

A MontiDots Adventure of Mystery and Horror

The
SMOKING MIRROR

Written and Illustrated by **Simon Todd**



A 1920's adventure for use with any percentage game system such as Goblinoid Gamestm GOREtm.



THE SMOKING MIRROR

Written and illustrated by
SIMON TODD



Timeline	2	Appendix	
Introduction	3	Oxford	59
Setting up Play	3	Back story	62
Getting About	3	Rules	65
Game Master's Overview	4	Stability and Horror	66
Investigator Solutions	5	Books	67
The Honduras consignment	6	Casting Spells	68
Other Items of Note	7		
Cast of Players	8	Handouts	
Chapter One		Soames' Diary	71
The Game Master's Map	12	Fielding Letters: Jung	73
The Coptic Street Case	12	Fielding Letters: Soames	74
Holborn Police Station	13		
Layton Fielding	14	Maps	
The Coptic Street Flat	17	Soames' study/America Room	75
Soames' Diary	23	Fieldings' apartment/	
The British Museum	25	Fieldings' Hotel room	76
The America Room	28	The Research Area	77
The Research Department	31	Sly Fox Exterior	78
The Library	38	Sly Fox Club player map	79
Chapter Two		Game Master's Map	80
Peggy Lawson	40	Map of Area with stations	81
Fielding's Death	41	Underground Map	82
Revisiting the Museum	41		
Revisiting Fielding	43	Characters	
Broadwick Street	46	Jinx Farrington	83
Edgar Braintree	49	Cybil Danvers	84
The Club	51	Lloyd Barrett	85
The Temple	52	David Farrington	86
Chapter Three		Arthur Wade	87
The Party	53	Madelaine Barrett	88
The Cataclysm	57	John Woodrow	89
The Gods	58	Empty Character Sheet	90
Stopping the Rite	58	Open Game License	91

The Smoking Mirror

TIMELINE OF EVENTS			
Date	Events	Cloud Events	GM notes
Monday 18th August	The Honduras consignment arrives at the British Museum. Prenderville begins to study it in earnest.		
Wednesday 28th August	Soames takes the Iztaia home, is visited by Fielding then disappears. Transforms into a Were-Jaguar and murders a tramp.		
Thursday 29th August	The investigators are called in. Soames meets Prenderville and murders Fielding at his hotel. Fielding becomes the first sacrificial murder to Texcatlipoca.	The sky clears wisps of cloud begin to gently swirl round the museum. The air in the area becomes oppressive. Stability Check: Power x 5% for 0/1d4	
Friday 30th August	Soames meets Edgar Braintree who owns the Sly Fox at 2pm - 2.30pm. Braintree begins to make the club antechamber fit for use as a temple. Soames murders Braintree's rival, George Guffogg, by 7.30pm. This is the second sacrifice.	Many less people visit the cloud area that day. At 7.30 there is a sudden burst of life from the cloud. It becomes dark, dense and blood rain begins to fall. Strange stars become visible even in the day. People run from the area. Police and military begin to set up cordons in the evening. Stability Check: Power x 3% for 2/2d4+1	
Saturday 31st August	The British Museum is closed. A party is held at The Sly Fox from 9.00pm. Twelve party goers attend the ritual at midnight. This rite awakens Texcatlipoca.	Sunday 1st September 12.15 am and a further peel of thunder as the storm clouds broil and swirl with intensity. Dreadful booming grinding sounds begin to fill the sky as if uttered from some titanic mouth. Any caught in the rain fall in a trance-like state and collapse to the ground. The South East wing of the British Museum is destroyed and Texcatlipoca is released onto the earth. Stability Check: Power x 1% for 2d4+1/2d6+2	

Time & Game Master's Overview

INTRODUCTION

There is plenty of information at the back the book describing the story behind the events which take place. This is not vital for game play but is there for the edification of the Game Master (GM) enabling them to get a sense of the depth of the cataclysmic horrors which may beset the world if all fails.

For those who have already got a copy of **The Fenworthy Inheritance**, the events in this adventure take place just a couple of weeks after that adventure is completed, sufficient time for the investigators to have returned to London and rested. It is a good idea to play both adventures in the correct order, but not vital and both games can be run independantly.

Setting up Play

Ideally, the players should choose from one of the pre-generated characters at the back of the book. These can be scanned and printed together with the other handouts.

Otherwise the players can generate their own characters. In this case it's a good idea to give them some experience.

Give the players time to look over their sheets and, within reason, allow them to make modifications or add skills not listed.

Have all the maps and other hand-outs printed out ready to share with the players. Each player should have a set of dice, paper and writing equipment to hand.

When running the game ead through the entire adventure before the game starts. It is designed for the players to dynamically effect the story line so the GM needs to be aware of all the possibilities throughout the game.

Sections read out to the players, either as descriptions, or speech, are highlighted with a box.

Once all the players are satisfied then begin the adventure.

There are two rules:

1. The Game Master's ruling is final.
2. Have fun.

KEEPING TIME

The events unfolding in this adventure are relentless and continue unless the investigators interrupt them.

What a non-player character knows or thinks is based on the moment they are being interviewed. The events may even change completely based on the investigators actions. This is perhaps the hardest job for the GM.

It is vital therefore that the movements of the main characters, Tristram Soames, Basil Prenderville and the investigators themselves are known at all times.

As the story progresses and more murders take place a vast whirling cloud hovers over the British Museum spitting blood red rain and providing a glimpse, at its centre, of strange constellations. This, in some way, is a measuring stick for the progress of Soames' and Prenderville's plans and is a useful tool for heightening the pressure on the players.

If the investigators decide to use the Tonalpohualli (the Aztec Calender) to reverse time, then it is even more important to know what is happening and when. The GM should keep notes on all events to help when they arrive back in the past.

GETTING ABOUT

Most of the locations in the game are within walking distance of each other, but if the investigators want to go further afield there are a number of options.

London has a comprehensive underground train system which could take the investigators to any point in the city or to any of the main stations for above ground travel.

The main roads and thoroughfairs of London are now predominantly filled with motor vehicles including cabs, trolley buses and commercial vehicles. There are many private motorised vehicles and, by now, a minority of horse drawn carts. The streets are incredibly busy during the day.

If the investigators wish to go to Oxford by train there are trains every hour from Paddington Station. From The British Museum Paddington is around a twenty minute walk west or a cab ride away.

The Smoking Mirror

The trip to Oxford takes the train two hours. If the investigators travel by car, the journey takes roughly the same amount of time.

Once the cloud phenomena commences, travelling out of the area becomes restricted by the numbers of people seeking to escape London.

THE GAME MASTER'S OVERVIEW

On Thursday, 22nd August 1922, a consignment of artefacts arrived at the British Museum from a newly discovered city found deep in the heart of the jungles of Honduras. The discovered site is known as the City of the Monkey God, or the Pale City*. Among fragments of pottery and stone vessels is a large fragment of a ghoulish sculpture depicting the god Texcatlipoca, a strange carved stone covered in glyphs, known as an Iztaia, and a sacrificial dagger.

An obsidian mirror, once belonging to Dr. John Dee, Queen Elizabeth's advisor and occult philosopher, is already exhibited in the British Museum. In fact the mirror is a divination device capable of contacting the trapped spirit of Texcatlipoca whose name actually means "The Smoking Mirror."

Prenderville

The Professor of Mesoamerican studies at the British Museum, Basil Prenderville, has studied the ancient rites of the Aztecs for years alongside the practices of Dee. He became fascinated by the concept of contacting higher beings through the use of fungus infused brews, words of power and ancient artefacts. He always believed that Dee's mirror was a portal for divine secrets and after his fellow researchers left for the evening, Prenderville remained in his office studying the obsidian mirror and Dee's diaries.

He experimented with recipes for hallucinatory potions deciphered from the works of Dee until, at last, he reached beyond the mirror's lugubrious surface into a parallel dimension and made contact with the spirit world. He believed he had reached

**The City of the Monkey God was first identified in 2012. For more information look it up on the National Geographic website. <http://news.nationalgeographic.com>*

out to John Dee's spirit guide, **Madimi**, but in fact had contacted something more powerful; the trapped spirit of the Aztec god Texcatlipoca.

Soon, he was being groomed to be Texcatlipoca's high priest, something he readily undertook in his thirst for knowledge and power. He needed to prepare for the "Great Rite of the Enemy of Both Sides".

Prenderville needed an acolyte, one prepared to be a willing vessel for Texcatlipoca's spirit, one willing to sacrifice his humanity in order to act on the god's behalf. He found the perfect candidate in a language expert, Tristram Soames.

Soames

Tristram Soames is the youngest son of Lord Gilbert Soames. He has spent his life on the fringes of the fast-set known as "The Bright Young Things." He is a lonely young man but a fastidious academic who studies Mesoamerican and Egyptian languages.

Now the consignment has arrived from Honduras, Prenderville has all the components in place, but refrains from telling Soames anything. The whispering voices in the mirror convince him to let Soames have the graven heart-stone, the Iztaia, and then let its magic get to work converting the unfortunate researcher.

On Wednesday 28th August, Soames takes the Iztaia home to study. Soames writes a letter to his old mentor, Layton Fielding excitedly telling him of his task in deciphering the strange script on the stone. Fielding, extremely knowledgeable in matters of occult power, hastily travels from Oxford in an attempt to stop Soames from researching the stone. He suspects the Iztaia to be part of a dark ritual which, if deciphered, could prove catastrophic.

Fielding's attempts to convince Soames fail. After meeting with Soames at the young man's apartment Fielding returns to the nearby Bloomsbury Park Hotel planning to meet Prenderville the following day to discuss his misgivings about Soames's venture, before returning to Oxford.

Soames begins to study the Iztaia long into the night, drawn by its fascinating and elusive glyphs. Soon he is taken over by the power of the stone. He performs a ghastly ritual on himself, ripping open his own chest with a paper-knife and placing

Investigator Solutions

the Iztaia inside his chest cavity where it latches on.

Now Texcatlipoca takes control, instantly healing Soames' body and giving him power of transformation.

In a frantic with hunger, Soames transforms into a Were-Jaguar and smashes through the study window into the night to seek satisfaction for his newfound craving for blood. Shortly afterwards he eviscerates a tramp before disappearing into the labyrinthine heart of London to prepare for his work as Texcatlipoca's proxy.

The following morning Soames' landlady, Edith Blavatski, notices a smashed window in the study of the upstairs apartment and, on going into the rooms, is horrified to find a huge pool of drying blood on the carpet. She immediately calls the police and gives a description of Lambert Fielding who visited Soames on the previous evening. Fielding is questioned by the police but is later released.

Lord Gilbert Soames, distraught at the disappearance of his son sends a telegram to David Farrington (or one of the other investigators) to work alongside the police and informs Inspector Marwell of his request, the Inspector reluctantly agrees.

The investigators are to report to Holborn Police Station for further information.

The Plans of the Texcatlipoca

Texcatlipoca currently has limited powers. He has been trapped in a far flung dimensional prison since the end of the Aztec empire with no means of communicating with earth since the last Aztec priests made their sacrifices in his name.

The mirror owned by Dr. Dee provided the first opportunity for Texcatlipoca to have influence on the world but Dee had set up powerful wards against the god's influence and used the mirror to discover arcane secrets elsewhere with the aid of his spirit guide, Madimi.

With the proximity of the sacrificial dagger, the Iztaia and the sacred effigy has given Texcatlipoca the chance to be free, to make London his new city and see these new people bow before him.

The only barrier to his freedom are the three human sacrifices needed to release him from his

prison. At least one of these needs to be performed with full ceremony in a consecrated temple.

Using Basil Prenderville as his priest and Tristram Soames as his proxy, Texcatlipoca intends to set up an enclave in the Sly Fox Club where he has a ready supply of willing victims.

Prenderville waits for Soames to return to the museum, following his transformation before giving him the sacrificial dagger. He will then instruct him to set up the temple in the cellars of the Sly Fox. But first he wants Soames to kill Fielding, the professor who knows too much.

INVESTIGATOR SOLUTIONS

The investigators may not be able to solve the crisis before London is destroyed and Texcatlipoca has fully risen to have dominion over the city. But even then all is not lost!

The GM should be thoroughly aware of the possible solutions to this growing crisis.

- **Stop Basil Prenderville and Tristram Soames.** This is the clearest solution. Prenderville is relatively easy to get out of the way but Tristram Soames now has the healing powers of a god. The transformed Soames can be killed by immolation, by the removal of the Iztaia from his chest, or by beheading. Failing that, silver weapons harm him with damage from such weapons takes twice as long to heal. If killed in this manner, he will still come back to life unless finished off. To find this out, the investigators need to identify what kind of being he is, then research how to kill him. A research check at the British Museum is needed, or the help of Peggy Lawson. They could find clues at Fielding's apartment or with Gwen Treavers in Oxford. Murder is treated as a capitol offence so there needs to be clear evidence before the investigators take this measure, unless they are prepared to take the consequences.
- **Stopping Texcatlipoca.** If the three ritual killings take place, Texcatlipoca will be summoned. Research reveals the Feathered Serpent, Quetzalcoatl, is Texcatlipoca's arch nemesis and summoning Quetzalcoatl will bring on a titanic battle between the gods over London

The Smoking Mirror

before they disappear into oblivion.

In this adventure the available spells have all been made relatively easy to cast. If the players are imaginative enough to attempt to raise an Aztec god, let them.

- **Reversing Time.**

This involves an artefact in the British Museum, the Tonalpohualli, an Aztec Calender. This can take the investigators back in time giving them a second chance to undo the damage with a degree of foreknowledge. For more details see the spell section at the rear of the book.

Spells for all possibilities should be placed in three possible locations, either within the books in Clayton's office, the forbidden section of the British Library within the museum, or in the Pitt Rivers Museum in Oxford.

If the players are stumped the GM might help out. The librarian of the British library may urge the investigators to look through Prenderville's office as the books he withdrew from the library are not returned, or a message might arrive from Gwen Treavers urging the investigators to use spells she has in her possession in Oxford.

THE HONDURAS CONSIGNMENT

The consignment of artefacts has ended up in the research department for Mesoamerican Studies in the British Museum. Each is accompanied with notes of where they were found.

Apart from many fragments of pottery and stone shards the shipment included;

- A sacrificial dagger,
- A stone covered in script (the Iztaia)
- A large part of a statue believed to be that of the Monkey God. It is in fact an effigy of Texcatlipoca

The Sacrificial Dagger

Description: The blade is made out of obsidian, an opaque black reflective stone, measuring five inches long. The handle has been carved from bone and has the crude image of a face on the pommel.

What the museum knows: A sacrificial dagger, made from obsidian and some kind of bone, possibly human.

Found: Within 20 yards of the statue of Texcatlipoca amid rubble.

Magic Potential: Every time it is used to kill a human, their Magic Points are absorbed into the blade to be offered up to Texcatlipoca or used to cast spells in his name. It can hold up to 50 Magic Points.

Destroying the dagger delays the arrival of Texcatlipoca by a day as Prenderville or Soames seek another dagger.

The Stone Heart (Iztaia Texcatlipoca)

Description: Noted in the finds as being discovered in a stone carved container near the statue. This object is a shaped piece of stone measuring 6 x 4 x 3 inches, slightly rounded but definitely carved. The stone is polished and of a mottled grey brown surface covered in unknown glyphs.

What the museum knows: This enigmatic piece may be the representation of a heart. The glyphs do not match any known Mesoamerican glyphs.

Found: In the rib cage of a skeleton 10 feet from the statue of Texcatlipoca.

Magic Potential: This Iztaia enables Texcatlipoca to dominate and take over a human. If the spell cast on its surface is uttered, then Texcatlipoca will have control over the caster unless they can resist it or possess wards to prevent it. If placed inside the chest cavity of a charmed victim then they act as a vessel for the spirit of Texcatlipoca and may transform into a Were-Jaguar.



Investigator Solutions & the Honduras Consignment

The Statue of Texcatlipoca

Description: The statue is 4 feet tall. It is damaged but depicts a skeletal figure with an animal head closely resembling a jaguar. The rib cage appears to be pulled aside by many hands revealing a definite apse in the solar plexus. The statue is decorated with skulls.

What the Museum knows: The statue is an effigy of the Mesoamerican god, Texcatlipoca, meaning The Smoking Mirror. It is the god of providence, the darkness and the invisible, magic and divination, lord of the night, god of the earth and of the sky.

Found: In an alcove behind the "Great Statue" of the "Monkey God."

Magic Potential: The effigy fragment is a focal point or gateway for the powers of Texcatlipoca. Each time a sacrifice is made in his honour, the statue reflects this by bleeding from the mouth, eyes or skulls. If a prayer is offered to the effigy then the caster may contact Texcatlipoca to gain instruction.

Smashing this statue delays the arrival of Texcatlipoca by a day as Prenderville or Soames prepare for the Transformation Carving in the America Room as the new loci.

OTHER ITEMS OF NOTE

Dee's Mirror

Location: the British museum, in Prenderville's Office

Description: This has been in England since Tudor times and was the divination mirror of Dr. John Dee, Queen Elizabeth's advisor. It measure roughly eight inches in diameter with a short handle and is made from a single piece of obsidian.

What the museum knows: Dr. John Dee, was a mystic, alchemist and occult philosopher. In order for him to perform his acts of divination he acquired an obsidian mirror as a gift from Sir William Pickering.

It was originally a sacred mirror of divination used by the priests of Texcatlipoca to communicate with their deity.

Magic Potential: The Smoking Mirror is a means of communicating with the spirit realm. The caster may use it to contact the dead, or even contact an aspect of Texcatlipoca. They must meditate before the mirror, use infusions of mind warping potions and call to the spirits. Ideally they need to know who to contact or they may call up the most hideous evil.

Potential contacts are Texcatlipoca, John Dee's spirit guide, Madimi, or indeed, John Dee himself.

The Life Stone/Aetheric Stone

Locations: One in Prenderville's office, one in the Pitt Rivers Museum.

Description: Appearing as a piece of natural crystal covered in strange markings, translucent and blood red in colour. About 5 inches in diameter.

Magic Potential: A battery stone used for storing Magic Point gathered through ritual. The Magic Points come from willing or unwilling victims and can be stored here for use in future spells. These are often referred to as the Aetheric Stones. It holds up to 30 Magic points.



The Smoking Mirror

The Cast of Players

The investigators in this game have already been created. If the players want to use their own characters it is useful for at least one to be from high society. The important players in this adventure are David Farrington, Jinx Farrington and Cybil Danvers as their knowledge has an influence on the course of play. If the characters have not been through the **Fenworthy Inheritance** adventure then descriptions in italics may be ignored. If player's wish to create their own characters, that's fine, but they need to have some knowledge of London society and have a good mix of investigative and combat skills.



David Farrington

A businessman and ex-army officer serving in Mesopotamia. He is comfortably wealthy from his family import business. He keeps physically fit through walking holidays, is capable on horseback and has a tough outlook on life following experiences in the war. *Events in Fenworthy have shaken him but given him a new purpose in life.* He was Lloyd Barrett's superior in the army and is good friends with him. He is friends with John Woodrow from university and got John a job in a solicitor's office.



Lloyd Barrett

Wartime experiences have left him nervous around people. Lloyd has picked up many skills during the war. Dead bodies, however badly mauled, doesn't phase him. He has been on the edge of long term madness during the war and is currently just about coping. *Events in Fenworthy have shaken him still further, but he is determined to confront the horrors at large in the world.* He trusts David but has a low opinion of Jinx. To him she seems to think the traumas of and sacrifice of the war are not her affair.

Cast of Players

Cybil Danvers

Cybil is a determined journalist. She has an instinctive nose for a good story and pursues her investigations with diligence. She uses photography in her reports and currently sells her work to two papers in Surrey and London. Cybil has focused her attention on party life in London since the war and knows the Sly Fox Club.

The Fenworthy experience have opened her eyes to new realms of worldly danger but she is thrilled by the possibility of discovering more.

She has got to know Jinx Farrington and, through her, David.



Jinx Farrington

Jinx is a society girl and actor who, until recently, was embroiled in the all-night parties of The Bright Young Things, particularly at The Sly Fox in Soho. Her brother, David, took her away from this destructive life on a holiday to Dartmoor. *The supernatural events there have hardened her but forced her to take more responsibility.*

She is smart but weak willed. She is good friends with Cybil Danvers who has photographed her through her theatre work.



Arthur Wade

Arthur worked as an orderly in the field during the war. He witnessed many atrocities. He now works as a pharmacist's assistant in a small chemist in Esher.

Arthur is a friend of Lloyd from the war. Lloyd often goes to him to his nerve tonics and to get quinine for his malaria.

The recent horrors of Fenworthy have given Arthur a determined purpose in life.



The Smoking Mirror



John Woodrow

John Woodrow served in the Royal Flying Corp at the end of the war and is therefore capable in mechanical repair, physics, piloting and navigation.

His civilian job as a legal clerk for Bartholomew, Gordon and Pritchard has filled his time so he has no real social life. He is friends with David Farrington from University but is scared of his sister, Jinx.

The experiences in Dartmoor have terrified him but also given him a new sense of purpose.



Madelaine Barrett

Madelaine, the sister of Lloyd, is a timid woman more at home with her nose in a book than in the company of others.

Madelaine acquired a post at a girl's school but is on leave. She is fascinated by the recent history of Europe, especially related to the fall of the Ottoman Empire and its lead to the Russian and Great Wars.

The experiences of Fenworthy have shaken her out of her timid state a little. She is unnerved by her new knowledge but also empowered.

Other Cast Members

OTHER CAST MEMBERS

Basil Prenderville

Professor of Mesoamerican studies at the British Museum and self-styled high priest of Texcatlipoca.

Tristram Soames

Son of Lord Gilbert Soames and expert linguist specializing in ancient hieroglyphics. Now he is also housing the spirit of Texcatlipoca in his chest and is capable of turning into a monstrous Were-Jaguar.

Layton Fielding

A professor of ancient language from Oxford. He was Soames' mentor and was invited to Soames' apartment the night of the events that trigger the adventure. Concerned of the possible danger of the Iztaia stone he tries in vain to stop Soames from studying it, but fails.

Inspector William Marwell

Marwell is aged 48, a heavy set man with an over-fed face, but keen intelligent eyes and a sense of quiet command. His black hair has receded and what remains is oiled back. He possesses a gun but rarely carries it.

He is in charge of the strange case of the missing linguist and, at the instruction of Lord Gilbert Soames, has reluctantly allowed the amateur sleuths on the case.

Edith Blavatski

The landlady at Coptic Street. She witnessed the meeting between Soames and Fielding and alerts the police when she suspects a break in.

Margaret (Peggy) Lawson

A researcher at the British museum. An archivist and archaeological illustrator. Age 27. An academic woman with curly hair and glasses. She has a talkative nature and an air of independence.

Jose Padilla

A researcher at the British Museum who studies Mesoamerican culture and comparative studies.

Julian Charles

A researcher at the British Museum who studies the history and customs of Mesoamerican cultures. Age 35. A tall slender man with a balding head. He is of a gentle academic disposition. He finds the whole matter shocking as he abhors violence. He



never got on with Soames, considering him to be arrogant and not part of the team. Charles likes methodology and disagreed with Soames taking the Iztaia home.

Gwen Treavers

A curator at The Pitt Rivers Museum in Oxford. She has a profound knowledge of ancient rites but until recently doubted their effectiveness, merely regarding them as deeply rooted superstition. She is a vital resource for the investigators once Fielding is dead.

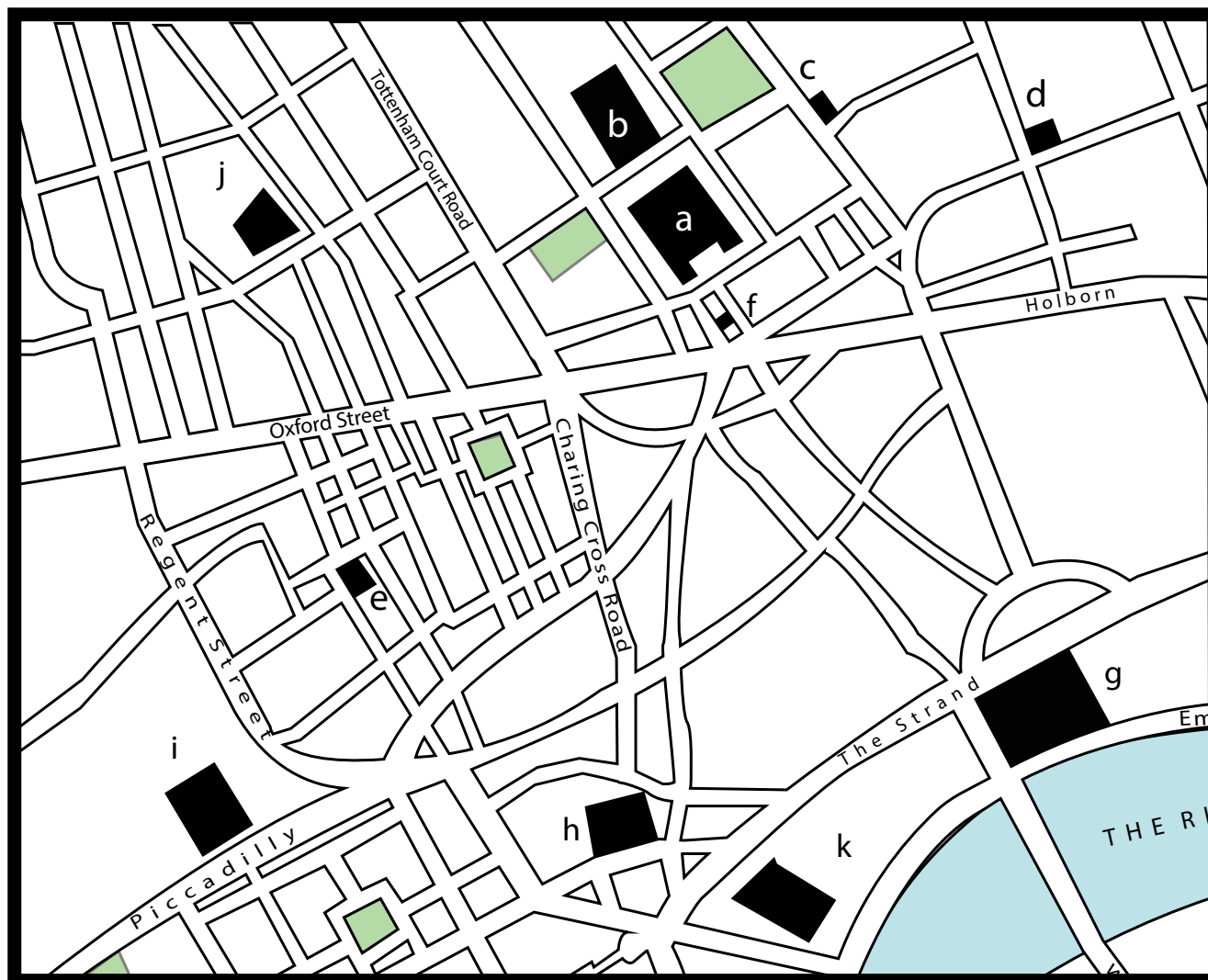
Edgar Braintree

Owner of the Sly Fox Club and Coffee Shop. Braintree is a good businessman but has his fingers in various illegal operations, holding goods for others within his warehouse and claiming high rent and protection money, from his various tenants. He is powerful, respected, but not well liked. Braintree has run the Club for the last twelve years.

Stephen Tennant

The son of Edward Tennant, 1st Duke of Glenconner. He has a bottomless pit of money and spends his time planning and having parties. He has a distinct moral compass which is not guided by social etiquette but as yet has not got involved in any occult matters.

The Smoking Mirror



GAME MASTER'S MAP

This is an edited map to give a sense of locations relative to each other. More detailed maps including a map showing pertinent underground stations appears in the appendix.

- a British Museum
- b The University of London
- c Bloomsbury Park Hotel
- d Holborn Police Station
- e The Sly Fox Club
- f Coptic Street Apartments
- g Somerset House
- h The National Gallery & Trafalgar Square
- i The Royal Academy of Art
- j Middlesex Hospital
- k Charing Cross Station

CHAPTER ONE THE COPTIC STREET CASE

How things stand when the investigators get involved.

- Tristram Soames is currently missing. He has transformed into a Were-Jaguar and ripped apart a tramp, feeding on the body before disappearing into the hidden haunts of London. The tramp's body lies undiscovered.
- Basil Prenderville is confident that his dark Master, Texcatlipoca will bring Soames to him so he can issue instructions. In the meantime he continues to plead his innocence to the police.
- Layton Fielding is staying in Bloomsbury Park Hotel. He spoke with Prenderville about Soames, unaware of Prenderville's involvement.

Chapter One: The Police Station

- The Police are treating the Coptic Street apartment as a crime scene and have interviewed Fielding over his meeting with Soames but have no reason to keep him in custody. They have left the apartment undisturbed until the investigators search it.

GETTING THE INVESTIGATORS INVOLVED

David Farrington received a telegram from Lord Gilbert Soames

TRISTRAM MISSING STOP ATTEND HOLBORN STATION URGENT STOP FIND MY SON G.SOAMES (LORD)

The investigators are called to Holborn Police Station discovered by Inspector William Marwell. Once at the station, Marwell outlines what he knows about the case so far.

HOLBORN POLICE STATION

Holborn police station is a mere ten minutes from the British Museum and fifteen minutes from Coptic Street.

Inspector William Marwell is aged 48, a heavy set man with an over-fed face, but keen intelligent eyes and a sense of quiet command. His black hair has receded and what remains is oiled against his scalp.

The GM should read out the first paragraph and let the investigators discover the remaining details through questioning the Inspector.

In any event, the investigators should finish this conversation wanting to investigate Soames' apartment and also meet Professor Fielding.

"I find this all rather odd that Lord Soames has called you in but I gather you have some expertise with this kind of thing. Technically we have nothing more than a missing artefact belonging to the museum whose value could only be academic, and the scene of an altercation. It doesn't amount to much in the annals of crime. The boffin who rented the apartment is one Tristram Soames, the son of Lord Gilbert Soames, so it's a priority case."

Jinx Farrington and Cybil Danvers know Tristram Soames attended a London Party a while back at The Sly Fox. A small black haired man of weak disposition, he appeared nervous and out of his depth.

Evidence in the apartment

"There was no sign of anyone entering the apartment other than Soames himself and his guest, Fielding. The broken study window would be almost impossible to get to from outside as it's on an upper floor. We have obviously searched his apartment, found nothing but a broken window and a pool of blood. According to our man, the amount of blood signified a lethal wound, so we may have a murder, though no body."

At this point give the players a player's map of the area.

The Artefact

"The artefact that went missing was some kind of stone that Soames had taken back to the flat to study."

