

MYSTERY ADVENTURE PACK

Version: 3

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Mystery Adventure Pack

Setting Information

- The world is cloaked in fog, soot, and silence — a realm of gaslight and deception, where every step echoes with secrets and nothing wears its true face.
- The time is a brittle hinge between ages, where horse-drawn carriages give way to steam and steel, and the rules of old no longer hold fast.
- The setting is **Victorian London**, a city of crumbling grandeur and restless ambition, where empire casts long shadows and crime blooms beneath the cobblestones.
- Society teeters on the edge — class divides blur, science challenges faith, and the line between progress and peril grows thin with every new invention.
- Detectives walk this uncertain world like half-mythic figures — thinkers, hunters, liars — cutting through illusion with intuition and blood.
- Mystery is everywhere: in the locked room, the vanished heir, the laughing corpse, the trembling maid. Nothing arrives without a cost, and every clue is a coin spent in doubt.
- Stories draw from Doyle, Poe, and the ink-stained chronicles of a world trying to explain itself before it falls apart.

- Themes spiral through guilt, corruption, obsession, and truth — not just in the crimes solved, but in the ones we choose to ignore.

Character Traits

Concepts

D66	1	2	3	4	5	6
1	Veteran Constable	Reclusive Forensics Expert	Hard-Boiled Inspector	Haunted Private Investigator	Brilliant Deductionist	Disgraced Police Surgeon
2	Former Thief-Turned Spy	Scholarly Occult Consultant	Bohemian Puzzle-Solver	Stoic Crime Scene Reconstructor	Quick-Witted Debunker	Morally Ambiguous Barrister
3	Gaslight Street Informant	Rogue Antiquarian	Driven Coroner	Cold-Blooded Interrogator	Chain-Smoking Hypnotist	Blind Archivist with Perfect Recall
4	Gentlewoman Detective	Faithful Hound of the Yard	Cursed Medium in Denial	Methodical Evidence Seeker	Soft-Spoken Codebreaker	War-Torn Field Investigator
5	Cynical Medical Examiner	Clockwork Gad-geteer	Cryptic Memoirist	Traumatized Fixated Crime Writer	Polyglot Espionage	Former Cultist Seeking Re-

D66	1	2	3	4	5	6
	am- iner				Ana- lyst	demp- tion
6	Amoral Col- lector of Se- crets	Dapper Master of Dis- guise	Re- tired Du- elist Turned Sleuth	Wid- owed Paranor- mal De- bunker	Jour- nalist with a Grudge	Unli- censed Enquiry Agent

Skills

D66	1	2	3	4	5	6
1	Read- ing sub- tle ex- pres- sions	Ana- lyzing dried blood- stains	Follow- ing un- reliable wit- nesses	Impro- vised dis- guise crafting	Piec- ing to- gether torn docu- ments	Iden- tifying obscure poisons
2	Rec- og- nizing forged ac- cents	Cata- loguing occult para- pher- nalia	Spot- ting anom- alies in hand- writing	Inter- rogat- ing re- luctant ser- vants	Tailing some- one in a crowd	Draw- ing crime scenes by mem- ory
3	Cross- refer- encing case law	Whis- pering into the right ears	Blend- ing into any social stra- tum	Under- stand- ing crim- inal slang	Sketch- ing sus- pect por- traits	Extract- ing con- fessions with charm

D66	1	2	3	4	5	6
4	Identifying rare pipe tobaccos	Operating clandestine cameras	Predicting human behavior under stress	Decoding cryptic notes	Detecting manipulated crime scenes	Reconstructing burnt pages
5	Silent entry via outdated locks	Field autopsy without formal lab	Knowing where to bribe	Reading lips from afar	Trapping coaling lie mid-sentence	Concealing weapons or tools
6	Discerning hidden compartments	Sensing when you're being followed	Filing under aliases	Tracking movement through footprints	Noticing what's not present	Throwing off a tail

Frailties

D66	1	2	3	4	5	6
1	Dread of closed doors	Afflicted by ghostly whispers	Cannot sleep without laudanum	Tormented by a single unsolved case	Suffers visions during storms	Keeps secrets even from themselves

