

MYSTERY ADVENTURE PACK

Version: 3

Table of contents

- Mystery Adventure Pack 1**
 - Setting Information 1
 - Character Traits 1
 - Special Rules 6
 - Factions 8
 - NPCs 10
 - Foes 12
 - Locations 14
 - Adventure Seeds 15

Mystery Adventure Pack

Setting Information

- The time period is Late 19th - Early 20th century, during the golden age of detective fiction
- The location is Victorian England, with a focus on London and its criminal underworld
- The main historical event is the Industrial Revolution, which brought new advancements and technologies but also social and economic changes that affected society.
- Emphasis on detective stories, scientific investigation, and reasoning. The works of Arthur Conan Doyle and other contemporary writers heavily influenced the genre.
- Themes are: crime, mystery, suspense, and deduction, with a focus on the psychological and moral aspects of the detective and their pursuit of justice.

Character Traits

Concepts

D66	1	2	3	4	5	6
1	Bril- liant De-	Cun- ning Sleuth	Myste- rious	Observant Inspector	Intu- itive Enigmatic	Eccen- tric De- tective

D66	1	2	3	4	5	6
	tec- tive		Inves- tigator			
2	Me- thod- ical Sleuth	Astute Investi- gator	Sharp- Wit- ted In- spec- tor	Tenacious Sleuth	Per- ceptive Dete- ctive	Analyt- ical In- vesti- gator
3	Savvy In- spec- tor	Re- source- ful Sleuth	Mas- ter- mind Dete- ctive	Unortho- dox Inves- tigator	Wise Inspec- tor	In- sight- ful Sleuth
4	De- duc- tive De- tec- tive	Inquisi- tive In- vesti- gator	Sea- soned In- spec- tor	Sharp- Eyed Sleuth	Bril- liant Mind Dete- ctive	Street- wise Inves- tigator
5	Determined In- spec- tor	Keen- Eared Sleuth	Calcu- lating Dete- ctive	Brilliant Strategist Investiga- tor	Fear- less In- spectors	Quick- Think- ing Sleuth
6	Charis- matic De- tec- tive	Trust- worthy Investi- gator	Dis- cern- ing In- spec- tor	Fearless Sleuth	Ratio- nal De- tective	Dili- gent Inves- tigator

Skills

D66	1	2	3	4	5	6
1	Deductive reasoning	Observant eye	Crime analysis	Sharp memory	Forensic knowledge	Effective interrogation
2	Profiling suspects	Surveillance expertise	Code breaking	Research proficiency	Photography skills	Disguise mastery
3	Psychological insight	Combat training	Lock picking	Firearms proficiency	Persuasive negotiation	Legal knowledge
4	Tracking abilities	Fingerprint analysis	Eavesdropping expertise	Safe cracking	Lie detection	Martial arts
5	Poison knowledge	Ballistics analysis	Witness interviewing	Crime reconstruction	Handwriting analysis	Document forgery detection
6	Lip reading	Criminal network knowledge	Logic puzzle solving	Memory enhancement	Navigation skills	Stealth and concealment

Frailties

D66	1	2	3	4	5	6
1	Chronic mi- graines	Fear of the dark	Per- sis- tent night- mares	Sub- stance addic- tion	Overwhelm- ing guilt	Social awk- ward- ness
2	PTSD from past cases	Chronic insomnia	Fear of enclosed spaces	Grief from a personal loss	Moral dilem- ma strug- gles	Chronic pain from an old in- jury
3	Fear of heights	Impostor syndrome	Deep-rooted cyni- cism	Claus- tropho- bia	Para- lyzing fear of failure	Family secrets haunt- ing them
4	Fear of firearms	Haunted by a past mistake	Inabil- ity to trust oth- ers	Chronic illness	Fear of wa- ter	Reck- less- ness in pursu- ing jus- tice
5	Obses- sive- com- pulsive ten- dencies	Insecu- rity about their de- fective skills	Anxi- ety in social set- tings	Fear of public speak- ing	Su- per- sti- tious be- liefs	Emo- tional detach- ment

D66	1	2	3	4	5	6
6	Fear of animals	Lack of empathy	of Impaired hearing	Paranoia and distrust of authority	Fear of the supernatural	Inability to let go of a case.