Professor Fielding

"Earlier today we had a nice chat with a Professor Fielding. He visited Soames on the night of the disappearance. He seems a decent fellow. Anyway, he's an Oxford man so he's staying overnight in the Bloomsbury Park Hotel just round the corner before heading back tomorrow.

He says he visited Soames that evening to discuss something to do with the artefacts that Soames was looking at and they got into a row. This has been corroborated by the landlady, a Mrs. Blavatski, who lives in the ground floor flat.

Fielding has been a Professor at Oxford in Non European Ancient Languages for the last fifteen years and is also one of the governors of the Pitt Rivers Museum. He is one of the lead experts in hieroglyphics in the country."

The Smoking Mirror



Holborn Police Station

The Landlady

“His landlady said Soames was a pleasant and polite man. She described him as “Shy and dignified.””

British Museum

“If you want to go to the British Museum ask for Professor Basil Prenderville in the Mesoamerican section, I’ll sort you out with a note from me to show you’re working with the police.”

Where Next?

The investigators could do the following:

- Visit Layton Fielding at the Bloomsbury Park Hotel.
- Visit the flat at Coptic Street.
- Visit Basil Clayton at the museum.

SPEAKING TO LAYTON FIELDING

Layton Fielding has taken a room at Bloomsbury Park Hotel just round the corner from the British Museum. The desk clerk sends a bell boy up to Fielding’s room. Within minutes the bell boy escorts the investigators up to Fielding’s room.

Fielding is a thin wiry man with a natural frown giving him a constant appearance of concern. His hair is white but his skin tanned suggested long periods out doors.

When he opens the door, Fielding is suspicious, wanting to know who the investigators are.

“Look, it’s been a tiring day and I’m exhausted. What do you want?”

Chapter one: Layton Fielding

The investigators may use **Persuade** checks to convince Fielding to speak with them. If the players provide a reasonable ploy to ask Fielding questions then this should be allowed. Otherwise if they insist then he gets angry and threatens to tell the authorities.

A **psychology** check determines Fielding is hiding a degree of stress and anxiety under a veneer of quiet dignity. Once convinced he invites the investigators in:

“ I apologize for not being able to provide you with any drinks apart from this rather nasty scotch and some water, though I could call for something to be brought up?”

Fielding recounts to the investigators what he told the police.

His relationship with Soames

“Tristram was my student a few years ago. He’s a bright young man, an excellent linguist and translator. He studied ancient non-European language, especially the Nahuatl* language of the Aztecs. I hadn’t seen him since, apart from the other evening, not to speak with anyway. I had seen him at the odd conference but we spoke for the first time at a lecture in Cuneiform script given by Professor Francois Delvaux who was over from Paris. Soames was very excited about the prospect of the Honduras shipment. ”

**Pronounced, nar-watl*

On the Events at Coptic Street

“Soames had been in touch with me by telegram the day before. He seemed eager to show me an artefact he’d brought from the Museum. It was an Iztaia, a stone heart if you will, used for ceremonial practices among the ancient Aztec and Inca nations. Taking the Iztaia out was strictly against the policy of the museum but he assured me he had Professor Prenderville’s blessing, which I found most dubious. It must still be in Soames’ apartment.

He spoke for some time with a disturbing passion about the find. Although I had not had a chance to see an Iztaia before, I found it somewhat unremarkable apart from the unusual markings, some obscure hieroglyphics I couldn’t immediately recognize.

After he’d finished I merely passed comment that it would be wiser that he study it under proper conditions at the museum and he became frantic, accusing me of professional jealousy. He ordered me out in a most alarming manner and I left with some haste. It is a tragedy to see such a good mind fall into such madness.

I went to the museum see Prenderville about it but he seemed complacent about the whole thing, merely saying he’d have words with the young man.

I had a quick glance round the rest of the finds but sensed I was not wanted there. It was all rather odd. I get the sense that there’s an air of secrecy about the whole thing, as though they’re scared of their finds being poached. Soon afterwards I was picked up by the police and invited back to the station.”

On the Artefacts

“I believe them to have originated from the Ciudad Pálido, The Pale City, found in the jungles of Honduras. This discovery will open up a whole new aspect of the ancient Mesoamerican cultures. I haven’t seen an itinerary of the finds delivered to the Museum so I can’t comment, But both Clayton and Soames seem most excited.”

The Smoking Mirror

If asked about the nature of the Iztaia

"I don't see how this is relevant, it's an ancient artefact used in the ceremonies of the Aztecs."

If they persist with this line of questions he breaks and angrily states,

"I told him it was dangerous. I told him not to even look at it. It needs to go back to the museum before something dreadful happens! That stone needs placing under lock and key at the museum. God what was Prenderville thinking!"

He becomes noticeably unstable, shaking and taking shallow breaths, beginning to pace round the room.

It is also obvious he is unaware that the stone is now missing.

If Fielding is Informed the Iztaia is missing

Fielding becomes stupefied, with a dull madness,

"My dear friends, if that thing gets into the wrong hands, it will start again. You know why those Empires died out! It had nothing to do with Cortés. Oh, yes he was an utter monster who did for many of them, but by then it was already a blood bath. The Spanish were late to the party. Blood was already running through the streets of that abysmal hell. The promised gold was drowning in gore. The largest city in the world destroyed itself under the sacrificial knife and descended into a cannibal frenzy that even Dante could not envisage. And you think we're safe? You think for one moment that this decadent little Empirical stagnation of a city is safe? Look on this great city and despair for soon the blood will run once more and London shall descend into Hell."

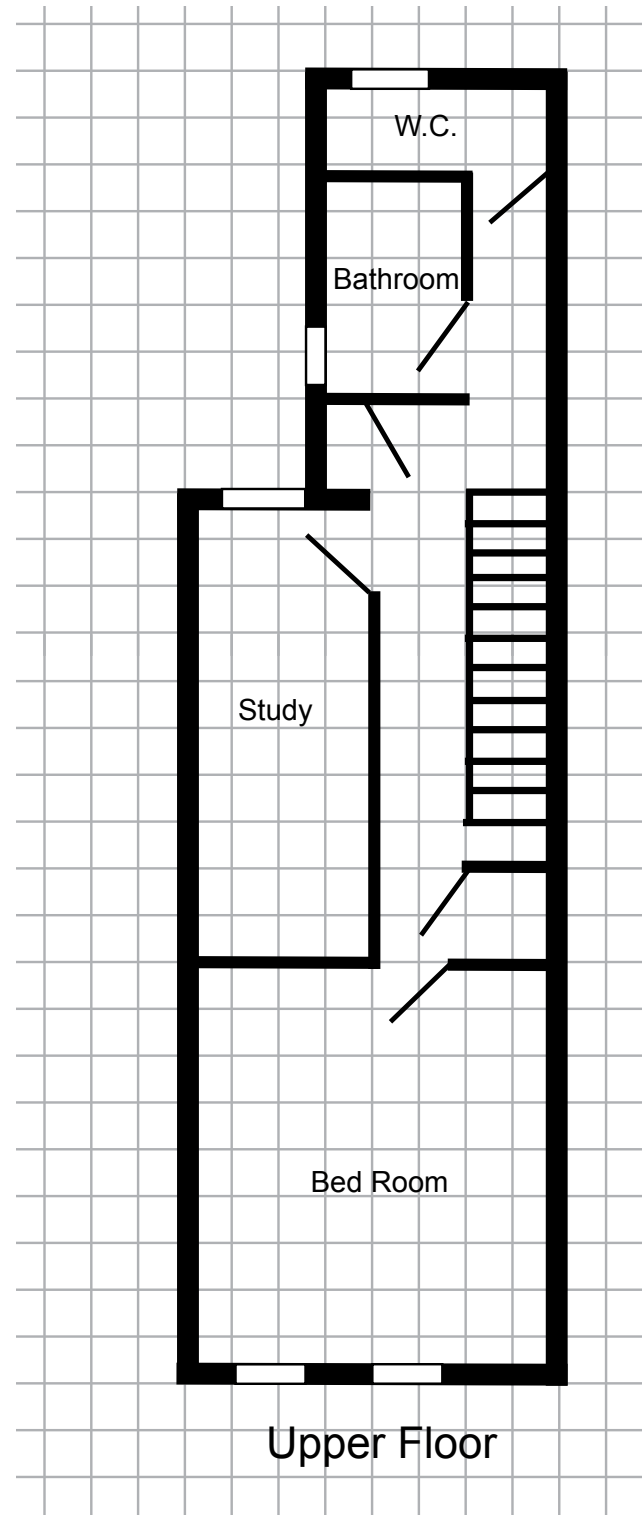
With this he plainly loses his reason.

The Ground and Upper floors of Coptic Street

He descends into a dull mantra;
"xítlachia ocachine in ompa texcatlipoca"
(See-tla-chia oca-chine in ompa tex-cat-li-poca)

This means "Look beyond the smoking mirror" in ancient Aztec. A character needs to remember the phrase to get it translated.

Watching Fielding descend into madness calls for a Stability check unless the character is a soldier or a in the medical profession: Power x 5% or 0/1d4



Chapter One: Coptic Street

THE COPTIC STREET FLAT

Flagstone pavements line both sides of the narrow lane of old Georgian buildings. The main thoroughfare consists of uneven cobbles. The buildings themselves are accessed with short steps leading up to the doorways and, to the side of these, further steps lead down into dank hollows in permanent shadow, smelling vaguely of stale water where cellars can be accessed.

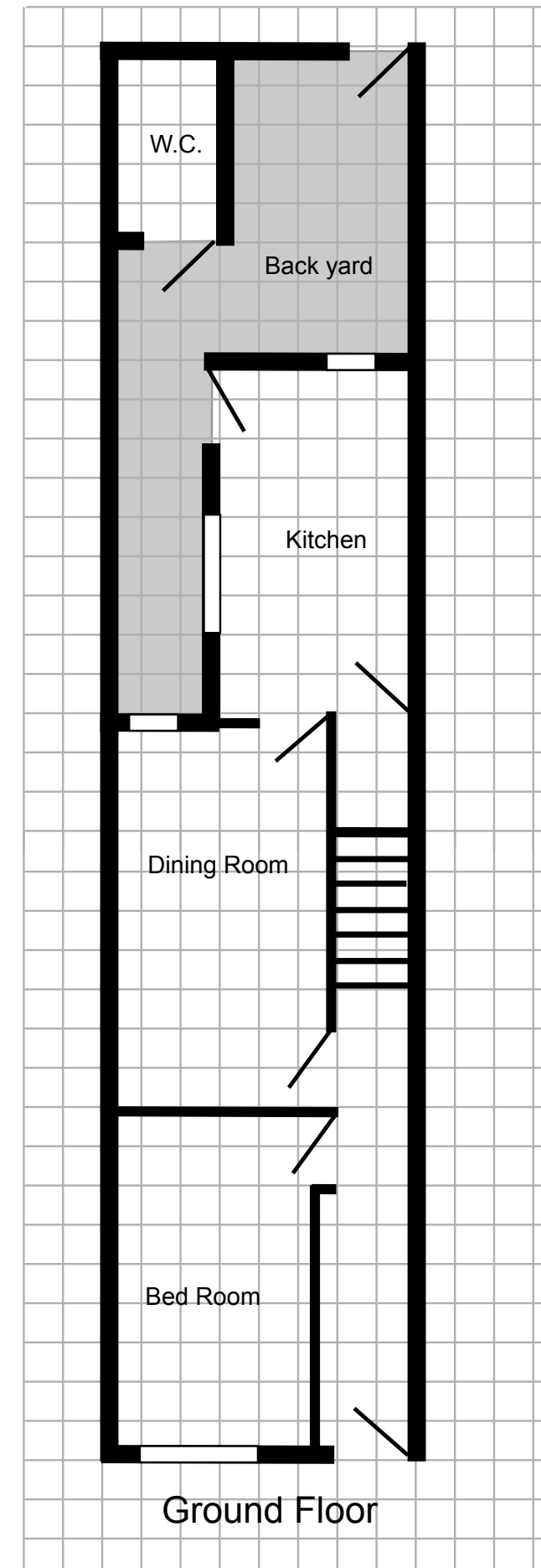
Tristram Soames occupies the middle floor of Number 32, Coptic Street with his landlady Edith Blavatski, living by herself in the flat beneath. Mrs. Blavatski is a widow in her 60's. She is of small stature and a serious yet concerned demeanor. After being assured the investigators are from the police she lets them in and will recount her knowledge of events. Her voice is sharp with a vague London accent.

The Account of Edith Blavatski

"I was settling down after tidying up, you see I had friends round, and I was just about to do some knitting when there was a knock at the door. I went to see who it was at this hour and there was this respectable looking gentleman calling hi'self Mr. Fielding who asked to see Mr. Soames. I thought it was queer for Mr. Soames to have a caller at that hour as he was a private man and I'd never known him to have guests before at any hour.

I let Mr. Soames know he had a guest and went back in to tidy up. It was shortly after that, that there was some shoutin' and Mr. Soames kicked his guest out in no uncertain terms. I heard the front door go then that was it!"

Further information can only be elicited through questions from the investigators.



The Smoking Mirror

About the time

"I knew it had just gone eight as me granny clock had just chimed."

The Visitor

"He was well groomed in a homburg and raincoat over a tweed suit. He spoke like an educated man but I'd never seen 'im before."

What was the argument about?

"I never caught what Mr. Soames had said but Mr. Fielding had said something about him reconsidering something and that whatever he was doing needed to be in the Museum."

Did she hear anything else?

" Well, I was a little shaken up, see, as I've never heard such a thing, apart from a previous lodger who had a tendency, if you see what I mean, so I took a snifter of the medicinal and went to bed."

Finding the scene

"I started my day as always at 6.30 and needed to go into the backyard to do the jakes and get the ashes out. I noticed glass all over the yard and saw Mr. Soames' window was smashed. I went upstairs, but found 'is lodgings empty. It was when I saw the blood that I called the police from Mr. Godwins who has a phone."

The Godwins. 12 Coptic Street

If asked, Mr. Godwin confirms it to be 7.10am when Edith phoned the police. They say she was in an agitated state. Percy Godwin escorted her back to the apartment where he considered the stain to be fresh blood.

SOAME'S STUDY

As you look into the study you are caught by the smell of London air. The room is well decorated with prints on sage green walls with a fireplace opposite the door.

The study looks well organised but one of the chairs has toppled over and there is a rich dark brown stain over a large expanse of the floor rug.

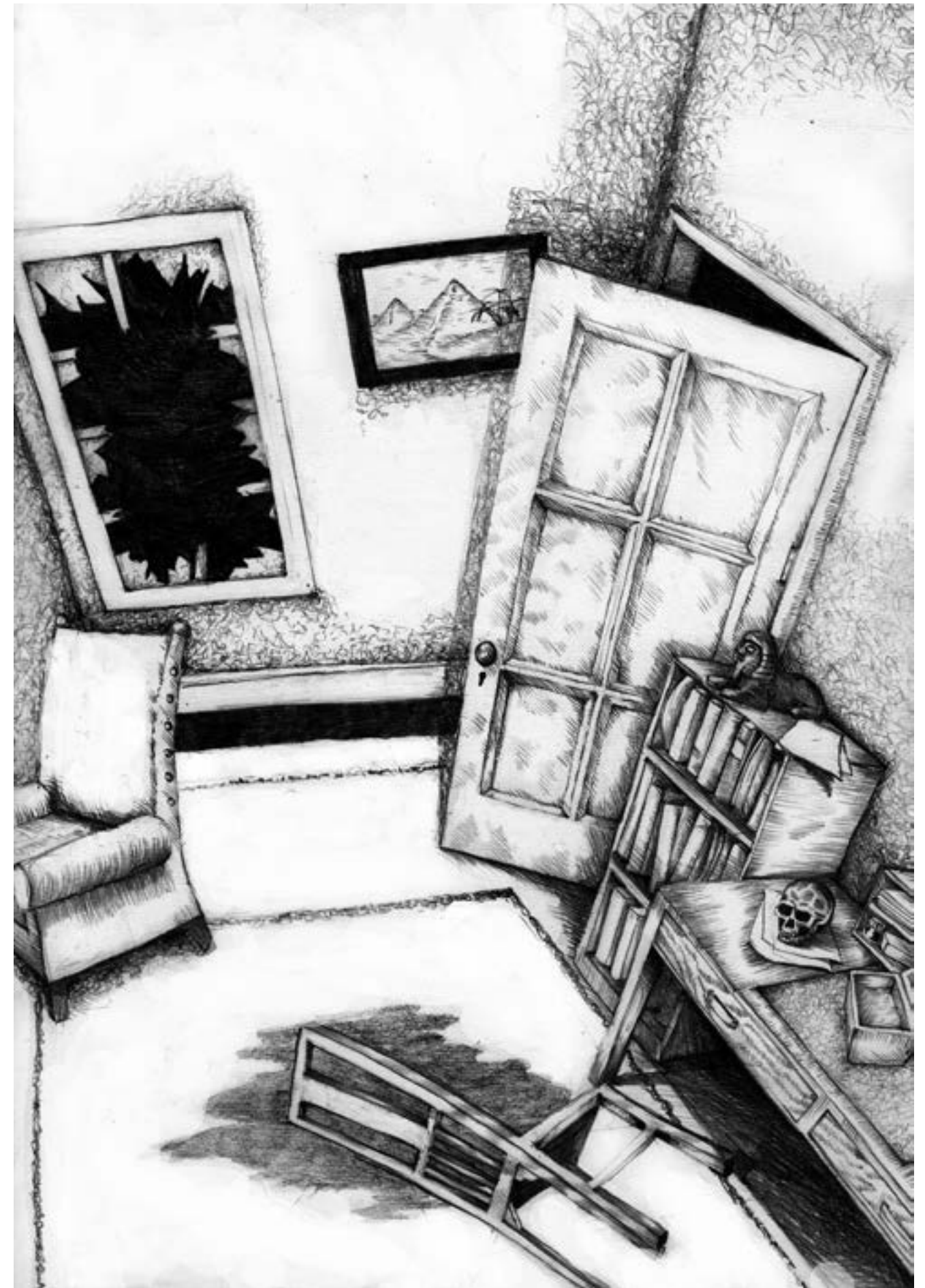
East Wall

The Book Case

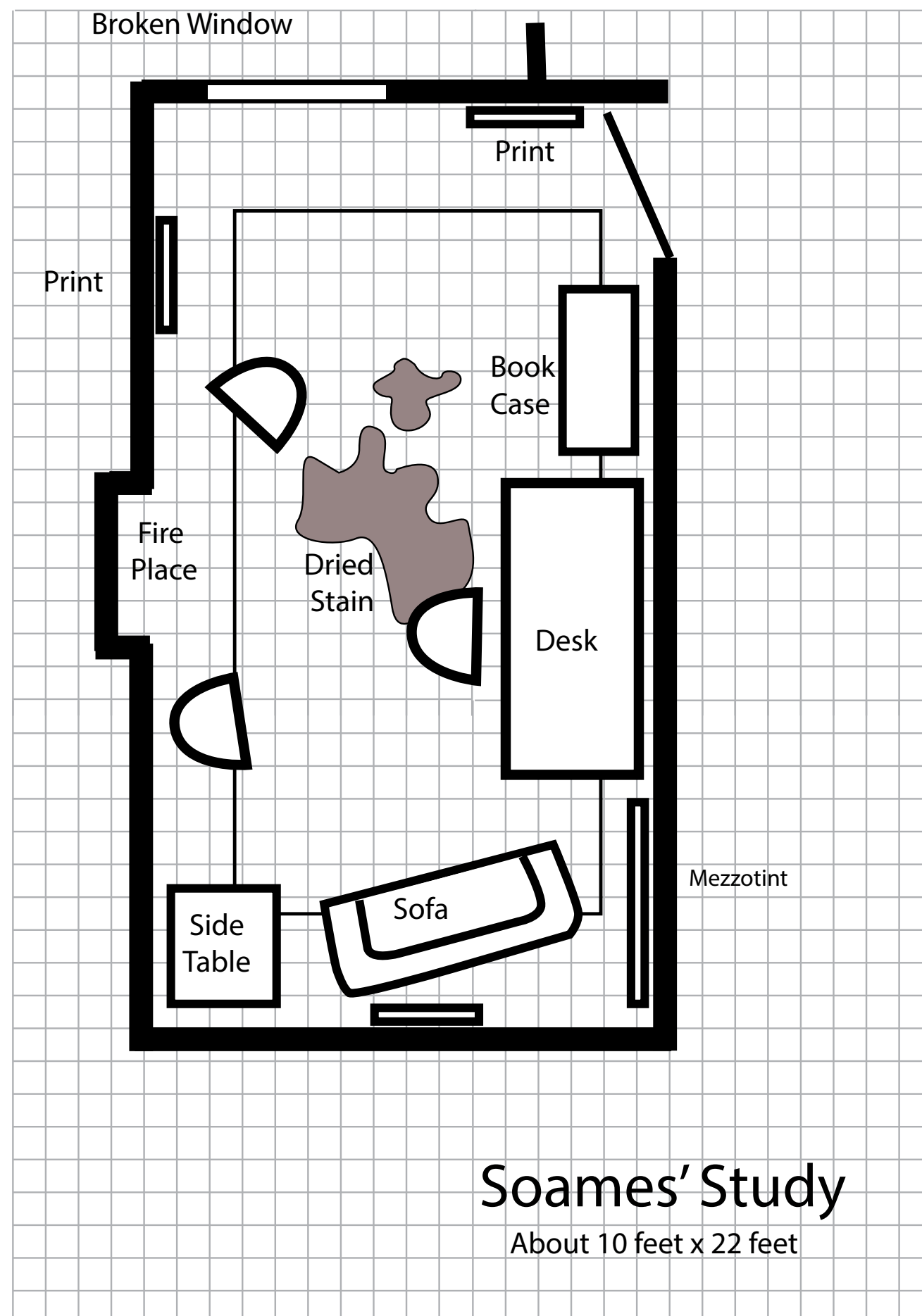
The door to the room swings against a book case. The case has four shelves and contains books on:

- **Deciphering Egyptian hieroglyphics.**
- **Deciphering Mesoamerican hieroglyphics.**
This will be vital for deciphering the codex's
- **Central American conquests the Spanish and Portuguese in the 17th Century.**
- **The gods of the Aztecs and Inca Civilizations.**
Vital for realizing that Quetzalcoatl and Texcatlipoca are enemies
- **Dictionary of Latin to English.**
- **Three bound volumes of catalogues of the British Museum collection of artefacts from the Americas.**
Among the listings are;
Dr. John Dee's mirror
The Aztec calender
The feathered serpent statue of Quetzalcoatl
The statue of Mictlantecuhltli, the god of death
The statue of Xochipilli the god of spring
The statue of Xipe Totec, the flayed god.
The Florentine Codex of Bernadino Sahagan (1540) Victorian transcription
Codex Magliabechiano. 15th Century
Codex Ixtlilxochitl. 15th Century
- The Trade Routes And The Great Era Of Piracy.
- Ancient Cults And Practices In Mesoamerica.

Chapter One: Coptic Street



The Smoking Mirror



Chapter One: Coptic Street

The Desk

The desk has a leather rectangular sheet set into a depression. This has a few ink stains on it. The desk looks like it was once an expensive affair but is now scuffed and ill kept. There are a few spots of blood on the desk top.

On the desk is:

- A sheaf of papers held in place by a small black obsidian skull. These are receipts and formal letters from his bank and family accountant.
- The Accountant's letter:

Dear Mr. Soames

It is of the utmost urgency that you contact our office to organise an appointment. There are pertinent matters concerning your affairs, which, if left untended will have increasingly dire consequences. I will leave this matter with you but will expect your response within by 12th December.

Yours sincerely. Aggerton Warwick

- A note book with a silk marker ribbon and an ornate propelling pencil holding a page half open. This contains the notes and translations Soames was working on. The last entry is entitled, Honduras Iztaia and beings
“...a rare derivation of standard Nahuatl. They are carved on a heart shaped obsidian stone of polished grey and mottled brown colour...”

This book, combined with the book on the bookshelf, Deciphering Mesoamerican Hieroglyphics, will enable a character to use one of the spells to summon Quetzalcoatl or use the stone calendar to reverse time.

- A box measuring 10 inches by 8 inches and when shut, 6 inches deep. It is open and lined in cotton padded white cloth. The wood is unstained pine with brass fittings and no decoration. The lid has a leather carrying handle riveted onto the top with brass fittings. Tied to the leather handle is a label with the number **13a - 020823-Hab1037** scribbled on the reverse is “for the attention of Soames. The box is empty and left open.

There are two drawers in the desk. One is filled with stationary, the other has a selection of writing and drawing equipment, a sheaf of bound letters and a small suede bound book tied shut by a leather tie.

This is Soames's diary. *The most recent entries of the diary can be found on page 23 and in the handouts at the back of the book.*

The letters are from:

- Other academics from across Europe and America concerning the study of Mesoamerican culture, writing and folklore. Most concern discussions on developments in language and variations by region. One letter looks at how language informs trade routes throughout the Southern American countries and the impact of Mexico as a nation.
- Members of his family, his mother sometimes his sister. None of these show signs of anything sinister, apart from a tendency to ‘mother’ Tristram.
- Letters and memos from the British Museum and various other collections including the Pitt Rivers concerning artefacts. In among these is a newspaper cutting entitled, Dee's Mirror and the Death Cults of the Aztecs which details the origins of the mirror and indulges in lurid descriptions of Aztec ritual, but adds no new information.

The mezzotint: The Ruin

Towards the south of the room is a large gilt framed mezzotint of an idyllic ruin still half embedded in the sweeping sands of the desert. Three figures on camels stand nearby to give the vast structures scale.

The Smoking Mirror

The South Wall

The Sofa

A velvet padded sofa is in a worn but still acceptable state. It is draped with a silk shift decorated in a paisley pattern and two tapestried cushions.

The South Print: Cleopatra

On the wall behind the sofa is a colour print of a semi-clad woman looking like Cleopatra on a chaise with servants wafting ostrich feather fans.

The Side Table

The side table in the south west corner is an antique and slender legged. A lace doyle protects the polished table top from a large vase containing dried flowers.

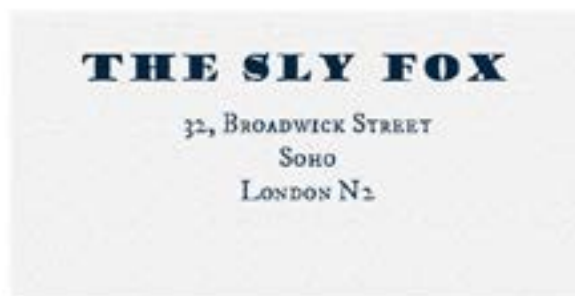
Under the table is a paper knife with traces of blood on it. It was used by Soames to rip his chest open.

The West Wall

The Fireplace

The fireplace is basic and small with a cast iron grate. The fireplace has not been swept and is cold. In the back of the fireplace is a fragment of an invitation card, but it's identity is impossible to fathom. The fire surround and lintel is in black granite, the mantel piece has on it:

- A photograph of a woman in her twenties sitting on a bench with a flowering shrub behind her. She is shaded by a parasol and wears expensive clothing including a sun hat. The frame is in art deco pewter. The photo is mounted on card with the address of the photographer on it; Barrington Posner, 231 High St Esher, Surrey. Photographer. In pencil is the name Catherine.
- A stone carved statue of a cat. It is a genuine relic from Egypt. Under this is an invitation card for a party at the Sly Fox for the 31st August. The address is,



- A fair copy of the bust of Nefertiti in painted wood. Underneath are the initials T.S.

North West Painting: The Tesseract

The painting shows a stepped temple in the midst of the jungle. It is poorly executed in muted colours and obvious brush strokes. On close inspection it appears to have been patined directly onto rough wood. If removed from the frame it is seen to be some wood from a packing case and scrawled on the back is written in pencil:

“Ithiqa from the camp. Bennings”

The North Wall

The southern print: The Pyramids

This is a slightly stained print of pyramids with palm trees nearby.

The Window

The sash window has been smashed.

Clues:

- The spars of wood from the frame protrude outward from the room.
- The location of the breakage indicates that something large forcibly exited the room through the shut window.
- There is only a small amount of glass is in the room. There is none outside. (Mrs. Blavatski swept up the yard.)

The Carpet

The rug on the floor covers all but the outer edges of the room where the dark wood floorboards are visible. In the middle of the rug covering an area of roughly four feet in diameter is a dark brown stain, now dry. Close inspection shows that it is recent as particles of dirt are also covered in the stain and there is no sign of further dirt on top of it.

This is human blood.

Chapter One: Soames' Diary

The Diary of Tristram Soames

Wednesday 8th August 1923

Basil took me aside at the Thoreaux Cuneiform lecture today. May be something to change my fortune. I don't believe I have ever seen him so excited.

Saw Fielding briefly.

Saturday 11th August

Invited by Monica to the Sly Fox yesterday. Dame Fortune is smiling on me. Not only has word spread of the find in Honduras but I have gained entry into the inner sanctum of the few. I believe the discovery of the city may be what Basil was on about. If so then he will have need of my services.

Tuesday 14th August.

Almost fell foul of the gay old time on Saturday at the Fox which turned into Sunday! Time really didn't matter. It was all one great and glorious pantomime with everyone being deliciously NOT themselves. The music was not to my taste but by the end of the do I had become a convert to that demon they call jazz! An American band no less! What next but dancing wildly with abandon...I would advocate wild dancing and copious alcohol as the cure for all depressions. It was one great perfumed feast, a sophisticate's orgy of desires fulfilled. I'm afraid I bowed out by the early hours while it was still dark and for the first time in my life was still awake to see the dawn! Sunday was written off.

So to work on Monday, still staggering and barely able. But God it was worth it! My thoughts keep lingering on that fox, Jinx Farrington. She has those eyes one

could get lost in. She was a Femme Fatale, a smile and you will be hers and when she has dallied with you she will discard you like yesterday's news. But I can't get rid of her divine face.

It was announced.

A consignment was on its way from Southampton of certain artefacts from Honduras, likely to originate from an outpost of the Waztec Empire. I am in charge of recording any glyphs and deciphering, where that is possible. I am hoping it won't be. How glorious to discover a whole new language!

Thursday 16th August

There was a delay in the arrival of the shipment. I spent my time boning up on the existing translations of that region. Their gods leave much to be desired. What savage and terrifying times they must have lived in with blood sacrifices and the enemy warriors being ceremonially flayed alive...they considered that

The Smoking Mirror

an honour! And to top it all the priest would then wear the skin of the poor victim. At least the Jesuits only eat wafers of bread to represent the flesh of God.

