

Bookhounds of London By Kenneth Hite

BASED ON THE GUMSHOE SYSTEM BY ROBIN D LAWS

TRAIL OF CTHULHU

Credits



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Contents

Introduction	6	Optional Dramatic	27	Dweller in the Depths	70
		- Auction Rules	27	Fire Vampire	71
Bookhounds	8	Libraries	29	Fog-Spawn	72
Creating a Bookhound	8	Rules for Libraries	29	Hound-Lich	74
Occupations	8	Libraries of London	30	Tylwyth Corachaidd	74
New Occupations	8	The Books Themselves	32	An Optional Magick:	
Book Scout	9	Some Shelfwear		Megapolisomancy	76
Bookseller	9 –	and Foxing	32	The Megapolisomancy Ability	76
Catalogue Agent	10	Occult Books	34	Megapolisomantic Workings	76
Forger	10	Historical Occult Books	36	Burning Man:	
Occultist	10	Mythos Tomes	38	A Sample Working	78
Drives	12	*		Paramental Entities	79
Greed	12	Thirties London 41		***	
New Abilities	12	Twenty Thousand Streets		Building a Bookhounds	
Auction (General)	12	Under the Sky	41	Campaign	80
Bibliography (Academic)	12	Contacts in London	41	Styles	80
Document Analysis		Rumours of London	42	Arabesque	80
(Technical)	12	The City of London	42	Sordid	80
Forgery (Technical)	12	Contacts in the City	43	Technicolour	81
Textual Analysis		Rumours of the City	44	Dramatis Personae	82
(Academic)	12	Westminster	45	Sample Non-Player	
The Knowledge		Contacts in Westminster	45	Characters	82
(Academic)	12	Rumours of Westminster	47	Rivals	83
Bookshops	15	The West End	48	Bookseller	83
Bookshop Stock	15	Contacts in the West End	49	Book Scout	85
Dedicated Bookshop Stock	15	Rumours of the West End	50	Catalogue Agent	85
Discover a Squiz	16	The East End	51	Collectors	86
Improving Bookshop Stock	17	Contacts in the East End	52	Academic	86
Bookshop Credit Ratings	17	Rumours of the East End	53	Artist	87
Bookshop Credit Ratings		North London	54	Peer of the Realm	88
In Play	18	Contacts in North London	54	Scenarios	89
*		Rumours of North London	56	Player-Driven Adventures	92
The Purchase of Curious Tomes	21	South London	56	Plot Hooks	92
The Book Trade	21	Contacts in South London	58	Using Contacts	92
Finding a Buyer	21	Rumours of South London	60	Putting it Together, Together	93
Finding a Book	22				
Auctions	24	The London Mythos	61	Whitechapel Black-Letter	94
Narrative Auctions	24	Cults	61	The Spine	94
Dramatic Auctions	25	Corebook Cults	61	The Horrible Truth	95
Dramatic Auction Rules	25			A Book to Kill For	95
Single-Lot Dramatic	*	London's Monsters	67	The Uncongenial Mr. Dives	95
Auctions	26	Brood of Eihort	67	Upon Further Investigation	96
Multiple-Lot Dramatic		Cold One	69	The Book	97
Auctions	27	Dust-Thing	69	The Buyer	98

J TRAIL OF CTHULHU 4

Contents

		T			
The Rival	99	The Auction Begins	112	Dramatis Personae List	154
Ten Bells Pub	100	Interruptions	113	Tip Sheet	155
The Client	101	The Final Chapter	113	Character sheet	156
Horace & Moore	101	What the Book Holds	113	1930s Rare Book Prices	157
The Seller	103	Rewards and Dangers	113	Antiquarian Book Dealers	
Deathtrap in Wapping	103			of London	158
Talking to Bowers	105	Bibliography	114	What is the Occult Guide	
The Ripper	106	Howard and Campbell	114	to London?	160
The Crowley Version	106	Other Urban Horrorists	114		
Vittoria Cremers' Story	107	London	114	London Timeline 1929-1939	161
A Bloody Bidding	107	Bookhounds	- 115	General Index	165
The Toad's Mistress	107			Locations Index	169
Enter the Keymaster	111	Floorplans & Colour Plates	116	Index of Locations from	
Book Stock and Two	*-	-		The Occult Guide	170
Smoking Barrels	111	Appendices	153	Index to Sectional Maps	171
To The Auction	112	Bookshop Record Sheet	153		*



∠TRAIL OF CTHULHU ५

Introduction

"THESE CYCLES OF EXPERIENCE, OF COURSE, ALL STEM FROM THAT WORM-RIDDLED BOOK. I REMEMBER WHEN I FOUND IT - IN A DIMLY LIGHTED PLACE NEAR THE BLACK, OILY RIVER WHERE THE MISTS ALWAYS SWIRL. THAT PLACE WAS VERY OLD, AND THE CEILING-HIGH SHELVES FULL OF ROTTING VOLUMES REACHED BACK ENDLESSLY THROUGH WINDOWLESS INNER ROOMS AND ALCOVES. THERE WERE, BESIDES, GREAT FORMLESS HEAPS OF BOOKS ON THE FLOOR AND IN CRUDE BINS; AND IT WAS IN ONE OF THESE HEAPS THAT I FOUND THE THING."

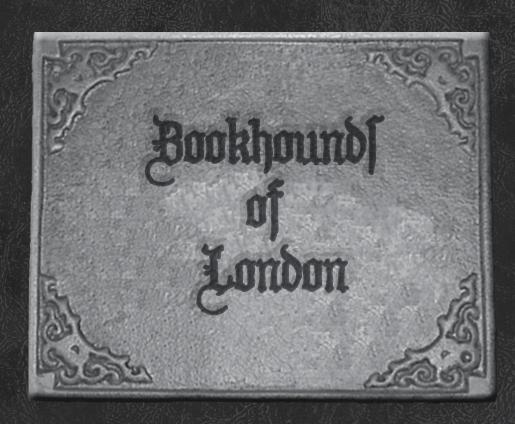
- THE BOOK

The dubious tome you hold in your hands offers you a different kind of Mythos experience. It's not about remote inbred towns, or swamp altars, or lost prehuman ruins, but about a city of cinemas, electric lights, global power and the height of fashion. It's about the horrors – the cancers – that lurk in London, in the very beating heart of human civilization. Of course, London has its decaying, inbred populations – both East End drabs and West End aristocrats. A Templar altar

might well crouch, mostly forgotten, in the dreary Hackney Marshes, but altars to false gods tower over the metaphorical swamps of Fleet Street and Whitehall. And as for lost, prehuman ruins ... who's to say what lies under London, if you dig deep enough?

Your characters aren't stalwart G-men or tweedy scholars this time around, serving their country or sealing off forbidden frontiers. They're working the main chance, and selling maps (and maybe guidebooks) to those forbidden frontiers. They are Bookhounds, looking for profit in mouldy vellum and leather bindings, balancing their own books by finding first editions for Satanists and would-be sorcerers. They may not quite know what they traffic in, or they may know rather better than their clientele. Peddlers of blasphemy and madness aren't nice people, and the only consolation is that their customers are worse yet.





∟TRAIL OF CTHULHU ५

Bookhounds

"BUT NOW, AT LAST, HE HAD NOT ONLY FOUND AN ACCESSIBLE COPY BUT HAD MADE IT HIS OWN AT A LUDICROUSLY LOW FIGURE.... THE ONE GLIMPSE HE HAD HAD OF THE TITLE WAS ENOUGH TO SEND HIM INTO TRANSPORTS, AND SOME OF THE DIAGRAMS SET IN THE VAGUE LATIN TEXT EXCITED THE TENSEST AND MOST DISQUIETING RECOLLECTIONS IN HIS BRAIN."

- THE DESCENDANT

In a Bookhounds of London campaign, the Investigators do not investigate horror and strangeness professionally. Rather, they investigate books about horror and strangeness and become, seemingly inevitably, drawn into the horror themselves. If they could just sell a pristine copy of the 1845 Bridewell edition of Nameless Cults, pocket their 40% (or 400%) and move on, they would. But it's never that simple. Not for them. Not for Bookhounds. Not in London. Not now.

The global Depression has driven an unprecedented number of collectors — both individual and institutional — to sell off their holdings for whatever they can get. The global crisis has also driven an unprecedented number of over-educated, morally bankrupt aristocrats and resentful would-be Great Beasts to experiment with black magic ... including the Cthulhu Mythos. Between the two groups, sellers and buyers, a specialty market has sprung up in blasphemous tomes, no questions asked.

You cater to that market, finding

books at estate sales or abandoned churches across the Home Counties, tracking down rumors and doing your competitors dirt. You've had to learn the difference between the 1452 and the 1472 editions of Wormius, and why neither should be opened at Ludgate, or anywhere during a full moon. Sometimes you touch up an imperfect von Junzt, and sometimes you might liberate a Prinn first edition from an insufficiently caring owner.

It's a hard old world out there, and mayhap the hardest thing about it is that you have to save it from your own customers now and again.

CREATING A BOOKHOUND

While every campaign will be different, the atmosphere of the default *Bookhounds of London* campaign is a sort of seedy scrabbling on the verge of disaster. Investigators (called **Bookhounds** in this campaign) shouldn't feel broadly

competent: indeed, the world should seem on the verge of over-mastering them even before the Mi-Go crash the book-swap.

Keepers might want to reduce build points for **General** skills from 65 to 55.

For properly dodgy desperation, all Bookhound Credit Ratings should be capped at 4, and all Bookhounds should begin with no free rating points in Credit Rating. Players may still build aristocratic characters, but they will be from families long gone to seed, or horrible black sheep no longer invited to decent parties.

OCCUPATIONS

The Bookhounds are people active in London's underground trade in occult books (and possibly in other dubious literatures such as pornography). They will likely come from one of the following Occupations: Antiquarian, Criminal, Dilettante, Hobo (called "Tramp" in this campaign frame), or Private Investigator. That said, Artists, Authors, Clergymen, and Professors might easily find themselves involved.

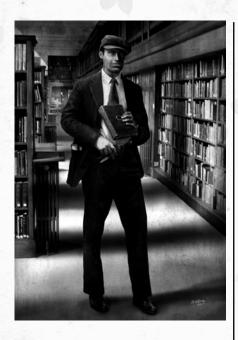
New Occupations

Players may also select from among the following new Occupations, some of which are functionally customised versions of the corebook set: Bookseller is a specialised Antiquarian, Forger is a specialised Criminal, and so forth.

Some Credit Rating bands exceed

- TRAIL OF CTHULHU !

Bookhounds



the suggested campaign cap of **Credit Rating** 4. This makes these Occupations more playable in other, non-Bookhounds campaigns if the Keeper wishes.

Book Scout

You resent terms like "bottomfeeder."Without you, books wouldn't get from the tables and shelves of the unappreciative to the kind of shops where they belong. You find books at lesser bookshops or estate sales or wherever it might be, obtain them by subterfuge, by feigned disinterest, by "five-finger discount" if the Devil drives - and re-sell them to a better bookshop for more money. If you're pressed, maybe you just cut away the coloured plates or the maps for quick sale. But you'd rather get the books cheap, and sell them dear, and go out again before some bottom-feeder beats you to the next unconsidered trifle.

Occupational Abilities: Auction, Bargain, Bibliography, Evidence Collection, Filch, Sense Trouble, Streetwise, The Knowledge.

Credit Rating: 0-3

Special: You are always the first Bookhound to notice an inconspicuous clue (*Trail of Cthulhu*, p. 55) in a bookshop, library, or similar environment.

If there are two book scouts in a player group, the Keeper decides who gets the inconspicuous clue as normal.

You can also pick up juicy gossip on bibliophiles, auctions, and street markets by dickering with booksellers and fellow book-scouts (**Bargain**) or with touts in the underground book trade (**Streetwise**).

Bookseller

You live surrounded by books, and you draw your living from them. Perhaps you see them as living things in their turn; with destinies entwined with a given customer, or capable of speaking to a sensitive reader and changing his life. Or perhaps you see them as horrible relatives you can't get away from: draining your energies and resources with only grudging acknowledgement of your needs. Or it might be that you fell into the job because it was light work indoors.

Occupational Abilities: Auction, Accounting, Art History, Bargain, Bibliography, Document Analysis, Languages, Library Use, Textual Analysis.

Credit Rating: 2-5

Special: You own or manage the party's bookshop. You may decide shop policy: which books to steal, which to sell, which to destroy; whether to move the shop, attend an auction, etc. In short, you are the "party leader," if you wish to be, at least where the shop is concerned. (You can always fob this responsibility off, just like real leaders do.) If

Bookhounds' Contacts and Connections

As noted on p. 31 of the Trail of Cthulhu corebook, using Bureaucracy, Cop Talk, Credit Rating, Streetwise, and many other abilities involves making a contact. Some of the special abilities of Book Scouts, Ĉatalogue Agents, Forgers, and Occultists – all of which have special sources of information or potential access to them - likewise depend on personal contacts. (As do many other Occupations, either implicitly or explicitly.) These contacts should go on your campaign's dramatis personae list (see 154), so that they may be rousted during player-driven adventures and hooked by the Keeper for her own fell purposes.

non-academic Unofficial, investigators - such as the Bookhounds – depend more heavily on contacts connections than in some campaigns. At character creation, the Keeper might request each player begin with one contact tied to an Occupation ability: a book scout might know a fence (Streetwise), a bookseller might know a librarian at the Museum (Library Use), an occultist might know a graverobber (Archaeology), etc. This can help create playerdriven adventures (see p.92) right from the beginning of the campaign.

In addition to the data requested in the corebook (name, residence — a road or neighbourhood is fine — and connexion to the Bookhound), the player should supply the Keeper with any contact's bibliographic interests. This helps bulk out auctions, fertilise future adventures, and keeps everyone thinking about books.

J TRAIL OF CTHULHU ५

Occupations

there are two booksellers in the Bookhound group, whichever of you has the higher **Credit Rating** is the owner or manager.

You also have the same special ability as an **Antiquarian** (*Trail of Cthulhu*, p. 10), although the **Bookshop Stock** pools (15) will overlap with this special ability to some extent. See that section for further details.

Catalogue Agent

You might represent a secret buyer at auction, be the go-between for two dealers who don't trust each other, or simply be retained by a collector to find (and obtain) a much-sought item. A less disreputable book scout, a bibliophile's private eye, you take your commission from buyer, from seller, or from both: in a phrase, you are "a mercenary of books."

Occupational Abilities: Assess Honesty, Auction, Bargain, Bibliography, Conceal, Disguise, Flattery, Library Use, and any one Investigative ability as a personal specialty.

Credit Rating: 1-4

Special: If you have (or can believably claim to have) a copy of a book they seek, you can interact with bibliophile NPCs of any Credit Rating as if you shared their Credit Rating: get them to recommend contacts, do small favours, allow you into their club as a guest, or otherwise smooth your path. (The Keeper will likely wish to restrict this ability to non-financial transactions.) You do not have any extra Credit Rating pool points to spend, however.

Either the player or the Keeper can suggest the book in question, depending on whether the NPC's taste in books has been previously

established, which of you has a good idea, etc. The Keeper can always veto a suggested book.

Forger

You do the world a service: you increase the supply of something precious and desired. Thanks to you, there is one more priceless Audubon portfolio or Poe octavo, one more Dumas autograph or Rosicrucian letter in the world. Thought of correctly, you're more artist than criminal, more publisher than cheat.

Occupational Abilities: Art: Calligraphy, Art: Engraving, Art: Printing, Chemistry, Craft: Bookbinding, Craft: Papermaking, Document Analysis, Forgery, Streetwise.

Credit Rating: 1-4

Special: For every rating point you have in Forgery, you may declare that you're "the last word" in one specific type of forged book or document: American passports, Blake illuminations, black-letter German religious texts, or Satanist grimoires. By narrative fiat, your work in that field cannot be detected as a forgery under any circumstances short of your confession. It is perfect.

Like Driving, Languages, and other similar abilities, you may want to keep "slots" open so that during an adventure you can exclaim: "Byron's handwriting? Nobody does a better Lord B. than meself, and you can ask anyone. I know where we can get a quire of Regency foolscap to hatch it on, too. I'm the last word on the topic."

The Keeper need not allow "Mythos tomes" (or "Bank of England notes") as a suitable type for this ability, but "von Junzt's handwriting" might be permissible, or "8th-century Arabic codices." As with any special ability,

she is within her rights to reject derailing suggestions.

You can also use Streetwise to find out the "true bill" on underworld rumours, especially about book and document thefts.

Occultist

You always knew there was something else, something more to the world than the crude lies and vague approximations of history, religion, and materialism. There is an inner truth, and you are inside its threshold. You might be a Rosicrucian, an esoteric Freemason, a student of ancient wisdom or of new revelation. Perhaps your more recent investigations have overturned your previous approximations ... but you were certainly right about the failure and short-sightedness of conventional wisdom!

Occupational Abilities:

Anthropology, Archaeology, Cryptography, History, Languages, Occult, Theology.

Credit Rating: 1-5

Special: You know the occult social scene in London, in Britain, and (most probably) anywhere else you happen to visit in the course of the campaign. Arcane scholars, eccentric anthropologists with wild theories, Satanists, ritual magicians, Theosophists, and other sorts accept you as "one of them" and will exchange gossip, tips, and other useful social connections or knowledge.

With fellow occultists, or when dealing with the occult social scene, you can use and spend Occult as if it were any Interpersonal skill. The Keeper will probably ask you to justify (by roleplaying or pre-planning, if no other way) borderline cases such

- TRAIL OF CTHULHU !

Bookhounds



as Interrogation. (That said, claiming to represent the displeased Secret Masters has a distinguished pedigree in occult interpersonal relations.)

This ability does not necessarily work on Mythos cultists, zero Sanity magi, and other devotees of the Great Old Ones and their ilk — but the cold shoulder or misleading pointer you get from them may prove informative in its own right!

An Occultist might "in actuality" be an antiquarian, author, dilettante, doctor, professor, or any other sort of occupation. Nevertheless, Occultist characters use the Occultist special ability rather than the Occupation ability related to whatever it actually says on their visiting card or Inland Revenue form.

Occupational Changes

American and British Investigators both confront the global horrors of the Mythos. However, some of Britain's specifics are slightly different from those in the *Trail of Cthulhu* corebook:

Clergy: Anglican clergy may take Bureaucracy instead of one existing occupational ability. They may use Bureaucracy as well as Reassurance or Theology to use their special ability and gain access to Anglican Church records.

Dilettante: Must spend 1 build point on Languages to cover Latin learned at a good public school. May spend 1 more build point on Languages to cover (classical) Greek.

Hobo: Called a **Tramp** in Britain. Tramps may take The Knowledge as an occupational ability; unlike American hobos, they have no special ability to make contacts or find out the lay of the land. They may, however, use Streetwise to identify doors and gates "usually left unlocked" (narratively similar to Locksmith), and use their Streetwise pool as though it were Stealth when piggybacking with other Investigators on a Stealth test in an urban area.

Police Detective: Firearms is not an occupational ability for police in Britain. They may either take The Knowledge or Weapons, reflecting the ubiquitous truncheon (-1 damage), as an occupational ability instead.

Professor: Must use two Languages slots for Latin and Greek.

¹trail of cthulhu ५

Drives

DRIVES

Of the **Drives** provided in the *Trail* of *Cthulhu* corebook, Antiquarianism, Artistic Sensitivity, Bad Luck, Curiosity, and In the Blood seem particularly apropos for Bookhounds.

Bookhounds may not share the same exalted or artistic motives as standard Investigators. The Keeper should allow unworthy motivations as Drives, should the players wish to portray thoroughgoing rotters. Arrogance and Revenge can encompass social climbing, envy, or all manner of pettiness; for other unsavoury Drives, use the following new Drive as a model.

Greed

"But business is business, and to a robber whose soul is in his profession, there is a lure and a challenge about a very old and very feeble man who has no account at the bank, and who pays for his few necessities at the village store with spanish gold and silver minted two centuries ago."

- THE TERRIBLE OLD MAN

You know what's wrong with poverty? Everything. You will do anything to stay out of the gutter, especially including shoving someone else into it. It's hard times, my friend, and they're only getting harder for the soft. If you can see a chance at the ready, you'd best grab it before some other gutter rat snatches it away and leaves you on the pavement.

Especially appropriate for: Archaeologist, Book Scout, Catalogue Agent, Criminal, Dilettante, Tramp.

Examples: Ricci, Czanek, and Silva in "The Terrible Old Man," and Obed Marsh in "The Shadow Over Innsmouth."

NEW ABILITIES

Much as *The Esoterrorists* expands the basic GUMSHOE abilities list to detail the various technical wizardries of the postmodern policier, this campaign frame benefits from the addition of focused book-specific abilities, and one specific to London.

Auction (General)

You know how to handle yourself in an auction. You remain unflustered and focused on the flow of the bidding, alive for the chance to snatch a lot from a wealthier but clumsier bidder. You also know the various underhanded tricks of the auction trade, and how to spot them being deployed in the room.

This ability also includes auctioneering, the art of running an auction and of utilising the aforementioned underhanded tricks. If the auctioneer has an Auction rating of 8 or more, he reveals any spend last (see p. 26).

See p. 24 for more detailed auction rules, and some underhanded tricks.

Bibliography (Academic)

You're an expert on books from an aesthetic, historical, commercial, and technical point of view. You can:

- distinguish real tomes from forgeries
- tell when a book has been retouched or altered, or pages have been tipped in or otherwise placed where they were not originally
- identify the age of a book by style and materials
- call to mind historical details on famous books, printers, bookbinders, and publishers, and those around them
- recall details of book sales and auctions, and accurately price a given book
- know or estimate what libraries (institutional or private) might hold a specific volume

Document Analysis (Technical)

You're an expert in the study of physical documents (as opposed to the contents of a text). You can:

- determine a document's approximate age
- identify the manufacturer of paper used in a document
- tell forged documents from the real thing
- identify distinctive handwriting
- match typed documents to the typewriters that produced them
- find fingerprints on paper

Forgery (Technical)

You can create a false document, forge handwriting with a sample to work from, or (given time) fake an entire book. This ability does not convey any special skill at creating "aged" paper or ink, or at bookbinding, or any ability to write or otherwise create a given volume.

Textual Analysis (Academic)

By studying the content of texts (as opposed to their physical characteristics as documents) you can draw reliable inferences about their authorship. You can:

- determine if an anonymous text is the work of a known author, based on samples of his work
- determine the era in which a text was written
- identify the writer's region, and level of education
- tell a real work by an author from a false one

The Knowledge (Academic)

Since 1865, London cab drivers have been tested by The Knowledge of London Examination System, or "The Knowledge" for short, covering 320 routes through the city, encompassing 25,000 streets within a six-mile radius of Charing Cross Road. With this ability, you know the streets of London like the back of a cab-driver's hand. You can:

TRAIL OF CTHULHU

Bookhounds

- recall details of any landmark, bookstore
 or other business, club, restaurant, library,
 attraction, or other point of interest in the
 London area, including clientele, hours of
 operation, management, and rear entrances
- find the fastest, least-observed, or otherwise best route between any two points in London, by car, bus, or train
- recall social, ethnic, or economic details of any London neighbourhood or street — who lives there, where they came from, who collects the rent
- identify important social or business figures associated with any London neighbourhood or street: criminals, clergy, union leaders, rising politicians, tradesmen, professionals, etc.
- know anything else about London geography that seems relevant: sewer lines, hidden rivers, roofed-over mews, empty lots, etc.

New Abilities for Old Occupations

The Keeper may allow other characters to take these new abilities as Occupational abilities. In all cases, taking one of these abilities either replaces one pre-existing Occupational ability, or takes up one slot in the case of Occupations with multiple-choice Occupational abilities. For example, a Criminal might swap Forgery in for Intimidation, or simply use Forgery as his "one other Interpersonal or Technical ability as a personal specialty."

Auction: Available to Antiquarians and Dilettantes as an Occupational ability.

Bibliography: Available to Antiquarians, Authors, and Journalists as an Occupational ability.

Document Analysis: Available to Antiquarians and Police Detectives as an Occupational ability.

Forgery: Available to Criminals as an Occupational ability.

Textual Analysis: Available to Antiquarians, Authors, and Journalists as an Occupational ability.

The Knowledge: Available to Criminals, Journalists, Police Detectives, and Private Investigators (and to Tramps (p. 11)) as an Occupational Ability.





J TRAIL OF CTHULHU 1

Bookhounds

BOOKSHOPS

"THE PLACE WAS DARK AND DUSTY AND HALF-LOST

IN TANGLES OF OLD ALLEYS NEAR THE OUAYS...

SMALL LOZENGE PANES, OBSCURED BY SMOKE AND FROST.

JUST SHOWED THE BOOKS, IN PILES LIKE TWISTED TREES,

ROTTING FROM FLOOR TO ROOF -CONGERIES

OF CRUMBLING ELDER LORE AT LITTLE COST."

- THE BOOK, FUNGI FROM YUGGOTH

In the default Bookhounds of London campaign, the player characters are all associated in some way with a bookshop: as owner, scout, manager, agent, regular, parasite, patron, etc. This provides narrative structure and drive to the campaign in a number of ways. First, it gives the Bookhounds a reason to hang out together investigating the occult: they have the bookshop in common, and it traffics in occult books. Second, it can supply any number of story hooks merely by existing: a bookshop implies books (which can be coveted, stolen, forged, lost, recovered, discovered, sold, or destroyed), clients (who can demand, plead, insist, bribe, threaten, or do favours), and competitors (who can cut corners, deal dangerously, skulk suspiciously, connive at auctions, or unexpectedly drop hints). Thus, it provides a "home base" to connect the Bookhounds into the setting and drive stories - just like the precinct station in Homicide or the hospital in House. Whether it's the starship Enterprise or the Sunnydale High library, a home base pays endless dividends in ongoing storytelling: even (especially) if it gets destroyed.

Shared Bookshop Creation

One playtest group did this, and it sounded so neat we're suggesting it here.

During bookshop creation, after deciding on the bookshop's Credit Rating (p. 17), each player takes a turn and describes a physical or sensory fact about the shop: What catches your eye as you enter? What does it smell like? Are the windows leadedglass, clear, coloured, dusty, curtained? Is there a pallid bust of Pallas above the door? Is there a bookshop cat? Is there a back room or a cellar? Is it locked? And so forth. Go around once or twice; don't over-define the place, but build a common image

Then, each player describes their Bookhound's average day as it relates to the shop. When do they get up? Do they open the shop, or close it? Do they make rounds of other shops, or of the book-markets? Who watches the counter on auction days, or when the bookseller has a call out?

There are no mechanical benefits (or consequences) of anything decided here, but it does help create a shared story space and helps establish the proper mood of the shop.

Bookshop Stock

During character creation, every player must spend Investigative build points on Bookshop Stock, the specific amount depending on the number of regularlyattending players:

Number of players	Investigative Build Points for Bookshop Stock			
2	3			
3	2			
4+	1			

The resulting Bookshop Stock pool can be used in two ways: to create dedicated Investigative point pools during adventures, or to provide the Bookhounds with "just the right book" for a customer, enemy, or threat.

Dedicated Bookshop Stock

Any player may, at any time during the game, define Bookshop Stock points, turning them into dedicated Investigative pool points (*Trail of Cthulhu*, p. 54) in any Academic or Technical subject (except the Cthulhu Mythos): Egyptian funeral rites, Welsh geology, ley lines, the Maori language, etc. If the player specifies the book containing this knowledge by giving it a title and author (real or invented), each 1 Stock point becomes 2 pool points. If the player merely says "we have a book on chemistry," then each 1 Stock point becomes 1 pool point.

These dedicated pool points continue to exist as long as the stock does: unless the books associated with them are sold, destroyed, stolen, etc. during the story, the pools refresh between adventures just like the Bookhounds' Investigative abilities do. Bookhounds



TRAIL OF CTHULHU 5

Bookshops

still have access to those dedicated pool points in future adventures and scenarios.

Example: Three Bookhounds - Don, Erin, and Brian — put 2 points apiece into their shop, Camden Road Books, for a total Bookshop Stock of 6. First, Don defines 1 point as Astronomy (to figure out what the star-chart they found in the St.-Giles'-Cripplegate steeple means). Then, Erin defines 1 point, and specifies "a nice edition of Trithemius' Steganographica" for a 2-point dedicated pool in Renaissance Codes, helping them break the astrological code in the old diary. Getting with the program, Don then defines 1 point, but specifies "a variant edition of Topsell's Bestiary, with a number of anomalous tipped-in plates" (to figure out what the strange winged creature chalked on the wall in Clapham is), granting a 2-point dedicated pool in Monstrous Icons.

At the end of the scenario, Camden Road Books has Bookshop Stock 3, Astronomy 1, Renaissance Codes 2, and Monstrous Icons

Just as she does with Investigator abilities, the Keeper should note Bookshop Stock ability pools on the Investigative Ability Checklist, and make the effort to design mysteries and adventures with clues that play to the Bookshop Stock's strengths.

The Bookseller: Once per adventure, an Investigator with the Bookseller Occupation can define a dedicated pool "for free" — i.e., without paying any Bookshop Stock points. If the bookseller player specifies the book, it's a 2-point pool; if not, it's a 1-point pool.

Discover a Squiz

By spending 2 points from Bookshop Stock, any player may "discover" an exquisite item, a "squiz" in bookseller's slang. The Bookhound does not have to have found the squiz in his shop; spending the points merely introduces the item into the game under that Bookhound's control. However, the player must describe discovering the squiz: "Look what I found for a pittance in Cambridge Circus," or "I think I saw something that might serve in The Clique."

In game terms, a squiz is a book primarily valuable to the Bookhounds for other reasons than its contents: an expensive incunabulum, a book coveted by a client, a copy of Dracula that drips blood in the presence of demons, a damaged book with intact plates that can be tipped into a forgery, a bookmark that turns out to be a letter from Lily Langtry compromising an enemy's ancestor, a copy of The New Arabian Nights autographed by Robert Louis Stevenson, etc. This is a good way to "suddenly uncover" a book needed to get an audience with an eccentric collector, bribe your way into a snobbish Satanist coven, etc. In other words, a squiz is primarily a key to narrative progress or deepening setting, not a quick way to raise cash.

The Keeper should make sure that many (if not all) of her major NPCs have bibliographic wants and obsessions — provide plenty of locks for these books to open, in other words.

The Keeper can (and should) introduce consequences of a squiz turning up: a break-in or mugging, police questions, a dust-thing (69) in the book's

binding, the enmity of London's vampires, unwelcome scrutiny from peculiarly schizoid Stevenson collectors, etc. These consequences should not negate the initial narrative progress so much as complicate it and then accelerate it, driving the story forward another turn.

