been found. (He gives the exact address of the safehouse.) Your original mission was to help me establish a new safe house and investigate the arson."**
- **"But, there is a more pressing matter at hand: In 1898, I retired as a Hunter and became a Guardian. I have a briefcase filled with documents that I was keeping safe. I hired a young boy named Thomas Jacobs to act as my courier, should I need a package transported in secret."**
- **"Thomas was hired to check a location near my home, and if he found a package he was to take it to the safe house."**
- **"When my home was burned, I rescued the documents and tried to get them to safety. It is possible that Thomas took the briefcase to the safe house anyway. You should start your investigation there."**
- **"The neighbors believe that the home's owner is a family who is currently living in South Africa. Be discrete entering the home."**
- **"If the briefcase isn't there, Thomas may have it. But, to keep him safe, I kept out of his life as much as possible. I**

don't know where he lives, now. When I first hired him, back in 1899, he lived at the Orphan Asylum in Knightsbridge."

- **"I do know that Thomas is always in need of money, but I don't know what he spends it on. I pay him twenty pounds every month to be my courier."**

Bloom has made arrangements for the heroes to stay at a local hotel. Which hotel is irrelevant.

If Bloom is shown the silver lightning bolt he will explain its significance:

"When I was first recruited, our organization was run by a woman named Rose. When the Six-Fingered Hand assassinated her, our new leaders changed our symbol from a silver rose to a silver lightning bolt. It is no longer our symbol, but I kept it in its old hiding place anyway."

Bloom will be here for the next few days if the heroes need to meet with him again.

Encounter Three: in which the heroes visit the (un)safe house.

The safe house at Queen's Gate Terrace was burned two weeks ago and has not been repaired. The neighboring houses are currently being repaired. It will be impossible for the heroes to enter unnoticed during the day.

The row of houses all share adjacent walls.

If questioned, neighbors reveal that they told the police that they saw a young woman in the area the night of the fire. They had never seen her before, and have not seen her since. She was in her early twenties, or younger, with blonde hair and freckles. Her clothing matches most young women in the local lower class.

The heroes arrive a night and they can break in and search. Please read the following to the players.

The brick construction of the rowhouse prevented the fire from doing much damage. Although the interior walls do need replaced, it looks like there wasn't much furniture here to begin with. This building is in better shape than Blooms, presumably because there was less here to burn. The kitchen has some preserved food, but is otherwise bare. Even discounting the fire, it doesn't look like this home has been used in a long time.

Upstairs, the bedrooms are untouched by the fire. Smoke has damaged the curtains, mattresses and bedclothes. But, the building itself is still sturdy.

In the master bedroom, Matl sits crosslegged on the bed, playing cards. He believes that eventually agents of the Keepers will come to find out what happened to their safehouse. In the meantime, he is playing a form of solitaire to occupy himself until they arrive. He will sit as

passively as possible and try not to antagonize anyone.

In the guest bedroom, the briefcase sits. It is undamaged.

- **“I knew that if I waited long enough, you would arrive.”**
- **“I am Aleksander Matl, of the Order of the Dragon. I am on a most urgent mission.”**
- **"The Order of the Dragon are old allies of the Vatican. We were founded to defend the Church against heretics. Some have also called us The Order of Saint George. We are to Hungary what the Order of the Garter is to England, or the Order of Saint Patrick in Ireland."**
- **"In 1896, the then-current leader of the Order negotiated an alliance with the Keepers of Lightning. Although, we have had no contact that I know of since our leadership changed. I hope that I can consider you allies."**
- **“I know, from my investigations, that this house is owned by the Keepers of Lightning. And, you have something that I need.”**
- **“The Keepers have a yellow amulet of Turkish design that the Order gave you for safe keeping. According to the documents in that case, the amulet is here in London.”**
- **“For the last 8 years, we were content to let you**

Keepers watch over and protect the amulet. But, we fear that your ability is no longer up to the task. Your fellowship has grown weak over the years.”