Sunday 18th August

I found out this weekend that Jinx Farrington has been taken off somewhere by her brother, to cure her of her ways so I understand. I feel somehow depressed by this. She will be forever my unreachable ideal of dangerous womanhood. It appears as though one of the crates has been mislaid! Basil is furious and spent the last couple of days in a thunderous mood.

We are not to touch the other crates until Basil has opened them in front of Lord Hutchens and the Board of the museum. That is to take place on Wednesday this week. More delays.

Saturday 24th August

I have given up all hope. Been invited to a bash at the Fox but Jinx will not be there and almost feel like not going. Still connections with the “in crowd” are hard to come by and I shan’t be asked again unless I make a show.

On the other front, I have been given access to see the finds, but it is all very mum. Apparently there’s international interest. Apparently the find is a complete city, the City of the Monkey God no less. I saw the photographs which came with the records. The jungle had not treated these finds kindly but my god! These will change everything. And I am there beating the new path! That image of the primitive God will be the new image of the Mesoamerican world. There is something quite terrifying about it. Those who bowed before it must truly have lived in daily fear!

REPORTING TO THE POLICE

Following the visits to Fielding or the apartment, the investigators may wish to return to Holborn Police Station to discuss their finds.

Here they are given an added piece of information. At any point they contact the police, this new piece of evidence will be mentioned.

The Tramps Body

A tramp’s body is found half a mile from Soames’ flat.

Marwell describes it:

“Not a pretty sight, looks like someone slashed the poor bugger to pieces. Doc’ says there’s bits missing.”

If the investigators wish to see for themselves, there is a Stability Check: Power x 4% or 1/d6+1

Army or medical veterans suffer no loss. Any investigators studying the corpse could use an **Alertness** check.

Those who fail just see a mashed up body, the face has been left untouched with most of the attacks on the arms and stomach.

If they succeed the Alertness check, it looks as though it has been torn apart by a slashing weapon in a series of parallel rakes. The assumption could be that this was caused by a powerful creature and these are claw marks. The arm damage indicates he was attacked from the front and was trying to defend himself. The missing pieces indicate that the body is partially eaten.

Marwell says he has sent word for the police to be on the alert around the area for any further evidence of a creature while he is checking regents Park Zoo for any escaped animals.

Chapter One: The British Museum



THE BRITISH MUSEUM

The British Museum is a vast rambling edifice dating back to the mid 18th century. The building also houses the great British Library. Within the museum’s many vast halls lie the gathered artefacts from ancient civilizations who, for a brief moment, had their time of glory. Many had great spiritual significance when first created.

Of greatest importance are the famed Elgin Marbles, the huge Egyptian and Sumerian rooms with their many massive granite carvings of the stoic and austere ancient gods, and the Rosetta Stone, which was key to breaking the code of the hieroglyphics.

The Mesoamerican section is in the north eastern section of the upper floor. The research area for the Aztec nations is in the central section of the east wing in the cellars.

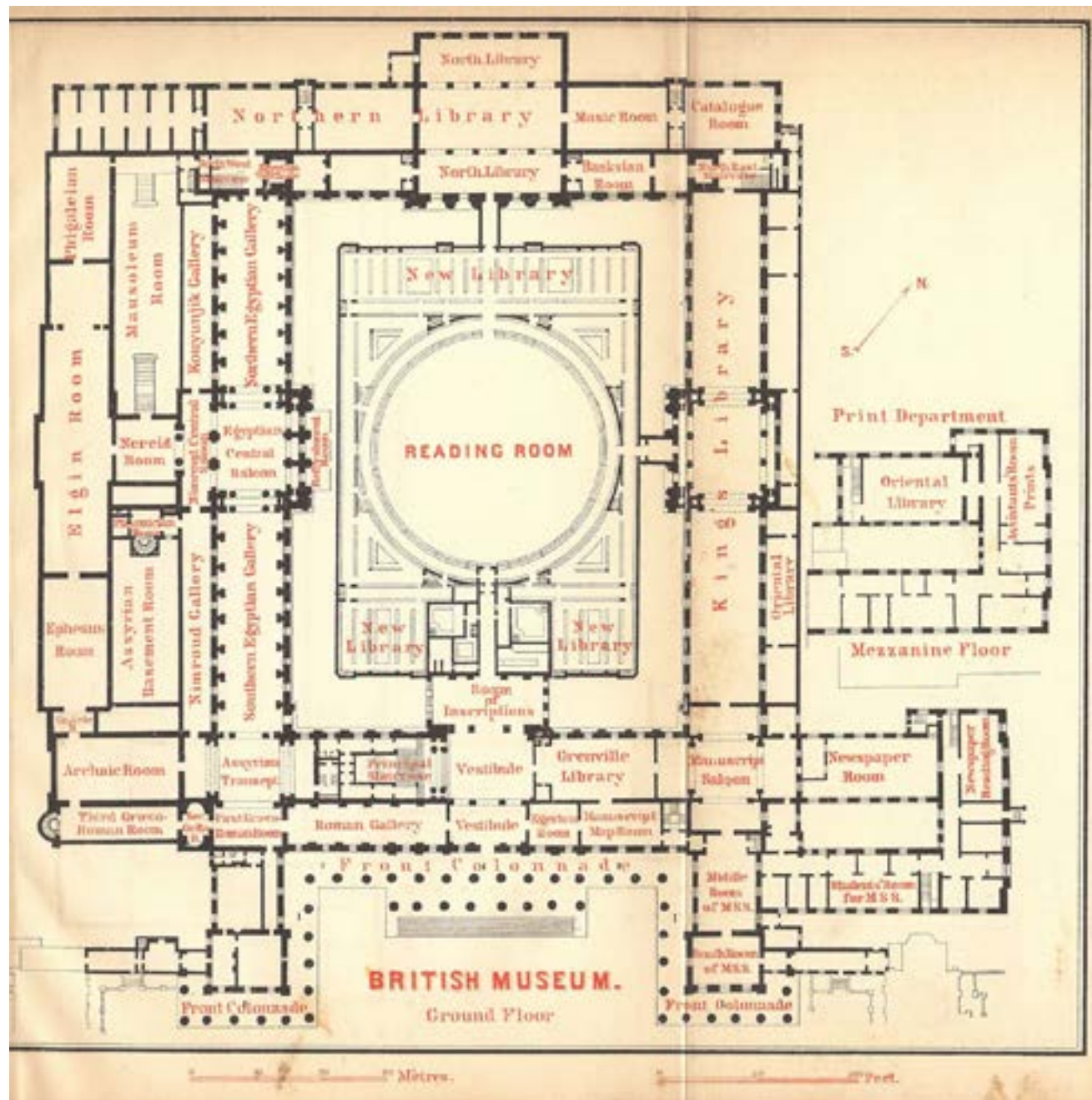
The Investigators Go To The Museum

The investigators first approach a desk clerk at the museum. If they say they are on police business and mention Marwell, the clerk escorts them to wherever they want to go, though they are still accompanied if they ask to visit certain areas. If they want to look round the main museum they are free to do so.

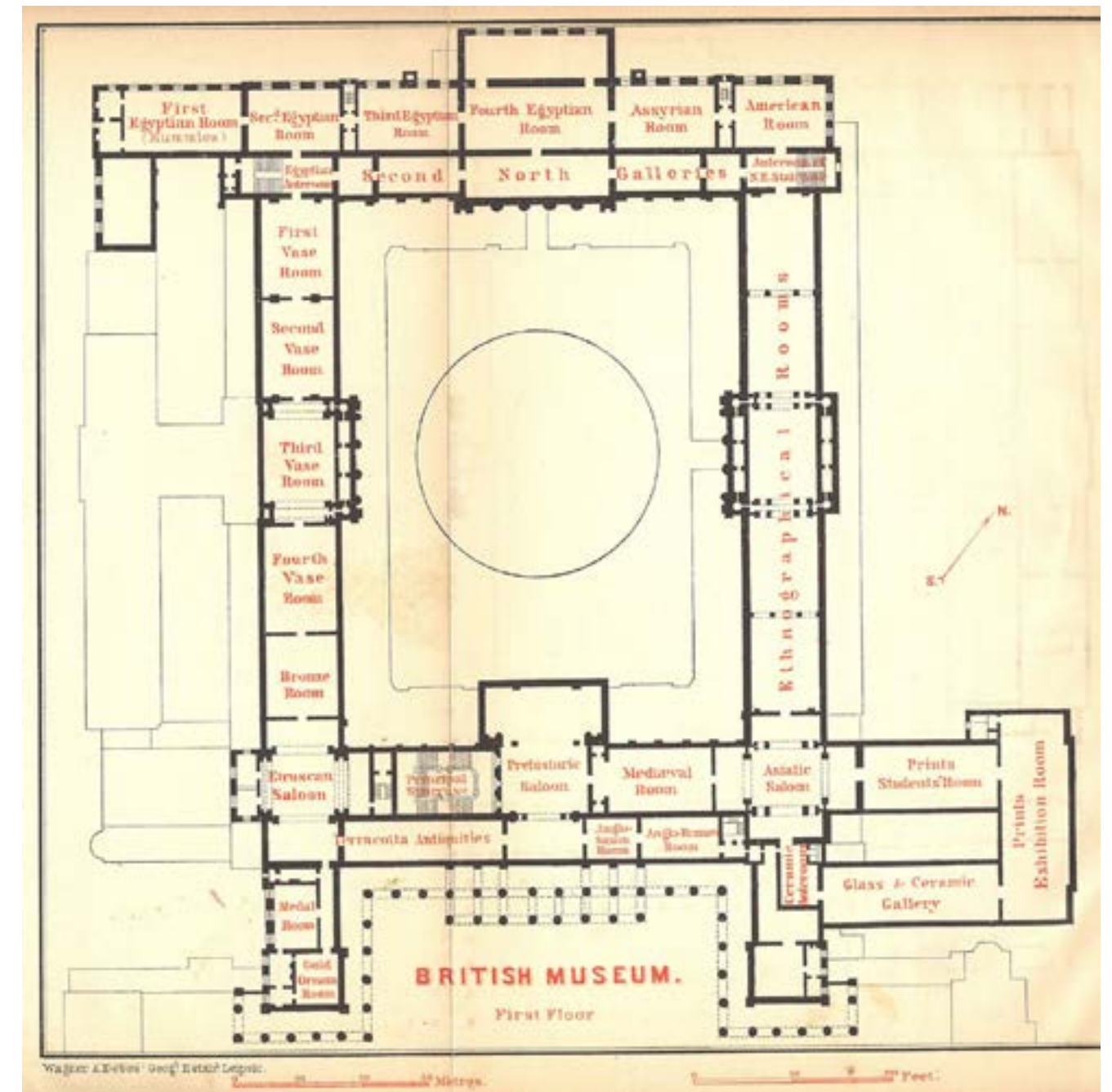
The three pertinent areas in the museum are:

- a) The Library, whose protected section contains occult and dangerous texts.
- b) The America Room on the upper floor containing Mesoamerican artefacts. (Page 27)
- c) The Mesoamerican research department where Soames worked. (Page 30)

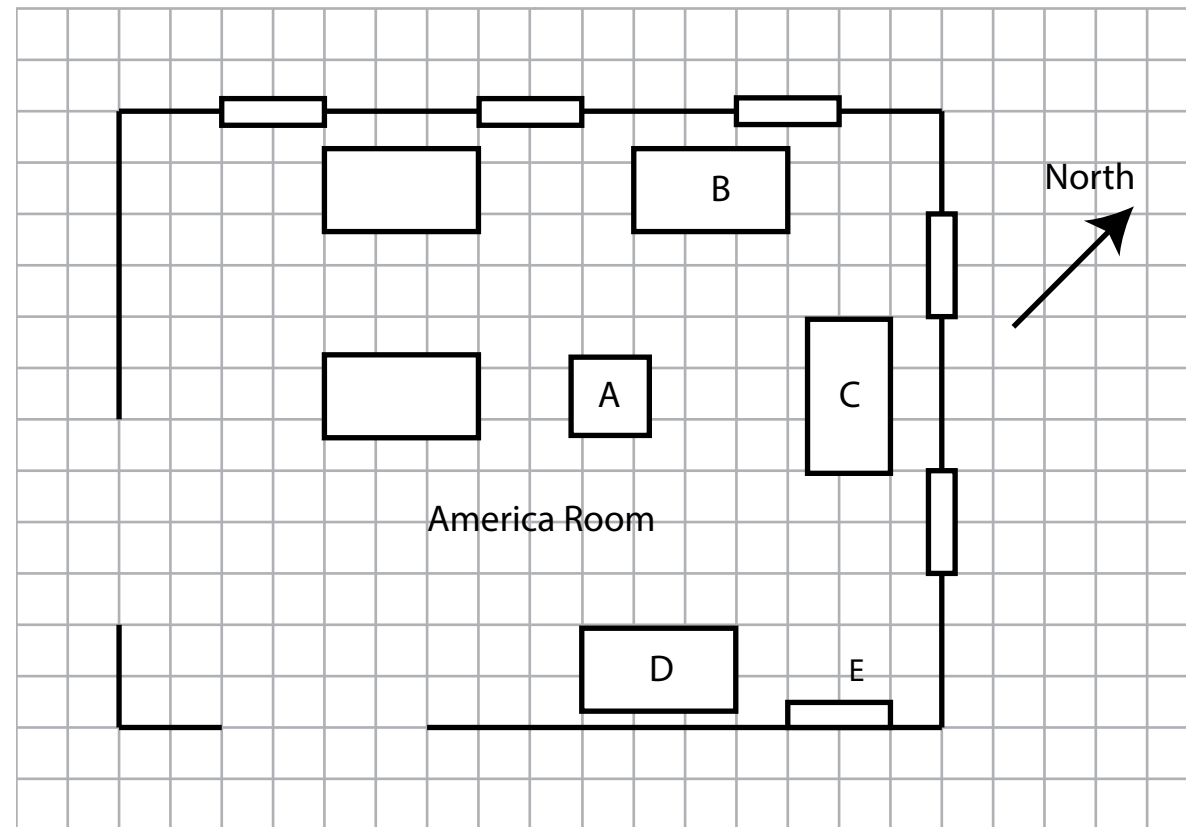
The Smoking Mirror



Chapter One: The British Museum



The Smoking Mirror



THE AMERICAN ROOM

The American room is in the north corner of the upper floor adjacent to the Assyrian room and the north east staircase. It is divided between Native American and Mesoamerican artefacts.

The sculptures in the America Room are vital to the plot. If the investigators wish to summon Quetzalcoatl or use the Reverse Time to solve the crisis, these sculptures become vital components as spells need to be cast before them. If they attempt to summon Huitzilopochtli, they will rouse an even more terrifying god than Texcatlipoca.

A Obsidian Mirror.

Origin: Aztec

Date: 15th Century

Description: 10" x 11" x 1/2" owned by Dr. John Dee, mathematician and occult philosopher. Dr. Dee used the stone mirror as a divination device to contact spirits. The mirror originated from a shipment of a Spanish trader and had been a relic of the Aztec god, Texcatlipoca, whose name means "Smoking Mirror."

Next to this is a further card reading:

"Exhibit temporarily unavailable"

Chapter One: The America Room



B Quetzalcoatl (Keh-tzal-coh-atl)
 Origin: Aztec
 Date: Unknown
 Description: 52" x 48" x 18"
 Donated to the museum in 1876 from the private collection of H. D. Dunbarton esq. Carved in Volcanic Rock. The rain god Quetzalcoatl, known as the Morning Star. Believed to be a sky god and bringer of wind, rain and learning. Initially an agriculture god but later a war god. Quetzalcoatl was the mortal enemy of Texcatlipoca, the dark god of the earth, night and death.



C The Tonalpohualli (Ton-al-poe-hoo-alli)

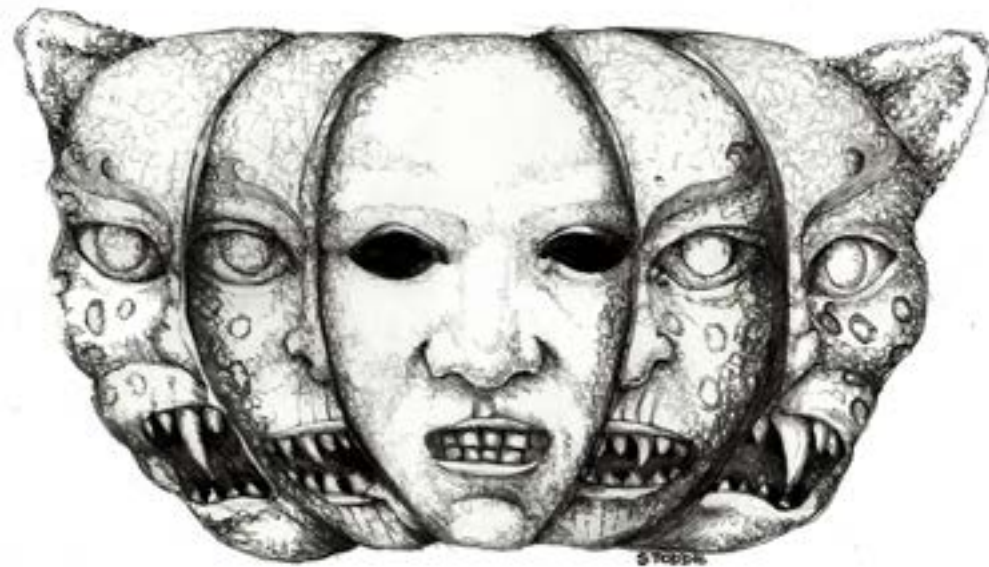
Origin: Aztec

Date: 14th Century

Description: 36" x 40" x 10" Carved in volcanic stone. A fine example of an Aztec calendar. The inner circle represents Cuezaltzin (Coo-ez-alt-zin), meaning 'flame' and representing time. The two mid sections form a spoked wheel with an outer rim filled with symbols representing days. The Aztecs followed a 260 day calendar divided into 20 periods of 13 days.

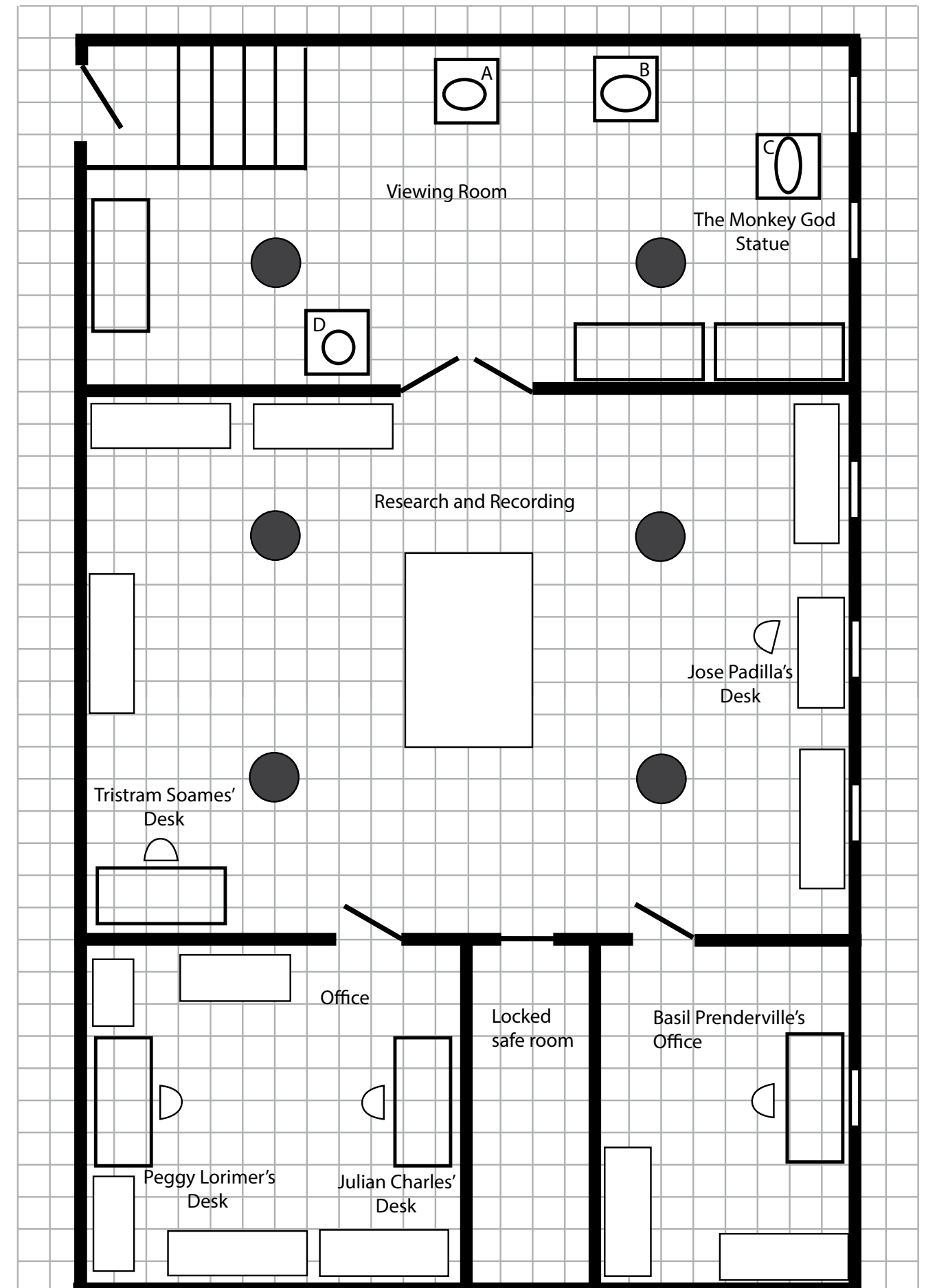
The Smoking Mirror

D Huitzilopochtli (Wit-sillo-posh-tli)
Origin: Aztec
Date: 15th Century
Description: 30" x 15" x 8" Carved in volcanic stone. "The Humming Bird", the god of the sun and war, the god of rulership and gold. The brother of Quetzalcoatl, Texcatlipoca and Xipe Totec. This god was worshipped through human sacrifice of the most brutal nature including flaying, dismemberment and drinking of blood.



E Transformation Mask
Origin: Aztec
Date: 16th century
Description: 28" x 8" x 4" carved in volcanic stone. This transformation mask is believed to be a representation of a Priest of Texcatlipoca transforming into the patron creature, the Jaguar. This was induced in the priest through meditation and the use of intoxicants.

Chapter One: The Research Department



The Smoking Mirror

THE RESEARCH DEPARTMENT

Eventually the investigators go to the Mesoamerican research area. They have supervised access to the two main rooms here and may question the researchers, though unless otherwise organised, the questioning takes place under the eye of fellow researchers.

You are escorted through a number of glass panelled doors marked “private” then led down a stone stairway into the cellars of the museum. At the bottom of the stairs, a long broad corridor heads off to the north and south, lit by low powered lights. Finally you approach a glass painted door with the label

“Mesoamerican Studies”

The Viewing Room

You look over a dimly lit stone lined room. It is markedly cold here. There are two broad pillars equally spaced in the room and various plinths and tables round the edge. Double doors lead to other rooms.

The plinths have impressive statues on them originating from the ancient Aztec era.

The investigators are introduced to Basil Prenderville in the Viewing Room.

He is a slender man in his 50s with balding grey hair and thick black eye brows. He has an air of authority about him that indicates he does not take fools gladly.

Prenderville greets the investigators and appears more interested in showing the guests round the viewing room than discussing his missing colleague.

If they ask to see further into the research area he cautiously allows it. First, he eagerly shows the investigators the sculptures in the Viewing room.

A

“This is Mictlantecuhctli (Meekt-lahn-te-koot-ly) god of death and the underworld. Impressive isn’t he. This one dates back to the 1400s and is virtually intact. Like most gods of the dead, he’s in charge of all things to do with the eventual destination of our souls. We all meet him eventually, don’t we? He rules Mictlan, the nine layered underworld.”



Chapter One: The Research Department



B

“Moving on, I know this one looks just nasty but he is anything but. This is Xochipilli (So-Chee-Pilli), god of the spring and the flowers would you believe. I know the mask is a little disconcerting, but he’s a bit like any god of nature in western culture, quite a nice fellow really. This one is from the early 1500s, quite a late figure.”



C

“Now this is our pride and joy. Ladies and gentlemen, let me introduce you to the god of the sky and the earth, Texcatlipoca (Tez-cah-tlee-poh-ka). This has just come in with the Honduras consignment and shows a remarkable variant to his usual form. In fact the archaeologists thought this was a monkey god, but this is in fact the modified face of the jaguar, which typifies this remarkable fellow. Notice the strange cavity in the rib cage. We think this is where the priests placed the freshly plucked hearts from the sacrificial victims. Don’t worry though, they were treated like gods for a year before going under the knife.”

The Smoking Mirror



D

“I reserve the most gruesome till last. The sacrifices to Texcatlipoca were treated like the very gods before they were killed, but the sacrifices to Xipe Totec (Shee-peh Toh-tek) had no such luck. They were flayed alive. This is all rather gruesome for an agricultural god more concerned with wheat and maize crops but this is why we are seeking to understand their culture.”

Allow the players to make a **psychology** check. They may notice he gives special attention to Texcatlipoca. It may be merely because the sculpture is new, but he seems to hold specific importance to the find.

Chapter One: The Research Department

If Prenderville is asked about Soames

“Of course we are all concerned by the disappearance of Tristram, especially as the police suggest there may be foul play. Tristram seemed insistent on taking the Iztaia home for study. He said he had certain texts there that would help him. In fact I have my own theory. It was an odd request and one I would not usually grant, but he seemed most adamant that he would work better at home. I suggested he brought the books here to work and he grew agitated. It was with reserve that I granted his wish, but on reflection I can only surmise he had a buyer for the Iztaia and the deal went wrong. I blame myself entirely.”

If asked the last time he saw Soames

“The last time I saw him was earlier in the afternoon before he disappeared. He left here about 4.30 that afternoon.”

What Prenderville really knows

Prenderville is feeding the investigators the same story he fed the police. He guesses that the power of the stone has transformed Soames and is now waiting for a meeting so he can give Soames the sacrificial dagger. He does not believe his colleagues are aware of anything untoward. The arrival of the investigators has confused and infuriated him and he is on his guard.

The investigators might only detect a lie if they specifically let the GM know they are looking out for one.

THE MAIN RESEARCH ROOM

This much larger room has shelves, book cases and desks around it. It is obvious that the first viewing room and this area were once a single chamber and the partition wall was put in later. To the south are two frosted glass panelled doors and one solid wood door in the middle. A woman in her twenties is drawing a number of stone shards which are displayed on a central table, while a man

of Spanish or Mexican origin is seated at a desk to the east. He looks up but the woman remains focused on her work. Through a glass door to the rear of the room you can make out another man at a desk. “May I introduce you to Peggy Lawson, our chief draftsman...” “ONLY draftsWOMAN...” She intervenes “...and Jose Padilla, in charge of Cultural Studies in ancient Mesoamerican civilizations. These are investigators trying to find poor Soames.” Peggy immediately says, “I hope you find the idiot soon. If he’s not already dead, I’ll finish him off!” She looks up and smiles at the investigators. “Not incriminating myself am I?”

Prenderville asks:

“So how can we be of assistance beyond what I have already told you?”

The investigators could do one of the following:

- Ask to speak to the other researchers.
- Ask to be shown around the main rooms.
- They may also ask to see where Tristram worked.

Speaking To The Other Researchers

Margaret (Peggy) Lawson

Age 27. An academic woman with curly hair and glasses. She has a talkative confident nature giving her an outspoken air.

With Prenderville present, Peggy says:

“I always considered Soames to be somewhat of a dilettante amateur but he came with good credentials from Oxford so I let that pass. He just didn’t fit in that well. Not a sharer. The last time I saw him was when he came in to chat with Basil about the Iztaia.”

The Smoking Mirror

If pushed for further information she says,

“I made a quip the other day that he would be spending the weekend at his father’s stately pile and he said he was heading for a party at somewhere called The Fox I believe, but that was a while ago. Apart from that I don’t believe he had a girl or many friends. Perhaps they were all in Oxford.”

At this point she offers to make a drink and heads into the west office.

Jose Padilla

Aged around 30. Jose has combed and oiled black hair and a small moustache. He is dressed in shirt sleeves, waist coat and bow tie. His Spanish accent is slight.

“My friends, I don’t know what I can add. Tristram was a likeable chap, a little nervy if you ask me, a bit innocent when it came to matters of courting. I would say he was destined to marry some pretty little thing hand picked by his papa.

“One thing I did notice though, that after the consignment arrived he became much more energetic as if he’d found a new passion.

“I don’t know whether it was these parties or the Honduras batch that had fired him up. But a few weeks ago he had been invited to this party in Soho and couldn’t stop going on about it. I asked him about this recently and he changed the subject, so he may have found the fast life a disappointment, I don’t know.”

The investigators may wish to speak to Julian Charles. Charles has not left the west office.

As they proceed to see Charles, Peggy Lawson hands out cups of tea. As she hands out the cups she gives one of the investigators a folded piece of paper so no one else sees. Written on the paper is this:

Meet me at the Museum Tavern 7.30 this evening. Do not let B.P. know

It would be good if the GM writes the note and hands it to one of the players.

THE WEST OFFICE

This is a messy room with shelves of books and paperwork, Old wood filing cabinets and dull light coming from a skylight. Here and there artefacts are dotted about. There are two desks; one has a number of pencil and ink sketches on it with profuse annotations, the other has a type writer and a number of leather covered books on it. A tall man of slender build sits here.

Julian Charles

Age 35. He is of a gentle academic disposition.

“Soames was an excellent linguist and a valuable member of the team. To be honest this is most distressing that he should have been attacked like this. I can’t imagine the reason or who might take such an action. I really don’t know how I can help. I don’t know why you have been called in to work for a perfectly adequate police force, but I trust you will bring about a speedy conclusion?”

OTHER ARTEFACTS AND OTHER QUESTIONS

If asked to see the other artefacts, or the obsidian mirror, Prenderville tries to play down their importance and ask why they need to be seen. If he brings them out from his office he allows no one to touch them.

As he does so Jose says,

“Shouldn’t they be in the safe?”

The investigators note Prenderville flashes a dark look toward Jose.

Chapter One: The Research Department

The dagger

Prenderville goes back into his office and brings out the dagger in a case. The blade is made of obsidian measuring five inches long. The handle has been carved from horn or bone and has the crude image of a face on the pommel.



The mirror

The mirror is brought out in a much older dark wood case and sits on red satin.

It measures roughly eight inches in diameter with a short handle and is made from a single piece of obsidian.

