

The meeting between
Kalber and Aindrid



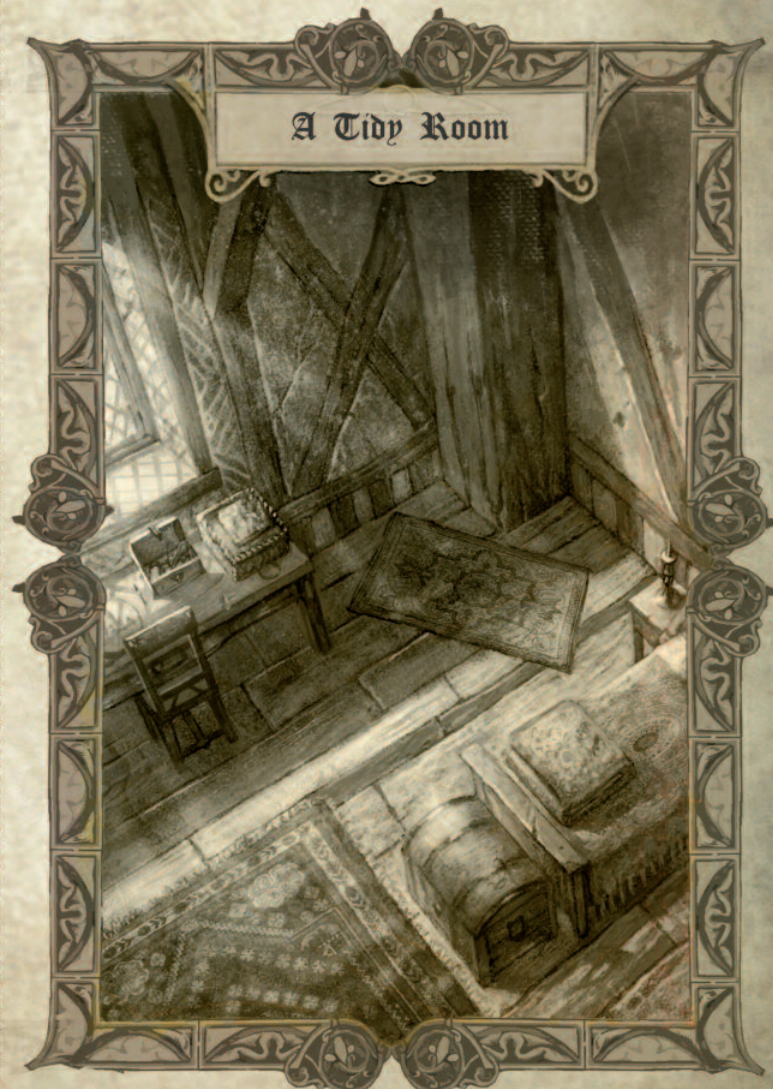
Edhene's mother
in prayer



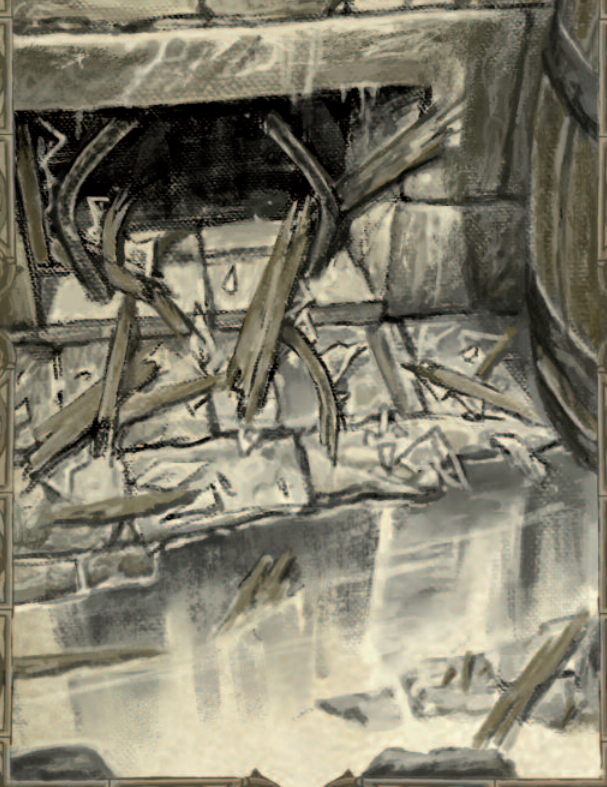
Autopsying
Edhene's corpse



A Tidy Room



A strange burglary



Improbod Gwilmine



Athelsan Oxcendre's chest



Edhene's shawl



Appendix 1: Clues



1- A strange burglary.

Investigation (goes toward solving: Edhene's murder, the Canal Gang's trafficking, the Bogeyman).

Examining the location of the alleged robbery at Athelsan Oxcendre's shows that something went out of the cellar window. Something agile, powerful, and rather small (see the Diwelank's profile in Chapter 4 – Bestiary). This certainly does not look like the work of a thief (see p.96)! If the Leader does not want to include the Diwelank, the occultist may be worried about damage caused by a consumer of improved Gwilmine, or this clue may simply be ignored.



2- The meeting between Kalber and Aindrid.

Testimony (goes toward solving: the Canal Gang's trafficking).

Scorcha, Glazi, or old Alan Fildh may inform the PCs of the strange relationship between Aindrid Hedrod and Kalber, the leader of the Canal Gang. Along with a few of his men, he paid a visit to the prostitute. Since she usually accepts only one man at a time, there must be something amiss (see p.97).



3- Improved Gwilmine.

Testimony and investigation (goes toward solving: the Canal Gang's trafficking).

It is a variant of Gwilmine, much more efficient than the one commonly sold. Synthesizing this improved version requires a well-equipped laboratory and highly qualified personnel. Importing it would require significant means as well. The following people know about this trafficking: Scorcha, Glazi, Alan Fildh, the town's magistrates, and the members of the Canal Gang. The PCs may also discover secret drug stashes (see p.97, 114).



4- Autopsying Edhene's corpse.

