

GASMASK GAZETTEER

Spitalfields Rookery

In this, the fourth instalment of the Gasmask Gazetteer, we uncover a house of horrors in the most unfortunate area of London. This lodging house teems with lost souls and false hopes. It is the type of place one intends to never enter, but where sometimes the only source of information (or suitable, anonymous fresh meat) can be found. Yet, two Undertakers can be found nearby with an unfamiliar beast said to aid them in their hunting of the living dead. This creature is described below, as are new Monster Hunter Stunts for Undertakers, as well as additional equipment and other content suitable for characters of any Calling.



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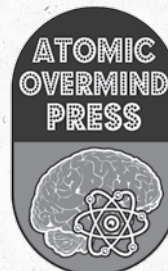
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Introduction

The *Gasmask Gazetteer* is a series of supplemental material for *Unhallowed Metropolis, Revised*, of interest to and for use by Narrators and players alike. Each instalment of the *Gazetteer* shines a light upon a location in the city of London, 2105 A.D. and the inhabitants thereof with particular attention devoted to a specific Calling. These locations are described in grim detail and include statistics for important non-player characters. Narrators may wish to include these locations and characters in their games of *Unhallowed Metropolis*, and players may find them useful in describing the backgrounds of their characters. Each instalment of the *Gazetteer* concludes with several items intended for the use of players, including new Calling-specific Stunts as well as a number of new combat Stunts, Qualities, Impediments, or equipment of use to any character.

In this, the fourth instalment of the *Gasmask Gazetteer*, we uncover a house of horrors in the most unfortunate area of London. This lodging house teems with lost souls and false hopes. It is the type of place one intends to never enter, but where sometimes the only source of information (or suitable, anonymous fresh meat) can be found. Yet, two Undertakers can be found nearby with an unfamiliar beast said to aid them in their hunting of the living dead. This creature is described below, as are new Monster Hunter Stunts for Undertakers, as well as additional equipment and other content suitable for characters of any Calling.

Part One: Spitalfields Rookery

We have lately had an opportunity of visiting the worst district of St. Giles's [...] the remains of the famous Rookery—the still standing plague-spots of that colony. [...] Rows of crumbling houses, flanked by courts and alleys, culs de sac, &c. in the very densest part of which the wretchedness of London takes shelter. You seem for a time to leave the day, and life, and habits of your fellow-creatures behind you

—Thomas Beames, *The Rookeries of London*, 1852

Like their namesakes, rookeries are organic things, arising wherever there are large concentrations of poor. The narrow streets that run through these places become overgrown with the detritus of living, as washing lines are strung from house to house and decaying organic matter piles up in the streets. The walls of the houses closely lining the streets are coloured with mould where the whitewashing has peeled away, and the distinct smell of cabbage floats through the more pressing scents of unwashed bodies and human excrement. What little light filters between the buildings is blocked from entering the houses by papers pasted over broken windows to keep out the draft or by the thick layer of grime that builds up daily over the remaining glass.



Every street, though, is teeming with the forgotten. Women hold small children on their hips and pipes between their teeth as they hawk small and twisted apples. Young boys carry boxes of thin pups, for sale as meat or companions, whichever suits the buyer. Some have clothes a little less threadbare, and these are the most dangerous of all: criminals of all stripes who hide among the poorest of London. Still others head for honest, if low-paying, service work. These are the chimney sweeps, the cobblers, and the plague-cart drivers, who pour from the lodging houses every morning, seeking honest coin.

As the Spitalfields rookery lodges a higher percentage of immigrant families than other areas, a surprising variety of exotic foods and supplies can be found if one knows the right questions to ask and to whom to ask them. Spices that would be prized by the novelty-seeking aristocrats are used in traditional stews; small amounts of foreign compounds used in folk remedies could be the key to

perfecting the true throe formula; traditional weapon-making techniques produce arms of unparalleled balance. This is to say nothing of the knowledge held by those well-educated in the lore of their homelands.

Few starve to death in the rookery, due to the invention of scop. Even with this miracle of science, though, most are malnourished and all are touched by the corruption of the place. Virtually all born in the rookery are deformed in some way. Whether they have malformed features or a vestigial limb, the rookery shapes those born into it.

The souls of the poor are equally malnourished in these conditions. While there are the occasional Gráinne McGregors and Honoria Quists, most inhabitants accept their lot from youth.

