



Hope & Glory

**The Man
that Would
be Quinn**



THE WONDROUS IOHAAR
INVITES YOU TO

**THE FIRST MENTALISM EXPERIMENT
ON A FLYING AIRSHIP**

BOARD THE EAST INDIA COMPANY'S ROBERT CLIVE
DELHI VICTORIA AIRFIELD, PIER 1
SEPTEMBER THE 11TH



Hope & Glory

SHORT SCENARIO

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It's going to be a long night on board of the airship Robert Clive. First, the main attraction will suffer a mysterious accident. Then, sky pirates will board the ship. And finally, the heroes will find themselves with a murder to solve.

GAME MASTER'S INTRODUCTION

People to meet, things to do:

Iohaar is a mediocre mentalist, very good at cold-reading people.

Mister Reginald Quinn, Esq., is actually a Neanderthal adventurer, passing himself off as human. Nobody knows it, not even his fiancée, Lobelia Micklewhite. Discovery would mean a scandal of unheard-of proportions.

Amandara Nambiyar is the captain of the “Raipitar”, a small pirate airship with a crew of 12; she's in this for the money.

During the evening on the ship, Iohaar will realize Quinn's Neanderthal heritage. He will simulate a fainting spell to avoid the scandal should he reveal the truth.

Amandara's pirates board the Clive to rob the passengers and take Lobelia and Quinn as hostages.

Lobelia finds out about Quinn, and to silence the scandal decides to kill Iohaar.

PLAYERS INTRODUCTION

The Wondrous Iohaar is a popular entertainer that holds mesmerism and mentalism shows all over the subcontinent. He is sort of a celebrity, and is considered a charlatan by the Society for Psychic Research & Development, of which he is not a member. Iohaar's previous stunts have included escaping from a locked safe dropped at the bottom of the Ganges, and his famous "Flaming Cabinet" show, that has caused a rage among the more conservative fringes of the Raj's politics.

His new show will take place on an airship owned by the East India Company, and it will be hosted by Lobelia Micklewhite, the sister of one of the Chairmen of the East India Company.

THE WONDROUS IOHAAR

aka Panini Thacker, mesmerist, charlatan and opportunist

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d8, Notice d8, Persuasion d10, Shooting d8, Stealth d6, Taunt d10

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Quirk (likes flamboyant attire)

Edges: Mentalist

Gear: Sword cane (Str+d4), flamboyant attire, pocket watch.



The Wondrous Iohaar

There are various reasons for the adventurers to be on the Clive

- They are members of the SPR&D here to debunk Iohaar's powers.
- They are writers or journalists covering the event.
- They were hastily recruited when a number of Robert Clive hands came down with food poisoning.
- They are military or diplomatic personnel assigned to the ship for security reasons.
- They are members of the public that somehow got an invitation.

The Robert Clive is the flagship of the East India Company air fleet - a large civilian airship the Company uses as much to impress the people of the Raj as to transport goods.

The airship looks like a clipper ship, suspended under a huge cigar-shaped balloon filled with helium.

The ship will leave Delhi in the evening, and reach Bombay the evening of the following day. Luxury train has been arranged for the guests to return to the capital.

There is a total of 115 guests, all members of the upper classes or of the press.

***Game Master note:** play the boarding of the ship as an opportunity to show off the colours and sounds of Delhi. The women will mostly wear colourful saree, while the men will wear more sober coats or uniforms.*

LOBELIA MICKLEWHITE

East India Company Heiress and Socialite

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Investigation d8, Knowledge (East India Company) d10, Knowledge (Raj Society & Etiquette) d8, Persuasion d8, Riding d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Edges: Investigator, Scholar

Hindrances: Bad Eyes, Pacifist.

Equipment: a lot of beautiful dresses, a diary, a box of jewelry.

REGINALD QUINN, ESQ

a Neanderthal adventurer posing as a human gentleman

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10,

Vigor d10

Skills: Climbing d6, Fighting d8, Intimidation d6, Notice d8, Shooting d6, Survival d6, Stealth d6, Throwing d6, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Equipment: classy clothes

Special Abilities:

Out-Of-Place: Neanderthals belong to a lost race, and, regardless of their integration in society, they always have problems interacting with Homo Sapiens, suffering -2 to Charisma.

Strong Frame: Male Neanderthals start with the Brawny Edge for free.