Investigation (goes toward solving: Edhene's murder, the Canal Gang's trafficking).

The most direct and objective way to know the truth is to examine Edhene's body, which will require skills in Medicine and the authorization of the undertaker Quilnyien. Should no PC have the appropriate Discipline, the Leader can bring in an adaptable NPC and give him or her medical skills. Trenmor Mac Daere or Mandica Octar are the most relevant choices for the role of medical examiner. What clues the PCs gather will depend on the Leader's choice regarding the murderer: Gliwi, the Canal Gang, the Diwelank, or Alan Fildh (see Act 1, Scene 6), p.99.



5- Edhene's shawl.

Investigation and vision (goes toward solving: Edhene's murder, the Bogeyman).

This clue will provide indications about where the young girl was attacked and whether she had a chance to struggle or run away. Only a medium (see p.101, 122, provided the Leader wishes to give the scenario a supernatural vibe) will be capable of drawing such information, which will also conclusively prove that Edhene has not become a ghost.



6- A Tidy Room.

Investigation and vision (goes toward solving: the Bogeyman).

This clue card is complex in its ambiguity. It shows the physical heart of the Bogeyman, which is both a place of prayer and the location of miracles. The horror manifesting in the streets goes hand in hand with a tremendous source of hope (see p.111, 117, 122).



7- Athelsan Oxcendre's chest.

Investigation (goes toward solving: the Canal Gang's trafficking, the Bogeyman).

The occultist stores his most precious books in a sturdy, fireproof chest. These include several works on occultism, including the Black Moon Handbook in addition to a few others that will make it possible to get a better picture of the Bogeyman (see Chapter 4 – Bestiary). The chest also contains Athelsan's secret journal (see p.121, 122, 128, 137, 138).



8- Edhene's mother in prayer.

