

The Black Lady of Brodick Castle



WRITTEN BY
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Castle Falkenstein

The Black Lady of Brodick Castle

Dramatis Personae

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The Black Lady of Brodick: An Adventure Entertainment for Castle Falkenstein

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Dedicated to Those Who Made this Possible, Mister Maximum Mike and Lady Lisa Pondsmith

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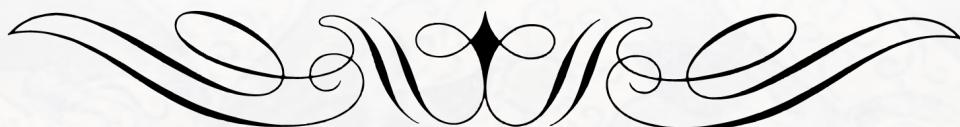


Haunting at Brodick Castle!

A phantom woman haunts the grounds of Brodick Castle in Scotland! No soul can speak as to the origins of the ghostly visitation or as to her intentions but the spectral apparition clearly desires something! Is she a former lover of the Laird? A Faerie trickster taking spiritual form? Or is she an omen of death itself come for some poor resident of the Castle? At the behest of a patron the Dramatic Characters travel to the Isle of Arran to investigate the strange phenomenon and discover the truth. Just what is the Black Lady of Brodick Castle?



Dramatis Personae



Alphabetical Order by Surname

MISTRESS FIONA LOGAN

Thomas McIlroy's mistress

Abilities: Comeliness [GD] • Charisma [GR] • Education [PR] • Fisticuffs [PR] • Performance [GD] • Social Graces [GD]

Health: 5

MRS. MEMORY LORD

Member of the London Society of Phantasmal Research

Abilities: Athletics [PR] • Education [GD] • Exchequer [GR] • Perception [GD] • Physique [PR]

Health: 4

CAITIR MAC AN ABA

Angry Banshee

Abilities: Athletics [PR] • Courage [GD] • Etherealness [GR] • Fisticuffs [GR] • Glamour [GD] • Physique [GD] • Portend Danger [GD] • Shapeshift [GD] • Stealth [EXC]

Health: 7

Shapeshifted Talons [3 (P) / 4 (F) / 5 (H) / Harm Rank C]

LAIRD THOMAS MCILROY

Owner of Brodick Castle

Abilities: Connections [GD] • Education [GD] • Exchequer [GD] • Fisticuffs [PR] • Perception [GR] • Physique [PR] • Social Graces [GD]

Health: 4

LADY SHEENA MCILROY

Thomas McIlroy's wife

Abilities: Charisma [GD] • Comeliness [PR] • Connections [GD] • Education [GD] • Physique [PR] • Social Graces [GR]

Health: 4

MISTRESS AILSA ROSS

Owner of The Eider's Down pub

Abilities: Athletics [PR] • Courage [GD] • Marksmanship [PR] • Perception [GR] • Social Graces [GD]

Health: 5

MISTER JOCK SHEACH

Carriage driver

Abilities: Athletics [GD] • Comeliness [GR] • Exchequer [PR] • Perception [GD] • Physique [GD] • Stealth [PR]

Health: 5

Unlike many Castle Falkenstein products, this Adventure Entertainment was not written by Captain Tom Olam or someone else from Beyond the Faerie Veil. Instead, it was written by Lady Jennifer Povey based on her interpretations of various miscellaneous notes sent to us by Captain Olam. We hope you enjoy it.

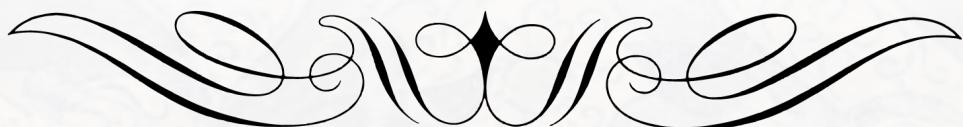
What Has Gone Before

Like much of Scotland, the Isle of Arran has changed dramatically in the last century. Many of the farmers have gone, displaced in the infamous “Clearances” as ownership of the land was consolidated and farms converted for the use of more profitable and less labor intensive sheep herds. Even many of the Fae who once called the Isle home have fled to escape the changes to their island or to follow the humans who they feel loyal to. An influx of tourists, drawn to the Isle’s natural beauty and local charm, has only made things more uncomfortable for those that remain.

Brodick Castle, home to Laird and Lady McIlroy and landmark of the Isle, has always had a history of hauntings but in recent weeks a new ghost, the Black Lady, has tickled the morbid fascination of residents and tourists alike. Is she a ghost? A banshee? Or something even more demonic? Rumors abound about the ghost, the castle, and the McIlroys themselves.



Chapter 1: Investigations



In which the heroes are engaged to investigate the strange hauntings at Brodick Castle.

The Dramatic Characters are contacted by Mrs. Memory Lord, a prominent member of the London Society of Phantasmal Research. The society consists of a number of wealthy individuals curious about the nature of ghosts, spirits, and death itself. It is not uncommon for them to commission research teams to investigate known hauntings and report on their findings.

Mrs. Lord has a personal connection to the haunting at Brodick Castle. Sheena McIlroy, the lady of the castle, is a childhood friend and quite sickly due to the lingering effects of a stillbirth experienced the prior year. If the Black Lady of Brodick Castle is a ghost or, worse, a banshee, Mrs. Lord worries the haunting might lead to a worsening of Lady McIlroy's condition or, even more devastating, her death.

Mrs. Lord is not able to make the trip to Scotland herself, given she is with child and close to the date of delivery. As a representative of the London Society of Phantasmal Research she offers to commission to the Dramatic Characters if they travel to the Isle of Arran and ascertain the true nature of the Black Lady. If pressed she will provide an advance of the commission to cover reasonable expenses.

