

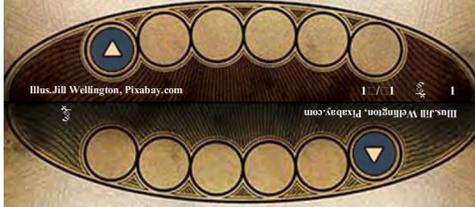
★ **Club Offices**



4 LOCATION 3

As you walk in, heads turn. You can hear office gossip starting, but fortunately no one approaches you. You are being watched like a hawk, and investigation will be difficult.

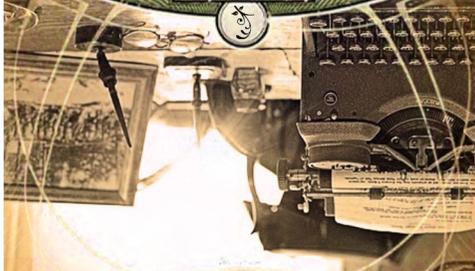
Illus. Jill Wellington, Pixabay.com



1 1 1

Hidden behind a discreet door, this is where the workings of the club take place, hidden from the patrons. Once a large hall, this room has been partitioned into smaller offices with floor to ceiling wood and glass walls.

LOCATION



★ **Club Offices**

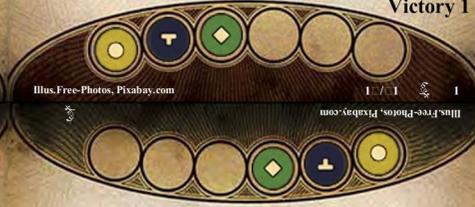
☾ **The Library**



4 LOCATION 4

Books are neatly stacked on shelves, many so old the titles have worn off. There is a distinct musty smell in the air.

Illus. Free-Photos, Pixabay.com



1 1 1

Books are neatly stacked on shelves, many so old the titles have worn off. There is a distinct musty smell in the air.

LOCATION



☾ **The Library**

☼ **Great Hall**



2 LOCATION 2

The Great Hall is the central location for the building. Designed to impress, it succeeds but its vaulted ceilings make it feel cold and unwelcoming.

Illus. 12019 Pixabay.com



1 1 1

The Great Hall is the central location for the building. Designed to impress, it succeeds but its vaulted ceilings make it feel cold and unwelcoming.

LOCATION



☼ **Great Hall**

☿ **The Bar**

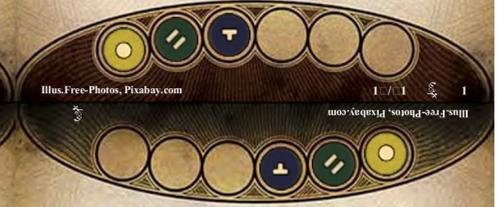


2 LOCATION 0

➔ Spend one resource and take one Damage. Heal one Horror.

"Why not have a drink? Nothing like a good brandy to stiffen your nerves."

Illus. Free-Photos, Pixabay.com



1 1 1

The bar is long and made of some dark imported wood. The collection of drinks behind it is extensive, and you can see steps to a cellar behind it although you can't get to them.

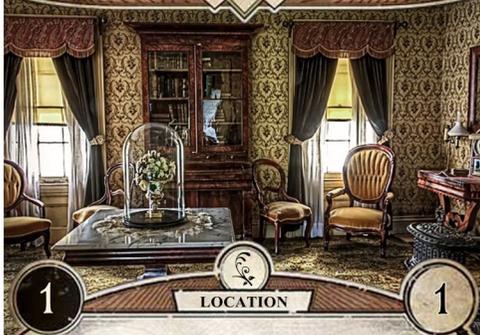
LOCATION



☿ **The Bar**

Victory 1

The Lobby **The Lounge** **The Theatre** **The Trophy Room**



1 LOCATION

A small area for dropping off wet coats, observed by a strict doorman.

4 LOCATION

Any Investigate action in here requires an additional action.