The Keeper may also rule that "finding" the squiz takes game time: if a player wants to spend 2 points from Bookshop Stock to get a forged copy of Tamerlane and Other Poems, the Keeper can rule that "old Bensen says you can have it tomorrow night after ten," or "Sure enough, the book arrives in the post that Tuesday," for example.

The Keeper can, of course, introduce a squiz for the explicit purpose of driving the story forward, without charging any points from Bookshop Stock. Such volumes are still more likely to be cursed, haunted, stolen, or otherwise ambivalent, of course.

The Keeper can, of course, veto any squiz introduced for the purpose of derailing the adventure ("I found a copy of the cult leader's diary! He is planning to ambush us tonight!") or undermining the game tone ("I found a Gutenberg Bible for two-and-six! We're all rich!").

The Bookseller: Once per adventure, a bookseller can discover a squiz without spending any points of Bookshop Stock. (This is the equivalent of the "back in the shop" special ability for his Occupation.) Further squizzes cost a bookseller 1 point from Bookshop Stock. Such a discovery seldom takes more time than "I check the back room."



J TRAIL OF CTHULHU 1

Bookhounds

Regulars: Bookshop Contacts

Every bookstore has its regulars: the customers (or browsers) who show up most weeks, or even most days, to thumb through the "new in store" shelves and (ideally) buy one or two volumes to expand their own collections.

The Keeper will send plenty of customers into the store, dodgy and dainty and everything in between. Some will bring horrid books to sell, or seek still worse books to buy, but some will just be regular folks — at first. But no bookseller worth his salt trusts to the walk-in trade alone: once per session, any player can create a regular who "just happens" to be in the store that afternoon, easily contacted, or otherwise convenient to the adventure. This will usually be someone who coincidentally has some knowledge, clue, or resource that can move the adventure forward: think of the regulars as "shared" versions of the Contacts and Connections accessible with an Investigator's abilities (*Trail of Cthulhu* corebook, p. 31).

Like those contacts, the player who creates a regular must supply the Keeper with the regular's name, description, residence, and bibliophily: "Dr Arbuthnot is a fiftyish surgeon with a strange gleam in his eye. I think he has a flat in St. John's Wood, and he mostly buys Napoleonic histories." Dr Arbuthnot is available in all subsequent sessions for all the Bookhounds as a source of convenient Medicine (or First Aid), a letter of introduction to the curator of the Hunterian Museum, or juicy gossip about some dubious goings-on in the medical examiner's office.

And, of course, the Keeper now has the good Doctor on file on the Dramatis Personae list (see p. 154) if she needs a story hook, a clue delivery system of her own, or a familiar corpse.

Improving Bookshop Stock

During character improvement, players may spend build points from experience on Bookshop Stock.

Bookshop Credit Ratings

The Bookhounds' bookshop begins with its own Credit Rating, an aggregate measure of its general quality, the wholesomeness (or otherwise) of its appearance, how likely a prestigious auction house is to deal with it, its neighbourhood, the perceived social standing of its clientele, and so forth.

Like the Credit Rating ability for Investigators, this is an abstraction. Further, much of it is perception, that of clients and competitors

alike. A Credit Rating 5 shop will be "quaint" or "selective" where a nearly identical Credit Rating 2 shop will be "cramped" or "sparse." The store's location can drive its Credit Rating as well: a bohemian shop in Holborn or the City would be Credit Rating 3; the same shop in the West End might be Credit Rating 4; relocated to the East End or south of the river, its Credit Rating could drop to 2.

In the way of general guidelines, here are some signifiers of a bookshop's Credit Rating:

Credit Rating 0

No fixed address; a book-barrow under Waterloo Bridge, or a stall in an empty lot in the East End. Stock is mildewy and wormy; even the sensational paperbacks (2d for three) are stained with water or worse.

Credit Rating 1

Dingy rathole in a decayed neighbourhood, probably the East End or south of the River. Insects skitter and rats scrabble in the wainscoting — mostly in the wainscoting, anyway. Poor light, tottering shelves, books in piles on the sticky floor; the stock is picked-over or damaged by worms or water. Yards of bound sermons and charitable society reports.

Credit Rating 2

Dusty and run-down, but somewhat clean and mostly dry. Vermin are heard, but not seen. Books covering all sorts of subjects stacked or piled on all sorts of furniture and surfaces – likely whatever the previous tenant left in the place. Still likeliest in the East End or south of the River, but there are unsavoury buildings or casual landlords enough elsewhere in London that such a shop might escape an entirely ignominious address: Islington or St. John's Wood, say. But not far: at best, a bad location on a low street like Chandos Street, or a basement or second-floor establishment in a slightly better road. May be able to borrow a cheap open car.

Credit Rating 3

The smell of tea (or wine, in some shops) is stronger than the smell of dust and damp. Actual shelves line the walls and march down the middle of the sagging linoleum floor; the shop's politics may be modishly left, but the stock is staunchly Victorian, or even Regency. Its bohemian clientele browses for books in Bloomsbury, Soho, Clerkenwell, or Covent Garden. The catalogue may aim at a specialist or avant-garde trade; there isn't quite enough quality stock to justify a general catalogue. Which doesn't mean there isn't one. May own a dangerously shabby van or truck.

Credit Rating 4

By now, the sign no longer reads "Secondhand Books." At the high end, there's no sign at all, rather a doorplate engraved "Antiquarian Books." In a

TRAIL OF CTHULHU 4

Bookshops

concession to trade, the shop's name is still painted on the window, but in much nicer lettering. Moastly oak or pine shelves hold mostly good or interesting books; the 17th and 18th centuries can give the 19th a run for its money here. The fittings all match; the lighting is good. Likely located in the City or in a prime spot on one of the main bookseller streets: Charing Cross Road, Cecil Court, Fleet Street, or High Holborn, say. The catalogue is thick, and has a wide circulation — even in America! Owns a fine truck or decent auto.

Credit Rating 5

Resembles a professional office or club library rather than a bookstore. Shelves are uniform, of cherry or mahogany, with glass doors. The lighting is indirect or cast by Tiffany-glass lamps. The only bookshop on its street and that street is likely in a good neighbourhood: Mayfair,

Belgravia, St James' Park. Perhaps in the City, if it caters to the financial or investment trade. It uses hired trucks and men, rather than concerning itself with automobilia. Its catalogue is expensively, even ostentatiously, printed. Its stock is elegantly bound and subtly displayed; first editions, even a few incunabula. Nothing under £10, I'm afraid; perhaps you'd like to try W.H. Smith's? They cater to a more commercial customer...

Credit Rating 6+

These actually are private libraries in all but name. The establishment might be a "name" auction-house, privileged to have clients among the nobility; or it might be the personal stock of a bibliophile book-buyer who occasionally sells as the fancy takes him. It issues understated catalogues, but seldom advertises, relying on word of mouth and its reputation.

Bookshop Credit Ratings In Plau

Determine the bookshop's beginning Credit Rating by any of the following methods:

- Set it equal to the highest Credit Rating of a Bookhound with the Bookseller Occupation.
- Allow the players to spend their Investigative build points on the bookshop's beginning Credit Rating during character creation.
- Average the Bookhounds' Credit Ratings, rounding down.
- Roll a die and subtract 1 from the result.
- Select it in discussion with the players and Keeper.



→ TRAIL OF CTHULHU 1

Bookhounds

Bookshop Credit Rating	A "reverse" is:	A "windfall" is a gain of:
0	Cannot go lower than 0: there's always dogs to sell, and a cart to sell them from.	Permanent premises; one slumming or artistic regular; £40
1	Evicted from premises; targeted by local mob or law; loss of £50	A third respectable (Credit Rating 3+) regular; £250
2	Flood or fire; ugly rumours; loss of £100	Local poets or artists become regulars; address on Charing Cross, Cecil Court, or High Holborn; notice in press; invitation to a major book event; £400
3	Vermin infestation; vulgar pornography prosecution; loss of £200	Daring or interesting auction or event; collector becomes regular; positive notice in press; £600
4	Ugly feud between partners or clients; black-balled by club; legal prosecution; loss of £300	Notice in society; invitation to club membership; fashionable address; major collector, artist or industrialist becomes a regular; £1,000
5	Whiff of scandal; loss of £500	Noble patronage; £2,500
6+	Whiff of scandal; loss of £3,000	Royal patronage; £10,000

During an adventure, any Bookhound may spend points from the bookshop's Credit Rating pool instead of (or in addition to) his own Credit Rating pool. This does not raise (or lower) the Bookhound's Credit Rating rating or alter his social standing, but it does add more potential points to his pool.

The Keeper may require some roleplaying to establish the spend: "I'm just come along from Camden Road Books, guv'nor, and bein' as you're a book-lover yerself, I'm sure you can 'elp me ..." or "Look, my lad, there's a half-crown waiting for you at Camden Road Books if you'll tell me where that diary is." Or she may simply allow the players to handwave the actual connection if play becomes stilted. One or two references per session is probably enough.

The bookshop's Credit Rating pool refreshes between adventures, along with those of the Bookhounds. Like other Investigative pools, it does not refresh in a haven (*Trail of Cthulhu* corebook, p. 80) or otherwise during an adventure.

At the end of each adventure, the Keeper and players should determine whether the outcome for the store was a reverse (a bad loss), a windfall (a rich strike), or neither. Make this determination based solely on the bookshop's finances and reputation, not on the adventure's dramatic outcome: even though the Bookhounds thwarted a plot to awaken Zhar-Lloigor and sink the British Isles, if they had to offend powerful potential patrons, burn a priceless grimoire, and lay out a lot of cash to do it, the adventure is a reverse.

Although too much attention to shillings and pence can become tiresome for everyone (see "Money in the Game," 22), here's a very vague and general sort of guideline to what constitutes a reverse or a windfall. The Keeper should adjudicate the outcome based on her sense of the campaign's ideal pacing and feel; some of the reverses and windfalls given below obviously apply to more than one Credit Rating level. See table above.

The cumulative outcomes of the adventures alter the bookshop's Credit Rating. It takes a number of consecutive windfalls equal to the next Credit Rating above the shop's to increase the bookshop's Credit Rating. It takes a number of consecutive reverses equal to the next Credit Rating below the shop's to lower it. It's the Depression, after all.

∠TRAIL OF CTHULHU ५

Bookshops

(Exception: A bookshop with Credit Rating 1 drops to Credit Rating 0 after one reverse.) A neutral outcome for an adventure (neither a reverse nor a windfall) counts as a reverse for the purposes of increasing a shop's Credit Rating.

Example: Camden Road Books has Credit Rating 4. It will take 5 consecutive windfalls to increase its Credit Rating to 5. Even after 4 windfalls in a row, only one reverse, or even a neutral outcome, "resets the counter" at zero. It will only take 3 consecutive reverses to tar Camden Road Books with Credit Rating 3. If Camden Road has 2 reverses and then a neutral outcome, its

Credit Rating will still drop to 3 if the next adventure ends in a reverse. Only a windfall will "reset" the downward spiral.

Bookshop Credit Ratings affect Bookhound Credit Ratings. No Bookhound can have a Credit Rating more than 1 higher than the Credit Rating of the party's bookshop. As the bookshop loses money and social cachet, the unfortunates tied to it by reputation or ownership do likewise.

Example: Being the scion of a good Buckinghamshire family, Brian Longchamps has Credit Rating 5. Unfortunately, when Camden Road Books (which he is known to patronise) sees its Credit Rating drop to 3, Brian is in an awkward, not to say precarious, position. The next time his Credit Rating refreshes, it will only refresh up to 4. Has he wasted his money on Satanism? Given it to a dope-using book scout? Certainly nobody of good breeding would condescend to find out. Best to stop inviting him to dinner, and avoid the necessity.

However, the minimum Credit Rating for any Bookhound is 3 less than their bookshop's Credit Rating: a Credit Rating 5 bookshop will elevate its grotty book scout to Credit Rating 2 by association.



The Purchase of Curious Tomes

"THE COURT ACTION REVEALED THAT HE WAS USING UP HIS INCOME AND WASTING HIS PRINCIPAL IN THE PURCHASE OF CURIOUS TOMES IMPORTED FROM LONDON AND PARIS..."

- THE HORROR AT RED HOOK

The Bookhounds of London campaign is not about the actual quotidian details of bookselling. Rather, it deals with the outré and underground world revealed to those who traffic in Mythos tomes. The book trade — even the books themselves — are the backdrop, the hook, the way into the horror. But any drama would wear thin with no scenery, no motivations, and no way in. Keepers and players should cooperate to keep that in mind: use books and those who covet them as atmosphere and story elements.

The book trade is important to the game, but not central. But with that noted, the atmosphere should feel rich, and the setting should seem real. For those things to happen, the Keeper needs a wide variety of possible happenings, and she needs to get enough of the feel right that the players can help build it themselves. This section aims to provide confidence, background, and rules for all those ends.

THE BOOK TRADE

"OH, THAT AFRIKY BOOK? CAP'N EBENEZER HOLT TRADED ME THET IN 'SIXTY-EIGHT - HIM AS WAS KILT IN THE WAR ... EBENEZER WAS ON A SALEM MERCHANTMAN FOR YEARS, AN' PICKED UP A SIGHT O' QUEER STUFF IN EVERY PORT. HE GOT THIS IN LONDON, I GUESS - HE USTER LIKE TER BUY THINGS AT THE SHOPS."

- THE PICTURE IN THE HOUSE

Like all trades, the book trade exists to procure goods at a price and sell them to buyers at a higher price. Thus, the bookman must always have two prerequisites to do a deal: a buyer and a book. They can come in any order: a book scout may spot a rare volume in a street sale, and then figure out who'd pay more than a few quid for it; an occultist may know of a fellow Satanist who has recently become obsessed with the *Ghorl Nigral*, and start hunting texts by Mülder or von Junzt to sell him.

Finding a Buyer

Who's looking for a book? How do you know? In game terms, if it's important, Bibliography (or Credit Rating, or Streetwise, depending) will tell you, but there are other ways to get the information into the hands of the interested parties. The simplest way is for the Keeper to provide it via a book tout (see 59); a perhaps more satisfying method springs from the Bookhound's occupation or other activities.

Depending on the Bookhound's social circle, day job, or other interests, he might find a buyer any number of ways. Booksellers not only have the patrons who walk in the door (however few they may be), but "Looking For" advertisements in periodicals like The Clique and The Bookseller. (Or in other, more discreetly distributed periodicals like the Rose catalogue for pornography and erotica.) Steady patrons will leave watch lists for their bookseller: anything by Justin Geoffrey, anything from a certain press in Amsterdam. Book scouts have learned what's on those lists, and for whom; at the very least, they know which book-dealer wants to buy any given book they might uncover. Book collectors with a pattern (and they all have patterns) will have bought similar books from other booksellers (or from the Bookhound) or at auction: word gets around.

Artists, authors, and occultists will know which books are "hot" in their sets: are the trendsetters hunting down Beardsley plates, the works of Hoffmann, or Venetian grimoires? Catalogue agents get hired to find books for their employers; they remember who wanted books last year, or last decade. Criminals (forgers and house-breakers prime among them) will know what the demand is like for books: what sells right away, what can't you fence? Who's got good security on their library? Dilettantes may be collectors themselves: they will certainly have acquaintances who are bibliophiles and know their interests. Book collectors may also be professors, clergymen, or military officers: their fellows will know their habits.

TRAIL OF CTHULHU 4

Finding a Book

The Old Bread and Honey

British money in the Thirties is denominated in pounds sterling or pounds (£), shillings (s), and pence (d). There are 12 pence (12d) to the shilling and 20 shillings (20s) to the pound. Prices are written as shillings/pence; 10s 6d is 10/6, or "ten and six." One might even see "30/6" rather than "£1 10s 6d."

Coined money comes in a riotous variety:

Bronze coins are the farthing (1/4d), ha'penny (1/2d), and penny (1d); and the twelve-sided threepence (3d) after 1937.

Silver coins are the threepence (3d) until 1937, sixpence or "tanner" (6d), shilling or "bob" (1s), half-crown (2s 6d), and the crown (5s).

The only **gold coin** is the (rarely seen) sovereign (£1), not even minted after 1925 in Britain.

Banknotes cover denominations of 10s, £1, £5, and up. Even the "fiver" is quite rare; many shopkeepers ask their customers to sign the note on the back before accepting it. "Quid" is slang for pounds; e.g., "Lend us ten quid" or "I paid a quid for it." Upper-class transactions might be demarcated in guineas, an amount equal to £1 1s. The British government only minted guinea coins briefly in the early 19th century, but it remains a status symbol to quote prices in guineas rather than pounds.

During the Thirties, the exchange rate between the pound and the U.S. dollar fluctuates between \$4 and \$5; a good rule of thumb for modern conversions is to multiply the number by 40 for British money and by 60-100 for American dollars: thus a shilling in 1935 is worth approximately £2 or \$3-5 in 2010. Or even more: for example, Penguin Books launches the first mass-market paperback line in English in 1935, with a cover price per book of 6d — while in 2010, a mass-market paperback costs \$8 in the U.S. and £8 in the U.K.!

Money in the Game

We strongly advise the Keeper to keep money as abstract as possible. Giving specific prices adds flavour, but if the players ever start actually running the accounts for their shop, the game has taken a turn away from stark occult terror and into... small business management. Horrific in its own way, perhaps, but not the stuff of *Trail of Cthulhu*. Don't provide narrative rewards in the game for making a decent sale, or saving a fiver; don't punish or harass Bookhounds by making poverty an obstacle to solving the mystery. (That's what squizzes are there for: to let impoverished Bookhounds advance the plot; see p. 16.) Anything short of fiscal disaster or fiscal delirium is just colour, and a Bookhounds campaign can run perfectly well without a specific threat of bankruptcy or the lure of some incunabular jackpot.

The Keeper should instead lean on Credit Ratings: for instance, Bookhounds can use Bargain (or Streetwise) to correctly bribe anyone (anyone susceptible to such suasion, that is) one Credit Rating lower than themselves, or of their own Credit Rating; bribing further down requires a spend, and bribing further up usually requires a squiz.

Bookhounds can be assumed to own, or be able to buy, anything suitable to their own Credit Rating, which usually isn't much. Any excess funds are soaked up in gin (Credit Ratings 1-2), whisky (Credit Ratings 3-4), or brandy and wine (Credit Rating 5+). A drug habit is another excellent way to explain persistent poverty: a subtle Keeper might allow a free Streetwise refresh for any Bookhound who gets their "fix" during a session.

Finding a Book

Where do you find a book? Where do you look? In game terms again, if it's important, Bibliography (or Credit Rating, or The Knowledge, or Evidence Collection, or Library Use) will tell you where, but there are other ways to get books under the noses of Bookhounds. As with finding a seller, the Keeper can use a book tout (see p. 59) as a short cut, or tailor something specifically for the Bookhound in question.

Book scouts primarily find books at street sales or street markets: on Farringdon Road near Fleet Street, "the Stones" at Bermondsey (running from midnight to dawn), "the Waste" on Kingsland Road, the Brick Lane junk market, the antiquarian stalls along Camden Passage in Islington, under Waterloo Bridge, or anywhere there's an empty lot and a van or car boot full of books. The huge street markets in Caledonian Market Road in Islington and Portobello Road in Notting Hill often have book-sellers along with the antiques, second-hand items, and strange junk from everywhere. Books also turn up in skips and dustbins: especially in the back alleys of Soho and Fleet Street, where movie and press folk instinctively discard literacy. (The line between a book scout and a tramp is blurred in such back alleys, as in so many other places.) Book scouts also buy discounted extra copies and less valuable works from more selective booksellers, especially after estate sales or major auctions.

Booksellers get books from book scouts, as well as from those estate sales and major (or minor) auctions: often, libraries are sold all together, and sorting the wheat from the chaff is an imperfect process. Booksellers can also find specific titles for sale by examining the trade journals (*The Clique* and *The Bookseller* again) or getting a tip from a catalogue agent or even a patron. To find who owns a title, they can check their own marked-up back-files of auction catalogues (where they will have noted the winners of each lot), although following up on who sold an individual title to whom may cost a catalogue agent some time and shoe-leather.

- TRAIL OF CTHULHU 1

The Purchase of Curious Tomes

Glossary of Bookhound Terminology

Anthropodermic Binding: Bound in human skin.

Association Copy: A book valuable for its previous owner or owners.

Boards: The covers of hardback books.

Bookplate: A printed label identifying the book's owner, usually gummed into the front endpaper.

Breaker: A book with illustrations (maps, plates, pentacles) that can be removed and sold as individual prints. Using a good-quality book as a breaker is poor form.

Call Out: When a bookseller visits a book collection elsewhere to value or buy it. "I shan't be in this afternoon; I have a call out in Croydon." Also "house call."

Dog: An un-sellable book. *Un rossignol*, in France.

Endpapers: The blank pages glued to the inside of the boards.

Estate Sale: Sale by the heirs of a deceased person's belongings.

Ex-libris: "From the library of." Not to be confused with "**ex-lib,**" meaning "from a lending library," meaning, "worthless to collectors."

Foxing: Yellow, brown, or reddish speckling on the pages or jacket of a book; usually caused by age.

Frontispiece: Illustration facing the title page.

God's Copy: A mint or near-mint copy. Usually used for valuable books.

Grangerising: "Upgrading" a book by adding new plates, letters, or other material; named for the 18th-century publisher James Granger, whose books included blank pages for pasting in one's own illustrations.

Graveyard Copy: Also "hospital copy." A flawed or partial copy of a book, kept as "spare parts" against another flawed copy showing up. Parts from two (or more) graveyard copies can be stitched or rebound together into a "frank copy."

Green Fruit: Books dealing with paedophilia. Also called "Uranian" books.

Inky: Short for "incunabulum," meaning a book printed before 1501.

Kosher: Authentic; not forged or altered; with a solid provenance. To kosher a book is to authenticate it.

Marriage: Supplying a dust jacket (from another copy, or from a collection of jackets) for a book without a dust jacket.

Nailing a Library: Giving the seller an artificially high valuation; done to prevent other bookdealers from buying cheaply. Ideally, one nails a library just after cherry-picking the best pieces and buying them for a song.

Plate: An illustration or photograph with no printing on the other side.

Runner: Another term for book scout. *Une bouquiniste*, in France.

Signature: A group of pages sewn together; most modern books are bound from 16-page signatures. Also called a gathering.

Sleeper: A book whose (usually large) value is not immediately apparent: it may be the pseudonymous or anonymous work of some highly-prized author, it may have valuable plates, it may have magical properties, etc. *Un chopin*, in France.

Squiz: An "exquisite" book. Often used only of the binding: "Look at the squiz calfskin on this."

Starting: In such bad shape that the binding is visible through the cracked spine.

Tipped In: Pages added to the book after binding, usually with glue, are "tipped in."

Uncut: A book in which the pages in a signature have not been "cut," or separated from each other.

Unicum: Any item of which only a single copy exists or remains.

Wraps: Covers of paperback books. Sometimes also used for the dust jacket of a hardback.

Catalogue agents know the collections of their clients and their targets, and may know who's discreetly liquidating a library for ready cash. The same conditions for finding a buyer, above, apply to finding a book for people who know collectors and their collections: from artists, to house-breakers, to dilettantes, to clergymen, almost every Bookhound knows someone

who loves books. Remembering (or discovering) the specifics may require Flattery ("Do tell me about your library, Sir Reginald. I'm sure it's as fascinating as its owner") or Bibliography ("Your colleague buys quite a few books on witch trials at auction, Professor. Didn't you say he was a physicist?") or Stealth and Locksmith ("I'll just be a minute. I'm going to get some air").

Of course, even after a book is found, getting hold of it may not be quite as simple as buying it. Bookhounds may need to use Interpersonal abilities to wheedle a "loaner copy" or to drive down the price: anything from an honest Bargain to a lying Reassurance that the work is actually worthless ("but as we're friends, I could take it off your hands for a fiver"). Stealing a

JTRAIL OF CTHULHU 👇

Auctions

book (or planting a book) may be as simple as a Filch test, or it may require diversions, false covers, or other preparation, depending on the narrative or dramatic importance the Keeper ascribes to the theft.

Estate Sales

In the Thirties, London's death rate is about 10.1 per 1,000 inhabitants, meaning that about 80,000 people die every year in London. If only ten percent of those people own books (almost certainly an underestimate), and the average collection is only 100 volumes (likewise), that means there are 800,000 books added to London's supply every year through estate sales alone. Yes, some libraries are left intact to heirs who appreciate them. But strange and arcane bibliographic interests are not often inherited, and death taxes in Britain are on the rise.

In addition. London bookdealers attend estate sales (or do private library valuations and sales) in the Home Counties, and really all across the southeast of England. The number of "new" used books flowing into London is therefore closer to a million annually - again, a conservative estimate. If only one percent of one percent of those books have any occult or Mythos significance, or any great value otherwise, that's a hundred books that someone ... or something ... in London might kill for. Every year. And when that killing happens ... the dead man's library comes on the market in an estate sale.

AUCTIONS

Attending book sales or other antiquarian auctions helps bookmen keep their noses to the ground in London's bibliographic trade. Not just where a copy went, but who bid on what unexpected volume, and which dealers seem to be accumulating what kind of stock — all grist for the curious and cautious bibliovore. And, of course, Bookhounds may actually buy books at auction: either a book known and coveted ever since it appeared in the catalogue, or a sudden surprise lot acquired by instinct or manipulation.

Such auctions may happen in a refined New Bond Street auction house such as Sotheby's or Bonham's (Christie's is on King Street in St. James'), in a gloomy manor house, or in the basement of a Limehouse gambling hell. They may be run by smooth Oxford graduates with art-history degrees, or by a scarred Lascar with one hand on a revolver. They may be crooked or straight, desperate bids for cash or confident reiterations of status. In short, auctions are great story material.

In *Trail of Cthulhu*, auctions come in two types: **narrative** and **dramatic**. The following rules can apply to auctions in any GUMSHOE game.

Narrative Auctions

A narrative auction exists to advance the plot: to introduce a book, or a villain, or a client, or an artifact, or a rivalry. The auction itself may be the plot turn, or it may be the background for another clue. The characters' role, as in any other investigative scene, is to pick up a core clue or some other insight into the mystery. Who "wins" the auction is preordained or irrelevant or both: it might be the villain, the villain's target, someone entirely unrelated to the story, or one of the PCs.

Possible purposes of a narrative auction may include:

- To put a MacGuffin or other narrative hook into the hands of the Investigators: "In Trevelyan's rooms, you pick up a rather nice volume of Voltaire for a few quid. When you get back to the shop, you find a letter between the pages. It's signed 'd'Erlette'." (No ability needed)
- To discover a rivalry between two collectors: "Lord Sandringham not only out-bid Gervase Haddo for the grimoire, he made sure to drop a few rich lots on him afterward; you think he's holding a grudge for some reason." (Assess Honesty, or Bargain)
- To justify a squiz: "While I'm at the auction, I pick up a lot of those German vampire broadsides that Quentin Messervy wanted." Usually in addition to whatever the Keeper has planned. (Bookshop Stock; see p. 15)
- To introduce some horrific artifact: "As the leering auctioneer passes the bowl to the mysterious Dutchman, it seems to glow violet in the candle's guttering flame."

 (Evidence Collection)
- To establish a book as valuable, even coveted: "From what you know of his dealings, Dr. Bilton is bidding far more than he can afford for this lot." (Accounting, or Bibliography)
- To open up a further mystery:
 "Watching the auction unfold, and
 keeping track of the lots, you're
 fairly sure that someone cherrypicked the library before the sale even
 occurred: where did the early editions
 of Coleridge wind up?" (Auction,
 Library Use, or Bibliography)
- To set up a conflict scene, or to establish a book or bidder as a target of villainy: "Just then, the

→ TRAIL OF CTHULHU |

The Purchase of Curious Tomes



windows smash open and a horde of dacoits pours into the parlor!" (Sense Trouble, likely followed by Scuffling. Or perhaps by Fleeing)

- To uncover a hidden interest:
 "You'd swear that the man who bid
 for the Prinn and won works for the
 rector of St. Mary Woolnoth." (The
 Knowledge, or Credit Rating by a
 clerical Investigator)
- To point the character to a dramatic auction: "A weaselly tout you occasionally buy a pint for sidles up to you at the interval. 'This ain't the real deal, sport. There's a knock set up for midnight in the crypt. Word to the wise.'" (Streetwise)
- · And so forth.

Dramatic Auctions

A dramatic auction is a showdown scene between the characters and some foe or obstacle, the equivalent of a fight scene or a chase. A dramatic auction pits the heroes or their allies against some other character or characters, usually the villain or her agents. In a dramatic auction, the Keeper might not know — and may not have planned — who will win. Like some fight scenes, the dramatic auction may simply function to raise tension (and drain ability pools).

It's important that the protagonists have some way of coming back after a lost dramatic auction: breaking in and stealing the item, finding something that counteracts the item's powers, killing the winning bidder before he can use the item, convincing Scotland Yard to raid the auction house, or some other fallback plan.

At the very least, if the dramatic auction is the true climax of the scenario (the "boss fight" or "final ritual"), be more than usually open to player plans to reverse the outcome in future adventures.

Dramatic Auction Rules

Game out a dramatic auction as a contest of the Auction ability (p. 12), just like any contest of general abilities. However, participants in an auction can also spend pool points from their Credit Rating. As noted on p. 19, any Bookhound may spend Credit Rating pool points from their bookshop as well as their own. To balance this, some opponents may have not only their own Auction pool and Credit Rating but a "line of credit" providing more pool points than their ostensible Credit Rating score would indicate. (Such balance is less necessary if the dramatic auction is

JTRAIL OF CTHULHU 5

Auctions

Glossary of Auction Terminology

Bought In: If an item fails to meet its reserve price, it is "bought in," or "B.I." Auctioneers will sometimes disguise a B.I. by awarding the book to a nonexistent bidder.

Drop: To lead another bidder to a high price, then abruptly stop bidding. "I ran it up to £480 and dropped it on him at £500." Often done by confederates of the seller, or of the auction house.

House Sale: An auction that takes place on the grounds of, or inside, a stately home. Creating such a tony ambience is often a good way to unload mediocre items to rich (or class-dazzled) bidders.

Juice: Auctioneer's (or auction house's) commission. Between 10% and 20%, depending on the circumstances.

The Knock: An agreement among dealers to not bid against each other during an auction, allowing the cabal ("the Ring") to pay the seller far less than an honest auction would bring. Afterward, the Ring holds a second, private auction to "knock" the goods out among themselves. The increase in price is shared out among all the dealers in the Ring as a "dividend," also a "divvy." A dealer who joins the Ring with no intention of buying is a "divvy chaser," only interested in the payout. The Knock has been illegal in Britain since 1927.

Leading the Bidding: A false bid thrown in by the auctioneer to keep a competitive rally going.

Lot: An item or group of items up for bidding at the same time. A single lot might be a mummy case (with or without mummy included), a box of books, or an individual tome.

The Rooms: Auction rooms; permanent premises of an auction house like Sotheby's or Christie's.