D66	1	2	3	4	5	6
2	Bleeding heart for the poor	Visibly trembles under pressure	Has an enemy in the force	Believes they're always watched	Obsessed with unsent letters	Dis-trusts all forms of authority
3	Lost faith in justice	Touch-averse	Claustrophobia from a past trauma	Prone to brutal interrogations	Ill-tempered under scrutiny	Feels nothing around corpses
4	Cannot lie effectively	Sees patterns where there are none	Overwhelmed by certain smells	Past published lie haunts them	Relives past crimes in dreams	Confuses past and present events
5	Too eager to believe in guilt	Allergic to truth serum	Fails to ask the obvious	Breaks down at children's voices	Despises paperwork	Feels guilt for a wrongful arrest
6	Memories altered by	Compulsively records	Can't refuse a challenge	Hears footsteps no one else does	Terri-fied of being wrong	Carries a deadly secret

D66	1	2	3	4	5	6
	hyp- nosis	every- thing				

Gear

D66	1	2	3	4	5	6
1	Col- lapsi- ble spy- glass	Brass- capped walking cane (hollow)	Ink- stained letter from a corpse	Me- chan- ical mono- cle with filter lens	Tin of opium- laced ciga- rettes	Finger- bone lucky charm
2	Clock- work evimap of London dence tunnels drawer	Tat- tered of London ledgers of un- solved crimes	Hand- bound ledger of un- solved crimes	Custom revolver (regis- tered to no one)	Case- book passed down by mentor	Thin- bladed sur- gical knife
3	Switch- able iden- tity pa- pers	Silk- lined poison detection kit	Pocket- watch set to wrong time	Hol- low ring with sleep- ing agent	Silver cufflinks en- graved with symbols	Minia- ture phono- graph recorder
Letter-opener	con- ceal- ing blade	Wax- sealed vial of mor- phine	Detective's coat with hidden pockets	Ink that only ap- pears in moon- light	Calling card with hidden cipher	Com- pact field chem- istry set

D66	1	2	3	4	5	6
5	Col-lapsi-ble periscope	Chalk for corpse marking	Per-sonal set of rare keys	Ciga-rette case with secret com-part-ment	Tar-nished badge of a de-funct precinct	Candle stub that never melts
6	Per-fumed gloves (scent-trace-able)	Pocket-book of obscure dialects	News-paper clip-pings of a sus-pect	Eye-glass etched with forensic calibra-tion	Blood-stained hand-kerchief kept "for luck"	Cryp-tog-raphy ma-chine proto-type

Names

Female Names

	1	2	3	4	5	6
1	Eleanor	Agatha	Josephine	Clarissa	Edith	Maud
2	Beat- rice	Flo- rence	Milli- cent	Lydia	Winifred	Sybil
3	Mar- garet	Con- stance	Gwen- dolyn	Eliza	Amelia	Celeste
4	Isadora	Georgina	Ros- alind	Harriet	Imo- gen	Violet
5	Ivy	Estelle	Octavia	Matilda	Dorothea	Helena
6	Blanche	Lu- cinda	Pene- lope	Theodora	Pru- dence	Nora

Male Names

	1	2	3	4	5	6
1	Alistair	Bene- dict	Edwin	Regi- nald	Perci- val	Leonard
2	Jasper	Archibald	Charles	Gilbert	Horace	Lionel
3	Arthur	Desmond	Francis	Walter	Bertram	Emory
4	Thomas	Silas	Ernest	God- frey	Am- brose	Quentin
5	Rupert	Mal- colm	Harri- son	Cedric	Basil	Eu- stace
6	Alfred	Oswald	Ran- dolph	Victor	Sey- mour	Theodore

Surnames

	1	2	3	4	5	6
1	Wainwright	Black- wood	Har- grove	Dun- sany	Feath- er- stone	St. James
2	Fairchild	Ash- combe	Pen- haligon	Bellamy	Trelawney	Night- moor
3	Mor- timer	Vexley	Thorne	Red- grave	Hol- loway	Wind- ham
4	Baskerville	Alder- ton	Fleet- wood	Merriweather	Raven- shaw	Chill- ing- ham
5	Cavendish	Winthrope	Grey- march	Lock- ridge	Dav- enant	Ellison
6	Hav- isham	God- win	Ketter- ing	Mallory	Black- stone	West- cliff