Gear

D66	1	2	3	4	5	6
	Detective's magnifying glass	Pocket watch	Fountain pen	Detective's notebook	Evidence collection kit	Flashlight
2	Lock picking tools	Disguise kit	Detective's trench coat	Hidden camera	Microphone and listening device	Detective's hat
3	Forensic fingerprinting kit	Wire-tapping equipment	Camera with tripod	Forensic chemistry kit	Detective's walking cane	Evidence evidence bags and labels
4	Crime scene tape	Telescope	Morse code device	Invisible ink and decoding tools	Cryptography	Portable dark-room

D66	1	2	3	4	5	6
					hand- book	
	Detective's brief- case	Foren- sic an- thro- pol- ogy kit	Sketch- ing and drawing supplies	Portable type- writer	Surveil- lance binoc- ulars	Breath- alyzer
6	Poly- graph ma- chine	Lie de- tec- tion kit	Portable phono- graph and recording discs	Detective's badge and identifi- cation	Portable finger- print- ing kit	Foren- sic bal- listics analysis kit

Special Rules

Clues

To uncover the mystery, characters will need to gather information and piece together clues. The resolution of actions related to discovering clues will be through a closed question with the following range of possible answers: - **“No, and..”**: The protagonist fails to discover any information or clues. - **“No”**: The protagonist discovers a small piece of information or clue, but it's not particularly useful. - **“No, but...”**: The protagonist discovers a piece of information or clue, but it reveals a misleading or false lead. - **“Yes, but...”**: The protagonist discovers a piece of information or clue, but it requires further investigation or verification. - **“Yes”**: The protagonist discovers a useful piece of information or clue that helps to

progress the investigation. - **“Yes, and...”**: The protagonist discovers multiple pieces of information or clues that significantly advance the investigation.

Interrogation

To gather information from suspects and witnesses, characters will engage in interrogations. The resolution of actions related to questioning individuals will be through a closed question with the following range of possible answers: - **“No, and..”**: The protagonist’s line of questioning is ineffective and the suspect or witness refuses to cooperate. - **“No”**: The protagonist’s line of questioning is ineffective and the suspect or witness provides limited or unhelpful information. - **“No, but...”**: The protagonist’s line of questioning reveals a misleading or false lead. - **“Yes, but...”**: The protagonist’s line of questioning elicits useful information, but the suspect or witness is evasive or uncooperative. - **“Yes”**: The protagonist’s line of questioning elicits useful information from the suspect or witness. - **“Yes, and...”**: The protagonist’s line of questioning elicits multiple pieces of useful information from the suspect or witness.

Alibis

To determine the whereabouts of suspects, characters will need to verify and question their alibis. The resolution of actions related to verifying alibis will be through a closed question with the following range of possible answers: - **“No, and..”**: The protagonist is unable to verify or question the alibi and it remains unconfirmed. - **“No”**: The protagonist is unable to verify or question the alibi, but it doesn’t appear to be significant. - **“No, but...”**: The protagonist is unable to verify or question the alibi, but it leads to a false lead. - **“Yes, but...”**: The protagonist is able to verify or question the

alibi, but it raises additional questions or suspicions. - **“Yes”**: The protagonist is able to verify or question the alibi and it appears to be credible. - **“Yes, and...”**: The protagonist is able to verify or question the alibi and it provides additional information that helps to advance the investigation.

