

Agenda 1a

Poor Timing!

You can hear Landridge talking to someone upstairs. Landridge is still here! "Almost ready," he says. "It would never do to miss out on tonight would it?" His friend laughs and agrees. You must not be caught!

If an investigator fails an Investigate test, all Elite enemies lose Aloof and Gain Hunter.

3

1 / 1 1a

Agenda 2a

Alone at last!

They have left. Finally you can explore the house at your leisure, though with the lights off finding data may be more difficult.

Add one shroud to each location.

When an investigator fails an investigate test, add one Doom to this Agenda.

5

1 / 1 1a

Agenda 3a

Police!

From outside you hear the sound of voices. Someone raps sharply on the door. "Open up! Police." You crouch hidden. The front door opens. "Search the house, gentlemen," a cultured voice says "We've had reports of intruders."

Place Inspector Barrington and one Beat Bobby in the Hall. Shuffle the remaining Police into the Encounter Deck. Move any Doom on Agenda 2 to this Agenda.

10

→R4 if any police are killed.

1 / 1 1a

Agenda 1b

You can hear noises in the house, but you can only hope that you have not been heard. After a moment you hear the front door open...

"Don't worry, I've handled matters," you hear Landridge say, and laugh. The front door closes behind him, a key turns in the lock, and silence falls. Outside you hear the sound of a cab moving away.

Remove Thomas Landridge and Alderman Whitney from the board.

If any Human enemies have gained Hunter, flip to the back of Agenda 2a immediately.

Otherwise go to Agenda 2a.

Det. James Barrington

Scotland Yard

3 4 3

Police, Human, Elite

Retaliate, Aloof, Hunter

Forced: Place Inspector Barrington in play in the Hall.

→ Parley - Spend 2 clues: replace Inspector Barrington (enemy) with Inspector Barrington (ally)

→R4 If James Barrington is killed.

"It is essential to a fair-minded man to obtain all available evidence before any determination of culpability can be made."

ENEMY

1 / 1 1b

Agenda 1b

You can wait no longer, you have to get out! You retreat from the back door, hopping the fence and make it onto the main road. You walk slowly, trying to project confidence, and hear the police leaving the building behind you. You have got away!

→R2

Coal Cellar

1 LOCATION 2

Coal Cellar enters play with a Locked Door on it.

Shuffle Swarm of Rats into the Encounter Deck.

An unlikely place to find clues, but there have been bodies hidden in coal cellars before now.

1 / 1 1b

Act 1a

A Cautious Investigation

There has to be something in the house that can help secure poor Isabella's release, or at least let you judge for yourselves the truth of her story. It will be hard to find with Landridge and his friends still in the house.

If an investigator and enemy are at the same location, all enemies lose Aloof and gain Hunter.

→R1a if all investigators resign

Resign

2

1 / 1 1a

Act 2a

Something's wrong.

Thomas Langridge's dishonourable discharge papers were in his uniform coat pocket: gambling and affray. This man is no gentleman. The papers also contain a short note cancelling a reserved place at an exclusive private school for a boy, as it will not be needed.

Resign

→R1b if all investigators resign

2

Illus: Pixabay.com, Preeths

Act 3a

No gentleman!

The papers in the bureau detail his planned meeting for tonight: to collect his son from Whitney and traverse forthwith to a well-known opium den! Why would he take so young a child to such a place?

Resign.

→R2 if all investigators resign

2

Illus: Pixabay.com, Hannibal Height

Wine Cellar

1

LOCATION

2

Wine Cellar enters play with a Locked Door on it.

The odd angles and walled supports being the Cask of Amontillado uncomfortably to mind.

Illus: Pixabay.com, skeeze

Act 3b

A Fiendish Plan

The final piece of the puzzle is a bill of sale. A commission for work done by Mr. Langridge and a request that the family favour be returned.

Isabella's wild claims were true: the ritual is for eleven-fifteen, his cohorts await him at the den, and most horribly the monster plans to kill his own child!

Whether he be man or fiend, you must stop him. Record in your campaign log that "You know Langridge's plan"

→R 3a if Barrington is an enemy

→R 3b if Barrington is an ally

Illus: Pixabay.com, Naomy Quilones

Alderman Whitney

4 4 4

Human, Elite

Every Enemy phase, if he is Aloof and not engaged, Alderman Whitney moves towards the Hall.