“You know it’s history don’t you? Once owned by the mathematician, John Dee, advisor to the court of Queen Elizabeth and generally believed to be a bit of a quack. A bit like Newton after him, a scientist at heart but still dreaming of the spiritual world and a belief in alchemy. He is known to have got this from an English Lord, Sir William Pickering. It’s actually of Aztec origin and we believe Pickering got it from a Spanish trader.”

Searching the Research Department

Prenderville will not allow investigators into his office or into the Safe Room. If they insist then he demands an explanation. The investigators only have access to Prenderville’s office when he is absent.



Tristram’s desk

The desk and drawers have books on hieroglyphics, their is writing paraphernalia and paper. The drawers contain a card from The Sly Fox.

PRENDERVILLE’S OFFICE

This room is always locked when Prenderville is absent. There are two book cases and a desk. The walls have maps of South America and a framed monochrome photograph of an oil painting of a man with mutton chop whiskers dating back perhaps 50 years.

The desk

- On the desk is:
 - A recently used incense burner with a box of incense cones.
- A pestle and mortar has the residue of brown flaky material and nearby is an Aztec terra-cotta drinking vessel with stains on the inside indicating it has also been used. It gives off a musty smell of strange mushrooms.
- A supply of dried mushrooms is in a box nearby. These are known as *cibus deorum* (a natural history check is required) meaning **Food of the Gods** and send the imbiber into a soporific state, but opens them up to both magical power and thins the veil to supernatural beings.
- A strangely carved crystal sits on the desk under a cloth about the size of a tennis ball. This is a Life Stone used by Prenderville to store magical energy for his use. It currently holds 20 Magic Points.

The Smoking Mirror

The Map

The framed map of South America on the south wall is at a slight angle. It has a grid that can identify coordinates. It has been marked with the great archaeological finds concerning the region.

These include:

- Machu Picchu, Peru
- Teotihuacan Pyramid, Mexico
- Tikal, Guatemala
- Ciudad Pálido, Honduras

Removing the map reveals a safe. The code to the safe are the coordinates to Ciudad Pálido.

15 36 -85 25

The safe contents

Three books are partly in Spanish and Latin but Prenderville has made notes on paper between the pages. For details of Stability reading these see Page 39.

- **The Florentine Codex of Bernadino Sahagan** (1540) Victorian transcription
Describes the life and times of the Aztecs
- **Codex Magliabechiano**
15th Century
This describes the gods and samples of their story including the great battle between Quetzalquatl and Texcatlipoca.
This also contains the rite of summoning Quetzalquatl.
- **Codex Ixtlilxochitl**
15th Century
Describes the summoning of Texcatlipoca as well as other gods and minor spirits.
- Transcriptions of the **diary of Dr. John Dee** in Prenderville's hand. This includes experimenting with different recipes for incense and the prayer to summon spirits through the mirror. **It also mentions their hatred of sacred silver and "Christ blessed water"**
- **A folder containing a detailed spell for drawing Magical Energy, known as Aetheric Essence, into a Life stone.**

OTHER FINDS

- In the desk drawer is a note book written in short hand, for the most part, but with some sections in long hand. It forms a kind of diary. There are also two sets of keys. One set opens the safe room and the chests in there, the other opens the chests in this room.
- A picture stand. If the investigators have not asked to see Dee's mirror, it is found on this stand under a silk cloth. Next to it are two obsidian vessels with burnt remains in them. The ashes have a foul acrid smell.
- A chest measuring 15" x 12" is locked. Inside is a head dress and robes of an Aztec Priest. There is also a box of make up and a leather bag half filled with shrivelled dried fungi, bark and dried frogs.

THE LIBRARY

If the investigators go to the British Library in the heart of the British Museum they need clearance from a member of staff to look at the library ledger.

The ledger records show Prenderville took out the following books out in July

- The Florentine Codex of Bernadino Sahagan (1540) Victorian transcription
- Codex Magliabechiano. 15th Century
- Codex Ixtlilxochitl. 15th Century

There is a mark against these entries **quid libro**. This means, 'restricted book'.

A further entry in October 1921 shows he took out a copy of John Dee's diary but replaced it in December that year. Other books he has taken out are about Shamanism, comparative religions, and occult practices in Europe.

The investigators may ask about the restricted book section. These are books deemed to be banned for political, legal, religious or moral reasons. They only have access to the catalogue with permission from a senior member of the Library.

The investigators may get permission by contacting Fielding, who has special privileges, or Lord Soames, whose son is missing, who just so happens to be a board member of the museum.

Chapter One: The British Library

Gaining Occult Knowledge Skills from Reading Books and Losing Stability.

Each time a character reads a book containing occult lore:

1. On completion of the book, the player rolls a d100.
2. If the result is OVER the character's current Occult Knowledge Skill, they have learnt something knew.
3. Even if the character fails the check they still gain some knowledge. The knowledge gained for each book is written with two numbers divided by a /. The number before the / is the knowledge gained if the check failed. The number after the / is the gained knowledge if the check succeeded.
4. Next the character loses some stability from the unnerving contents they have just understood. This is handled in a similar way to all Stability checks.
5. The character makes a Stability Check by rolling against the Fear Type (see appendix on rules for details).
6. If they make their Stability Check they lose the number of Stability Points to the left of the /. If they fail they lose the number to the right of the /.

Restricted books of note:

- **Codex Magliabechiano.** 15th Century
This describes the gods and samples of their story including the great battle between Quetzalquatl and Texcatlipoca.
This also contains the rite of summoning Quetzalquatl.
Occult Knowledge: d4/d6+1
Stability Check: Power x 3%
Stability Cost: 2/2d4+1
- **Codex Ixtlilxochitl.** 15th Century
Describes the summoning of Texcatlipoca as well as other gods and minor spirits.
Summoning Spells.
Occult Knowledge: d8/2d4+4
Stability Check: Power x 1%
Stability Cost: 2d4+1/2d6+2
- **Sefer Raziel Hamalakh.** 12th century. The power of harmonizing the physical, spiritual and magical self.
Occult Knowledge: d4/d6+1
Stability Check: Power x 5%
Stability Cost: 0/d4
- **The Picatrix.** 11th Century. This is regarded as the handbook of Talismanic Magic and the Warlock's Bible.
Language: Arabic, Spanish and Latin translations
History: Originally written in Aramaic in the 11th Century by al-Majriti, before being translated into Spanish, then Latin in the 13th Century. But even this original text may have come from Qasim al-Qurtubi in the 4th Century, a warlock who created many charms and talismans. The work sites lost arcane works, the **Jābir ibn Hayyān**, the **Ikhwan al-Safa**, and a text called **Nabataean Agriculture**.
Content: The very basics of Spell Craft, preparing to open oneself to magical power including preparations and protective measures. The crafting and empowerment of talismans and charms, astrological divination. Accessing the primal powers especially Saturn and the use of his familiars.
Occult Knowledge: d8/2d6+2
Stability Check: Power x 3%
Stability Cost: 2/2d4+1
- **The Clavicule of Solomon (15th Century).** The preparation of materials, equipment, the laboratory and the warlocks themselves in terms of purification and alignment with time and space astrologically to make the perfect spell. It mentions access to the 72 spirits or demons constrained by Solomon in a bronze vessel, and surmises Solomon's legendary powers come from access to these beings. As yet the actual vessel has not surfaced and remains one of the great lost artefacts of the warlocks.
Occult Knowledge: d6/2d6+2
Stability Check: Power x 2%
Stability Cost: d4+1/2d6+1

The Smoking Mirror

- Munich Handbook. 15th Century. Concerning communications with the spirit world and demons.
Language: Latin, Germanic, Italian, Dutch. The main block of materials has been transcribed into Germanic with additional components in the other languages.
History: This is a collection of folios gathered over a period of time, known as the Munich Handbook due to its location at the time of final compilation. The text was originally gathered by those proposing to fight against the heresies of witchcraft and has been found in the possession of many clergy as a handbook to counter the evil.
Content: Incantations, exorcisms and bewitchments. Many of the spells concerned with the dead and spirits. The book mistakenly blurs the definition of Necromancy as concerned with all evil intended spell casting, though it is strictly merely the practice of communicating with the dead.
Occult Knowledge: d4/d6+1
Stability Check: Power x 4%
Stability Cost: 1/d6+1
 - The Almuftah. 11th century. Originating from Constantinople, this near complete collection of fragmented but friable papers provides clues to the location of the gateway to the underworld and the great seal suppressing the Titans.
Occult Knowledge: d4/d6+1
Stability Check: Power x 5%
Stability Cost: 0/d4
 - The Diaries of Dr. John Dee.
An extensive collection of books and folios. It would take six months study to even determine the general contents. It contains among many other powers to do with divination and the summoning of spirits as well as a complex philosophy marrying the Cabala, Alchemy, numerology and mysticism.
Occult Knowledge: d8/2d8
Stability Check: Power x 3%
Stability Cost: 2/2d4+1
- None of these books are allowed out of the room where the restricted books are locked. If they are allowed to see them, there is a guard at all times. Prenderville was given special permission as a head of research to remove the central American books.

CHAPTER 2 THE COMING STORM

Meeting Peggy Lawson

The Museum Tavern is just opposite the entrance to the museum. There is a mixed smell of tobacco, smoke, beer and sweet spirit. Peggy is sharing a glass of wine with another girl about her age. As soon as the investigators arrive she will excuse herself and after making sure everyone has a drink takes them to a snug.

Peggy checks who else is present in the tavern before continuing.

"I hope you don't think me unduly secretive. It's just that I didn't want to say anything in front of Basil.

"It was a couple of weeks ago when I had to go back to the office. I think I left something behind. Anyway, I was going through the hall when I noticed a light on in Basil's office. I was about to knock on his door - he never likes interruptions when he is studying. He hadn't told us he was staying back after hours and I wondered whether I could be of assistance in what he was doing.

"As I approached the door I caught this ghastly stink and he appeared to be humming or chanting something. Whatever it was I didn't disturb him but it troubled me.

"Over the following week I came back a few more times and each time he was there. I just don't know what to make of it."

If asked her feelings on it she says:

"One obvious conclusion was that this odd behavior has coincided with his retrieval of Dee's Mirror from the museum halls. You do know about the mirror I take it?"

If the investigator's say they don't she will outline the mirror's history and how Dee used it.

Chapter Two: Peggy Lawson & the Storm Begins

"When the Honduras consignment arrived, like the rest of us, Basil seemed most excited. What really surprised the rest of us was he let Tristram take home the Iztaia. I keep thinking he's involved in all this, his behavior is secretive and this nonsense about the chanting and the mirror is frankly unnerving. Dee's mirror was studied through and through and I can't imagine what purpose he has for it."

GATHERING CLOUDS AND THE DEATH OF FIELDING

Shortly after the investigators left the museum, Prenderville met Tristram Soames. Giving him the sacrificial dagger, Prenderville instructed him to murder Layton Fielding in his hotel.

At the time when the investigators are meeting Peggy Lawson, the Fielding murder takes place.

As the meeting with Peggy finishes...

...you hear the grumble of thunder outside. Venturing out you look up to see an ominously pale clear evening sky with mere shreds of scattered cloud. But these seem to begin to twist and swirl as if drawn into a vortex centred about the museum itself. The atmosphere is heavy with the forboding of a summer storm which never materializes, yet hovers morbidly overhead. As you look up you notice others coming out from doorways to inspect the sky. In the distance along the street a figure with a sandwich board looks up nervously before running off. The board reads, "Repent Sinners! The end of the World is Nigh."

Stability Check: Power x 5% or 0/d4

It is now around 8 p.m. Soames returns to the museum to speak with Prenderville. He is just ahead of the investigators if they decide to go to the museum.

THE INVESTIGATORS CHOICES

- Return to the Museum that evening
- Go to see Fielding
- Go to the Police
- Go to The Sly Fox

ENEMY MOVEMENTS

As the storm begins to form in the sky above Prenderville smiles to himself with satisfaction. He observes the statue of Texcatlipoca as blood begins to ooze from its mouth. For Prenderville it demonstrates the sacrificial dagger is serving its function and Soames has murdered his first victim in the name of the Smoking Mirror.

Soames, having killed Fielding, returns to Prenderville in the museum at 8.30pm to discuss with him the plans of setting up a temple at The Sly Fox Club.

Keep an eye on the movements of the investigators and Soames. Soames leaves Bloomsbury Park Hotel at around 8.15pm, having transformed back into human form and cleaned himself of any blood stains. He crosses the street and enters the British Museum staff entrance by 8.30pm.

INVESTIGATOR'S SECOND VISIT TO THE MUSEUM THAT EVENING

The museum is closed. The only way in is via the staff entrance on the east side.

The doorman is bulky man in his fifties. As he opens the door he looks up at the strange clouds,
"This is most peculiar, most peculiar indeed!"

Ordinarily he won't let members of the public passed.

- If the investigators ask Peggy to come with them, she gets them passed the doorman.
- If the investigators claim they are on police business, the doorman asks for proof or has to be convinced in another way. He then cautiously lets them in but accompanies them.

The Smoking Mirror

He says,

“If you’re here about that missing researcher, you can call the dogs off! I saw him here just a while ago! I sent word to the police station but you mustn’t have heard.”

The doorman saw Soames about an hour ago, and again just ten minutes ago. He believes Soames is still in the building. He noticed Soames looked in good spirits. Either Peggy or the doorman accompanies the investigators through the museum.

The Research Room

As you approach the Research Room you see through the frosted glass lights in the display area. You make out the voice of Prenderville and one other with a strong deep voice.

“It worked, it really worked!”

“All you need is a little faith. How do you feel?”

“Invigorated beyond words, I feel as though I could take on the world!”

“Take care. We still have much work to do. Tomorrow you will meet with Braintree. Convince him to make use of the old catacombs in his cellar. It should make for a fitting temple.”

“Of course. He will not be able to refuse.”

“Careful, do not harm him, he could prove useful.”

“Till tomorrow then...”

At this point there is a the sound of someone heading toward the door.

The investigators could break into the room at any point, but if they wait until the conversation finishes Soames heads for the door and Prenderville stays in the research area.

If the investigators enter the area they see Prenderville wearing strange robes of an Aztec priest, Soames looks powerful and muscular with a dark cloak, shaded glasses and an ill fitting suit.

The statue of Texcatlipoca is now oozing blood. It is only when this is realised by the investigators that the horror sinks in. All who witness this need to make a Stability Check:

Stability Check: Power x 5% for 0/1d4.

Prenderville has a mad look in his eye and a fixed manic smile, he is quite obviously mad.

“I was wondering when you would come back. I’m afraid you are too late. I suggest you go and find some place to crawl into as you can not stop his arrival now. Prepare for a new world!”

Prenderville is loath to answer questions but says,

“I have no time for your childish questions, the Smoking Mirror has returned and soon all will bow down before him. Now I suggest you make haste and go.”

As he is saying this Soames removes his glasses to reveal gleaming yellow catlike eyes.

FIGHTING SOAMES

If the investigators enter the research room in a threatening manner Soames transforms into a Were-Jaguar and attacks.

Soames’ eyes flash with instant rage as his body contorts. From beneath his tearing clothes come cracking and oozing sounds as dislocated bone and contorting muscle mutates. From the centre of his chest you see a pulsating orange fluorescence. Huge fangs erupt from his gaping jaw and his hands splay out into black taloned weapons. Before you stands an abomination, a huge powerful being part human, part jaguar.

Stability check: strong d4+1/2d6+1

Chapter Two: Returning to the Museum or Fielding

Tristram Soames - Texcatlipocan Were jaguar		
Str 20	Con 15	Siz 18
Int 13	Pow 20	Dex 18
Mov 12	Damage Bonus +d6	Hp 18

Weapons:

Claws: 50% damage d6+db

Bite: 30% damage d4+db

Armour Rating:

In any form, Soames regenerates 4hp per round due to the Iztia stone in his chest. As well as this, in were-jaguar form, Soames has an Armour Rating of 2. (Meaning any damage he receives is reduced by 2 points.)

Skills: Climb (urban): 60%, Jump: 70%, Sneak (move silently): 65%

The only weapons which cause permanent harm are made from blessed silver. Fire will cause enough harm to reduce him to 0 hp, but even is charred to a crisp, the corpse will eventually regenerate. The only other way to stop the creature is to sever its head or remove the stone from its chest.

In full Jaguar form

Weapons:

Claw: 60% damage d6+db

Rake (rear legs following a pounce): 80% 2d6+db

Bite: 30% damage d4+db

Skills: Climb 80%, Hide (in urban areas) 40%, Jump: 80%, Sneak (move silently) 90%

Can leap 20 feet from a couple of paces or 35 feet at a full run.

Escaping the Fight

It is pretty clear that Soames can not be harmed. Prenderville tries to escape back to his office.

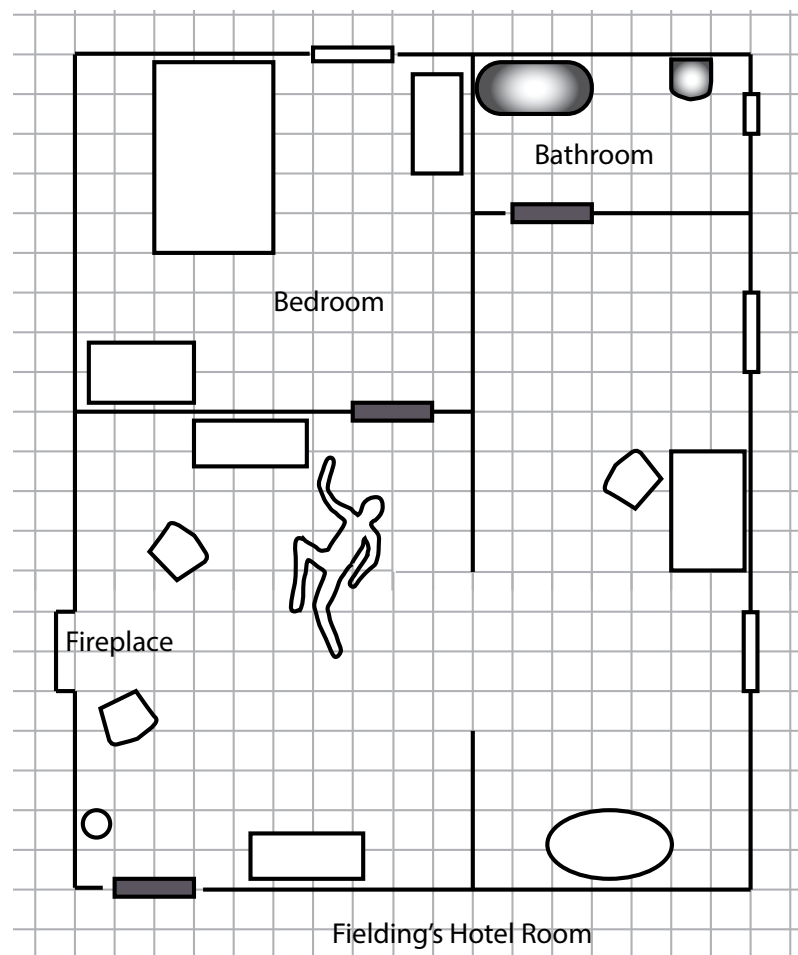
If the investigators decide to escape, Soames lets them go.

Museum guards are hard to locate and by the time two or three are assembled and they return to the research rooms, Soames has gone. Prenderville is now in his normal clothes and will protest any accusation. If the investigators have lost one of their party in the fight, the body is missing. There may be some evidence of blood on the floor, though Prenderville claims this to have come from the statue of Texcatlipoca and had been applied by him for his own studies. He denies knowledge of any fight and asks that the investigators are escorted out. The guards favour this approach even

if Peggy Lawson supports the investigators. She will also be asked to leave.

Any dead body in the Safe room will be disposed of later. If the investigators get a chance to look for evidence, they see a trail of blood spots leading there. Prenderville has the key.

The Smoking Mirror



THE HOTEL ROOM

The room is unlocked and Fielding's corpse lies in a pool of blood in the middle of the floor.

Investigators with war time experience and are not effected by the horror of the corpse.

Stability check: Power x 4% for 1/d6+1

Examining Fielding's body

If an investigator fails their Stability Check they are unable to look closely at the body. Otherwise they can examine the death scene.

It is obvious a fight took place which must have lasted under five minutes by the disarray of the room.

Use **First Aid** checks or **Perception Checks** to study the scene.

- The body shows obvious signs of being slashed in a ferocious attack with deep regular parallel gouges across his arms and torso. Some lacerations are deep enough to reveal the stomach cavity.

- Only careful examination reveals the throat has been slit by a sharp object and a slender blade has pierced the heart.
- There is evidence of blood spray coming from severed arteries, this is separate from the neck wound which is a slice from right to left from behind. It appears to have happened after the fight and is the final cause of death.
- Time of death coincides with the appearance of the strange weather.

Investigating Fielding's rooms after the attack.

The hotel room shows high class elegance with electric fittings throughout, thick cast iron radiators complementing a well maintained open fire.

RETURNING TO FIELDING

The investigators are allowed up to the room by the desk clerk, who recognizes them. He only mentions a previous visitor if asked.

"A large gentleman with a dark cloak, bowler hat and shaded glasses."

If questioned further he says Fielding sent a telegram earlier in the day after the investigators had left (if they had visited). He is only able to let the investigators know its contents if he is convinced of their urgency (Persuade check), or if he is told Fielding is dead. The telegram reads:

LOOK TO FEATHERED SERPENT STOP BE BRAVE
STOP LAYTON

This was sent to the post office off Parks Road, Oxford and was addressed to Gwen Treavers of the Pitt Rivers Museum.

Chapter Two: Returning to Fielding

Gwen Treavers
Pitt Rivers Museum Curator's office
Parks Road
Gwen,
You must be strong for me if you receive this.
I will explain more if we meet and this will all be unnecessary.
You must have thought me eccentric in my behavior over the last few months, but if events have turned for the worse, you will see the method of my madness.
It is now your task to save the world if you have the fortitude I believe you to have. There is a stone effigy in the British Museum of the Aztec deity, Quetzalcoatl. You need to awaken him. It is only the feathered serpent who can now defeat the dreadful spirit, the smoking mirror. Do not think me strange. If you read this there will be evidence enough to prove I am sound of mind. The Codex Magliabechiano at the BML will do it, or closer to home use the Bramantes Tablets. Follow the ritual scheme as laid out in Groves (1873) and it should work. I know this may cost you dearly but do this for the love of me and the love of humanity.
Your friend forever, Larry

INVESTIGATOR'S OPTIONS

- Head for Oxford
- See the Police
- Investigate the Sly Fox

OFF TO OXFORD

The investigators could head for Oxford to meet Fielding's colleague Gwen Treavers. Careful attention should be made of the time line as Soames' and Prenderville's plans continue. Oxford is described in detail at the back of the adventure. There, they could find vital clues including a Life Stone and spells at the Pitt Rivers Museum as well as notes found in Fielding's apartment.

RETURNING TO THE POLICE

If the investigators decide to return to the police, what happens there depends on their recent activities:

- If they are unaware of the tramp's body, they are informed of this now. They have an opportunity to see the corpse in the morgue. This confirms that an animal of some kind has savaged and partly eaten the body.
- If they have visited Fielding after the museum, then Marwell discusses both matters with them as well as public panic over the freak weather. This is taking up valuable police resources and there is word of bringing in the military as a controlling measure.
- If they go straight to the Police without seeing to Fielding's hotel room, then Marwell discusses the tramp's body, and the freak weather conditions.
- If they mention The Sly Fox. Marwell says,

"Edgar Braintree. Now there's a character. We've had our eyes on him for some time, though I'm surprised he's mixed up in this business. He holds those parties for that posh crowd. We've had word from up on high to leave well alone so tread carefully. If he sniffs that you are doing police work I'll get it in the neck."

Allow searching players to make a range of Perception checks but award them for diligence:

- Fielding had been writing a letter on the table in the second main room. The top sheet of the paper has been ripped off, but there is an imprint of the letter on the pad beneath. It can be made legible with charcoal powder or ash. **See the letter above.**
- In the bedroom, Fielding's case is packed apart from a few overnight items.
- A wallet on the bedside table contains money and tickets for a train back to Oxford 12.27pm the following day.
- The hotel key is on the table next to the door, his rain coat and hat on the hat rack. The fire has been lit earlier in the day but has not been tended.

The Smoking Mirror

Marwell grants the investigators permission to carry firearms. He is unable to move on The Sly Fox without evidence. If the party have been to the museum he launches an investigation into Prenderville immediately and puts out a description for Soames in his new form with orders to treat the suspect as dangerous.

BROADWICK STREET & THE SLY FOX

Soho lies less than a mile to the west of The British Museum and is well within walking distance. The Sly Fox is a club along Broadwick Street.

Broadwick Street is narrow with four storey Victorian buildings facing each other. Along the length of the road are tailors, coffee shops, hat and glove makers and two other taverns, The Royal and The Red Lion.

The front of the Sly Fox Cafe is black with the words **Sly Fox** in gold gilt.

Large windows show a coffee shop with black furniture, cream tiled walls and art deco images of foxes flowing round the room. The ceiling has mustard coloured lamp shades giving a low yellowed light. The coffee shop is closed by 5.30pm every day. It is closed on Sundays.

Next to the cafe is a single black door (A on the map) with highly polished brass fittings. Over this is an iron lantern designed to look like three foxes entwined round each other. A simple sign over this reads,

Sly Fox Club. Licensed.

By Invitation only.

To the left of this is a passage wide enough to pass a truck through leading into Wren's Court.

If the investigators include the pre-generated characters Jinx Farrington and Cybil Danvers are familiar with the Club and have passes. Each may bring in one guest.

WREN'S COURT

A narrow road leads into an enclosed courtyard surrounded by tall buildings leaving the area in constant gloom.

Two small trucks are parked here with just enough space to turn them round and exit.

The rear of the Sly Fox cafe has a door leading to the apartments above the cafe including Braintree's apartment. This is always locked.

Two doors (F) along the south wall lead to other properties and are securely locked.

During the day there is a 50% chance that one of Braintree's heavies is out in the courtyard working on the trucks or taking a break.

Braintree's Heavies

Braintree has a number of tough bodyguards about the place.

They never intentionally try to kill any investigator, rather rough them up and take them to Braintree. If Braintree is indisposed one of the heavies will question the captive before kicking them off the premises.

During the day there are two of them in the warehouse. After 7.30pm there are two at the warehouse, one in a high class suit at the front door of the Club and two in the club itself.

Braintree's Heavies		
Str 11	Con 11	Siz 15
Int 9	Pow 10	Dex 12
Mov 12	Damage Bonus: Nil	Hp 13

Weapons:

Fist/Punch: 70% damage: d3

Grapple: 70%

Improvised weapon (crowbar): 50% damage d6

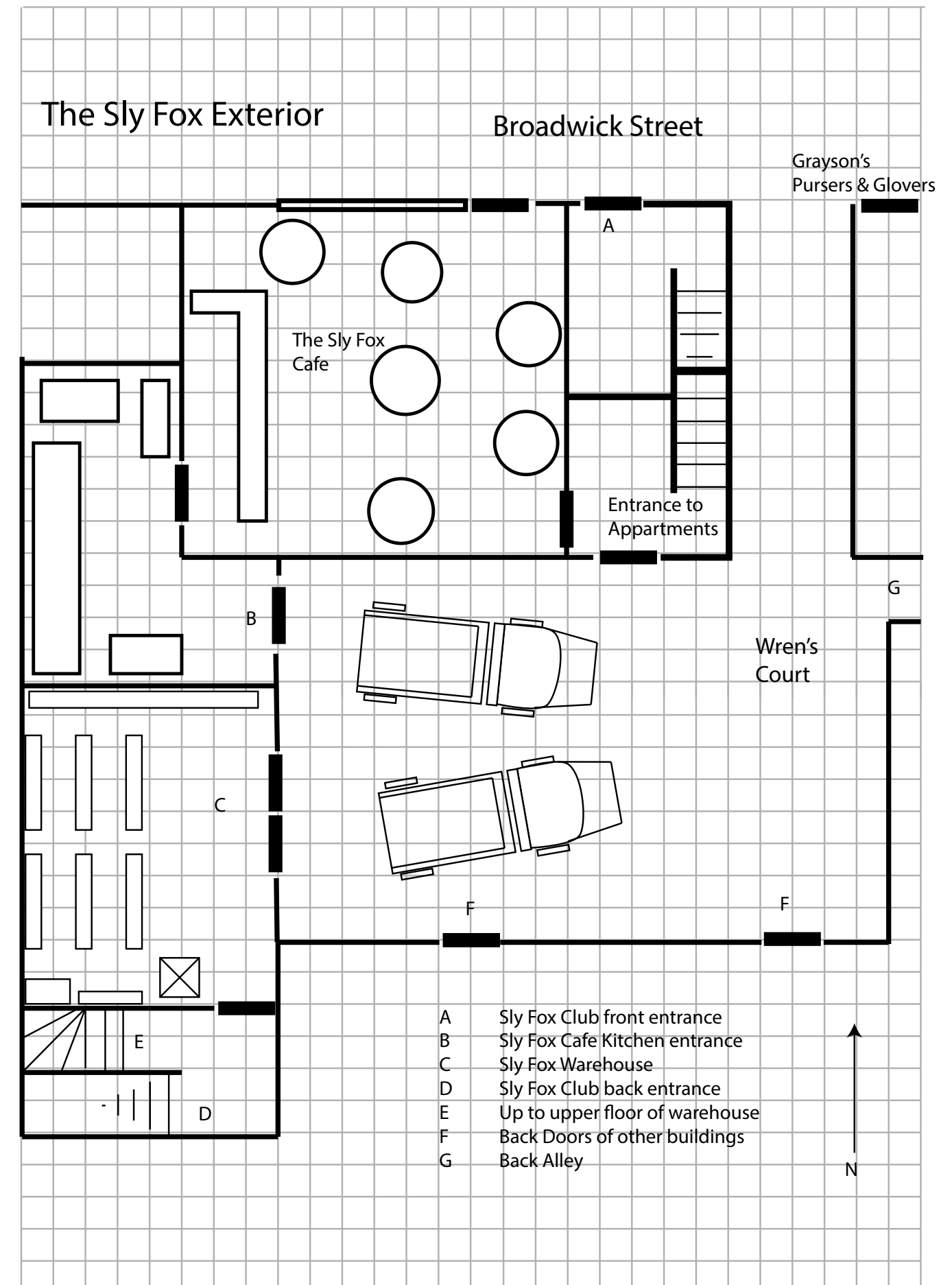
Knife: 40% damage d4

Shotgun: 55% damage 4d6/2d6/d6

Range: 10 yds/ 20 yds/ 30 yds

They will have access to shotguns but these are locked upstairs in the warehouse.