To reach the Isle of Arran the Dramatic Characters will most likely travel by train to Glasgow, transfer to an older and less luxurious train traveling to Ardrossan, and then board a paddle steamer to cross the waters to Brodick village.

Mrs. Lord has sent word to the McIlroy's by telegraph and a carriage, driven by Jock Sheach, will be waiting for them on the Isle once the party arrives. The carriage is drawn by a pair of fine looking matched bays, but a trained eye will see that they are older horses, a little grey around the muzzle. The carriage too seems worn and faded. A successful Good Social Graces feat will tell the Dramatic Characters the carriage is not as well cared for as might be expected from a noble family in possession of a castle estate.

During the trip to Brodick Castle, Sheach is happy to chat with the Dramatic Characters. He will, in fact, be quite keen on flirting with any Dramatic Character who has a Comeliness Ability of Good or higher. Sheach personally does not believe there actually is a ghost but believes the rumors are of benefit to the village. If pressed further he will explain that talk of the ghost has brought new tourists to the Isle and helped stimulate the local economy. The Laird has even begun charging a small fee for guided tours of the "haunted castle."

The party will see evidence of this as they approach the castle. A ticket booth has been set up at one entrance to the castle gardens and a servant mans it, allowing tourists to enter and explore for a small fee. The gardens are well maintained and the castle itself seems in good condition but, like the carriage and horses, evidence of neglect

can be seen by those with a discerning eye. As he helps unload the party's luggage Sheach will also recommend that they visit the village pub, named the Eider's Down, for a meal before they leave. Should he be questioned on the topic, he'll sheepishly admit he receives a small kickback for advertising the pub to visitors.

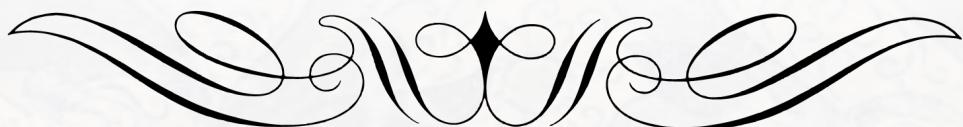


A Bit of History

The Isle of Arran, located in the Firth of Clyde, is the seventh largest of the Scottish islands. It is a beautiful location with diverse wildlife but as of the 1870s is losing much of its cultural heritage due to the Clearances, in which a consolidation of land in Scotland by wealthy individuals has led to many residents leaving for cities in hopes of finding factory work.

In our world, Brodick Castle was a seat of power for the Dukes of Hamilton, a powerful Scottish family, during this time period. Obviously, things are different in New Europa. The notes we received from across the Faerie Veil which inspired this Adventure Entertainment suggest the McIlroy family had the support of some powerful Faerie allies at some point in the distant past and were able to gain control of Brodick Castle as a result. In New Europa, the Dukes of Hamilton claim Hamilton Palace in Lanarkshire as their seat of power instead.

Chapter 2: Discoveries



In which our heroes discover the secrets hiding within Brodick Castle.

Investigating the haunting will require gathering clues from different sources. These scenes may be played out in any order, as dictated by the actions of the Players. Hosts are reminded that the Players might step outside the bounds of the Adventure Entertainment as written. Be prepared to improvise.

The Laird of the Castle

Entering Brodick castle itself, the Dramatic Characters are greeted by Laird Thomas McIlroy. He welcomes them and politely invites them in for tea and lunch after their long trip. Despite his politeness, though, he does not seem pleased by their arrival. Much like the carriage and the exterior of the castle, the interior seems quite impressive upon first glance but closer inspection shows faint signs of decay and neglect. The food served to the party, however, is quite delicious.

If asked directly about the haunting, Laird McIlroy will tell the Dramatic Characters that the Black Lady is almost always seen moving through the gardens directly behind the castle and always at dusk, where there is a pleasant formal garden, although she does not appear every night. He will describe the Black Lady as spectral, obviously an adult woman, and as clad in swathing black robes. She wanders the garden as if searching for

something but never takes the same route twice and has been known to wail an unworldly cry. She vanishes after the sun completely sets. He himself has not confronted the Black Lady and has ordered his staff not to do so, either. Tourists are not allowed into the gardens around that time, either. Laird McIlroy insists this is for the good of all, as the Black Lady might well be dangerous. Despite this, he is obviously reluctant to grant permission to research the supposed ghost. He will not refuse the request, however. Should anyone mention trying to drive off or banish the Black Lady, Laird McIlroy will flatly refuse. He insists she has harmed no one and deserves to be left alone.

The Lady of the Castle

The Dramatic Characters will find Lady Sheena McIlroy upstairs in her chambers. It is dark and the curtains are drawn, lending a stuffy air to the room. Lady McIlroy is an unattractive, thin-faced woman, who is, as they say “more personality than beauty.” Anyone who speaks to her for a period of time may diagnose her with a successful Good Physician or Great Perception Feat. It is clear the woman is suffering from a malaise, likely brought on due to the stillbirth she suffered through last year. She will refuse to answer questions of a personal nature and insist she is well but simply tired due to the season.

Lady McIlroy can add little to the information her husband provided about the Black Lady. She has sat at her window and watched it several times now and doesn't seem particularly interested in speculating upon its nature. She will add one useful nugget, however, saying "I've watched the Black Lady several times now and I've always seen her walk around the plants and trees, not through them. Don't you think that odd?"