Apart from Lobelia and Quinn, other guests include:

- Mister Kodeeswari Anomishan, a trader in mechanical toys, and a friend of the Micklewhite family. Will voice his admiration for Quinn and his happiness at the engagement.
- Lady Cornelia Makhdoom, a noted gossip and secretary of a number of charities (will try to extract a donation from anyone she talks to)
- Colonel Irfana McDonald-Fraser, an officer of the corps of guides. Attractive, cold, in her forties, she is a friend of Lobelia.
- Doctor Bazir Kalyal MD, a fan of Iohaar.

GENERIC PASSENGER OF THE ROBERT CLIVE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Notice d4

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

GENERIC CREW OF THE ROBERT CLIVE

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Skills: Boating d6, Fighting d6, Notice d4, Repair d4, Swimming d4

Gear: Knife (Str+d4).

PART 1: THE SHOW

***Game Master's note:** the purpose of this first part is to introduce the characters and the setting, to allow the players some role playing, and to sow the seeds of doubt.*

The show takes place in salon of the Clive, a large room with windows showing the landscape below, a polished teak floor and a large chandelier.

Lobelia Micklewhite is mingling with the guests and chatting for a while with every one. On her arm is her fiancée, Reginald Quinn, a broad-shouldered, swarthy man with bright intelligent eyes. He is very quiet and serious.

The Wonderful Iohaar's entrance is surprising. All of a sudden he is standing in the middle of the crowd, speaking loud and clearly about the experiment he is about to perform.

His routine is simple: he walks among the crowd; suddenly he stops and brings his hand to his forehead. He then points at the guest closest to him, asks a few questions, and reveals some detail only his guest can know. And repeat.

The show is also punctuated by brief sleight of hand tricks, in which the mesmerist steals some jewel or personal possession from a guest, and then hands it back with a flourish. Everybody laughs.

The show can go on as long as the Master sees fit.

At a certain point, Iohaar is standing in front of Lobelia and Quinn. He starts his usual act. Then he blinks, a strange expression passes across his features, and he drops to the ground, fainted (he is faking it, and a simple perception test can reveal it.).

Lobelia is the first to crouch by his side, and shakes him trying to wake him up, while Quinn hovers in the background. Among the general consternation, a doctor can assess that Iohaar is fine, but unresponsive, and have the mesmerist taken to his cabin.

PART 2: THE SKY PIRATES

***Game Master's note:** this part of the scenario ups the tension, introduces an unexpected threat, and climaxes in a free-for-all fight on the Robert Clive.*

While everybody is talking about Iohaar's collapse, Amandara's arrival is announced by the sound of her ship's harpoons as they hit the hull of the Clive. Having hooked the airship, the gunners point their guns at the balloon.

The pirate captain enters the saloon and asks everybody to stay calm. As she does so, five of her men are holding the doors and two more start robbing the passengers. Amandara makes it clear that she wants no trouble.

Once everybody's been robbed, Amandara orders her two men to find Lobelia and Quinn.

"They are coming with us," she says.



AMANDARA NAMBIYAR

sky pirate captain

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Lockpicking d6, Notice d4,

Persuasion d6, Shooting d6, Stealth d8

Charisma: +0; Pace: 6; Parry: 6; Toughness: 5

Edges -

Hindrances: Greedy, Vengeful

Gear: Webley service revolver (12/24/48, 2d6+1, AP1), Tulwar (Str+d8), Dagger (Str +d4).



SKY PIRATES

12 cutt-throats

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Edges: —

Hindrances: Greedy, Mean

Gear: Machete or other similar cutting implement (Str+d6).

***Game Master's note:** this is the right moment for all hell to break loose. If the adventurers are not acting already, have one of the other passengers start a fight, and let the thing go on from there.*

From the salon the fight moves through the corridors of the Clive, and then to the bridge. Set pieces include use of improvised weapons and mindless damage to the decor (the salon features a large crystal chandelier).

As the combat spills on the bridge, the men on the Raipitar panic and decide to run. They fail to cut the ropes, and their action causes the deck of the Clive to tilt - treat as Unstable Platform.

During the fight, the heroes might Notice that Quinn is extremely strong and ruthless when he fights. They might also Notice that Lobelia is not around, probably escaped to her cabin.

***Game Master's note:** no matter if the pirates escape or are captured, the outcome of the scene does not influence the last part of the scenario.*

PART 3: MURDER!

In the aftermath of the pirates' attack, the passengers of the Robert Clive clamour to be brought back to Delhi immediately.

The medical personnel on board of the Clive treats the wounded, and any hero with the opportune skills can lend a hand. Mister Quinn, that was lightly wounded during the fight, will refuse to be treated, claiming the wound to be but a nuisance.

Meanwhile, the adventurers are co-opted to make a round of the ship to check that the hull and balloon suffered no permanent damage and, if any pirate was taken prisoner, to escort them to the brig.