"We placed it between the bar and the Library because those who've had a little too much don't make it passed the chairs to the books."

2 LOCATION

It is empty. Searching for clues will be easy, but finding anything useful could be hard.

1 LOCATION

Before each Investigate action, an Investigator must pass **3** or be unable to take that action.

All the trophies are in glass cases. To find anything interesting, you will have to know how to pick locks.

1 **2** **3** **4** **5** **6** **7** **8** **9** **10**

Illus.Vincent Ciro, Pixabay.com

1 **2** **3** **4** **5** **6** **7** **8** **9** **10**

Illus.Pixabay.com

1 **2** **3** **4** **5** **6** **7** **8** **9** **10**

Illus.12019, Pixabay.com

1 **2** **3** **4** **5** **6** **7** **8** **9** **10**

Illus.NakNakNak, Pixabay.com

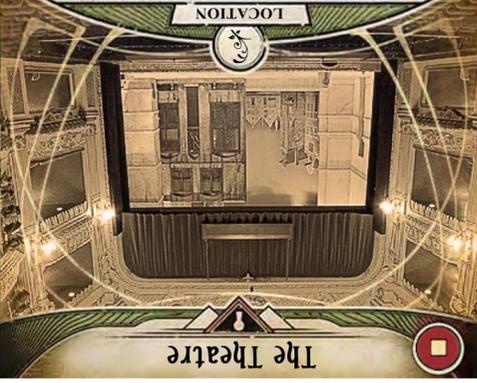
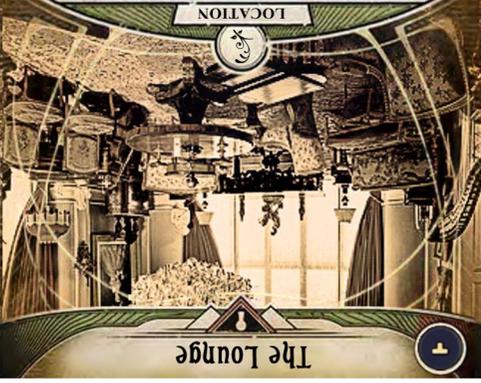
Victory 1

A small area for dropping off wet coats, observed by a strict doorman.

Over-padded chairs look good enough to sink into, and a roaring log fire keeps the chill at bay.

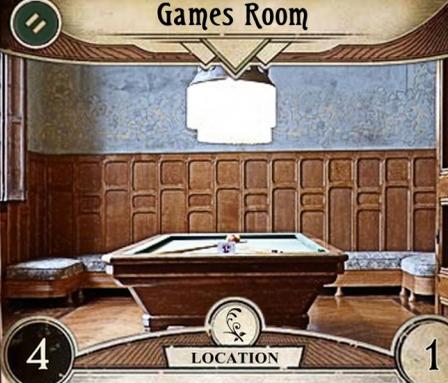
A small raised dais with sweeping curtains, and even stage lights makes it a perfect place for small performances. A white screen fills the back, ready for the pianist, and a large evening's entertainment will be the latest Valentino film.

Glass cabinets line the walls with plaques, trophies, and samples from foreign lands. Locked drawers beneath them obviously hold the club's records of past triumphs.



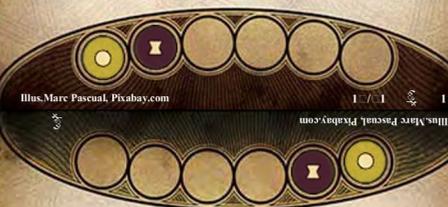
The Lobby **The Lounge** **The Theatre** **The Trophy Room**

Games Room



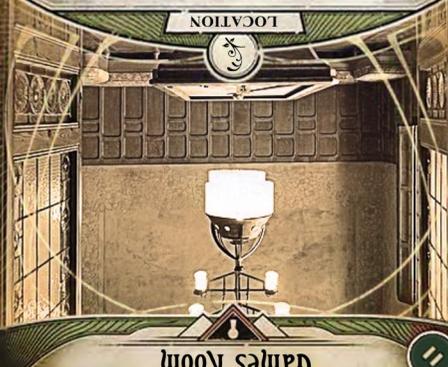
4 LOCATION **1**

➔ **Gamble** Pay one resource. Test ♣(4) or ♠(4) If you succeed, draw a clue from the pool.
"Ah, new blood. Care for a wager?"