- “Others now seek the amulet. The Dark Riders of Egypt, The Servants of the Serpent, and even The Six-Fingered Hand have recently begun searching for it. A man named Jack Griffin is in London now, searching, stealing, and even killing for it. For the safety of us all, the Order of the Dragon is reclaiming the Amulet of Galata.”
- “I ask you, as one reasonable man to another, to give me the Amulet peaceably. Let us resume the care and guardianship of its power. Meet me here at midnight Thursday with the Amulet, and I will ensure that it doesn’t fall into the wrong hands.”

Matl can also answer anticipated questions with the following information:

“The Dark Riders are an ancient society of lycanthropes. Centuries ago, they sided with the Turks against my people. The Order of the Dragon stand against them no matter what they do.”

“Our reports say that The Servants of the Serpent are a cult of Set, but that they worship other serpent gods as well. Their influence has reached halfway

around the world, and they are seeking power wherever they find it. And, they aren’t very particular about the damage they do in their search.”

“The Six-Fingered Hand is a group of human, mortal lunatics who seek to destroy the world. They believe that man has grown too powerful and that eventually nature will create a backlash that will destroy us all. They feel that the only way to prevent natural disaster is to instigate unnatural disaster and hope that whatever survives treats the world better than we have.”

“Jack Griffin is a scientist who, years ago, discovered a formula that turned himself invisible. It is claimed that he went mad, or was killed, in 1897. But, I know that he faked his death at the hands of the Shepherds. He was never mad, but incredibly cunning. I would fear him, if I were you. (pause) I fear him, and I am not you.”

“My master, Snisky, is only interested in protecting the Amulet from these and other potential threats. Again, we were content to let the Keepers guard it, but now there are too many different organizations with too many different goals to allow you to continue to protect what is rightfully ours. Let us take the responsibility and the risk.”

“I did not burn this establishment. I would not draw attention to myself in that way. But, since it

was burned, I saw no reason not to take advantage of it.”

"The amulet is one of a set. If all of the amulets are ever brought together, it will allow the return of a great evil to our world. An evil that only a few are insane, misguided, or greedy enough to work for. An evil that the Order and the Keepers, as well as other qabals, worked together to banish. I think that I can honestly state that neither of our societies wants that to happen.

If the heroes refuse to bring the amulet, he will negotiate with them.

"I did not burn this establishment, and I do not know who did. But, if you help me deliver the amulet to my master, then I will help you find out who the arsonist is."

"I understand that you may not feel that you have the authority to return the amulet to the Order. But, the Hand isn't going to ask you for it. Griffin isn't going to ask you for it. They are going to kill you, and anyone around you, and take it from you.

"I do not have much time. Every day, enemies grow closer to acquiring the amulet. We are fortunate that they have not discovered it and begun fighting amongst themselves for it. They are not as subtle as the Keepers, or the Order."

Matl has tracked the amulet to this building. He will not accept that the people investigating the arson are

not connected to the amulet. He also will not accept any claim that these people know nothing about the amulet. He considers it too important to be guarded by people who do not know its importance. Only if he sees no other action will he resort to polite threats.

"I had hoped you would see reason. So, if you will not give me the Amulet for the benefit of the world, how about for the benefit of yourselves. Bring me the Amulet, or I will kill you all."

If the heroes attack him, he will not fight back. He does not want to kill or incapacitate any of them. He needs them.

"I won't kill you now. That would defeat the purpose. I need the Amulet but you aren't the only ones who know where it is. If you won't get it for me, I'll find it another way. But, on my honor as a gentleman, I will see you dead first."

Matl agrees to meet the party here at midnight on Thursday the 19th. They may negotiate for more time with an opposed Diplomacy skill check. Allow all of the heroes to contribute to the check if they wish. Matl will not argue for less time, so if they fail they still have until midnight. If they succeed, he will give them until 3 AM. If they succeed by five or more, they may have until midnight on Friday.