Guest houses in the area are packed to their physical capacity, sometimes with lodgers sleeping in shifts—one on the mattress during the day and the other at night. In other cases, blankets, mats, and sacks used for pillows are piled in the corners of the room during the day, so that it may be used for other pursuits, but when night falls, the floor becomes a wall-to-wall carpet of bodies. The gender and age of the occupants are shown no consideration, so while a new lodger is being born on one end of the room, another may be conceived on the other side. The nature of the lodging house means that if only one inhabitant dies and rises during the night, the whole house will be changed before an alarm can be sounded.

Given these dangers, few enter the rookery from the outside. The Metropolitan Police assert that no lead can be productively followed in such crowded conditions, and the residents prefer to keep their activities from official observation. Most doctors refuse to enter the rookery, arguing that the risks of exposure are not worth the limited gains. In their stead, quacks sell remedies for a family's final few coins that may, in the best cases, relieve the patient of his suffering. While even the Deathwatch prefer to let the locals handle the situation themselves whenever possible, some Undertakers see the rookeries as their scop and potatoes. Each slum has a few of these men and women who patrol the area, waiting for a late-night, unnoticed death in an overcrowded lodging house.

While some Undertakers travel into the rookeries like clerks trudging to the offices in the City, others see their professions as a duty to their people. These men and women most often live in the lodging houses of the rookeries, despite the ability to relocate elsewhere, often seeing themselves as on a mission to protect a certain group of people or guard a particular place. These rare examples of nobility live brief lives or find themselves ground down by the monumentality of their chosen task in short order. However, for the time they serve the community, they do help a few to live a little longer, perhaps even one or two to escape to a marginally better place.

The Irish of Spitalfields are regularly served by not just one, but two such individuals.

Part Two: Undertakers and Plaguehounds

Rookeries are home to unique threats not present elsewhere in the city. The most common threat originates in the overcrowded conditions that turn boarding houses and workhouses into fonts of the animate dead. Less well known is the way that a fallen body can easily be covered by a mound of refuse dumped from a window, only to arise when the Undertaker has his attention otherwise occupied. Feral vampires also make use of these refuse piles, lying in wait for prey to pass like trapdoor spiders. The state of many in these areas is such that it can be hard to distinguish between a dead body and one simply passed out from too much drink in a doorway. More than a few Undertakers have believed they were destroying an animate only to find that their victim had been suffering from a painful and pungent infection rather than having passed. Furthermore, the increased rate of infant death in these areas raises the number of animate babies. Sentiment does not last long here. Finally, the number of traumatic deaths in the area produces more aggressive spirits and psychics, which many Undertakers are unprepared to handle on their own.

Flora and Henry Collins brave these threats to keep body and soul together and protect the Irish of Spitalfields. Or, this is what they tell their landlady, at least. Flora and Henry met while serving in a Deathwatch regiment stationed in Dublin. Flora was a local recruit, while Henry came over from London. Having been caught in the act of defying the Deathwatch's prohibition of entanglements between its soldiers, Flora was dismissed from service. After a few weeks of barely scraping by as an Undertaker in Dublin, Flora followed a tip into the wilds of Ireland. Henry searched Dublin for her until he heard a rumour of a short, mousy-brown-haired woman matching Flora's description boarding a ship to London. Henry abandoned his post to continue his search there. When Flora returned to Dublin accompanied by two large, furless puppies, Henry's captain detained her for questioning concerning Henry's whereabouts. Once she gained her freedom, Flora began to look for Henry herself. She believed that Henry would not have remained in Dublin after abandoning his post, so Flora decided to visit Henry's last-known home in London. She didn't find him but thought she could make a better life for herself hunting the streets of London than she had in Dublin.

Years later, while pursuing a feral vampire into Spitalfields, Henry poached her quarry. After Henry dusted the vampire, Flora nearly beat him to death before discovering his identity. They've been partners ever since.

Henry is still wanted as a deserter, so the couple must remain in the anonymous slums of the city. They've chosen to remain in Spitalfields in part because the work there is plentiful and in part because Flora likes to be around her people. She's never explained to Henry, or anyone else, where she was when he couldn't find her in Dublin. Nor has she explained the strange dogs that are her constant companions. Henry

won't question her about either topic, fearful of driving her away, even when he sees her whispering to the occasional vagabond in alleyways around the lodging house. Unbeknownst to Henry, Flora spent part of her missing time in contact with the Fenian Brotherhood, an Irish Nationalist organization based in Dublin who has been working to end England's colonial rule of Ireland. She still provides their agents with some information. The origin of the dogs, however, is a story for another time.