Salting: Planting items (from other properties) in an auction expected to get hot, such as a house sale.

Settle: To join a Knock or Ring.

Shill Bid: A false bid placed by the seller or a confederate to drive up the price at auction.

Wall Bid: A false bid created by the auctioneer to further milk a single enthusiastic bidder. The auctioneer points to a bidder behind the mark, but actually is taking the bids "off the wall."

only intended to soak the Investigators' ability pools.) An opponent with her own bookshop can draw on her shop's Credit Rating; a millionaire Satanist might simply have Credit Rating 7, but an "auction pool" of 10+. Assign whatever point pool makes dramatic and narrative sense, but opponents' auction pools should seldom be more than twice their ostensible Credit Rating rating.

The auction is much like any other contest. All parties may bid and spend points from their Auction or Credit Rating pool to influence a die roll against a Difficulty Number of 4. NPC bidders who have some ongoing advantage — telepathy, collusion with the auctioneer, a gang of thugs standing by — might have a Difficulty Number of 3 instead, or raise their opponents' Difficulty to 5, depending. (Model temporary advantages with a 1- or 2-point refresh of the foes' Credit Rating or Auction pool.) In auctions, unlike most contests, there is no turn order: the bids are revealed simultaneously. Use hidden fingers, penciled bids, or poker chips to arrange this.

Bidders without the Auction ability:

Bidders without the Auction ability can still bid in the contest, spending Credit Rating pool points as per the rules above. However, they must announce their spends first; bidders with the Auction ability can then adjust their spend if desired.

Auctioneering: A less than neutral auctioneer may spend points from his Auction pool (but not from his Credit Rating pool) to assist any bidder in a given round. He reveals his spend (along with its beneficiary) simultaneously with the bidders' spends; it is added to the bidders' die roll. If the auctioneer has an Auction rating of 8 or more, he may spend those points after the bidders have revealed their spends. Such collusion is only obvious to participants with an Auction rating equal to or greater than the auctioneer's; the Keeper may allow Assess Honesty to detect such goings-on as a reaction or other "tell" by the bidder.

The specific rules vary depending on the scene type and the GM's dramatic sense, and by the specific nature of the auction. Dramatic auctions come in two varieties, single-lot dramatic auctions, and multiple-lot dramatic auctions.

Single-Lot Dramatic

Auctions

This is the climax of the auction; the preliminary lots are disposed of or dealt with as in a narrative auction. The real purpose of this scene is a conflict to determine who gets one item: a copy of *Cultes des Goules* bound in human skin, or something equally high-stakes and dramatic.

A single-lot dramatic auction contest potentially lasts for several rounds, as each participant bids and spends points from their Auction or Credit Rating pool, then rolls the die. Any bidder who fails to beat the Difficulty Number is knocked out of the bidding before the next round; the last bidder standing at the end of a round wins the lot.

→ TRAIL OF CTHULHU !

The Purchase of Curious Tomes

The Bid Is ...

Before a dramatic auction, decide in general terms what the range of bids is likely to be. After each round of the Auction contest, as the auctioneer, narrate the outcome based on the bids and dice rolls.

For example, in a round where two NPCs bid close to the same amount, the nattily-dressed Investigator over-bid slightly, and the rolls balanced out: "That's fifty from Mr. Panchit, fifty going once, sixty from the lady in the veil, sixty, who'll go seventy, and eighty from the gent in the grey Trilby."

The next round, the Investigator under-bid badly, one NPC exhausted her Credit Rating pool, and the other NPC bid normally but rolled very high: "Eighty from grey Trilby is the bid, ninety from the lady, a hundred from Mr. Panchit, the lady again, one-twenty from the Trilby, back to Mr. Panchit, back to the lady, Mr. Panchit bids two hundred, the lady is out. The bid is two hundred, ladies and gentlemen."

Keep prices abstract, and don't sweat exactly which account the heroes' winning bid comes out of, unless you really enjoy games of accounting-based horror.



Multiple-Lot Dramatic Auctions

The auction equivalent of a long fight; characters will need to husband their resources as the auction continues. Each bidding round represents one lot: the winner of that bidding round (the one who reaches the highest total on the die after spent points are added) wins that lot. If all bidders failed their roll, some unrelated NPC wins the lot, or the auction house buys in the lot.

Prepare a good long list of tempting lots and items; the most important item might not be the last one. Player characters should have the opportunity to use any applicable Investigative abilities to figure out which item is the one they want, or at least which one they don't want their rivals to get. If they have already studied the auction catalogue (if one exists), this investigation may happen in earlier scenes. Although an auction can have hundreds of lots, you can easily say "Using Bibliography (or Art History, or etc.), you've narrowed down the crucial lots to these five items."

Optional Dramatic Auction Rules

Some optional rules make auctions even more interesting, or at least varied:

Multiple bidders: In many auctions, there will be other factions besides the villain bidding against the heroes. In fact, the players might not even know which bidder is the villain! One Bookhound represents the player character team, or himself alone. Each other player, and the GM, plays one of the rival bidders; the Keeper writes down each bidder's name (or description) and Auction and Credit Rating pool on a card, along with any other notes: i.e., "Always bids at least 2 points" or "Will bid everything to get Volume Six of the Revelations of Glaaki" or "Roll a die; you choose the bid on an odd number, but on an even number, you bid 1." You may even choose to distribute the cards randomly, or let the players pick.

The other players should be on their honour not to collude with the PC unless they can justify it properly by roleplaying or other in-game machinations. If they can't make such promises (a good omen for playing gutter-crawling Bookhounds, we suppose) the Keeper should enforce minimum bids at the very least.

Cooperation: Multiple Investigators at an auction need not bid against each other: they can use the Cooperation rules on p. 58 of *Trail of Cthulhu* to share Auction or Credit Rating pool points with each other. This can represent collusive bidding and other tactics, or outright loans and gifts. Foes with an Auction rating equal to or greater than those of any of the cooperating Investigators will notice.

The Drop: It's not impossible that the Investigators may want to put "the drop" on someone: running the price up with no intention of paying. This is especially handy when trying to drain a foe's Auction or Credit Rating during a multiple-lot auction. To drop a lot on someone, roll a die against a Target Number of 4, plus the number of Auction or Credit Rating pool points you want to soak your opponent for. Investigators may spend pool points from Auction, Bargain, other relevant Interpersonal abilities (Flattery to get a rich dullard to drop on a modish objet d'art; Streetwise to get a mob boss to drop on a fake Hand of Glory, etc.), or relevant Academic or Technical pool points (Bibliography to run up prices on a book; Art History to drop a painting; Craft: Cabinetry to overprice an armoire) to add to this die roll.

If the Investigator fails the roll, the ploy fails: your opponent snaps up the lot at a reasonable price. If he fails by more than 1, the opposition knows the Investigator tried to drop him: he has earned some payback from the kind of person who has extra money at occult book auctions. If

JTRAIL OF CTHULHU 5

Auctions

the Investigator fails dramatically (just what "dramatically" entails is up to the Keeper), he burns as many Credit Rating pool points as he was trying to soak the mark for — and is now the proud owner of the lot. (Take extra points out of the Bookshop Credit Rating pool, if need be.) Trying to get rid of such a white elephant, or discovering its hidden (and likely even less pleasant) qualities, can spark another adventure.

Clever use of other Investigative abilities (or salting the auction with something the Investigators know their foe will bid heavily on) might lower the initial Target Number to 3, or even 2, before the bidding starts. See the next section for some possibilities.

Other Investigative abilities: Before the auction begins, or at any time before a round of bidding, any Investigator can try to influence the outcome by calling on a rated Investigative ability other than Credit Rating. This may or may not require a spend, but is usually free. In any given auction, each ability can only be used once: if Erin has used her Flattery, Brian can't use his. Some possible uses of such abilities, and their possible rewards, include:

- "I use Bibliography." You know that Deeming covets anything by Marlowe, and you can count on him to bid strongly." Lets the Investigators conserve pool points this round and let the NPC take the hit.
- "Brian rolls his eyes and acts skeptical when the auctioneer mentions the book's provenance." Is that Negotiate to lower the book's perceived value, or Reassurance to convince the cultist he doesn't know what the book is?" If it's Negotiate, Brian's Difficulty Number is 3 instead of 4. If it's Reassurance, the cultist has to reveal his bid first, as he gets overconfident.
- "Does Assess Honesty tell me if the auctioneer is conspiring to fix the bids

somehow?" By watching for bidleading or wall bids, the Investigator can refresh 2 points of Auction (or Credit Rating) this round.

- "I stare right at the little old lady and look borderline psycho. Intimidation style." "She loses 2 points off her pool." "Guess she wasn't a cultist."
- · "Don used Streetwise to check out this

warehouse before the auction began."
"It's owned by a Greek mobster, one of
the bidders." Then Don told the Syrian
to lean on him, get him nervous about
holding this auction. I'll spend a point
to make it happen. Make it already
have happened. You know what I mean."
This sensible retroactive prep work
doesn't require Preparedness, and it
raises the Greek's Difficulty Number
to 5, since he's distracted.

Pool Points and Auctions

Some playtesters wanted to know if Investigators who lose an auction get their spent Credit Rating pool points back. After all, goes the objection, since they didn't spend any money on a losing bid, they shouldn't lose any Credit Rating pool points on one. This argument fundamentally misunderstands what Credit Rating pool points — and all pool points in GUMSHOE — represent.

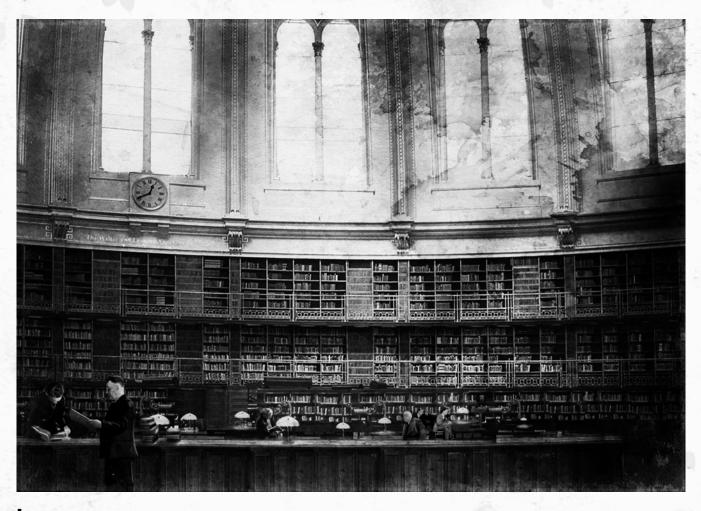
Put in bald game-design terms, all pool points in GUMSHOE represent your narrative energy: how much influence you potentially have over the story. They represent "spotlight time," "juice," "protagonist power," and most of all, choice. If you have more Health pool points, you get to act in the story longer (and you have more options) than if you have few Health pool points. If you have more Astronomy pool points, you get more spotlight time at the observatory and can exert choice over when you might gather astronomical bonus clues, and which ones. It's the same with Credit Rating pool points in a situation calling for Credit Rating: bribes, schmoozing with college pals, or auction-houses. Credit Rating pool points don't represent cash in your wallet any more than Firearms pool points represent bullets in your gun. When you've blown your Credit Rating pool, you've blown your ability to influence the auction — unless you turn to other methods. So no, Credit Rating pool points spent on auctions are gone until the next adventure, just like other spent Investigative pool points.

The Millionaire Question

Other playtesters questioned whether indigent scrofulous Bookhounds could possibly win auctions against millionaires. In narrative terms, they can possibly win because they're protagonists. In "real life," it's because they're (potentially) better at auctions: they focus their attention, have more experience in rooms, make fewer stupid moves, look more predatory, or just get luckier. To some extent, the Auction ability models this differently. If you think millionaires should always win auctions, just make all your auctions narrative auctions (p. 24) and move on. Don't confuse optimal tactics with optimal drama. If you pit millionaire NPCs against Bookhounds in dramatic auctions, by definition the Bookhounds have a chance to win. Give the players a chance to use other abilities to tilt the battlefield; retroactively explain that "what actually happened" is the Bookhounds used some nefarious auction tactic to snap up the lot before the bidding got really hot; assume they were bankrolled by whomever they wind up selling the book to; make their victory part of the mystery; or just accept that when push comes to shove, sometimes the other guy blinks. Better yet, embrace the player-facing nature of GUMSHOE to the fullest; ask the players why they won and run with their explanation

→ TRAIL OF CTHULHU □

The Purchase of Curious Tomes



LIBRARIES

"LETTERS SOON TOLD OF HIS SAFE ARRIVAL, AND OF HIS SECURING GOOD QUARTERS IN GREAT RUSSELL STREET, LONDON; WHERE HE PROPOSED TO STAY, SHUNNING ALL FAMILY FRIENDS, TILL HE HAD EXHAUSTED THE RESOURCES OF THE BRITISH MUSEUM IN A CERTAIN DIRECTION."

- THE CASE OF CHARLES DEXTER WARD

Libraries and *Trail of Cthulhu* go together like bangers and mash. Libraries make excellent clue delivery systems, from the opening hook (getting the wrong book delivered to one's desk in the British Museum Reading Room) to the final anagnorisis, when a hasty

consultation in the Rare Books Room reveals the horrible truth!

Rules for Libraries

All that's required for most uses of Library Use is any half-decent library (or excellent bookstore). If she wishes, the Keeper may want to allow certain libraries to provide either bonus pool points for Library Use, to indicate a library of superb breadth or depth, or dedicated pool points for Investigative abilities (including Library Use) used to research specific topics, to indicate a library with a deep collection in a given specialty. This is usually not necessary, but it can be useful if the Keeper has too much wonderful information for the Bookhounds' current stock of pool points. Such a pool also helps bring libraries alive as a place to which the Bookhounds (and their players) feel connected. Even if the bonus it provides is not strictly needful from a mechanical perspective, the mere fact of its availability adds colour and confidence.

Getting access to most London libraries (except for railway station libraries, or the Workingmen's Libraries established by trade unions and socialist groups) requires a minimum Credit Rating of 3. This can be the Credit Rating of the Bookhound or of their bookshop. Many Interpersonal abilities are also likely to open library doors, especially when deployed by an Author, Catalogue Agent, Clergyman, Detective (Police or Private), Doctor, Military Officer, or Professor. It is also possible, of course, to enter a library by using Stealth, or with a brief Investigative use of Disguise

J TRAIL OF CTHULHU ५

Libraries

to look like one belongs there.

Getting access to a library's special collection or restricted shelves (see box) will almost always require some degree of roleplaying or planning: at the very least an Interpersonal spend accompanied by a plausible cover story or letter of recommendation, whether obtained by Credit Rating or Forgery. The Keeper is more than allowed to make the British Museum's 15th-century Latin *Necronomicon*, for example, entirely inaccessible to Bookhounds, or to make gaining admission to it the focus of an entire adventure.

Most of the libraries in London are not circulating libraries. Getting a book on loan will usually require an Interpersonal spend, or may simply be impossible. How's your Filch pool looking?

Libraries of London

London has many more libraries than this short list indicates, often devoted to extremely narrow or arcane topics. Every London museum has its own associated library, for example, if only for research by the curators. The various book collectors and book-dealers the Bookhounds deal with will all have their own personal libraries, dedicated if anything to still narrower and more eccentric pursuits.

Athenaeum Club

Waterloo Place, Pall Mall, x,12M. The gentlemen's club for renowned intellectuals in all fields, and for their "liberal patrons." It probably has the best library, including many rarities, of any London club (see p. 48); access is for members and their guests only.

Provides 2 dedicated pool points for the works of any British scholar or writer.

The Restricted Collection

This section of a library exists to contain and maintain books of exceptional value or fragility, unique books necessary for further scholarship, or books unsuitable for the general public: pornography, the occult, and major Mythos tomes.

Requests for access may be met with astonishment, disgust, salacious sneers, narrowed eyes, or fearful Librarians embarrassment. may simply deny the existence of such collections, or of individual volumes within Bookhounds them. believe such denials should probably look into selling stamps instead.

The special collection may be merely in an interior room or discreet basement, or it may be protected by armed guards, vault doors, or open grillwork cages. (Or by more arcane measures, in Pulpier campaigns.) There may be a special reading room (or more than one) where guards watch the scholar read the book, or even turn the pages for him with gloved hands. Taking notes may be allowed (in pencil only, paper and pencil supplied by the library), or emphatically forbidden.

British Museum

Great Russell Street, Bloomsbury, X, 12K & XXXII. Home to the British Library, the greatest library in the world, holding over 3,200,000 printed volumes and 56,000 manuscripts, along with countless papyri, cuneiform

tablets, and other antiquities. By law, one copy of every book and newspaper printed in the British Isles must be deposited here. The library's core comprises the collections of Sir Robert Cotton and Sir Hans Sloane, along with the Royal Library (added in 1757) and many others bequeathed or donated afterward.

Only the vast, circular Reading Room is open to the public, who require passes (available to Authors or tenured Professors, or with suitable Interpersonal spends ... although since both Marx and Lenin got in, it can't be that hard) to use it between 9 am and 6 pm. The Reading Room contains only reference works and library catalogues; scholars must request books from the closed stacks by filling out a form. The requested book is delivered (usually within an hour) to the reader's desk.

If anywhere in London grants bonus pools to Library Use, the British Museum does: a bonus as high as 4 pool points would not be unreasonable.

Burlington House

Piccadilly, x, 12L. The headquarters of many of Britain's learned societies, such as the Royal Society, the Geological Society, the Royal Astronomical Society, the Chemical Society, the Linnean Society, the Society of Antiquaries, and the Royal Academy of Arts. Their libraries are first-rate in their fields, with the Society of Antiquaries particularly unmatched in British history and archaeology. Each society library is available to members (and guests) only; Archaeologists, Professors, and Scientists can access the relevant libraries without an Interpersonal spend.

Each society library grants 2 bonus pool points in the relevant Academic ability.

→ TRAIL OF CTHULHU !

The Purchase of Curious Tomes

Guildhall

Bassinghall Street, the City, XI, 16K. Its library holds near-complete records for the city of London (especially the City): land-use, legal, and genealogical records going back to the 11th century. It holds over 300,000 prints and photographs of London scenes, from the 15th century on, including broadsides and theatrical programs. The Guildhall also holds the libraries of many other London guilds, including the Clockmakers' Library, the Vintners' Library, and so on.

Provides 2 dedicated pool points for studying any aspect of the history of London.

Imperial Institute

Exhibition Road, Kensington, x, 9N. Dedicated to scientific and industrial research for the improvement of Britain's dominions and colonies, its library holds 100,000 books. The Institute (or the nearby Natural History Museum) often holds lectures on abstruse subjects that might interest Bookhounds.

Provides 1 dedicated pool point for researching something from the wider Empire.

Lambeth Palace

Lambeth, XI, 14N. Access to the library of the Archbishop of Canterbury is on the same basis as the British Museum; passes are commonly available to Clergy without a spend. Some manuscripts in the immense church archives date back to the 9th century. An excellent source for church, crypt, and burial ground plans.

Provides 2 dedicated pool points for researching the religious history of Britain, or Anglican missions abroad.

Lincoln's Inn

Temple, XI, 14K. One of London's oldest libraries, its collection (over 100,000 works) includes not just legal books and histories, but a vast collection of pamphlets and broadsides. Access available to any decently dressed Investigator with Law 1+.

Provides 1 bonus pool point each for Library Use and Law.

London Library

St. James' Square,x, 12M. The best subscription library in Britain; memberships (for which there is a two-year waiting list) cost £10 per year. Credit Rating 4+ or an Interpersonal spend to get access and borrowing privileges. In 1875, one Bryan Courthope Hunt shot himself twice in the head with a Derringer in the Periodicals Room while researching the nature of human free will.

Provides 2 bonus pool points for Library Use.

Royal College of Surgeons

Temple,XI, 14K. In addition to its compendious library of medical texts, the RCS also contains the Hunterian Museum of 13,687 medical oddities and specimens, the latter mostly from executed criminals. Access is freely available to Doctors.

Provides 2 dedicated pool points for research into medical questions.

Society for Psychical Research

Tavistock Square, St Pancras, XI,13J. Its 11,000-book library focuses on ghosts, psychic and parapsychological matters, and the like, as do the smaller libraries of the London Spiritualist Alliance (Queensberry Place, Kensington) and the Spiritual Evidence Society of Great Britain (Belgrave Square, Westminster). Access is free to members (£21 per year), to Parapsychologists and Occultists, and to anyone who can talk a good game.

Provides 2 dedicated pool points for parapsychological or spectral research.

Theosophical Society

Lancaster Gate, Westminster, X, 8L. A large library strong on Oriental and Indian religion and mysticism, as well as more conventional occult topics. Open to Theosophists (which is to say, Occultists and anyone else with an Occult rating who spends any Interpersonal pool points).

Provides 1 bonus pool point for Occult and 2 dedicated pool points for the study of Theosophy, Hinduism, or the religions and myths of the East.

United University Club

Pall Mall, X, 13L. The only club with a library rivaling that of the Athenaeum, it is open to graduates of Oxford and Cambridge alike. British Dilettantes can be assumed to be members; British Professors are probably either members or guests.

Provides 1 bonus pool point for Library Use.

Photostats

The Rectigraph, Photostat machine, was invented in 1907. In the Thirties, it is the only way (besides by hand) to copy a book. A large camera photographs the pages, using long sheets (350 feet) of photographic paper as the film. A prism-and-mirror arrangement transposes the page into a negative paper image, which the machine feeds through a developer tray and dryer. It takes a skilled operator (Photography 2+) 2 minutes a page to produce negative Photostats, which can then be photographed at will to become positive-image copies.

Photostat machines are cumbersome and very expensive, as are their developer chemicals and special paper. Bookhounds are very unlikely to have access to such devices. Even if they do, Mythos tomes' magical properties may alter unpredictably under the camera's soulless gaze.

JTRAIL OF CTHULHU 👇

The Books Themselves

THE BOOKS THEMSELVES

"MR. MERRITT TURNED PALE WHEN, UPON TAKING DOWN A FINE VOLUME CONSPICUOUSLY LABELLED AS THE QANOON-E-ISLAM, HE FOUND IT WAS IN TRUTH THE FORBIDDEN NECRONOMICON OF THE MAD ARAB ABDUL ALHAZRED, OF WHICH HE HAD HEARD SUCH MONSTROUS THINGS ..."

- THE CASE OF CHARLES DEXTER WARD

The heart of a Bookhounds campaign is the books. They provide flavour, narrative drive, MacGuffins, rewards, punishments, dangers, and motivations for NPCs and Bookhounds alike. Any amount of effort the Keeper puts into the books in her game is worth it; all of it results in something, if only vivid description and the sense of deeper realism.

Some Shelfwear and Foxing

There can be a lot of differences in books; even between copies of the same edition of the same work. The Keeper should individualise any important tome in the game; no two copies of *Nameless Cults* should be alike. She should work out the book's provenance — who owned it and how they got it — maybe even going all the way back to its publication if it's a key element of the story. Consider the following questions, and how they might drive narrative:

- Was the book stolen? Maybe the rightful owner is hunting it, too.
- Was it used in a Mythos ritual? Perhaps it still has some

connection with some horrid being. Or perhaps the ritual continues inside its pages somehow.

- Is the current owner aware of its powers? Perhaps he's planning to use it for evil ... or to destroy it without letting anyone make an honest shilling off it first.
- Where did he get it from, and why? If he's the sort of person who habitually collects dark grimoires, he likely bears watching in future. And if there's some new source for dark grimoires on the scene, they definitely bear watching right now.

Along with the book's contents and history, its condition can be noteworthy. Some examples of such alterations and variations:

- The book is bound in human skin. Or inhuman skin.
- The book is bound under a false title
- The book is locked shut.
 (Requires a Mechanical Repair test if opening it is the goal of the adventure; a Locksmith test if opening it merely provides clues.)
- The book is autographed by the author, or inscribed to someone

Binding

No, not that kind of binding. Until the 1st century A.D. (or so), texts were not bound into books, but pasted together into scrolls. Either Coptic copyists in Egypt or traders from Persia (or both) brought the "codex" into existence: pages of vellum, parchment, or papyrus stitched together, covered by boards. Eventually, binders covered the boards and the stitching with leather or metal.

With the advent of the printing press in the mid-15th century, the use of paper (instead of tougher parchment) allowed thicker books and created the modern curved-spine binding. Some printers and publishers bound their own works, or at least "premium copies" of their own works, but as books became more common, and print runs grew, publishers increasingly sold unbound copies of their works. The customer would then have his copy bound to match his library's décor or his own sense of the volume.

As late as the 18th century, almost all books were still sold unbound, or wrapped in cheap paper. In 1820, the publisher William Pickering introduced the modern "uniform" or "publisher's" binding, in which the publisher prebinds an entire print run or edition in leather or cloth. Pickering's innovation rapidly became the standard for publishers in the 19th century, leading to the creation of the paper dust jacket to cover the publisher's binding and provide a more eye-catching display in the bookstall. Even as late as the Thirties, though, many wealthier customers (though fewer collectors) still have even uniform bindings rebound.

Most books are bound in calico cloth or morocco leather, made from goat-skin. ("Half-calf" bindings split the difference: the spine and an inch or two in leather, and the rest in cloth.) The highest-quality cloth binding is buckram, a resin-reinforced cotton; the best leather bindings are calf-skin. Books have been bound in almost any cloth or leather imaginable: silk, linen, sail-cloth, mole-skin (common in notebooks), beaver (felt or leather), shagreen (shark-skin), and of course human skin.

→ TRAIL OF CTHULHU

The Purchase of Curious Tomes

- as a gift; especially interesting if either party has an unsavoury reputation. Perhaps the inscription throws light on some facet of the book's contents ... or makes them murkier: "S.O. Do not attempt ye Rite on pa. 91 without a Black Dog in Aries, and ye Chaudron we spake of in Hayti. Jos. Curw."
- Association copy: owned by someone famous or infamous, or kept in a notorious family or diabolic library.
- Missing pages have fallen out (or been ripped out) of the binding. (One fewer spell? One fewer pool or rating point?)
- The book is in terrible state generally: fragile, infested with silverfish, worm-ridden, starting spine, cocked, or printed on cheap paper falling apart.
- The book is infested with something worse than silverfish: alien insects, a dust-thing (p. 69), a demon.
- An intriguing family tree is drawn onto the endpaper.
 Common in family Bibles ... and perhaps in other, less holy, texts owned by less holy families.
- Other papers bound in with the book by the purchaser, or rebound or tipped in after binding by a later owner. Perhaps the book is valueless, but the extra pages are priceless, or ritually significant. Is the "worthless" book camouflage, or did the owner find a cryptic use for its contents?
- Pages are uncut, or pasted together – by accident, or to conceal information.

- Section or sections of the book bound separately, or missing from this binding, or in a different order. (This may be how one gets a "page 751" in the Dee edition of the *Necronomicon*.)
- Portions of the book underlined, or blacked out. Perhaps just one name, or the word "terror" wherever it occurs.
- Copious annotations by a previous owner: In the same language? A different language? A code or shorthand? They may make the work clearer, or deliberately confuse the issue. They may be restricted to one spell, or one chapter, or one topic. (They might add a pool point.)
- Partially translated into a language the Investigators can read. The translation might be in the margins, or between the lines, or in a tipped-in signature, or on the endpapers.
- The book is in code, or cipher; its encrypted state might be obvious or inobvious. The book might be an innocuous mask for a coded message readable in pinpricks above certain words or letters.
- Invisible writing in the book: added by the owner, or by the printer. On one page, or throughout.
- A corrupt, ignorant, sloppy, hasty, or tendentious translation.
 Makes grimoires even iffier. Or only one spell, or one section is badly translated... on purpose?
- The book is blurred, faded, ichor-stained, water-damaged, or otherwise hard to read

- clearly. Could apply to the whole book, or to one key word in a ritual.
- Additional plates, pentacles, maps (terrestrial or celestial), portraits, or the like tipped in.
- A bookmark inserted at a curious passage.
- An entirely unrelated document (or is it?) left between the book's pages. Or pasted between the book's pages. Or hidden in the endpapers.
- A key, coin, cameo, or other small object secreted in the binding.
- · The book carries a disease.
- The book's paper or ink is impregnated with poison or hallucinogen or poisonous hallucinogen. Works on contact with skin, or only if you lick your fingers to turn pages. (Thanks, Umberto Eco!)
- The book is cursed.
- The book compels its readers to act in a certain way: by memetic programming, by describing a tempting treasure, by hypnotic magic, by exposing their consciousness to Carcosa.
- Reading the book opens you to psychic attack, haunting, or possession by a previous owner. Or by the author. Or by Y'golonac. Or something worse.
- One of the illustrations is alive.
- One of the pentacles in the book is actually a Hyperspace Gate.

J TRAIL OF CTHULHU ५

Occult Books

Book Sizes

Books are printed on sheets of paper. The size of a book depends not only on the size of the paper, but on the number of times that sheet has been folded over before being bound.

A **folio**, for instance, is a sheet of paper that has only been folded over once, and stitched up the middle of the fold. Most folios are between 10" by 13" and 13" by 20"—an elephant folio is up to 23" tall, an atlas folio is up to 25" tall, and the double elephant folio still taller.

Fold the sheet of paper over twice, to make four pages from one sheet, and you have a **quarto**, or 4vo. This book, like most RPG books, is a quarto (although modern machinery folds the paper more times than that); most quartos are between 7.5" by 10" (a "small quarto") and 10" by 12.5".

In 1501, the Venetian printer Aldus Manutius, who invented readable typography (a font called italics) and lower-case letters, also invented the convenient book size created by folding the paper over three times, making eight pages from one sheet: the octavo, or 8vo. Standard hardback books are octavos: around 6" by 9". Keep in mind that paper sizes (and how deeply the printer cut the page) varied widely: French 8vos of the 16th century were closer to modern paperbacks in size, 5" by 7" or even smaller.

Smaller sizes exist: the quarto folded in three produces the **duodecimo**, or 12mo (modern "trade paperback"), the octavo folded in half creates the **sextodecimo**, or 16mo (modern "mass market paperback"), and so on for the 18mo, 24mo, 32mo, and 64mo.

OCCULT BOOKS

"THIS BIZARRE COLLECTION, BESIDES A HOST OF STANDARD WORKS WHICH MR. MERRITT WAS NOT TOO ALARMED TO ENVY, EMBRACED NEARLY ALL THE CABBALISTS, DAEMONOLOGISTS, AND MAGICIANS KNOWN TO MAN; AND WAS A TREASURE-HOUSE OF LORE IN THE DOUBTFUL REALMS OF ALCHEMY AND ASTROLOGY."