Vision (goes toward solving: the Bogeyman).

Attending her daughter's burial, she stands in the rain, surrounded by the crestfallen community, the very image of maternal pain. A common woman, there is nothing to set her apart outside of the power of her emotions and her denial of her child's death. Her entire existence surrounds this commemoration. Other dreams may also be associated with this vision. They will be nightmarish and deeply unsettling, fast-forwarding through all the causes of the Bogeyman's apparition: Edhene's funeral, the gathered community, the intense moral suffering; Glazi's death, the murderous crowd chasing after him, intent on killing him gruesomely; the Maers' house, the window of Edhene's room where the mourning mother carefully keeps the Tidy Room in pristine condition (see Act 2, Scene 1), p. 109, 116, 122.

Appendix 2: Organization of the clues

The clues will provide hints to solve the three intertwined mysteries.

Edhene's murder

Who killed Edhene? A monster breaking out of its prison? The Canal Gang? Or Gliwi, Edhene's cousin? This is up to the Leader, and the decision will give each clue its own twist and flavor.

- ⊕ **Autopsying Edhene's corpse (Clue 4).** Decisive information about the young girl's last moments (see p.99).
- ⊕ **Edhene's shawl (Clue 5).** Indications on where and how the crime took place (see p.101).
- ⊕ **A strange burglary (Clue 1).** The murderer's trail, or an unrelated matter? (see p.91, 96, 103).

The Canal Gang's trafficking

Discovering the activities of the Canal Gang will reveal some aspects and practices of the Circle of Emergence.

- ⊕ **Autopsying Edhene's corpse (Clue 4).** Was Edhene killed by the Gang? (see p.86, 99).
- ⊕ **The meeting between Kalber and Aindrid (Clue 2).** The true head of the Canal Gang is not who it seems... (see p.83, 97).
- ⊕ **Improved Gwilmine (Clue 3).** Significant means are necessary to create this substance (see p.97, 114).
- ⊕ **A strange burglary (Clue 1).** Capturing and studying such a dangerous monster requires seasoned hunters and a lack of scruples (see p.96).
- ⊕ **Athelsan Oxcendre's chest (Clue 7).** It contains many revelations, both about the organization and about occultism in general (see p.128, 138).

The Bogeyman

Once the criminal investigation has been taken care of, there remains the occult case to solve.

- ⊕ **A strange burglary (Clue 1).** The first step to fighting the Bogeyman will be to set apart the crimes that are not of its doing (see p.96, 114, 133).
- ⊕ **Edhene's mother in prayer (Clue 8).** A presence at the same time moving and powerful, haunting and pervading the PCs' dreams (see p.109, 116, 122, 136).
- ⊕ **A Tidy Room (Clue 6).** At the same time a too perfect place, the denial of death, the idealization of the departed, and a reliquary (see p.111, 117, 122).
- ⊕ **Edhene's shawl (Clue 5).** Being closely connected to Edhene, it can be the source of visions or the subject of spiritualism sessions (see p.38, 101, 122).
- ⊕ **Athelsan Oxcendre's chest (Clue 7).** It holds precious knowledge that will make it possible to put a name to the mysterious threat (see p.121, 122, 128, 137).