Henry and Flora have found a home at Mrs. Hanratty's lodging house, where they are the only ones besides her to hold keys to the premises. In exchange for their protection, she offers them a private room at a reduced rate and allows them to keep their dogs. This is a decision Mrs. Hanratty has regretted to some degree in recent months, as the dogs look and smell as if they are suffering from a wasting disease, and they snap and bite at the other guests.

Flora Collins

Calling: Undertaker

Vitality: 4

Coordination: 4

Wit: 3

Intellect: 2

Will: 3

Charm: 2

Prowess: 7

Actions: 2

Skills:

Artillery 1, Demolitions 1, Gambling 1, Melee Weapon 2, Parapsychology 2, Pistol 2, Rifle 4, Shadow 3, Streetwise 4, Survival 4, Tracking 2, Unarmed Combat 4

Features:

Familiarity: Animate, Monster Hunter (Broad Shoulders, Guardian Angel, Mortifier, Teamwork), Plague Resistance, Tough

Combat Stunts:

Melee Weapons (Bell Ringer, Disarm), Pistol (Pistol Whip, Two-Weapon Fighting), Rifle (Lucky Shot, Pistol Whip, Preferred Weapon: Bolt-Action Rifle, Snap Reaction), Unarmed Combat (Brutality, Improved Knockout, Pull Punch, Spitfire)

Corruption Path:

Drive 2 (Consumed)

Qualities:

Animal Companion 4, Criminal Associations, Reputation: Street, Resolve

Henry Collins

Calling: Undertaker

Vitality: 3

Coordination: 4

Wit: 4

Intellect: 2

Will: 3

Charm: 2

Prowess: 8

Actions: 2

Skills:

Parapsychology 2, Survival 4, Tracking 2, Shadow 2, Streetwise 4, Interrogation 1, Melee Weapon 3, Pistol 3, Rifle 2, Unarmed Combat 2, Gambling 1

Features:

Familiarity: Animate, Monster Hunter (Bullet to the Brain, Deadeye, Guardian Angel, Teamwork), Plague Resistance, Tough

Combat Stunts:

Melee Weapon (Fast Draw, Free Parry, Snap Reaction), Pistol (Fast Aim, Fast Draw, Snap Reaction), Rifle (Fast Aim, Sniper), Unarmed Combat (Free Dodge, Snap Reaction)

Corruption Path:

Desire 1 (Obsession: Flora)

Qualities:

Street, Resolve

Impediments:

Unlicensed, Wanted

Part Three: Spitalfields Sites and Characters

The most rational act for a poor man in East London with a large family is to get rid of it; the conditions in East London are such that they will get rid of the large family for him. Of course, there is the chance that he may perish in the process.

—Jack London, *People of the Abyss*, 1903

Mrs. Hanratty's Lodging House

Mrs. Hanratty's house is no exception to the tragic history of the lodging house; she has lost three full sets of lodgers to fires and Plague outbreaks over the years. After losing her husband in the first of these tragedies, she reinforced the small, first-floor room

Plaguehounds

Once bred as dogs of war by the Celts, Irish Wolfhounds were long trained to take down the most dangerous prey in Ireland: boars and wolves. Since shortly after the Plague, a group of Irish have been breeding these beasts, and the dogs have grown more adept at hunting the new horrors of the countryside. Known as plaguehounds, the dogs maintain the massive size and impressive speed of their ancestors but lack their characteristic shaggy coat; in fact, they lack fur of any kind. These creatures work best in pairs or packs to take down an animate, using their jaws to crush legs, spines, and skulls. Over time, though, exposure to animate flesh brings about a host of painful skin and nervous system conditions. Of course, the conditions endured by their handlers are also less than ideal, and thus the dogs occasionally outlive their masters. These dogs may be the source of the rumours beginning to spread in Dublin concerning feral packs of strange dogs that run down anything, living or dead, in their path.