- THE CASE OF CHARLES DEXTER WARD

Not all bibliophiles know the difference between Alhazred and Abramelin, or between von Junzt and van Helmont. The most occult-minded, murderous, would-be magical bibliophiles may yet labor under a delusion - even full-blown Yog-Sothoth cultists may not be able to differentiate works of the genuine Mythos from the more conventional occultism that surrounds and interpenetrates it. That's assuming there is a difference: both Walter Gilman in Dreams in the Witch House and Dr. Muñoz in Cool Air investigate mediaeval grimoires as a route to Mythos (or at least operational magic) lore.

An ignorant, mistaken, or otherwise "innocuous" occult book can still provide useful knowledge for a Mythos-minded magus, or for an Investigator:

- Annotations by an initiate prior owner could clarify murky or obscured content, providing a clue (more likely), a spell (less likely), or even +1 Cthulhu Mythos (much less likely).
- If the Keeper is using the Magic ability from Rough Magicks, an occult grimoire might have a Magic potential of 1 or even 2

points; especially if the Magic ability also allows non-Mythos "conventional" spell-casting (Voodoo, Chinese alchemy, Egyptian astral magic, etc.).

- Occult books (especially fictional ones) are great places to dig up Idiosyncratic Magic rituals (see p. 212-213 of *Trail of Cthulhu* or p. 28-32 of *Rough Magicks*), or similarly non-Mythos, one-off sorts of spells.
- A particularly good or useful occult work could provide 1 or 2 bonus pool points for Occult when skimmed, a similar amount of dedicated pool points on its topic, or even +1 Occult when pored over.
- The work might provide the "final piece of the puzzle" for a given ritual, mystery, or haunting: "it has to be when Rigel is above the horizon" or "only a slab of marble will contain the energies."

The Keeper can decide if any of the more common occult arts provide any useful insight into Mythos truths, or if they have their own less-powerful but still arresting effects, or if they are merely misunderstandings and self-delusion just like the rest of human science and religion. Here are some possible routes from the conventional occult (defined loosely for our purposes) into the Mythos, or vice versa:

Alchemy: The magical art of changing material substances and the search for the Philosopher's Stone, the Elixir of Life, and similar substances. In a Derlethian game, alchemical texts could reveal the elemental natures of the gods and titans; any given alchemical formulary might provide guidelines for "hatching" shoggoths from fossils or discovering metals coveted by the mi-go. Potentially

→ TRAIL OF CTHULHU ¬

The Purchase of Curious Tomes

alchemical Mythos spells include: Brew Space-Mead, Oil of Alhazred, Powder of Ibn-Ghazi, Resurrection, and Tikkoun Elixir.

Astrology: We have it on the highest authority that the position of the stars governs Cthulhu: why not the rest of the universe? The relationships of the planets to magic may have something to do with dipole connections between those worlds and various entities who came from them to Earth: Tsathoggua and Saturn, or Mormo and the Moon, for instance. Astrological study might reduce the Inertia of summoning spells, or even their point cost.

Black Magic: Books of curses and other malign magics might include spells like Curse of the Stone, Dread Name of Azathoth, Howl of Pan, Hoy-

Dhin Chant, Shrivelling, or Runic Target and Steal Life (both from *Rough Magicks*). Any book with such spells is likely to assist with (or even provide) Contact Rat-Thing; Contact Nyarlathotep is less common but still plausible.

Demonology: Most books of demonic lore are careful to insist that their summonings work by the power of God and the angels (or the local equivalent). This might be wishful thinking, absolutely true, or a superficially acceptable way of alluding to the role of Yog-Sothoth in the process of Contact and Summoning spells of all sorts. Such tomes might also include the Dread Name of Azathoth, lines of the Saaamaa Ritual, or the Vach-Viraj Incantation as protection against "that

which you cannot put down."

Divination: Ways to tell the future are almost infinitely various. They may in their own way Contact Tawil at-'Umr (from *Rough Magicks*); other visions of the future might come via the Dho-Nha Formula, or from Daoloth, Quachil Uttaus, or Chaugnar Faugn.

Dream Lore: These works run the risk of making it far too easy to Contact Cthulhu, Dagon, Nodens, or Nyarlathotep.

Geomancy: The art of earth magics may provide insights into the operations of the lloigor, Dark Young, mi-go, or flying polyps, accidentally pinpoint a K'n-Yani or other subterranean outpost, or even hint at



Occult Books

lines of the Saaamaa Ritual.

Herbalism: In addition to the possibilities under alchemy, the study of sorcerous plants may lead the would-be magus to liao, black lotus, or the special spores of Shub-Niggurath.

Kabbalism: Primarily Jewish mysticism dealing with names and numbers, and the relationship between the world and the concepts of the world. In short, prime Mythos material. Arcane kabbalistic texts might discuss the Angles of Tagh Clatur or the Dho-Nha Formula, or reveal the Dread Name of Azathoth, along with the "true names" (which is to say the Contact or Summoning procedures) of any number of beings.

Mesmerism: Techniques for focusing "animal magnetism" or "mental force" might approximate spells like Dominate (from Rough Magicks) or Mind Exchange, or allow telepathy with a distressingly large range of alien minds.

Necromancy: Magical texts involving the dead are more likely to contain Contact Ghoul (or the close equivalent) than Resurrection, but both are certainly plausible. Such texts may also discuss Mordiggian, Mormo, and other titan entities embodying death.

Numerology: The pure qualities of numbers: magic squares, gematria, and Pythagorean wisdom in general are the sorts of things that lead eventually to conceptualising Tawil at-'Umr or Daoloth or worse.

Satanism: Texts devoted to Lucifer may provide hints (accidental or intentional) of Hastur, Y'golonac, or Mormo, along with the obvious possibilities for Nyarlathotep.

Talismans: Protective magics and

charms often appealed to popular audiences rather than elite occultists; the same book might be "hex magic" in Pennsylvania, "obeah" in Trinidad, or simply "prieres merveilleuses" in rural France. These crude redactions might still facilitate such spells as Create Binding Sigil (from Rough Magicks), Elder Sign, Sign of Eibon, Tikkoun Elixir, or the Vach-Viraj Incantation, along with various enchantments.

Theosophy: Works purporting to reveal the wisdom of prehuman civilizations might actually do so! Theosophical texts might contain distorted (or truly pure!) versions of the Dho-Nha Formula, as well as rituals and lore connected with the prehuman inhabitants of Earth, and their gods: Ghatanothoa, Cthugha, Cthulhu, Rhan-Tegoth, Tsathoggua, Yig, and so forth.

Witchcraft: At least one witch learned to create hyperspace gates from her studies; other works of witchcraft might give hints in that direction, if not the actual spell. Contact Rat-Thing is more likely, and likely more common, along with liturgies to Gol-Goroth, Mormo, Shub-Niggurath, or Nyarlathotep.

Historical Occult Books

It's up to the Keeper whether any of the real occult works below, all available (if not necessarily in print) in the Thirties, provide anything more than obscure hints and pointers that only make Mythos sense in retrospect.

Alraune, by Hanns Heinz Ewers (1911; German)

A lurid (and partially autobiographical) SF-horror novel dealing with the creation of artificial life: a female "mandrake" (alraune in German) that lives to debase human

men. Connections to shoggoths and Shub-Niggurath suggest themselves. Although he was an early associate of the Nazi Party, Ewers' books are banned in Germany after 1934.

The Book of the Dead, translated by E. A. Wallis Budge (1895; English)

A translation of the Egyptian funerary text, the *Pert em Hru*, as found on the Papyrus of Ani (ca. 1420 B.C.). It provides the soul with the keys to immortality and protection in the afterlife. Other translations or papyri have variant versions of the same lore and spells.

A Book of the Sacred Magic of Abra-Melin the Mage, translated by S.L. MacGregor Mathers (1897; English)

Purporting to be the story of Abra-Melin of Egypt and his magical instructions to his pupil Abraham of Worms, it concerns awakening the magus' "Holy Guardian Angel" and various magical operations afterward. Mathers translated a faulty French manuscript badly; there is an earlier German edition (Cologne, 1725).

Clavis Philosophiae et Alchymiae, by Robert Fludd (1633; Latin)

A defense of Rosicrucianism and alchemy by the English physician, occultist, and philosopher who (among other things) made magical magnets out of dead men's fingers. The first (1632) printing was destroyed by the Frankfurt militia. Fludd's magnum opus, *History of the Macrocosm and Microcosm*, though partially printed in 1617, remained unfinished at his death in 1637.

The Purchase of Curious Tomes

Daemonolatreia, by Nicolas Remigius (1595; Latin)

This disorganised compendium of witch lore and case law by French witch-hunter Nicholas Remy became quite popular, going through several printings, the most recent being a 1929 English translation by the occultist Montague Summers.

The Golden Bough, 2 vols., by Sir James George Frazer (1890; English)

One of the most influential works of mythology and anthropology ever written, Frazer's Golden Bough is a treasure trove of myth and custom from all over the world. The 11-volume expanded edition (1911-1915) is even moreso.

The Key of Solomon the King, translated by S.L. MacGregor Mathers (1889; English)

The Clavicula Salomonis is the most famous of all Renaissance grimoires, with over 100 versions known to exist in manuscript, in languages from Greek (the oldest) to French to Czech! The Chicago publisher L.W. de Laurence published a corrupt, pirated version of Mathers' translation in 1916 as The Greater Key of Solomon.

The Magus, or Celestial Intelligencer, by Francis Barrett (1801; English)

A wide-ranging summary of the occult arts (including the summoning of spirits) mostly cribbed from Agrippa and Dee, it also contains apparently original illustrations of demonic countenances.

De Occulta Philosophia, by Cornelius Agrippa (1533; Latin)

A major attempt to produce a magical "unified field" theory, it deals with alchemy, astrology, kabbalism, geomancy, necromancy, magic squares, talismans, the elements, and arcane symbolism demonstrating the interconnectedness of all matter and energy.

Saducismus Triumphatus, by Joseph Glanvill (1681; English)

A wide-ranging discussion of hauntings, witchcraft, demons, and apparitions. As a member of the Royal Society, Glanvill urged the scientific investigation of the occult, in which he was a firm believer.



Mythos Tomes

MYTHOS TOMES

"MANY OF THE GREAT TOMES ON THE SHELVES FASCINATED HIM UNUTTERABLY, AND HE FELT TEMPTED TO BORROW THEM AT SOME LATER TIME."

- THE HAUNTER OF THE DARK

Fundamfentally, if a book grants Cthulhu Mythos, it's a Mythos tome, whether it's ostensibly a Satanic grimoire, a book of sermons, or a lurid poem cycle. The following tome descriptions include the work's Magic potential (if any), as explained in the box, and on p. 7-8 of *Rough Magicks*.

Book of Dzyan, by unknown authors (c. 200 B.C.; Chinese and Sanskrit)

The oldest known copies of this polyglot text were discovered in a cave on the border of Thibet in 595 A.D.; one copy eventually made its way to the Museum in Wharby, England in 1902. Photostats of that copy exist in major British libraries. The Chinese and Sanskrit versions (which are not identical) parallel a version in unknown characters. According to Theosophist tradition, the Book of Dzyan was first set down in Senzar, the Atlantean language, as a commentary on the Thibetan ur-scripture, the Kiu Te. Working from that assumption, and from communications from her Mahatmas, Madame Blavatsky produced a partial translation that differs in many respects from the version in Wharby, as does a channeled version in English attributed to John Dee. (This version was published by Furnivall Press in Dublin in 1840.)

Skimming the polyglot version provides 2 dedicated pool points for any Investigative ability (or 1 point for 2 abilities) involving Atlantis, China, or any prehuman writing. Poring over it provides +1 to your Cthulhu

New Rule: Potential Points

Some abilities are more abstruse, difficult, or complex than others, enough so that they can't simply be bought "from scratch" during character improvement. They require a prerequisite: teaching by a master, learning from an ancient text, or some other specific in-game experience. That prerequisite experience conveys "potential points" in the ability; when the character spends build points from experience on that ability, she can only do so up to her "potential."

The main example in *Trail of Cthulhu* is the Magic ability, as discussed in *Rough Magicks*. Reading tomes, communing with elder beings, visiting places of power, or learning from sorcerers conveys Magic potential; to actually use the Magic ability, a character must then buy Magic points with experience. The character can only raise her Magic rating to the level of her current Magic potential.

Example: Artistically inspired by her brushes with death, Letitia has thrown herself into sorcerous experimentation. She reads Mysteries of the Worm (2 Magic potential points), and speaks long into the night with a ghoul sorcerer (1 Magic potential point). She gets 2 build points per adventure; after two adventures, she can raise her Magic ability rating to 3. She can't spend that last build point on Magic until she learns something new, as she only received 3 Magic potential points.

Other specific lore (like Megapolisomancy, p. 76) may also require potential points as prerequisites for ability ratings; non-magical examples might include Kung Fu (get potential from long hours of Shaolin meditation or brutal exercise), Haute Cuisine (get potential by dining with great chefs or reading superb cookbooks), or Piety (get potential by prayer, good works, or holy visions).

You can use this rule in any GUMSHOE game.

Mythos rating and 2 Magic potential points; add 1 to both if you have pored over the *Eltdown Shards, G'harne Fragments,* or the *Pnakotic Manuscripts*. Skimming the Blavatsky or "Dee" version provides only 1 dedicated pool point for Atlantean research; poring over either grants +1 to your Cthulhu Mythos rating only if you already have points in the ability, and only 1 Magic potential point, likewise.

Book of Iod, by Khut-Nah (c. 70 A.D.; Coptic)

According to occult tradition, this book actually predates writing, or even mankind. It appears to the seeker between iron covers, written in the "Ancient Tongue," allegedly similar to a Greek-Coptic creole. This kind of self-inflating fraud is common in occult works, especially in Gnostic texts, which the

Book of Iod appears to be. It discusses the archons Iod, Vorvadoss, and Zuchequon: whether these are familiar Mythos deities under other names, or entirely new titans, remains both unclear and controversial. The original is lost, although uncatalogued Coptic copies may exist in the British Museum or Egypt; only Johann Negus' badly edited, privately printed 1868 English translation is known to survive.

The Negus edition of the *Book of Iod* provides 1 dedicated pool point for Occult after a skim; poring over it adds +1 to your Cthulhu Mythos rating and provides 1 Magic potential point. A Coptic text would provide more points in all three categories; the mythical "original" iron-covered codex would provide at least 4 Magic potential points ... but at what cost?

The Purchase of Curious Tomes

Cthaat Aquadingen, by unknown authors (c. 400 A.D.; Gothic)

The contents of this Gothic text are very similar to a number of widely-separated codices with no known bibliographic connection to each other: the Codex Dagonensis (currently in Miskatonic University), the Codex Spitalsk (in Uppsala, Sweden), and the Codex Maleficium (in the Vatican). Two Gothic copies are known to be in England; the Ahnenerbe has confiscated at least one from a German collector. The title, a mish-mosh of nonsense, Latin, and Germanic, indicates that the author (or compiler) was barely literate, implying a Dark Ages origin predating the Irish missions to Germany. Its contents are likewise a gallimaufry of rites, prayers, and supplications to water-things (the "aquadingen" of the title).

Skimming any copy of the book provides 2 dedicated pool points for any Investigative ability (Keeper's choice) dealing with the seas, lakes, or rain. Poring over the *Cthaat Aquadingen* adds +1 to your Cthulhu Mythos rating and provides 2 Magic potential points. It also causes the reader to Contact Cthulhu, as per the spell, after the third night of reading it.

G'harne Fragments, translated by Sir Amery Wendy-Smith (1919; English)

Extremely controversial translation of several hundred stone fragments (dated to the Jurassic by the rigorous Wendy-Smith test for dating) obtained from a tribe in Kenya by Sir Howard Windrop. After completing his translation (based upon Windrop's partial and much-criticised 1912 version), Wendy-Smith mounted an expedition to discover G'harne — which his translation identified as a prehuman prison colony — in northern Africa somewhere near the Bantu homeland. The expedition ended in disaster, and sole survivor Sir Amery returned to Yorkshire. He dies in a freak earthquake

that collapses his house and destroys his library in 1934.

Skimming Windrop's translation (in the *Journal of the Royal Society of Antiquaries*) provides 1 dedicated pool point for Archaeology; poring over it only provides +1 to Cthulhu Mythos if you have already read the Pnakotic Manuscripts. Skimming Wendy-Smith's translation provides 1 dedicated pool point each for Archaeology and Geology, and for Sense Trouble to detect seismic disturbances; poring over it provides +1 to Cthulhu Mythos, +2 if you have already read the Pnakotic Manuscripts. Finding G'harne would provide 2 Magic potential points.

Monstres and Their Kynde, by "William Punchon" (1539; English)

"William Pynchon" is the name on the title page of the only printed edition of this work (Fisher's Market-Press in London, 1577), which was destroyed by the Company of Stationers. (The contemporary Protestant divine of that name is an unlikely candidate for authorship.) The original manuscript, a vast compendium of British dragon and other teratological lore gathered from a number of monasteries and abbeys closed by Henry VIII, was stolen from the British Museum in 1898.

If one could find a copy, skimming it would provide 2 dedicated pool points for any Investigative ability or Sense Trouble (player's choice during the adventure) involving any monster in this sourcebook, the lloigor, or any other British monster. Poring over it provides +1 to Cthulhu Mythos and 1 Magic potential point.

The R'lyeh Text, by unknown authors (c. 300 B.C.; Chinese)

The oldest known copy of this work, in Peking, has been convincingly (if impossibly) dated to 15,000 B.C. using graphology and chemical tests, but has not been seen since the Boxer Rebellion. German and British scholars acquired a

number of much later Chinese copies in the last two centuries; the 1786 German version, *Liyuhh*, combined a somewhat Romantic reading of the Chinese text with the enigmatic Latin *Liber Urilia*, itself supposedly translated by the panicking Romans from a Chaldaean original (now lost) as Hannibal's armies threatened their city. Lord Rochester produced a verse translation of the *Urilia* in 1665, but most of the copies were destroyed in the London Fire.

Skimming any version but the Peking copy provides 2 dedicated pool points for any Investigative ability touching on Cthulhu (Keeper's choice); poring over it provides +2 to Cthulhu Mythos and 1 Magic potential point. The Peking copy (or one of similar or greater age) would increase all these values by 1.

Scrolls of Bubastis, by Iuwy-Kheruef (c. 1700 B.C.; Hieratic Egyptian)

The work of a priest of Bast in her holy city Bubastis during the 13th Dynasty, these scrolls provide a complete liturgy of the catgoddess, and details of a pilgrimage to her city from "the Red Island," probably Crete. The most controversial section is known as the "Black Rites," providing curses and maledictions not only of Bast, but of Sebek, Ptah, and the Faceless God. The Ptolemaic Greektranslation(which renders the author's name as Luveh-Keraph, and claims he was from the Red Island, which it identifies as Atlantis) is the basis for all modern versions except Janwillem Vanheuvelen's translation from the hieroglyphic original into Dutch, published in 1928 from notes found among the scholar's effects in Cairo.

Skimming any translation provides 2 dedicated pool points for any Investigative ability (or 1 point for 2 abilities) involving Egyptology, cats, or dreams. Poring over the Scrolls adds +1 to your Cthulhu Mythos rating and provides 2 Magic potential points.



Thirties London

"I REMEMBER WHEN NYARLATHOTEP CAME TO MY CITY — THE GREAT, THE OLD, THE TERRIBLE CITY OF UNNUMBERED CRIMES."

- NYARLATHOTEP

By the Thirties, London is no longer the capital of the world. But it is still the capital of the world's largest empire, even if some of its dominions have become restive. Its eight million citizens come not merely from the Home Counties but from all over Britain and from Ireland, the Continent, India, China, and the rest of the globe. It is one of the world's most advanced and sophisticated cities: electric lights and double-decker diesel-fueled buses have replaced the Victorian gaslights and hansom cabs of popular imagination. London even avoids the worst of the Depression: its unemployment rate peaks at 13.7% in 1932, and 37,000 of its factories (building aircraft and automobiles, canning luxury foods, and turning out electrical machinery) keep running. Over 100,000 London printers and book-binders employ half the nation's pressmen. Even the London Zoo is modern now: the penguins and gorillas live in stark Bauhaus buildings, not wrought-iron cages.

But it is still London, the Smoke, the "Great Wen." There are still 20,000 horses on the streets (about 5% of vehicles are horse-drawn), and there are still streets without police on them. Campbell Road in Islington, for instance, was built in the 1860s, and still seems like

a Victorian "rookery," overcrowded and overflowing with fights, thefts, and vice. Whole neighbourhoods in the East End, especially in the stricken Docklands, suffer the same decay. In any given year of the Thirties, half a million Londoners are out of work, most of them in the East End.

TWENTY THOUSAND STREETS UNDER THE SKY

"THAT HE SAID **NOTHING** OF. ANTIQUARIAN RAMBLES THF GLAMOROUS OLD CITY WITH ITS ALLURING SKYLINE OF ANCIENT DOMES AND STEEPLES AND ITS TANGLES OF ROADS AND ALLEYS WHOSE MYSTIC CONVOLUTIONS AND SUDDEN VISTAS ALTERNATELY BECKON AND SURPRISE. WAS TAKEN BY HIS PARENTS AS A GOOD INDEX OF THE DEGREE TO WHICH HIS NEW INTERESTS HAD ENGROSSED HIS MIND."

- THE CASE OF CHARLES DEXTER WARD

Like the geographical section on p. 175-181 of the *Trail of Cthulhu* corebook, this section can only touch on London's limitless possibilities as a setting. More information is available online, or in the books in the Bibliography. Bookhounds with The Knowledge will likely know much of that information; Keepers should encourage them to seek it out and share it in play. The Knowledge also potentially covers almost any fact in this section, with the possible exception of the paragraphs headed Occult, and

of course, Cthulhu Mythos. As always, the Keeper is free to ignore or alter the Mythos legendry in this section, although the rest of the lore is authentic or is believed to be so in the Thirties.

Contacts in London

A list of typical, even stereotypical, contacts for each London region appears following the summary information and the Ability-based lore for that region. These are people a Bookhound might know in that area; friendly acquaintances, less-than-intense rivals, drinking mates, familiar faces, and anyone else who might be good for a rumour and a cigarette without any great emotional connexion or formal relationship. The ability or abilities most likely to locate such a contact, or to produce information, accompanies each Contact. The Keeper should allow wide latitude for members of an Occupation to find Contacts in the same line: an Artist might be able to use Art to find a fellow-sculptor in Bloomsbury, for example.

For most regions of London, these contacts can do multiple duty: a Bobby might potentially show up anywhere in the city, although his chances of being "bent" increase in Soho, for example. In your campaign, there may be multiple individual examples of any or all of these Contacts, tuned for the specific scenario and the urban environment in which they

See p. 92 under "Player-Driven Adventures," "Using Contacts," for how you can use these contacts to provide your Bookhound with information, clues, or local colour during a scenario.

Rumours of London

Rumours of London

A list of rumours appears following the contacts. These are player knowledge: the sorts of things eager Bookhounds are likely to hear as they wander the streets, drink a pint in the pubs, and gossip with their cronies and rivals. Their degree of truth, and potential for danger and profit, remain in the Keeper's hands until the Bookhounds follow the scent to its source. We reproduce them on the Pelgrane website as handouts to be distributed to your players. Give each Bookhound his own "turf" worth of rumours, or let the whole party know "the word on the street" everywhere from Hammersmith to Hackney. Black out rumours you really don't want to follow up on, and write in new ones you really do. Feel free to add more rumours as you think of them, or as your own research into London (or grimoires, or Arthur Machen, or anything else cool) turns up story hooks.

See p. 92 under "Player-Driven Adventures," "Plot Hooks," for how you can use these rumours to generate scenes, and eventually plot spines and whole scenarios.

THE CITY OF LONDON

IV. Most of "London" lies outside the boundaries of the actual City of London, occupying the old mediaeval city limits: one square mile between the Tower of London and the London Temple. The Temple (formerly a Knights Templar commandery) now headquarters Britain's legal establishment. The City is London's Wall Street; it contains the Bank of England, the Royal Exchange, the Lloyd's of London insurance company, and many other banks and financial concerns. Fleet Street in the City houses London's great newspapers.

The centre of the City is St. Paul's

Cathedral on Ludgate Hill (plan XXVIII); other major landmarks of the City include the Guildhall, the Old Bailey criminal court (on the former site of Newgate Prison), St. Bartholomew's Hospital (England's oldest), and the 202 ft. tall Monument commemorating the spot where the Great Fire of London stopped in 1666.

Archaeology: The City essentially maps Roman Londinium; the Forum was just north of Tower Bridge, the amphitheatre where the Guildhall is now, a temple of Diana (now St. Paul's) on Ludgate Hill and a temple to Isis just south of it on St. Peter's Hill. The Thames is called the Isis River in Oxford.

The Knowledge: Bank tube station is directly underneath the crypt of St. Mary Woolnoth, a Hawksmoor church (see p. 51) on the site of a Roman temple to Concordia.

Statues of the enigmatic twin giants Gog and Magog stand in the Guildhall (and in St. Dunstan's-in-the-West). They only date from 1708; their earlier incarnations burned in the Great Fire.

The former Knights Hospitaller property at Smithfield (now a covered meat-market) was London's centre for horse trading and cattle slaughter until 1855. Human blood mingled with the animal blood in its soil; here, heretics and traitors received public execution. The famous festival of Misrule, Bartholomew Fair, was held here from 1123 until 1855.

Occult: The London Stone, perhaps the omphalos of Britain, an altarstone laid by Brutus, or the remnants of a menhir or baetyl (a stone possessed by a deity), sits in the wall of St. Swithin's in Cannon Street. A subterranean Mithraeum — dedicated to the Roman mystery cult god Mithras — lies beneath the city a block northeast of St. Stephen Walbrook. (This is true, but the Mithraeum is not actually discovered until 1954. In an Arabesque London, p. 80, it makes a superb cult centre.)

The Tower of London (XXIX), once a fortification, prison, and execution ground, sits where the giant Bran's head once lay buried. Should the ravens (*bran* in Welsh) ever leave the Tower, Britain is doomed. The Tower is haunted by everything from the ghosts of its prisoners and victims (Anne Boleyn, Walter Raleigh, many more) to a cylinder of bluish-white fluid that appeared to the Keeper of the Crown Jewels in 1817 to the immense shadow of an axe on the White Tower wall.

Rosicrucian and botanist John Evelyn's plan to rebuild London after the Fire laid out the kabbalistic Tree of Life beneath the City: St. Paul's is Tiphareth, St. Dunstan's-in-the-West is Malkuth, St. Dunstan's-in-the-East is Kether. Gracechurch Fountain is Daath, the secret sephirah of Knowledge.

Cthulhu Mythos: Lord Northam (see Rumours of the City, below) reached the Nameless City in inner Arabia in 1907, and spent several years accumulating Mythos lore and attempting a communion with Yog-Sothoth before suffering a complete breakdown. In 1927, after a brief exposure to a copy of the *Necronomicon*, he suffered a horrific stroke and survives as a near-catatonic.



Thirties London

Contacts in the City

Barman

See East End (p. 51).

Beggar

See East End (p. 51).

Bobbu

See North London (p. 54).

Broker

(Credit Rating 4+, Intimidation, Reassurance, Catalogue Agent special ability)

A broker is one who buys and sells for clients, usually employed by a brokerage house or by some individual or corporation with a seat on the Stock Exchange. He dresses impeccably in bowler hat and starched collar, clutches his umbrella rain or shine, and votes Conservative. A creature of grasping ambition and fear for his social position, he can be swayed by appeals to either emotion (Reassurance that your tip is legit, Intimidation and threats of blackmail).

If not approached at his place of business, you might encounter him on the steps of some establishment devoted to the pursuit of expensive vice. This is an excellent place to get his attention and assistance with alacrity, as long as you don't raise your voice.

He can provide rumours and details of the financial status (the more precarious the better) of anyone involved in the Exchange, as buyer or seller. He may also know of peculiar cargoes recently imported or exported from London. He may have these details at his fingertips, or he may need to ask around or check some files at the office.

Cleaner

See South London (p. 56).

Clerk

(Bureaucracy, Flattery, Credit Rating 3)

A clerk shuffles papers, for a bank, for the Government, for a large firm or hospital or asylum or whatever. He (or she, increasingly) dresses to avoid attention or comment. This may make him more or less susceptible to Flattery. A creature of rote and routine, the clerk reacts poorly to disruptions of such, and well to those who know the proper way to couch requests (Bureaucracy).

You might encounter him at the office, or perhaps perched in a small park or square eating lunch like a drab pigeon. After 5 pm, he vanishes into suburban anonymity.

A clerk is in a prime position to look at those papers as they go by: who's filing for bankruptcy, whose death certificate looked dodgy, who is buying large quantities of powdered zinc, who is responding nicely to the hydrotherapy. This almost always involves being at the office.

Inspector

See Westminster (p. 45).

Medical Resident

See East End (p. 51). In the City, likely associated with St. Bart's or Guy's Hospital.

Scribbler

(Oral History, Reassurance, Book Scout or Journalist special ability)

The scribbler writes columns, or stories, or fiction, or all three simultaneously, for a Fleet Street newspaper, magazine, tabloid, or tip-sheet. He (sometimes she) dresses badly or flamboyantly or both; even tailored suits look off-therack or worse hung on a scribbler. He wants news, scoops, gossip, and tips; he'll offer up his own on a tit-for-tat basis (Oral History).

Encounter him anywhere: at the paper, in a pub, on the street looking for stories, at a crime scene trying to pry news out of the coppers.

A scribbler can provide hot tips off the record about anything that's been in the news, or might be in the news the next day, or (after a few pints and a Reassurance that this won't see daylight) about stories that will never, ever be in the news. He can also hit newspaper morgues and ask around at his regular watering holes, if there's a juicy enough story in it for him on the back end.

Servant

See West End (p. 48).

Solicitor

(Law, Catalogue Agent or Dilettante special ability)

A solicitor is an attorney who does everything except argue a case in court. (That's a barrister's job.) He might be the wizened patriarch of a family firm, or a young sprig full of fair-haired enthusiasm for the law. He dresses well and respectably, carries a hat, stick, and gloves, and gives every impression of wisdom and capability. If he doesn't match this description, he probably deals with a lower sort: Communists, radicals, workingmen, Bookhounds. That sort of thing. You can usually tell by the cravat.

Encounter him at his chambers at the Inns of Court, or having a quiet whisky in a quiet establishment before returning home – by rail to a suburb, or by foot to a decent neighbourhood in the West End.

He can provide details of legal matters, police matters, and similar. Anything told him by a client is privileged communication, and cannot be revealed to the police. Or to nosy Bookhounds, unless they have means of special persuasion.

Stall-Keeper

See South London (p. 56).