The Village Barkeep

It is only a mile's travel from the Castle to the village and, despite Lady McIlroy's complaints about the season, the weather is excellent for walking. There isn't much of interest in Brodick village itself. What few businesses there are exist either to help facilitate the transfer of wool to the mainland or to service tourists. The Eider's Down, as recommended by Jock Sheach, is at the very center of everything. The food there is simple but well crafted and Jane Ross, the owner, is always happy to talk to visitors. Any Dramatic Character who speaks Gaelic will be an instant favorite and she will show deference to any party member who is a Faerie.

Mistress Ross is a good source of information but the following rumors can be imparted by anyone in the village or servants in Brodick Castle as well. Gathering information from Mistress Ross or another villager requires success at a Great Exchequer, Charisma, or Connections Feat. Reduce the Requirement by one step if the Dramatic Character doing the questioning is Scottish or a Faerie. A Partial Success reveals one of these rumors. A Full Success reveals three of these rumors and a High Success reveals all of them. Which rumors are revealed is determined by the Host.

- The Isle of Arran is a shadow of what it once was.

The Clearances saw wealthy individuals take advantage of poorly written Scottish law to evict farmers and consolidate land into larger farms focusing on sheep herding instead of food growing. Many have left the Isle for cities on the mainland, looking for work. Those that remained ended up earning less due to a depressed economy and less employment opportunity. The McIlroys did their best to fight against these Clearances but there was little they could do against the force of the law.

- The McIlroys aren't immune to the problems, either. Rumor has it the family coffers are starting to run dry. Several servants have been let go and craftsmen in the village haven't been called to the castle for repairs in months.
- There aren't many Faeries left on the Isle of Arran. Many left during the Clearances, choosing to follow the departing humans with whom they had formed cultural and family bonds. Others vanished into the hills or the waters and haven't been seen since.
- The few older residents of Brodick village who remain remember a Black Lady living on the Isle of Arran decades ago. She was a Banshee who, despite their fearsome reputation, looked out for the locals. She hasn't been seen since the Clearances began. The original Black Lady had little to do with the castle before but some of the old timers speculate that, perhaps, she has returned and is upset about the state of the Isle.
- Lady McIlroy was born on the mainland and only moved to the Isle after marrying her husband as part of an arrangement. She has always been somewhat fragile, physically, and the strain of a failed pregnancy has obviously done her in, the poor thing. This was the Lady's first pregnancy and according to the village midwife it is likely her last. The difficulty of the matter has likely left her barren.

- Laird Thomas McIlroy has been seen around the village with Fiona Logan, the pastor's daughter who has the "voice of an angel." Some whisper the two might be having an affair, not that it is anyone's business.

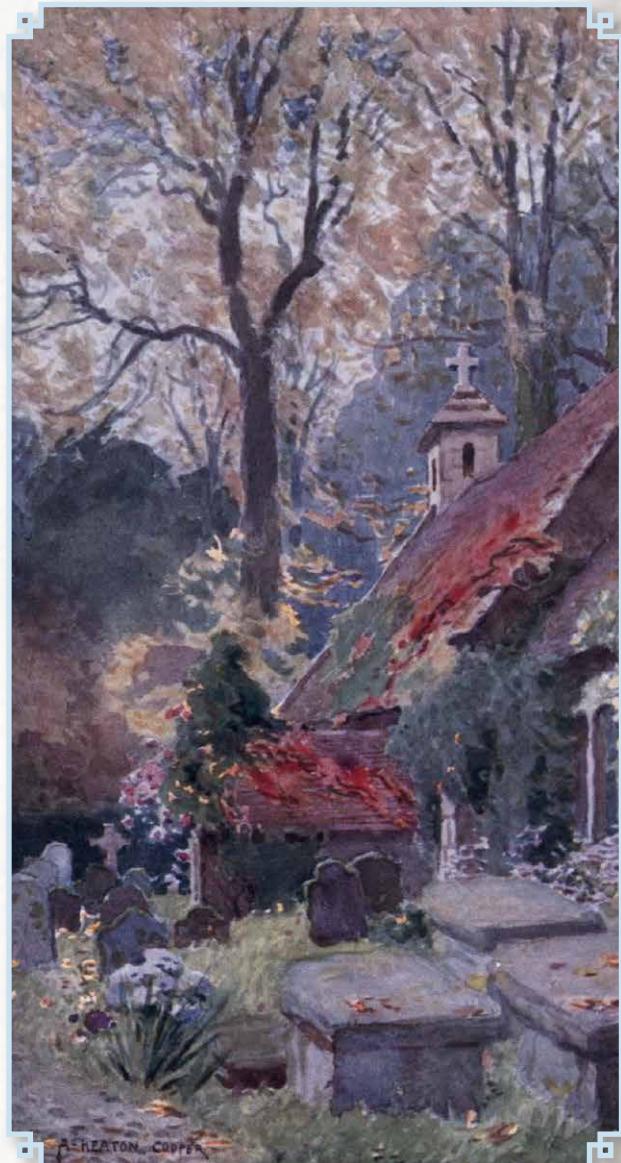
The Laird's Mistress

The Dramatic Characters will find Fiona Logan in church. She is sitting in a back pew, praying. She is focused on her prayers and will not notice the party until spoken to. At that point, she will attempt to flee, likely through the door into the vestry or a side door from the west transept (the part of the church that forms the "arm" of a cross when seen from above).