Encounter Four: in which the heroes try to find Thomas.

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Thomas Jacobs was once an orphan, and now is a construction worker. Sometimes he has money to afford a place to stay, but most of his money goes to buy opium or gets spent gambling. Asking around the lower class areas may find a lead to his whereabouts.

Buying drinks for workers results in a bonus to someone's Gather Information skill check. Again, if the character asks a specific question, he will get the relevant information as an answer.

DC 10: Thomas is a construction worker who will also do odd jobs for extra money. When he has money, he stays in an apartment on Hogarth Ln.

DC 15: Thomas gambles when he is sober. He currently owes (1d4+3) hundred dollars to a local card shark who goes by the unlikely name of Edwin Hyde. (the discrepancy in the amount owed is intentional. Different people know or remember or were told different amounts depending on how and when they came by this knowledge.)

DC 20: Thomas has a girlfriend named Mary Whittaker. But, they haven't been seen together since Christmas.

DC 25: Thomas has recently acquired a benefactor named Aleksander.

If the heroes go to Hogarth Ln, Thomas's stuff is here and this is where he has been staying. He is not available during the day, and no one knows where he is (he is out looking for work, or performing errands for

Matl). During the evening, he buys opium and watches Matl's empty coffin.

Thomas and Aleksander have paid the opium dealers to keep their whereabouts secret (Bluff +3). The heroes will either have to infiltrate the house, or pay \$25 for accurate information.

If they break or bribe their way into the apartment, they may find the following with a successful Search check:

DC 15: Letter to Matl (Player Handout #2)

DC 20: Matl's coffin (locked (Open Lock DC 25, Str DC 30, Hardness 15, hit points 30), lined with dirt. He is in it during the day.)

DC 25: Hidden money (\$50.00).

Encounter Five: in which the heroes try to find Mary.

Mary Whittaker is considerably easier to find than Thomas Jacobs. She works in a laundry in Knightsbridge and lives alone in a flat nearby. She is friendly, and many of the shopkeepers in Knightsbridge know her by name.

Mary has a pen friend in Bristol named Lucy Greyson. She is also easy to find. Mary has kept every letter that Lucy has ever written to her, and Lucy has done the same.

Mary can tell the party the following:

- **“Thomas isn't here. I haven't seen him since**

Christmas. I told him to choose either opium or me. I guess he chose opium.”

- **“I’ve seen him around. I thought to knock him up and have a proper talk. But, he’s got new friends now. He doesn’t need me. He spends his time with some foreign guy named Aleksander.” (She pronounces it Al lek san drah.)**
- **“I’ve known Thomas since we was kids. We were at the same asylum together.”**
- **“If you are looking for him, he is probably at Edwin Hyde’s playing cards. Either there, or at his apartment on Hogarth Ln sleeping off his opium.**

If asked about the fires, she will lie. First, she will claim that she doesn’t know anything about them. Then, she will claim that a ghost is setting the fires, and will tell the story she remembers from ten years ago (Bluff +5). She will specify that an Austrian named Trystan was responsible for stopping the ghost.

If the heroes break into her flat, they will find the following with a successful Search check.

DC 10: unfinished letter to Lucy (Player's Handout #3).

DC 15: rags torn into narrow strips.

DC 20: jugs of paint thinner, alcohol, and oil; and bottles that mix the three into one convenient and portable package.

Encounter Six: in which the heroes visit the asylum.

There isn’t much here for the heroes to find. If they ask about Thomas and Mary, they will find out that the two met when a lot of children were moved around in 1895 because there had been a number of arsons.

Some orphan asylums were firebombed and the surviving children were consolidated until alternative housing could be arranged. At the time, Mary was 8 and Thomas was 10.

They have no way of knowing what happened to the children after they were released at the age of 16. Although, the clerk thinks that Mary might still live here in Knightsbridge.

Encounter Seven: in which the heroes visit Lucy.