Rumours of London

Legendary London

In the beginning, the giant Albion, a son of Poseidon, dwelt in the island and ruled it with terror and force. He was slain by Heracles, and his giant-kin descended into savagery until they were extirpated by Brutus, a great-grandson of Aeneas the Trojan. Brutus' comrade Corineus killed the mightiest of the giants, Goëmagot, also called Gogmagog, later represented as twin giants, Gog and Magog. Corineus either flung Gogmagog off a cliff into the ocean, buried him (them?) under the Gogmagog Hills in Cambridgeshire, or enslaved them as London's gatekeepers, depending on the story. Brutus named the island, which an oracle of Diana had told him to seek out, after himself ("Bruttium" becoming "Britain") and founded its capital city, Troynovaunt or "New Troy" on the future site of London.

Among Brutus' descendants and successors as king of Britain were Leir (immortalised as Shakespeare's King Lear), Belinus (after whom Billingsgate Fish Market is named, himself named after the Celtic "henbane god"), and Lud. King Lud vastly expanded Troynovaunt and renamed it after himself, Lud Dun ("the town of Lud"), which became "London." (A rival derivation comes from twin brothers, the Londinos, or "fierce ones.") During the subsequent reign of Lud's brother Cassibelaunus, Julius Caesar invaded Britain, captured London, and built the White Tower on Tower Hill. Lud's grandson, King Cunobelinus (the "hound of Belinus," and Shakespeare's Cymbeline) welcomed (and paid an annual tribute to) the Romans as "allies," based on their common Trojan descent.

How did the Romans win? Lud's father Bran left Britain on an invasion of Ireland, taking with him Britain's finest warriors. The Irish defeated the invaders, fatally wounding Bran. He asked his followers to bury his severed head under Tower Hill to keep Britain safe from invasion, but they spent 80 years in a magical castle before burying the head, allowing the Romans their window of opportunity for invasion. Even so, the Britons managed to take Caesar's sword Crocea Mors. A century later, Boadicea, the Queen of the Trinovantes (Troynovauntes?), almost drove the Romans out during her rebellion, burning Roman Londinium in the process. She died at Battle Bridge (now King's Cross), and may be buried under Primrose Hill or King's Cross Station.

Modern scholars dismiss such legends, from Geoffrey of Monmouth's 12th-century chronicle and the Welsh *Mabinogion*, seeking to explain them as distorted records of either mythology or glorified tribal wars. But the Cthulhu Mythos might understand them differently, noting for example the constant series of buried giants (often twins) recurring in the lore. Bran is also a giant who does not fit well with the established chronology; in some versions, he is the twin to Belinus. This "giant out of time" could be some titan entity continuously recurring in British nightmares and legends, forcing its way through whatever Druidical defenses might exist. Are Bran-Belinus and the Londinos and Gog-Magog just human masks for Zhar-Lloigor or Nug-Yeb or Han-Byatis? Other entities may lay claim to London as well: the Welsh name for King Lud is Nudd, who the Romans knew as Nodens. (In the Irish version, he's Lugh, slayer of the one-eyed giant Balor.) Leir's three daughters recall Mormo; the "henbane god" Belinus might be any hallucination-inducing titan. According to Milton, "Diana" appeared to Brutus in a dream, while he slept in a ruined temple on a mysterious deserted island. Is Britain actually Dagon's island? Is London originally Iod Dun? It's all up to the Keeper.

Rumours of the City

 The former Satanist, explorer, and occult scholar Lord Northam lives in Gray's Inn. He's a near-catatonic invalid surrounded by only the most puerile of books and art. He screams when he hears the bells ring, and merely titters when asked anything about his past. Where his great occult library and collection of artifacts may be, nobody knows, but the Northam Collection is the El Dorado of grimoire scavengers everywhere. Before his stroke in 1927, his only companion was his neighbour Algernon Williams, who disappeared shortly thereafter while on holiday in Yorkshire.

- A Jewish bookseller in Clare Market sold a Latin *Necronomicon* (likely the 1623 Cadiz edition of Wormius) for an absurdly low price in 1927. The tome vanished with its purchaser, Algernon Williams, in Yorkshire later that year, but the bookshop can't have simply disappeared, can it? Certainly, neither of the two bookstores in the street seem like the kind of place such things would turn up. Rigorous examination of tax records, city directories, and so forth may turn up where that shop was located, or where its stock went.
- One hears that Nevil Carstairs, a

broker at the Baltic House on St.-Mary-Axe, is the man to see about importing valuable grimoires, books of Kabbalah, Masonic texts, and other officially banned books from Nazi Germany, without the excessive scrutiny of customs officials. One also hears that he is the man to see about exporting such works *into* Nazi Germany, where certain Party higherups express interest in these matters.

• The eccentric book scout Allan Chessover (see p. 85) brings you a copy of the 1605 play *A History of RichardWhittington*. Known only from printers' license records, the play was long thought lost; this quarto copy

Thirties London

credits George Wilkins (according to some scholars, Shakespeare's coauthor on *Pericles*) as the playwright. If authentic, the play is worth quite a bit - but its "Dick Whittington" becomes wealthy and powerful not through his faithful cat per se, but by use of a book he acquires from "the Queen of Cats" in "a Citie in Syria." It might be worth looking around the crypt of St. Michael Paternoster in College Hill (the church Lord Mayor Whittington generously funded rebuilding of, and in which he was buried in 1423) to see if that book - the Scrolls of Bubastis? is hidden there.

WESTMINSTER

X. Technically a city of its own, Westminster is the centre of the Empire. It contains not only the Houses of Parliament, but the government offices of Whitehall (including 10 Downing Street, the residence of the Prime Minister), the Admiralty, New Scotland Yard, Buckingham Palace, Belgravia (perhaps London's wealthiest neighbourhood), and Westminster Abbey. Trafalgar Square, on the northeast corner of Westminster, holds Nelson's Column and abuts the National Gallery and St. Martinin-the-Fields' Church. Piccadilly Circus is the Dionysian twin of the Apollonian Trafalgar Square, dominated by the aluminium statue of Eros, lit by neon signs, and surrounded by theatres.

Archaeology: "Cleopatra's Needle" on the Embankment is actually an obelisk of Thutmose III dedicated to Ra, Atum, and Horus, erected at the gateway to Heliopolis, City of the Sun, in 1450 B.C. (Its twin is in New York City's Central Park.) Six men drowned bringing it to London. A German Zeppelin raid bombed it in 1917, but only damaged one of the decorative sphinxes.

Westminster Abbey sits on the site of a Roman temple of Apollo, later a Saxon temple to Thunor (Thor).

The Knowledge: Constitution Hill in

Green Park is the site of four separate assassination attempts against royalty: Victoria in 1840, 1842, and 1849, and EdwardVIII in 1936.

Coventry Street holds London's swankest nightclub, the Café de Paris. Its dining room is modeled on that of the *Titanic*.

Occult: A spate of vampire attacks broke out in broad daylight in Coventry Street just off of Piccadilly Circus in April of 1922.

Beneath Piccadilly Circus lies a major Masonic temple, where the Worshipful Masters map the secret destiny of the Empire.

Tothill, west of Westminster Abbey, is one of the three sacred hills of London (along with Penton Hill south of Islington and Tower Hill). It is named for the Druids' patron Teutates, or perhaps the Egyptian god Thoth; despite this, it served as an execution point for necromancers and witches, and a plague pit in 1665.

Cthulhu Mythos: There is a tree of evil aspect in Green Park shunned by birds and loungers alike. Park keepers say they hear mocking voices from it, and see manshaped shadows near it. The whole park has an eerie stillness about it; it was a lepers' burying ground in the 15th century, and



became famous for theft, murder, and rape in its bounds for 300 years afterward. It remains a popular place for suicides. The tree is one planted in the time of Henry VIII with a sapling from Stethelos, where dwell "things which thought and moved and were alive, yet which gods and men would not consider alive."

Contacts in Westminster

Barman

See East End (p. 51).

Beggar

See East End (p. 51).

Bobbu

See North London (p. 54).

Bright Young Thing

(Credit Rating 5+, Flattery, Catalogue Agent or Dilettante special ability)

A Bright Young Thing comes from family, or money, or ideally family money. She (or he) lives for diversion and distraction: she might have a sort of job at an art gallery or somewhere pleasant, or she may just coast from soiree to nightclub and back again. She dresses from Paris, or New York. The real world, she vaguely understands, is harsh and depressing, involving responsibilities and such: far better to dance the night away, smile, and send the man for more champagne.

One finds the Bright Young Thing between Piccadilly Circus and Leicester Square, chasing the best set from cinema premieres to the big American-style hotel parties at the Ritz. Then for drinks and dancing at the Café de Paris or some other nightclub: the Kit-Cat, The 43, the Monsignor, the Nest. One knows her family (if one is a Dilettante), or one knows her weakness (Flattery). A Bookhound might also have met a Bright Young Thing by selling a book to (or valuing a library for) her father (Catalogue Agent special ability).

She can provide introductions and entrée to suitably interesting people, or gossip about everyone in her set. She can also tell you who's dealing what illicit substance to

Westminster

whom, and who simply can't handle it.

Cleaner

See South London (p. 56).

Clerk

See the City (p. 43). In Westminster, most likely to be a government clerk. Slightly more shabbily dressed, as the pay isn't quite as generous — unless the clerk is the sprig of some worthy family serving time in decent labour before being elevated to the junior ministership that awaits all well-born, dutiful ones.

Government clerks are a fund of gossip about the Government and its activities,

especially personalities: who's up, who's down, who's in, who's out.

Clubman

(Credit Rating 4+, Catalogue Agent or Dilettante special ability)

One doesn't ask his business; his dues, card debts, and bar tab are paid and that is all a gentleman requires. He dresses for dinner, goes to the theatre or a concert, plays a few hands and calls it a night. Perhaps he's married; one goes to one's club to avoid discussing such things.

He can be found in his club, of course. Probably in the best armchair, with the copy of the Morning Post you wanted to read.

He can provide quiet introductions to fellow members — who might be anyone, really — if he approves of you or disapproves of them.

Inspector

(CopTalk)

A policeman is no gentleman, though the better ones attempt to dress like they might be. But the job requires a drab Burberry (or less distinguished label) and boots cut for wear, not for show. He is brusque, dry, and mordant; he has seen worse. If he hasn't seen worse, he won't thank you for the new experience.



⊢ TRAIL OF CTHULHU !

Thirties London

He can be found at Scotland Yard, or at the station house, or in the pub with other Yarders, or at the crime scene crouched over the spatter, grimacing around his pipe. He doesn't appreciate amateurs who consider themselves Holmes or Wimsey; he knows enough to appreciate tips from people who've seen a bit of the real street (CopTalk).

He may well sound you out about the case, but he'll always keep an ear out for anything you say that may be taken in evidence. Getting him to do anything else requires unusual persuasive powers, or an offer he can't refuse.

Medical Resident

See East End (p. 51). In Westminster, most likely associated with St. Thomas's Hospital.

Servant See West End (p. 48).

Stall-Keeper See South London (p. 56).

Rumours of Westminster

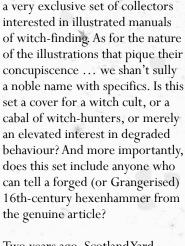
- Every so often, a well-known occultist (or a well-known figure who is a less well-known occultist) dies, and their library goes to the block. Shortly thereafter, the story goes, a "man from the Ministry" visits antiquarian book-dealers and other bookshops, buying up certain of the deceased's grimoires. This "man from the Ministry" also discreetly seeks specific Mythos tomes related to Azathoth. Bookseller legend does not agree on the fate of those dealers who refuse to sell: do they lose their royal warrant, their social cachet, their store's lease-hold, or their freedom?
- An intimate of the Royal Family we shan't sully a noble name with

The Peelers

The 18,000-plus men (there are some WPCs, or Women Police Constables, but not many – mostly attached to welfare and vice divisions) of the Metropolitan Police ("the Met") cover all of London except the City, which lies within the jurisdiction of the City Police. Most police investigate crimes within their own districts, although the Met's Flying Squad ("The Sweeney") patrols North and South London across district lines, devoted primarily to anti-gang activity and armed robbery investigations.

Metropolitan Police headquarters is at New Scotland Yard, and "Scotland Yard" is a common term for plainclothes the Criminal Investigation Department (CID) of the Met. Other jurisdictions throughout Britain often call in the CID, as "the Yard" has more expertise and more specialists detective work criminology than most local departments.

The other departments of the Met are the self-explanatory Uniformed Branch and the Special Branch. The Special Branch enforces the Defence of the Realm Act against anarchists, spies, and Communists, and does other jobs for the Home Secretary.



specifics – is the reputed patron of

- Two years ago, Scotland Yard named one Simon Miller a suspect in a particularly gruesome crime with a strongly ritual aspect. Miller fled to Paraguay ahead of his inevitable arrest and conviction; the case is officially in limbo until Miller can be formally arraigned. The books the detectives seized as evidence - the ones they found in his disgusting attic shrine – have begun turning up at the auction rooms of Sandeston & Co. in Bond Street. Is someone at the Yard doing a discreet business in specialty volumes?
- Gilbert Warrender (see p. 86) puts a small bibliographic mystery to you over brandy and soda at the Athenaeum Club. He has come into possession of a first edition of Strange Case of Dr. Jekyll and Mr. Hyde (Longmans, Green; salmon cloth, 8vo, date "1885" hand-corrected in ink to "1886") in which only the right-hand pages of the novel's text are printed. The left-hand pages are blank, impossible to explain as a printer's error given the way signatures are bound. Warrender has traced its two previous owners; both were twins. And both were found dead under mysterious circumstances.



¹trail of cthulhu ५

The West End

London Clubs

The original Old Boys' Network of over 100 clubs festoons Pall Mall and St. James's. Everyone who is any sort of gentleman in London belongs to at least one club. A gentleman's club offers a library, current newspapers, meeting and writing rooms, billiard and card rooms, and (usually) dining facilities. Some include private sleeping rooms for members; they are the London gentleman's "home from home," and his choice of club is part of his identity. Some clubs make reciprocal memberships available to members of suitable clubs in New York, Paris, or other cities.

Memberships start at Credit Rating 5 in most cases, although the **United University Club** is open to graduates of Oxford and Cambridge, and most Dilettantes have suitable connexions for club membership regardless of their straitened circumstances. Also, some clubs such as the **Army and Navy Club**, **Burlington Fine Arts Club** (for artists and patrons), **Cavalry Club**, the **Garrick Club** (for actors), the **Gresham Club** (for bankers), the **Press Club**, the **St. James's Club** (for the diplomatic service), and the **United Service Club** (military officers above the rank of Major or Commander) are open to members of their professions (Credit Rating 4 and a suitable Occupation).

Some clubs are explicitly political: White's and Brooks's began as the Tory and Whig associations in the 1780s, the Carlton Club is the Conservative Party club (along with the Constitutional, the St. Stephen's, and the Conservative Club), and the Reform the Liberal Party club (as well as the National Liberal Club and the Cobden Club). Other clubs join gentlemen of common interests: the Eccentric Club and the Green Room Club invite lovers of the stage (and even music halls), the Jockey Club is for race-horse owners and lovers of the Turf, the Royal Aero Club for enthusiasts of flight, and ghost-breaker Harry Price even runs a Ghost Club. Some clubs exist primarily as places for gentlemen to gamble at cards: the Portland, Bagatelle, and Visconti Clubs, for example.

Members of the **Athenaeum** are "known for their scientific and literary attainments, artists of eminence, and noblemen and gentlemen distinguished as liberal patrons," while it is said of the **Savile Club** that "they won't elect you unless you're an atheist or have written a book." To be considered for the **Hemlock Club** you must have done something "notorious and heretical," while members of the **Savage Club** must appreciate all the arts, especially the vintner's. Members of the **Travellers' Club** must have traveled 500 miles from London; the **American Club s**erves American expatriates in London; members of the **Oriental Club** must have served in India; members of the **Bath Club** simply don't enjoy swimming at public baths; the **Diogenes Club** exists to provide club facilities for misanthropes.

Ladies' clubs exist, including the **University Women's Club** for female university graduates, the **Lyceum Club** for female artists, writers, and the "wives and daughters of distinguished men," and female auxiliaries to gentleman's clubs such as the **Ladies' Army and Navy**, the **Ladies' Carlton**, and the **Women's Press Club**.

THE WEST END

X - XI & III. Although there are poorer streets and plenty of low commerce in this area, the West End represents fashion, wealth, and power. The term "West End" can refer to the whole area of central London west of the City or to a specific set of districts west of Charing Cross Road. We use it in the broader sense here, to include the upscale Bohemian neighbourhood of Bloomsbury (home of the British Museum and the occult Atlantis Bookshop), the downscale Bohemia of Fitzrovia (full of Russian émigrés), and the downright seedy Seven Dials and Soho. Cosmopolitan Soho, the "square mile of vice," holds London's red light district, thousands of foreigners, and Wardour Street, the cinema industry hub of Britain (although the studios themselves have mostly withdrawn to Shepperton and other western suburbs).

The traditional theatre began in Covent Garden, and flourishes along Shaftesbury Avenue, Leicester Square, and the Strand. New shops and stores rise along Oxford Street, Regent Street, and Bond Street. St. John's Wood, north of Regent's Park, is upper-middle class with more than a hint of trade (and Lord's Cricket Ground); but now even the grand avenues of Mayfair, north of Hyde Park, are somewhat besmirched by hotels and mere commerce, albeit only for the truly privileged classes (Purdey's gun-makers, and the Savile Row bespoke tailors). West of the Park are Kensington (still acceptable to the quality), Notting Hill (which offers what the middle class no doubt consider gracious living), and Chelsea, of which the less said in polite society, the better.

The Knowledge: A pump in Broad Street, Soho caused the cholera outbreak of 1854, killing 616 people in three weeks.

Tyburn Stone in Edgware Road marks the former site of London's primary gallows, which executed between 30 and 150 people a year from 1338 to 1783. "Tyburn's fatal tree" sat on an older Saxon stone, Oswulfstane, excavated during the raising of the Marble Arch in 1851. The Oswulfstane was last seen in 1869.

Occult: The first of London's Hell-Fire Clubs met in a house in Conduit Street in 1719-1722. They had two other lairs, in Westminster and the Strand; a later

- TRAIL OF CTHULHU !

Thirties London

incarnation (1732-1740?) met at the George and Vulture tavern on Lombard Street in the City.

The late ghost-breaker Thomas Carnacki lived at No. 472 Cheyne Walk in Chelsea. Saiitii emanations haunt his house; his copy of the Sigsand Manuscript has never been found.

Streetwise: The Messina brothers dominate the Soho vice rackets, except for the Chinese. They don't have an independent drug connection on the River, however, and have to go through Limehouse to get their supply.

Cthulhu Mythos: Approximately 2 million years ago, a Martian ethership containing ant-like worshipers of Vulthoom crashed into the Thames marshes, hurling its passengers into an interstitial dimension. Their insensate psychic hosannas to the all-devouring vampiric Tree that is Vulthoom occasionally contaminate human minds. Hobbes Court off Knightsbridge sits directly above the crash site; its residents have long been understandably warped as a result.

On certain nights, the window of an attic garret in Seven Dials opens into the Dreamlands city of Celephaïs. In this poor room once dwelt the waking form of Kuranes, greatest of human dreamers.

Contacts in the West End Artist

(Art, Flattery, Dilettante special ability)

The artist dresses to be noticed; the well-off artists dress like the poor, and the poor artists ape the well-off. The Italian well-off, perhaps. Everywhere there is just a shade too much colour, or a slightly too-wide lapel. Everyone smokes, the more foreign and foul the cigarette the better and more authentic. Eyes are wild, hair is disheveled (often magnificently so), hands are long and thin or waved about in

hopes that they will seem so.

Artists know each other, often rather better than they do the laws of perspective or colour theory. They depend on reputation (for outrageousness, or talent, or political solidarity), which makes them vulnerable to Flattery on many levels. They either depend on rich clients or on their relatives' trust fund, which makes a Dilettante a welcome guest in their studio — in Bloomsbury, Fitzrovia, Chelsea, or even Soho. They may create (or recreate) all night; they can be found in between bursts of creativity or display at coffeeshops and after-hours clubs.

An artist can provide insight (especially malicious insight) into the doings of fellow artists, and sometimes those of artistic patrons. They can perhaps be convinced to take part in an artistic "happening," or to put on an impromptu performance.

Barman

See East End (p. 51).

Beggar

See East End (p. 51).

Bobbu

See North London (p. 54).

Boffin

See South London (p. 56). Possibly ensconced at the Museum or Burlington House, or at the Imperial Institute in Kensington.

Bright Young Thing

See Westminster (p. 45). On the West End, the parties are at the Savoy, Carlton, and Claridges Hotels; the shows are at the Adelphi, Vaudeville, Lyceum, Apollo, Lyric, Globe, or Palace Theatres. The nightclubs aren't quite as smart as the ones near Piccadilly, but there are some quite decent places along Regent Street ... or one can always get adventurous and go into Soho or Chelsea.

Broker

See the City (p. 43). This is where he

lives and recreates, if he doesn't do so in the City.

Cleaner

See South London (p. 56).

Clubman

See Westminster (p. 45). A number of fine clubs, through no fault of their own, are technically in the West End.

Inspector

See Westminster (p. 45).

Lounger

(The Knowledge, Book Scout or Dilettante special ability)

He's dressed a trifle too well: that bespoke jacket conceals a pedestrian shirt; those Milan shoes have been worn more than a little. His hair is oiled, as is his smile. He smokes, and drinks coffee in a foreign sort of shop. He reads books, used and in foreign bindings. He sees people come and go, and the people who come and go know where to see him (The Knowledge).

He may be a poet, or an American, or someone else not particularly attached to reality. He idles along Charing Cross Road, or wanders the Embankment at night, or pokes through strange sale items on Notting Hill. He may frequent Paddington or Victoria Stations, watching trains or thumbing through bookstalls. What exactly he's doing may change from moment to moment; it certainly does from lounger to lounger.

He can tell you what he's seen in the city, if you like. Perhaps over a companionable drink. He might have seen quite a lot, just watching.

Medical Resident

See East End (p. 51). In the West End, most likely associated with Charing Cross Hospital in Hammersmith, St. Mary's in Marylebone, or University College Hospital in Bloomsbury.

The West End



Prostitute (Negotiation, Streetwise)

Of any age or appearance, the prostitute is London's native bird. High-class call girls work from townhouses in Notting Hill or St. John's Wood or from very discreet brothels even closer to the quality. Some have business arrangements with salesmen's hotels near Paddington Station. Other girls ply their trade on the streets and doorsteps of Soho and Seven Dials.

Prostitutes are reluctant to waste their valuable time talking to you when they could be attracting the trade; you may need to make it worth their while (Negotiation). However, they don't practise much in the way of client confidentiality; they can tell all sorts of things about all sorts of people, many of which are both surprising and true. They might even be open for a spot of acting in a short con (Streetwise) or the like. Of course, they'll sell you out for about what you paid them, so the clever Bookhound can use them to send a message upstream to their procurer or even their clientele.

Radical

See North London (p. 54). Rather more likely to be the "trust fund Red" sort here in the West End: Bloomsbury and Chelsea are thick with parlor pinks. But there are plenty of foreigners in Soho, Fitzrovia, and elsewhere, well supplied with the hot blood and cold intrigues of their kind.

Scribbler

See the City (p. 43). May be covering a theatre opening or society do, or crawling Soho looking for a story sordid enough for the front page.

Servant

(Bargain, Credit Rating, Reassurance)

Every decent house in London has at least one — and ideally four or five — servants, from the "lady who does" up to a staff of maids, footmen, and chauffeurs. Some of them still "live in," but an increasing number live on their own across the river or in the East End.

Talking to a servant as an equal is only possible with equality of Credit Rating, from 1 (downstairs maid) to 4 (butler or valet); servants are, if anything, more class-conscious than their masters. They freeze out their inferiors, and clam up to their betters. That said, a few bob can do wonders (Bargain) if presented with a suitably innocuous expression (Reassurance).

Servants socialize with each other while on their various rounds to markets, shops, or laundries. They gather all manner of news and (literally) backstairs gossip about all manner of great houses, but are far more willing to part with juicy rumours about other families than their own employers.

Stall-Keeper*

See South London (p. 56).

Tout

See South London (p. 56). They haunt pubs just off Charing Cross Road or High Holborn, or just happen to be standing outside the auction houses on Bond Street.

Rumours of the West End

- A strange man in smoked glasses has entered two or three establishments in the Strand demanding direction to "Master John Denley's shop, as I must deliver a consignment of books to him." His accent is queerly broad, and his manner both arrogant and reticent. He walks with a pronounced limp. So far, nobody has successfully explained to him that John Denley closed his occult bookshop in Catherine Street in 1840 and died in 1842.
- There is a "secret library" hidden in plain sight in the stacks of the British Museum by a conspiracy of librarians. Only they know the secret catalogue, and they shelve the books (often suitably rebound in false covers) in seemingly innocuous and slightly incorrect locations throughout the Library stacks.
- Surgeon, electrical experimenter (using galvanism to revive catalepsy), Freemason, antiquarian, and embalming expert (he wrote a book on mummification) Thomas Pettigrew served as librarian to the Duke of Sussex from 1818 to 1845. His three-volume catalogue of His Grace's collection, the *Bibliotheca Sussexiana*, covers only a portion

Thirties London

of the whole, mostly theological and religious works from all over the world. Builders working on Pettigrew's Savile Row quarters (and surgery) have discovered a cipher manuscript inside a wall — and word on the street is that it's a secret addendum to the Bibliotheca covering the blasphemous tomes Pettigrew left officially uncatalogued, including the debatable and uncanny Sussex Manuscript.

Ernest Maggs, a principal of Maggs Bros. Rare Books, hopes to use his firm's profits from the sale of the Codex Sinaiticus by the Soviet government to move his establishment from its Conduit Street shop to Berkeley Square in Mayfair. Specifically, to No. 50, Berkeley Square, which has remained untenanted (and thus quite reasonable for a Mayfair address only 300 yards from Bond Street) since 1870. However, before he can recommend such action to his partners, he needs to be reassured that the "oozing, shapeless horror" that haunts the third floor is no more. It has driven at least four people mad, killed at least two men who slept there overnight (and one who jumped out the window and impaled himself on the surrounding fence in 1879), and has been seen by numerous witnesses including Lord Lyttleton, who fired a shotgun full of silver sixpences at it in 1872.



THE EAST END

XII. The East End of London extends as far as Blackwall on the Thames, but it begins at the edge of the City. In fact, the "Bow Bells" (which all true Cockneys must be born within the sound of) are in Cheapside in the City. Jack the Ripper killed one of his victims (Catherine Eddowes) in the City, in Mitre Square, but the others left a bloody trail pointing east. The East End began as marshy ground outside the walls of the city proper, slowly drained by the original "Black Wall" of the Saxons. Since mediaeval times, the East End has been where London put its blood, its stenches, and its death: tanneries, slaughterhouses, and fulling-yards. The docks and canals brought steady work, along with injury and ague; the ships brought crowds of foreign sailors and workmen, and crowds of British whores and thieves. Gin-houses and music-halls sprang up, as did radical politics and dissenting cults. Homes were small and streets were narrow even in Elizabethan times; with factories, gasworks, and workhouses rising in the Victorian era, things got even worse. The East End became "the Abyss."

Its 1,000,000 residents - including 100,000 Jews and 200,000 other immigrants - dwell in crowded, impoverished slums little different from the ones the Ripper stalked fifty years previously: Shoreditch (a centre of prostitution since the 17th century), Bethnal Green (famous for boxing and blood sport since the 18th century), Stepney (location of the "Siege of Sidney Street" in 1911 and the "Battle of Cable Street" in 1936), Limehouse (where opium and cocaine enter London), Poplar (the poorest borough in England), Wapping (site of "Execution Dock," where pirates were hung in chains), and the Ripper's own Whitechapel. London's docks dominate the Isle of Dogs, once a marshy refuge for outlaws and feral hounds, now the linch-pin for 40% of Britain's trade.

Architecture: Nicholas Hawksmoor, a protégé of the great Christopher Wren, surveyed, sited, and designed six churches (three in the East End) between 1711 and 1733. Strongly influenced by Roman and Renaissance designs, Hawksmoor included Classical and Egyptian features in his works.

The Knowledge: The Boundary Estate in Bethnal Green is the first council housing in London. It was built on the site of the miserably crowded and hellish Old Nichol Rookery (a city slum), named for sightings of "Old Nick" (or for John Nichol, who owned seven houses here in 1680).

The pillars of St. Matthias' Old Church in Poplar are ships' masts from East Indiamen.

Law: John Williams, of peculiarly "serpentine" appearance, was arrested at the Pear-Tree Inn in Wapping for the brutal hammer-and-razor murders of two families on the Ratcliff Highway in 1811. He was found hanged in prison, and was beheaded and buried at the crossroads of Cable and Cannon Streets with a stake through his heart. His skull currently resides at the Crown and Dolphin tavern, hard by Hawksmoor's St. George in the East.

Occult: According to Marcellus and Procopius, "Brittia" was the Isle of the Dead, sacred to Pluto and Proserpine. The Isle of Dogs is its Cerberusguardian, at the narrows of the Thames. The Egyptian fleet that brought the Stone of Scone to Ireland stopped here and raised a temple to the jackal-god Anubis; sightings of a skeletal Wild Hunt recur here.

The Baal Shem of London, Dr. Samuel Falk, lived at Wellclose Square in Tower Hamlets between 1742 and 1782, working kabbalistic magic and studying alchemy. He may have built

The East End

the rumoured "Limehouse Golem" and initiated William Blake into mystical Swedenborgianism; he may have composed certain of the Cipher Manuscripts of the Golden Dawn. The Baal Shem definitely counted Swedenborg, Cagliostro, and Saint-Germain among his visitors and confidants. His treasure is rumoured to be buried in Epping Forest in Essex.

Cthulhu Mythos: The Eye of Byatis leers from Whitechapel (see p. 100).

On one corner of Leamouth Road in Poplar live 200 people, all inbred members of only six increasingly shunned families. The matriarch of the Turner family (descended from Anne Turner, hanged for witchcraft in 1615) seeks a soft point in the East End to marry her grandson to Yog-Sothoth.

The "Lascar" or Malay neighbourhood of Pennyfields, between Limehouse and Poplar, goes about in terror by night; an extended clan of Tcho-Tchos (displaced by the rebellions in Burma in 1930) carves out a nest with subtle cruelties.

Contacts in the East End

Barman

(Bargain, Credit Rating 1-3, Oral History)

A barman wears shirtsleeves (and maybe a waistcoat in a flash joint) and serves what you'll have (Bargain). Don't order anything ludicrous or American: if you want a cocktail, go to a nightclub and be damned to you. Proudly working class, he's respectful to toffs and gentlemen, but knows they are not his kind or his friends (Credit Rating 1-3). Among his peers, his flock, his true clientele, he is a sage, judge, father confessor, and pillar of the community. (And in some communities, fence, fixer, and unofficial undertaker.) Every corner

in London sports a pub, or it should.