→R4 if Alderman Whitney is killed

"There are those who work and those who lead. The second matter, the first...well, you must feel quite privileged to mingle with your betters."

ENEMY

Illus: Pixabay.com

Capt. Thomas Landgridge

3 2 3

Human, Elite

Aloof

Every Enemy phase, if he is Aloof and not engaged, Capt. Landgridge moves towards the Hall.

→R4 if Thomas Landgridge is killed

ENEMY

Illus: Pixabay.com, Naomy Quilones



A Loving Spouse

The London Set Scenario I

Designed to be played
as the first scenario in
The London Set campaign.



1

Set Up

To play this scenario:

Set aside Locked Doors, Swarm of Rats, Police (LS) and Barrington (ally).

For the Encounter Deck:

Ancient Evils (Core)

Chilling Cold (Core)

Smog (LS)

Gossip (LS)

Set up all locations unrevealed. Place Capt. Thomas Landgridge in the Dining Room. All investigators start in the Hall.

If Alderman Whitney has not been disgraced or deterred in your campaign log, place him in the Office.

2

Chaos Bag

- X where X is the current Agenda.

-1 for each clue an investigator has

-X where X is the current Act.

3

Making the Chaos Bag

For the Chaos Bag use:

Easy:

+2, +1, 0, 0, 0, -1, -2, , , , , .

Standard:

+1, 0, 0, -2, , , , , , , , .

For hard difficulty, take standard.
Remove +1 and add -4.

4

An Urgent Letter



"... you served with my estranged husband in India, and know the man he is. I can only beg your aid, for he has found me again, and taken Edwin from me. He means no good to the child, though none believe me.

Though it may be that I am deranged, as my lord and husband claims, please, for what remains of my sanity, be sure no harm comes to my son."

Yours,
Isabella Landgridge

Capt. Lyall lowers the letter. "That man? If he said the sky was blue I'd check. Some scandal over him leaving the service, about a woman he married before Isabella and a child who vanished in mysterious circumstances. All hushed up of course."

5

"After Isabella was confined yesterday, the boy was handed to Thomas Landgridge's care. I've been watching the house, and there's been no sign of the child."

"And the police?" you suggest.

"There's no evidence," Lyall says.

"This morning Landgridge went to the bank and took control of Isabella's accounts, moving the funds into his own. He also closed the child's trust fund." You nod. If child and wife die, he would be the sole beneficiary.

"So why are you asking us?"

"There were darker rumours about him - occultism and the like. Tosh, but tosh that people kill for." Lyall taps his pipe to knock the ash out. "Your sort of thing, correct? He's leaving the country tomorrow, but he'll be at his club tonight. I need a favour."

"He's moved into Isabella's house." Lyall grins, and holds up a key.

6

Aims

To set your friend's mind at ease, you agreed to visit the house this evening.

Finding the location of Edwin Landgridge or confirming Capt. Landgridge's benign intentions towards the boy would be a weight off your mind.

Somehow you suspect things will not go so well, but if you are fortunate, somewhere in the house you may find evidence one way or the other.

And that is why you are quietly letting yourself into the hall of Thomas Landgridge's house.

7

Healing Deck

You can use the optional Healing Deck for Campaign play.

To use it, draw a number of cards randomly from the Healing Deck equal to the number of investigators, and shuffle them into the Encounter Deck without looking.

If you have to replay this scenario in campaign mode, then do not add the Healing Deck for second or subsequent playthroughs in the same campaign.

8

4
ASSET

Det. James Barrington
Scotland Yard



Human, Police

+1

All Police enemies gain Aloof (unless already engaged) while Barrington is in play. Engaged Police enemies gain Aloof when exhausted or otherwise disengaged.

Barrington does not take up an Ally slot.
"It is essential to gather all the evidence, if justice is to be carried out under the law."

Illustration: Pitsabay.com, Oberholster, Venita

DO NOT READ
until the end of the scenario

Resolution R1 a

There is something wrong here, but you are not sure what it is, and you have no solid evidence. Record in your campaign log that:

"Something is amiss."