Epithets or Reputation

1	2	3	4	5	6
"The Blood-hound"	"The Owl of Bel-gravia"	"The Fog-Walker"	"Madam Whisper"	"The Saint of Spital-fields"	"The Ink-Stained Ghost"
2 "The Needle"	"The Clock-work Mind"	"The Butcher's Shadow"	"The One Who Knows"	"The Gentleman Jackal"	"The Mourning Mirror"
3 "The Eye at the Key-hole"	"The Gloveless Hand"	"The Pale Widow"	"The Gutter Oracle"	"The Hound with No Leash"	"The Last Confessor"
4 "Miss Glass"	"The Archivist"	"The Noose Negotiator"	"The Unsmiling One"	"Whispers-in-Court"	"The Harrowed Heir"
5 "The Widowmaker"	"The Lamplighter"	"The Dustwalker"	"The Tithe Collector"	"The Moth of Whitehall"	"The Gentleman in Grey"
6 "The Seamstress of Secrets"	"The Fallow Hound"	"The Mured Name"	"The Knife Between Pages"	"The Unnamed Witness"	"The Polite Interrogator"

Special Rules

Clues

Every mystery leaves traces in its wake. To peel back the layers of deceit and reach the truth, your character must gather fragments of information — whispered gossip, half-burned notes, overlooked fingerprints — and assemble them into something coherent.

When attempting to uncover a clue, ask a closed question and interpret the result as follows:

- **“No, and...”**: The trail is cold. Nothing surfaces — not even a red herring.
- **“No”**: Something surfaces, but it’s little more than background noise — a detail of no real consequence.
- **“No, but...”**: You find something... but it deceives. A clue that points in the wrong direction.
- **“Yes, but...”**: You find a real clue — but it’s incomplete, distorted, or buried in noise. Further legwork is required.
- **“Yes”**: A clear and useful piece of information emerges. A thread that can be followed.
- **“Yes, and...”**: The investigation leaps forward. A cache of insight, a breakthrough — something that rewrites the board.

Interrogation

People lie. They withhold. They break under pressure or hide behind smiles. When questioning a suspect or witness, every word must be weighed, every glance watched. Interrogation is a duel — not of blades, but of patience, perception, and precision.

When questioning someone, ask a closed question and consult the result:

- **“No, and...”**: The suspect shuts down completely. The door slams shut.
- **“No”**: They offer scraps — vague, unrelated, useless.
- **“No, but...”**: They lead you astray, deliberately or not. A lie wrapped in truth.
- **“Yes, but...”**: The truth emerges — but slowly, and through resistance. You’ll need to work harder to make sense of it.
- **“Yes”**: They talk. The details make sense. Something valuable comes through.
- **“Yes, and...”**: They spill more than intended — one thread, then another. Suddenly, the whole picture begins to shift.

Alibis

Everyone has a story. Whether it holds up under scrutiny is another matter. Some will offer details too perfect. Others will be vague in the places that matter most. It’s your job to test those stories — to verify alibis, or to unpick the lies woven into them.

When checking an alibi, ask a closed question and interpret the outcome:

- **“No, and...”**: The alibi crumbles before you can confirm a single detail. Nothing adds up.
- **“No”**: The story can’t be verified, but it doesn’t appear to matter — yet.
- **“No, but...”**: You fail to confirm the alibi, but stumble onto something misleading — a false trail.
- **“Yes, but...”**: The alibi checks out... mostly. But something in the way it fits is too neat, or raises other questions.
- **“Yes”**: The alibi holds. It’s solid, plausible, and backed by fact.

- **“Yes, and...”**: The alibi not only checks out, it sheds light on something else — a hidden motive, a second suspect, an unexpected connection.

Evidence

Blood stains. Scratched floorboards. Fibers clinging to a cuff. The world leaves traces — even when a killer tries to erase them. Your task is to find those traces, read them, and understand what they mean.

When collecting or analyzing physical evidence, ask a closed question and apply the result:

- **“No, and...”**: You find nothing. Worse, you may have disturbed the scene.
- **“No”**: You uncover something — but it’s mundane, or unrelated.
- **“No, but...”**: You uncover something that appears meaningful... but points you the wrong way.
- **“Yes, but...”**: You find something solid, but it’s partial — unclear, damaged, or out of context.
- **“Yes”**: The evidence is clear, usable, and directly advances the case.
- **“Yes, and...”**: Not only is the evidence decisive — it reveals connections, accelerates conclusions, or opens entirely new leads.