He treats his wayward sheep with discretion, and more easily discusses outside threats to his establishment and patrons (Oral History). He knows all manner of dark secrets, but much like a priest or doctor, getting them out of him will require special leverage.

Beggar

(Assess Honesty, Bargain, The Knowledge)

In these Depression days, beggars are more common than they used to be, even in more genteel neighbourhoods than the East End can boast. Shabby and unshaven, they somehow manage to avert their gaze from their betters while eyeing any likely prospect. Beggars have their lots, their established territory; knowing London well means knowing who begs on what corner (The Knowledge).

They see a lot, some of it useful, some of it reliable; it takes only a few pence to get information (Bargain) but a keen ear to sift it (Assess Honesty). Perhaps the greatest advantage beggars have as informants is their peculiar form of urban invisibility: if you don't want to see a beggar, you may forget that the beggar can still see you.

Bobby

See North London (p. 54).

Cleaner

See South London (p. 56).

Flusher

(Credit Rating 0-2, The Knowledge)

London's unsung soldiers, the flushers keep the sewer system flowing. They wear thick waders and blue pea-jackets, summer and winter. They move through the high Victorian tunnels, the low feeder sewers, and the horrid mediaeval vaults breaking up sludge, shoveling muck, clearing out grates, avoiding rats and gas, and stumbling over the liveliest awfulness. Stinking, reeking, back-breaking work it is, and their reward is to be ignored and neglected by all decent folk.

Those who know the city well (The Knowledge) know where the flushers emerge, blinking in the dawn or dusk: the pumping stations in Greenwich and Abbey Mills, or the main tunnel mouths flush with the surface of the streets, or the locked gates along the Thames Embankment.

Flushers know what's been found in the sewers, and who's been lost there, and they know the tangled labyrinth of tunnels beneath all London. The flushers will not talk to those they know despise them (Credit Rating 0-2), although their sergeant, the "ganger," might unbend for a good reason. Especially if they've seen something Down There that you can show you know something about.

Grave-Tender

See North London (p. 54). Most likely at Victoria or Tower Hamlets cemeteries.

Inspector

See Westminster (p. 45).

Medical Resident

(Credit Rating 3+, various, Alienist or Doctor special ability)

Over-worked, under-slept, young and abused in the name of Hippocrates and all that rot, the medical resident is the errand boy, scapegoat, and spare pair of hands for everything bloody, messy, and vile in a hospital. Some day he'll be a respectable doctor with a fine Harley Street practise, but for now, he's a hollow-

Thirties London

eyed, barely-shaven shadow of a man.

You may know him through a friend of a friend, or a relative of same (Credit Rating 3+), or through the professional grapevine if you're a medico yourself. In the East End, find him at London Hospital, or grabbing a quick bite, smoke, and cuppa at any shop nearby. Then it's back on shift.

He knows every strange illness, weird mania, or grievous wound on his ward, and he can find out about any others in his hospital by chaffering with his fellow residents. Whether he'll tell you depends on him, and on your approach; anything might work from a discreet bribe (Bargain) to affable curiosity (Reassurance) to "can't top this" yarning (Oral History) to pulling medical rank (Alienist or Doctor special ability). In a pinch, he might be good for a few stitches (First Aid) or (in some wards, and with some residents) for something to keep the shakes off (Streetwise).

Prostitute

See West End (p. 48). Less posh than the West End, the East End tends toward drabs and trulls rather than "ladies of the evening." Some music-hall performers and bar girls make ends meet by catering to what passes for the upper crust clientele around here; it might only take a card and a few pounds to get full backstage privileges to any number of establishments.

Rough Lad

(Streetwise, Forger special ability)

Rough lads specialise in turning violence into money. Perhaps the money comes from an employer; perhaps it comes from a stranger. Perhaps both. In London, the violence almost always comes from good old-



fashioned blunt instrumentation; foreigners and sailors use knives, but a smashed wrist stops that kind of foolishness in its tracks. Guns are for specialists, usually well out of the league of a fringe character like the Bookhounds.

You can find rough lads on their turf at their ease, or on others' turf at the ready. Determining which is where depends on your Streetwise abilities, as does the postponement of violence against your person. Rough lads don't usually discuss their employers or their employment, but they will share a sort of "sense of the streets" with anyone not a copper or a target. They may, if they trust you, discuss who's hiring, who's jugged, and who's looking to move something.

With a Streetwise spend and a suitable incentive, it might even be possible to recruit a rough lad or two for some impromptu book recovery or similar tasks.

Servant See West End (p. 48).

Stall-Keeper See South London (p. 56).

Rumours of the East End

- An artist in Jeffery Yeovil's circle (see p. 87) has a new "discovery," a mentally retarded Limehouse boy who chants prose poetry while in a peculiar trance state. As a dedicated Bookhound, you recognize the first lines of two of his "trance dictations" as titles of lost essays by Thomas De Quincey: "But if I submitted with Resignation, not the less I searched for the Unsearchable sometimes in Arab Deserts, sometimes in the Sea" and "Oh, sweep away, Angel, with Angelic Scorn, the Dogs that come with Curious Eyes to gaze."The boy says only that "an old blind lady showed me the papers and wrote the words on my tongue with coal fire."
- Suspiciously blond and Teutoniclooking "antiquarians" are combing Wapping, Poplar, and Tower Hamlets looking for "Hebrew books." Perhaps the Ahnenerbe has decided to recover the "Baal Shem of London's" hidden trove of kabbalistic and alchemical documents, which Falk ordered "securely treasured up, but never opened, nor looked into" in his will. Since the only person to ever see these documents since 1782, Falk's executor Aaron Goldsmid, died the next day, surely the Ahnenerbe won't be able to tell forgeries from the real things.
- A warehouse in Bethnal Green contains a seemingly forgotten and neglected pallet of perfectly cured, top quality shagreen sharkskin used to bind books. (Not that you would countenance such goings-on, but such an exotic and expensive-seeming binding is an excellent way to pass an inferior or forged volume to a less-perceptive customer.) By what is almost certainly an odd coincidence, the chap who stumbled on the pallet also stumbled on a sleeping tramp

North London

in that warehouse, his arms and legs bitten off. The tramp was obviously deranged, as he claimed he had all his limbs intact the day before — anyone can tell those wounds had healed years ago.

 Under its drifts of stained paperbacks and borderline pornography, a shabby book-cart in Liverpool Street Station also sells books from the 18th and 19th century in varying states of disrepair and decay: some as fresh as if they'd come from the printers, most soiled and eaten with worms and dirt. Once in a while, a book written by hand and bound in human skin shows up in the cart's stash - usually on some disquieting topic, or containing extraordinarily unsettling poetry. The cart moves all around the enormous Underground and railway station, never appearing in the same location regularly enough to be shut down by the police. The grimy, furtive cart-keeper speaks no English, and takes only silver.

NORTH LONDON

V - VI. Unlike the East and West Ends, North London has little defined character, save for its general unfashionability. It is the vast wedge of undifferentiated neighbourhoods between them, with its southernmost "point" in Clerkenwell (London's "Little Italy," and a centre for Communist agitation) and its wings spread between Regent's Park in the west and Victoria Park in the east. Islington and Hackney working-class neighbourhoods with growing pockets of East Endstyle crime and poverty; the canals and railroads created Camden Town, which now hosts Irish and Greek immigrants. There are artists' colonies in Hampstead, hard by the open Heath; the Arsenal Football Club has its stadium in Highbury, once the property of the Knights Hospitaller.

Archaeology: Boadicea lies buried beneath Platform 10 of King's Cross Station, where she committed suicide after her battle against the Romans; King's Cross was known as Battlebridge until 1830.

A Bronze Age tumulus on Parliament Hill on Hampstead Heath was excavated in 1894 and found to be empty.

The Knowledge: At pubs in Highgate, patrons "swear on the horns" in a ritual invitation to drunken debauchery. This custom goes back to at least 1638, when Highgate was a major stop for cattle drovers driving herds to London for slaughter.

Occult: A great treasure lies in the well at Camlet Moat in Barnet, mystically connected to Guinevere.

The Masonic architect John Nash laid out Regent's Park, centred on Primrose Hill, where three unworthy craftsmen murdered (or, rather, were made manifest as murdering) Sir Edmund Berry Godfrey in 1687. In 1792, the poet Iolo Morganwg founded a Druidic Order on this hill.

Psychoanalysis: Colney Hatch in Barnet is London's largest asylum for the insane, with 3,500 patients. The new St. Luke's Hospital for Lunatics opens at Muswell Hill in 1930. London's other major asylum, Hanwell, is in the western suburb of that name.

Streetwise: The Sabini mob runs Clerkenwell, Holborn, and gambling rackets all over the West End, while the White mob runs Islington and King's Cross.

Cthulhu Mythos: Crouch End is a faultlessly middle-class neighbourhood in the borough of Hornsey ... and a "dread zone" devoted to He Who Waits in his Horned Man persona. The name

"Hornsey" means "Horned Island," and a ghostly goat-man haunts the footpaths and bridges at Crouch End Station on the Northern Line. That station is part of the new works programme, frequently closed for construction and widening; 60 commuters are lost in a horrific tunnel accident when the trains somehow get re-routed beneath Crouch End Hill.

The main tylwyth corachaidd warren (p. 74) in London runs east of Clerkenwell.

The Club of the Seven Dreamers meets in an abandoned house on the Gray's Inn Road. One of them is dead, and two of them are mad.

Contacts in North London

Artist

See West End (p. 48). In Hampstead. Or "by Hampstead," at least. Near as near, anyhow.

Barman

See East End (p. 51).

Beggar

See East End (p. 51).

Bobby

(Cop Talk)

You find the bobby walking his beat in his tall helmet and greatcoat, armed with whistle and truncheon. He is stolid, unimaginative, and methodical. As the Depression grinds on, London's police take on more and more of the "us against them" mentality of other forces, but some bobbies remain the friendly domestic presence of earlier decades. Others, of course, succumb to the temptations of cynicism or corruption. It may take Assess Honesty to figure out which type of copper you're dealing with.

Thirties London

There are times, of course, that it won't matter which type of bobby shows up, and anyone in a helmet with a whistle will do. At other times, you can perhaps get a scrap or two of information: "Now, gents, it won't do anyone any good to go down Finsbury Circus until they get the body parts cleaned up." In the unlikely eventuality that you've proved yourself trustworthy friends of the police (or the somewhat more likely eventuality that you've contacted a bobby with a less prudishly Victorian outlook on things) you may be able to use Cop Talk to its fullest extent to glean details not normally offered to sketchy-looking lags.

Cleaner

See South London (p. 56).

Gambler

(Streetwise, Dilettante or Forger special ability)

Between racing, boxing, dice, cards, and numbers, a gambler has any number of chances to take a chance. Gamblers run the gamut from indolent scions of the aristocracy who can drop a worker's yearly wage on the Turf (Dilettante special ability) to beady-eyed racketeers running illicit tables in the back room of the local (Forger special ability). They all share a willingness to take a flyer on a less-than-sure thing, and an eagerness to be let in on a sure-to-be-sure thing.

Card-players can offer entrée to their own tables, and sometimes to those of fellows and rivals; dice-men likewise. Devotees of boxing and horseflesh discuss the peculiarities of trainers and beasts. All gamblers offer wild tales of their fellow bettors, and eagerly share superstitious beliefs that might not be entirely buncombe. Especially if you seek the eerie flows of luck, causality, or despair, catching the scent from a gambling man (or Lady Luck) can set you on the chase.



Grave-Tender

(Bargain, Oral History, Reassurance, The Knowledge)

Grounds-keepers, grave-diggers, and a few strange antiquarians make up the permanent population of any of London's cemeteries. (In North London, Abney Park and Highgate.) permanent above-ground population, that is. They may resemble moles, or weasels, or perhaps blinking ravens. They tend to the insular and liminal; they don't mix with the living, much. Tracking them down and fitting yourself into their rhythms takes The Knowledge that comes from long observation; getting them to talk is usually a matter of a few bob (Bargain) or a lengthy, uncomfortable, silencepocked conversation (Oral History). Churchyards will likely have rectors or the like, even if they no longer carry out burials; approach them with the Clergy special ability or endless pottering about Architecture and History.

Anyone who spends a lot of time in cemeteries can tell you all kinds of things about the dead: not just who's where, but who visits them, what their stones might conceal ... and who might take a walk of nights. It may take

Reassurance, or just a fortifying swig of something, to get stories of ghosts, ghouls, resurrectionists, and the whole graveyard panoply.

Inspector

See Westminster (p. 45).

Lounger

See West End (p. 48). Perhaps a habitué of Hampstead, or at least Golders Green. May also frequent one of the great railway stations: King's Cross, St. Pancras, or Euston in North London, Paddington or Victoria in the West End, Liverpool Street Station in the East End, Waterloo in South London.

Medical Resident

See East End (p. 51). In North London, likely works at the Royal Free Hospital in Hampstead.

Prostitute

See West End (p. 48). Islington, love, or maybe Highbury. The railway stations and their hotels are always good places to find a girl; ask the concierge with a few bob (Bargain or Streetwise).

Radical

(Flattery, Catalogue Agent special ability)

Fascist, Communist, foreign, Irish, Jewish, what-have-you. The radical has wild eyes and a tendency to hairiness - combs and razors being apparently tools of oppression. Dressed in solidarity with the working class, or in something cheap and warm, the radical carries his (or her) pamphlets, émigré newspapers, manifestos, and grudges wherever she (or he) goes. He (or she) mostly goes to drafty lodge halls, noisy protest meetings, sympathetic art happenings, or cheap tea shops. The only thing she (or he) hates more than The Class System (or the Jews, or the Bankers, or the Arms Merchants) is people who hate it incorrectly.

South London

Getting a radical to talk is not the problem; getting them to talk about something you care about is the trick. The best course is enthusiastic agreement with whatever vegetarianism or socialism or eugenic programme they espouse (Flattery). Radicals will definitely know all about their own nest of malcontents, and about every scurvy trick their rivals, foes, and the Special Branch ever tried. Fascists can tell you who's informing for the Soviets; Reds know all the Hitler-lovers for miles around.

Rough Lad

See East End (p. 51). In North London, most likely part of an established gang, with enemies, allegiances, and opportunities all across London.

Servant

See West End (p. 48).

Stall-Keeper

See South London (p. 56).

Tout

See South London (p. 56). Likely to perch on a stool in a bar in Clerkenwell or Islington; less likely to venture north of St. Pancras Station. Except when the football is on at Arsenal, of course.

Rumours of North London

- A peculiar client seeks any playbill, notice, or journal from 1867 or 1868 that mentions Peter Giovanelli's Royal Alexandra Theatre (in Highbury) or Smith's Cremorne Gardens (in Chelsea). His specific interest is "Natator, the Man-Frog" who was exhibited at those two pleasure-domes, and who apparently vanished in 1869.
- Imre Szentes, a Hungarian Communist expatriate living in Clerkenwell, has been collecting every book he can find that discusses the case of Elizabeth Bathory, the necromancer,

- kidnapper, and so-called "Blood Countess of Transylvania." He offers considerable sums for variant editions of Father Laszlo Turoczy's two books on the topic, *Ungaria Suis Regibus Compendio* (Nagyszombat, 1729) and *Bathory Erszebet* (Buda, 1744). What does an exiled Communist think he can discover about a dead vampire?
- In 1862, Dante Gabriel Rossetti buried the only copy of his poems in Highgate Cemetery with his wife Elizabeth Siddal, a rumored suicide by laudanum after a stillbirth. In 1869, Rossetti's friend, the forger and blackmailer Charles Augustus Howell, exhumed Siddal's body at night and claimed to have recovered the book of poems, partially eaten away by a worm. Rossetti published the poems as his, but the scandal nearly destroyed him; Howell turned up with his throat slit in Chelsea in 1890, a ten-shilling coin in his mouth. Now, Evander Corder, a wouldbe necromancer and wannabe poet, believes the poems Rossetti published were "collaborations with the dead," and plans his own Highgate experiments on that line.
- · For the right price, Paul Levaire, an orderly at Colney Hatch, can get books (or other written material) into - or out of - the patients' common rooms. For a slightly wronger price, he can get them into – or out of – the patients' individual rooms, or the effects lockers where anything they might have been clutching in a frenzy would be stored. His stock in trade includes pornography, journals and notebooks compiled and composed by patients, and less easily classified works.

SOUTH LONDON

XV,XVI,XVII. If North London is generally unfashionable, South London specifically unfashionable, and has been at least since Tudor times, when the bearbaitings and theatres flourished across the Thames in Southwark. Under the Romans, Southwark was a burial ground; under the Stuarts, practically a prison colony (including the eponymous Clink Street Prison). Like the East End, it has its dockyards (Rotherhithe, Deptford, and Greenwich), its "stink trades" (gasworks, dye-works, leather-works), and its slum miseries (Bermondsey and Lambeth). Despite the presence of the Archbishop of Canterbury's Lambeth Palace, the borough has long held bawdy-houses, music-halls, pleasure-gardens, Bedlam - originally, St. Mary Bethlehem Hospital for the Insane. The sanitarium moved to south suburban Beckenham in 1920, and its Georgian buildings stand empty until 1936, when the Imperial War Museum moves in. That same year, the Crystal Palace burns down in Sydenham; war and fire move into South London three years early.

Archaeology: Greenwich Park once held a temple to Diana. The Southwark necropolis includes a temple complex featuring shrines to Isis and Mars Camulus. (This last is not discovered historically until 2002, but it's an excellent source of smuggled antiquities until then.)

The Knowledge: The Hydraulic Power Company tunnel, under the Thames to Tower Hill, opens at Tooley Street in Southwark. It's closed to the public, and mostly forgotten.

St. Thomas' Lambeth was built on the site of the Apollo Gardens, a resort of "the abandoned of both sexes" built in 1788. Other Lambeth gardens of the era celebrated Hercules, Pan, and other "destestable gods of Priam," in Blake's words.

Thirties London

Underground London

The Underground, or the Tube, is London's **subway** system, using about 90 miles of tunnels (averaging 12 feet wide and 65 feet below the street) during the Thirties — with an unknown number of abandoned, dead-end, and disused tunnels dating back to the many competing subway companies who began digging in the 1860s. (Subterranean London also has an abandoned Pneumatic Railway, operated between 1863 and 1880, and a "driverless" electric Post Office Railway for carrying mail underground.) In 1933, these companies merge with the bus and tram lines into the London Passenger Transport Board, which embarks on a major rationalisation and construction programme for the Underground.

The LPTB extends three Underground lines with new tunnels (on the Piccadilly, Bakerloo, and Northern Lines), electrifies and re-tracks two lines (Central Line and Metropolitan Line), and builds new stations (St. John's Wood and Swiss Cottage; Highgate and East Finchley are completed in 1941). This programme also sets off a wave of station closures, simply abandoning tracks, tunnels, and sometimes platforms down in the darkness. Down Street and York Road (both close 1932), British Museum (closes 1933), Brompton Road (closes 1934), St. Mary's Whitechapel (closes 1938), and Lord's (closes 1939) join the six other closed (or re-sited) tube stations in the subterranean Underground system.

Another eleven miles of **service duct tunnels**, for gas, water, and hydraulic power pipes, run under London, with their spine (a dank, six-foot wide brick tunnel) along the Embankment, and their heart in a forty-foot deep castiron pumping station beneath Piccadilly Circus. London's **sewers** run for 500 miles; some of them dating back to the 13th century, although the largest and best-mapped are 12-foot diameter, oval-sectioned brick vaults of Victorian vintage. (Most of the rest are 4-foot diameter feeder lines.) "Flushers" travel through them, digging up solidified waste, making noisome discoveries, and occasionally dying suddenly.

Some of London's sewers began as **rivers**, eventually choked with refuse, bricked over, and forgotten during the city's history. They still flow into the Thames through half-sunken conduits, some covered with iron gratings and others simply lost. The river east of Tower Hill beneath Wapping is completely nameless; the "Black Ditch" under Stepney and Poplar almost so. The Walbrook runs from Islington under Walbrook Street in the City; in 1866 archaeologists discovered a large deposit of Roman skulls in the riverbed, likely beheaded by either Boadicea or the praetorian prefect Asclepiodotus. The River Fleet at least gave its name to Fleet Street, and feral pigs surviving from its years as an openair sewer reportedly roam through it, killing and eating anything they encounter. All of London's rivers and sewers are infested with brown rats in the millions, of course, but the rivers also host schools of strange blind eels and remarkably resilient frogs.

The Tyburn runs beneath Westminster, passing below Buckingham Palace, Whitehall, and the Houses of Parliament. In 1875, workmen stumbled onto an intact Roman bath along the Tyburn, 40 feet below North Audley Street. Parts of the Westbourne are still above ground as "the Serpentine" in Hyde Park; it flows into the Thames under Chelsea. In South London, the Neckinger rises under the old grounds of Bedlam and flows in a great curve to Bermondsey; along the way it meets the Earl's Sluice, a mediaeval mill-race turned subterranean river. Its course is almost completely unknown south of Rotherhithe. Both originate in the River Peck, which now flows out of the Honor Oak Reservoir in Peckham, built in 1909 and still the largest underground reservoir in Europe.

South London also contains a number of **mysterious caverns and barrows**. "Deneholes," or narrow shafts dug as deep as 80 feet into the chalk all over Essex and Kent, may have been chalk mines, refuges from invading Danes, or star-sighting posts for the Druids. Jack Cade's Cavern in Blackheath is much larger, 60 feet deep and 200 feet long, it was rediscovered in 1780, turned into a club for orgiasts (after a tourist business killed a young girl from "noxious air") and was closed by shocked authorities in 1854; its entrance remains lost until 1939. Chislehurst in southeast London has its share of deneholes, but is most famous for the Chislehurst Caves, originally flint mines dug by the Druids and expanded by the Romans. During the Great War, the Royal Arsenal at Woolwich (itself sitting on a labyrinth of tunnels begun in 1716) used the Caves to store ammunition. Greenwich has a drained Naval reservoir (turfed over in 1871), at least two abandoned subterranean conduit systems, 400 feet of "sand tunnels" under Nightingale Lane, and a network of tunnels between Bronze Age barrows in Greenwich Park.

South London

Occult: Spring-Heeled Jack, a leaping demonic figure, attacked young women in Clapham Common, Blackheath, and Camberwell in the fall of 1837; in 1838, he moved to the East End, striking in Limehouse (Green Dragon Alley), Old Ford, and Whitechapel. He reappeared in 1872 in Peckham.

S.L. MacGregor Mathers, head of the Golden Dawn, was curator of the Horniman Museum in Forest Hill for two years (1890-1891). While there, he reputedly attempted to reanimate at least one of its eight mummies. The museum includes shamanic ritual masks, a fivefoot tableau of the goddess Kali, and other religious and magical artifacts from all over the world.

Streetwise: "Monkey" Benneyworth runs the South London rackets from Elephant and Castle.

Cthulhu Mythos: The "bleak heath" of Blackheath is the stigmata of a Colour Out of Space that landed in 535 A.D. and departed three years afterward: this was the Dolorous Blow of Arthurian legend.

Camberwell was the well of the crippled or twisted; it is a finger-mark of Quachil Uttaus.

Rogers' Wax Museum, with its occult gallery of elder titans and (between 1931 and 1932) Rhan-Tegoth, is in Southwark Street. Its operator after September 1932, Mr. Orabona, lives in Walworth Road in Elephant and Castle.

The Wapping to Rotherhithe foot tunnel under the Thames, now part of the Metropolitan Line, houses inbred and albino descendants of tunnel thieves and drowned workers, lurking in fissures leading to ghoul-warrens and deeper still.

Beneath Greenwich Observatory, where prehistoric caves and tunnels snarl, is an entrance to red-litten Yoth. Or black N'kai. Or cyclopean Koth, city of the gugs. Or lost Valusia. Or ...

Contacts in South London

Barman

See East End (p. 51).

Beggar

See East End (p. 51).

Bobby

See North London (p. 54).

Boffin

(Relevant Academic ability, Catalogue Agent, Professor, or Scientist special ability)

Male learned experts tend toward the tweedy, near-sighted, and dusty; female boffins seem to be more bluff, horsey, brunet types who stride. Both wear spectacles. You find them blinking on college quadrangles, or vaguely associated with the Observatory, the Battersea Power Station, or anything else involving the higher maths. They may wander through a world of ratiocination and irregular Assyrian verbs, or stalk through life sharpening knives for professional vendettas. Or both. Any boffin who enjoys moderate success at explaining their subject matter to the general public (especially in a series of lectures, newspaper columns, or popular books) earns a special sort of low-boiling hatred from their fellows.

Boffins respond to respectful approaches in their own specialty (the relevant Academic ability, used as an Interpersonal approach), or to professional approaches. Boffins almost all want more books, making them prime targets for catalogue agents and Bookhounds in general. In return, they can provide specialised information and insight, scurrilous rumours about their rivals and fellows, and details of other scholars' research that seems somewhat less than orthodox. Unofficial boffins - eccentrics, selfpublished scholars, devotees unorthodox theories - can provide less in the way of academic gossip, but more in the way of research assistance, given a

small stipend and a bit of encouragement in their own mania.

Cleaner

(Bargain, The Knowledge)

The charwoman, janitor, or "lady who does" for an office or private home makes a habit of being self-effacing. That doesn't mean she (or he) sees nothing. It may take The Knowledge to find out which depressing tenement houses a specific cleaner, or the approach may be best made at the agency who supplies staff at reasonable rates.

Such reasonable rates can be augmented, of course (Bargain), providing a potential bonanza of information on the comings and goings of the lazy good-for-nothings who can't even be bothered to pick up after themselves.

Flusher

See East End (p. 51). Deptford Pumping Station is where to find someone who knows where a specific ganger might be south of the River.

Grave-Tender

See North London (p. 54). Most likely at Norwood or Nunhead cemetery.

Inspector

See Westminster (p. 45).

Medical Resident

See East End (p. 51). South of the River, probably working at King's College Hospital in Lambeth.

Prostitute

See West End (p. 48). A lot of the girls take on the sailor trade, in Bermondsey, Rotherhithe, and Deptford. They may know what ships are in, and even who wasn't supposed to be on them.

Rough Lad

See East End (p. 51). Along the River, mostly free-lance like in the East End. Elsewhere in South London, probably gang-affiliated, as in North London.

Thirties London

Servant

See West End (p. 48).

Stall-Keeper

(Bargain, The Knowledge, Book Scout special ability)

Bookhounds will mostly deal with keepers of bookstalls like those in Bermondsey, but there are stall-keepers all over London, selling everything from oysters to pots to shoes. Some attract custom by winsome smiles, others by patter and flash. A vendor is generally open and pleasant, at least until you reveal yourself as more interested in information than purchasing something.

Their stock of information might also be for sale, or included in the cost of a bag of oranges (Bargain). In addition to what they saw while setting up this morning, or tearing down last night, stall-keepers know who's buying and who's selling, and an astonishing amount about the personal lives of their customers. ("'E's got a new doxy in Kentish Town, an' she's mighty perculiar about no garlic in the soup.")

Tout

(Bargain, Streetwise, Book Scout or Forger special ability)

In racing circles, the tout is the fellow in the check suit and regrettable cravat who knows exactly which horse is going to come short in the ninth race, and just who will have to scratch a favorite in the fourth. In short, he makes it his business to know as much as anyone can about things that interested parties would rather nobody knew. Touts survive with a minimum of savage beatings by attaching themselves to patrons, or by brokering their inside dirt to all interested parties

equally. They congregate at the track, or in railway stations or hotel bars; anywhere someone might be reading a racing form.

In the underground book market, touts' suits are older, if not precisely less disturbing; they know who misplaced a Conrad first, and who really needs to fill a set of Dickens to close a deal. Freelance, down-market catalogue agents, they batten themselves on the margins, never getting close to the client but always on the scent of the next deal nobody but them will discuss. Book touts go from book scout to fence to customs inspector, gathering tips on "French literature for discerning gentlemen" or "religious works sadly not publishable in Spain" or "a very nice Amsterdam Apuleius that would gladden any openminded heart." They drift past the big book runs in Bermondsey and Brick



South London

Lane, or hold court in Deptford and Southwark where the history is dear and rooms are cheap.

Buy a tout a drink and promise him a finder's fee, and he'll tip you off to that *Grand Albert* you've had your eye on, or tell you to get ready for a sudden run on Sir Walter Scott's devil-stories. If you already have a deal in progress, he can help put it back on track; if you need a deal to progress, he can help you find one. And maybe you can slip him a tip next time.

Rumours of South London

- A seemingly unremarkable edition of Dryden found in a sale bin in Bermondsey contains a tipped-in pen-and-ink autopsy sketch of an unearthly monstrosity, all the more horrible for the evident realism of the draftsmanship. The drawing is signed Wm. Hogarth, Oct.ber 1763 at Kew; No. 4 of 14. Are there 13 more books out there with apparent Hogarth drawings (from life?) of such things, tipped in between signatures or slipped behind the boards? The book bears the plate of Lord Castlereagh, the former Foreign Secretary, who slit his own throat in 1822.
- The Rosicrucian seer and scryer Frederick Hockley moved all over London in the years before his death in 1885, always bringing his library with him. Most of his books were sold to the dealer George Redway; some of them wound up in the private collections of the men who would found the Golden Dawn two years later. As a younger man, Hockley copied manuscript grimoires for a select clientele; leaves of an unknown Hockley manuscript (The Grimoire of Dauriel) have begun turning up bound into

books sold in estate sales around Lambeth, where Hockley lived in 1881. Has someone found a new cache of Hockley manuscripts? Is Hockley's ghost returning, compelled to copy one last work?

- The poet, mystic, and engraver William Blake never designed a Tarot deck incorporating his intensely personal cosmology of malign or indifferent giants somehow embodying and empowering human thought,
- creativity, and history. So why does every book scout south of the Thames have a broadsheet offering such a deck at auction at the Asylum Tavern in Camberwell?
- Book scout urban legend says that
 if you burn a page from any Poe
 first edition in front of the bust
 of the god Hypnos (anonymous
 donor, ca. 1922) in the Horniman
 Museum, you will dream of an
 amazing book find the next night.

London Cemeteries

Perhaps 20 million people have died in London since the Romans founded Londinium in 43 A.D. The Romans buried their dead outside the walls and across the Thames, as did the Saxons; by mediaeval times, each parish buried its own dead in its crypt or by its church. Not all the dead met consecrated ends, of course: suicides were staked at local crossroads until 1823, for example, and murderers were left in waste ground like the Isle of Dogs or (starting in the 1600s) given to anatomical schools. Plague victims filled plague pits like the one under Golden Square in Soho, or the 4-acre plague burying-ground hastily enclosed at Bunhill Fields in 1665. (Originally named Bone-Hill Fields, as church crypts would dispose of old bones there to make room for new interments.) Never consecrated, it became the cemetery for London's Nonconformists, holding (among 120,000 others) William Blake and Daniel Defoe.