Again, there isn’t much here that is relevant. Lucy and Mary have never met, but have written to each other since Lucy was in school. The children were encouraged to write to and befriend orphans in London both as a writing exercise, and as a social exercise to let them see how less fortunate people lived.

Lucy can tell the heroes the following about Mary from her letters:

- **“Mary doesn’t like her boyfriend, but isn’t attracted to anyone else, and is afraid of not having anyone.”**

- **“Mary and Thomas were friends even as children, ten years ago.”**
- **“The only other boy that Mary has ever really talked about is her imaginary boyfriend. When she was 8 she invented a foreigner whom she said would take her away from her troubles. The man was a wealthy prince of Austria with fair hair and strong wit.”**
- **“Prince Trystan is obviously imaginary. Most orphans develop an imaginary parent figure who is wealthy and powerful. Mary simply decided that her “Trystan” wasn’t a father but more of a fantasy lover. Even his name suggests romance.”**

Mary’s recent letters to Lucy have been about Thomas’s drug habit. Also, Mary seems to have resurrected her fantasy of Trystan and writes that she expects that he will visit her soon.

Encounter Eight: in which the heroes visit a card shark.

The heroes may wish to talk to Edwin Hyde. He can be found with a simple Gather Information or Knowledge: Local check, DC 10.

Hyde's place is an illegal alcohol and gambling place that the locals all know, and the police "tolerate" for the right price. It is open for business on Tue, Thurs, and weekends after 6. No one knows where to find Hyde

other than when his place is open for business.

Hyde is a small skinny man with round glasses and Jewish features. No one believes that Hyde is his real name, but it is the only name they know him to answer to.

If anyone calls him "Jeckyll" he will answer with a laugh and say, **"Ah, yes. I get that a lot. Its never funny."**

Hyde can tell the heroes the following, but he will want something in return. Hyde will play cards, or dice, with the hero. If the hero wins, then Hyde will answer one question truthfully and honestly. If Hyde wins, then the hero must answer a question of his.

Hyde is willing to tell the heroes everything he knows, except for one. He will not tell them that he is out of information. He will simply declare himself “bored” with the game and declare it over.

"Thomas enjoys cards. He didn't used to be any good at it. But, you know how some people get better the more they play? Well, Thomas isn't one of those people."

"Every Friday, Thomas is invited to my table. I want to give him a fair chance to repay me what he owes me."

"Thomas has recently come into money. He has a benefactor named Aleksander."

"Aleksander is not from around here, is he? I've heard some say he is Austrian, others say he is a Sweede. I've never met the man, myself."

"Thomas has a girlfriend. He may be staying with her. She doesn't like me, so I had her checked out. She has a pen friend in Bristol named Lucy Greyson."

"Jack Griffin is one of my best informants."

"Jack is looking for a silver lightning bolt pendant. He hasn't told me why."

Hyde will begin by asking the heroes why they are looking for Thomas. Questions he asks from that point will then depend on their answers.

Encounter Nine: in which the heroes go back to the hospital.

By now, the heroes probably have a lot of questions for Marcus, and not a lot of time. Marcus has the following answers:

Where is the Amulet?

"It is hidden at Stonehenge. There is a map to its location in a strongbox at Hyde Park Corner Station. There is a key with the map that will open the box that the Amulet is in."

What does the Amulet do?

"The Amulet focuses the power of the sun. When its power is combined with the power of its brothers, a Gate will open to a prison between worlds. I do not know what the other Amulets do, or where they are."

Who is the Order of the Dragon?

"I am not familiar with that organization. But, there are many qabals that I never had direct contact with."

What happened in 1895?

"A child had been burned to death by the headmaster at the orphan asylum where he lived. His ghost returned one year later to claim retribution. But, in the meantime, the headmaster had moved to a different asylum and the Church had taken over the one where the child had died. Furthermore, his ashes had been scattered across the city. So, the ghost was confused and was attacking asylums and headmasters at random. Myself and other Shepherds of Rose destroyed the ghost."