Factions

The Black Ledger

- **Concept**: Invisible cabal of financiers
- **Skills**: Obfuscation, Financial Leverage, Strategic Assassination
- **Frailty**: Paranoia and buried feuds

- **Gear:** Burnt ledgers, private cipher keys, death certificates filed before the fact
- **Goal:** To ensure certain truths never surface — and others become inevitable
- **Motive:** Power is perception; history belongs to those who fund it
- **Nemesis:** Rogue investigators and unpredictable whistle-blowers

The Silent Service

- **Concept:** Discreet branch of royal intelligence
- **Skills:** Surveillance, Psychological Disarmament, Memory Engineering
- **Frailty:** Forbidden from exposure — their greatest strength is also a leash
- **Gear:** Redacted dossiers, night-coded signals, memory erasure tools
- **Goal:** To control what the public believes by controlling what remains discoverable
- **Motive:** Stability trumps truth — always
- **Nemesis:** The Ink & Ash Society and any detective who refuses to stand down

The Ink & Ash Society

- **Concept:** Underground coalition of investigative journalists
- **Skills:** Information Recovery, Leak Coordination, Moral Outrage
- **Frailty:** No central command; easy prey for co-option
- **Gear:** Hidden presses, blackmail letters, stolen obituaries
- **Goal:** To bring buried truth to light — no matter the cost

- **Motive:** They believe knowledge *must* be shared, even if it kills them
- **Nemesis:** The Black Ledger, who write the truths people believe

The Church of Saint Elvan

- **Concept:** Fractured spiritualist order
- **Skills:** Induced Revelation, Dream Mapping, Spiritual Pressure
- **Frailty:** Riddled with charlatans and rival interpretations
- **Gear:** Soot-marked reliquaries, mourning veils, voice-transmitting planchettes
- **Goal:** To prove that truth transcends the material — and can be summoned
- **Motive:** Consolation, redemption, and something more cryptic
- **Nemesis:** Rationalist societies and former members who saw too much

The Ashgrove Club

- **Concept:** Gentleman's Salon
- **Skills:** Slander Engineering, Controlled Disclosure, Black-Tie Espionage
- **Frailty:** Coddled by their privilege; underestimate the desperate
- **Gear:** Personal dossiers, bribed witnesses, wine-stained scandal ledgers
- **Goal:** To steer public memory and narrative by controlling secrets at the source
- **Motive:** Legacy, inheritance, and the quiet terror of public shame

- **Nemesis:** The Ink & Ash Society, and anyone who won't play by the rules

The Rookery Pact

- **Concept:** Network of street-crawlers
- **Skills:** Urban Intuition, Unofficial Surveillance, Lost Item Retrieval
- **Frailty:** Divided loyalties and unspoken vendettas
- **Gear:** Bone dice, message knots, nightglass pendants
- **Goal:** To protect their own and barter truths the world forgot
- **Motive:** Some secrets belong to the streets — and no one else
- **Nemesis:** The Silent Service, who erase what the Pact remembers

NPCs

Captain Augustus Blackwood

- **Concept:** Disgraced Inspector
- **Skills:** Tenacious Observation, Tactical Recall
- **Frailty:** Fights his ghosts with gin
- **Gear:** Tarnished badge, silver-etched hip flask
- **Goal:** Redemption — or at least relevance
- **Motive:** He was framed for a cover-up he tried to expose. Now he seeks the truth that cost him everything.
- **Nemesis:** Commissioner Hale, who made the evidence vanish

Miss Prudence Fairfax

- **Concept:** Social Columnist Turned Scandal Hunter
- **Skills:** Elegant Persuasion, Pattern Recognition

- **Frailty:** Craves recognition above caution
- **Gear:** Pocket mirror laced with powder, initials-only notebook
- **Goal:** To write the one story no one dares print
- **Motive:** She believes a single name connects three deaths — and she's willing to destroy reputations to prove it
- **Nemesis:** Lord Wyndham, her former sponsor and current target

Dr. Theodore Marlowe

- **Concept:** Obsessive Pathologist with Theories Unproven
- **Skills:** Forensic Mapping, Anatomical Insight
- **Frailty:** Trusts no one, not even his own assistants
- **Gear:** Stained autopsy gloves, unlabeled phials
- **Goal:** To publish irrefutable proof of a serial poisoner among the elite
- **Motive:** A patient he couldn't save left behind a letter... and it haunts him
- **Nemesis:** Dean Ellison of the Royal Medical Society, who calls him "unfit"