Over the centuries, even the smallest churchyards filled up, and more: St. Martin-in-the-Fields' churchyard holds perhaps 65,000 bodies in its mere 200 square feet. The Burial Act of 1852 closed such over-full graveyards and established several larger, newer cemeteries in what were then the outskirts of the city: Kensal Green and Brompton Cemeteries in the west, Norwood and Nunhead Cemeteries in South London, Victoria and Tower Hamlets Cemeteries in the East End, and Abney Park and Highgate Cemeteries in the north. Highgate, especially, was built as a Greco-Egyptian landscaped garden of death; it has an appropriately haunted reputation as the lair of resurrectionists, ghouls, vampires, and ghosts. A tunnel under Swains Road connecting the two sides of the cemetery was perhaps understandably abandoned in the later 19th century.

More cemeteries were built even farther outside London: in Ilford and Leytonstone in Essex, at New Southgate on the northern edge of the city, and Brookwood Cemetery in Surrey. This 450-acre London Necropolis, as it was also known, is the largest graveyard in Britain, and one of the largest in the world. Beginning in 1854 a special "Necropolis Railway" served the cemetery; by 1900, a train a day carried coffins and the bereaved, leaving from a special station near Waterloo. Although Brookwood added a 37-acre military cemetery in 1917, traffic on the Necropolis Railway has dropped to once or twice a week by the Thirties.

The London Mythos

"HERE WAS A NOCTURNAL SUICIDE IN LONDON, WHERE A LONE SLEEPER HAD LEAPED FROM A WINDOW AFTER A SHOCKING CRY."

- THE CALL OF CTHULHU

Along with the temptations and cruelties that any swarming hive of humans will concoct for themselves — and London has been cruelly tempting those who dwell there since before Julius Caesar's day — come the special taints and horrors of the Cthulhu Mythos. Nowhere that has held so much power, so much knowledge, so much treasure taken from so many corners of the world, can escape the attentions of cults starving for power and magi craving knowledge, or the curses that follow certain things considered treasure by the unwary.

The gods, titans, and aliens of the Mythos may consider humankind little more than ants scurrying beneath their notice. Perhaps. But some of those ants have dug deep and brought up strange things. And eight million ants may be worth crushing underfoot, or burning out.

CULTS

In his 1934 book *Strange Cults and Secret Societies in Modern London*, the sensational journalist Elliott O'Donnell tells of the London branches of the Leopard Society of West Africa, Obeah-cults from Jamaica, the Kali-worshiping stranglers

of the Thuggee (all active in the East End), Thibetan Freemasonry (originally the Egyptian Sophiens), and the Mafia (in New Compton Road and Soho). He also expands upon London-exclusive groups such as the Gorgons (high-society Dionysiac women who revel at Richmond on the Thames), a cult in Upper Norwood that worships a Peruvian mummy, societies dedicated to the cruel and the grotesque in Chelsea, the "Get Rid of the Old" society and the "Suicide Club," and the strange prophetesses known only as the Grey Sisters. To say nothing of the loose circle of Druids sexually attracted to certain trees in London's parks and commons, or the female-only Duckdom House in Kensington filled with living waxworks and automata of uncanny beauty, or the "S" Society of young Soho rakes descended from the avenging mediaeval Holy Vehm but now dedicated to blackmail and burglary.

In short, the Keeper should feel free to be at least as imaginative as Elliott O'Donnell in populating the secret underside of London.

Corebook Cults

Some of the Mythos cults mentioned in the *Trail of Cthulhu* corebook are active (or potentially so) in London during the Thirties.

Ahenenerbe: Until the outbreak of war in 1939, they operate officially out of the German Embassy in Carlton House. Ahnenerbe agents haunt the British Museum and its antiquities, and eagerly seek out copies of Mythos tomes — especially the *Cthaat Aquadingen* and those by von Junzt and his circle.

They may have contacts with the British

Union of Fascists (at Black House in Chelsea) headed by Sir Oswald Mosley, or even within the Royal Army thanks to the sympathies of Maj.-Gen. J.F.C. Fuller, one of the theorists of blitzkrieg. Fuller is both a pro-German fascist (attending Hitler's birthday party in 1939) and a sorcerous initiate who studied with Aleister Crowley in the Argentum Astrum starting in 1907.

Brotherhood of the Yellow Sign:

There is little mi-go activity in England; the Brotherhood in London acts as a support office for cult actions in Wales and Scotland. Occasionally local Hastur cults spin off of Brotherhood cells, or vice versa: London's large theatrical and artistic scenes are natural breeding-grounds of nihilistic Hastur-worship. Such aesthetic Hastur cults spring up in Chelsea, Soho, Bloomsbury, and Covent Garden. (The music-halls of the East End may nurture Hastur cults tinctured with despair rather than with ennui.) The Brotherhood's actual operations are based in Lambeth, convenient both to Waterloo Station and Bedlam.

With a possible connection between the mi-go and Rhan-Tegoth (p. 66), the Brotherhood is currently in search of works of polar and Arctic lore, including Pnakotic manuscripts or fragments. The Brotherhood also seeks out (or occasionally, seeks to plant) copies of *The King in Yellow*. It may inspire other Hastur cults to do likewise, intentionally or by example.

Cult of Cthulhu: Concentrated amongst the sailors and longshoremen of London's docks and ports, from Limehouse to Gravesend. The cult is most likely to venture into London to retrieve an artifact or silence nosy speculation. The cult's primary bibliographic interests (such as

Cults

they are) turn toward sailors' diaries, old books of nautical charts, or any other work that reveals too many of the secrets of the deep ... or of the Deep Ones. They will kill any nonbeliever who profanes the R'lyeh Text.

Witch-Cult: Chelmsford, the heart of the witch-cult in the east of England (major cult trials in 1566, 1589, and 1645), is only 30 miles northeast of London. The witch Joan Peterson, hanged at Tyburn in 1652, was the last major member of the cult uncovered in London itself. Splinters of the cult infiltrated the court and society over the next two centuries, surfacing as covert covens or Satanist sects, worshiping on Primrose Hill or in debauched Chelsea clubs. A coven in the New Forest in Hampshire seeks to reunite the Old Faith; its main rival in London is a cult of Mormo, mostly comprising Mediterranean and Levantine immigrants to the city, centred in Spitalfields.

Witch-cultists seek grimoires and Books of Shadows - magic books hand-assembled by warlocks and sorcerers, containing the record of their rites and workings. They also seek diaries, letters, or other books that reveal cult membership in the past or present.

Yithian Agents: With the 1931 arrival of Rhan-Tegoth in London, Yithian activity in the city increases markedly. Incarnated Yithians already use the British Library and Museum for their researches; Yithian agents in Oxford and Cambridge coordinate in London's more anonymous station hotels, and in nondescript solicitors' offices. With the influx of Yithians this decade, the agents' covert infrastructure is under some strain. Yithian high technology may go missing, sold by corrupt cut-outs or stolen by curious gangsters. The Yithians and their agents urgently seek any Pnakotic materials, driving up the prices of such works (and Mythos tomes in general) until Rhan-Tegoth leaves or the War disrupts their operations.



Brotherhood of the Black Pharaoh

This cult of Nyarlathotep traces its origin back to the reign of Nephren-Ka, last Pharaoh of the Third Dynasty in Egypt. When Sneferu overthrew Nephren-Ka (later founding the Fourth Dynasty), his servants and priests went into hiding and exile, becoming a secret society devoted to his return.

The Brotherhood in London dates back to 1815 and the opening of the Egyptian Hall in Piccadilly, which displayed Pharaonic trophies looted by Napoleon from Egypt. (It also put on displays of psychic and electrical effects.) Among the Egyptian servants at the Hall was a hard core of Brothers, who soon established their cult centre in the West India Docks. There, they could easily smuggle in more Egyptian artifacts, and more Egyptian cultists. The Brotherhood now operates through a number of fronts: antique stores in Horsleydown and Islington, nightclubs and spice shops in Soho, warehouses in Limehouse, and even an Egyptological

The London Mythos

The Golden Dawn

The Thirties are three decades too late for London's best-known magical society. Founded by S.L. MacGregor Mathers in London in 1888, the Hermetic Order of the Golden Dawn collapsed in mutual recriminations in 1900, fragmenting into competing orders. The scholar A.E. Waite led the "Isis-Urania Temple" into Christian mysticism; it closed in 1914. Irish poet William Butler Yeats stayed with another splinter order, the Stella Matutina, which continued magical workings in London until 1919. Mathers' loyalists became known as the Alpha et Omega; his London temple (on the original premises of the Isis-Urania Temple) had a brief resurgence in the 1920s under Mathers' widow Moina. With the publication of the Order's secret rituals by Israel Regardie in 1937, the Golden Dawn becomes completely moribund. Its legacy in the Thirties rests with two of its alumni.

Aleister Crowley (1875-1945)

Although he left the Golden Dawn in 1900 after a failed attempt to seize control of the London lodge, the drug fiend, poet, and magician Aleister Crowley put off a formal break with Mathers until 1907. That year, Crowley founded the Argentum Astrum and published his *Book of the Law*, revealed to him in Cairo by the spirit "Aiwass" in 1904. In 1910, Crowley joined a German society, the Ordo Templi Orientalis (O.T.O.), and eventually became its Outer Head in 1925. In 1929, he published *Magick in Theory and Practice*. By the Thirties, Crowley is essentially bankrupt, in and out of law courts and tabloids. He divides his time between London (Knightsbridge, then Welbeck Street, then Chelsea) and the Continent, visiting Germany numerous times. In 1938, he begins work on his *Book of Thoth* tarot deck.

Dion Fortune (1890-1946)

The psychic Violet Mary Firth joined the Alpha et Omega in 1919, taking the magical name Dion Fortune, transferring to the Stella Matutina shortly afterward, studying under a magus named Theodore Moriarty. After writing a number of successful novels and works of mysticism, she founded her own order in Bayswater, the Fraternity (later Society) of the Inner Light. By 1928, the Inner Light was completely separate from the Alpha et Omega. Although a devout (if mystical) Christian, her work in the Thirties becomes steadily more pagan, exalting Pan and the mystery cults as embodiments of Atlantean wisdom. In 1935, she publishes *The Mystical Qabalah*, her masterwork.

institute, the Penhew Foundation in Bloomsbury. Its London membership is now only about a quarter Egyptians, with the rest being Indians, Arabs, or Britons. Most of its membership, and all its priests, are men.

Distribution: The Brotherhood's main branches are in Egypt, the Sudan, and London, although there may be Black Pharaoh cultists anywhere "east of Suez." Beginning in the 1920s, the Brotherhood explores links with other Nyarlathotep cults across the world, especially in New York,

Shanghai, and Nairobi.

Hooks: The Brotherhood can attract investigation by stalking or attacking Egyptologists, British officers or officials recently returned from duty in Egypt, or immigrants from Egypt of any sort. Any adventure or scenario with Egyptian elements -- Bast cultists, giant crocodilemonsters in the Walbrook, mummies, maneating scarabs, etc. -- probably has some connexion to the Brotherhood's fell doings.

The Brotherhood covets Egyptian or

Egyptological manuscripts and books; the library of such texts at the Penhew Foundation is justly famous in scholarly (and bibliographic) circles. The Mythos tome they most prize is *De Vermis Mysteriis* (along with any other work ascribable to Ludvig Prinn), but the *G'harne Fragments* might also especially arouse their interest, as will the Scrolls of Bubastis and any grimoire associated with Nyarlathotep in any guise.

Responses: The Brotherhood believes in delivering warnings before unleashing the unearthly powers of the Black Pharaoh. A "warning" is a savage beating with a heavy club ended by fatally impaling the victim on the spike in the club's end. Such warnings might be delivered to Investigators, but most likely to their friends, family, or other Sources of Stability. The Brotherhood directs fog-spawn, hunting horrors, dimensional shamblers, or star-vampires to their most persistent foes.

🖫 Hsieh-Tzu Fan

Its name means "the banner of the Scorpion," and every servant of the cult has a scorpion tattooed somewhere on their person. The Scorpion is the unknown, unseen Master of the cult, ruling it absolutely from the House of Dreams, an opium den in Limehouse. He recruits ruthless assassins from all corners of the world as his agents and lieutenants, enslaving them with addiction to a golden elixir that massively accelerates and amplifies muscle, reflexes, and mental acuity (see box).

The Scorpion is, in actuality, L'mur-Kathulos, undying sorcerer of sunken Atlantis. A 1912 deep-sea ichthyological expedition headed by the late Professor von Lorfmon somehow snared his coffin off Senegal, awakening him from suspended animation; as "Kathulos the Egyptian," the Atlantean magus rapidly built an army of terrorists, smugglers, slavers, and rebels in the African interior. The tumult of the Great War allowed him to recruit followers from every corner of Europe's empires and from the seething kingdoms of the East. After a brief power struggle against a similarly

Cults

The Elixir of Kathulos

This golden fluid acts as an ultimate alchemical stimulant, overriding the effects of any drug on the user. (Black lotus, space-mead, liao, and similarly magical substances may interact with the elixir in interesting ways rather than being damped out.) Its effects are continuous after ingestion:

- Provides 3 additional pool points in Athletics, Scuffling, and Weapons.
- Increases Hit Threshold by 1.
- Increases Alertness Modifier (Trail of Cthulhu corebook, p. 126) by +1.
- Increases all hand-to-hand damage by ± 1 (for example, fists now do -1; swords do ± 2).
- If an Investigator doses himself with it (unwisely!), it also adds 2 pool points to Sense Trouble, Evidence Collection, and to any intellectual subject requiring long study or quick intuition.
- After 8 hours, the drinker must ingest another dose or begin losing 1 Health and 1 Stability every hour as withdrawal kicks in.
- Overdosing on the elixir multiplies its effect: for example, drinking 3 doses provides 9 additional pool points in Scuffling, etc., and increases all hand-to-hand damage by +3. The maximum effective overdose is 4 doses.

Only Kathulos knows the secret of the elixir's manufacture. He mixes it into the wine and food served to his assassins in the House of Dreams, only providing it in pure form to agents on extended missions for him.

expanding Chinese secret society, Kathulos joined it (disguised as a Manchu mandarin) and remade it in his own image as the Hsieh-Tzu Fan.

Kathulos' goal is global dominion and the eventual raising of Atlantis. To that end, the Hsieh-Tzu Fan controls the drug trade worldwide, poisoning the decadent West and its would-be masters of the Orient. He addicts, blackmails, and destroys powerful officials in Europe and America, seeking to rot out their governments from within before launching a global rebellion.

Unlike the Brotherhood of the Black Pharaoh, the Hsieh-Tzu Fan has many female agents and high-ranking cultists. Kathulos may despise whites (knowing them to be a lower form of humanity, who interbred with monstrous apes) but he isn't sexist. That said, he does not scruple to operate brothels, use seductive "honey traps" on high-ranking targets, or engage in sexual blackmail and bribery when drugs are insufficient to the task.

Distribution: The Hsieh-Tzu Fan is centred wherever Kathulos happens to be: Africa, London, Alexandria after the War, Peking in the early Twenties, Nairobi after that, London in 1928 and (mostly) since. Its tendrils extend wherever triads, tongs, dacoit societies, or other Asian criminal organizations operate: the Hsieh-Tzu Fan controls a number of them outright and has brought the others into a worldwide syndicate fueled by the heroin and arms smuggling trade.

In London, the Hsieh-Tzu Fan is strongest in the Chinese neighbourhoods of Limehouse, Poplar, and Stepney; in the Indian and Bengali neighbourhoods of Finsbury, Bethnal Green, and Battersea; in the Jamaican neighbourhoods of Brixton; and in the cosmopolitan, polyglot "square mile of vice" in Soho. Throughout the East End and the docks, it controls most criminal activity directly or indirectly.

Hooks: The skull-faced Kathulos shows his clawed hand by killing, kidnapping, or suborning European officials (especially law-enforcement or colonial administration wallahs) and scientists (especially researchers into weapons, oceanography, biology, or Oriental studies). The Hsieh-Tzu Fan also inserts itself into gang wars, attempting to destroy or co-opt rivals in the underworld. Kathulos may strike pre-emptively at such rivals, or even at rival cults such as the Brotherhood (who dominate London's Egyptian community), the cult of Mormo (which also recruits heavily from London's Levantine population), or the Keirecheires (whose abstruse drugs compete with his heroin, hashish, and opium). Overenthusiastic (and racist) Ahnenerbe assets might also attack Kathulos' non-white agents, trying to seize his Atlantean wisdom for the Reich.

The Hsieh-Tzu Fan will take a special interest in books, journals, and reports dealing with Africa, deep-sea research, and Chinese secret societies. In addition to the Seven Cryptical Books of Hsan and the R'lyeh Text, they will stop at nothing to own works of Atlantean lore such as the true Book of Dzyan or the Scrolls of Bubastis.

Responses: Kathulos prefers his murders either completely undetectable (disguised as suicides, accidents, diseases, heart attacks, etc.) or grotesquely outré (strange animal bites, horrific wounds from unknown weapons, spontaneous combustion in violet flame, etc.) His assassins are often masters of disguise, capable of impersonating policemen, locals, women ... or even the victim himself! If given time, the cult will investigate a target until the perfect opportunity arises to strike invisibly. Failing that, they will send a monstrous insect, gigantic snake, or other horrific entity to do the deed as dramatically as possible, striking fear into any would-be opponents.

Keirecheires

From the Classical Greek meaning "devouring hands," the Keirecheires began in 1894 as a group of Classics dons and students at Brichester University devoted to aesthetic and sexual experimentation. School authorities broke up the Brichester group after a grotesque rape-cannibalism

The London Mythos



scandal in 1909, but not before its first generation of students had moved on to teaching positions at Cambridge and the University of London. Well before that time, the Keirecheires had become devoted cultists of Y'golonac.

The University of London branch of the cult operates out of the University College campus in Bloomsbury, run by three Brichester alumni in various positions on the faculty. Two other cult leaders work in London's film industry, headquartered in Wardour Street in Soho. Between college

and cinema, in Bloomsbury and Soho, the "Five Fingers" have an endless supply of rich, ennui-ridden aesthetes and self-proclaimed rebels against conventional morality to corrupt with arcane drugs, sexual perversion, and (eventually) the carnal surrender and utter fulfillment of debasement that is Y'golonac.

Distribution: The Keirecheires are the largest Y'golonac cult in human history ... so far. They have nearly 40 active cultists in Brichester, London, Cambridge, New York, and Paris, all involved in academia or

the arts. Each branch has perhaps 20 or 30 debauchees (usually called Sons), in addition to the actual cultists in charge.

Hooks: The cult seeks out those suffering from unfulfilled desires, usually artistic, professional, or sexual; it is especially active in the drug and sexual underground. If a Source of Stability or a repressed scholar succumbs to the cult's blandishments, he begins a slow, inevitable spiral through drug use, abusive and impersonal sex, apathy and despair, into fetid communion with Y'golonac. Investigators might also notice uncanny or disturbing content in films, art "happenings," public lectures, or radical Left propaganda in Soho or Bloomsbury.

The Keirecheires cross the path of Bookhounds in the pornography trade; they are reliable clients for works of outré, even impossible erotica, the more debased the better. Sons are more likely to seek such works than the Fingers themselves; they also prick up their ears at drug-influenced poetry and prose from de Quincey to Verlaine to Justin Geoffrey. In the Mythos and occult context, they seek copies of the *Revelations of Glaaki, The King in Yellow,* and records of inquisitorial tortures and Black Masses.

Responses: The Keirecheires are not well equipped to slug it out on the physical or occult battlefield: although the Five are all capable of manifesting as avatars of Y'golonac by now, they know that such acts have unpredictable consequences. (Exorbitant laundry and tailor bills are the least of it.) Instead, faced with opponents who cannot be easily tempted with perversion or poison, they use their connections in academia, film, and the fashionable Left to black-ball, defame, and thwart their foes in any way possible. Invitations stop coming, acquaintances stop doing favours, and ugly rumours spread uncontrollably. If their opponent has any secret sin from alcoholism to lurid sexual fantasies, the cult can discover it (magically, if no other way) and use it to break and twist him until he begs for the kiss of Y'golonac's devouring hand.

Cults

Rhan-Tegoth

"THERE WAS AN ALMOST GLOBULAR TORSO, WITH SIX LONG, SINUOUS LIMBS TERMINATING IN CRAB-LIKE CLAWS. FROM THE UPPER END A SUBSIDIARY GLOBE BULGED FORTH BUBBLE-LIKE; ITS TRIANGLE OF THREE STARING, FISHY EYES, ITS FOOT-LONG AND EVIDENTLY FLEXIBLE PROBOSCIS, AND A DISTENDED LATERAL SYSTEM ANALOGOUS TO GILLS, SUGGESTING THAT IT WAS A HEAD. MOST OF THE BODY WAS COVERED WITH WHAT AT FIRST APPEARED TO BE FUR, BUT WHICH ON CLOSER EXAMINATION PROVED TO BE A DENSE GROWTH OF DARK, SLENDER TENTACLES OR SUCKING FILAMENTS, EACH TIPPED WITH A MOUTH SUGGESTING THE HEAD OF AN ASP. ON THE HEAD AND BELOW THE PROBOSCIS THE TENTACLES TENDED TO BE LONGER AND THICKER, MARKED WITH SPIRAL STRIPES - SUGGESTING THE TRADITIONAL SERPENT-LOCKS OF MEDUSA."

- THE HORROR IN THE MUSEUM

- Rhan-Tegoth, Lord of the Ivory Throne, reigned over a prehuman city in Alaska, dwelling on an ivory throne three million years ago, when the Arctic was temperate. It fell into hibernation when the climate changed.
- •The occultist and showman George Rogers discovered Rhan-Tegoth in Alaska and shipped It to London in 1931, storing It in a water tank in the back room of Rogers' Museum of wax attractions. After Rogers' disappearance in September of 1932, It went on display briefly until a police order suspended the exhibit as unsuitable for public viewing. Its current whereabouts in London are unknown.
- The Pnakotic Manuscripts discuss Rhan-Tegoth and the other polar gods; the eighth Pnakotic fragment gives the ritual needed to awaken It from hibernation.
- Rhan-Tegoth came to Earth from Yuggoth along with Ghatanothoa. It ruled the Pirrak, a race of bladder-like beings in the warm seas under Yuggoth's ice, until the mi-go defeated them and dumped their toxic god on Earth.
- Rhan-Tegoth is the blister around the wound in reality caused by the Great Old Ones' approach to Euclidean space-time. If Rhan-Tegoth dies, that rift closes and the Great Old Ones can never return.
- Rhan-Tegoth is the scab over the wound in reality caused by the Great Old Ones' approach to Euclidean spacetime. If Rhan-Tegoth dies, the scab rips off and opens the way for the Great Old Ones' return.
- Rhan-Tegoth is, like Chaugnar Faugn and Ghatanothoa, an entity composed of temporal differential. In Its presence, molecular motion stops and starts chaotically, creating anything from motion in dead tissue, to spontaneous sentience in light particles, to an ice age.
- Rhan-Tegoth's distortion of time randomly melds consciousnesses across eras, opens temporal doorways, and attracts the attention of the Great Race of Yith. Yithian agents cluster where Rhan-Tegoth manifests: primordial Lomar, modern London, etc.
- Rhan-Tegoth is worshiped by the gnoph-keh, and by certain remote tribes of Esquimaux shunned by their fellows for interbreeding with the horrors of the snows.
- Rhan-Tegoth is a Water-elemental created by Tsathoggua in an attempt to unite all matter-energy under himself; It is akin to Rlim Shaikorth (the White Worm, created of Air) and Aphoom Zhah (the Icy Gray Flame, a Fire entity) in this wise.
- Rhan-Tegoth, Rlim Shaikorth, and Aphoom Zhah are mortal enemies who competed for worshipers and slaves in the primordial kingdoms of the North: Lomar, Hyperborea, Zobna, and Mhu Thulan.
- During the ceremony known as the Judgment of Rhan-Tegoth, the god's worshipers approach It with a sacrifice. It implants Its own divine matter into the bodies of those who have served It well. It drains the life and flesh of those who have not, leaving only their empty, paper-like skin behind.
- Beholding Rhan-Tegoth costs an additional +3 (1) Stability pool points, and +2 (1) Sanity pool points, per p. 86 of *Trail of Cthulhu*. If the beholder believes Rhan-Tegoth to be only a waxwork, such losses are halved.

London's Monsters

"BEING NOW AFRAID TO LIVE ALONE IN THE ANCIENT HOUSE ON THE MOOR, I DEPARTED ON THE FOLLOWING DAY FOR LONDON.... BUT AFTER THREE NIGHTS I HEARD THE BAYING AGAIN, AND BEFORE A WEEK WAS OVER FELT STRANGE EYES UPON ME WHENEVER IT WAS DARK. ONE EVENING AS I STROLLED ON VICTORIA EMBANKMENT FOR SOME NEEDED AIR, I SAW A BLACK SHAPE OBSCURE ONE OF THE REFLECTIONS OF THE LAMPS IN THE WATER. A WIND, STRONGER THAN THE NIGHT-WIND, RUSHED BY, AND I KNEW THAT WHAT HAD BEFALLEN ST.-JOHN MUST SOON BEFALL ME."

- THE HOUND

The monsters, aliens, and creatures in this section all have some possible connexion to London or to books, marking them as fodder for Bookhounds campaigns. The hound-lich is from one of Lovecraft's London stories (The Hound) and the Cold Ones might well serve Rhan-Tegoth (p. 66), the only Great Old One located in Thirties London \(\tau_{\cdots} \) that we know of. The Dweller in the Depths and the brood of Eihort are both monsters of the "Ramsey Campbell mythos": based in Brichester, but far too good to leave in the provinces. (The Thames is a better river than the Severn for the Dweller, anyway.) In The Red Hand Arthur Machen hinted at troglodytic Stone-Age survivals beneath or amidst modern London: hence the tylwyth corachaidd. The association of the fog-spawn and fire vampires with London should be obvious, given the city's history; the dust-thing connects likewise to books.

Creature write-ups follow the format of the core *Trail of Cthulhu* rulebook, with the addition of a Magic entry.

Magic: The number is the creature's Magic ability rating (or range of likely Magic ability ratings), the rules for which appear in *Rough Magicks*. Some

creatures also have likely spells listed, although as always the Keeper should change things to suit her campaign, foil over-researched players, or for any reason whimsical or thematic.

Brood of Eihort

Technically, the brood of Eihort are the millions upon billions of tiny, white, translucent spider-things, each no bigger than a fingernail, that the Great Old One Eihort sheds like skin flakes. Eihort dwells somewhere beneath the Severn Valley, but some of his brood have assembled themselves into simulacra of pale, hairless humans and ventured forth as far as London to do his bidding.

These homunculi engage in unknowable activities: sometimes establishing cults of Eihort or other Great Old Ones, sometimes merely teaching strange songs and games to local children, sometimes merely wandering the streets of London in a strange geometric pattern for days on end. They need only sugar and water, and not much of that, for food, but left alone with anything edible (such as, say, a corpse) will eventually consume it entirely. They can detach

individual spider-things as spies, or break down into a swarm to flow out a lock, up a water pipe, or under a door, reforming (naked) on the other side.

Brood-simulacra of Eihort refresh 1 Health every 20 minutes, as the tiny spider-things breed and multiply. If reduced to 0 Health in a single combat round (or -5, if the Keeper feels like being cruel or if the Investigators are exceptionally deadly in combat), they cannot reconstitute into a homunculus. However, if a single spider-thing survives, it can transfer the homunculus' "memories" into another brood-simulacrum, should it encounter one.

Kiss of Eihort: The homunculus places its mouth over some opening into the victim's body: an open mouth, an unhealed wound, nostrils, anus, genitals, etc. Spider-things swarm from the brood-simulacrum into the target. Each month, as the brood of Eihort multiply inside the victim, he loses 1 Stability to horrific dreams and waking visions of Eihort. (On the bright side, he also gains 1 Cthulhu Mythos rating point.) When his Stability reaches 0 (or -5, if the

London's Monsters

Keeper feels like being merciful), the brood split open his body and pour out, scurrying into cracks in the street or wainscoting. Barring some spell or ritual (perhaps discoverable from some elusive tome), there is no cure.

Some occult rumors speak of the "Caress of Eihort," which requires only that the brood-simulacrum's "skin" (usually an open palm) touch a victim's opening.

In combat, either the Kiss or Caress of Eihort requires an additional spend of 3 Scuffling pool points; this spend does not affect the die roll.

Game Statistics

Abilities: Athletics 8, Health 8, Scuffling 8, Weapons 8

Magic: 8; Eihort's brood know any spells related to Eihort in the campaign, plus any especially outré or strange spells the Keeper wants to plant or show off.

Hit Threshold: 4

Weapon: -1 (club or knife), -2 (fist); see above.

Armor: All physical attacks, including fire and acid, do minimum damage.

Stability Loss: +0 in human guise; +1 once the spiders begin to pour off.

Investigation

Assess Honesty: That pale cove don't seem kosher; it's not that he has a tell, but more like he doesn't have any tells. It's like talking to a waxwork dummy. (Psychoanalysis)

Biology: I know I only got a second's glimpse of it, but I'm telling you, that thing on the windowsill wasn't a spider. I don't know what it was, but



it wasn't a spider.

Evidence Collection: Eeew! Where that chap punched me, my coat has this slimy gunk on it — which under the lights (or magnifying glass, or microscope) is made of a bunch of dead, jellied spiders. They're drying up and falling off as I look at them.

Forensics: The body was strangely folded where it lay, like an empty garment bag set down hastily. The two splits in the skin were both caused

by very localised necrotization: as if only those thin strips of flesh had died. What, exactly, happened to the major organs — and how he was walking around with a quarter of his lungs, brain, heart, and liver missing — I can't tell you, except to speculate that they also necrotised, as the edges of the holes are dead. But I don't know where the missing flesh would have gone.

London's Monsters

Cold One

Described in the *Book of Eibon* (which calls them the *ylidheem*), these phantoms serve the deities of the Pole: Rlim Shaikorth, Aphoom Zhah, Rhan-Tegoth, and Ithaqua. Eibon speculates that they are the spirits of pre-human servants of those gods, granted a terrible immortality as wailing, spectral shrouds of living cold and snow. Other cold ones may be Hyperborean or Lomarian magi or cult priests, or even more recent humans transformed by their devotion or by the whim of the Great Old One.

They cannot pass through walls, but can blow through the tiniest crack in a door or window. Their approach freezes water, frosts windows, and drops the temperature, although since they manifest almost exclusively during blizzards or gales from the North, this isn't usually obvious.

Frost Attack: Enfolding the victim with a Scuffling test, a cold one does -2 damage to all of Health, Athletics, and Fleeing.