Evidence

To uncover the truth, characters will need to gather and examine physical evidence. The resolution of actions related to discovering and examining evidence will be through a closed question with the following range of possible answers: - **“No, and..”**: The protagonist fails to gather or examine any physical evidence. - **“No”**: The protagonist gathers or examines a small piece of physical evidence, but it’s not particularly useful. - **“No, but...”**: The protagonist gathers or examines a piece of physical evidence, but it reveals a misleading or false lead. - **“Yes, but...”**: The protagonist gathers or examines a piece of physical evidence, but it requires further analysis or verification. - **“Yes”**: The protagonist gathers or examines a useful piece of physical evidence that helps to progress the investigation. - **“Yes, and...”**: The protagonist gathers or examines multiple pieces of physical evidence that significantly advance the investigation.

Factions

The Detectives

- **Concept**: Investigative Minds
- **Skills**: Observation, Deduction
- **Frailty**: Pride
- **Gear**: Magnifying Glass, Notepad
- **Goal**: To solve mysteries and bring criminals to justice
- **Motive**: To uphold justice and protect the innocent

- **Nemesis:** Clever criminals and corrupt politicians

The Criminals

- **Concept:** Masterminds
- **Skills:** Deception, Street Smarts
- **Frailty:** Greed
- **Gear:** Lock Picks, Switchblade
- **Goal:** To commit crimes and profit from them
- **Motive:** To gain wealth and power
- **Nemesis:** detectives and law enforcement

The Politicians

- **Concept:** Corrupt Officials
- **Skills:** Manipulation, Networking
- **Frailty:** Greed
- **Gear:** Briefcase, Business Card
- **Goal:** To maintain power and wealth
- **Motive:** To further their personal interests
- **Nemesis:** honest politicians and investigative journalists

The Journalists

- **Concept:** Nosy Reporters
- **Skills:** Investigation, Persuasion
- **Frailty:** Impulsiveness
- **Gear:** Pocket Watch, Notebook
- **Goal:** To uncover the truth and report on it
- **Motive:** To expose corruption and injustices
- **Nemesis:** corrupt politicians and powerful businessmen

The Scientists

- **Concept:** Scientific Sleuths

- **Skills:** Analysis, Experimentation
- **Frailty:** Obsessiveness
- **Gear:** Microscope, Test Tubes
- **Goal:** To use science to solve mysteries
- **Motive:** To advance knowledge and understanding
- **Nemesis:** criminals who use science for their own purposes

The Spiritualists

- **Concept:** Mysterious Mediums
- **Skills:** Intuition, Clairvoyance
- **Frailty:** Naiveness
- **Gear:** Tarot Cards, Crystal Ball
- **Goal:** To use their spiritual abilities to solve mysteries
- **Motive:** To help the innocent and bring closure to the bereaved
- **Nemesis:** skeptics and debunkers who doubt their abilities.

NPCs

Captain Augustus Blackwood

- **Concept:** Disgraced Detective
- **Skills:** Sleuthing, Marksmanship
- **Frailty:** Alcoholism
- **Gear:** Flask, Revolver
- **Goal:** Redemption
- **Motive:** To clear his name and restore his reputation
- **Nemesis:** Corrupt Police Chief

Miss Prudence Fairfax

- **Concept:** Elegant Reporter
- **Skills:** Observation, Persuasion

- **Frailty:** Vanity
- **Gear:** Notebook, Pocket Mirror
- **Goal:** Scoop of a Lifetime
- **Motive:** To uncover the truth behind a major news story and secure her place in the industry
- **Nemesis:** Intimidating Editor

Dr. Theodore Marlowe

- **Concept:** Eccentric Pathologist
- **Skills:** Medical Science, deduction
- **Frailty:** Paranoia
- **Gear:** Scalpel, Chemical Kit
- **Goal:** Scientific Discovery
- **Motive:** To uncover the truth about a series of mysterious deaths and make a breakthrough in his field
- **Nemesis:** Suspicious Colleagues

Ivy Addams

- **Concept:** Whispers in the Wind
- **Skills:** Infiltration, Street Smarts
- **Frailty:** Gambling Addiction
- **Gear:** Lockpicks, Dice
- **Goal:** Freedom
- **Motive:** To clear her name and avoid arrest for a crime she did not commit
- **Nemesis:** Vengeful Detective