Vitality:	4 (3-5)
Coordination:	3 (2-4)
Wit:	2 (1-3)
Intellect:	1
Will:	1
Charm:	0
Prowess:	5 (3-7)
Actions:	2 (1-2)

Skills: Unarmed Combat 4 (3-5); Tracking

Choose from the following Unarmed Combat Stunts: Breakout, Foot Work, Free Dodge, Ground Fighting, Snap Reaction

Attacks: Plaguehounds are massive canines trained to take down a charging opponent by rising up to full height in order to knock the opponent to the ground and to stop a fleeing target by ripping muscle from the legs. Once the target is immobilized, the hound will use its powerful jaws to decapitate the target or to crush its skull. A single plaguehound is dangerous, but they are devastatingly efficient in pairs or packs.

Notes: The breeding of animals that have been in contact with animate flesh has created the breed's strange appearance and shortened its average lifespan to five to seven years. Consumption of animate flesh during the dog's lifetime takes its toll on the beasts as well. After making its first kill, the corruption of the flesh begins to alter the canine. At first the symptoms are minor—for the first few months, the animal will begin to sleep and eat less. With continued exposure to the corrupting flesh, the hound will grow more aggressive, perhaps in response to increased disruption of its internal systems. Once the beast has bitten into the flesh of a number of animates equal to twice its Prowess, patches of its skin will begin to rot and become infected. The dog will take on an unpleasant, almost sweet odour reminiscent of rotting flesh. The physical degradation continues until the dog's owner releases it from what is left of its mortal shell or the animal dies a slow, agonizing death within a year.

in which she sleeps. Though she is trapped during any outbreaks, she keeps enough dried scap and water (as well as a small supply of ammunition for her pistol) to outlast any quarantine.

The lodging house, like many in the area, used to be a reasonably sized, single-family home. In addition to Mrs. Hanratty's small room off the kitchen, she has three bedrooms upstairs and a dining room and parlour on the main floor. All of these are packed with bodies on any given night, as she has a reputation for running as tidy and secure a house as can be found in the area, thanks to the continued lodging of a team of Undertakers. She will provide warmed scap meals for a small additional fee, and sleeping space can be rented with or without a mattress. Rough blankets, stuffed sacks, and a woven mat can be added as well, each for a fee. She uses a heavy iron key, which she keeps about

her person, to lock the front door at eleven at night and does not open it again until five in the morning. Any who have rented lodgings had best be inside before her small china clock strikes the hour.

Mrs. Hanratty's house tends to be lodged in by the Irish, a strange segregation existing in slums where poverty would be thought to equal all, though she will take in any she deems a "good Christian like herself." New arrivals from Dublin sometimes find themselves among her number, and thus rumours of the once fair land radiate from her rooms. While the rumours of Dublin falling to the corruption brought there by the English never cease, new whispers of an idyllic pastoral land beyond Dublin's walls have begun to surface as well. Some of the lodgers spin dreams of returning to their homeland and escaping the confines

of the city all together. They say that even if it is only to die, at least they will lay their bones in the homeland of their ancestors.

Spitalfields Meat Market

For those who can navigate their way through the Spitalfields rookery, a door off a certain unnamed alleyway will lead to the Spitalfields Meat Market, home to some of the freshest corpses in London. A ghoul known only as Louis runs the affair, supported by two ghoul enforcers who almost appear to be made of stone. The meat market has an extensive cellar where the goods are kept displayed under lock and key. An entrance from the underground connects to the cellar by means of a sturdy door. Ghouls wishing entrance must merely ring the bell, much like those coming in from the street.

First-time sellers are often opportunists, hoping to trade the remains of a loved one for enough to buy a loaf of bread and some slap gin. Unfortunately for them, these bodies are often tainted with foreign substances or illness. Louis will refuse to buy such compromised merchandise unless he has a client with specific needs already lined up. Daring sellers make their living clearing the dead from the corners and rooms where they fall before the plague carts can take them to the crematoriums. Sometimes these sellers become desperate and help their wares along—Louis won't buy if the heart is still beating.

The ghouls who come here to purchase flesh are, in the main, no more dangerous than anyone else on the streets outside. It is the human buyers who make those in the vicinity wary. Of course, the client may just be a doctor looking for a subject for a legitimate experiment. Usually he isn't.

Louis' market is known throughout the metropolis (and underneath it) as the first place to visit if "small" are wanted. While Louis has never revealed his source, an interested party who dedicated enough time might observe a hunched old woman with a sack that is less full upon her departure than her arrival. Mrs. Dodd is one of several "baby farmers" with whom Louis has cultivated a business arrangement.