If cornered, Mistress Logan will vehemently deny any wrong-doing and insist she was running because she has little love for strangers. If the Dramatic Characters succeed at a Good Charisma or Courage Feat they can either cajole or intimidate the fetching young woman into admitting to her affair with Thomas. He has promised her the money she needs to go to London and pursue her lifelong dream to "take to the stage." She desperately wants off the island and dreams of being the next Jenny Lind. If the Dramatic Characters succeed at a Great Charisma or Courage Feat they can push Mistress Logan into admitting she is also doing "something else" for Laird McIlroy. Getting her to admit the truth, that she is playing the part of the Black Lady at the insistence of the Laird, will require an successful Exceptional Charisma or Courage Feat. Even then, she claims not to know the exact reasons for the ruse. With a success on an Extraordinary Charisma or Courage Feat, she will shamefully admit she worries the Laird is trying to induce his wife into having a heart attack.

The Gardens by Day

Despite their status as a tourist destination, Laird Thomas will not give the Dramatic Characters permission to investigate the gardens. If the Dramatic Characters press the issue he will insist he does not wish the tourists or the Black Lady herself disturbed and excuse himself. He is, after all, a busy man.



Despite this refusal, sneaking into the gardens won't be difficult as the Laird does not employ enough staff to prevent truly determined visitors. Entry to the garden can be had from either the castle itself or from a single entrance on the grounds. Three servants patrol the interior of the garden during the day to ensure the tourists do no harm to it and two man the ticket booth at the entrance. Any attempt to enter the grounds, including the simple purchase of tickets, will require succeeding at an Average Feat using the appropriate Ability for the method selected.

Once the party infiltrates the gardens, success at a Great Perception Feat will spot a black lady's glove which has fallen under one of the hedges. The glove is velvet, has fine stitching, and is too expensive to belong to any woman in the village. If asked, Lady McIlroy recognizes the glove as her own but insists she hasn't been out in the garden for months. A quick search of her wardrobe shows the other glove is missing as well.

By succeeding at an Exceptional Perception Feat a member of the party might notice a cleverly concealed corridor in one of the hedges, most likely allowing castle gardeners an easy route between the gardens and the general grounds.

No other clues are to be had during the day. The garden has seen many visitors, making the tracking of footprints in the soil impossible. Sorcerous Dramatic Characters who look will find no trace of Magick activity present.

The Gardens by Night

Despite his reluctance to give aid to the party, Laird McIlroy recognizes them as agents of his wife's childhood friend and will offer them shelter for the night, should they require it. He will kindly ask them not to wander about after dark, however. His wife, he insists, needs her rest.

Dramatic Characters who retire to their rooms on the third floor of the castle will find themselves locked in. Picking the locks will require a success on a Good Stealth Feat or a Great Tinkering Feat. Climbing out the window and scrambling down the castle wall is also an option but requires success on a Great Athletics Feat. Reduce the difficulty to Average if a Dramatic Character is able to properly improvise a rope.

The entrance to the gardens from the grounds has been gated and locked and requires a Great Stealth or Exceptional Tinkering Fest to unlock. Scaling the gate is easier, requiring only success at a Good Athletics Feat.

Jock Sheach has been posted in front of the door which leads from the castle to the gardens. If the party befriended him before he will wink and step aside. Otherwise, convincing him to look the other way will require a successful Great Charisma, Courage, or Exchequer Feat or some sort of brute force.

Dramatic Characters who found the secret passage in the hedge earlier can easily use that to sneak inside.

If the party makes no attempt to hide once in the gardens, the Black Lady will appear in front of the outer hedge wall, notice them, and vanish once

more. A successful Good Perception Feat is all that is needed to realize she isn't dematerializing but passing through the secret passage built into the hedges. If the party does hide they will need to make a contested Stealth Feat against the Perception of the Black Lady (Fiona Logan in disguise). If she notices the Dramatic Characters the Black Lady will escape as described above. Otherwise, she will wander through the gardens for several minutes before leaving through the secret passage.

Should the party confront the Black Lady she will run and attempt to flee through the secret passage, dropping a scarf as she does. If Fiona is caught, she will confess her role in things. Otherwise, the scarf will be a vital clue. She was wearing it earlier that day and any resident of the village will recognize it as belonging to her.

Confronting The Laird

The party can confront Laird McIlroy at any time. Forcing him to confess requires success against an Extraordinary Charisma, Connections, or Courage Feat. If need be, he will try to deflect blame on Mistress Logan and insist this was obviously some prank on her part. Reduce the Requirement of the Feat by one step for each of the following evidentiary pieces the Dramatic Characters can present.

- The black lady's glove from the garden.
- Fiona Logan's scarf which was dropped by the Black Lady.
- The testimony of Lady McIlroy and her observations about the Black Lady walking around obstacles.
- The village tales about how the Faerie have left the Isle and the lack of Banshee sightings in the past many years.

- Fiona Logan herself, still dressed in the robes of the Black Lady.

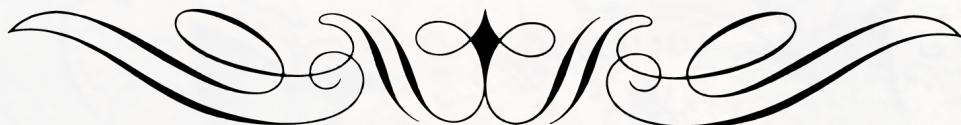
If every piece of evidence is presented, no Feat is required. Laird McIlroy confesses to stealing some of his wife's clothing and convincing his mistress, Fiona Logan, to dress up as the Black Lady of legend. He did so to spread rumors of ghost stories in the hopes of attracting tourists to rebuild both the local economy and his own personal coffers. Ever since the Clearances his family's fortunes have been dwindling and without a windfall he is likely going to have to sell the Brodick Castle.

Enter the Banshee

As Laird McIlroy confesses his guilt, the castle doors fly open. There stands another woman in black, her tattered robes whipped around by the wind. She points one long, bony finger at Thomas McIlroy and speaks in a voice which sounds much like rusting nails dragging across pitted metal sheets.