Who is Trystan?

"How do you know that name? You should not know it, much less speak it. He was a very powerful Shepherd. He was here during the fires and his power was instrumental in stopping the ghost."

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Was Trystan present when the Amulet was acquired?

"I do not know. He may have been. I was not there, so I am not sure."

What do you suggest we do?

"My days of fighting evil are long over. I trust the decisions of our field operatives."

Encounter Ten: In which the heroes go to Stonehenge.

The map will give them the location, and the box is where the map indicates. This scene should be quick.

Stonehenge is about 80 miles from Knightsbridge. This is a 13 hour ride by horseback. If they hustle, it will take 7 hours, and deal 6 points of lethal damage to the mount.

If they try to hustle back as a forced march, the mounts will take 6d6+7 points of lethal damage.

Alternately, they can take a train from Knightsbridge to Andover and rent horses to cover the remaining 17 miles. This will take all day for a round trip, and cost \$7 per person (\$5 for the train ticket, and \$2 to rent the horse.)

Encounter Eleven: In which the heroes deal with Matl.

Marcus will be pleased to take responsibility for the Amulet. If the

heroes felt the need to move it from Stonehenge, he will suggest to the Council that a new hiding place be found, perhaps in another country.

If the heroes managed to defeat Matl without compromising the Amulet's location, Marcus will be impressed and will communicate their ingenuity to the Council.

The heroes may blame the arsons on Matl. However, on the evening of Saturday, Jan 21st, the apartment on Hogarth Ln. is burned by Mary. The fire conveniently (and coincidentally) destroys evidence of the vampire. So, the heroes may think that this means Matl is covering his tracks.

If the heroes do discover that Mary is the arsonist, they can turn her in to the local police.

If the heroes attempt to assassinate Edwin Hyde, he will attempt to escape, and will remember them and inform his organization that they are dangerous and untrustworthy.

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Rewards

Experience Points

Learning about Trystan: 100 xp

Keeping the Amulet of Galata: 500 xp

Killing or outwitting Matl: 200 xp

Optional role playing reward: (up to) 200 xp

Total possible: 1,000 xp

Bonus experience points:

Correctly identifying Mary as the arsonist: 50 xp

Certificates:

Contact with Marcus Bloom:

Should Marcus Bloom be encountered again in the future, he will remember his interactions with you.

Contact with Aleksander Matl:

Should Aleksander Matl be encountered again in the future, he will remember his interactions with you.

Contact with Edwin Hyde: Should Edwin Hyde be encountered again in the future, he will remember his interactions with you.

Appendix One: Cast

Lawrence Bloom

Lawrence Bloom was an experienced fighter for Rose back in the early 1890s. While on a mission for the Shepherds, Bloom was injured in battle and doctors were forced to amputate his left leg.

Bloom is gruff and bitter. He wishes he could still be active, still be fighting evil. Facing mortality again when his house burned down has frightened and frustrated him. He knows that he can't be a field agent anymore, and that fact hurts him more than any battle wound.

Bloom will not tell the heroes what to do. He was never a decision-maker, and isn't going to start now. When he was a Shepherd, the team in the field was trusted to make the tough decisions, and he will force the heroes to make their own choices.

Should Bloom be removed from the hospital, the painkillers in his body will last 12 hours. After that, he will begin to experience excruciating pain. After another 6 hours, he will have to make hourly Fortitude checks or be paralyzed with pain (unable to move or act). After a total of 24 hours, he will be paralyzed, and will have to make hourly Fortitude checks to avoid screaming and crying.

