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Victory 1

13/14 21

THUS, DESIGNING AN ACKO

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Each Street Location only links to the Street Location to its right.

The logo of the Department of Education, featuring a stylized figure holding a torch.

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Victory 1

14/14 22

THUS, DESIGNING AN ACK

Each Street Location only links to the Street Location to its right.



The Stolen Bacillus



A Science Fiction scenario intended for solo or a pair of investigators.

And a tribute to H.G. Wells.

1

Set Up

Campaign

Use the Chaos Bag from the Campaign. Pay 2VP.


Stand Alone Chaos Bag

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

For Hard play, remove the +1 and a 0, and add -3 and -5

Encounter Deck

- Striking Fear
Ancient Evils

-  Bad Luck (Dunwich)*

Set aside the Blue Ruin Encounter cards from this scenario.

**If you only have the Core box, substitute the treachery cards from Midnight Masks.*

Set-up

- ❖ Put the High Street, Hall and Laboratory locations into play.
- ❖ Set aside all other locations and cards. The Investigators begin in the Hall.

Read the Introduction.

2

Introduction

"I suppose," the pale man says with a slight smile, "that you scarcely care to have such things about you in the living—in the active state?"

"On the contrary, we are obliged to," says the Bacteriologist. "Here, for instance—He walks across the room and takes up one of several sealed tubes. The Bacteriologist holds the tube in his hand thoughtfully. "Yes, here is the pestilence imprisoned. Only break such a little tube as this into a supply of drinking-water, say to these minute particles of life that one must needs stain and examine with the highest powers of the microscope even to see, and that one can neither smell nor taste—say to them, 'Go forth, increase and multiply, and replenish the cisterns,' and death—mysterious, untraceable death, death swift and terrible, death full of pain and indignity—would be released upon this city. Once start him at the water supply, and before we could ring him in, and catch him again, he would have decimated the metropolis."

3

He stops abruptly. He has been told rhetoric is his weakness.

"But he is quite safe here, you know—quite safe."

A gentle rap, a mere light touch of the finger-nails is heard at the door. The Bacteriologist opens it.

When you enter the laboratory the visitor is looking at his watch. "I had no idea I had wasted an hour of your time," he says. "Twelve minutes to four. I ought to have left here by half-past three. But your things were really too interesting. No, positively I cannot stop a moment longer. I have an engagement at four." He passes out of the room reiterating his thanks, and the Bacteriologist accompanies him to the door, and then returns thoughtfully along the passage to his laboratory.

Go to Agenda 1

4

Rules Clarifications

- ❖ Investigators at a Street location that are not engaged with the Hackney Cab are immediately defeated. (They were left behind in the chase when they left the Cab, and can't catch up.)

- ◆ Do not remove Horror from High Street when you reveal it.

- ❖ When placing the Anarchist's Cab location count horror forward, (so no Horror the first location, one is the second etc.)

- ❖ Each Street Location connects only to the next unrevealed Street Location. The Streets will snake all over the place. Use of direction arrows may help.

- ◆ The Anarchist's Cab moving over locations does not reveal them.

- ◆ Cab and Carriage have been used interchangeably. It should be Cab. I apologise if I haven't caught all of these.

5

Notes

This is an adaption of H.G. Wells' short story *The Stolen Bacillus*, published in 1895 and now public domain. As the original story was a satire/comedy, this is not exactly a horror scenario.

Where I've had to choose between balancing the game for certain investigators and staying true to the story, I've tried to stay true to the story, which means certain investigators might have trouble. H.G. Wells' satirical short stories are rarely combat-heavy.

With thanks to the British Library's public domain art resources for 1890's images.

If you want to do a Wells campaign, this should follow the adaptation of H.G. Wells' The Red Room story.

6

Chaos Tokens



- ☠ -X where X is Doom on the current Agenda.
- 🕵 -X Where X is the clues on the investigator's current location.
- 👁 -X Where X is the horror currently suffered by the investigator. If the investigator has no horror, suffer one.
- 👹 Place one Doom on the agenda and draw again. If you draw a second Monster, redraw without placing Doom.

7

DO NOT READ
until the end of the scenario

Resolution 1

The Bacteriologist returns thoughtfully along the passage to his laboratory.