"I am Caitir Mac An Aba and I am the Banshee of the Isle of Arran. For years now I have wandered afar, looking for a way to take back my home from the greedy and the cruel. Now I have returned and discovered the Laird of this castle repaying my good intentions by mocking both my name and my legacy with a pale imitation!"

Chapter 3: The True Black Lady



In which our heroes must confront an angry Faerie and decide the fate of a Laird.

The Players have several choices once the Banshee reveals herself.

- They can decide to let the Banshee punish Thomas and Fiona. This will mean their brutal deaths as she plagues them with Glamour nightmares before ripping them apart with her bare hands. Once the two, and any who try to defend them, are dead she will depart. She has no desire to punish anyone but the two conspirators.
- They may attempt to reason with the Banshee. No one knew she still existed, after all, or that she had left the Isle in search of a way to save it. In fact, Laird McIlroy was attempting to do the same thing! Calming Caitir Mac An Aba down will require a successful Exceptional Charisma or Social Graces Feat. Reduce the Requirement to Great if a member of the party is a Faerie. It is recommended the Host does not tell the Players if they succeeded or failed at the Feat. Instead, make the moment tense by requiring roleplay and acting the Banshee's supernatural fury to the hilt.
- Finally, the Dramatic Characters can attempt to fight or drive the Banshee away. She is a formidable opponent and Hosts shouldn't be afraid of using cards from their hand to augment her abilities. Should things look grim for the Dramatic Characters, a Good Education Feat might remind one that

Banshees are repelled by clothes turned inside out, significant quantities of iron, holy symbols, and ringing bells.

The outcome of the Adventure Entertainment depends upon the actions and successes of the Dramatic Characters. Should Laird McIlroy and Mistress Logan be killed, the Banshee's fury will temporarily be sated and she will depart. The village will come together to mourn Fiona while Lady McIlroy will have no choice but to sell the castle and move to the mainland. Months later rumors will be heard from the Isle of Arran as wealthy landowners first report hear intense keening outside their homes and then die bloody deaths as if torn apart by the claws of a wild animal.

If the Banshee is repelled or sent back to the Veil she will vanish for a time but eventually return to nurse her grudge against a new target: the Dramatic Characters. Lord McIlroy and his wife will sell Brodick Castle and move to the mainland and the Isle of Arran will struggle along, slowly losing its Gaelic identity as more locals leave to find work.

If Caitir Mac An Aba is calmed and a peace is brokered, she will agree to work with the Laird and the people of the Isle of Arran to buy back as much of their land as possible. The banshee

even has a possible lead. While wandering abroad she discovered the location of a hidden treasure. All she and the Laird will need now is a group of stalwart adventurers willing to retrieve it...

No matter the outcome, the Dramatic Characters will receive the agreed upon payment from Mrs. Memory Lord of the London Society of Phantasmal Research upon filing their report. Once she has given birth, Mrs. Lord intends to travel and visit her childhood friend, Lady McIlroy. It is Mrs. Lord's hope that the presence of a baby in the Lady's life will help cure the malaise which ails her.



Sample Dramatic Characters

The following six Dramatic Characters are provided for the convenience of groups who wish to proceed right to playing the Great Game. They were built using the standard rules as presented in *Castle Falkenstein* unless otherwise noted.



Janet Black

The men all laughed when Janet Black showed up in California with her pickaxe and her panning gear but damned if she didn't show them a thing or three. The blacksmith's daughter struck her claim, worked it, and came up with enough gold to make her rich for life. Tired of working for a living, the newly wealthy Janet set off from San Francisco aboard an aeroship, intending to see the world and investigating a haunted castle sounds like loads of fun!

A few tips on playing Janet Black: You grew up rough but you grew up loved. You believe in speaking plain and not holding back. Luckily, people in New Europa seem to expect that kind of behavior from Americans so your attitude, plus your money, have won you a few friends on this side of the Atlantean. Just remember, there's not much honesty and a good think can't solve and if a problem gets too ornery, you've always got your Colt to back you up.

Working with the Others: Maybe you've taken a fancy to one of the others or maybe you're just bored. You left home looking for adventure and romance and this haunting's giving you a chance for both. Never shy, you're happy to insert yourself into anyone's investigation as long as it is exciting.

Abilities: Charisma [GR] • Courage [GD] • Exchequer [EXC] • Fencing [PR] • Marksmanship [GD] • Physique [GD] • Social Graces [PR] • Sorcery [PR]

Health: 7

Notable Possessions: .44 Colt (Range 50/300 / Load 6 / 4 (P) / 5 (F) / 6 (H) / Harm Rank D), bank book, passport.

Marquess Marie-Christine Bourdon

Though she was born to the aristocracy of France, Marie-Christine Bourdon has always been a tinkerer at heart, much to the exasperation of her parents. In her youth, Marie-Christine's governess often found her taking apart some device or another as she attempted to discover how it worked. As the young aristocrat grew older, Marie-Christine made something of a truce with her parents. She would act more properly like a lady if they would arrange for her to learn engineering from experts across New Europa. Recently, inspired by Lady Ada Lovelace, Marie-Christine has become interested in the functioning and programming of Babbage Engines.

A few tips on playing the Marquess Marie-Christine Bourdon: To please your parents, you have learned how to act like a proper lady but, at heart, you are a tinkerer. Any chance to talk shop with another inventor should be leapt upon, and any new device must be examined and documented thoroughly. You are, in many ways, the original geek girl even if you were born to wealth.