Chapter Two: The Sly Fox



The Smoking Mirror

B The Sly Fox Cafe kitchen is busy from 5am until 8pm at night. There are always three or more people here employed by the cafe. They do not know anything about the club, Braintree's dealings or have authority to let the investigators in without permission. In the kitchen is a spare set of keys for the warehouse where the kitchen keeps some of its stock.

C The warehouse is stacked with stock for both the club and the cafe. This includes refrigerators filled with meats and drinks as well as a full store of beer and spirit. Other stored items include paint, a work table, spare oil and cans of gasoline (petrol) for the trucks.

The warehouse is 20 feet high with slender cast metal pillars extending into the rafters. A door leads through to another room allowing rear access downstairs to the club (D) or upstairs to the upper warehouse (E).

At any time there are two of Braintree's heavies in the warehouse. They are negligent and, though they have keys for the inner door, rarely lock it.

The inner door is locked with a heavy standing guard. It is only opened if there is a call to replenish supplies of drink for the club.

There are various makeshift weapons in the warehouse including crow-bars, tyre irons, heavy hammers and knives.

THE UPPER WAREHOUSE

Main Room

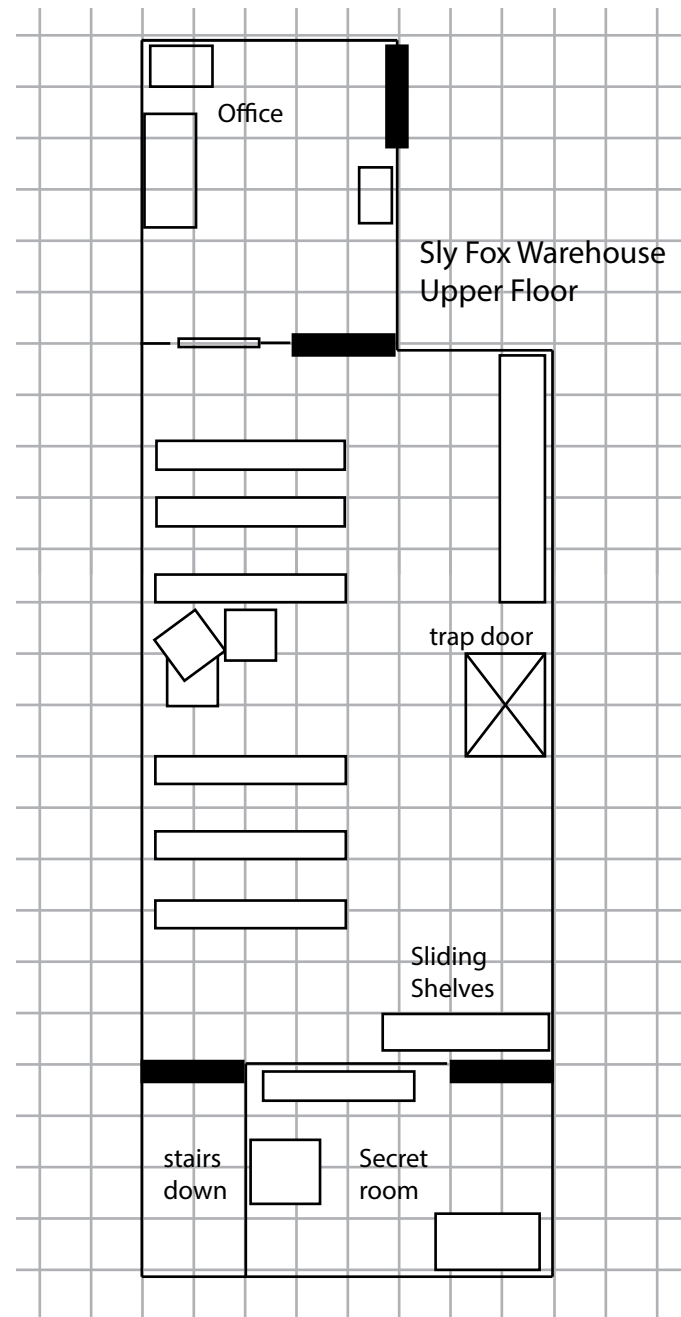
The upper warehouse is accessed via the main warehouse or Braintree's apartment. The main room is filled with boxes, crates and packages on shelves. This includes ornaments, silverware, boxes of cigars, crates of expensive wines and spirits but nothing incriminating in itself. The police would certainly find some stolen goods here.

A **trap door** on the east side is used to haul crates up to this room.

Sliding Shelves

To the south a sliding shelf completely blocks a secret door. This door is locked with the keys in the office to the north.

In the secret room is a safe, a simple table and a set of shelves. Against the wall are three portraits



in oil; a bald gentleman with spectacles, an old lady with a ostrich feather head piece, and a painting of red setter.

On the back of the dog painting is the phrase,

Champion - 02 15 - 06 20

The date is the code for the safe.

The safe contains money, deeds and love letters between Mildred Sternhouse and Arthur Hopgood. These are steamy love letters and are obviously incriminating, betraying an affair between the two. Boxes of jewelry in the safe are all stolen goods and the police will be very interested to know about them.

Chapter Two: The Sly Fox

More exquisite gold and silver ware sits on the shelves.

The Office

The office is usually unlocked.

A solid metal studded chest is locked. It contains 6 shot guns and 200 shells. There are also 4 military issue revolvers with 60 rounds of ammunition for them.

GUN DETAILS

For ranged attacks:

Base range: no modifier

Medium range: -10% to hit

Long range: -25% to hit

6 x Double Barrelled Shotguns:

Base chance to hit 30%

damage 4d6/2d6/d6 based on range.

Range 10yds/20yds/30yds

Rate of fire 1or 2

4 x .32 Military Revolvers

Base chance to hit 20%

damage 1d8

base range 15yds/30yds/60yds

The desk drawer has keys for the chest and the secret room to the south as well as stock books, receipt books, pens, ink and other office materials.

The east door in the office is locked and leads into Braintree's private quarters.

MEETING EDGAR BRAINTREE

Edgar Braintree presents himself as a portly man with a full head of oiled black hair, a monocle and a cigar permanently lodged in his mouth beneath a pencil moustache.

Braintree usually spends his days resting upstairs in one of apartments, or elsewhere in London dealing with associates.

- If the Investigators wish to speak with him directly then they could use their social position to gain access via a calling card left behind the counter at the cafe. Braintree has time for an affluent member of the lesser gentry and sees them within half an hour during the day.

- If they fail to show a calling card or let the manager of the cafe know their social status, then they will not be seen by Braintree.
- If they say they are there on a police matter, Braintree meets them immediately but he is much less forthcoming or friendly.

WHAT BRAINTREE IS UP TO

Party Time

For the past six months The Bright Young Things meet once a month at The Sly Fox Club. Braintree is happy for them to do what they want behind closed doors. He knows they have enough influence among the authorities to clear him of any wrong doing. After all it's just young affluent people having a bit of fun. The parties go on from 9.00pm on a Saturday, often till 6.00am the next day and include a jazz band, vast quantities of drink, side orders and copious amounts of narcotics which he turns a blind eye to.

The Party organiser, Stephen Tennant and his Committee of Fun pay up front covering damages and consumables.

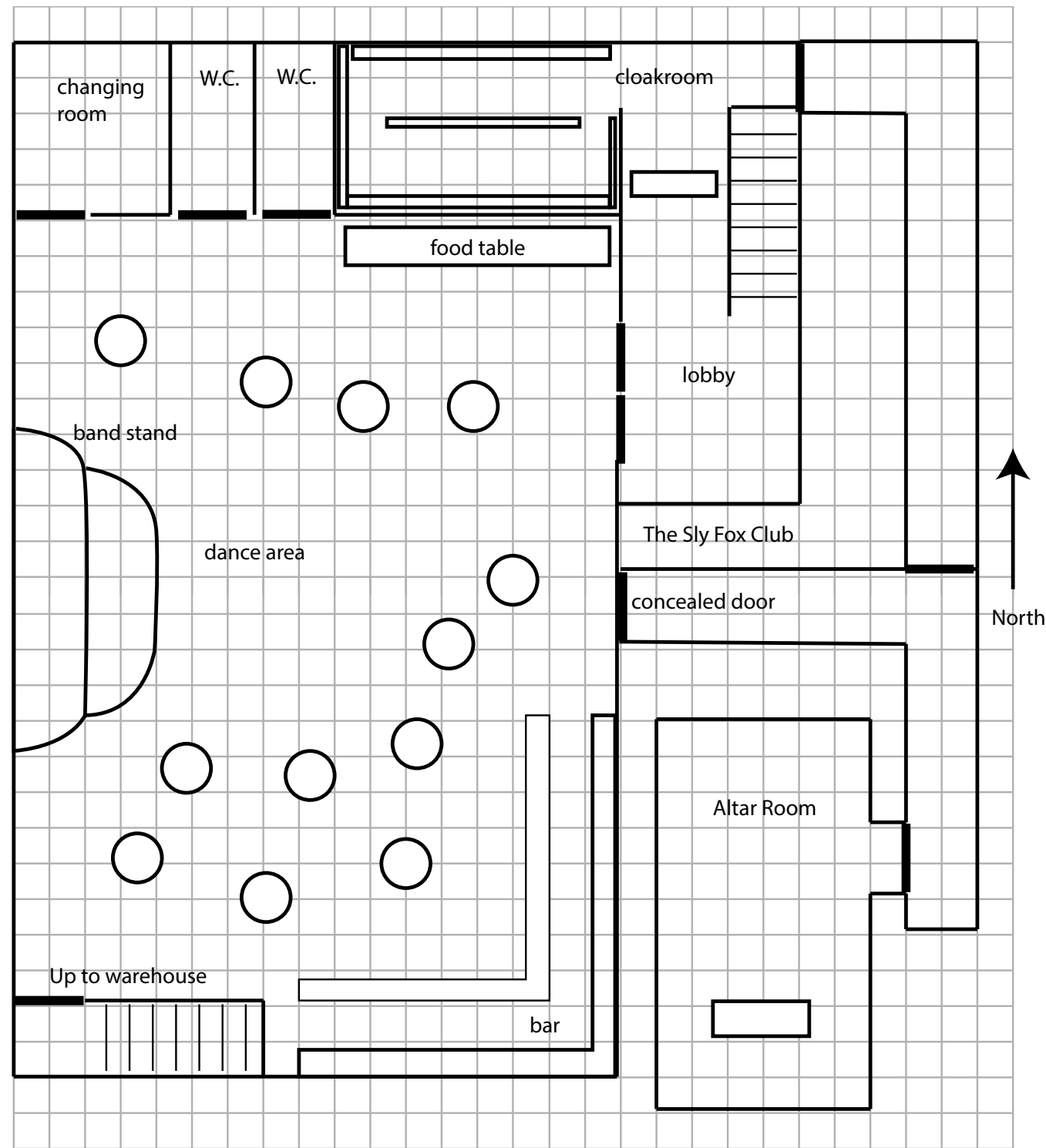
Soames' Meeting with Braintree

Much of what the investigators find out from the first visit to The Sly Fox depends on when they visit.

At 2.00pm on Friday 30th August Soames has a meeting with Braintree lasting half an hour. During that meeting Soames gains free access to an ante chamber annexed to the club and in exchange is happy to murder one of Braintree's opponents in business who had been attempting to blackmail Braintree. By 2.40pm Soames is clear of the building and off to hunt down George Guffogg.

Braintree orders the ante chamber, to be cleared out later on Friday.

The Smoking Mirror



Prior to Soames meeting with Braintree

Braintree is happy to meet the investigators. He does not recognise Jinx or Cybil but he assumes they already know of the parties. If asked about the disappearance of Soames he says,

“To be frank with you, I am happy for the club to be hired. The odd table or chair may get bent but it’s a good source of revenue for me. Beyond that I leave it all up to Stephen. You may wish to ask him. The best time to meet him will be Saturday. He’ll be here around 2.00pm preparing for the bash. I personally have little idea of this Soames character, though I’m sure he’ll turn up.”

Chapter Two: The Sly Fox

After Soames meets Braintree

When the investigators meet Braintree the storm clouds over the museum are gathering to the east and there is a strange dull ominous pressure in the air.

Braintree gives the investigators a similar answer about his knowledge of Soames,

“To be frank I know that many sons and daughters of the well-to-do visit the parties but it’s not my part to enquire. Sorry I can’t help.”

This time he is lying and the investigators may detect this.

SEEING THE CLUB BEFORE THE PARTY

There is a Player’s Map of the club room in the appendix.

The investigators may wish to look round the cellar prior to the party. Braintree is happy to show them, but will not think to show the investigators the secret chamber. He will not mention the deal with Soames.

You are escorted by Braintree through the warehouse toward the rear.

He unlocks a door into a stairwell where there is a cold stale smell as he leads you down a brick-lined stairway.

At the foot of the stairs a door leads it into a large red walled room with chandeliers hanging from the ceiling. A large band stand is at the centre of the west wall with an area for dancing, many circular tables with chairs stacked upside down on top of them, and a bar in the corner stocked with copious amounts of spirit. There are further doors at the other end of the room.

There are eight people in the room at the moment preparing for the party on Saturday. Armed with paint brushes they are putting finishing touches to board props that will go round the walls of the room, these show jungle scenes with wild animals including jaguars, monkeys and heavy hanging fruit.

After the Soames’ meeting, the theme for the party is being changed from The Garden of Eden to Aztec Delights.

You notice a gaunt slender man in white shirt sleeves and well manicured blond hair. His shoes alone would cost a fortune. He has a serious frown on his face and appears not to notice your arrival as he is discussing a design with one of the artists.

Braintree calls out “Stephen, a fortuitous meeting, I did not know you were here?”

If Jinx and Cybil are here they recognise Stephen Tennant, the driving force behind the parties.

He looks about in surprise as though his thoughts were interrupted.
“Ah, Braintree, you grace our presence!”
His face radiates with a passionate, almost erotic grace strikes you all.

*If Jinx and Cybil are there he smiles,
“The fuss pot and the golden eye...”*

It is obvious he remembers both the women. He kisses you both on the hand, then smiles at the rest.

“...and I feel ill equipped that I have not yet made the acquaintance of your friends. No doubt you shall rectify this by attending our do this Saturday?”

Tennant remembers a nervous man who had attended the parties a couple of times but has had no further contact with Soames. After Soames’ meeting with Braintree, Braintree had told Tennant to include Aztec themes to the designs.

The Smoking Mirror

New Instructions after the Soames' Meeting

Even as the investigators are meeting Stephen Tennant, in the same room, Braintree is having a word with one of his heavies in the Club. The heavy will then goes off to get tools. One of the investigators could possibly overhear.

"I want the old cellar clearing out. It needs to be done by the party tomorrow, see that it's done."

If the investigators ask Braintree about this he says,

"There's an old part to the cellars we've had blocked off since I've owned the place and I was thinking of making more use of it. It's pretty old, looks like part of an old church."

Again, it's possible the investigators may detect a half truth here.

The investigators are free to wander round the club but will be watched. If they ask to see the new chamber they will be granted this wish. The door is hidden behind a red painted wall panel.

The Temple

The corridor is seven feet high with an arched ceiling. The walls are made from rough hewn stone which glistens with damp and clumps of white powdery fungi. Running along the left side is a rusting pipe from which two gas lights are fixed. These have not been used for many years. There is a chilling atmosphere of cloying damp and acrid decay. The corridor turns and ends in a door. This door is covered in a rusty iron panel and shows signs of being recently forced open.

A second corridor heads north ending in a door in the cloakroom.

The antechamber is sizeable with walls of stone and arches run round the walls giving the whole a sense of being an ecclesiastical crypt. A single rusted gas line runs to the ceiling to fuel an ancient lantern, now no longer usable. Currently there are heaps of moldering detritus in the room.

Toward the southern end of the chamber is a stone plinth measuring 6 feet across by 3 feet broad and 4 feet high. There is no obvious cavity or lid, though it is reminiscent of a tomb.

The Death of Guffogg

Unless stopped, by 7.30pm George Guffogg is dead, stabbed and savaged in a back alley near the Houses of Parliament.

As soon as he is murdered...

...a vast piercing thunderous roll fills the air over the British Museum and more clouds gather, slowly swirling round in a maelstrom. At its centre the awe struck witnesses make out stars. Those who knows these see strange constellations.

Warm rain begins to descend from the seething vortex forming blood red puddles and rivulets on the streets.

In the distance the involuntary screams and yells of consternation can be heard as terrified people rush to escape the biblical torrent.

Throughout the rest of the adventure until Texcatlipoca is stopped the blood rain continues to descend.

Stability Check: Power x 3% for 2/2d4+1

Chapter Three: The Party

Chapter 3 THE LAST RITE

THE WEATHER OUTSIDE IS FRIGHTFUL

The storm clouds continue to darken the skies over the museum throughout Saturday. Not a soul dares venture into the area. Newspapers across the globe have taken up their front covers with news of the unprecedented event. Religious leaders throughout are calling to prayer, calming nerves or claiming the beginning of the end is upon humanity, many linking it to the atrocities of the Great War.

The area has been cordoned off by the army with The Sly Fox just on the edge of the cordon, Braintree is making preparations. He has hired more heavies to protect his property and ordered in more stock. Stephen Tennant regards this as the ultimate party gimmick, "Come to the Party-See the end of the world!"

There are a few brave souls and stubborn characters venturing into the area though most are stopped by the army.

Camped out around the cordon are various over-enthusiastic religious groups holding vigils, singing and praying, while ways in and out of London are clogged by traffic as many are escaping the epicenter.

SOAMES AND PRENDERVILLE

By 11.00 am on Saturday Prenderville has returned to the British Museum. He needs to take the mirror and the codexes. He also takes the opportunity to rifle through the secret section of the library. His only restriction is the amount he can carry in a case as he can't risk getting a cart or motor transport there.

By 5.00 pm both Soames and Prenderville are at the Sly Fox Club preparing the temple for the ritual at midnight.

After this they retire to Braintree's apartment to meet with other participants of the ritual until just before midnight when they will go to the altar room to perform the final sacrifice.

THE PARTY

The investigators need to tell the GM their plans if they attend the party.

If they saw the party room before the party begins they now notice an area on the east wall surrounded by false stone with sconces either side baring lit torches. One of the staff stands here at all time to stop people getting curious. Soames and Prenderville are nowhere to be seen.

9.00pm

Nobody turns up to the party until 9.00pm. Despite the cataclysm going on just down the street there is still a good crowd arriving at the party being dropped off outside the main entrance before making their way down into the club room. Many arrive in fancy dress outfits, dressed as Aztec maidens or warriors. They file down and leave cloaks and coats at the cloakroom and are each issued with masks to cover their faces.

The Masks

Every party goer is issued with a mask before they enter the club room. They depict wild animals including frogs, monkeys, eagles and of course jaguars. Each mask has a lining on the inside which may be peeled back but is invisible at first glance.

At 11.45pm the compere, Emmanuel Barzoon asks everyone to peel back the mask lining to discover whether they have a special mask. Twelve of the masks have a symbol of a stylized jaguar on the forehead section.

Each player rolls a d8. A result of one indicates they have such a mask.

It is possible that none of the investigators possesses a special mask. In this case the GM should allow the players time to discuss their options. If they plan a means of solving this problem without help, allow things to proceed.

Otherwise one or two of the other party goers could back out, or a number of masks may have been mislaid or dropped about the place. The GM should only help if they sense the developing plot would suffer without it.

The Smoking Mirror

The Fun Begins

The bar is laden with high quality snacks brought in from the kitchens of the Ritz. The serving staff are dressed immaculately and have been hired for the occasion. There is a jazz band, **Ben Bryson's Big Little Band**, consisting of six players who perform a full range of the latest numbers from America including;

The Charleston*,
Tin Roof Blues,
China Boy,
The Sheik of Araby,
Bugle Call Rag,
I Wish I Could Shimmy like my Sister Kate.

Other numbers are adaptations of older songs given a rag or swing beat. They are a good band and create instant atmosphere.

For the next two and half hours the party is at full pelt with huge quantities of snacks, alcohol, opiates and cigarettes being consumed. Regular groups of party goers head up to the street to witness the colours of the vast clouds that loom overhead but avoid getting caught in the red rain. During the party some rumours begin to go round of a inner sanctum, a party within a party for special guests only.



10.00pm

By 10.00pm the atmosphere of the party has grown into a giddy care-free evening of music, hazy smoke and alcohol. Many of the guests are now comfortably drunk and free from inhibitions. After their latest number the band give a jazzy fanfare and a spotlight falls on the compere

Emmanuel Barzoon is a slight figure with aquiline nose, dressed in black with a white painted face. His lips have been heavy pasted with rouge and his eyebrows darkened to match his slicked back black hair. His voice is nasal with a continental lilt.

“Ladies and Gentlemen, children of the belle epoch and darlings of the gods, I bid you a glorious Sly Fox welcome to another beautiful evening of music, dancing, silliness and sensuality.

My darlings, look about you. Go ahead, look. Remove your masks and see the faces of your friends, see the faces of those who you are yet to meet, for I swear by tomorrow you will be dancing with strangers, making love with beautiful people. For the very gods command it!

That silly cloud, it is nothing more than the gods joining in the hurly burly, they ordain that we are to make merry and forget our woes.

So my children we have something extra delicious this evening. Our theme was Adam and Eve in the Paradise gardens but with a tweak and a squeak we have added some dark pagan pandemonium! Behold about you the inner temple of the ancient Aztecs, so sacrifice yourselves my beautiful darlings to the grotesque, the glorious and the seductive passions of the Aztec empire!”

** The Charleston actually came out a year later in 1923, but it captures the mood.*

Chapter Three: The Last Rite

11.45pm

Soames, Prenderville and two men, all wearing Aztec robes, escort a tall girl in a white dress through the cloakroom and into the concealed passage leading to the altar room. They carry various items; Soames has the sacrificial dagger in his belt, Prenderville a thick ancient tome, the two men hold hand drums and a bag containing candles and matches.

Any investigator hovering around the base of the stairs or the cloak room sees this.

Midnight: The Ritual

Midnight and the compere stops the party.

“Madames et Monsieurs, Damen und Herren, My little birdies! It is a time to celebrate, to gather together those lucky, lucky, few destined for greatness. So all you who are blessed with the special masks, come you forth, present yourselves so we may gaze on you with jealous heart. Come on my pets, line up, line up.”

He summons the winners to the dance area and the band plays a fan fair. Two guards open the east door and a woman dressed as an Aztec priestess solemnly steps forward toward the party goers. She then leads the winners back through into a torch lit corridor. There is a growing sense of anticipation as the twelve special guests are led through the door toward the altar room.

Ominously, as the last winner passes through, the door is shut and heavies stand at the entrance. The compere continues the party.

“Now let the merriment recommence!”

12.00am midnight

Once the twelve chosen party-goers have left, the band crashes into a lively number and the dancing recommences, though many guests look toward the closed doorway with anticipation and jealousy.

The chosen guests gather in the altar room where candles and incense are already lit sending a heady stupefying perfume into the air. Each guest is given a tonic by the priestess as they enter. This

drink is drugged and renders guests stupefied and compliant.

Investigators taking the drink need to roll Constitution x3% or less on a d100 to avoid the full effects of the drink.

As soon as each guest is ready a drum beat is heard and Prenderville arrives in full Aztec priest costume beginning to intone a mystical chant. Any immediate giggling subsides as the seriousness of performance becomes blatant. A woman enters the room dressed in white. She drifts in a daze toward the altar. Behind her, Soames in partial Were-Jaguar transformation is dressed as an Aztec priest.

The audience assume this to be a very realistic mask, even though his arms and hands are also covered in fur. The combination of incense and the intoxicating drink removes any fear.

As Prenderville intones Aztec chants from an ancient book the girl is helped onto the altar. Soames steps forward and as Prenderville's chants increase in volume he calls out in a throaty feral voice,

“Great god of night, possessor of the sky and the earth! You by which we live! Hurry to our world, break through the incarcerating constellations so we might know thy glory. Oh Smoking Mirror receive, I pray, this gift so it might unlock the final bonds, so you may once more stride upon the world. Come to us, Oh Mountainheart!”

With this he draws out the sacrificial dagger and plunges it into her heart.

Any who witness this without being drugged suffers a stability check of 0/d4.

If Prenderville isn't there Soames carries out the ritual without him.



THE CATACLYSM COMMENCES

Half syllabled cacophonies issue forth dark utterances as blood-rain lashes down onto the beleaguered streets. Imperious buildings, in their austere Georgian grace, dissolve and fragment rising into the abysmal canopy overhead. A roiling vortex of rubble and foul dark smoke reaches up and at once, the south eastern quadrant of the museum is obliterated under a hideous column of dark matter plummeting from the heart of the infinite alien stars.

The ruins collapse into a morbid silence as phantoms of dust slowly settle.

Then, creeping from the rubble, Black amorphous spume rolls out, gathering into a dense awful cloud seething in its own infernal energy of buffeting gales and whip like wisps of nihilistic darkness. From within it's heart a fang encrusted maw emerges, then a vast feline face as the condensations of mist coagulate into an almost human form some twenty feet in height. With every stride black anti-matter breaks from its form before being dragged back into its horrific gravity. The dark jaguar god walks upon the earth.

Texcatlipoca is still weak but with every soul he takes, he gains strength. His greatest desire is currently worship and command over the city.

Stability Check: Power x ½% for 2d6+2/4d8+4

SEEING A GOD

The sight of a god walking the earth is so devastating to the human psyche that the witness must make a stability check of half power % or less.

If they score greater then they:

01%-50% go instantly insane losing 2d8+16 stability points permanently, or

51%-100% instantly lose consciousness and lose 2d4+8 stability points.

If they make their stability check, they lose 2d8+4 stability points but also gain 20% on their occult knowledge skill.

TEXCATLIPOCA: GODLIKE BEING

STR 40	CON 120	SIZ 25	INT 20
POW/MP 200	DEX 25	HP70	

Damage Bonus: +2d6

Weapons: Fists: 90% 2d6

Armour Points: 8

Dominium: The night sky, the night winds, hurricanes, the earth, enmity, discord, rulership, divination, temptation, sorcery, beauty, war.

Animal: Jaguar

Magic: Any magical effect is possible. He is the god of magic.

Weakness: He is currently unaware of events beyond a 200 foot range until he acquires more worshippers.

Stability check: Power x ½%

Stability Loss: Special. See **Seeing a God**

His godlike being exudes supernatural force palpable in the air about him.

The mere sight of Texcatlipoca may drive people to insanity or grovelling worship. His presence may lead some to wild passionate fury or violence, give rise to their most animal passions or exacerbate deep seated discord and hatred. Any character within fifty feet who fails their Stability Check will become lost to their animal passions.

Texcatlipoca assesses those worthy and feeds into their minds spells and enchantments to enable them to have control over others. In human form he can stand between six feet and 20 feet in height, a jet black jaguar headed muscular human whose fur or skin shimmers with ill defined wisps of curling mist. His eyes are glowing white orbs with no discernible pupils.

WHAT TEXCATLIPOCA DOES NEXT

If left unchallenged he uses powerful magic to transform into a driving wind and relocates at Westminster. He uses Soames or Prenderville as his ambassador and issues demands for sacrificial worship and submission for the whole country. If he is refused he dominates whole sections of the populace and sends them into a violent fury throughout London.

He is the god of war and all modern war machines are his delight. No earthly war device will do him harm. The only possible solution is to raise a rival god or being.

The Smoking Mirror

QUETZALCUATL: GODLIKE BEING

STR 50	CON120	SIZ 50	INT 30
POW/MP 350	DEX 20	HP120	

Dominium: The morning and evening stars, “The Lord of the Morning, knowledge, time, death and resurrection, the creator god.

At no point will Quetzalcuatl engage in or even acknowledge the existence of the investigators.

If the investigators summon Quetzalcuatl he immediately rises from the stone effigy in the America Room and passes out into the sky over the Museum as a vast ethereal feathered dragon, sinuous,limbless, it’s multicoloured feathers trailing colours illuminating the convulsing clouds.

As soon as Texcatlipoca is spotted or arrives, the two gods face each other in a titanic battle, where Quetzalcuatl coils and constricts about the jaguar god, spinning up beyond the clouds, through the boiling hurricane and beyond to the alien night’s sky. The hideous clouds contorted as they are dragged through the central vortex until a clear night sky remains overhead with thankfully familiar constellations.

If any investigator has been killed or driven permanently insane, Quetzalcuatl will resurrect them by way of gratitude for their bravery and cure them of their insanity, typically restoring 20+2d20 Stability Points.

If this is the case the investigator may have gained a strange ability or insight, or they may have heightened attributes in some way. They should also have a handicap they need to cope with.

Other beings

Bran the Blessed

Known as Albion by William Blake. Resides under The Tower of London. a Vast leviathan who is the personification of England.

Gog and Magog

Two vast giant elementals who reside in the Black Mountains of Wales.

Urulia

The elemental being under the lake at Fenworthy. This may combat Texcatlipoca, but will then seek to replace him.

STOPPING THE RITE

At any juncture throughout the evening the investigators have opportunities to halt proceedings.

- Before midnight.

The investigators may investigate the club itself. Behind the cloakroom is a concealed door leading into the corridor to the altar room to be used by Soames and Prenderville. They could explore the altar room undisturbed or lie in wait. Prenderville visits the room at 11.00pm to check everything is ready, then the priestess and two heavies dressed in Aztec outfits arrive at 11.30pm to prepare for the midnight ritual. The investigators could search the warehouse and find Braintree’s apartment. Here, they may find the stash of firearms in the upper warehouse. Until 10.55pm, Soames, Prenderville, the priestess and the sacrificial woman are in the apartment. The woman is already drugged. The priestess will not fight but Soames will aggressively fight the investigators while Braintree gets his revolver from his bedroom and will return three minutes into the fight.

There are two guards at the rear stairs of the clubhouse and two more guards in the warehouse. Braintree’s apartment is unguarded. The heavies in the club room firmly prevent any access, but the investigators may find alternative means of getting passed them.

- At the ritual.

The investigators could win tickets to get into the ritual. They may find some way to avoid drinking the drugged drink or resist its effects. They could sneak in via the cloak room shortly after the rest of the chosen party goers have gone through the door. They are then be faced with Soames, Prenderville and two heavies. The rest of those present are too scared to take part.

Other delaying tactics

Destroying the mirror, the sacrificial dagger or the effigy of Texcatlipoca delay matters by a day. If the effigy in the museum is destroyed, Prenderville activates the Mask of Texcatlipoca currently on display in the America Room.

Appendix: Oxford

APPENDIX

OXFORD

There is a possibility that the investigators make the 60 mile journey to Oxford. There, they could search Layton Fielding’s apartment, meet Gwen Treavers and possibly acquire spells and magic to help against the threat of Texcatlipoca.

FIELDING’S APARTMENT

Fielding’s flat is in Oxford where he holds a position in non European Ancient History and as a curator at the Pitt Rivers Museum.