Clues	Obtaining the clue	Solving the mystery
1. A strange burglary.	Act 1, Scene 2, insert "The secrets of Athelsan Oxcendre" (p.96)	
2. The meeting between Kalber and Aindrid	Act 1, Scene 3, insert "Strange dealings" (p.97)	
3. Improved Gwilmine	Act 1, Scene 3, insert "Strange dealings" (p.97) Act 2, Scene 2, insert "Glazi's testimony" (p.114)	
4. Autopsying Edhene's corpse	Act 1, Scene 6, "Examining the body" (p. 99)	Act 1, Scene 6, "Who is the murderer?" (p.100) Also see the chapter "Personalities" for the following sections: "What if Gliwi is the murderer?" (p.82) and "What if there is no Diwelank?" (p.91)
5. Edhene's shawl (object)	Act 1, Scene 3 (p. 96)	Act 1, Scene 6, insert "Visions," and Act 3, Scene 1 (p.122)
5. Edhene's shawl (visions)	Act 1, Scene 6, insert "Visions" (p.101)	Act 1, Scene 6, "Who is the murderer?" (p.100, 101) Act 3, Scene 1 (p.122)
6. A Tidy Room	Act 2, Scene 1, insert "The birth of a collective nightmare" (p.111) Act 2, Scene 3 (p.117)	Act 2, Scene 3 (p.116) Act 3, Scene 1 (p. 122)
7. Athelsan Oxcendre's chest	Act 2, Scene 5 (p.121) Act 3, Scene 3 (p.126)	Act 2, Scene 5 (p.121) Act 3, Scene 1 (p.122) Act 3, Scene 3 (p.126). The Bogeyman (p.137)
8. Edhene's mother in prayer	Act 2, Scene 1, "Narrative fast-forwarding" (p.109) Act 2, Scene 3, insert "Saint Edhene" (p.116)	Act 3, Scene 1 (p.122)

Appendix 3: General chronology

The story combines the priorities and actions of three groups: the Weavers' District, the Circle of Emergence, and supernatural creatures (see Chapter 4 – Bestiary). In order to sum up the succession of the events, the following chart presents the default chronology.

The rightmost column is left empty so that the Leader can take notes about the significant actions of the PCs. This is to better keep track of their initiatives, whether they are actions with an immediate impact or research previously carried out.

When ?	The Weavers' District	The Circle of Emergence	Supernatural Creatures	The PCs	Leader's notes
Evening and night	Party. Many get drunk. Edhene dies.	Traffic of Gwilmine by the Canal Gang. Meeting between Kalber and Aindrid.	The Diwelank escapes, roams through the district, then hides in the sewers.	Are invited to the party.	
Days 2 and 3	Edhene's disappearance is noticed. A search begins.			Are asked to be part of the search parties. They discover the district, familiarizing themselves with the place and the locals.	
Day 4	Edhene's corpse is found. Some of Edhene's personal belongings are found to be in Glazi's possession. He is lynched.			The investigation starts with an undercover autopsy. They are powerless witnesses to Glazi's lynching, or barely manage to save him.	
Day 5	Burial and mourning feast. The Tidy Room takes shape.	Aindrid is getting worried about the meddlesome PCs and forges evidence against them so that they can be arrested	The Diwelank finds shelter in an abandoned house. It is seen by witnesses. First night of nightmares.	Are invited to the burial. Are arrested on the basis of false accusations.	
Days 6 to 14	The situation gets out of hand. First cases of Chimerical Fever.	Traffic in the canals, under the cover of mist. Important delivery stored in the sewers.		Stay in prison.	
Day 15	The epidemic worsens.			Discover the state of the district. Prepare to leave or to resume the investigation.	
From Day 16 to the conclusion of the crisis	The district is quarantined. The epidemic and psychosis go on.			The PCs are trapped and have to act.	

Appendix 4:

Locals, witnesses, helpers

In case the Leader needs a few additional names to introduce NPCs for these episodes, here is a selection: Kathelig, Kened, Padarn, Uaine, Uunic, Cadfan, Binig, Blaez, and Quidy. Their professions can be: factory worker, warehouseman, dyer, weaver, etc. Men and women work together, no profession being specifically reserved for one sex, except for that of warehouseman, which is essentially masculine, heavy-duty work. Four NPCs have roles that can be adapted according to the Leader's needs. Two lines have been left blank to take note of and detail the chosen function.

Alan Fildh

This old man appears to be a demented, hallucinating, impoverished mystic. However, at the Leader's discretion, he may have a darker role, that of a spy or assassin suffering from the side effects of improved Gwilmine (Clue 3). He may also be witness to the meeting between Kalber and Aindrid (Clue 2, see p.97).