Darren Hill, Royal Military Police

Spitalfields is a more common area than many others for deserters who flee the Deathwatch because it is so close to the docks. Soldiers returning from deployment (or in some cases heading out to parts unknown) are more likely to abandon service the moment they are back in familiar territory or about to depart it. For this reason, Royal Military Police officers commonly sweep the area, especially in times of large troop deployment or return.

Hill, however, has spun this assignment into an additional opportunity. He often neglects his sweeps of the streets of the borough to oversee a smuggling operation carrying anti-agapics of dubious provenance and composition off boats unloading from the continent.

Allison and Mary Martin

Allison Martin never really imagined a different life. Her mother had killed to survive and raised her daughter to do the same. While Allison's mother had murdered wealthy men who slipped off for a transaction in an alleyway, Allison preferred an approach that befitted her talents. When she was young, she would venture out dressed in clothes that imitated the height of fashion but were made from more common cloth, often scraps from other dresses. She'd use this surprising juxtaposition to attract the notice of middle-class women who wanted more than they could afford. These she would lure closer to the rookery with the promise of a special design made just for them. On the way, she'd slip a chloroform-soaked handkerchief over the woman's mouth. Once the woman had collapsed, Allison would move her to a place where she could be unobserved so that she could quickly strip her naked before slicing her throat. Allison would use the clothes to remake new designs sold by a merchant at the Spitalfields Market.

Now that Allison has grown a bit too old to be taken as fashionable, she must rely on her daughter to reel in marks. Mary does so willingly for now, but she longs to try her hand at less murderous pursuits, or at least ones that garner more than other people's

Baby Farming

Children can be a dreadful inconvenience. For this reason, there are a variety of women willing to raise up a crop of young ones based on the particular needs of a given family. For the upper classes, it is simply more convenient for a baby to be neither seen nor heard around a house. While some women choose to employ baby nurses for their newest additions, others prefer to remove the child from the house all together, sending him off to stay with a woman in a smaller town a mere train ride away. For the middle and lower classes, especially those with jobs that do not allow a child's presence, the care of small children may be hired for the working hours only. Or, in cases of an unwelcome or immoral addition, these children may be sent away with a small sum ensuring their daily care.

The higher class the baby and the more attention paid by the family, the more likely the child is to receive acceptable care. However, the women hired to care for these children are likely to skim what they think they can from the money provided to feed the tyke or quiet him with a finger dipped in opium so that they can do a little needlework while the child sleeps. In the case of those paid to take over a child's care for life, abuse is nearly universal. Whether these women develop their charges into a small army of pickpockets, send them off to factory work, or just drown them after pocketing the fee for their care, few children placed with these "baby farmers" survive to adulthood.

Allison Martin

Calling: Criminal

Vitality: 2

Coordination: 4

Wit: 3

Intellect: 2

Will: 3

Charm: 3

Prowess: 7

Actions: 2

Skills:

Acting 3, Disguise 2, Etiquette 2, Language (Thieves' Cant 5, Rhyming Slang 5) Melee Weapon 3, Shadow 3, Streetwise 5, Trade (Seamstress) 5, Unarmed Combat 2

Features:

Flash Thief (Cant, Confidence Man, Gut Feeling, Man of a Thousand Faces, Phantom)

Combat Stunts:

Melee Weapon: Deadly Skill, Fast Draw, Preferred Weapon (Knife), Unarmed Combat: Brutality, Improved Knockout

Corruption Path:

Drive 3 (Consumed)

Qualities:

Criminal Associations

Impediments:

Illiterate

rag. Allison blames this desire on the influence of Mary's most recent flame, a jewel thief of only moderate competence.

The Invincibles

The Invincibles are a small gang of criminals and terrorists who make their home in the Spitalfields rookery. They have roughly twelve to twenty members at any given time, mostly Irish youths between the ages of fourteen and twenty-two. Their leaders are the brother and sister team of Thomas O'Flynn (24) and his sister Patricia (22). The O'Flynnns were born in Dublin but immigrated to London six years ago, along with their younger siblings, Fiona (20) and Sean (16). They settled in Spitalfields soon afterward, and within a year, they had gathered a group of local toughs into a loyal gang. The O'Flynnns are radical Irish nationalists with a long family history of militant opposition to the British government. They've found many kindred spirits among the poor and dispossessed of Spitalfields, to the extent

that most of their gang and many of the locals consider their criminal activities righteous acts of civil disobedience.