By car, Oxford is just over 60 miles and takes approximately two hours.

Fielding’s flat is 287, South Park Road, Oxford in a three storey building. His flat is on the top floor.

Living Room.

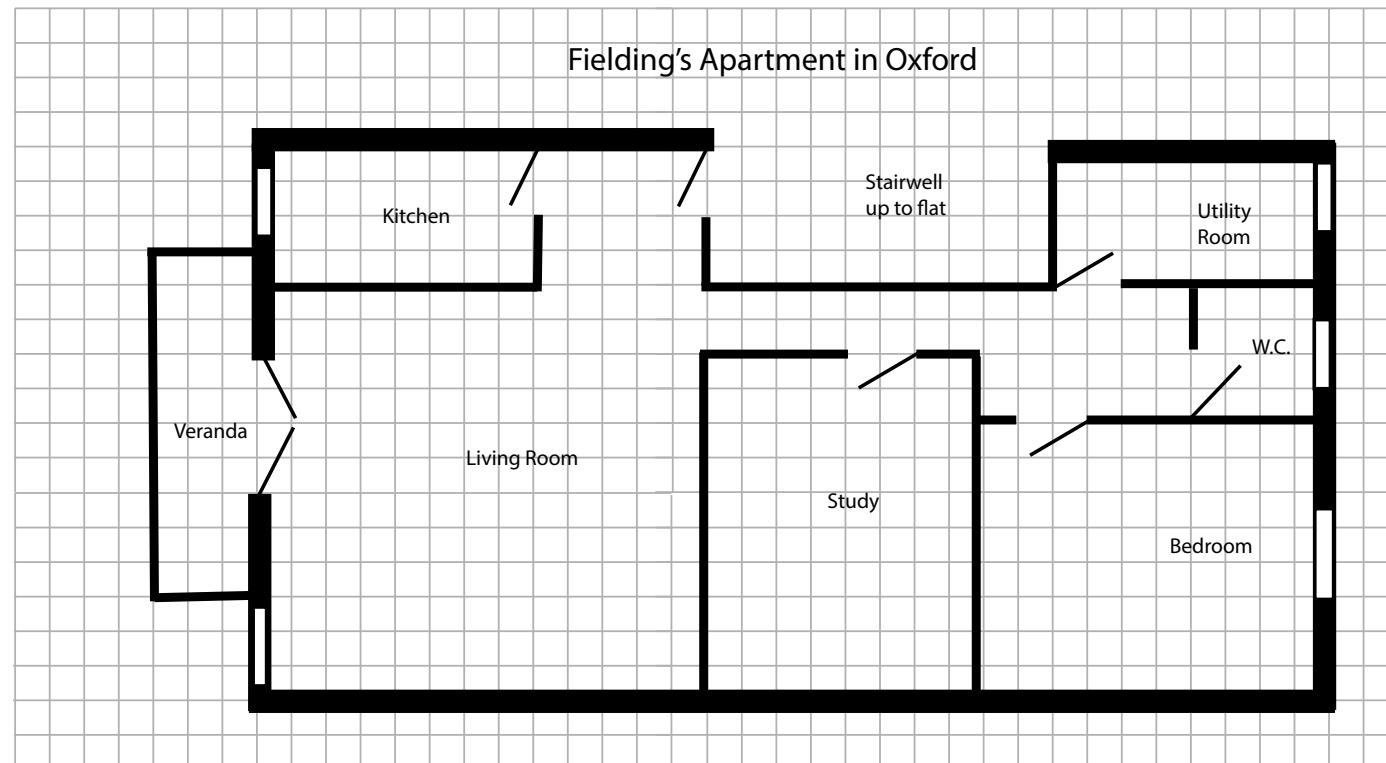
The door to the flat leads straight into the living room, a large room with double glass doors leading onto a veranda overlooking a park opposite the apartment building.

The living room has pink and white regency style wallpaper and a plain polished wood floor covered by a couple of rich Arabian rugs of some value. One wall has a fireplace in white painted wood. There is a small piano in one corner with piles of sheet music on top of it, a mix of classical and show tunes. A floor-to-ceiling book shelf is filled with a mixture of porcelain figurines and books. In the middle of the room is a three piece suite of a three seater sofa, and two padded comfy chairs. Between these is a coffee table. On the coffee table is a telegram which reads:

“SHIPMENT ARRIVED STOP TEXCATLIPOCA CONFIRMED STOP COME IMMEDIATELY STOP SOAMES”

Apart from the sheet music this room is tidy. A door leads into a small kitchen area and a corridor heads into the rest of the flat.

The Smoking Mirror



The Kitchen

A compact room containing cupboards for crockery and utensils. The latest modern convenience, a refrigerator has got food and drink in it. The type of food shows that Fielding does not regularly cook for himself and his tastes are expensive. There is a supply of expensive wines and spirits in here.

The Study

This room is only lit by two wall lights on one wall and a standard lamp on top of a book case. There is a desk and a number of floor-to-ceiling book cases predominantly containing books on geography, history, art and religion. Sitting among the books are genuine artefacts from many parts of the world.

Although there is evidence of pens in the drawers, Fielding has typewriter on his desk. A brown narrow drawered filing cupboard holds reams of papers of various types. Thick card boxes are labelled with hand written titles concerning his researches and studies into archaeological practice as well as clippings from newspapers and journals concerning the most up to date finds. Another series of storage boxes contain essays from students he is mentoring.

The study takes a long time to search through and the investigators need to use their common sense

to find anything of value. Use Alert checks and research checks to resolve questions.

Pertinent information in the study

Letters and documents appear at the back of the adventure for easy copying as handouts.

Fielding has copies of works by Carl Jung and has meticulously marked passages which refer to a great super-conscious global state.

- In one of Jung's books is a hand written letter from the author. It responds to Fielding's enquiry about possible trans global entities in the ancient past.
- There is a letter from Soames still on the desk opened with a paper knife. It refers to the forthcoming arrival of artefacts from Honduras.
- A blank piece of paper in the type writer has faint indentations of the last letter Fielding typed. It can be made legible with graphite dust.

Fielding has gathered together accounts of occult practices, especially concerning earth spirits and satanic worship. He notes in one annotation with obvious fear that these testaments are all too real and not to be taken lightly. The accounts come

Appendix: Oxford

from round the world including evidence from 17th century witch trials, more recent testimonies in eastern Europe and Germany of dark rituals stemming from a Prague based occult organization dating from the 18th century called the "Order of Enlightenment"

There is a large section concerning Constantinople and the Xavians and their belief that beneath the streets is a gateway to hell. The events of the Great War, he believes, have shaken up a great psychic trauma which has awoken something primaeval from the Earth's past.

There is a section on English folklore concerning everything from fairies under hills to dragons and giants coming out of the caves. Here, he also includes the stories of Arthur sleeping under the hills waiting for a time when he should return to aid Albion.

Finally he has recently been studying Mezzo-American, Sumerian and Egyptian scripts and is studiously noting similarities between them, His notes are made with growing anxiety as he is aware that all these ancient cultures are being exposed and excavated, and in line with the Great War and the obsessions of the Xavians, he genuinely fears what form of ancient being may arise.

He begins to question his sanity at this point and mentions one of his students, Soames and the new consignment of artefacts from Honduras. He also mentions with growing trepidation his feelings on entering the Pitt Rivers Museum.

The Other Rooms

The other rooms in Fielding's apartment indicate a bachelor of well disciplined ways with a reasonable amount of money. There are no further clues here.

THE PITT RIVERS MUSEUM

Speaking with Gwen Treavers

Treavers is a serious minded woman in her forties. At first she is evasive if asked about Fielding considering it to be a private matter. She will only talk if the investigators provide some evidence that they are working for the police on a serious investigation, or working with the British Museum.

If they meet her after Fielding's death, she is devastated, pale and shaken. She offers all the help she can.

She knows the following:

Lambert Fielding was studying earth deities and spirits from round the world and drawing comparisons to write a paper. He was exploring the possibility that a) there may have been a root belief system that tied all modern faiths together and b) that these faiths had foundations in genuine godlike beings encountered by early humans. She finds the second notion incredulous and had advised him from exploring such nonsense.

Fielding was becoming more unstable and stressed. He was distracted from his University duties and expressed to her that he was genuinely frightened of going into the museum, especially alone and in the evening as he felt the many collected religious artefacts to be dangerous. He said putting all these objects in one room under one roof would bring unknown consequences. He appeared genuinely scared of the superstitious fear of spirits housed within the many objects gathered from around the world.

She understood he had gone to London by train to visit the British Museum and had assumed it had something to do with a meeting with Basil Prenderville.

She has not heard of Tristram Soames but is aware of the new city discovered in Honduras.

Artefacts in the Pitt Rivers

Without the aid of Treavers, these items may only be discovered using a **Research** or **Occult Knowledge** check. Check every 30 minutes per character.

- **A sacrificial dagger.** Similar to the dagger being used by Soames, this dagger can draw Magical energy from the victim and holds up to 20 Magic Points. It currently holds 10.
- **A life Stone.** Similar to the life stone in Prenverville's office. It is charged using a Combine Spell and holds up to 40 Magic Points.
- **Warding Rattle.** The sound of this rattle causes all supernatural beings of spirits within a 30 feet radius to make a Power check x ½% or flee the area. This includes Soames.
- **The Picatrix.** See books in the British Library on page 38 for details. A scan through the book using an Occult Knowledge check reveals a number of spells and enchantments possibly useful for the investigators.

THE BACKSTORY

The discovery of a new ruined city in the depths of the Honduras jungle has come as a surprise to the learned community specializing in Mezzo-American culture. They believed they had discovered all; the translation of hieroglyphics which adorned the temple walls of the Incas had at last been deciphered, enigmatic Aztec gods named, their characters described. Cyclopean ziggurats enshrouded in the all-consuming jungle had been mapped and studied. Their discoveries transformed the world view of these mysterious civilizations and it was with growing unease and morbid fascination that they pieced together the blood drenched practices of these ancient and terrifying people.

So it was that the discovery of a new city, perhaps a new civilization came with both eager anticipation and a vague sense of trepidation.

The city went by two names, The Pale City and the City of the Monkey God. Archaeologist adventurers from Germany, America and England had all taken the treacherous journey into the depths of jungle to see for themselves what was to be discovered.

One of the first and most enigmatic finds was a huge stone carving. The effigy was believed to be a monkey clad as a priest. Such was its auspicious scale that the first witness to its vine enshrouded form believed it must have been their main deity, a completely new and unknown god to add to the lexicon.

Parties from all three countries continued to make new discoveries, sending back reports and photographs to the various places of study. This was a time when new discoveries were changing the picture of the antique world; Howard Carter had at last found the entrance to the tomb of Tutankhamen, perhaps the only royal tomb of the Pharaohs to have survived plundering from thieves. Elsewhere the ancient city of Ur was being slowly plotted and excavated and even as Carter was clearing the stone doorway of the pharaoh, they were excavating the tomb of a Priestess in the deserts of Mesopotamia.

It was a time when much that was buried was being unearthed and scrutinized, much that was perhaps best left deep beneath the blistering sands or wrapped in the clinging vines of the tropical forests. There are some who saw something other than academic curiosity in these discoveries.

From times reaching back into unrecorded history

enclaves had studied the blasphemous epistles, tomes and fragments of ephemera from the fallen states of ancient Empires. These occult groups gathered in secret and pieced together truths which drove some to madness, others to secluded cloisters of monastic solitude. At times their heresies were discovered and the authorities of the church, the Inquisition, and the hunters of witches rooted them out, exposed their deplorable ways and executed them en masse. Yet despite this these groups hung on, burying themselves even deeper in the underbelly of the great cities of Europe.

So in these times, when the nation is shaken out of its Empirical complacency by the most devastating conflicts in human history, these groups are slowly rising from the ashes of madness and growing in strength.

The oldest is an order in Constantinople, The Xavians, who claim to have found clues to the deep caverns where the mythical Zeus, or Ze-uss, sent the great Titans down into Tartarus. They believe the time is soon upon the world when the Titans will rise once more, that the Great War was a sign of things to come, and they are eager to placate these returning powers.

A spawn of the Xavians is the Urulian Society in Great Britain. They believe these Titans are already present on the earth, buried beneath the hills and not just beneath the crooked streets of Constantinople, sometimes imprisoned by the protective temples placed over their vast burial chambers. Further, they believe that the greatest Titan, the embodiment of the earth, Urulia is growing restless. With the discovery of the ancient ways of worshipping him through these archaeological discoveries, the time is ripe to prepare for his awakening. Each discovery has brought with it convincing proof that they are right, the tomb of the Priestess at Ur is already proving fruitful, the artefacts of the Pale City are more than convincing. They know that in a secluded valley in the heart of Dartmoor there is a great restless power and they wait with anticipation the contents of the Pharaoh's tomb.

A further group has been quietly forming in the last ten years from the settled heart of England. The Order of Hermes is led by the charismatic and powerful young leader, Aliaster Crowley. He is evolving theories that break new frontiers from the Victorian fascination with the frail wall between life and death. Crowley is currently abroad on a

personal study of the world's religions, believing that they each carry clues to a greater hidden truth, which must only be united by one who has a deep and personal knowledge of them all. Fundamentally however, he has already come to the inescapable conclusion that the one truth does not lie with the Christian world view. He believes this view to be the one great lie, a cloak of false controlling beatitudes, genuflections and rituals which hide, rather than reveal the truth. He is coming to the conclusion that it is with man's own nature, and guiltlessly following of that nature that the truth is revealed. First be amorally true to oneself and act on it, then the cloak of illusion shall be lifted and mankind will be free.

With the growing intensity of the cults of Urulia and the Xavians, he has become obsessed to discover whether the global psychic trauma of the Great War has at last shaken mankind from their complacency. This is the dawning of a new world and perhaps these Titans are the true powers.

The Fenworthy Incident

One of the key members of The Urulian Society was Gerald Hadwick. He was not what he appeared. His mother was Lydia Rasthorne. She had been a member of the Xaviens in the 1840s and needed to escape from Constantinople quickly after mounting a failed bid for the leadership of that group. Fearing for her life, she latched onto an English lord, William Rasthorne of Fenworthy Grange, and married him. Back at Fenworthy she discovered that an aspect of Urulia lay in the valley of Fenworthy and she set about plans to awaken him. Her husband became an obstacle to this so she had him killed while he was abroad in Constantinople. Her plot was discovered and she was executed in the Exeter assizes for the murder of her husband, but even as her neck snapped in the hangman's noose her spirit was captured inside a manikin by her faithful servant. Lydia left her son to be raised by Rasthorne's relatives, but she also left him a legacy of spells and arcane knowledge. He studied hard and learned the secrets of rejuvenation. Over 70 years after his mother's death he still looked 30 years of age. He took up a position in Fenworthy as a Rector and planned to resurrect his dead mother, who had the power to raise Urulia. He needed to find the doll and perform a spell to transfer her spirit into the body of a living victim. In turn the victim's soul would replace hers in the doll.



His plan was finally foiled by the investigations of a group of resourceful visitors from London. Before being caught, Hadwick had diverted a shipment of artefacts from Honduras. He believed that one of the effigies represented Urulia under the ancient name of Enki. He hoped that if it still contained power, he could use it as a gift for his mother once she had returned.

The Smoking Mirror

TEXCATLIPOCA

Texcatlipoca is the god of providence, the darkness and the invisible, magic and divination, lord of the night, god of the earth and of the sky. He is a god of creation under the name of Ipalnemoani, “He by whom we live.” He has multiple identities, Necocyaotl (“Enemy of Both Sides”), Tloque Nahuaque (“Lord of the Near and Far”) and Yohualli Ehecatl (Night Wind), Ome acatl (“Two Reed”) and Ilhuicahua Tlalticpaque (“Possessor of the Sky and Earth”).

Texcatlipoca takes the form of the Jaguar and was honoured once a year with the sacrifice of a young man. This man was chosen during the previous year’s ceremony. Throughout the year he lived like the embodiment of the god. He would marry four young women, and spent his last week singing, feasting and dancing.

During the feast, where he was worshipped as the deity he personified, he climbed the stairs to the top of the temple on his own, where the priests seized him, a time in which he proceeded to symbolically crush “one by one the clay flutes on which he had played in his brief moment of glory,” and then was sacrificed, his body being eaten later and his heart placed before the god. Immediately after he died a new victim for the next year’s ceremony was chosen.

The priest warriors of this god were said to acquire the attributes of the jaguar, some say even transform into them. In this form they made perfect assassins and hunters.



Appendix: Rules

RULES

For rules of play and detailed descriptions of what the terms mean on the character sheets, the players may download a free version of the GORE system from www.rpgnow.com produced by Goblinoid Games.

Challenges

Any time a character attempts to do something they either use one of their attributes, such as strength or intelligence, or they use a learned skill.

Attribute Challenges

For an attribute challenge, the Game Master allocates a difficulty level for the challenge then the player roles a d100 and needs to get that skill check or less to succeed.

For example, Sidney needs to push through a stuck door. The GM thinks the door is of moderate challenge so Sydney needs to role her Strength attribute x4% on a d100 or less. Sydney has 10 strength so needs to role 40% or less.

The GM may add or subtract modifiers based on what the player tries to do or other circumstances.

DIFFICULTY OF CHALLENGE	
Easy	Att x 5%
Moderate	Att x 4%
Hard	Att x 3%
Tough	Att x 2%
Heroic	Att x 1%
Almost impossible	1/2 Att %

Learned Skills

Some skills are learnable and can improve with experience. The learned skills on the character sheet are marked with percentages which indicate the character’s current skill level.

The player needs to role the current skill percentage or less on a d100 to succeed in the skill. The GM is free to add any modifiers to the chance.

Improving Skills

Any time a skill has been successfully used, the player makes a mark in pencil against that skill. At the end of the game session they get a chance to see if the character has learned something new.

They role a d100. If the result is OVER the current skill percentage for that skill, they may role a d10. The result is added to the current skill percentage. When casting spells for the first time, the spell has a skill Improvement number which is added immediately to the skill score for Occult Knowledge.

CHARACTER ATTRIBUTES		
ATTRIBUTE	DICE USED	DESCRIPTION
Strength (Str)	3d6	Brute force and muscle power.
Constitution (Con)	3d6	Physical health and toughness, Stamina and Resistance to illness.
Dexterity (Dex)	3d6	Agility and coordination.
Intelligence (Int)	3d6	Ability to solve problems, calculate and memorise.
Power (Pow)	3d6	Force of will and life force.
Charisma (Cha)	3d6	Allure, appeal and attractiveness.
Size (Siz)	Half (Con + Str)	The physical size of a character.
Stability (Sta)	Pow x 5 %	The current sanity or mental stability of a character.
Perception (Per)	Half (Int + Pow) x 5%	Perception and ability to spot clues.
Influence (Inf)	Cha x 5%	The character’s ability to convince others.
Health points (Hp)	Half (Con + Str)	How much damage a character can sustain before falling unconscious or dying.

The Smoking Mirror

STABILITY AND HORROR

A character's current stability is measured using Stability Points and indicates their mental state. A character with 70 stability points is strong willed and very confident, a character with 30 stability points is unstable and less able to cope with dreadful encounters.

Resolving A Horrific Encounter

The two statistics used when faced with a dreadful experience are:

- **Power**, which represents their ability to cope with shocks.
- **Stability points**, which indicate their current stability.

CALCULATING FEAR EFFECTS

1. Find the **Fear Rating** on table 1 adjusted by the character's current stability points calculated from Table 2 and other modifiers the Game Master sees fit.
2. Multiply the character's power score by the resultant Fear Rating and find the percentage to be rolled.
3. If the d100 roll is equal to, or lower than, the percentage they have resisted the worse effects of the encounter.
3. To calculate the effects of the encounter;
 - If the character resists the experience then they lose the Stability Points indicated to the left of the / on the Fear Rating table.
 - If they succumb to the effects they suffer the loss of Stability as indicated to the right of the /.

Table 1 FEAR RATING		
Fear Rating	Fear check	Stability loss
Type 1: Mild	Power x 5%	0/1d4
Type 2: Uneasy	Power x 4%	1/1d6+1
Type 3: Strong	Power x 3%	2/2d4+1
Type 4: Powerful	Power x 2%	1d4+1/2d6+1
Type 5: Horrific	Power	2d4+1/2d6+2
Type 6: Terrifying	½ Power	2d6+2/4d8+4

Table 2 EFFECTS FROM CURRENT STABILITY POINTS	
Current Stability Points	Effects
0 - 20 Insane	+3 Fear rating
21 - 30 Unstable	+2 Fear rating
31 - 45 Nervous	+1 Fear rating
46 - 60 Level headed	No effects
61 - 75 Strong willed	-1 Fear rating
76 - 100 Fearless	-2 Fear rating

Fear Rating Examples.

Type 1: Mild

- Seeing an animal corpse which has been violently killed.
- Finding evidence of what is believed to be a supernatural event or being, including in a book.

Type 2: Uneasy

- Witness madness or violent rage in others.
- Finding a violently killed corpse or body part.
- Witness a violent death.
- Witness a low level supernatural presence.

Type 3: Strong

- Witness the violent death of a friend or ally.
- Witness a medium level supernatural being or event.

Type 4: Powerful

- A direct confrontation with a supernatural being or event.
- Evidence of demonic or abominable activity.
- Believe to be attacked or hunted by supernatural beings.

Type 5: Horrific

- Witness a powerful supernatural being or minor demon.
- Experience torture.

Type 6: Terrifying

- Direct encounter with a major supernatural being, Major Demon or Angelic being.

Appendix: Stability & Horror

Example:

Richard Carlton has a current stability of 36. Consulting the stability table he is in a nervous state. This adds one to the fear rating of the next encounter.

Richard encounters a pair of fiendish hell hounds with lurid glowing eyes and glistening writhing black fur which appear to glow with their own unnatural light. This is classed as a powerful type 4 encounter, but he is already unsteady, sending it into a horrific type 5 encounter!

Richard's player multiplies his power by 2. He only has 10 power score so he must role 20% or less to avoid the worst aspects of the encounter.

The player rolls the percentage dice and gets 18%. Amazingly, Richard stays cool but still loses 2d4+1 stability points from the type 5 event.

If there is more than one Horrific Encounter in the situation such as a badly mutilated body and a demonic presence hovering over the corpse, generally the Game Master chooses the worse of the two only.

EFFECTS OF FEAR

If a character suffers more than their power score in stability loss they will flee in terror for the amount of rounds equal to their constitution.

If they are unable to flee they will cower in a corner as a gibbering wreck and continue to lose Stability Points at the same rate until the horrific event has passed or they are reduced to below 20 stability points, at which point they are insane.

REGAINING STABILITY POINTS.

Characters may be able to regain their stability either by overcoming the horror before them, or seeking spiritual guidance.

- If the investigators resolve, or defeat, the horrific encounter they regain Stability Points using the dice for the **worse** affects of the encounter (to the right of the /). The result is added onto their stability points. Not all encounters can be resolved.

- The character could restore their stability through the help of a priest or councillor. They need to refrain from any threatening activity while regaining confidence and will gain three Stability Points per week.

Unless under exceptional circumstance the character's stability points will not exceed their initial stability score (Power x 5).

GAINING OCCULT KNOWLEDGE SKILLS FROM READING BOOKS AND LOSING STABILITY.

Each time a character reads a book containing occult lore:

1. On completion of the book, the player rolls a d100.
2. If the result is OVER the character's current Occult Knowledge Skill, they have learnt something knew.
3. Even if the character fails the check they still gain some knowledge. The knowledge gained for each book is written with two numbers divided by a /. The number before the / is the knowledge gained if the check failed. The number after the / is the gained knowledge if the check succeeded.
4. Next the character loses some stability from the unnerving contents they have just understood. This is handled in a similar way to all Stability checks.
5. The character makes a Stability Check by rolling against the the Fear Type (see appendix on Rules for details).
6. If they make their Stability Check they lose the number of Stability Points to the left of the /. If they fail they lose the number to the right of the /.

The Smoking Mirror

CASTING SPELLS

This adventure could be resolved without the use of spells however if the players are daring and adventurous and willing to pay the price with their sanity, they could counter the devastating plot hatched by Prenderville and Soames with spells.

Casting spells costs Stability Points, and Magic Points, but will usually give the character Occult Knowledge as well.

Ordinarily casting spells requires too much study to be possible within the time frame of the events. This should be ignored for the purpose of this story.

Magic Points

Casting a spell requires the expenditure of Magic Points. A character's Magic Points are the same number as their Power score and are latent in all humans. If a character's Magic Points are reduced to 0, they lose consciousness.

Regaining Magic Points

A character regains their Magic Points over a 24 hours period without need to rest.

If it has only been twelve hours since the last casting then they have regained half the spent points.

Gaining additional temporary Magic Points.

There are a number of methods of building Magic Point potential.

- Using a magic device, such as a *Life Stone*. This is a device which acts as a battery, storing potential Magic Power. A typical stone holds 30 Magic Points and one currently resides in the Pitt Rivers Museum and another in Prenderville's office.
- A lead caster can use the spell *Combine* to draw Magic Points from other participants. They can be willing or unwilling and do not need to be casters themselves. Though *Combine* costs Magic points to cast, it opens the caster to a much larger pool of Magic Points.

- Sacrifice. This very much depends on the type of magic being called, or the deity being summoned. It could be animal sacrifice, some kind of material wealth, a specific item or indeed in the worst cases, human sacrifice. Animal or human sacrifice will provide Magic Points equal to three times the victim's full magic points. In this scenario, Soames uses a sacrificial knife to release Texcatlipoca from his otherworldly incarceration. He takes the additional energy from human sacrifice and also draws energy from the audience.

Stability Points and Spells

Spells warp reality and whether the character is casting the spell or witnessing its effect, it costs some Stability Points.

To resist the worst effects of stability loss, the caster or witnesses must roll their *occult knowledge* skill or less on a d100, otherwise they suffer the full effects of the stability loss indicated in the spell descriptions.

Gaining Occult Knowledge through Spells

Each time a caster uses a spell for the first time they gain occult knowledge immediately.

On subsequent occasions they need to role over their an *occult knowledge* score on a d100 to find out if they learnt anything further. If they succeed then they learn the Occult Knowledge for that spell again.

If they cast the spell for more than five times with no further learn Occult Knowledge, then they will never learn anything new from casting the spell.

Appendix: Rules

SPELLS

Below is a list of spells available in this adventure.

COMBINE

Cast Cost: 6MP

Casting Time: 2 minutes

Stability Check: Occult Knowledge Check +20% or less on a d100

Casting Stability Cost: 1d4 (First use only)

Witness/ Subject Stability Cost: 1d4 (First time only)

Occult Knowledge: 4

Description: The caster drawings the Magical Points from selected characters within the range of 20 feet.

The caster can select as many four subjects plus one subject for each extra 1MP expended. The caster can then pool the magical energy of the participants directly into another spell as long as the participants stay within range.

Alternatively they can pool the gathered Magic Points into a Life Stone for later use. In this case they can draw their own Magic Points into the stone as well. This often takes on the form of willing participants in a ritual spell.

Any participants whose Magic Points are reduced to 0 lose consciousness.

DIVINATION

Cast Cost: 15MP

Casting Time: 30 minutes

Stability Check: Occult Knowledge Check +20% or less on a d100

Casting Stability Cost: 2/2d4+1

Witness Stability Cost 1/d4

Occult Knowledge: 6

Description: The caster uses a device to explore areas of knowledge beyond their immediate experience. A typical device is a crystal ball, or a mirror. These devices must be specially prepared and be of superior quality.

- They could use the device to witness events at a distance.

- They could penetrate the Veil and ask questions from spirits and other beings, including those who have died. These spirits have access to the vast well of knowledge of all who have gone before.

REVERSE TIME

Cast Cost: 15MP + 2MP per 6 hours

Casting Time: 3d6 +10 minutes

Stability Check: Occult Knowledge Check or less on a d100.

Casting Stability Cost: Special

Witness Stability Cost: Special

Occult Knowledge: 10

Description: Reverse time will only function with a special stone calender, a **Tonalpohualli**.

The caster stands before the calender intoning the spell then must use the device to literally dial time back. The further back in time the dial is turned, the more Magic Points are expended.

The area of effect which is taken back in time is an area measuring no more than 600ft² facing the dial and including the dial, such as a room measuring 20ft x 30ft.

Anyone within the area will see the world reversing. Anyone outside the area will be oblivious of any change but may see the participants suddenly appear from nowhere in the room. Anything entering or leave the area will appear as fast moving ghosts moving backwards, walking through the characters, though they will have no awareness of the time travellers. This could include the characters themselves if they have already visited the area.

To an extent the caster using the dial can stop the time reversal at any moment, though there will be some inertial lag.

Time travel and stability

The further back in time the greater the risk to stability. Use the following rules.

The caster's Stability Cost is **2d4+2/2d6+4** for the intial casting. The caster can time travel backwards up to twelve hours with no further stability loss.

The Smoking Mirror

After that, for each 12 hours travelled back add **2d4** to the cost irrespective of whether the caster made their Occult Knowledge check.

For those who travel with the caster. Their initial Stability Cost is **1d4+2/2d6+2**. They then follow the same rules as the caster for stability loss due to the journey.

Going back in time and gameplay

- **What if the characters get split up?**
It is possible that some of the players are affected by the Reverse Time spell and others are not. Those who go back in time replace the existence of their previous selves. This means they vanish from the point that their future selves arrive.
The GM is free to have this event witnessed or not by the other player characters. If so, they must make a Stability Check at Power x 3% for a cost of 1/1d6+1.
It is important that the GM monitors the knowledge of the characters who did not get effected by the spell. The common sense thing to do is have the time travelling characters debrief the others on events.
- **What if the characters go back to before the start of the game time frame?**
The further back in time the characters travel the more stability is lost. This ensures they do not go too far back.
It is still possible that the characters could go three or four days back in time. Soames' diary is a good indicator of where the other characters are before the game time frame starts. Remember if characters commit acts against the law, they will be sought after by the police.



Handouts: Diary of Tristram Soames

The Diary of Tristram Soames

Wednesday 8th August 1923

Basil took me aside at the Thoreaux Cuneiform lecture today. May be something to change my fortune. I don't believe I have ever seen him so excited. Saw Fielding briefly.

Saturday 11th August

Invited by Monica to the Sly Fox yesterday. Dame Fortune is smiling on me. Not only has word spread of the find in Honduras but I have gained entry into the inner sanctum of the few. I believe the discovery of the city may be what Basil was on about. If so then he will have need of my services.

Tuesday 14th August.