"A morbid product, anyhow, I am afraid," says the Bacteriologist to himself. "How he gloated on those cultivations of disease-germs!"

Then suddenly something grotesque strikes him, and he laughs. Then he remarks, "It is really very serious, though."

"You see, that man came to my house to see me. And I wanted to astonish him, not knowing he was an Anarchist, and took up a cultivation of that new species of Bacterium. And he ran away with it to poison the water of London, and he certainly might make things look blue for this civilised city."

Record in your campaign log that "The Blue Ruin is loose!" and go to *Victory Points*.

1

DO NOT READ
until the end of the scenario

Resolution 2

The cab begins to turn, and hides the black figure, now small in the distance, from your eyes. The Bacteriologist from his cab beams curiously at you through his spectacles. Then suddenly something grotesque strikes him, and he laughs. Then he remarks, "It is really very serious, though."

"You see, that man came to my house to see me. And I wanted to astonish him, not knowing he was an Anarchist, and took up a cultivation of that new species of Bacterium. And he ran away with it to poison the water of London, and he certainly might make things look blue for this civilised city."

"Of course, I cannot say what will happen, but you know it turned that kitten blue, and the three puppies—in patches, and the sparrow—bright blue. But the bother is, I shall have all the trouble and expense of preparing some more."

Record in your campaign log that "The Anarchist escaped with the bacillus!" and go to *Victory Points*.

2

DO NOT READ
until the end of the scenario

Resolution 3

"Vive l'Anarchie! You are too late, my friend. I have drunk it. The cholera is abroad!"

The Bacteriologist from his cab beams curiously at him through his spectacles. "You have drunk it! An Anarchist! I see now."

The Anarchist waves him a dramatic farewell and strode off towards Waterloo Bridge, carefully jostling his infected body against as many people as possible. The Bacteriologist is so preoccupied with the vision of him that he scarcely manifests the slightest surprise at the appearance of Minnie upon the pavement with his hat and shoes and overcoat. "Very good of you to bring my things," he says.

3

DO NOT READ
until the end of the scenario

"You see, that man came to my house to see me, and he is an Anarchist. No—don't faint, or I cannot possibly tell you the rest. And I wanted to astonish him, not knowing he was an Anarchist, and took up a cultivation of that new species of Bacterium I was telling you of; and like a fool, I said it was Asiatic cholera.

And now he has swallowed it. Of course, I cannot say what will happen, but you know it turned that kitten blue, and the three puppies—in patches, and the sparrow—bright blue. But the bother is, I shall have all the trouble and expense of preparing some more."

Record in your campaign log that "The Anarchist drunk the bacillus" and go to *Victory Points*.

4

DO NOT READ
until the end of the scenario

Resolution 4

"Vive l'Anarchie!"

The Bacteriologist from his cab beams curiously at him through his spectacles. "An Anarchist! I see now."

The Bacteriologist is so preoccupied that he scarcely manifests the slightest surprise at the appearance of Minnie upon the pavement with his hat and shoes and overcoat. The Anarchist waves him a dramatic farewell and strides off towards Waterloo Bridge. "Very good of you to bring my things," he says, lost in contemplation of the receding figure of the Anarchist. "You had better get in."

Minnie seems absolutely convinced now that he is mad, and directs the cabman home on her own responsibility.

5

DO NOT READ
until the end of the scenario

"It's a deadly thing to have in your possession," he says, scrutinising the little tube. "You see, that man came to my house to see me, and he is an Anarchist. No—don't faint, or I cannot possibly tell you the rest. And I wanted to astonish him, not knowing he was an Anarchist, and took up a cultivation of that new species of Bacterium I was telling you of, that infest, and I think cause, the blue patches upon various monkeys; and like a fool, I said it was Asiatic cholera. And he ran away with it to poison the water of London, and he certainly might have made things look blue for this civilised city.

You know it turned that kitten blue, and the three puppies—in patches, and the sparrow—bright blue."

Record in your campaign log that "The investigators recovered the bacillus" and go to *Victory Points*.

6

Victory Points

If The Investigators Lost:

If the Investigators lost, they receive no Victory Points.