Working with the Others: Is it a ghost? A Faerie? Or a clever trick using clockwork and mirrors? The engineer in you demands to know! The others might be bamboozled by the supernatural but your presence will ensure a smooth, orderly, and thoroughly scientific investigation is conducted.

Abilities: Athletics [PR] • Connections [GD] • Education [GD] • Fencing [PR] • Fisticuffs [PR] • Marksmanship [GD] • Performance [PR] • Social Graces [GR] • Tinkering [EXC]

Health: 5

Notable Possessions: .22 Derringer (Range 10/25 / Load 2 / 1 (P) / 2 (F) / 3 (H) / Harm Rank A), a selection of useful tools.

Doctor Montague MacTaggart

Born to a well-off merchant family, Montague MacTaggart was sent by his parents to London to attend school with the hopes of becoming a medical doctor. During his time in the Empire's capital young Montague was introduced to the works of Andrew Jackson Davis, an early pioneer of spiritualism and became fascinated. While Montague did eventually complete his studies and become a doctor he did not return to Scotland to take up a medical practice. Instead, much to the chagrin of his parents, he presented himself to the London Society of Phantasmal Research and was inducted into their ranks as a field researcher.

A few tips on playing Montague MacTaggart: You are a man of science and believe, given enough time, energy, and resources, science can explain anything. This includes the so-called Magick of Sorcerers and the Faeries. You are calm, collected, and rational in the face of the unexplained. Yet, in your darkest moments you must admit to a hint of uncertainty. Being Scottish in an English medical school, you suffered more than your share of bullying from your fellow students and you have never quite shaken the need to prove yourself to others.

Working with the Others: As an actual member of the London Society of Phantasmal Research and a Scotsman, you naturally consider yourself the leader of this investigation, even if other members of the expedition might be older than you. However, you recognize the value in exploring a problem from multiple perspectives. You might be a bit overbearing but you won't turn away another's idea out of hand. After all, even a broken clock tells the right time twice each day.

Abilities: Athletics [GD] • Charisma [PR] • Education [GR] • Exchequer [GD] • Perception [GD] • Physician [GR] • Stealth [PR] • Tinkering [GD]

Health: 5

Notable Possessions: Doctor's bag with appropriate tools, several books on spiritualism, Abercrombie's automatic recorder (portable typewriter)

Peter Last

Peter Last's father serves as Mrs. Memory Lord's butler. His father was her father's butler and when the time comes, his family expects him to answer the call of duty and take his place as the most distinguished of servants for the Lord family. Is it any wonder, then, than young Peter Last wants for a bit of adventure before he settles into a life of domestic servitude? Perhaps recognizing Peter's desire for greater things, Mrs. Lord has asked him to join her team of investigators as they look into the matter of the Black Lady.

A few tips on playing Peter Last: Being on the cusp of manhood marks you as the youngest member of the party. As a result you are full of vim and vigor and always eager for an adventure. You are eager to prove your worth and happy to rush ahead where others might fear to tread. Any moment might be an opportunity in disguise if you are ready to seize it!

Working with the Others: The men and women with you are capable, handsome, and beautiful and you just know you will prove yourself a valuable asset to the investigation. After all, most of them seem to be the respectable type. They don't understand that, while nobles and the wealthy are clever in their own way, the true dirt on any situation can be found by speaking to the commoners and servants!

Abilities: Athletics [GD] • Charisma [GD] • Connections [PR] • Courage [GR] • Fisticuffs [GD] • Perception [GD] • Performance [PR] • Physique [GR]

Health: 8

Notable Possessions: Brass knuckles (1 (P) / 2 (F) / 3 (H) / Harm Rank A / Causes blows only), a waterproof box of lucifers, extra handkerchiefs packed by your mother.

Pauly the Pixie

Let Brownies have their boring work and Faerie Lords their courtly intrigues. Life for Pauly the Pixie is nothing but adventure! After all, adventure is so very easy to find. All it takes is finding an interesting group of humans and slipping into their belongings. Before Pauly knows it they've been taken to a new place and are having quite a bit of fun! This latest group seems to be hunting a ghost. Or is it a Banshee? Whatever the case, Pauly is sure to have an exciting time of it!

A few tips on playing Pauly: As a Pixie, you are a study in contrasts. You can covertly tag along with a group of humans for days, observing their actions and helping them without their knowledge. At the same time, you are bubbly and light and full of laughter and can't help bursting out at just the right time to trigger a scare or bring a smile to someone's face. So long as things are exciting, you're content to participate in any adventure. Should they turn boring, however, you might be forced to make a bit of excitement of your own!

Working with the Others: These humans and their ghost hunting seem quite fascinating! It should lead to interesting times in a place you've never explored before. On the other hand, they are just big, bumbling, blind humans. They'll certainly need the help of a clever, properly sized Pixie in order to solve this mystery. The humans just might not know it yet!

Abilities: Athletics [GD] • Etherealness [GD] • Exchequer [PR] • Fisticuffs [PR] • Glamour [GR] • Love Charm [GR] • Perception [GD] • Physique [PR] • Stealth [EXC] • Shapeshift [PR] • Sorcery [PR] • Tinkering [PR]

Health: 4

Notable Possessions: A collection of oddities and sparklies kept in a marble bag.

Repulsions: As a Pixie, Pauly is repulsed by clothing turned inside out, large quantities of iron, holy symbols, and significant quantities of salt.

Please note, Pauly was built using the Pixie template in *Memoirs of Auberon of Faerie*. To make her conform with standard *Castle Falkenstein* rules, remove the Shapeshift Ability and change Etherealness to AV.