Edwin Hyde

Edwin Hyde: Edwin is a small Jewish man. He is 32 years old, stands 5 ft 2 in tall and barely registers 120 lbs. He is brilliant and curious. He wears a dark suit that is too big for him in the shoulders and chest, but seems to fit well everywhere else. His hair is meticulous, and he wears thick wire-rimmed glasses. He has a dry, British sense of humor

Hyde has been an organized crime leader in Knightsbridge for 3 years, and a card shark for 7. It is generally assumed that he took his obviously fake name from the Thomas Russell Sullivan stage play, "Dr. Jeckyll and Mr. Hyde" (still showing in London).

Thomas Jacobs

Thomas Jacobs has always had too much money for his own good. The money he doesn't lose gambling, he spends on drugs. Jacobs is interested in short term pleasures, not long term plans.

Jacobs is also very self-centered. He doesn't recognize that he left Mary and hurt her by continuing to do drugs. He instead is willing to blame her and say that he uses drugs because they are the only good things in his life.

Drugs have had a permanent effect on Jacobs's personality. He is trapped in the spiral of drugs providing pleasure that ruins his life, which drives him to drugs for pleasure. It will take a lengthy concentrated effort to rehabilitate him.

Aleksander Matl

Matl is a 38-year old vampire, and a Moldavian patriot. He was turned into a vampire by Snisky as a reward for years of service to the Order of the Dragon. Matl is normally patient, but in this event he is under a lot of stress to deliver the Amulet as quickly as possible.

Aleksander Matl is reasonable and understanding that there are difficulties in his mission. But, again, he is also under pressure. He has never failed Snisky before, and he doesn't want this to be his first, and probably last, failure.

When Matl isn't staking out the safehouse, he is using his dominated minions to try and find Jack Griffin and, if possible, mislead Griffin away from him and his own efforts.

Mary Whittaker

Ever since she was a child, Mary Whittaker has idolized Trystan Al'Vere. She knows almost nothing about him, but in her mind, he loves her as much as she loves him.

Mary has built up a love and affection for Trystan based solely on the belief that since he saved her once, he will do so again. Before, she was threatened by an undead ghost, and he saved her life. Currently, she considers herself threatened by loneliness, and she believes he will save her from that as well.

The last time she saw Trystan, he was brought to London by mysterious fires. She is trying to recreate those fires, and she believes that he will respond by returning to London.

Mary is not entirely sane. She considers her plan to be reasonable and rational. Although she knows that the fires are wrong, she is certain that if she explains her situation, they will be recognized as necessary. If cornered, she will try to "reason" with the heroes, explaining that once Trystan comes for her everything will be ok.

Appendix Two: Setting

Knightsbridge runs along the south side of Hyde Park in the city of Westminster. This is to the west of London.

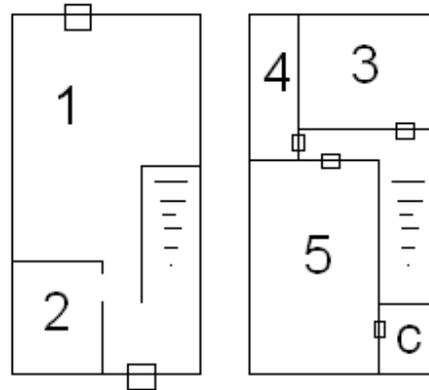
For centuries Knightsbridge was known as a haunt for highwaymen, robbers, and cutthroats. However, the community fortune turned in the 19th century.



Hyde Park, itself, was the site of The Great Exhibition of 1851 where Prince Albert invited all nations to celebrate art, commerce, and technology.

The Rowhouse on Queen's Gate Terrace is one of a block-long row of brick houses. The safe house is two stories, two bedrooms.

1. The house opens to a living room. The living room is fire damaged. The furnishings are ruined, but they were sparse to begin with. It is likely that the lack of furnishings saved the house from further damage.
2. There is a small kitchen towards the back of the house on the main floor. The house is supplied with running water.
3. At the top of the stairs, there is a small bedroom. It is in here where the heroes may find the missing briefcase.
4. This narrow room is a combination linen closet and water closet. Running water is found both here and in the kitchen.
- C. This is just a closet. It is empty.