If they got **R1** each investigator adds a copy of the *Blue Ruin* Weakness to their deck. Be grateful it wears off.

If The Investigators Won:

◆ Each undefeated Investigator gets VP equal to the Victory Pile, plus the number of the Resolution reached.

◆ Each defeated Investigator gets VP equal to the Victory Pile, plus the number of the Resolution reached, minus one.

If they got **R4**, one undefeated investigator may spend VP to buy *The Bacteriologist* ally card.

7



In His Socks!

Forced Place "In His Socks!" into your threat area. -1 ♠ -1 ♣ -1 ♦ -1 ♠ while it remains in play.

➡ Place a resource on "In His Socks!". If "In His Socks!" has 3 resources on it, discard it.

"Of course he is eccentric," she meditated. "But running about London—in the height of the season, too—in his socks!"

Brilliantly Planned

Add one spare location to the right of the street and move Anarchist's Cab one location. Advance immediately to Agenda 2b if you cannot add a location.

"How brilliantly he had planned it, forged the letter of introduction and got into the laboratory, and how brilliantly he had seized his opportunity!"

The Water Supply

Test ♠(3). For each point failed by, drop one clue or take one horror.

"No Anarchist before him had ever approached this conception of his. He had only to make sure of the water supply, and break the little tube into a reservoir."

A 'igh 'at

Each Investigator must test ♠(6) to catch the stray top hat. If they fail, drop a clue at their location. If no investigator succeeds, the Hackney Cab cannot move this turn while they retrieve it.

*"She's a followin' him," said old Tootles. "Usually the other way about."
"What's she got in her 'and?"
"Looks like a 'igh 'at."*

Illus. Mary Elizabeth Dodge, 1894

5/8 ♠ 28

Illus. Thomas Cook & Son, 1897

4/8 ♠ 27

Illus. Henry William Dulcken, 1892

3/8 ♠ 26

Illus. Georg Hirth, 1873

1/8 ♠ 24





TREACHERY

TREACHERY

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Awfulness

Death, death, death!

Cab Sways

Drivin' a Loonatic

Test ♠(5). If you fail, drop clues equal to the amount failed by at your location. If you cannot, suffer one Horror.

Chiefly he is afraid of being caught before he can accomplish his purpose, but behind this is a vaguer but larger fear of the awfulness of his crime.

Attach Death, death, death! to your location. Investigate actions require a ♠(3) test. If failed, cancel the action and take one Horror.

"Here he would take the husband from the wife, here the child from its mother, here the statesman from his duty, and here the toiler from his trouble."

Add one Doom to the Agenda and immediately move the Anarchist's Cab forward one location.

The cab sways, and the Anarchist, half-standing under the trap, puts the hand containing the little glass tube upon the apron to preserve his balance.

Place in your Threat Area.

Each time the Hackney Cab moves, test ♠(3) or ♣(3). If you fail, you are thrown from the cab and defeated. Discard at the end of turn.

"It's old George," said old Tootles, "and he's drivin' a loonatic, as you say. Aint he a-clawin' out of the keb?"

Illus. D.H. Lawrence, War of the Worlds, 1918

8/8

1

Illus. D.H. Lawrence, War of the Worlds, 1918

6/8

1

Illus. Sir Max Pemberton, 1896

7/8

30

Illus. George Temple, 1894

2/8

25



4

ASSET

*The Bacteriologist

An acquaintance of Mr Wells

Science, Expert

+1

When the investigator passes a test that is not from a *Spell* card, gain one resource.

1

2

34

TREACHERY

Blue Ruin

WEAKNESS

Permanent, Condition

Permanent - At the end of the game, remove Blue Ruin from your deck.
 Increase the difficulty (or resource or clue cost) of any parley attempts by one.
"You know it turned that kitten blue, and the three puppies—in patches, and the sparrow—bright blue."

1/1

32

TREACHERY

Blue Ruin

WEAKNESS

Permanent, Condition

Permanent - At the end of the game, remove Blue Ruin from your deck.
 Increase the difficulty (or resource or clue cost) of any parley attempts by one.
"You know it turned that kitten blue, and the three puppies—in patches, and the sparrow—bright blue."

1/1

32