You will need to return to the house, perhaps with friends, and quickly.

You gain no victory points, but may replay the scenario before proceeding with the campaign.

9

DO NOT READ
until the end of the scenario

Resolution R1 b

The dishonourable discharge indicates that Langridge may be no gentleman, and his wife's complaints of cruelty no fantasy. It will take time to get her out, but for now, perhaps you can learn more if you can find out where he has gone, and where his child has been taken.

You may either:
Earn victory points equal to those in the victory pool
or
Replay the scenario

10

DO NOT READ
until the end of the scenario

Resolution 2

Taking the boy to an opium den? Proof sufficient that the man is trying to bring his child to associate with criminals, and has not deserted his iniquitous ways.

Even so, it will take time for the courts to act, to free Isabella and return the child to her care, hopefully during her husband's lengthy jail term.

For now, all you can do is try to recover the boy before some harm befalls him.

Record in your campaign log that *"You know of the opium den."*

Gain VP equal to the card in the Victory pool, plus one.

11

DO NOT READ
until the end of the scenario

Resolution 3a:

You manage to decode the notes in the bureau, and find Landgride's return ticket to India - alone. The cancellation of school fees, the drained bank accounts and worst of all a bill of sale to his long friends in the opium den for "goods aged seven years" and the hooked dagger "for required disposal".

That monster plans to kill his own child!

You have to stop him now.

Gain VP equal to the Victory pile +2, and suffer one Mental trauma.

If Barrington is an ally go to Resolution 3b.

12

DO NOT READ
until the end of the scenario

Resolution 3b

"I see your concerns," Barrington says, "It seems the woman was incarcerated not for insanity but as a witness to her husband's crimes. Tampering with a witness is a serious offence. I will arrange for her transfer to police protection immediately."

"Now, should we not save the boy from his less-delightful parent?"

Gain +1 VP, and heal one mental trauma. One investigator may spend two VP to add Barrington to their deck for the remainder of the campaign. This does not count towards Deck Limits.

Record "Isabella is at Scotland Yard" in your campaign log.

13

DO NOT READ
until the end of the scenario

Resolution 4

Your victim's shouts for help are quickly silenced, but the noise of the fracas in such an up-scale neighbourhood brings immediate assistance. You are swiftly arrested and taken into custody.

With so many witnesses, the outcome of the trial is certain:

"While there is some concern over documents brought to this court's attention, that is no mitigation for so vile a crime as murder."

The judge dons the black hood...

All Investigators are Killed.

14

Beat Bobby

Scotland Yard's Finest

222

Police, Human

Hunter, Retaliate

Beat Bobby enters play in empty location. If not possible then at a location with fewest investigators.

If Beat Bobby shares a location with Criminal enemies during the investigator phase, exhaust Criminal enemies.

"'ello, 'ello. What's goin' on 'ere, then?"

ENEMY

2/4 1

Beat Bobby

Scotland Yard's Finest

222

Police, Human

Hunter, Retaliate

Beat Bobby enters play in empty location. If not possible then at a location with fewest investigators.

If Beat Bobby shares a location with Criminal enemies during the investigator phase, exhaust Criminal enemies.

"'ello, 'ello. What's goin' on 'ere, then?"

ENEMY

2/4 1

Beat Bobby

Scotland Yard's Finest

222

Police, Human

Hunter, Retaliate

Beat Bobby enters play in empty location. If not possible then at a location with fewest investigators.

If Beat Bobby shares a location with Criminal enemies during the investigator phase, exhaust Criminal enemies.

"'ello, 'ello. What's goin' on 'ere, then?"

ENEMY

2/4 1

Police Sergeant

Scotland Yard's Finest

343

Police, Human

Hunter, Retaliate

Sergeant enters play at an empty location. If not possible then at the location with fewest investigators.