Erwen Oan

(see. p.91). He may be a fighter, watch sergeant, mercenary, former soldier, etc. The Leader can freely adapt this NPC

Glazi, 45 years old

(Detailed on p.89). An unpleasant, if not downright repugnant, Tarish, weathered by life. He may be witness to certain key events related to Edhene Maer's death, but who would believe this unpopular drunkard? The odds are that he will be lynched at the end of Act 1. If the PCs rescue him, he may give them information about the trade of improved Gwilmine (Clue 3). He may also have seen the meeting between Kalber and Aindrid (Clue 2, see p.97).

Loryame, 70 years old

This senile, destitute old woman spends most of her time staring out of her window, day and night. She can see all sorts of interesting things, but it will be hard to make sense of and have a use for what she has to tell. For example, she may have witnessed the delivery of the Diwelank to Oxcendre, thus providing a precious hint regarding the origin of this creature (Clue 1), or she may have caught sight of Gliwi drunkenly shambling through the district on the night of Edhene's murder. She may also have noticed accidents related to the Bogeyman (see p.90).

Mandica Octar

(see p.91). She may be an investigator, expert craftswoman, intellectual, courtesan, etc. The Leader can freely adapt this NPC.

Scorcha, 10 years old

(Detailed on p.89). A feisty street urchin whom the PCs may win over, there are plenty of things she may see and tell them about (Glazi's lynching, the fire at Athelsan Oxcendre's, etc.). She may also know of the suspicious rendezvous between Aindrid and Kalber (Clue 2), and the trade of improved Gwilmine made possible with the collaboration of Tarish (Clue 3, see p.97).

Trenmor Mac Daere

(see p.90). He may be a lawyer, physician, scholar, tradesman, investor, etc. The Leader can freely adapt this NPC.

The Ferdwens

The owners of the Golden Spool, an inn located on the market square. (see p.73, 92).

Muiredach Yago

An ambitious, hard-working magistrate. He is aware of the trade of improved Gwilmine (Clue 3) and wishes to put an end to the troubles plaguing the Weavers' District (see p.112).

Nollick de Nectan

A Gwidrite believer and former merchant. The first witness and beneficiary of the Miracles of the Tidy Room (Clue 6, see p. 116).

Quilymien

An old undertaker in his mid-forties, thin and glum-looking. A rather sensitive, very devout man, he can assist the PCs in obtaining the clue from the examination of Edhene's corpse (Clue 4, p.100).

Raseron

A weaver in his forties who has come to town for work. During the story, he will be manipulated by Aindrid to plant improved Gwilmine (Clue 3) in the personal belongings of the PCs, so that they are put under arrest (see p.115).

Appendix 5: The Maers

Asim, the first-born, 33 years old.

Erwin and Iverna's son, Edhene's brother, a respectable craftsman and responsible family man (see p.79).

Edhene, 14 years old.

Erwin and Iverna's daughter, she dies at the beginning of the story. She has a good relationship with most of the locals. Of note, she regularly helps old Loryame and believes she has befriended the prostitute Aindrid Hedrod. She has a bit of a crush on a member of the Canal Gang, Juzeg, an immoral pretty boy. She is frightened of Glazi, the Tarish (see p.77).

Erwin, the father, 60 years old.

Edhene, Gueduren, and Asim's father. A well-respected, friendly craftsman (see p.78).

Gliwi, 22 years old.

A cousin of the Maers who grew up in the countryside. He is obsessively in love with Edhene, and is among the potential murderers (see p.82).

Greine, Asim Maer's wife, 30 years old.

Haldrid's sister, a no-nonsense, energetic woman determined to protect her children. She can direct the PCs' attention to the Tidy Room (Clue 6, see p.79).

Gueduren, died at the age of 21.

Erwin and Iverna's son, killed in action (see p.81).

Haldrid, the Varigal, 28 years old.

Greine's brother. He sometimes unknowingly delivers packages for the Circle of Emergence (see "Meeting Haldrid," p.80).