Stonehenge is one of the most famous prehistoric sites in the world. Possibly erected around 3000 BC, Stonehenge is composed of earthworks surrounding a circle of standing stones.

Although the reasons for the building of Stonehenge are currently unknown, scholars of Forbidden Lore may know that the site is a magic-rich location. Strong divination, summoning, and necromantic energies are in the area. As such, it is impossible for divination spells to work while within the ditch.

Fellowship of the White Star



Appendix Three: Enemies

Aleksander Matl, 5th level undead everyman

HD 5d12 (50 hp)

Initiative +6

AC 19 (+1 armor, +2 Dex, +6 natural)

Base Attack / Grapple +3 /

Full Attack +6

Damage: Slam, 1d6+3 + level drain

Abilities: Str 16, Dex 14, Con -, Int 17, Wis 14, Cha 19

Saves: Fort +3, Refl +5, Will +5

Class Skills: Appraise, Craft, Diplomacy, Forgery, Gather Information, Notice, Profession, Ride, Sneak, Swim

Skills: Appraise +11, Bluff +12, Craft (carpentry) +8, Craft (painting) +8, Craft (sculpture) +8, Diplomacy +10, Forgery +16, Gather Information +11, Knowledge (architecture / engineering) +7, Knowledge (history) +7, Knowledge (politics / law) +5, Notice +20, Profession (antique dealer) +9, Ride +7, Search +13, Sense Motive +12, Sneak +18, Swim +8

Feats: Combat Reflexes, Dodge, Endurance, Improved Initiative, Savoir-faire, Skill Focus (Diplomacy), Skill Focus (Forgery), Skill Specialization (Forgery), Skill Symbiosis (Forgery, Profession antique dealer), Skill Symbiosis (Search, Notice), Take The Hit

VAMPIRE TRAITS

Blood Drain (Ex): A vampire can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, dealing 1d4 points of Constitution drain each round the pin is maintained. On each such successful attack, the vampire gains 5 temporary hit points.

Children of the Night (Su): Vampires command the lesser creatures of the world and once per day can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or a pack of 3d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Dominate (Su): A vampire can crush an opponent's will just by looking onto his or her eyes. This is similar to a gaze attack, except that the vampire must use a standard action, and those merely looking at it are not affected. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a vampire's energy drain rises as a vampire spawn (see the Vampire Spawn entry) 1d4 days after burial.

If the vampire instead drains the victim's Constitution to 0 or lower, the victim returns as a spawn if it had 4 or less HD and as a vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the vampire

that created it and remains enslaved until its master's destruction. At any given time a vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit are created as free-willed vampires or vampire spawn. A vampire that is enslaved may create and enslave spawn of its own, so a master vampire can control a number of lesser vampires in this fashion. A vampire may voluntarily free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Energy Drain (Su): Living creatures hit by a vampire's slam attack (or any other natural weapon the vampire might possess) gain two negative levels. For each negative level bestowed, the vampire gains 5 temporary hit points. A vampire can use its energy drain ability once per round.

Special Qualities: A vampire retains all the special qualities of the base creature and gains those described below.

Alternate Form (Su): A vampire can assume the shape of a bat, dire bat, wolf, or dire wolf as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level character, except that the vampire does not regain hit points for changing form and must choose from among the forms mentioned here. While in its alternate form, the vampire loses its natural slam attack and dominate ability, but it gains the natural weapons and extraordinary special attacks of its new form. It can remain in that form until it assumes another or until the next sunrise. (If the base creature is not terrestrial, this power might allow other forms.)

Damage Reduction (Su): A vampire has damage reduction 10/silver and magic. A vampire's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Fast Healing (Ex): A vampire heals 5 points of damage each round so long as it has at least 1 hit point. If reduced to 0 hit points in combat, it automatically assumes gaseous form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can travel up to nine miles in 2 hours.) Any additional damage dealt to a vampire forced into gaseous form has no effect. Once at rest in its coffin, a vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

Gaseous Form (Su): As a standard action, a vampire can assume gaseous form at will as the spell (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resistances (Ex): A vampire has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A vampire can climb sheer surfaces as though with a *spider climb* spell.