Ivy Addams

- **Concept:** Ghost of the Rookeries
- **Skills:** Vanishing, Listening Where She Shouldn't
- **Frailty:** Perpetually in someone's debt
- **Gear:** Broken locket, velvet dice weighted just so
- **Goal:** To disappear for good — but not before settling one last score
- **Motive:** She knows the man who framed her is about to do it again

- **Nemesis:** Detective Ormsey, who calls her “informant” but means “bait”

Mr. Jeremy Bentley

- **Concept:** Patron of the Arts, Collector of People
- **Skills:** Wealth-Based Access, Masked Charm
- **Frailty:** His ego outpaces his caution
- **Gear:** Engraved opium case, charity gala invitations
- **Goal:** To become indispensable to every circle that matters
- **Motive:** The higher he rises, the further he can bury his family’s crimes
- **Nemesis:** Cousin Gregory, the one person he can’t buy

Miss Margaret Sterling

- **Concept:** Orator, Strategist, Agitator
- **Skills:** Mobilization, Rhetoric
- **Frailty:** Trusts her gut — always
- **Gear:** Steel-rimmed spectacles, ink-smudged pamphlets
- **Goal:** To bring systemic rot into daylight — one name at a time
- **Motive:** Her sister died in an asylum that shouldn’t have existed
- **Nemesis:** Sir Alder Brackley, parliamentarian and silent shareholder

Persons of Interest

The Confidence Man

- **Concept:** Charming Opportunist
- **Skills:** Persuasive Misdirection, Impersonation
- **Frailty:** Overconfidence in their own legend
- **Gear:** Assumed identity, counterfeit references

- **Goal:** To extract wealth, trust, or secrets from the gullible
- **Motive:** Greed masked as charisma
- **Nemesis:** The one mark who saw through it once before

The Smuggler

- **Concept:** Gentleman (or Lady) of the Shadows
- **Skills:** Urban Navigation, Under-the-Table Deals
- **Frailty:** Haunted by a deal gone wrong
- **Gear:** Hollowed luggage, coded route maps
- **Goal:** To keep the goods — and themselves — unseen
- **Motive:** Profit... and maybe protection for someone else
- **Nemesis:** A customs agent with a personal score to settle

The Second-Story Artist

- **Concept:** Elegant Thief
- **Skills:** Lockbypassing, Unseen Entry
- **Frailty:** Drawn to notoriety like a moth to flame
- **Gear:** Coil of rope, monogrammed lockpicks
- **Goal:** To claim what they believe should never have been guarded
- **Motive:** Money, pride — or inheritance by other means
- **Nemesis:** The retired detective who caught them once... and let them go

The Forger

- **Concept:** Master of the Almost-Real
- **Skills:** Signature Imitation, Document Craft
- **Frailty:** Believes no one is truly original
- **Gear:** Aged parchment, stolen stamps
- **Goal:** To seed the world with their handiwork
- **Motive:** The thrill of deception disguised as craft

- **Nemesis:** A curator who knows their style too well

The Blackmailer

- **Concept:** Archivist of Sin
- **Skills:** Pattern Discovery, Strategic Release
- **Frailty:** Keeps one secret too many
- **Gear:** Dossiers, wax-sealed envelopes
- **Goal:** To control through fear, not force
- **Motive:** A need for power that no position could offer
- **Nemesis:** Someone whose past they got wrong — fatally

The Counterfeiter

- **Concept:** Artisan of the Fake
- **Skills:** Precision Replication, Ink Chemistry
- **Frailty:** Can't resist critiquing originals
- **Gear:** Press plates, faded master copy
- **Goal:** To flood the market with falsehoods
- **Motive:** To prove they could always do it better
- **Nemesis:** A banker with a ruined reputation and a long memory

Locations

The Guttering Lamp

- A half-abandoned public house at the edge of the fog district, where oil smoke clings to the ceiling and regulars drink without eye contact.
- Possible encounters: Rumor-hoarding bartender, washed-up inspector, figure who always sits near the door

