

# The Unfortunate Circumstance of Dame Margaret Pearl.



Written by  
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Violent Media

# Violent Media Presents:

A most piteous Situation,  
exploitable by those situated towards the strange.



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Likeness of Dame Margaret  
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# Introduction...

“Oh hello, dear. My, you look positively aghast. I know, I know the city becomes more wretched by the day.”

“Could you draw the curtains? Terribly bright today. Oh and that terrible moon last night, shone like a thousand suns...”

“Could you get that for me, dear? That hand seems oh so clumsy this morning.”

“Screaming? Oh the neighbors have been just awful, all day and night. I fear I shall never adjust to city living...”

— **FORMERLY DAME MARGARET PEARL**

“The corruption comes on suddenly, often overnight. Symptoms vary and a myriad of repulsive growths, afflictions, and alterations have been reported: new limbs ending in screaming malformed faces, viscous noisome discharges from pores or orifices, elongation or shifting of dental structures, softening putrid flesh falling away from newly chitinous bones, amongst many things more disgusting besides. Enlargement of the eyes, extreme photosensitivity, and a rapid onset of alopecia seem to be the only consistencies between subjects.

“Most subjects cannot be convinced any changes have occurred. Mirrors and all other reflective surfaces bizarrely show only the subject’s previous appearance. They are piteous and confused things by day.

“By night, the subjects stalk the streets on inscrutable and often bloody errands. No cure, either mundane or supernatural, has been discovered. Judicious application of fire seems to be the only certain method of resolving most instances.

“Though I do have high hopes for Dame Margaret; I have learned much of late from certain Eastern sources...”

— **ALAN SMYTHE-WORSTER**

Margaret   Others   Night   Disease/Violence   Sleep   Truth

# Dramatis Personae...

## Dame Margaret Pearl ~

Station: Widow of Sir Herbert Swanning Pearl.

Visage: **Once beautiful** | **One arm cracked off**, like an old statue | **Extra arms** flail about from her back, one **whispering** nonsense, the other **occasionally screams** | **Pointed teeth** | **Carnivorous**, though **unaware** of this, **vomits frequently** | A round weeping eye in her **chest**, like some terrible bloom, it **only opens at night** |

Personality : Hidebound | Gullible | Easily flustered | Generous |

Secrets : Degenerative, gross magical disease.



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# Dramatis Personae...

## Mayor Preston Hilden Greenbriar II ~

Station : Landless Baronet, Mayor.

Visage : Blonde | Thin | Fine Mustache |

Personality : Politic | Cautious | Secretive | Insincerely Lighthearted |

Secrets : Long time **lover of Herbert Pearl**. Both men genuinely cared for Margaret, unwitting shield for their **forbidden passion**.

The honorable Mr. Greenbriar quietly offered a very **generous reward** to anyone who might **cure** or at least **halt Margaret's malady**. He's given out **token advances** to several "**characters of odd repute**".

## Alan Smythe-Worster ~

Station : Thoroughly inept occultist, all too willing to accept the Mayor's advance.

Visage : Long wild hair | Eccentric wardrobe | Cowls | Crystals | Lacework |

Personality : Bombastic | Melodramatic | Vain | Delusional |

Secrets : He has **confused** several dozen **different magical maladies** as the same, paid huge sums for lessons from well-known **faux-mystics**, and **believes** fervently that his each passing **whim and half-remembered dream hold cosmic truths**. He is **convinced** he is in **great personal danger**.

## Bethany Flora ~

Station : Much younger bastard-sister to Herbert, servant/confidant to Dame Margaret.

Visage : Brunette| Rubenesque Beauty |

Personality : Obsequious and Quiet around Margaret | Brazen and Flirty Elsewhere|

Secrets : Only **works** for Dame Margaret at **Preston Greenbriar's monetary** behest. Her **wages** keep Bethany in a **nicer boarding** house than she'd hoped for. With a fair amount of **free time** on her hands Bethany has taking to **bribing students** into **stealing her books** from the library.

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# Margaret's Nightime Activities...

Measured in nights post transformation.

Roll 1d4 to determine when the PCs become aware.