Mr. Jeremy Bentley

- **Concept:** Wealthy Socialite
- **Skills:** Finance, Seduction
- **Frailty:** Arrogance

- **Gear:** Wallet, Cigarette Case
- **Goal:** Power
- **Motive:** To increase his influence and control in the upper echelons of society
- **Nemesis:** Envious Rival

Miss Margaret Sterling

- **Concept:** Fierce Suffragette
- **Skills:** Oratory, Tactics
- **Frailty:** Impulsiveness
- **Gear:** Pamphlets, Pocket Watch
- **Goal:** Women's Rights
- **Motive:** To fight for women's rights and equality in a male-dominated society
- **Nemesis:** Conservative Politician

Foes

The Con Artist

- **Concept:** Deceptive Salesman
- **Skills:** Persuasion, Disguise
- **Frailty:** Greed
- **Gear:** Fake ID, False Evidence
- **Goal:** To defraud victims
- **Motive:** Financial gain
- **Nemesis:** Detective

The Smuggler

- **Concept:** Underground Trader
- **Skills:** Stealth, Negotiation
- **Frailty:** Fear of Capture
- **Gear:** Hidden Compartment, Forged Papers

- **Goal:** To profit from illegal goods trade
- **Motive:** Financial gain
- **Nemesis:** Customs Officer

The Thief

- **Concept:** Skilled Burglar
- **Skills:** Lockpicking, Escape Artist
- **Frailty:** Arrogance
- **Gear:** Lock picks, Grappling Hook
- **Goal:** To steal valuable items
- **Motive:** Personal gain
- **Nemesis:** Private Investigator

The Forger

- **Concept:** Deceptive Artist
- **Skills:** Mimicry, Forgery
- **Frailty:** Vanity
- **Gear:** Forged Documents, Imitation Materials
- **Goal:** To sell fake goods and pass them off as real
- **Motive:** Financial gain
- **Nemesis:** Art Investigator

The Blackmailer

- **Concept:** Extortionist
- **Skills:** Intimidation, Research
- **Frailty:** Cowardice
- **Gear:** Hidden Recording Device, Threatening Letters
- **Goal:** To extort money from victims
- **Motive:** Financial gain
- **Nemesis:** Detective

The Counterfeiter

- **Concept:** Duplicitous Printer
- **Skills:** Printing, Concealment
- **Frailty:** Paranoid
- **Gear:** Counterfeit Money, Inks and Paints
- **Goal:** To produce and distribute fake currency
- **Motive:** Financial gain
- **Nemesis:** Treasury Agent

Locations

The Rusty Anchor

- A run-down tavern near the docks, known for its rough clientele and seedy reputation.
- Possible encounters: Drunken Sailor, Smuggler, Under-cover Detective

The Grand Opera House

- A grand, opulent theater that is the pride of the city. It hosts a variety of plays, operas, and ballets.
- Possible encounters: Egotistical Actor, Wealthy Benefactor, Opera Singer

The Black Rose Club

- A notorious speakeasy, located in the heart of the city's red light district.
- Possible encounters: Bootlegger, Jazz Musician, Flapper

The Ironworks Factory

- A large, industrial factory that produces various metal goods. It is known for its long hours, low pay, and dangerous working conditions.

- Possible encounters: Labor Union Organizer, Factory Manager, Injured Worker

The University

- A prestigious institution of higher learning, with a focus on science, medicine, and the arts.
- Possible encounters: Professor, Graduate Student, Nobel Prize Winner

The Majestic Hotel

- A luxurious hotel that caters to the wealthy and famous. It is known for its opulent decor and excellent service.
- Possible encounters: Hotel Manager, Rich Tourist, Society Matron

Adventure Seeds

D66

Adventure

- 11 A mysterious death occurs in a prominent gentleman's club, and the protagonist must interview members and search for clues to uncover the truth.
- 12 The protagonist is hired by a wealthy industrialist to retrieve a valuable artifact that was stolen from his home.
- 13 A series of bizarre burglaries have taken place across the city, and the protagonist must track down the culprit before they strike again.
- 14 A young woman has disappeared from a prestigious boarding school, and the protagonist must navigate the school's hierarchy to uncover the truth behind her disappearance.