Almost fell foul of the gay old time on Saturday at the Sly Fox, which turned into Sunday! Time really didn't matter. It was all one great and glorious pantomime with everyone being deliciously NOT themselves. The music was not to my taste but by the end of the do I had become a convert to that demon they call jazz! An American band no less! What next but dancing wildly with abandon...I would advocate wild dancing and copious alcohol as the cure for all depressions. It was one great perfumed feast, a sophisticate's orgy of desires fulfilled. I'm afraid I bowed out by the early hours while it was still dark and for the first time in my life was still awake to see the dawn! Sunday was written off.

So to work on Monday, still staggering and barely able. But God it was worth it! My thoughts keep lingering on that fox, Jinx Farrington. She has those eyes one could get lost in. She was a Femme Fatale, a smile and you will be hers and when she has dallied with you she will discard you like yesterday's news. But I can't get rid of her divine face.

It was announced. A consignment was on its way from Portsmouth of certain artefacts from Honduras, likely to originate from an outpost of the Waztec Empire. I am in charge of recording any glyphs and deciphering where that is possible. I am hoping it won't be. How glorious to discover a whole new language!

Thursday 16th August

There was a delay in the arrival of the shipment. I spent my time boning up on the existing translations of that region. Their gods leave much to be desired. What savage and terrifying times they must have lived in with blood sacrifices and the enemy warriors being ceremonially flayed alive...they considered that an honour! And to top it all the priest would then wear the skin of the poor victim. At least the Jesuits only eat wafers of bread to represent the flesh of God.

The Smoking Mirror

Sunday 18th August

I found out this weekend that Jinx Farrington has been taken off somewhere by her brother, to cure her of her ways so I understand. I feel somehow depressed by this. She will be forever my unreachable ideal of dangerous womanhood.

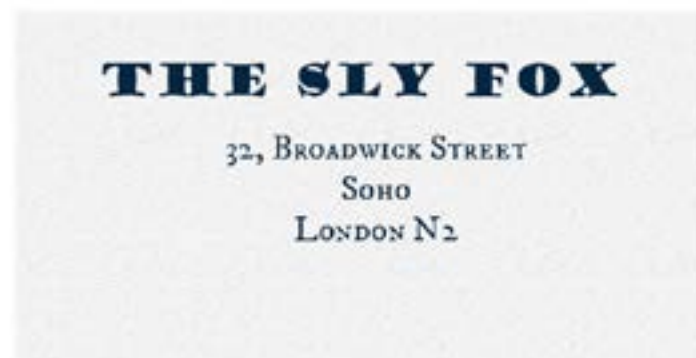
It appears as though one of the crates has been mislaid! Basil is furious and spent the last couple of days in a thunderous mood.

We are not to touch the other crates until Basil has opened them in front of Lord Hutchens and the Board of the museum. That is to take place on Wednesday this week. More delays.

Saturday 24th August

I have given up all hope. Been invited to a bash at the Fox but Jinx will not be there and almost feel like not going. Still connections with the in crowd are hard to come by and I shan't be asked again unless I make a show.

On the other front, I have been given access to see the finds, but it is all very mum. Apparently there's international interest. Apparently the find is a complete city, the City of the Monkey God no less. I saw the photographs which came with the records. The jungle had not treated these finds kindly but my god! These will change everything. And I am there beating the new path! That image of the primitive God will be the new image of the Mesoamerican world. There is something quite terrifying about it. Those who bowed before it must truly have lived in daily fear!



Handouts: Fielding's Letters

Letter From Fielding's Study: Letter from Carl Jung to Fielding

Dear Prof. Fielding

First let me say how gratifying it is to receive a letter from you. I have followed your studies and your published works for some time and find a curious resonance in your conclusions. I believe you to be on the right track.

It is the arrogant disease of our time that we have been so enamoured of the intellectual pursuance of knowledge that we have failed to maintain our emotional and spiritual intelligence to the point where we consider these qualities the signs of a lesser man.

As your letter focused so rightly on the spiritual cohesion of our planet I will focus on this.

You asked my views on a single super-conscious entity manifest through the unifying myths of past beliefs. I would like to reply to you that it is only with full intellectual vigour and scientific methodology that such certainties may be concluded. I state this with the caveat that our scientific minds are limiting factors in the process of full understanding.

There are so many examples which lead to this conclusion where disparate cultures demonstrate almost identical symbolism, but this may have many causes. We are all humans sharing like experiences, fears and drives. Our responses to the world therefore must be similar. It is likely according to latest archaeological discovery that we also were once a single tribe of beings. Our cultural roots and therefore our use of symbolism must also therefore share a common root.

Be assured that your investigations into the beliefs of the past and their remarkable similarities will bare fruit if you persevere. Remember we are all pioneers and trust in your own instincts.

"Every thing possible to be believ'd is an image of truth."

With much respect

C. Jung

The Smoking Mirror

Letter From Fielding's Study:
Letter from Tristram Soames to Fielding

Dear Professor Fielding,

No doubt you will be aware of the great new discovery in Honduras.

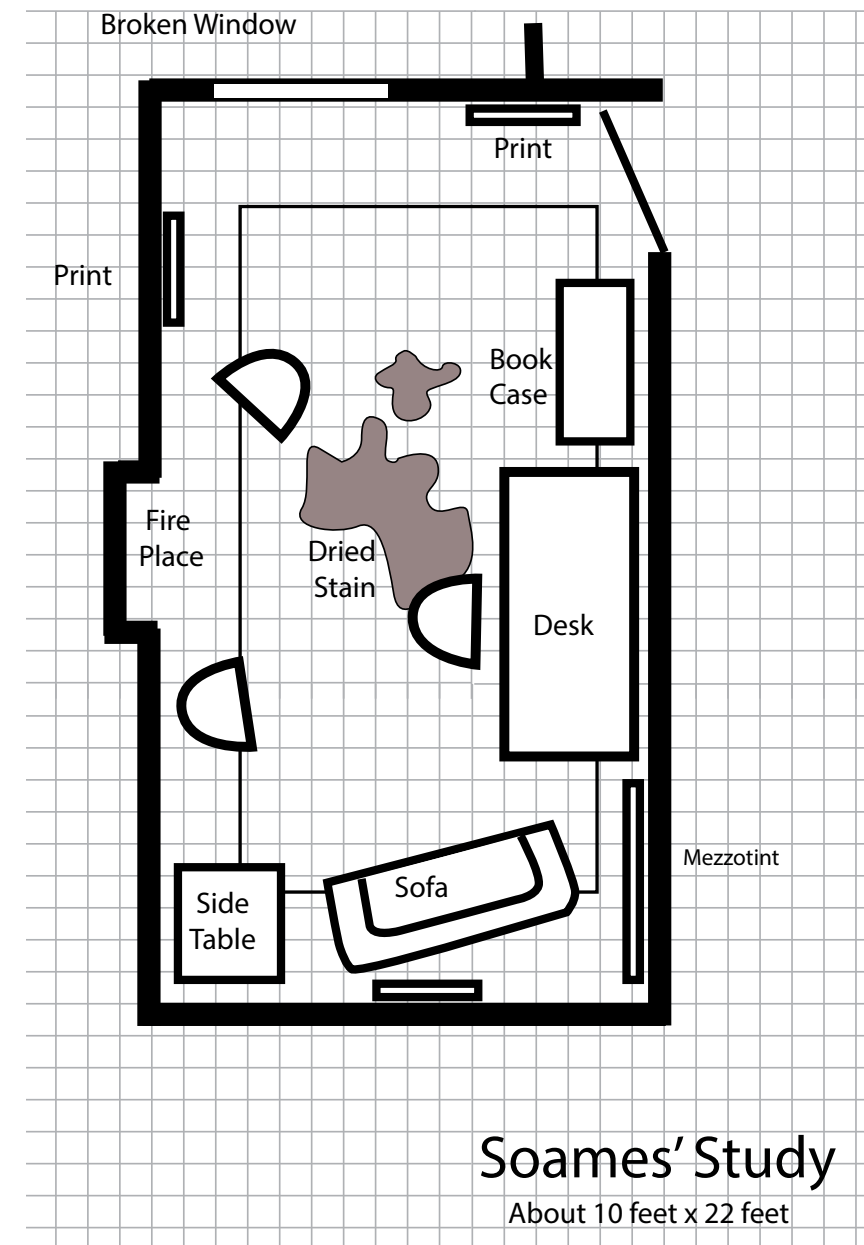
Already the myth outraces the truth and it has been called the City of the Monkey God, after a man in the field mis-identified a figure. In truth I have come to the conclusion that it is the Jaguar god, Tescatlipoca no less. Prf Clayton agrees with me on this one. We prefer to call it the Pale City, "Ciudad Pálido" as the photographs we have seen show such bleached white walls on the surviving structures.

You will be delighted to know that artefacts will be in the British Museum shortly including a huge head of a bearded figure unlike anything yet discovered in the region. This may be an earth god of some unknown origin and of course you know that Tescatlipoca governed the earth also.

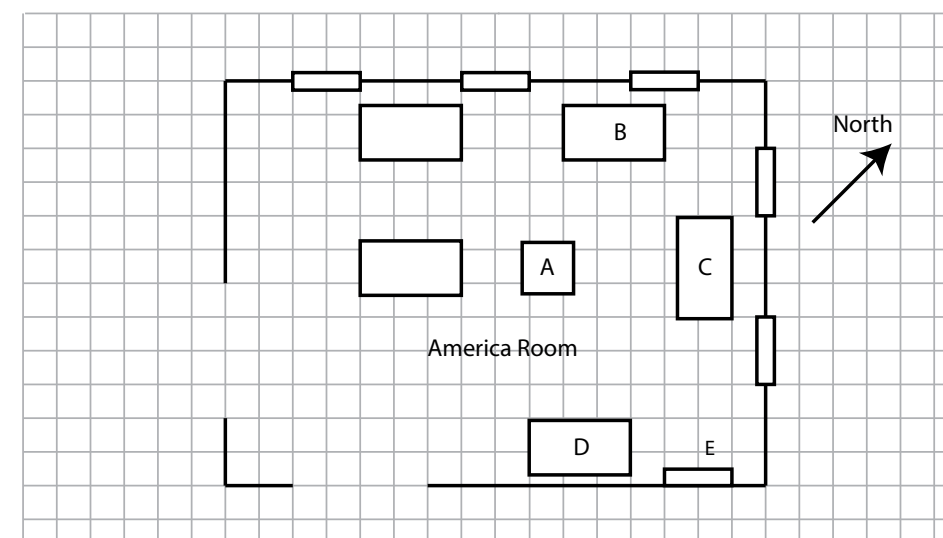
I would sincerely appreciate your advice on the matter when the artefacts arrive. Clayton has promised a prominent role in the study so this may be the making of me. He is willing to allow you early access for study as you know he values your great knowledge and experience as do I.

Yours T.S.