## Night | Event

- 1 \_\_\_\_\_ | Draws strange fecal sigils in the center of each city wall.
- 2 \_\_\_\_\_ | Climbs down the nearest well to wallow in dark waters. (An outbreak of cholera begins the next day.)
- 3 \_\_\_\_\_ | Stalks and ritualistically murders every cat within two blocks of her home.
- 4 \_\_\_\_\_ | In a back alley, she gathers a nest together out of garbage. A murder of crows viciously guard it during daylight hours.
- 5 \_\_\_\_\_ | This night she sleeps in the nest, the eye in her chest glows pink.
- 6 \_\_\_\_\_ | She spends the entire night tasting bits of brick and mortar from buildings all over town.
- 7 \_\_\_\_\_ | She will spend a few hours laying a bloody terracotta egg inside her nest. Animals will no longer go near her or her nest, not even the crows.
- 8 \_\_\_\_\_ | Sleeping fitfully in her own bed for half the night, the chest eye never opens. Two hours before dawn, Formerly-Margaret (third eye open) will attempt to assassinate the sleeping mayor with her husband's desk knife and ravenously consume him with an impossibly distended mouth. (If someone else catches the disease, he/she will try to murder-eat a nearby authority figure, especially one with a personal connection.)  
Come morning, she will try to murder-eat Bethany, as well. If successful, a Bethany and Hildy version of the monster will hatch from the egg. (If someone else catches the disease, he/she will attempt to murder-eat a nearby friend, confidant, or companion.)
- 9 \_\_\_\_\_ | If not already slain, she will dissolve into a pile of highly infectious, putrid sludge. Upon contact Sv. vs Poison mod. by CHA.

Margaret   Others   Night   Disease/Violence   Sleep   Truth

# Disease and Violence...

## Dame Margaret's Terrible Parasite ~

Dormant for 1d6 days, then the transformation occurs overnight. PCs may continue to roleplay their new wretched condition, if they so chose.

Saving throw vs. Poison, modified by CHA, to avoid infection.

## Dame Margaret's Aptitude Towards Violence ~

By day (third eye closed), she is confused, piteous, and weak, by night (third eye open), it becomes inscrutable, inhuman, preternaturally strong.

To kill Formerly-Margaret, both her selves must be destroyed. (Though doing so without THOROUGHLY, convincing the Mayor of its necessity will earn the PCs an incredibly bitter and powerful enemy.)

**Eye Closed** | 1HP, AC as Unarmored, 1 attack: weak thrashing 1d2-1. Movement 1/2 Human, Extremely sensitive to light, blinded by lantern-light, stunned by daylight. She has no need to breathe (beyond speaking) and cannot be drowned or asphyxiated. If killed in this form, she will awaken at dusk, and attempt to accomplish the events of nights 6-8 immediately.

**Eye Opened** | 3 HD, AC as Chain, 3 attacks: punch 1d4+2 damage, screaming head bites and sucks 1d3 damage, whispering head bites 1 damage + infection. Movement as human, but completely tireless. Extremely Sensitive to light. 5/6 stealth, 6/6 Open Doors, 6/6 Climbing. It does not breathe. Infection: Sv. vs. Poison roll modified by Charisma. If slain in this form, come morning, she will immediately enact day 9 in a very public place.

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# Wherein They Sleep...

## Margaret's Townhouse



**Top floor:** water closet, bed, stool, chair, floral vase (45sp), dressers, fireplace .



**Bottom floor:** sitting room, coat rack, stairs on right, dimly lit dinette, kitchen, pantry.

Aprox. 100sp worth of cutlery, silver plate, and knick-knacks. Roughly a sack full.

## Bethany's Boardinghouse



**Top floor:** hallway, central staircase, three well appointed rooms, two are unlet, Beth's leftmost.

**Bottom floor:** landing, central staircase, dinette and kitchen left, sitting room on the right.

## Alan's Sad, Cramped Loft



**Top Floor:** situated above a butcher's shop, straw mattress, tiny unglazed window, grimoires and scrolls scattered about the floor, small chest filled with baubles, over-full chamber pot.

## Mayoral Office



**Ground Floor:** The mayor has a palatial estate, however, he spends most nights in his modestly appointed office.

Margaret Others Night Disease/Violence Sleep Truth

# The Sad Truth of it All...

... Not that it much matters. Have you ever head the old adage, "Beware of Angels, quick to sing, but black of wing."

Spiritual entities, such as Angels, Devils, and Fairies, exist not as perfect incarnations of ideas, but rather to perpetuate certain human experiences.

The angel of pity does not pity you, rather it exists to cause others to pity you. It may be resplendent and have kind eyes, but it does not care. It cannot care. That is not what it is for.

This particular terrible disease-cycle was born of a woman's endless scorn, a man's unerring cruelty, and an angel's frightening necessity.

Kind Margaret stooped to speak a prayer for a putrefying corpse she spied within an alleyway.

Sometimes this is all it takes...

————— Fin —————

Margaret   Others   Night   Disease/Violence   Sleep   Truth

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Death,  
Disease,  
&  
Pity