Iverna, the mother, 50 years old.

Edhene, Gueduren, and Asim's mother, a housewife. The power of her emotions and her refusal to acknowledge her daughter's death result in the birth of the Bogeyman (see p.79).

Derin, 10 years old.

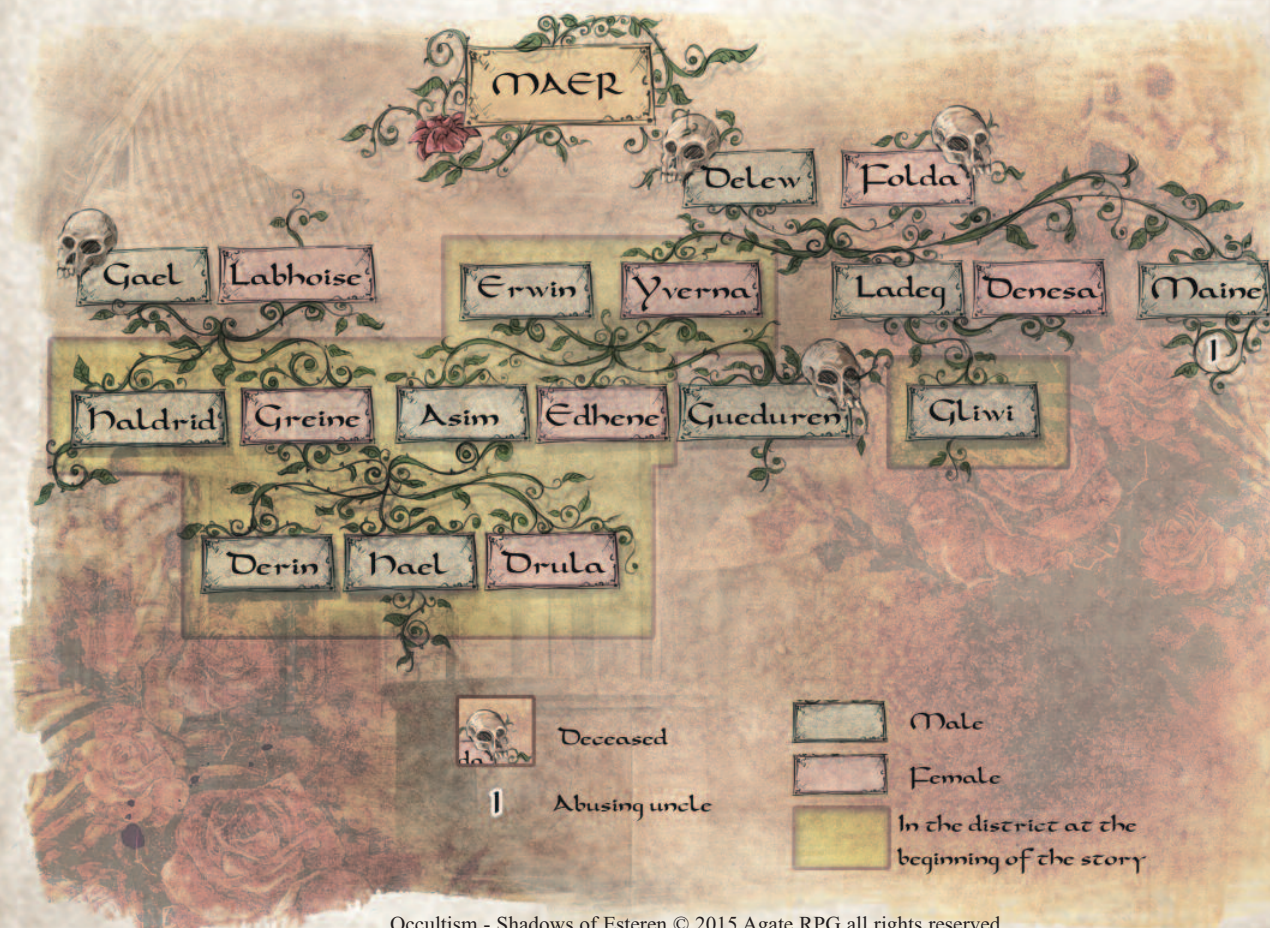
Asim and Greine's son, a young daredevil who knows Scorcha and can introduce her to the PCs (see p.80).