The click of billiards punctuates the shuffles of card players. High-stakes baccarat is at one table, blackjack at another.

LOCATION



Games Room

1 ASSET **Locked Diary** Evidence



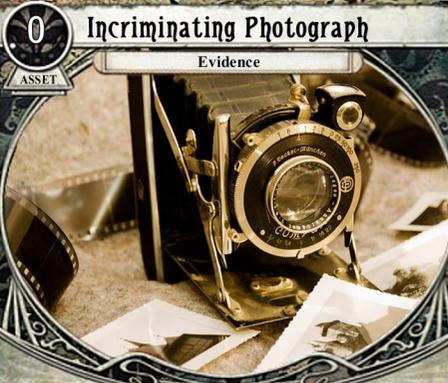
Illicit

➔ Test ♣(4). If you pass gain two clues from the Pool. Remove Locked Diary from the game.

"Locks can be forced. There are some things that really should not be written down..."



0 ASSET **Incriminating Photograph** Evidence



Illicit

+1 ♠ against Cultists.

"What does he think he's doing? That's not his wife!"



0 ASSET **Bank Draft** Evidence

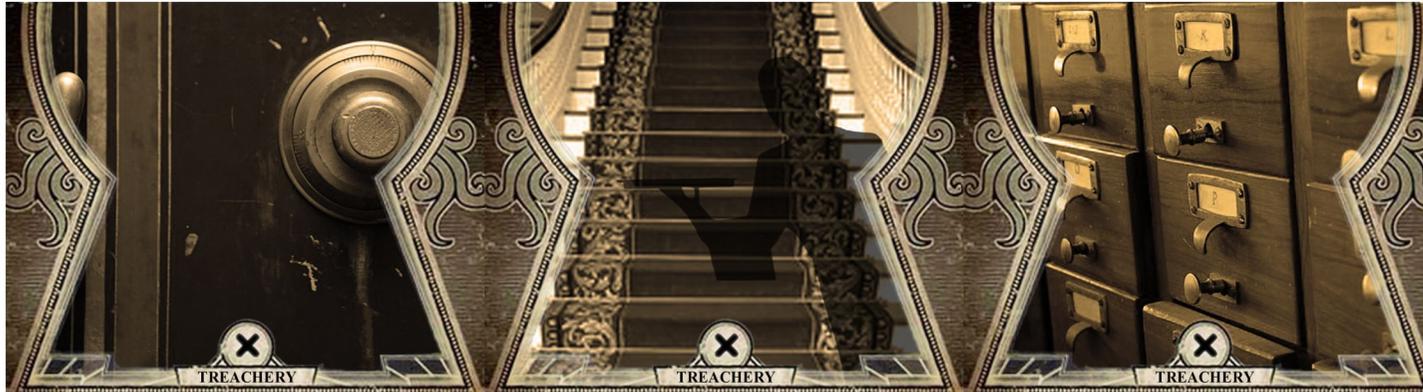


Illicit

➔ Discard Bank Draft. Place it under your location. Gain 5 resources.

"So that draft was made out to someone who does not exist? Then prove that it wasn't meant for me."





Burglar Alarm



Observant Servant



Trapped Drawer



0
ASSET

Forged Letter

Evidence

Illicit

+1 to parley checks.

"That can't be a valid signature - the man had been dead for two weeks!"

Forced. Drop all your clues at your location and move to any connecting location.

Place Burglar Alarm in the Encounter Discard pile and shuffle the Discard pile into the Encounter Deck.