Sir Peter Windhelm

Sir Peter Windhelm, an English gentleman through and through, has recently returned to London with his Parisian wife, Corrine. A Sorcerer and member of the Order of the Temple of Jerusalem, he takes advantage of his relative wealth and the leisure time it produces to act as did the knights of old, righting wrongs and aiding those in need. A relic in an ever changing world, Sir Peter stands by his belief that it is the duty of the fortunate to give aid to the less fortunate whenever possible.

A few tips on playing Sir Peter Windhelm: You are an English knight of the noblest sort, through and through. You live by a strict code, helping those in need and bringing to justice those who have committed crimes. You are, technically speaking, a Sorcerer but you are no scholar. Magick, to you, is as much a tool as a hammer or a sword. Still, at the end of an adventure, when you have done all you can to help the world, you return home to your wife, whom you love with all your heart.

Working with the Others: Mrs. Memory Lord seems a capable woman. If she has selected the others to investigate this matter you will lend your aid, no matter how strange their methods. If this Black Lady turns out to be a monster in need of slaying you will do the deed. Otherwise, perhaps you can help a lonely soul cross over to the next world.

Abilities: Athletics [GD] • Courage [GR] • Exchequer [GD] • Fencing [GR] • Physician [PR] • Sorcery [GD] • Stealth [PR]

Health: 7

Notable Possessions: Court sword (4 (P) / 5 (F) / 6 (H) / Harm Rank C), wallet with bank notes.

Spells: As a Templar, Sir Peter can cast from the **Libram of Mystic Transformation** and **Osman's Tome of Physical Movement**. For more information on lorebooks and Sorcery in general, see the appropriate section of the *Castle Falkenstein* rulebook.

Janet Black

The men all laughed when Janet Black showed up in California with her pickaxe and her panning gear but damned if she didn't show them a thing or three. The blacksmith's daughter struck her claim, worked it, and came up with enough gold to make her rich for life. Tired of working for a living, the newly wealthy Janet set off from San Francisco aboard an aeroship, intending to see the world and investigating a haunted castle sounds like loads of fun!

A few tips on playing Janet Black: You grew up rough but you grew up loved. You believe in speaking plain and not holding back. Luckily, people in New Europa seem to expect that kind of behavior from Americans so your attitude, plus your money, have won you a few friends on this side of the Atlantean. Just remember, there's not much honesty and a good think can't solve and if a problem gets too ornery, you've always got your Colt to back you up.

Working with the Others: Maybe you've taken a fancy to one of the others or maybe you're just bored. You left home looking for adventure and romance and this haunting's giving you a chance for both. Never shy, you're happy to insert yourself into anyone's investigation as long as it is exciting.

Abilities: Charisma [GR] • Courage [GD] • Exchequer [EXC] • Fencing [PR] • Marksmanship [GD] • Physique [GD] • Social Graces [PR] • Sorcery [PR]

Health: 7

Notable Possessions: .44 Colt (Range 50/300 / Load 6 / 4 (P) / 5 (F) / 6 (H) / Harm Rank D), bank book, passport.



Marquess Marie-Christine Bourdon

Though she was born to the aristocracy of France, Marie-Christine Bourdon has always been a tinkerer at heart, much to the exasperation of her parents. In her youth, Marie-Christine's governess often found her taking apart some device or another as she attempted to discover how it worked. As the young aristocrat grew older, Marie-Christine made something of a truce with her parents. She would act more properly like a lady if they would arrange for her to learn engineering from experts across New Europa. Recently, inspired by Lady Ada Lovelace, Marie-Christine has become interested in the functioning and programming of Babbage Engines.

A few tips on playing the Marquess Marie-Christine Bourdon: To please your parents, you have learned how to act like a proper lady but, at heart, you are a tinkerer. Any chance to talk shop with another inventor should be leapt upon, and any new device must be examined and documented thoroughly. You are, in many ways, the original geek girl even if you were born to wealth.

Working with the Others: Is it a ghost? A Faerie? Or a clever trick using clockwork and mirrors? The engineer in you demands to know! The others might be bamboozled by the supernatural but your presence will ensure a smooth, orderly, and thoroughly scientific investigation is conducted.

Abilities: Athletics [PR] • Connections [GD] • Education [GD] • Fencing [PR] • Fisticuffs [PR] • Marksmanhip [GD] • Performance [PR] • Social Graces [GR] • Tinkering [EXC]

Health: 5

Notable Possessions: .22 Derringer (Range 10/25 / Load 2 / 1 (P) / 2 (F) / 3 (H) / Harm Rank A), a selection of useful tools.



Doctor Montague MacTaggart

Born to a well-off merchant family, Montague MacTaggart was sent by his parents to London to attend school with the hopes of becoming a medical doctor. During his time in the Empire's capital young Montague was introduced to the works of Andrew Jackson Davis, an early pioneer of spiritualism and became fascinated. While Montague did eventually complete his studies and become a doctor he did not return to Scotland to take up a medical practice. Instead, much to the chagrin of his parents, he presented himself to the London Society of Phantasmal Research and was inducted into their ranks as a field researcher.

A few tips on playing Montague MacTaggart: You are a man of science and believe, given enough time, energy, and resources, science can explain anything. This includes the so-called Magick of Sorcerers and the Faeries. You are calm, collected, and rational in the face of the unexplained. Yet, in your darkest moments you must admit to a hint of uncertainty. Being Scottish in an English medical school, you suffered more than your share of bullying from your fellow students and you have never quite shaken the need to prove yourself to others.

Working with the Others: As an actual member of the London Society of Phantasmal Research and a Scotsman, you naturally consider yourself the leader of this investigation, even if other members of the expedition might be older than you. However, you recognize the value in exploring a problem from multiple perspectives. You might be a bit overbearing but you won't turn away another's idea out of hand. After all, even a broken clock tells the right time twice each day.