It is only in the first hours of dawn that a new shocking event shakes the crew and passengers of the Clive: the Wondrous Iohaar is dead!

Investigating the mesmerist's body and his cabin:

Iohaar was apparently stabbed repeatedly in the chest while he was unconscious on his bed. The dagger is still sticking in his body - it has a plain hilt, and no distinctive signs.

A simple Perception test, on the other hand, reveals that there is not enough blood, given the kind of wounds.

Further tests on Healing and Investigation reveal that before he was stabbed, Iohaar was suffocated, using one of the pillows from his bed. Iohaar does not seem to have fought his killer.

His cabin was ransacked.

A thorough search reveals a wallet with papers identifying the man as Panini Thacker, from Madras. The wallet also holds about 200 guineas and a letter of credit for another 200.

At the moment it is not possible to determine whether he was killed during the pirate raid or afterwards, but it is easy to imagine that whoever killed Iohaar/Thacker was not one of the pirates, although they tried to make it look so.

Further investigations:

The adventurers have a few hours before the Clive arrives back in Delhi to interview crew-members and passengers.

Red Herring: Iohaar's timely fainting spell might cause suspicious heroes to think he was somehow connected with the pirate attack. There are no proofs in this sense, and any captive pirate, if interrogated, will deny any involvement.

***Game Master's note:** other characters in the scenario can be used as red herrings.*

Paranoid adventurers will probably want to exchange a few words with mister Quinn. After all, Iohaar lost his senses while talking to him, and his behaviour during and after the fight might raise some questions.

It takes a physical examination (Investigation, Healing, Science) to notice the features that mark Reginald Quinn for what he really is: a member of the brutal species of Neanderthal, the savages that live in the frozen wastes and sometimes serve as soldiers in the armies of the Csar.

Hard pressed for explanations, Quinn will reveal that he is an adventurer, and has been passing himself for human for over a decade. He denies any involvement in Iohaar's murder, but is ready to admit that the mesmerist probably saw through his charade.

***Game Master's note:** Quinn suspects that Lobelia could be the one that killed the mesmerist, but will admit it only if hard pressed or Persuaded by some adventurer.*

CLUES POINTING AT LOBELIA:

- Was the first to succour Iohaar, and might have spoken a few words with him
- Made herself scarce during the pirate attack (officially, to avoid being kidnapped)
- Was the one that had most to lose should Quinn be exposed for a fraud and not exactly a human: broken engagement, the scandal, the ridicule, the rage of her brother (notoriously a racist).



CONFRONTING LOBELIA

Lobelia knows her hours are numbered. The heroes can find her on the deck, observing the landscape of fields, temples and rice paddies below the Clive.

When confronted, the woman jumps on the bulwark and stands there, ready to jump.

The heroes must convince her to surrender, and maybe take action to stop her from jumping.

AFTERMATH

In all likelihood, the Company and the authorities will decide to keep the most scandalous elements of the adventure off the news. Much exposure will be given to the pirate attack, and the heroic behaviour of the passengers (adventurers included).

The Wondrous Iohaar's death will be blamed on a pirate.

A brief note in the gossip pages will announce that the engagement between Miss Micklewhite and Mister Quinn has been called off. A heartbroken Lobelia Micklewhite has decided to retire from public life (into Her Majesty's prisons, but this will not be revealed).

The adventurers have made a friend in Quinn, a resourceful Neanderthal adventurer, and now have some contacts in the East India Company. Their involvement in the scandal, on the other hand, can be a double-edged sword.

Have they made an enemy?

Only time will tell...

Hope & Glory



HERO

CONCEPT

S.CLASS

ATTRIBUTES



SKILLS

- ▲ 6 8 10 12
- ▲ 6 8 10 12
- ▲ 6 8 10 12
- ▲ 6 8 10 12
- ▲ 6 8 10 12
- ▲ 6 8 10 12
- ▲ 6 8 10 12
- ▲ 6 8 10 12

CHARISMA

Mod.

PACE

Mod.

PARRY

Mod.

TOUGHNESS

Mod.

WOUNDS

-1 -2 -3

FATIGUE

-2 -1

HINDRANCES

EDGES

GEAR

INC

ASTRAL BODY

A.PACE

A.PARRY

A.TOUGHNESS

A.DAMAGE

POWERS

COST

RANGE

DAMAGE/EFFECT

DURATION

WEAPONS

RANGE

ROF

DAMAGE

AP

WT

TOTAL
WT. CARRIED

WEIGHT
LIMIT

ENCUMBRANCE
PENALTY

5

10

15

20

25