Forced. Pay three resources or place one Doom on the agenda for each one you do not pay.

Place Observant Servant in the Encounter Discard pile and shuffle the Discard pile into the Encounter Deck.

"I take it you don't want me to mention this? How much would you say that matters to you?"

Forced. Test $\frac{1}{3}$ (3) or take one damage for each point you fail by (max 3).

Place Trapped Drawer in the Encounter Discard pile and shuffle the Discard pile into the Encounter Deck.

"I take it you don't want me to mention this? How much would you say that matters to you?"





1
ASSET

Betting Slip

Evidence

Illicit

Permanent

When you fail a skill test by 2 or more Exhaust Betting Slip. Gain one resource.

"So he bet on the outsider two days before the other horses came down with a bad case of not-running?"

Illus: Gianni Crestani, Pixabay.com



0
ASSET

Stolen Deed

Evidence

Illicit

Exhaust Stolen Deed. Get +1 for the next test only.

"He can't sell that. He doesn't own it!"

Illus: Mariusz Matuszewski, Pixabay.com




Act 1a

Light Conversation

Some of the club members are already present. Force won't work here. Bribery or distraction might. Time to be charming.

- ➔ Spend 2 clues per investigator to acquire Evidence at your location.
- ➔ Resign.

Proceed when all Investigators have resigned, or all Evidence has been collected.

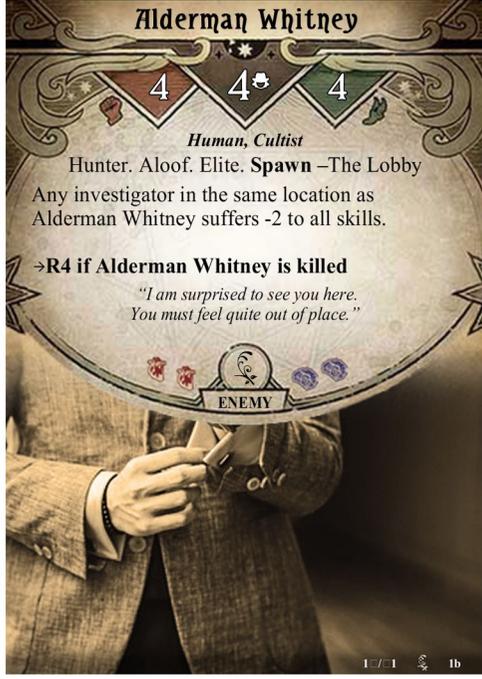
➔R4 If a Cultist is killed

Illus: Pixabay.com

ACT 1b

You leave the club, grateful to be leaving that nest of vipers. You clutch your coat closed against the wind, concealing what you have found as you rush back to your house. Laying out the evidence on the table, you sort go through it. You can only hope you have enough.

- If the investigators have two pieces of evidence or fewer:
➔R 2a
- If the investigators have three to five pieces of evidence:
➔R 2b
- If the investigators have six pieces of evidence:
➔R 2c



Alderman Whitney

4 4 4

Human, Cultist
 Hunter. Aloof. Elite. **Spawn**—The Lobby
 Any investigator in the same location as Alderman Whitney suffers -2 to all skills.

→R4 if Alderman Whitney is killed
"I am surprised to see you here. You must feel quite out of place."

ENEMY



Agenda 1a

The Crane Club

You arrive at the door of the exclusive Crane Club. The proof you need is in there, the only place he may store it that you can reach.

"Our new applicants?" The doorman says. "Come in and look around. We'll complete your application at eight."

All Cultists gain Aloof.

5

AGENDA 2a

A Unwelcome Visitor

"Ah. Take my coat. Good man." Alderman Whitney has arrived. He was supposed to be at a council meeting tonight. Someone must have called him. You'll have to be quick, and now they are watching you.

Investigators cannot investigate or buy evidence from any location with a Cultist present.

All Cultists gain Aloof.