The Verlaine Theatre

- An aging but once-illustrious playhouse known for its velvet drapes, whispered scandals, and a chandelier that once fell mid-performance.
- Possible encounters: Forgotten understudy, patron who never applauds, masked stagehand with a locked dressing room

The Violet Parlour

- A discreet salon for the influential and disreputable alike; officially a tea room, unofficially a place to arrange disappearances or favors.
- Possible encounters: Retired spy turned hostess, gossip broker, veiled patron with a coded fan

The Brassworks Asylum

- A grim, fortified hospital for the mentally unwell — or those made inconvenient. The gates creak even when shut.
- Possible encounters: Rambling patient with perfect recall, overworked night doctor, missing records clerk

Marwick College of Unnatural Philosophy

- A forgotten annex of the city's university, where outdated disciplines are still practiced and lectures are sometimes interrupted by static.
- Possible encounters: Sleep-deprived archivist, lecturer on cursed numbers, assistant with a locked satchel

The Argent Hotel

- A silver-domed establishment of faded glory, where chandeliers flicker despite rewiring, and guests often check out without packing.

- Possible encounters: Concierge who forgets nothing, heiress in mourning, bellboy with too many keys

Adventure Seeds

D66	Adventure Seed
11	Infiltrate a gentlemen's club to unearth the truth behind a member's sudden, scandalous death.
12	Recover a stolen heirloom before it's auctioned under a false name at a secret collector's gathering.
13	Catch a masked burglar whose thefts match a series of unsolved cold cases — down to the minute.
14	Investigate a girl's disappearance from a finishing school with locked dorms and a curiously silent staff.
15	Uncover the source of blackmail targeting a socialite with ties to a forgotten asylum fire.
16	Trace a rash of arsons to a common link — and stop the next blaze before it consumes Parliament Row.
21	Retrieve a missing painting rumored to contain the confession of its murdered artist.
22	Gather evidence against a police officer who has erased more than just reports.
23	Identify the source of anonymous threats sent to a shipping magnate with wartime secrets.

D66	Adventure Seed
24	Hunt a serial killer whose victims all wore the same perfume — discontinued for decades.
25	Disarm a blackmailer who claims to possess letters that could bring down half the Privy Council.
26	Find a vanished heiress last seen boarding a train that never arrived.
31	Expose the ghost thief plundering society balls — whose identity shifts with every witness.
32	Guard a philanthropist during a masked charity gala — and discover who wants them dead by midnight.
33	Stop a string of ritualistic murders echoing an occult trial from a century ago.
34	Trap a con artist seducing and defrauding London's elite one engagement at a time.
35	Investigate a missing artifact tied to a deadly curse no museum dares display.
36	Protect a judge who sentenced a killer now presumed dead — until new killings follow the same pattern.
41	Retrieve a shipment of falsified medical supplies before they enter a city-wide distribution chain.
42	Track down stolen research notes before a theoretical invention becomes a practical weapon.

D66**Adventure Seed**

43	Follow a string of counterfeit inheritances to the printing press that shouldn't exist.
44	Unmask a thief whose diamond heists follow the arc of an unpublished novel.
45	Protect a politician receiving threats written in mirror script — and dated a week into the future.
46	Retrieve a patent prototype stolen from a dead inventor's lab by someone who shouldn't know it exists.
51	Catch a gallery curator staging their own thefts to fund a secret collection of forgeries.
52	Solve the murder of a socialite found dead in a locked suite with a shattered looking glass.
53	Stop a cat burglar targeting the homes of recently deceased collectors.
54	Investigate disappearances in the city's poorest quarter tied to a "ghost tax" collected by strangers in uniform.
55	Trace the death of a parkland wanderer whose final words match a previous victim's journal.
56	Retrieve a stolen painting rumored to shift nightly — and show its thief in real time.
61	Uncover the truth behind a noble's death at a secluded estate where no one remembers the night clearly.
62	Recover a stolen formula before it can be replicated — or silenced — by its competitor.

D66**Adventure Seed**

63	Investigate disappearances at a university where students claim the library's basement changes shape.
64	Break into a noble mansion to retrieve an object someone inside is willing to kill to keep hidden.
65	Discover who killed a gang lord inside a locked prison cell — and why no one seems surprised.
66	Identify the woman found in the harbor with no name, no records — and your contact's address sewn into her hem.