Turn Resistance (Ex): A vampire has +4 turn resistance.

Vampire Weaknesses

For all their power, vampires have a number of weaknesses.

Repelling a Vampire: Vampires cannot tolerate the strong odor of garlic and will not enter an area laced with it. Similarly, they recoil from a mirror or a strongly presented holy symbol. These things don't harm the vampire—they merely keep

it at bay. A recoiling vampire must stay at least 5 feet away from a creature holding the mirror or holy symbol and cannot touch or make melee attacks against the creature holding the item for the rest of the encounter. Holding a vampire at bay takes a standard action.

Vampires are also unable to cross running water, although they can be carried over it while resting in their coffins or aboard a ship.

They are utterly unable to enter a home or other building unless invited in by someone with the authority to do so. They may freely enter public places, since these are by definition open to all.

Slaying a Vampire: Reducing a vampire's hit points to 0 or lower incapacitates it but doesn't always destroy it (see the note on fast healing). However, certain attacks can slay vampires. Exposing any vampire to direct sunlight disorients it: It can take only a single move action or attack action and is destroyed utterly in the next round if it cannot escape. Similarly, immersing a vampire in running water robs it of one-third of its hit points each round until it is destroyed at the end of the third round of immersion. Driving a wooden stake through a vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A popular tactic is to cut off the creature's head and fill its mouth with holy wafers (or their equivalent).

Player Handout #1: Letter

Dear Brother,

Arrangements have been made with the White Star Line to transport you to London. Please look in on my dear Uncle Bloom. He lives on Aubry Walk. A recent unfortunate fire has required him to ask me for assistance, which I hope you can provide.

Your friend,
Lee Hunter

Player Handout #2: Another Letter

My good friend,

I have Communed with They and now Know that it is imperative that we recover the Amulet from Galata Tower. It is our Primary task. All others are now Secondary.

I am Trusting you with this Duty. We must have the Amulet by Summer.

If you cannot deliver It to me, I will find Another who can.

Snisky

Player Handout 3#: Yet Another Letter

Lucy,

It is a pleasure to write to you regularly again. I don't know why I ever stopped.

Thomas is well and truly gone. I haven't spoken to him all month. But, I cannot shed tears for that. He was never the right man for me. I met him years ago, and have bored you enough.

I expect to see Trystan again soon. He knows how much I need him, and I know he shares my feelings. He will take me away from all this, and I won't have to worry about Thomas ever again.

I promise, dear Lucy, that I will continue to write you when that happens.

Mary.

Fellowship of the White Star

Send answers to Victor Long or David Nadolny email Thenodrin@Fellowshipwhitestar.com. The form can be scanned and sent to that email, just the answers can be sent in an email, or the form or just the answers could mailed to Dave at: 175 Kenbrook Dr, Worthington, OH 43085. Whatever is easiest for you ☺. The summary is not required, just requested.

Critical Event Summary <London Fires>

Judge: _____ **Convention/Time/Slot:** _____

- 1. Was the amulet returned to the Fellowship? _____
- 2. Was Edwin Hyde killed/attacked? _____
- 3. Was Aleksander Matl killed? _____
- 4. Was Thomas Jacobs killed? _____
- 5. Was Mary Whittaker killed? _____
- 6. Was the arsonist identified? _____

Other Notes (GM input on noteworthy things the players did that could affect the campaign):
campaign):

GM Information: Results from the first fifteen tables (including play test groups and home plays) reporting in might determine whether certain NPCs are met in future modules, how they will interact with the PCs, and how powerful The Order of the Dragon is in future modules.

Players names, Character name, Character Class (es) and Level (s) and player email (email only if they would like an invite to the yahoo group and occasional campaign updates)