Abilities: Athletics [GD] • Charisma [PR] • Education [GR] • Exchequer [GD] • Perception [GD] • Physician [GR] • Stealth [PR] • Tinkering [GD]

Health: 5

Notable Possessions: Doctor's bag with appropriate tools, several books on spiritualism, Abercrombie's automatic recorder (portable typewriter)



Peter Last

Peter Last's father was a butler as was his father before him. Peter, however, has no desire to become just another domestic servant in a long line of domestic servants. Instead, he wishes to roam the world and have adventurers like the men and women he has read about in the pages of the *Strand Magazine*. With a keen eye, a strong frame, and a good heart, the young man has struck out to travel the continent in search of his fortune.

A few tips on playing Peter Last: Being on the cusp of manhood marks you as the youngest member of the party. As a result you are full of vim and vigor and always eager for an adventure. You are eager to prove your worth and happy to rush ahead where others might fear to tread. Any moment might be an opportunity in disguise if you are ready to seize it!

Working with the Others: If this isn't adventure, what is? There's people to protect, a madman to stop, and all sorts of interesting people to chat with. Growing up as a member of a serving family means you aren't likely to take the lead but you're happy to assist the others as they come up with clever plans and push forward to stop evil from winning.

Abilities: Athletics [GD] • Charisma [GD] • Connections [PR] • Courage [GR] • Fisticuffs [GD] • Perception [GD] • Performance [PR] • Physique [GR]

Health: 8

Notable Possessions: Brass knuckles (1 (P) / 2 (F) / 3 (H) / Harm Rank A / Causes blows only), a waterproof box of lucifers, extra handkerchiefs packed by your mother.



Pauly the Pixie

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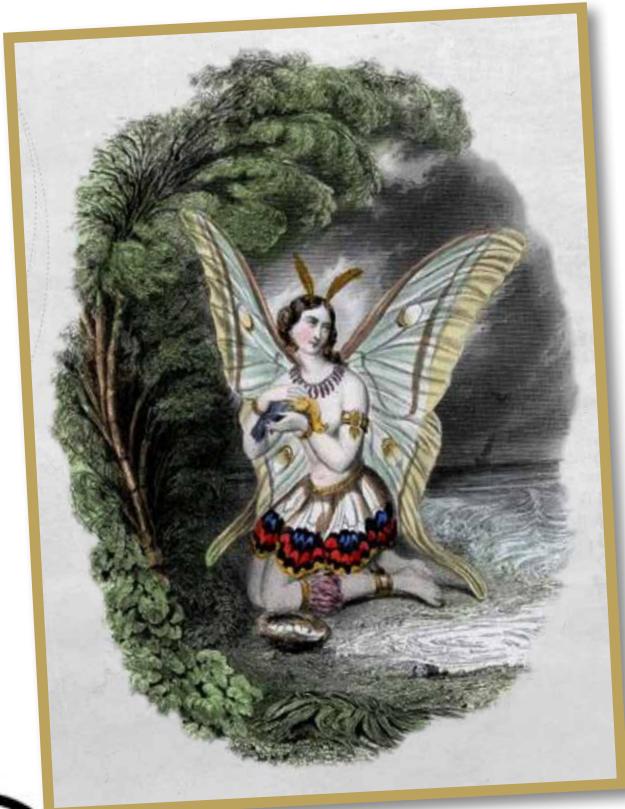
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Abilities: Athletics [GD] • Etherealness [GD] • Exchequer [PR] • Fisticuffs [PR] • Glamour [GR] • Love Charm [GR] • Perception [GD] • Physique [PR] • Stealth [EXC] • Shapeshift [PR] • Sorcery [PR] • Tinkering [PR]

Health: 4

Notable Possessions: A collection of oddities and sparklies kept in a marble bag.

Repulsions: As a Pixie, Pauly is repulsed by clothing turned inside out, large quantities of iron, holy symbols, and significant quantities of salt.



Sir Peter Windhelm

Though he was born in England, Sir Peter Windhelm moved to Paris years ago to be with the love of his life, Corinne. A Sorcerer and member of the Order of the Temple of Jerusalem, he takes advantage of his relative wealth and the leisure time it produces to act as did the knights of old, righting wrongs and aiding those in need. A relic in an ever changing world, Sir Peter stands by his belief that it is the duty of the fortunate to give aid to the less fortunate whenever possible.

A few tips on playing Sir Peter Windhelm: You are an English knight of the noblest sort, through and through. You live by a strict code, helping those in need and bringing to justice those who have committed crimes. You are, technically speaking, a Sorcerer but you are no scholar. Magick, to you, is as much a tool as a hammer or a sword. At the end of the night, when you have done all you can to help the world, you return home to your wife, whom you love with all your heart.

Working with the Others: Mrs. Memory Lord seems a capable woman. If she has selected the others to investigate this matter you will lend your aid, no matter how strange their methods. If this Black Lady turns out to be a monster in need of slaying you will do the deed. Otherwise, perhaps you can help a lonely soul cross over to the next world.

Abilities: Athletics [GD] • Courage [GR] • Exchequer [GD] • Fencing [GR] • Physician [PR] • Sorcery [GD] • Stealth [PR]

Health: 7

Notable Possessions: Court sword (4 (P) / 5 (F) / 6 (H) / Harm Rank C), wallet with bank notes.

Spells: As a Templar, Sir Peter can cast from the **Libram of Mystic Transformation** and **Osman's Tome of Physical Movement**. For more information on lorebooks and Sorcery in general, see the appropriate section of the *Castle Falkenstein* rulebook.