Drula, 2 years old.

Asim and Greine's daughter, an exuberant bundle of joy. Her sometimes inopportune reactions may result in tense situations, for example if she seems to have slipped away, or if she starts laughing when everyone is at their wits' end (see p.80).

Nael, 5 years old.

Asim and Greine's son, a fragile boy who nearly died but was miraculously cured when his father and uncle took him on a pilgrimage to the Monastery of Tuath (see p.80).



≈ Leader's notes ≈

This image shows a single sheet of cream-colored paper with horizontal ruling lines. The paper has a slightly textured appearance and is set against a dark background. There are 20 horizontal lines in total, evenly spaced across the page. The lines are a light gray or blue color. The paper is oriented vertically.

Appendix 6: The Canal Gang and the Circle of Emergence

The Leader is free to decide the size of the Canal Gang in accordance with the desired atmosphere. Here is a list of possible Characters: Kalber, the leader and deserted soldier; Juzeg, the immoral pretty-boy; Seane, the leader's sadistic girlfriend; Beefy Obby; Vicious Cumall; Donn the Tarish; Scarface Bran; Girly Pasgen; Sarlot the Bumpkin; Lanky Turill.

Aïndrid Hedrod

(Detailed on p.87). A prostitute who is seemingly well-disposed toward Edhene, she is actually the one pulling the strings. She is the person most closely involved in the trade of improved Gwilmine (Clue 3), and uses the Suggestion Discipline to manipulate the weaver Raseron. She discusses the details of her organization's criminal establishment during meetings with Kalber (Clue 2), and with other members of the gang from time to time. She secured the delivery of the Diwelank to Athelsan Oxcendre, and is aware of its escape (Clue 1). Though she is well-informed, she will feign ignorance with the PCs and will take her leave if she feels that the PCs might suspect her (see p.97, 129).

Kalber

(Detailed on p.85). A 25-year old gang leader and deserted soldier, crafty but downright paranoid. Among the members of the gang, he is the most informed about the trade of improved Gwilmine (Clue 3). He obeys Aïndrid's instructions (Clue 2, see p.97, 119).

Athelsan Oxcendre

(Detailed on p.86). A 35-year old occultist recruited by Aïndrid, he knows about the Circle of Emergence, but being part of it weighs heavily on his conscience. He seeks to aid the PCs in order to restrict the negative effects of certain phenomena. He is deeply worried about the whole situation, and can provide information about the Diwelank's escape (Clue 1, see p.96) and occultism (Clue 7, see p.121, 128).

Midir

A young, rash craftsman and intermittent member of the Canal Gang. He is among the first victims of the Bogeyman (see Act 2, Scene 2, "Edhene's murderous appearances" p.115).



Appendix 7: Acts and scenes of "A Tidy Room"

Act 1: Stupor

Act 1 focuses on the degradation of an environment, the Weavers' District.

Scene 1: Making merry in the Weavers' District

The PCs are invited to some merrymaking in the Golden Spool, an inn where most weavers go to relax. The evening is a pleasant opportunity to introduce places and people.

Scene 2: The disappearance

In the wee hours, the district wakes up with a hangover to notice Edhene's disappearance. The inhabitants gather to look for the young girl.

Scene 3: The search

The PCs are put in the same search party as Aindrid. This scene will let the Characters discover more of the district and its inhabitants in an increasingly heavy atmosphere. Some clues related to Edhene, the Diwelank, or the trade of improved Gwilmine may be found.