6

Leave:
"I am sorry, but you really don't seem to be our type of people. I must ask you to leave." Behind the manager, Alderman Whitney smirks smugly. "If you do not, the police may be called."
 The investigators may leave the club or refuse.

Refuse:
"Good bye, sirs." As the door closes you hear his last words, "You were quite right, Gerald, they aren't our sort of people at all."
 Resign→R 1a

Refuse:
"If you will not depart, rest assured that the servants will be keeping a close eye on you while I phone the authorities."
 Go to **Agenda 3a.**



Agenda 2a

A Unwelcome Visitor

"Ah. Take my coat. Good man." Alderman Whitney has arrived. He was supposed to be at a council meeting tonight. Someone must have called him. You'll have to be quick, and now they are watching you.

Investigators cannot investigate or buy evidence from any location with a Cultist present.

All Cultists gain Aloof.

6

AGENDA 3a

Well I never!

The manager claps his hands, calling the staff together. "Please keep a very close eye on these people. They have concluded their business here and will not be staying long."

Shuffle the Dark Cult and Discard Pile into the encounter deck.

All Cultists gain Aloof and Hunter.
 You may not investigate any area with a Cultist present.

5

Leave:
"I am sorry, but you really don't seem to be our type of people. I must ask you to leave." Behind the manager, Alderman Whitney smirks smugly. "If you do not, the police may be called."
 The investigators may leave the club or refuse.

Refuse:
"Good bye, sirs." As the door closes you hear his last words, "I don't believe you will be welcome back for quite some time."
 Resign→R 1b

Refuse:
"In that case, you leave me no choice. Staff, remove these people as best you may."
 Go to **Agenda 4a.**



Agenda 3a

Well I never!

The manager claps his hands, calling the staff together. "Please keep a very close eye on these people. They have concluded their business here and will not be staying long."

Shuffle the Dark Cult and Discard Pile into the encounter deck.

All Cultists gain Aloof and Hunter.
 You may not investigate any area with a Cultist present.

5

AGENDA 4a

Would You Please Leave?

You can hear the manager calling the police from here. You have little time, and you know you must not be here when they arrive.

Shuffle the Discard Pile into the Encounter Deck.

All Cultists gain Aloof and Hunter.
 You may not investigate any location with a Cultist. An investigator ending their turn on a location with one or more Cultists suffers one Horror.

4

The London Set
 If playing as part of the London Set, note in your campaign log that:
 "You are banned from the Crane Club." and
 "Alderman Whitney grows bolder."



Agenda 4a

Would You Please Leave?

You can hear the manager calling the police from here. You have little time, and you know you must not be here when they arrive.

Shuffle the Discard Pile into the Encounter Deck.

All Cultists gain Aloof and Hunter.
 You may not investigate any location with a Cultist. An investigator ending their turn on a location with one or more Cultists suffers one Horror.

4

DO NOT READ
until the end of the scenario

Resolution 2c

Stunned and disgusted by what you have discovered, you make a phone call, hoping it is not too late at night to reach a certain office. Your long-term friend, Foxley, is more than interested in what you have to say. He arrives shortly afterwards with a photographer, leaving with the evidence you collected.

Next morning, Alderman Whitney's public disgrace is headline news. He won't be bothering you again: he is in gaol awaiting trial. A lengthy sentence is expected.

All Investigators gain Victory Points equal to the Victory pile.

In a London Set campaign note that "Alderman Whitney has been disgraced".

9

DO NOT READ
until the end of the scenario

Resolution 4

The Alderman's shouts for help are quickly silenced, but the noise of the fracas brings the servants running. You are swiftly detained and handed to the police.

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.

10

Rules Clarifications

- If a piece of evidence is discarded for any reason, place it under that investigator's location. It has to be bought back with more clues.
- If an investigator goes down to trauma, or resigns, their evidence counts towards the group's final total, UNLESS any of the investigators have been arrested. The whole group will be treated as accomplices.
- Yes, it is possible for an investigator to drink themselves into a stupor in the Bar.

11