Handouts: Maps

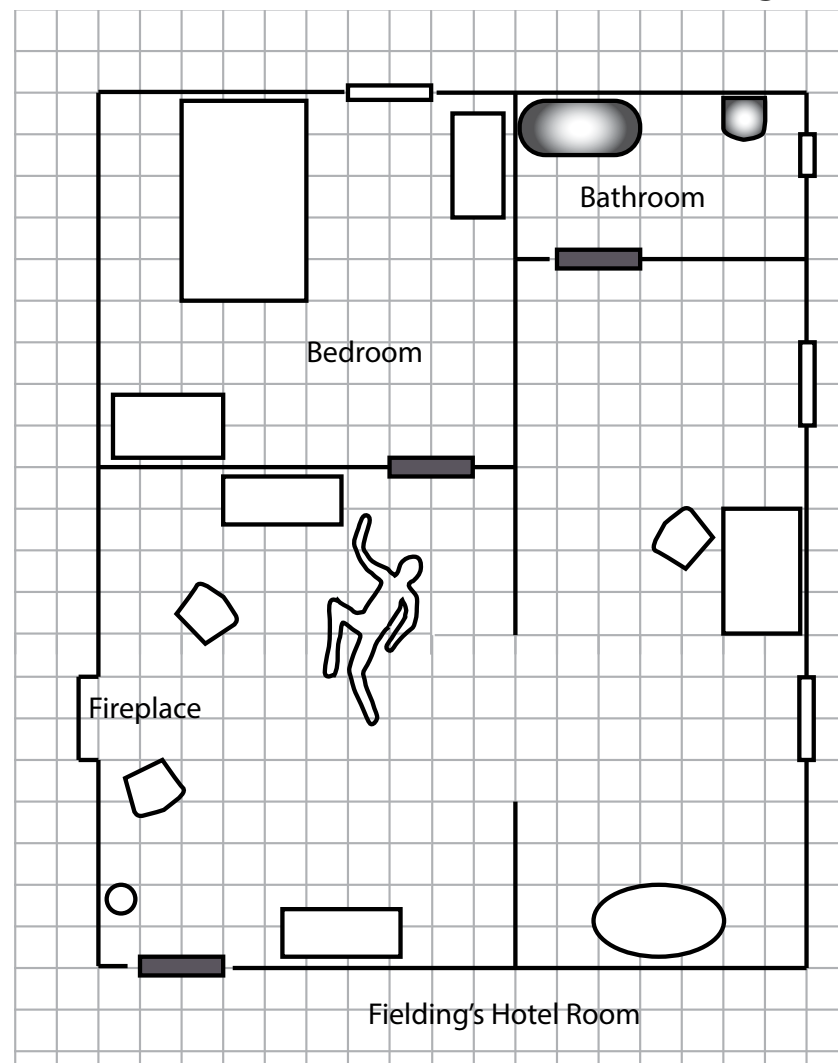


Soames' Study: Coptic Street

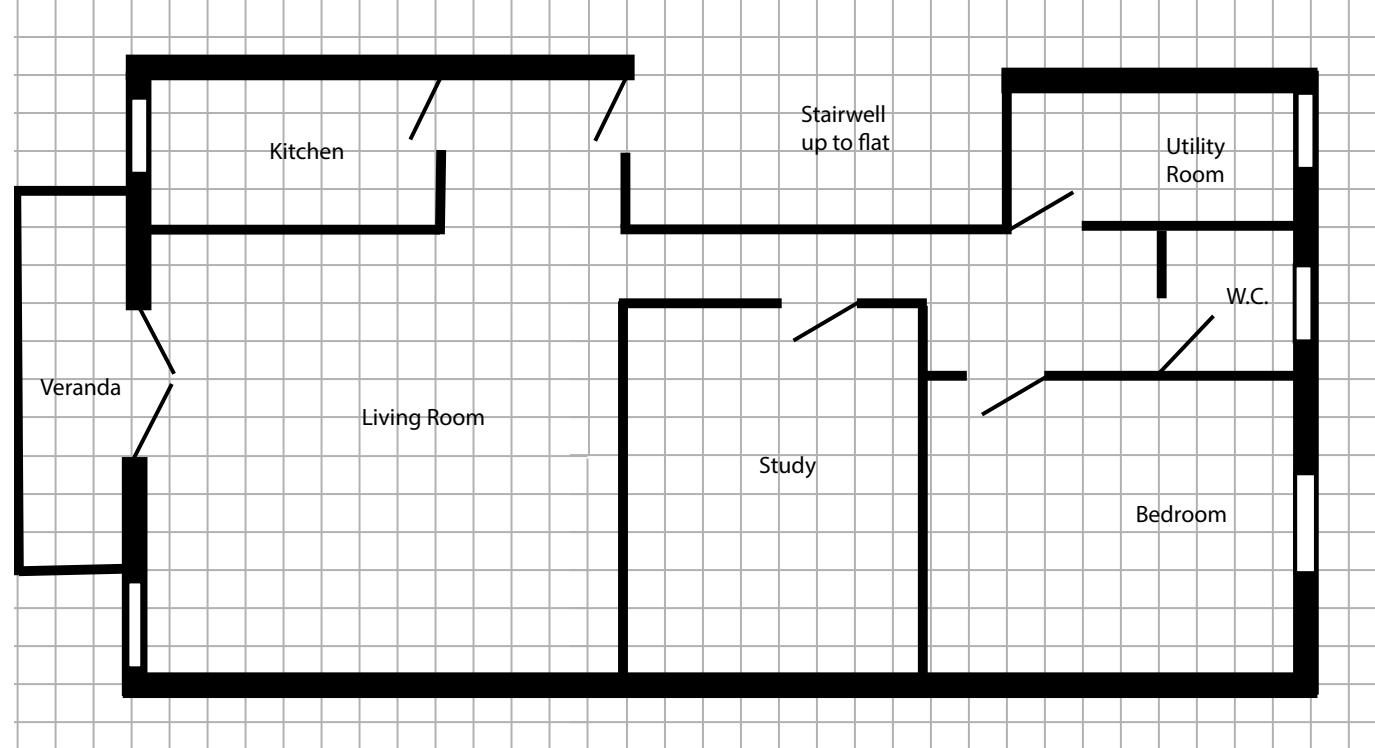


The America Room:
British Museum

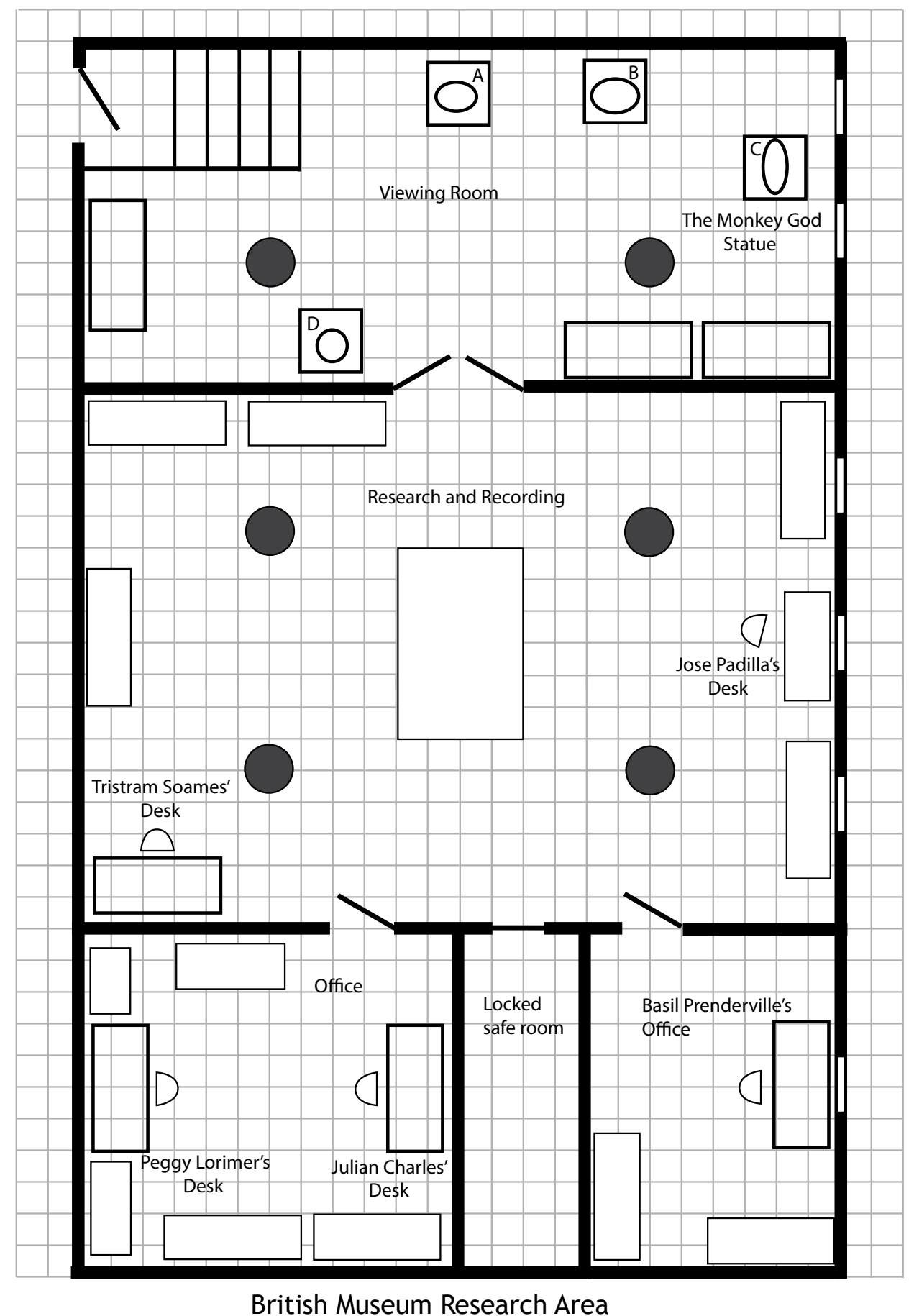
The Smoking Mirror



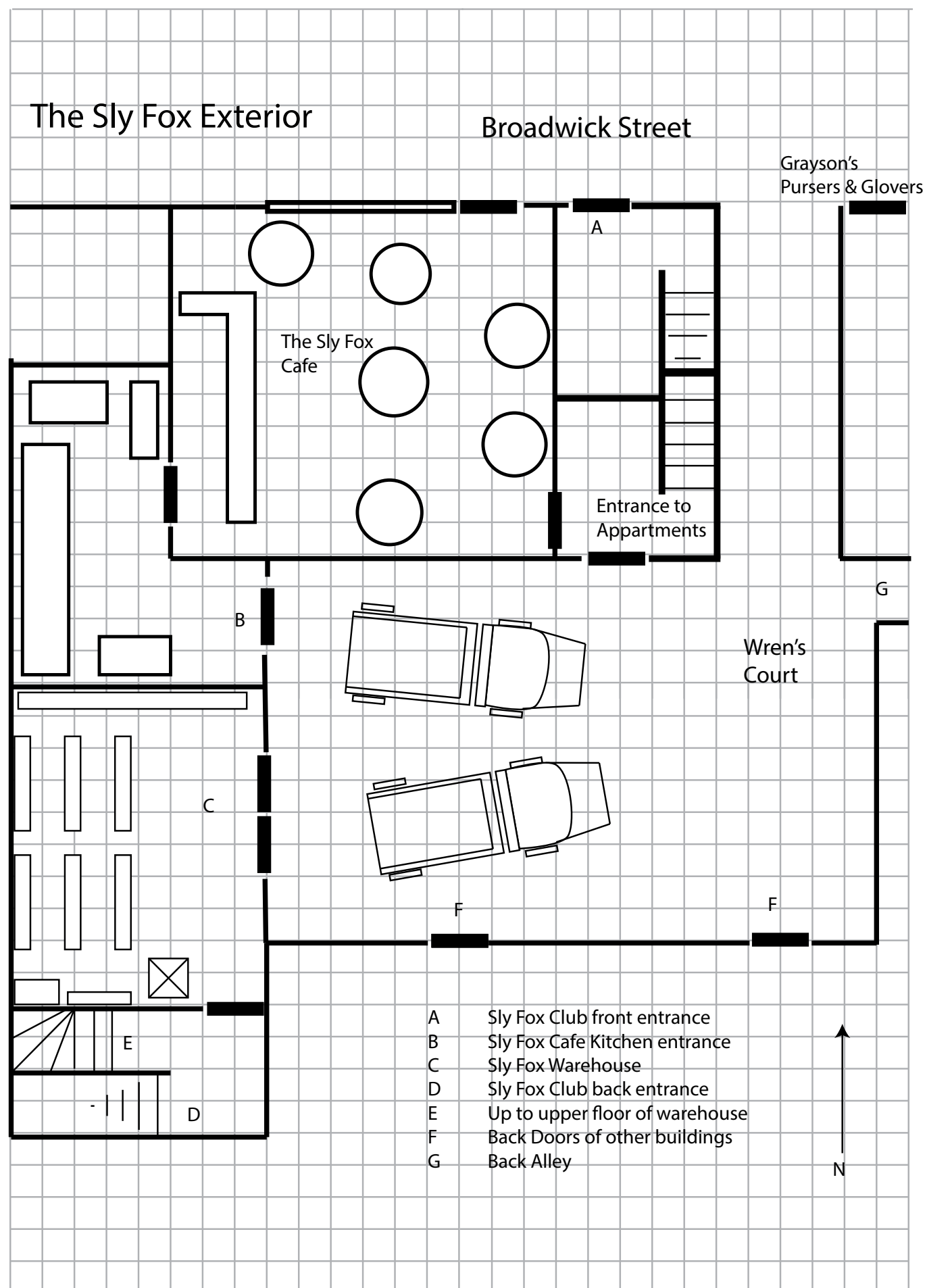
Fielding's Apartment in Oxford



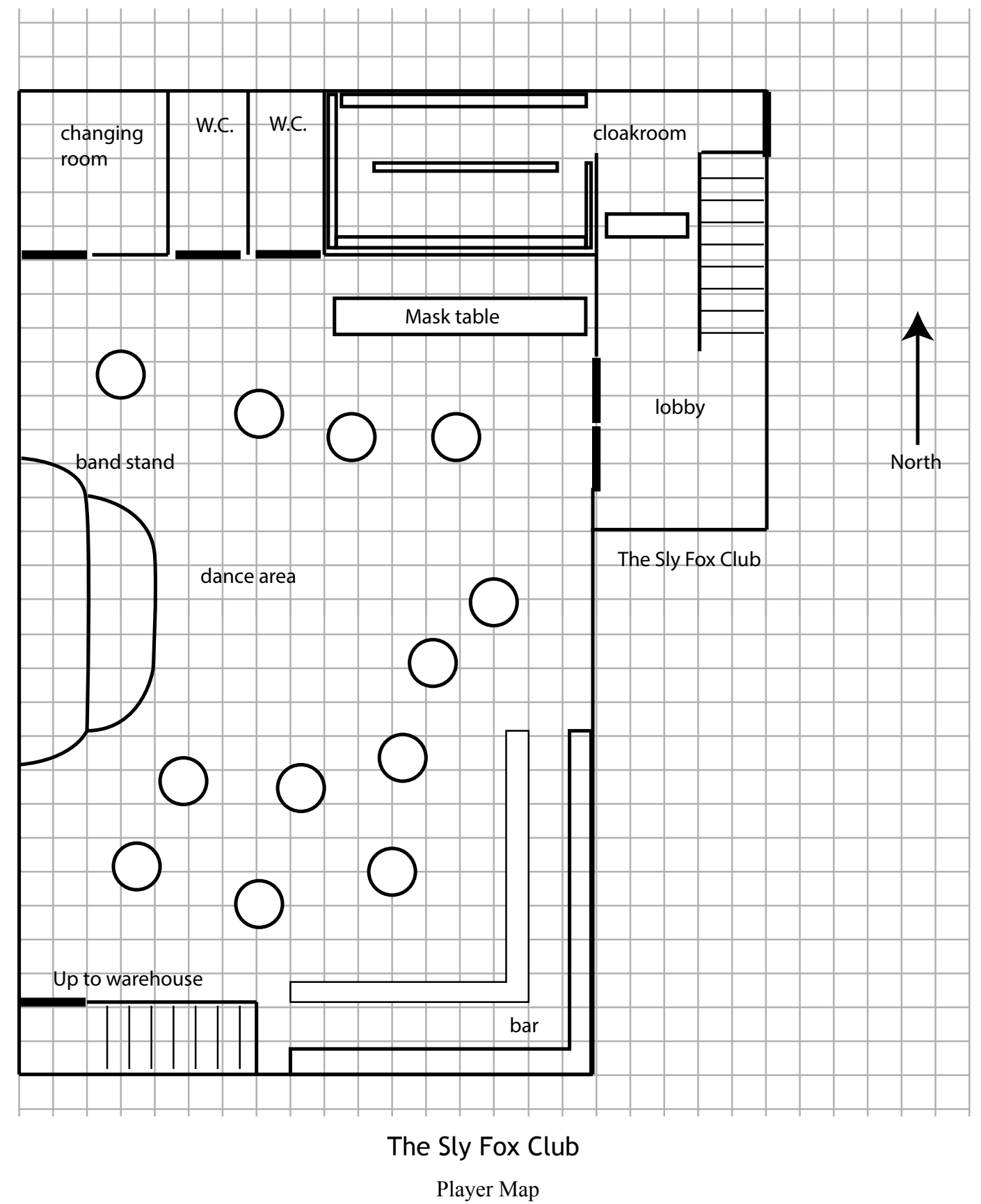
Handouts: Maps



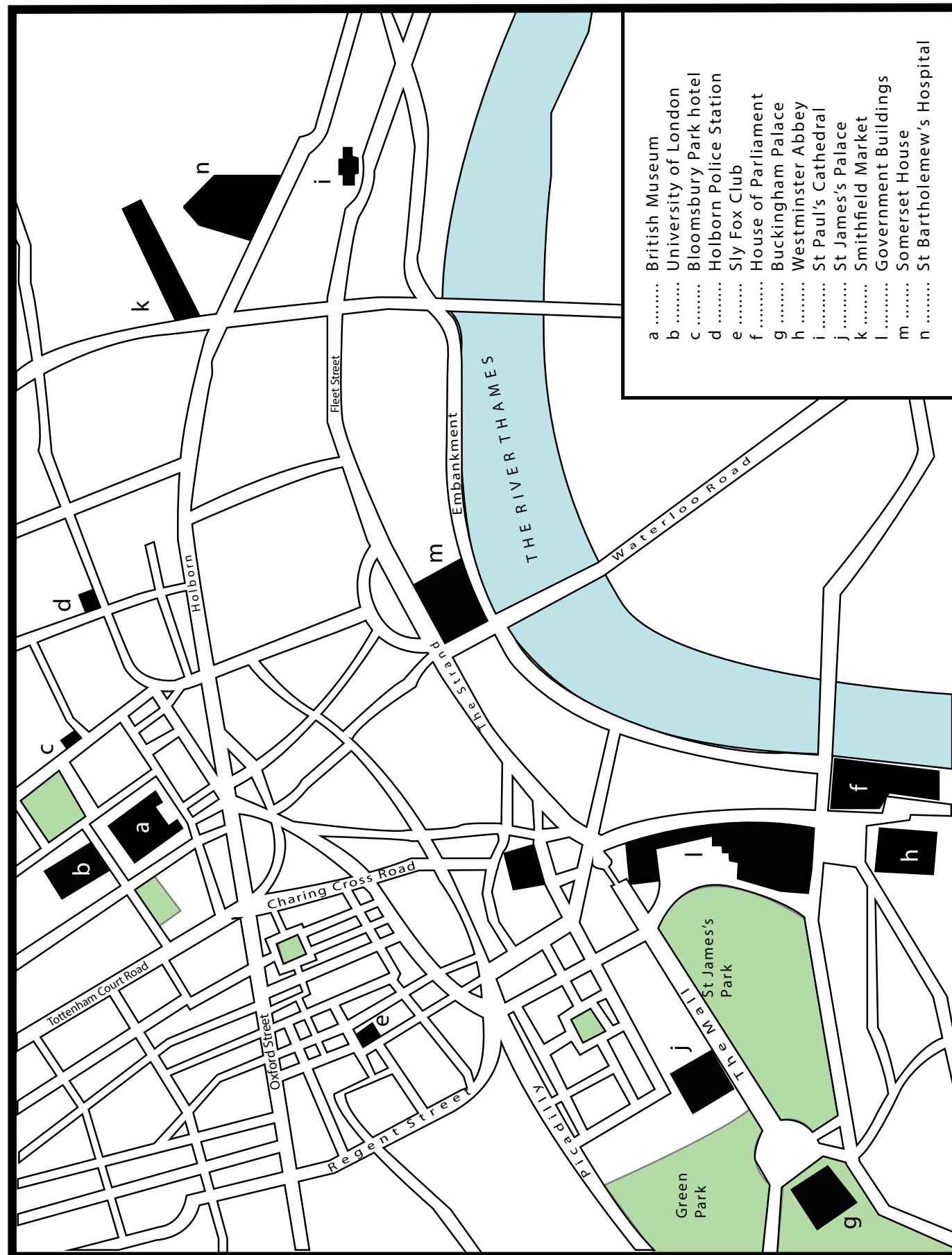
The Smoking Mirror



Handouts: Maps



The Smoking Mirror



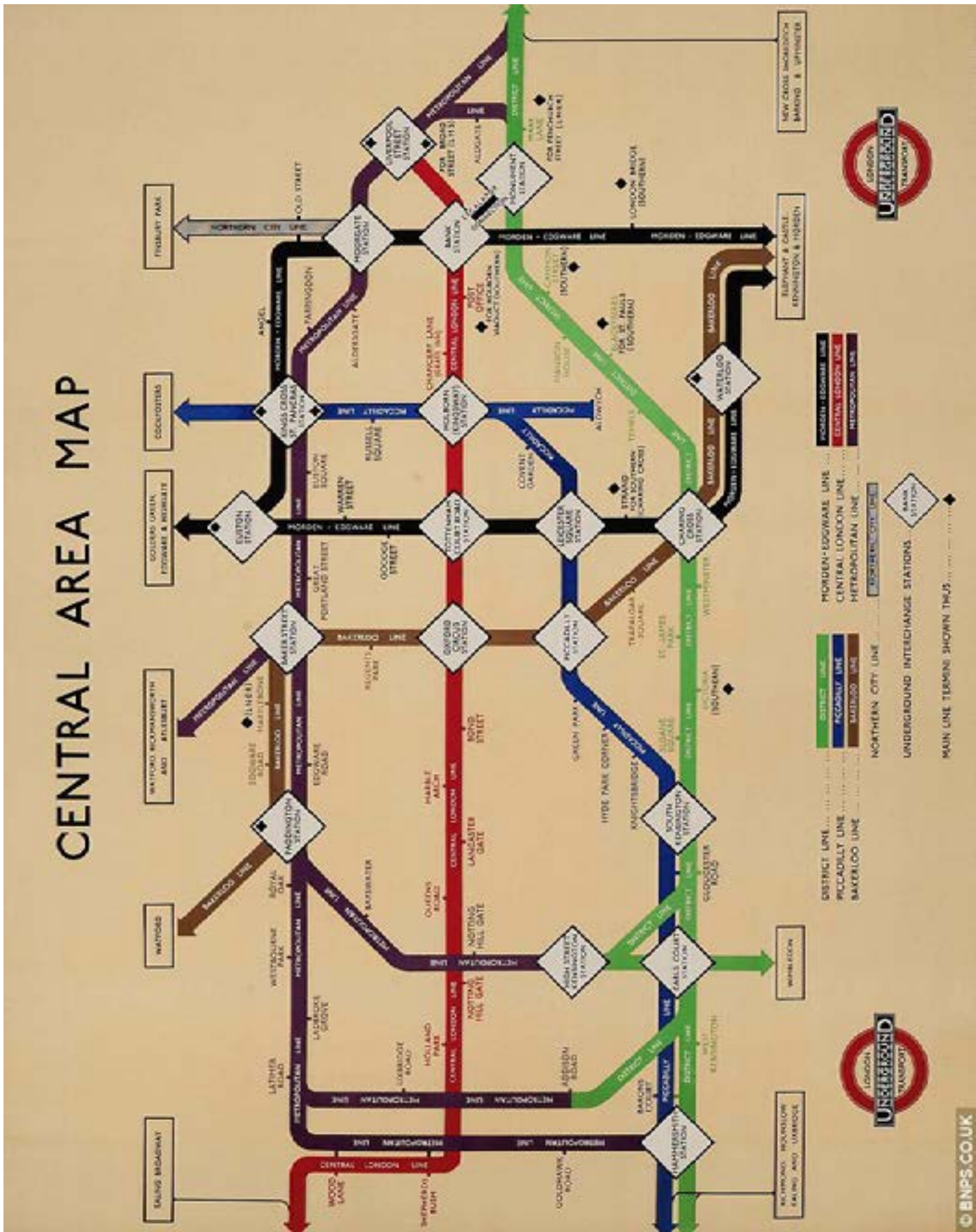
Game Master's Map

Handouts: Maps



Player's Map of the Area

The Smoking Mirror



Name		Joan (Jinx) Farrington			Occupation: Good time girl/actress																																																																																																																					
Str 8	Con10	Siz 10	Int 13	Pow 14	Perception 70%	Influence 75%	Magic 14																																																																																																																			
Dex 13	Cha 15	Sta 48	hp 10		Damage mod: Nil																																																																																																																					
Current Stability Points					HP 10		Notes: Suffers from alcohol dependence and smoking. Low constitution from effects of party life. An interest in spiritualism after her lover died in the war. *Low stability due to life style.																																																																																																																			
48																																																																																																																										
Current Mental State																																																																																																																										
Fearless (SP 76-100)		Unsteady (SP 31-45)																																																																																																																								
Strong willed (SP 61-75)		Nervous (SP 21-30)																																																																																																																								
Level Headed (SP 46-60)		Insane (SP 01-20)																																																																																																																								
<table><tr><th colspan="4">General Skills</th><th colspan="2">Weapons and combat</th></tr><tr><td>Accounting (10%)</td><td>History (20%)</td><td>Psychology (30%)</td><td>Handgun (20%)</td><td></td><td></td></tr><tr><td>Anthropology (05%)</td><td>Hide (24%)</td><td>Research: 30%</td><td>Rifle (35%)</td><td></td><td></td></tr><tr><td>Archaeology (00%)</td><td>Jump Dex x 4%</td><td>Ride (30%)</td><td>Shotgun (30%)</td><td></td><td></td></tr><tr><td>Art/Performance (40%)</td><td>Law (40%)</td><td>Spot Hidden (35%)</td><td>Unarmed brawl (50%)</td><td></td><td></td></tr><tr><td>Astronomy (00%)</td><td>Listen (40%)</td><td>Swim (25%)</td><td>Martial Arts (00%)</td><td></td><td></td></tr><tr><td>Biology (08%)</td><td>Locksmith (00%)</td><td>Survival (05%)</td><td></td><td></td><td></td></tr><tr><td>Boating (15%)</td><td>Mech repair (20%)</td><td>Throwing (25%)</td><td></td><td></td><td></td></tr><tr><td>Conceal (32%)</td><td>Medicine (00%)</td><td>Tracking (05%)</td><td></td><td></td><td></td></tr><tr><td>Chemistry (05%)</td><td>Move silently (25%)</td><td>Art History (20%)</td><td></td><td></td><td></td></tr><tr><td>Climbing (35%)</td><td>Military Science (05%)</td><td></td><td></td><td></td><td></td></tr><tr><td>Craft (05%)</td><td>Natural History (15%)</td><td></td><td></td><td></td><td></td></tr><tr><td>Criminology (12%)</td><td>Navigate (00%)</td><td></td><td></td><td></td><td></td></tr><tr><td>Disguise (30%)</td><td>Occult (32%)</td><td></td><td></td><td></td><td></td></tr><tr><td>Driving (15%)</td><td>Physics (00%)</td><td></td><td></td><td></td><td></td></tr><tr><td>Electrician (00%)</td><td>Piloting (00%)</td><td></td><td></td><td></td><td></td></tr><tr><td>Farming (08%)</td><td>Photography (23%)</td><td></td><td></td><td></td><td></td></tr><tr><td>First Aid (30%)</td><td>Politics (05%)</td><td></td><td></td><td></td><td></td></tr><tr><td>Language (04%)</td><td>Psychoanalysis (00%)</td><td></td><td></td><td></td><td></td></tr></table>									General Skills				Weapons and combat		Accounting (10%)	History (20%)	Psychology (30%)	Handgun (20%)			Anthropology (05%)	Hide (24%)	Research: 30%	Rifle (35%)			Archaeology (00%)	Jump Dex x 4%	Ride (30%)	Shotgun (30%)			Art/Performance (40%)	Law (40%)	Spot Hidden (35%)	Unarmed brawl (50%)			Astronomy (00%)	Listen (40%)	Swim (25%)	Martial Arts (00%)			Biology (08%)	Locksmith (00%)	Survival (05%)				Boating (15%)	Mech repair (20%)	Throwing (25%)				Conceal (32%)	Medicine (00%)	Tracking (05%)				Chemistry (05%)	Move silently (25%)	Art History (20%)				Climbing (35%)	Military Science (05%)					Craft (05%)	Natural History (15%)					Criminology (12%)	Navigate (00%)					Disguise (30%)	Occult (32%)					Driving (15%)	Physics (00%)					Electrician (00%)	Piloting (00%)					Farming (08%)	Photography (23%)					First Aid (30%)	Politics (05%)					Language (04%)	Psychoanalysis (00%)				
General Skills				Weapons and combat																																																																																																																						
Accounting (10%)	History (20%)	Psychology (30%)	Handgun (20%)																																																																																																																							
Anthropology (05%)	Hide (24%)	Research: 30%	Rifle (35%)																																																																																																																							
Archaeology (00%)	Jump Dex x 4%	Ride (30%)	Shotgun (30%)																																																																																																																							
Art/Performance (40%)	Law (40%)	Spot Hidden (35%)	Unarmed brawl (50%)																																																																																																																							
Astronomy (00%)	Listen (40%)	Swim (25%)	Martial Arts (00%)																																																																																																																							
Biology (08%)	Locksmith (00%)	Survival (05%)																																																																																																																								
Boating (15%)	Mech repair (20%)	Throwing (25%)																																																																																																																								
Conceal (32%)	Medicine (00%)	Tracking (05%)																																																																																																																								
Chemistry (05%)	Move silently (25%)	Art History (20%)																																																																																																																								
Climbing (35%)	Military Science (05%)																																																																																																																									
Craft (05%)	Natural History (15%)																																																																																																																									
Criminology (12%)	Navigate (00%)																																																																																																																									
Disguise (30%)	Occult (32%)																																																																																																																									
Driving (15%)	Physics (00%)																																																																																																																									
Electrician (00%)	Piloting (00%)																																																																																																																									
Farming (08%)	Photography (23%)																																																																																																																									
First Aid (30%)	Politics (05%)																																																																																																																									
Language (04%)	Psychoanalysis (00%)																																																																																																																									
Possessions:																																																																																																																										
Jinx is a society girl, at home at parties in London with the modern set of The Bright Young Things. She has been easily attracted to the hedonistic lifestyle and is now almost addicted to smoking and alcohol. She had experimented with harder drugs. She is insecure and believes in spiritualism as a means of contacted her lover, Peter Simkins who died during the war. She is smart but weak willed. She is acquainted with Lloyd Barrett and is good friends with Cybil Danvers who has photographed her through her theatre work a few times. She finds John Woodrow boringly innocent.																																																																																																																										

The Smoking Mirror

Name	Cybil Danvers				Occupation: Journalist					
Str 7	Con 9	Siz 8	Int 14	Pow 16	Perception 75%	Influence 70%	Magic 16			
Dex 15	Cha 14	Sta 80		hp 9	Damage mod: Nil					
Current Stability Points					HP 9	Notes: Very successful socially climbing journalist with an eye for a good story. As yet she has not received any shocks beyond the debauchery she has witnessed in others.				
75										
Current Mental State										
Fearless (SP 76-100)		Unsteady (SP 31-45)								
Strong willed (SP 61-75)		Nervous (SP 21-30)								
Level Headed (SP 46-60)		Insane (SP 01-20)								
General Skills									Weapons and combat	
Accounting (10%)		History (50%)		Psychology (40%)		Handgun (20%)				
Anthropology (05%)		Hide (30%)		Ride (15%)		Rifle (25%)				
Archaeology (00%)		Jump (05%)		Spot Hidden (40%)		Shotgun (30%)				
Art/Performance (20%)		Law (20%)		Swim (25%)		Unarmed brawl (50%)				
Astronomy (00%)		Listen (50%)		Survival (10%)		Martial Arts (00%)				
Biology (05%)		Locksmith (10%)		Throwing (30%)						
Boating (30%)		Mech repair (20%)		Tracking (15%)						
Conceal (24%)		Medicine (00%)		Language: German (60%)						
Chemistry (05%)		Move silently (15%)		Current events (60%)						
Climbing (38%)		Military Science (10%)		Research: (67%)						
Craft (10%)		Natural History (15%)		Weapons	Skill%	damage	Range	shot rate		
Criminology (20%)		Navigate (00%)								
Disguise (45%)		Occult (23%)								
Driving (25%)		Physics (00%)								
Electrician (00%)		Piloting (00%)								
Farming (05%)		Photography (40%)								
First Aid (30%)		Politics (35%)								
Language: French (30%)		Psychoanalysis (10%)								
Possessions: One Kodak box brownie and film for 12 photos.										
Cybil is a determined journalist. She has an instinctive nose for a good story and pursues it with diligence. She has started using photography with her reports and currently sells her work to two papers in Surrey and London. Cybil has focused her attention on party life in London since the war. She has got to know Jinx Farrington and through her David. David has asked her to come along to look after Jinx and she has agreed, probably for amount of money and exclusive story rights.										

Name	Lloyd Barrett				Occupation: Groundsman ex soldier																																										
Str 11	Con 16	Siz 11	Int 8	Pow 13	Perception 50%	Influence 40%	Magic 13																																								
Dex 12	Cha 8	Sta 50		hp 14	Damage mod: Nil																																										
Current Stability Points					HP 14	Notes: Immune from horror checks for seeing a dead body unless supernatural cause. Has malaria and needs quinine. War experience has his stability as unsteady.																																									
45																																															
Current Mental State																																															
Fearless (SP 76-100)		Unsteady (SP 31-45)																																													
Strong willed (SP 61-75)		Nervous (SP 21-30)																																													
Level Headed (SP 46-60)		Insane (SP 01-20)																																													
General Skills								Weapons and combat																																							
Accounting (10%)		History (23%)		Psychology (10%)		Handgun (50%)																																									
Anthropology (05%)		Hide (20%)		Research: (25%)		Rifle (74%)																																									
Archaeology (00%)		Jump (20%)		Ride (33%)		Shotgun (60%)																																									
Art/Performance (05%)		Law (14%)		Spot Hidden (25%)		Unarmed brawl (70%)																																									
Astronomy (00%)		Listen (30%)		Swim (40%)		Martial Arts (00%)																																									
Biology (05%)		Locksmith (00%)		Survival (60%)		Bayonet (70%)																																									
Boating (30%)		Mech repair (50%)		Throwing (50%)		Knife (45%)																																									
Conceal (28%)		Medicine (10%)		Tracking (60%)																																											
Chemistry (15%)		Move silently (15%)																																													
Climbing (55%)		Military Science (40%)																																													
Craft (20%)		Natural History (23%)		<table><tr><th>Weapons</th><th>Skill%</th><th>damage</th><th>Range</th><th>shot rate</th></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>				Weapons	Skill%	damage	Range	shot rate																																			
Weapons	Skill%	damage	Range					shot rate																																							
Criminology (05%)		Navigate (20%)																																													
Disguise (00%)		Occult (23%)																																													
Driving (55%)		Physics (15%)																																													
Electrician (26%)		Piloting (00%)																																													
Farming (14%)		Photography (10%)																																													
First Aid (50%)		Politics (05%)																																													
Language: Arabic (30%)		Psychoanalysis (00%)																																													
Possessions:																																															
Lloyd's experiences have left him in a permanent state of unease when around other people. Lloyd has picked up many skills during the war. Dead bodies, however badly mauled, doesn't phase him. He has been on the edge of long term madness during the war and is currently just coping. He trusts David but has a low opinion of Jinx, who he resents. To him she seems to think the traumas of and sacrifice of the war are not her affair. He currently works as a groundsman for a park in Surrey. The game may include his sister Madelaine Barrett or a younger brother Martin Barrett depending on the player's wishes. This is a younger sibling who David has also invited. He is on good terms with them.																																															

The Smoking Mirror

Name					David Farrington					Occupation: Dilletante/ Businessman							
Str 12		Con 9		Siz 11		Int 12		Pow 16		Perception 70%		Influence 55%		Magic 16			
Dex 8		Cha 11		Sta 65*				hp 12				Damage mod: Nil					
Current Stability Points										HP 12		Notes: Immune from Horror effects dead bodies. Suffers from claustrophobia. Slightly low stability due to war.					
60																	
Current Mental State																	
Fearless (SP 76-100)					Unsteady (SP 31-45)												
Strong willed (SP 61-75)					Nervous (SP 21-30)												
Level Headed (SP 46-60)					Insane (SP 01-20)												

General Skills			Weapons and combat																																												
Accounting (60%)	History (24%)	Psychology (30%)	Handgun (55%)																																												
Anthropology (10%)	Hide (18%)	Research: (45%)	Rifle (50%)																																												
Archaeology (05%)	Jump Dex x 4%	Ride (50%)	Shotgun (30%)																																												
Art (35%)	Law (35%)	Spot Hidden (32%)	Unarmed brawl (50%)																																												
Astronomy (00%)	Listen (33%)	Swim (25%)	Martial Arts (00%)																																												
Biology (05%)	Locksmith (00%)	Survival (40%)																																													
Boating (15%)	Mech repair (23%)	Throwing (40%)																																													
Conceal (24%)	Medicine (06%)	Tracking (05%)																																													
Chemistry (05%)	Move silently (15%)	Art History (20%)																																													
Climbing (35%)	Military Science (05%)																																														
Craft (05%)	Natural History (18%)	<table><tr><th>Weapons</th><th>Skill%</th><th>damage</th><th>Range</th><th>shot rate</th></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>	Weapons	Skill%	damage	Range	shot rate																																								
Weapons	Skill%		damage	Range	shot rate																																										
Criminology (08%)	Navigate (30%)																																														
Disguise (00%)	Occult (20%)																																														
Driving (15%)	Physics (08%)																																														
Electrician (00%)	Piloting (00%)																																														
Farming (05%)	Photography (13%)																																														
First Aid (32%)	Politics (40%)																																														
Language (00%)	Psychoanalysis (08%)																																														
Possessions:																																															
A businessman and ex army officer serving in Mesopotamia. He is constantly worried about his sister Joan (Jinx), who is in with the Bright Young Things of London society. He is comfortably wealthy from his family import business. He keeps physically fit through walking holidays, is capable on horseback and has a tough outlook on life following experiences in the war. He was Lloyd Barrett’s superior in the army and is good friends with him. He is friends with John Woodrow from university and got John a job in a solicitor’s office.																																															

Name		Arthur Wade				Occupation: Pharmacist's Assistant			
Str 8	Con 12	Siz 10	Int 13	Pow 10	Perception 60%	Influence 45%	Magic 10		
Dex 14	Cha 9	Sta 47		hp 11	Damage mod: Nil				
Current Stability Points					HP 11	Notes: Lower stability after war experiences. Immune from horror effects of seeing dead bodies.			
47									
Current Mental State									
Fearless (SP 76-100)			Unsteady (SP 31-45)						
Strong willed (SP 61-75)			Nervous (SP 21-30)						
Level Headed (SP 46-60)			Insane (SP 01-20)						

General Skills			Weapons and combat																																					
Accounting (20%)	History (40%)	Psychology (30%)	Handgun (50%)																																					
Anthropology (10%)	Hide (15%)	Research: (50%)	Rifle (30%)																																					
Archaeology (00%)	Jump Dex x 4%	Ride (10%)	Shotgun (30%)																																					
Art/Performance (00%)	Law (10%)	Spot Hidden (25%)	Unarmed brawl (50%)																																					
Astronomy (00%)	Listen (30%)	Swim (35%)	Martial Arts (00%)																																					
Biology (60%)	Locksmith (00%)	Survival (10%)																																						
Boating (25%)	Mech repair (20%)	Throwing (25%)																																						
Conceal (20%)	Medicine (70%)	Tracking (05%)																																						
Chemistry (75%)	Move silently (15%)	Current events (30%)																																						
Climbing (35%)	Military Science (10%)																																							
Craft (15%)	Natural History (50%)	<table><tr><th>Weapons</th><th>Skill%</th><th>damage</th><th>Range</th><th>shot rate</th></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>	Weapons	Skill%	damage	Range	shot rate																																	
Weapons	Skill%		damage	Range	shot rate																																			
Criminology (05%)	Navigate (00%)																																							
Disguise (00%)	Occult (28%)																																							
Driving (15%)	Physics (30%)																																							
Electrician (05%)	Piloting (00%)																																							
Farming (15%)	Photography (20%)																																							
First Aid (50%)	Politics (25%)																																							
Language: French (30%)	Psychoanalysis (30%)																																							
Possessions:																																								
Arthur worked as an orderly in the field during the war. He witnessed many atrocities. He now works as a pharmacists assistant in a small chemists in Esher. Arthur is a friend of Lloyds from the war. Lloyd often goes to him to get nerve tonics and to get quinine for his malaria.																																								

The Smoking Mirror

Name		Madelaine Barrett					Occupation: Teacher of History					
Str 8	Con 9	Siz 9	Int 16	Pow 12	Perception 70%		Influence 50%		Magic 16			
Dex 8	Cha 10	Sta 60		hp 9		Damage mod: Nil						
Current Stability Points					HP 9		Notes: An academic with very little experience of risky situations.					
48												
Current Mental State												
Fearless (SP 76-100)			Unsteady (SP 31-45)									
Strong willed (SP 61-75)			Nervous (SP 21-30)									
Level Headed (SP 46-60)			Insane (SP 01-20)									
General Skills							Weapons and combat					
Accounting (20%)		History (70%)		Psychology (20%)		Handgun (20%)						
Anthropology (25%)		Hide (15%)		Ride (05%)		Rifle (25%)						
Archaeology (40%)		Jump (05%)		Spot Hidden (25%)		Shotgun (30%)						
Art/Performance (05%)		Law (10%)		Swim (25%)		Unarmed brawl (50%)						
Astronomy (10%)		Listen (30%)		Survival (00%)		Martial Arts (00%)						
Biology (35%)		Locksmith (00%)		Throwing (25%)								
Boating (30%)		Mech repair (00%)		Tracking (05%)								
Conceal (20%)		Medicine (00%)		Language: German (30%)								
Chemistry (25%)		Move silently (15%)		Current events (20%)								
Climbing (35%)		Military Science (20%)		Research: (80%)								
Craft (10%)		Natural History (45%)		Weapons	Skill%	damage	Range	shot rate				
Criminology (00%)		Navigate (00%)										
Disguise (00%)		Occult (25%)										
Driving (15%)		Physics (30%)										
Electrician (00%)		Piloting (00%)										
Farming (15%)		Photography (05%)										
First Aid (30%)		Politics (25%)										
Language: French (60%)		Psychoanalysis (10%)										
Possessions:												
Madelaine is a timid woman more at home with her nose in a book than in the company of others. Her brother, Lloyd, has suggested she comes along to try and get her involved with other people. Madelaine has acquired a post at a girl's school but has a 4 week holiday owing. She is fascinated by the recent history of Europe, especially related to the fall of the Ottomon Empire and its lead to the Russian and Great Wars.												

Name		John Woodrow					Occupation: Legal Clerk					
Str 8	Con12	Siz 10	Int 15	Pow 14	Perception 75%		Influence 40%		Magic 14			
Dex 9	Cha 8	Sta 70		hp 11		Damage mod: Nil						
Current Stability Points					HP 11		Notes: A trained pilot and a bookworm. He works as a clerk making him good at research.					
63												
Current Mental State												
Fearless (SP 76-100)			Unsteady (SP 31-45)									
Strong willed (SP 61-75)			Nervous (SP 21-30)									
Level Headed (SP 46-60)			Insane (SP 01-20)									
General Skills							Weapons and combat					
Accounting (60%)		History (40%)		Psychology (40%)		Handgun (20%)						
Anthropology (05%)		Hide (15%)		Research: 50%		Rifle (55%)						
Archaeology (00%)		Jump Dex x 4%		Ride (20%)		Shotgun (30%)						
Art/Performance (05%)		Law (55%)		Spot Hidden (35%)		Unarmed brawl (50%)						
Astronomy (00%)		Listen (30%)		Swim (25%)		Martial Arts (00%)						
Biology (05%)		Locksmith (00%)		Survival (05%)								
Boating (25%)		Mech repair (40%)		Throwing (25%)								
Conceal (20%)		Medicine (08%)		Tracking (05%)								
Chemistry (05%)		Move silently (15%)		Current events (35%)								
Climbing (35%)		Military Science (15%)										
Craft (05%)		Natural History (20%)		Weapons	Skill%	damage	Range	shot rate				
Criminology (35%)		Navigate (20%)										
Disguise (00%)		Occult (24%)										
Driving (32%)		Physics (20%)										
Electrician (10%)		Piloting (40%)										
Farming (25%)		Photography (20%)										
First Aid (30%)		Politics (05%)										
Language: Latin (40%)		Psychoanalysis (00%)										
Possessions:												
John Woodrow served in the Royal Flying Corp at the end of the war and is therefore capable in mechanicale repair, physics, piloting and navigation. His civilian job as a legal clerk for Bartholemew, Gordon and Pritchard has filled his time so he has no real social life. He is friends with David Farrington from University and slightly scared of his sister, Jinx.												

The Smoking Mirror

Name							Occupation			
Str	Con	Siz	Int	Pow		Perception	Influence	Magic		
Dex	Cha	Sta		hp		Damage mod:				
Current Stability Points						HP	Notes			
Current Mental State										
Fearless (SP 76-100)				Unsteady (SP 31-45)						
Strong willed (SP 61-75)				Nervous (SP 21-30)						
Level Headed (SP 46-60)				Insane (SP 01-20)						

General Skills			Weapons and combat																																												
Accounting (10%)	History (20%)	Psychology (05%)	Handgun (20%)																																												
Anthropology (05%)	Hide (15%)	Research (20%)	Rifle (25%)																																												
Archaeology (00%)	Jump	Ride (05%)	Shotgun (30%)																																												
Art (05%)	Law (5%)	Spot Hidden (25%)	Unarmed brawl (50%)																																												
Astronomy (00%)	Listen (30%)	Swim (25%)	Martial Arts (00%)																																												
Biology (05%)	Locksmith (00%)	Survival (10%)																																													
Boating (15%)	Mech repair (20%)	Throwing (25%)																																													
Conceal (20%)	Medicine (00%)	Tracking (05%)																																													
Chemistry (05%)	Move silently (15%)																																														
Climbing (35%)	Military Science (05%)																																														
Craft (05%)	Natural History (15%)	<table><tr><td>Weapons</td><td>Skill%</td><td>damage</td><td>Range</td><td>shot rate</td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr><tr><td></td><td></td><td></td><td></td><td></td></tr></table>	Weapons	Skill%	damage	Range	shot rate																																								
Weapons	Skill%		damage	Range	shot rate																																										
Criminology (00%)	Navigate (00%)																																														
Disguise (00%)	Occult (10%)																																														
Driving (15%)	Physics (00%)																																														
Electrician (00%)	Piloting (00%)																																														
Farming (05%)	Photography (10%)																																														
First Aid (30%)	Politics (05%)																																														
Language (00%)	Psychoanalysis (00%)																																														

Character Sheet Form

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a)"Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b)"Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d)"Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
- 3.Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
- 5.Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
- 6.Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distribut-ing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
- 10 Copy of this License: You MUST include a copy of this License with every

copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
- 12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
- 13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
- 14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.
- 15 COPYRIGHT NOTICE Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.
System Reference Document Copyright 2000, Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
Modern System Reference Document Copyright 2002, Wizards of the Coast, Inc.; Authors Bill Slavicsek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins and JD Wiker.

RuneQuest System Reference Document Copyright 2006, Mongoose Publishing; Author Matthew Sprange, based on original material by Greg Stafford.
Open Game License Version 1.0a
RuneQuest Companion System Reference Document Copyright 2006, Mongoose Publishing; Author Greg Lynch et al., based on original material by Greg Stafford.
GORETM copyright 2007, Goblinoid Games: Author Daniel Proctor, based on the System Reference Documents listed above.

DESIGNATION OF PRODUCT IDENTITY
GORETM, G.O.R.E.TM, Lite GORETM, Lite G.O.R.E.TM, and “Generic Old-school Role-playing Engine” are trademarks of Daniel Proctor and are product identity. The author's name , Goblinoid Games, all artwork and layout is product identity, except that artwork which does not belong to Goblinoid Games and is used here under license.
DESIGNATION OF OPEN GAME CONTENT
All text and tables (except for material designated product identity) is Open Game Content.
Copyright 2006, 2007 Goblinoid Games
The Smoking Mirror including all artwork is Copyright © 2017 MontiDots Ltd, all rights reserved. Open game content may only be used under and in the terms of the Open Game License.
Contact: info@montidots.co.uk
The London Underground Map is copyright to Bournemouth News and Picture Service http://www.bnps.co.uk/

Bibliography

British Museum maps
Mappa Moo`di https://moodemapcollector.blogspot.co.uk
London Underground Map Copyright to Bournemouth News and Picture Service http://www.bnps.co.uk/
Bright Young Things photo: http://forums.thefashionspot.com



It's late 1922. London is recovering from the trauma of the Great War and returning to the bustling metropolis it had always been.

The discovery of a ruined city deep in the heart of Honduras has sent ripples of anticipation throughout the archaeological world and the British Museum has acquired a consignment of finds. The Mesoamerican department soon begins to study them to discover their enigmatic secrets.

Then, one of the researchers goes missing together with the artefact he is studying. It soon becomes a race against time for the investigators to discover what happened, a race to save London from cataclysmic destruction and unthinkable horror.

This adventure includes the new Horror Rating system devised by MontiDots Ltd. using the Goblinoid Gamestm GOREtm Open Game Content rules which make extensive use of percentage-based gaming.

The Smoking Mirror is a sequel to **The Fenworthy Inheritance** and could form a continuous story played back to back. Contact MontiDots Ltd. for details at:
MontiDots: The Art of Simon Todd on Facebook or use the address below.