D66**Adventure**

- 15 A wealthy socialite is being blackmailed, and the protagonist is hired to discover who is behind the threats and put a stop to them.
- 16 A string of deadly fires have broken out across the city, and the protagonist must work with the fire department to determine the cause and prevent any further destruction.
- 21 A priceless painting has gone missing from a local museum, and the protagonist must navigate the complex web of collectors, curators, and art dealers to recover the stolen artwork.
- 22 A corrupt police officer is suspected of taking bribes and covering up crimes, and the protagonist must gather evidence to bring the truth to light.
- 23 A wealthy businessman is receiving threatening letters, and the protagonist must determine who is behind the threats and why.
- 24 A string of murders has taken place in a high-end neighborhood, and the protagonist must work with the police to track down the killer.
- 25 A powerful politician is being blackmailed, and the protagonist is hired to uncover the truth and put a stop to the extortion.
- 26 A wealthy heiress has gone missing, and the protagonist must search for clues and follow leads to find her before it's too late.
- 31 A string of jewel thefts have taken place at high-society events, and the protagonist must work with the local authorities to track down the thief.

D66**Adventure**

32A wealthy philanthropist is being threatened, and the protagonist is hired to discover who is behind the threats and protect their client.

33A serial killer is on the loose, and the protagonist must work with the police to track down the murderer and bring them to justice.

34A group of wealthy investors are being targeted by a clever con artist, and the protagonist must expose the fraud and protect their clients.

35A wealthy collector is being blackmailed over a valuable artifact, and the protagonist must uncover the truth behind the extortion and protect their client.

36A powerful judge is receiving threatening letters, and the protagonist must determine who is behind the threats and why.

41A wealthy shipping magnate is being extorted over a valuable shipment, and the protagonist must work with the shipping company to uncover the truth and put a stop to the crime.

42A prominent scientist is being threatened, and the protagonist must determine who is behind the threats and why.

43A wealthy banker is being blackmailed, and the protagonist must work with the bank to uncover the truth behind the extortion.

44A string of diamond thefts have taken place across the city, and the protagonist must track down the thief and recover the stolen gems.

D66**Adventure**

- 45A wealthy politician is being threatened, and the protagonist must determine who is behind the threats and why.
- 46A wealthy industrialist is being extorted over a valuable patent, and the protagonist must uncover the truth behind the crime and protect their client.
- 51 A string of art thefts have taken place across the city, and the protagonist must work with the local authorities to track down the thief and recover the stolen artwork.
- 52 A wealthy socialite is found murdered in their penthouse apartment and the investigation leads the detectives to an underground gambling ring.
- 53 A string of burglaries hits the city's wealthy residents, and the detectives must track down the elusive thief before they strike again.
- 54A series of strange disappearances in the city's poorest neighborhood prompts the detectives to dig deeper into the area's criminal underworld.
- 55A young woman is found dead in the park and the detectives must navigate the conflicting testimonies of her friends and family to find the killer.
- 56A famous painter's latest work is stolen from a prestigious art museum, and the detectives must navigate the treacherous world of art theft to retrieve it.
- 61 The protagonist is called to a remote estate to investigate a mysterious death, and discover a web of secrets and deceit among the wealthy and powerful residents.
- 62A scientist's groundbreaking discovery is stolen and the detectives must race against time to retrieve it before it falls into the wrong hands.

D66**Adventure**

63The protagonist is tasked with investigating a series of strange disappearances at a prestigious university, and uncover a sinister plot to exploit students.

64The protagonist is called to a wealthy neighborhood to investigate a break-in at a high-security mansion, and find themselves in the middle of a dangerous power struggle.

65A notorious gang leader is murdered in prison and the detectives must navigate the treacherous world of organized crime to find the killer.

66A young woman is found dead in the city's harbor, and the detectives must follow the trail of evidence to uncover the truth about