Scene 4: Aindrid Nedrod's involvement

Aindrid will present herself as an ally of the PCs. This scene covers her motivations regarding the PCs, and advice to portray her.

Scene 5: A grim discovery

Edhene's body is found in the sewers. This is an immense shock for the community. A lead weight falls on the district.

Scene 6: Questions without answers

If the PCs want to have a chance to discover the culprit(s) behind Edhene's murder, they must perform an autopsy of the young girl's corpse, which will have to be done behind the community's and the guard's backs.

Scene 7: The judgment of the mob

Some of Edhene's personal effects are found in the possession of the Tarish beggar Glazi. The locals believe him guilty of the young woman's murder and lynch him. The PCs can be powerless witnesses or rise to the occasion and prevent another murder. The extreme violence of these events, mixed with the indignation before Edhene's death and the latent power of her mother, are the origin of the Bogeyman's appearance.

Act 3: Acceptance

Act 3 focuses on the resolution of the more deep-rooted problems: the Bogeyman and the influence of the Circle of Emergence through the figure of Aindrid.

Scene 1: Investigating the Bogeyman

This scene will sum up the elements the PCs have discovered and learned about during Acts 1 and 2. This is a moment of brainstorming and preparation.

Scene 2: Fighting the Bogeyman

Directly confronting the Bogeyman is a lost cause. Only the destruction of the Tidy Room, with the agreement of the Maers, can bring it down. Death must be accepted for life to resume its course.

Scene 3: The death of Athelsan Oxcendre

As most of the problems are on their way to being solved, the PCs are warned of a fire in Athelsan's house, with the occultist trapped inside. If no one comes to help him, he will surely die. In the ruins, the chest containing Athelsan's journal can be found, which will reveal the existence of the Circle of Emergence.

Act 2: Denial

Act 2 is based on the PCs' investigation. They will have much to do to unravel the intertwined threads of the various cases: the Bogeyman mystery, the epidemic of Chimerical Fever, the hunt for the Diwelank, the trafficking of the Canal Gang, the side effects of the consumption of improved Gwilmine, the manipulations of Aindrid, and Athelsan Oxcendre's matters of conscience.

Scene 1: Arrested out of the blue

The PCs are victims of an arrest based on slanderous accusations transmitted through an anonymous letter that was actually written by Aindrid. Kept in prison for nine days, there is nothing they can do about what is taking place in the Weavers' District: a drug delivery and the growth of the Bogeyman.

Scene 2: Reestablishing the truth

A magistrate of the town gives the PCs the opportunity to establish the truth and clean their names by finding the true culprits of the drug trade and of Edhene's murder.

Scene 3: A mystical nightmare

This scene gathers all the elements related to how the Tidy Room became a place of contemplation that progressively acquired a holy, miraculous reputation. This covers the positive aspect of the Bogeyman's influence.

Scene 4: The epidemic

Depending on the Leader's choice, the epidemic will be either a case of Chimerical Fever or a manifestation of mass hysteria. The scene offers suggestions for play in this very tense atmosphere, with everyone holed up in their houses to keep the disease away. The PCs may seek a way to strike at the illness's source, or try to escape the district.

Scene 5: Collaborating with Athelsan Oxcendre

Athelsan Oxcendre has decided to do whatever he can to help fight the epidemic and the Bogeyman. He will lend the PCs his knowledge and his occult books.

Scene 4: Aindrid is gone

Aindrid has skipped town just in time. For the PCs, it is time to realize how much they have been manipulated by the puppeteer. The intensity of the shock will depend on how close to them Aindrid had become, what they told her about, and how much she mattered to them.

Scene 5: Peace and quiet

The time of crises is gone. The PCs are hailed as the saviors of the Weavers' District and are rewarded as such in an atmosphere of recovered peace. Slowly, things return to normal.



Gliwi



Scorcha



Greine



Trenmor



Athelsan



Kalber



Mlandica



Asim



Glazi



Juerna



Erwin



Aindrid



Erwen



Edhene



Loryame



Alan