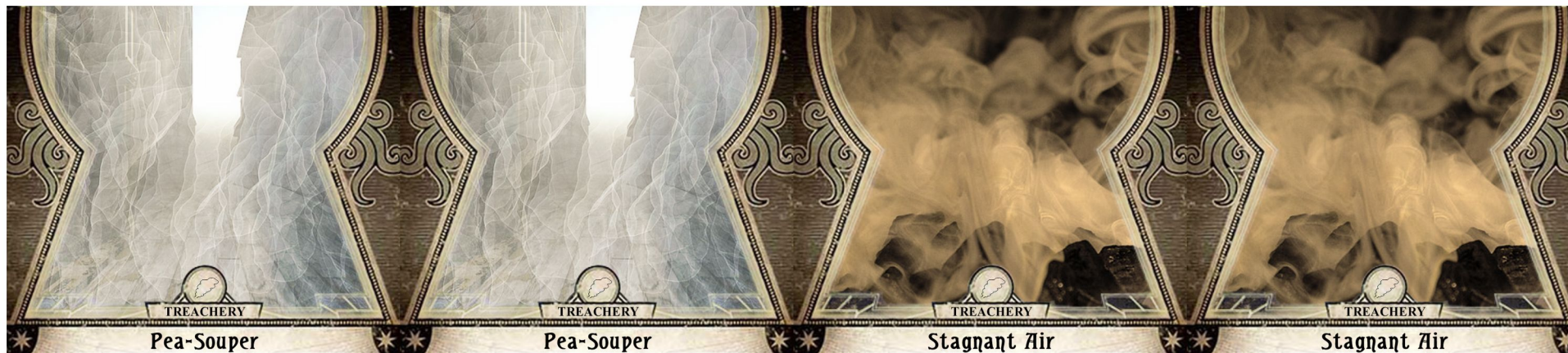
If Sergeant shares a location with Criminal enemies during the investigator phase, exhaust Criminal enemies.

For investigators sharing a location with Sergeant, treat Illicit assets as if their text box was blank.

"You're nicked, mate!"

ENEMY

1/4 1



Pea-Souper

Pea-Souper

Stagnant Air

Stagnant Air

Attach Pea-souper to the current Act. All locations gain +1 shroud.

Attach Pea-souper to the current Act. All locations gain +1 shroud.

Attach Stagnant Air to your current location. During the mythos phase, any investigator in that location tests ☠(3) or takes one damage.

Attach Stagnant Air to your current location. During the mythos phase, any investigator in that location tests ☠(3) or takes one damage.

When the Act flips, discard Pea-souper.

When the Act flips, discard Pea-souper.

"there fell a mizzling rain through the peas-soup atmosphere of London, which chilled every living thing."
Thomas Maxwell, 1834

"there fell a mizzling rain through the peas-soup atmosphere of London, which chilled every living thing."
Thomas Maxwell, 1834

"...the yellow fog hung so thick and heavy in the streets of London that the lamps were lighted"
Frances Hodgson Burnett, 1892

"...the yellow fog hung so thick and heavy in the streets of London that the lamps were lighted"
Frances Hodgson Burnett, 1892



 <p>TREACHERY</p>	 <p>TREACHERY</p>	 <p>TREACHERY</p>	 <p>TREACHERY</p>
<p>Twitching Curtains</p> <p>Either add one doom to the current agenda, or test  (3) and if you fail, take two horror.</p> <p>Shuffle Twitching Curtains and the Encounter Discard pile back into the Encounter Deck.</p>	<p>Twitching Curtains</p> <p>Either add one doom to the current agenda, or test  (3) and if you fail, take two horror.</p> <p>Shuffle Twitching Curtains and the Encounter Discard pile back into the Encounter Deck.</p>	<p>Malicious Rumours</p> <p>Forced: Put Malicious Rumours into play in your threat area.</p> <p>If Malicious Rumours remains in play at the end of the game, take one Mental Trauma.</p> <p> Spend one clue. Discard Malicious Rumours</p>	<p>Malicious Rumours</p> <p>Forced: Put Malicious Rumours into play in your threat area.</p> <p>If Malicious Rumours remains in play at the end of the game, take one Mental Trauma.</p> <p> Spend one clue. Discard Malicious Rumours</p>
<p>Illus.Pixabay.com, Skeeze</p> <p>1/4  1</p>	<p>Illus.Pixabay.com, Skeeze</p> <p>1/4  1</p>	<p>Illus.Pixabay.com</p> <p>© London Set</p> <p>3/4  1</p>	<p>Illus.Pixabay.com</p> <p>© London Set</p> <p>3/4  1</p>