The gang's primary activities are low-level crime used to fund their nationalist actions—mugging, petty theft, etc. They prefer to prey on outsiders who wander into the neighbourhood, but they're not completely opposed to victimizing local residents, especially if the crimes won't be traced back to them. They've also been known to commit occasional acts of terrorism; the most severe of these, the burning down of a Spitalfields police station eight months ago, caught the attention of New Scotland Yard, who have placed the gang on a watch list of suspected anarchist groups. At the moment, though, no one outside of Spitalfields considers the Invincibles much of a threat.

Unbeknownst to Scotland Yard, the O'Flynnns are connected to the Fenian Brotherhood, an Irish nationalist organization based

Mary Martin

Calling: Criminal

Vitality: 2

Coordination: 2

Wit: 2

Intellect: 3

Will: 3

Charm: 4

Prowess: 4

Actions: 1

Skills:

Appraise 2, Disguise 2, Language 4 (Thieves' Cant), Melee Weapon 2, Shadow 2, Streetwise 4, Unarmed Combat 2

Features:

Flash Thief (Alibi, Ghost, Gut Feeling, Phantom)

Combat Stunts:

Melee Weapon: Bell Ringer, Two-Weapon Fighting
Unarmed Combat: High Kick, Trip

Corruption Path:

Desire 2 (Anhedonia)

Qualities:

Criminal Associations, Safe House (backroom of an inn in Stepney)

Impediments:

Illiterate, To the Rookery Born

in Dublin who has been working to end England's colonial rule of Ireland. The O'Flynn's' father was a general in the Fenians, and when he died, their uncle took his place and sent his nieces and nephews to London to gather intelligence and disrupt government operations any way they could. Thomas and Patricia have one major asset in this: their brother Sean is an unregistered clairvoyant and medium. Sean uses his abilities to spy on any government activities he can for his brother and sister. This mostly yields information about local law enforcement, but occasionally he learns more sensitive information, which the O'Flynn's generally sell to anarchist cells in order to keep their operations from Scotland Yard's attention. Sean is also Flora Collins' contact. While he keeps her apprised of supernatural threats to the rookery, she brings him any information relevant to the Fenian cause.

This system has served the Invincibles well for years, but as Sean grows older, he's becoming more powerful and unstable, and it's unclear how long his siblings will be able to keep his abilities both secret and under control. These days, Sean never leaves the family's lodgings. The neighbours believe that he does not like to go out, but strange phenomena have started to occur in the building with greater regularity, and it may be only a matter of time before these are connected to Sean. Furthermore, Sean's refusal to go outside means that Flora must risk discovery by visiting him to exchange information.

Patricia, though the rest of her family is currently unaware of it, has already begun preparing for the day when the government comes for one or more of them. She's been stockpiling weapons and explosives in caches throughout the rookery for months, anticipating that they may need to fight their way out of Spitalfields, or at least go out in a blaze of glory.

Part Four: With a Little Help From My Friends

Not all Undertakers are lone hunters, killing for profit or to fuel some dark vice. Some remain connected to their communities or, at the very least, to one other living creature. Those who protect this bond with humanity may draw some strength from it. The following new Monster Hunter Stunts explore this side of Undertaking.

New Monster Hunter Stunts

Guardian Angel

Undertakers who have a particular affinity for a certain person, small group of people, or a specific place are more likely to fight longer and harder than those just collecting a fee. Undertakers with Guardian Angel may reroll failed attack rolls when defending the subject of their affinity. The subject of their affinity must be assigned when this Quality is taken and may not be changed, even





if the subject meets an untimely end. Appropriate affinities include a specific person (such as a relative, child, or lover), a specific group (such as an anarchist cell or coterie of whores), or a small building or establishment (such as a pub or lodging house). A failed roll may be rerolled only once.

Teamwork

Undertaking is often a lonely pursuit. The nature of the bounty and the danger of the work make it most often a job for one soul. In some cases, however, Undertakers have been known to team up. There's nothing like having someone to watch your back while you sweep up the remains of a dusted vampire. By fighting in tandem, Undertakers can misdirect and divide a target's attention through feints and clever footwork. If two characters working together both have this Stunt, neither can be taken by surprise. Additionally, a character with this Stunt can spend an action to distract a specific target, giving another character with this Stunt a +2 bonus to his attack rolls this turn.

A character with this Stunt can also receive the same benefits when working with a level 4 Animal Companion (see below). The animal's senses can alert the character to attacks that would normally come as a surprise. The animal can also draw a target's attention to give the character with the Stunt a better opening to attack.

Working-Class Hero

The Undertaker is well known on the streets of a particular neighbourhood or slum as a defender of his people. In return, the denizens of the street will come to his defence in a time of

need, watch over his residence, and generally keep him apprised of curious happenings in his neighbourhood. They will never betray him or speak to outsiders or the authorities about the character. However, Undertakers with reputations for heroism should be aware that the whims of the mob are mercurial. A local hero who fails to perform an impossible task may find himself more reviled than those who did not even try to help. Additionally, the character gains the Murder of Crows Quality (see *Unhallowed Metropolis, Revised*, page 137).

New Physical Impediment

To the Rookery Born (4 Point Impediment)

The conditions in rookeries are worse for procreation than any other place in London. Disease, alcoholism, and malnutrition all take their toll on the unborn. While many do not even make it to birth, those children who do are riddled with permanent disadvantages that cannot be overcome. A character with this Impediment cannot begin the game with a Vitality or Coordination over 2 and cannot increase these Attributes with experience points. This Impediment can only be taken at character creation. Characters who have the Able Bodied or Strong Man Qualities may not take To the Rookery Born.

New Social Qualities

Animal Companion (2–4 Point Quality, variable)

Having a pet is a luxury in Neo-Victorian London, though many working-class citizens keep working animals that are worth the cost

to feed them. Some few keep birds trained to find their way back to their roost with a message tied to their legs. Others keep a dog for added protection. A few even shoulder the cost of keeping a horse to pull their hacks. The Narrator should decide on the cost of this Quality depending on the practical value of the companion.

- 2 points: The character has a small, trained animal that can perform simple tasks. A carrier pigeon, rat trained to alert its owner to animates in the area, and a small dog likely to growl menacingly at those threatening his master are examples of companions at this level.
- 3 points: The character has a trained companion capable of performing domestic tasks. A cart-pulling horse or small-breed dog trained to retrieve food are examples of companions at this level.
- 4 points: The character has an animal companion who is dedicated and intelligent enough to help save his master's life. Large-breed dogs, such as the plaguehound, or horses with military training are examples of companions at this level.

New Equipment

Whisperer

Cost: £12+ £5 per extra unit

The origins of the whisperer came out of some of the early experiments with ectoplasm. When human tallow is exposed to ectoplasm, it changes slightly for the experience. If this tallow is then reduced down and mixed with a few drops of spiritual distillate, it takes on properties that allow a character to communicate with a partner wearing a paired unit through the ether.

When placed in the ear, the hard wax ball is softened by the user's body temperature to become flexible and form fitting. If a partner is wearing a unit made from the same tallow and distillate, the team may use thought to transmit and receive messages. This communications works in the much the same way as the Telepathy Devotion Thought Transfer (see *Unhallowed Necropolis*, page 90) with several distinct differences.

The linked nature of the units means that the users do not need to be able to see each other in order to initiate the telepathic link. This link also allows the connection to be maintained at a distance of nearly one hundred feet. However, unlike telepathy, the users' communication is not provided any protection against eavesdroppers or interference. Any aethergraphs, autopsychographers, or transaetheric receivers in the vicinity will record or play the communication, and any mediums will be able to eavesdrop with Death Speaker. Furthermore, the unit is susceptible to spiritual feedback. Any spirits in the area between the units (and there are very few spiritually quiet places in inhabited areas) will produce some level of static. Any spirit that is audibly manifesting (whether this be an intentional effort to communicate or not) within fifty feet will be audible on the channel, potentially drowning out communication between the parties. When two transmissions are competing to be heard, the one produced by the entity with the strongest Will prevails.

Adding additional units to the system is possible at an additional charge, but these must be purchased at the same time, as all connected units must be made from the same tallow. As the units

draw power from the few drops of spiritual distillate, they must be refreshed after twelve hours of use. Since the connection between the units is maintained by the symbiosis between their identical tallow and their identical distillate, all units must be refreshed with the same distillate, though it can be a different distillate than the one with which the units were originally created.