Game Statistics

Abilities: Athletics 11, Health 9, Scuffling 10

Magic: 8; cold ones may have spells related to any polar deity (Rhan-Tegoth, Ithaqua, Tsathoggua, etc.)

Hit Threshold: 4

Stealth Modifier: +3 (in snow)

Weapon: -2 (frost attack; see above)

Armor: immune to all physical weapons; fire does +1 additional damage, but any flame smaller than a bonfire then extinguishes itself on contact.

Stability Loss: +1

Investigation

Evidence Collection: There's

nothing in the room out of the normal, except a thin trace of melted slush on the windowsill. Also, the food in the icebox is frozen solid; maybe from the same power surge that shut off the electric fire?

Forensics: The man froze to death. It's that simple. If we had found him outside instead of indoors, I'd call it death by exposure, and no questions asked. Except perhaps why he had his hands over his ears, and how a man dies of exposure while wearing a whaler's pea jacket.

Sense Trouble: The compass needle is swinging wildly – and that wind sounds almost like human screaming.

Dust-Thing

Occult legend says that when Abdul Alhazred first recited the dark suras that would become the *Necronomicon*, his words fell on the sand dunes around him, and on the parchments and papyri he studied, and gave them malevolent life. Other tales speak of certain "witches' books" that seem somehow tied to seductive, cruel teachers of ancient lore, or of poets who somehow "wrote themselves into" their works.

These are tales of the dust-things, creatures made of the dust from grimoires and Mythos tomes, from fragments of parchment and paper torn from corners or shaved from cut pages. The books that compose or charge them drive their malevolent sentience books of magic create Mephistophelean figures, epic poems of doomed romance create demon lovers. A dust-thing may resemble a scattering of dust and papers (such as can be seen in any antiquarian bookshop), a small tornado of brownish fragments and grit, or even a wrinkled human figure wearing drab, duncoloured clothing.

A dust-thing must spend 1 Athletics pool point to stand against any wind or

suction stronger than a stiff breeze, and 2 points to move against it.

Destroying the dust-thing's "native book" destroys the dust-thing.

Inhale: Unless victim explicitly states he is holding his breath (or takes other precautions such as a handkerchief over his mouth), a dust-thing can blow motes of itself into the lungs of anyone within point-blank range with a successful Scuffling test. A dust-thing can do the same thing covertly or outside combat with a successful test of Scuffling against the victim's Sense Trouble — if she fails her test, she may know only that she sneezed or coughed while walking down the dusty road or looking at a moldy old folio.

Once a victim has inhaled any of the dust-thing, it can appear to her in the guise of any figure related to the book (or books) that created it: author, illustration, subject, or idealised reader's image of Knowledge, Passion, Terror, etc. It can also send dreams (or Stability-draining nightmares), alter (or erase, or create) memories of anything the victim reads, and even drive the victim to write things while unaware.

Game Statistics

Abilities: Athletics 6, Health 5, Scuffling 10

Magic: 5-8; a dust-thing automatically knows any spells from a book that supplied dust or fragments to its makeup.

HitThreshold: 3

Stealth Modifier: +2

Weapon: -2 (stinging blow); special (inhale, see above)

Armor: immune to physical weapons; fire does +1 damage

Stability Loss: +0

London's Monsters

Investigation

Document Analysis: The book in his pocket was just a standard Penguin paperback, but the little brown fragments on it are from a 16th-century manuscript. A scroll or codex, I'd wager.

Forensics: The body was found walled up inside his own basement, starved to death. The fingers were bloody and shredded, consistent with clawing at the wall to escape — but the trowel and mortar were inside the hole with the victim! Nothing else there except a bottle of sherry — aye, Amontillado.

Textual Analysis: If I didn't know this was Lord Emsfield's diary, I'd swear this poem was written by William Blake. But I've never read this poem in any

Blake collection.

Dweller in the Depths

This horrid, gelatinous disc-shaped thing has six long flippers that can seemingly reorient it to any posture: swimming straight up, crawling along the river bottom, or something between. Atop its elliptical body is a spongy, ovoid, eyeless head topped with a sort of scum or webbing; two long tentacles carry food to the wide, cilia-filled mouth. Its flesh is translucent, shadowy organs of unknown purpose pumping dark, viscous fluid throughout it at seeming random.

Dwellers may be the equivalent of shoggoths built by the Xothian race eons ago, more recent developments of Deep One genetic experimentation, or some fully alien race long ago enslaved by Cthulhu or his servants. They live in murky water: swamps, rivers, sewers, deep tarns, and so forth, apparently serving as guardian entities. They range between bear and hippo in size, and can emerge onto the surface with no seeming ill effect.

A Dweller can attack two targets in the same round with no penalty.

Grab and Chew: After a successful tentacle attack, the Dweller can attempt to chew the target in the next round, in which the victim's Hit Threshold is reduced by 2. A failed chew will allow the victim to attempt to break free (Scuffling or Athletics against the Dweller's Athletics) on her



London's Monsters

action; if the attempt is unsuccessful, the Dweller can chew again next round.

Vulnerable Brain: The Dweller's brain case is its only weak spot. If an attacker hits the brain case and does damage, the Dweller dies instantly – perhaps a "fail safe" built into it by its creator to avoid a shoggoth-like uprising? To hit the brain case, an attacker must spend 3 additional points of Weapons or Firearms on an attack. This spend does not affect the die total. A dead Dweller dissolves almost instantly.

Game Statistics

Abilities (on land/in water): Athletics 12/18, Health 12, Scuffling 12/18

Magic: 8+; a local Dweller in the Depths will not only know spells to Contact Cthulhu, Dagon, Xothians, and Deep Ones, but also spells related to any other cult or creature on its river.

Hit Threshold: 4

Alertness Modifier: $\pm 0/\pm 2$

Stealth Modifier: +0/+1

Weapon: +2 (tentacle or flipper), +5 (chew)

Armor: except for the brain-case (see above), immune to all physical weapons; fire, electricity, and magic affect it normally.

Stability Loss: +1

Investigation

Forensics: The body was drenched in polluted water, but the lungs are clear of fluid: she didn't drown. Rather, her lower legs and torso were crushed to almost liquefaction by something wrapped around them: ropes, cables, or the like.

Occult: That monastic chronicle said that St. Kilda killed the "troll-worm"

under this bridge by throwing a blessed nail into its eye, after all the knights' swords had bounced off its flesh. (Library Use)

The Knowledge: The cellar where they found her body is right above the sunken Walbrook river. Maybe she was fleeing up from something below, not down from the streets?

Fire Vampire

These servitors of Cthugha dwell in that Great Old One's orbital court around Fomalhaut. They are intelligent plasma matrices; in an oxgen atmosphere, they burst into flame. When summoned to Earth, they appear as floating pinpoint spots of flame, as levitating toroidal coils of fire, or as a swarm of exceedingly bright fireflies.

Once summoned to a place, they retain a dipole connection to it: in a sense, they are still always burning there. Possibly because of this, summoning fire vampires into some districts of London (or Chicago, or Moscow, or a few other fire-wracked cities) is easier than elsewhere. Indeed, it may be as easy as starting a fire on a certain spot, using a certain fuel, at a given time.

Extinguish: A fire vampire cannot attack someone underwater, and it can be extinguished much as a normal fire can. Tossing a bucket of sand or a thick rug on it does -2 damage; a fire extinguisher does +0. Water damages it depending on the amount: -2 for a gallon bucket thrown on it, -1 for a garden hose sprayed at it, +1 for a fire hose aimed at it steadily.

Draining: A fire vampire gains Health and Magic by burning victims. For every 2 Health points of damage it does to the victim, the fire vampire gains 1 Health or 1 Magic rating point (if the victim has the Magic ability).

Game Statistics

Abilities: Athletics 11, Health 2+, Scuffling 14

Magic: 6+; fire vampires all know Call Cthugha, but may only cast it on certain significant dates; a fire vampire may learn any spell by burning someone who knows it, or a book that contains it.

HitThreshold: 4

Alertness Modifier: +1

Weapon: +1 (burning touch)

Armor: immune to physical weapons, fire, and electricity; can be extinguished (see above).

Stability Loss: +0

Investigation

Evidence Collection: Needless to say, there was nothing in the room that could have produced such a flame. There was, however, a strange burnt streak on the lintel of his bedroom window, as if someone entered the room through that window carrying a flaming oxyacetylene torch. Someone who left no footprints.

Forensics: The flesh of the victim's face, chest, and inner arms was charred to charcoal, almost as if he had embraced a gas jet and lit it. The fire was intensely hot — it melted not just the frame of his spectacles but the glass in them as well — but unusually, it didn't reduce his whole body to ash, as a flame that hot should have. Indeed, his back, legs, and even hands are virtually intact, as is the back of his head. Perhaps some attacker used an oxyacetylene torch, but I doubt he could have gotten as even a char pattern with such a weapon.

Sense Trouble: The skies light up for a second with bright sheet lightning of an odd crimson hue.

¹trail of cthulhu ५

London's Monsters

The Things From the Corebook

While the Keeper can introduce any monster she likes into her version of London, the following creatures detailed in the core *Trail of Cthulhu* rulebook seem eminently appropriate for a campaign in the Smoke.

Byakhee and Hunting Horrors: These aerial attackers might lurk in attic or tower fanes to Hastur or Nyarlathotep, or drop down out of space to spark thrilling midnight chases across London's roofscape.

Dark Young: Might appear anywhere London's Druid past awakens, or where there are enough old trees or neglect to furnish camouflage: Primrose Hill? Deptford Park? Hampstead Heath?

Deep Ones: Might accompany local cultists of Cthulhu (see p. 61) or clamber out of the North Sea onto the Gravesend Reach or Woolwich, or swim up the Thames (or its subterranean tributaries) to almost any neighbourhood.

Dimensional Shamblers and Star Vampires: Both likely servitors of grimoire-seeking madmen, or the ace in the hole of some unsavoury criminal gang.

Formless Spawn of Tsathoggua: Bubbling up from subterranean N'kai, they might lurk anywhere in London's lightless underground, squeezing through crumbling mediaeval stonework or slithering along forgotten Victorian tunnels.

Ghouls: Somehow combining antiquarian interest with underground lore, ghouls might be the ideal totem monster for *Bookhounds of London*. They're hardly restricted to London's official cemeteries, but that's an excellent place to start. Another is Liverpool Street Station: not just a major hub of the Underground, but also the site of a 17th-century plague pit.

Lloigor: Although the lloigor more famously haunt Wales and Scotland, one can't rule out such things nearer to London: the Fen country, Wiltshire, or even Henham in Essex (home of a river-dragon in mediaeval legend). Even if no lloigor lies coiled beneath the Pool at Rotherhithe, cultists or lloigor-tainted families might come to London on business bibliographic, medical, or otherwise.

Mummy: The British Museum holds 78 Egyptian mummies and 13 South American mummies. Private collectors – of the sort who might seek other illicit antiquities – may have many more, from all corners of the world.

Rat-Thing: They flourish in the squalid rookeries of the East End, and lurk wherever there are houses older than 250 years or so — which is a lot of places, in London. Wizards and witches have lived in London since before the Romans came; their familiars may dwell there still. Their sorceries may command hordes of rats deep below London's streets.

Serpent-Folk: London was once an outpost of the Valusian empire of the serpent-folk; individual serpent-magi may still dwell there, devouring human flesh to take human form, leading cults, lurking in forgotten Roman crypts beneath the city, or pursuing centuries-long researches.

Shan: Some shan-possessed may come to London to do business or investigate leads to Azathothic lore, although they're more likely to order any needed goods or books to be delivered to Brichester. This connection, along with the Y'golonac cult (see p. 64), estimably sets up adventures in Ramsey Campbell's "Severn Valley Mythos" setting, should the Keeper be interested in such.

Tcho-Tcho: The British Empire rules Malaya, Burma, and the Andaman Islands, to name only three places infested by the Tcho-Tcho. They may well have drained or scuttled to the Empire's heart, there to better inject their poison.

Vampire: Dracula's stay in London in 1887 produced at least one vampire, on Hampstead Heath. Does he seem like a one-woman voivode to you?

Werewolves: A natural for the Isle of Dogs, or for the streets of Soho in the rain, among other places.

Fog-Spawn

These creatures dwell between dimensions. Native to their own plane, they travel to ours to breed, laying their eggs on tide-locked planets orbiting dark stars in nebulaic clouds. As those worlds' atmospheres sublime, the hatchlings flow back into their home plane, gaining strength by tapping the dimensional differential. Mi-go and

other spacefaring worshipers of certain Great Old Ones have brought those eggs to Earth to remain inert for millennia. Human sorcerers have learned rituals to quicken the eggs, hatching out a larval fog-spawn to serve as hunters or perhaps to provide dimensional passage.

Bright light immediately collapses the creature into its own dimension,

banishing it from ours. If attacked or confronted with a narrow, or directional, light (such as a powerful electric torch), it may flee with a successful contest of its Athletics vs. the light-wielder's Weapons. A candle, lighter, or other small, dim light is insufficient to affect it.

Choking Tendril: The fog-spawn attacks by extending its tendrils

→ TRAIL OF CTHULHU 1

London's Monsters

toward those at close or point-blank range, attempting to bring them into alignment with its own biogeometry. If a target inhales any of the fog-thing's quasi-matter, he begins choking to death (+1 damage each round automatically after being hit). A victim with advance warning (a successful Sense Trouble, or seeing his companions begin choking to death) may hold his breath, as per the Suffocation rules on p. 68 of the *Trail of Cthulhu* corebook.

The fog-spawn can simultaneously attack as many as six targets in a round, or attack a single target with up to six tendrils. A choking victim can attempt to flee to near range (or farther) with a contest of Athletics (or Fleeing); add 1 to the victim's

target number for each additional tendril that has begun choking him.

Game Statistics

Abilities: Athletics 10, Health 15, Scuffling 16

Magic: 2 for every year a fog-spawn has existed on this plane; they know whatever spells their quickener knows and Contact Tawil at-'Umr (*Rough Magicks*, p. 19).

HitThreshold: 4 (5 in fog)

Alertness Modifier: +2 (in fog)

Stealth Modifier: +2

Weapon: +1 (fog tendril); see above.

Armor: immune to all but magical attacks; see above.

Stability Loss: +1

Investigation

Cop Talk: The bobby says he heard the gentleman choking and aimed his electric torch at the sound. When he got there, the man claimed to be all right, clamped a kerchief over his face, and ran off into the mist.

Forensics: The body was found in an alley after the fog lifted. His trachea is constricted and horribly bruised internally, swollen almost completely shut. There is evidence of similar trauma to the inside of the nostrils, the soft palate, and even the lungs. There is no sign of any burning or caustic residue —



J TRAIL OF CTHULHU ५

London's Monsters

of any known poison gas — in the airway, although there are numerous burst capillaries in the lung tissue.

Sense Trouble: Through the fog wafts a horrid stench, as of burning hair.

Hound-Lich

Certain jade artifacts and amulets ("soulsymbols") from inaccessible Leng in Central Asia depict monstrous, demonic entities. Foremost among them is the image of a winged hound, crouching sphinxlike in predatory anticipation. The image is, in a very real way, the same as the creature it depicts: where it goes, the creature can appear, to the detriment of would-be collectors or tomb robbers. Most commonly, the demon merely slaughters those who would possess its amulet. Occasionally, however - when the would-be robber is already deeply imbued with occult and arcane lore the demon possesses the thief's corpse afterward.

This possessed corpse, the hound-lich, appears normal (if remarkably well preserved) in all respects. It sleeps in its tomb until disturbed or called forth, at which time it may kill indiscriminately or embark on a months-long program of psychological torture ... perhaps testing its victims to see if they deserve, in turn, to be subsumed into the demon.

A hound-lich can engage in two claw attacks and a bite against the same target in one round.

Transform: The demon grants the hound-lich the ability to transform itself into a web-winged dark cloud, into the "semi-canine sphinx" form of the demon itself, or into any combination of hound, corpse, bat, and ghoul. Transformation costs the hound-lich 2 Health or 2 Magic pool points.

Game Statistics

Abilities: Athletics 9, Health 9, Scuffling

Magic: 5-10+; a hound-lich will know Contact Ghoul and potentially any spell in the *Necronomicon*, in addition to any spells learned during its human life.

Hit Threshold: 4

Alertness Modifier: +2

Stealth Modifier: +1 (+2 in cloud **form)**

Weapon: +1 (claw), +0 (bite)

Armor: -2 vs. any (bone or leathery dog-hide); immune to material weapons in cloud form.

Stability Loss: +0 in skeletal form; +1 in monstrous or cloud form.

Investigation

Archaeology: This amulet seems to combine Persian and Thibetan motifs – could it be from one of the Central Asian states or nomad tribes? Some tribes of Turks did have a hound or wolf as their ancestral deity, after all. I don't recognise the glyphs on the base, though they slightly resemble the undeciphered script of Mohenjo-Daro.

Evidence Collection: The footprints look like two or three things walking on top of each other: a large dog, and what I can only guess is either a skeletonised sloth or some sort of strange carrion bird. The bird theory would explain why they stop in mid-stride, too. (Outdoorsman)

Forensics: The bodysnatchers were torn to ribbons, as if by a wild animal, but after crushing the long bones in its jaws, why would an animal rip and tear the dead flesh without eating it?

Sense Trouble: Even for Hampstead Heath, those bats seem large. And why aren't any other dogs barking in response to that unearthly howl?

Tylwyth Corachaidd

The "stunted folk" are also known as the Little People, the Children of the Night, and (in the words of von Junzt's Unaussprechlichen Kulten) "die Würmer von der Erde," or Worms of the Earth. They are the first humanoid inhabitants of the British Isles, possibly the result of interbreeding between Neanderthals and degenerate serpent-folk. They have black hair and slanting black eyes, olive or sallow skin, sharp teeth, and pointed ears. Even originally, they were likely shorter and stockier than human normal; after the invading Picts and Celts forced them underground, they became increasingly dwarfish and deformed, standing only three-and-a-half or four feet high.

They retreated to the mountains and the swamps in Neolithic times; their technology remains that of bone, wood, sinew, and stone. Any modern surviving tylwyth corachaidd are likely completely nocturnal, living in caverns, tunnels, and the like. They may dwell in warrens underneath Cornish moors, in desolate Welsh valleys and mines, or deep in the sewers and sub-tunnels of modern London, Dublin, or Brichester.

They worship Tsathoggua and fear Yig; their cult object is an inscribed black stone called the Sixtystone or "Ixaxar." They communicate by red-ocher or chalk runes from the Ixaxar written on remote dolmens in the moors or alley walls in London. Their harsh, hissing language resembles no known tongue. Some of their rituals require them to visit the surface, where they also steal anything they can — including infants and young girls to replenish their dying stock.

Iron Taboo: The tylwyth corachaidd have a kind of psychic allergy to iron. Whether this is merely internalised taboo, actual chemical weakness, or psychosomatic compulsion is unknown; a stunted one must succeed at a Difficulty 4 Health test to pick up an iron tool,

→ TRAIL OF CTHULHU 1

London's Monsters



touch an iron post, open an iron gate, etc.

Venom: The bite of the "worms of the earth" is venomous; in 15 minutes to an hour after being bitten, the victim must make a Difficulty 4 Health test. If she fails, she immediately loses a number of Health points equal to half the biter's Athletics rating as she goes into cyanotic shock. She loses 1 Health per hour afterward until treated. If she succeeds, she loses only 1 Health point, but suffers the equivalent of hurt status until treated.

Game Statistics

Abilities: Athletics 6, Health 6, Missiles 6, Scuffling 7, Weapons 5

Magic: 5+ for an ollave of the tylwyth corachaidd; common spells include those related to Shub-Niggurath, Curse of the Stone, and Runic Target (from *Rough Magicks*).

Hit Threshold: 3 (4 in shadows or at night; 5 in pitch darkness)

Alertness Modifier: +2 (in darkness),

-1 (in bright light)

Stealth Modifier: +2

Weapon: -1 (flint knife or axe), -1 (arrow), -2 (bite), venom (see above).

Armor: -1 (reptilian hide)

Stability Loss: +0

Investigation

Anthropology: It's well known that the so-called "fairies" or "little people" of Celtic legend are actually memories of a Mongoloid pygmy race that antedated even the Picts as inhabitants of the British Isles. Out-competed by the taller invaders, they perforce retreated into the hills, and then underground, kidnapping children to restore their flagging racial stock.

Evidence Collection: Strangely, only the victim's coins were taken; he had £50 in notes on him as well. There's a clear footprint, but it probably has nothing to do with the case: it's a child's foot. Although from the position of the toes, it looks like the lad hasn't worn shoes a day in his life.

If I didn't know better, I'd swear this was a Neolithic bone fish-hook — I've seen them in the B.M. (And Archaeology or Anthropology)

Forensics: The victim's Achilles tendons were slashed by a sharp, but strangely thick blade. Based on their position and the blood spatter, we think he suffered the five hatchet wounds after falling prone. At least two, possibly three, killers.

Sense Trouble: This cellar smells like the reptile house at the zoo.

Weapons: Not only is this hatchet too small to use as a weapon, the balance on it is all wrong. Not just for an adult arm, for a human arm.

Megapolisomancy

AN OPTIONAL MAGICK: MEGAPOLISOMANCY

"AVENUES OF LIMITLESS NIGHT SEEMED TO RADIATE IN EVERY DIRECTION, TILL ONE MIGHT FANCY THAT HERE LAY THE ROOT OF A CONTAGION DESTINED TO SICKEN AND SWALLOW CITIES, AND ENGULF NATIONS IN THE FOETOR OF HYBRID PESTILENCE."

- THE HORROR AT RED HOOK

Adding non-Mythos (or not obviously Mythos) magic to a Bookhounds campaign provides extra colour, tactical options, and occult mystifaction. To that end, "Improvisational Magic" appears in the Trail of Cthulhu corebook (p. 212-213) and expanded in Rough Magicks; this section outlines megapolisomancy, the magic of big cities. The presumption (in Fritz Leiber's novel Our Lady of Darkness, which introduced the term, and in the adventure "Whitechapel Black-Letter" in this sourcebook) is that megapolisomancy is a formal if littlestudied occult art. But in her campaign, the Keeper is free to make it an intuitive gift of individual madmen, an emergent property of "urban shamanism," or a human debasement of the sacred architecture of the Nameless City.

A megapolisomantic working uses the city as a sorcerous engine to accomplish magical effects. Whether the city generates magical energies, or merely focuses pre-existing forces (astrological, geomantic, Mythos, etc.) is a metaphysical matter left up to the Keeper. Are all cities megapolisomantically significant? Which cities are more powerful: Those with more people? Those designed by Freemasons? The oldest? Those built on Elder Gods' resting places? Only seven cities in all the world? Only London? All excellent questions; all up to the Keeper to resolve.

The Megapolisomancy Ability

To use the Megapolisomancy ability, a character must, as a prerequisite, have acquired Megapolisomancy potential points (see p. 38). The Keeper can restrict such potential to specific lorebooks (like those in the sidebar on p. 99) or allow characters to gain Megapolisomancy potential by other means as well: wandering the streets at night for years, initiatory experiences, communion with the genius loci, etc. A very generous Keeper (or one who wants a lot of megapolisomancy) might even allot 1 Megapolisomancy potential point to a character for every 4 rating points in The Knowledge (or its equivalent in other cities) he has.

With the Megapolisomancy ability, you can:

- Recognise places of power, vortices, dread zones, etheric windows, ley lines, sacred architecture, etc. in cities
- Design and perform megapolisomantic workings

That first bit is mostly just another creepy and evocative way for the Keeper to feed clues to an Investigator. The second bit is the magic.

Megapolisomantic Workings

Precisely how one performs a megapolisomantic working is up to the Keeper: it might involve lengthy research, planting key pieces of rock or earth in strategic spots in the city, hiring tramps to chalk designs on certain alleyways, weeks of hypergeometric calculations, or any of the above. It's up to the Keeper how long a working takes to prepare, but it should be at least one day per lever. (NPC megapolisomancers can be assumed to

have pre-prepped locations all over the city for dramatic purposes.)

In game-mechanical terms, a megapolisomantic working has five elements:

- Calculate the working's effect.
- Discover or otherwise determine (and possibly prepare) levers for the working.
- Determine (and possibly prepare) the working's focus point, usually where the levers cross.
- Make a Stability test.
- Pay the cost of the working in Stability (or Magic) points.

Calculate the effect of a working in points, using these examples as a guide:

- Electrocute a victim with a suddenly-fallen high-tension power line; crush a victim with the imagined pressure of a looming high-rise; impale a victim on a steeple's shadow; hit a victim with a random vehicle or fallen roof tile: 1 point per point of Health damaged
- Drive a victim mad with the echoing howls of sirens or the chittering of telegraph wires or the claustrophobia of crowding: 1 point per point of Stability eroded by the stress
- Vanish into a crowd, or into a blind alley: 1 point per +1 to the tracker's Difficulty number
- Look for a target with the eyes of the city's pigeons, or those of a statue downtown, or through the distant windows of a tall building: 1 point per -1 to the tracker's Difficulty number (remembering that a Difficulty of 8 is the near-

TRAIL OF CTHULHU

London's Monsters

impossible)

- Open a locked door or distract a guard at a specific time: 1 point per -1 to the burglar's Difficulty number (for Mechanical Repair or Stealth)
- Cause a fire, small earthquake, sewer main explosion, Underground derailment, water-pipe burst, or other urban disaster: 4 points per building affected (Keeper may increase this for major elements of the urban environment; use the Health damage cost above for something intended as an attack on the inhabitants rather than the structure)
- Call or dismiss or imprison a god or titan: 1 point per point of the entity's Inertia (gods usually resist imprisonment with twice the Inertia with which they resist dismissal)

Multiple targets add the same amount again for each target: for example, to vanish from three trackers (by raising their Difficulty number from 4 to 7) is a 9 point effect. The Keeper may add more points for other complications as she sees fit.

With the effect's cost calculated, now **apply levers**. Levers are invisible lines of influence projecting from fixed points called fulcrums. No megapolisomancer can use more levers than her current Megapolisomancy rating

For each lever, determine a specific fulcrum: a building or other location in the city through which the megapolisomancer focuses the working. It's up to the Keeper (for NPC magi) or the player (for Investigatorial workings) to research or invent suitably evocative fulcrums for those levers: Hawksmoor or Wren churches, sites of murder or haunting, former temples to forgotten gods, significant hilltops, holy wells, pillars or obelisks, enigmatic statues, evocatively-named streets or squares, and so forth. If it doesn't sound cool or seem weirdly apropos, it's not a fulcrum. This research may require game days of walking the streets, long sessions in the Guildhall, or a simple spend of The Knowledge or Megapolisomancy.

The **power** of the working must equal or exceed the effect.

Each lever doubles the working's power

from a base of 2; a working with two levers has a power of 4, a working with three levers has a power of 8, a working with four levers has a power of 16, and so forth. At the Keeper's discretion, some fulcrums may amplify the base level to 3 (two levers have 6 power, three levers have 12, etc.) or even higher! Discovering which fulcrums provide what level of power (perhaps by deciphering coded annotations in valuable old books), and performing the likely dangerous or unsettling rites to tap that power, are the stuff of adventures.

Places of Power

Some places are stranger and farther than others. Sentinel Hill is worse than even other hills in Dunwich; Walter Gilman's Witch-House or the "Shunned House" on Benefit Street provide more urban examples. In a game of urban occult horror, any street, square, dock, or building might be such a place. Its magic might come from its history, its design, local legend, arbitrary geometry, or the imagination of the Keeper. A number of associated places might create some occult design in the city's geography: a ley line, a monstrous sigil, or the corners of an enormous Gate.

The specific rules effects of such places will vary by place and by Keeper. The effects should be aligned with the place's nature or history: Summon Nightgaunt might be easier or less costly on the site of a former fane of Nodens, for example. Some places might be so magical that all spells (or sensitives) are affected: Crouch End is dedicated to Hastur, but all Mythos-sensitive souls suffer the effects of its "dread zone." A place of power might:

- · lower the cost of related spells cast there by 1 or more points
- lower the Difficulty of the Stability test for casting a related spell there by 1 point
- · lower the Inertia for Summoned or Called entities
- lessen the response time for Contacted, Summoned, or Called entities
- be the only place a certain spell can be cast, or the only tangent point for a Hyperspace Gate (lowering the cost from 16 to 4 Stability or Magic points)
- refresh Magic pools or provide dedicated Magic pool points for related spells (with or without a ritual; see *Rough Magicks* for such a spell)
- refresh Sense Trouble pools or provide dedicated Sense Trouble pool points for ghosts

In addition to the above, "dread zones" or specifically malign locations might:

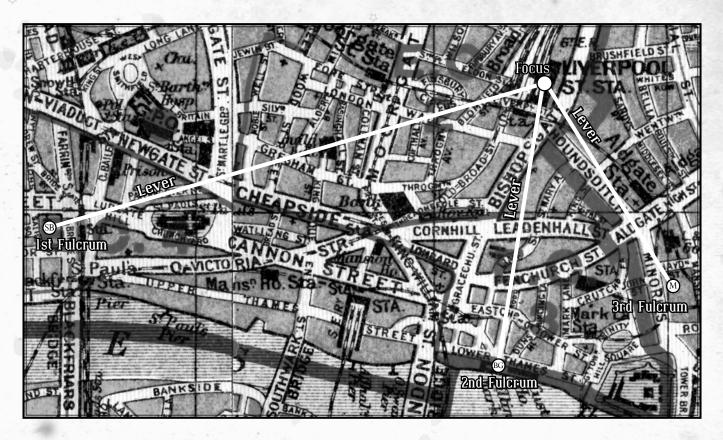
- · increase the cost of unrelated or oppositional (or any) magic cast there by 1 or more
- increase the Difficulty of any Stability test related to Shell Shock (Trail of Cthulhu, p.
- $\bullet\,$ increase the Difficulty of all Stability tests (for spells or any other reason) in the area
- increase the Difficulty of all Psychoanalysis tests for Psychological Triage by 1 or more points



Of course, in a Purist game, all places of power are dread zones, places where the scrim of reason wears thin and reality shows through less dimly.

¹TRAIL OF CTHULHU ५

Megapolisomancy



The working takes effect at a point determined by its levers: the megapolisomancer draws a line from each fulcrum to a vertex, which becomes the focus of the working. (If all the fulcrums line up, make an equilateral triangle, or otherwise look cool on the map, this also might increase the working's power from 2 to 3 per lever or more.) The Keeper may require the megapolisomancer to place a sigil or other trigger at that vertex, whether chalked on a wall, worn on a signboard, or slipped into the victim's pocket when she starts her day, to release the working's energies when the victim sees it.

With the working calculated, the caster must cast the spell. As with Mythos magic, the caster makes a **Stability test** with a Difficulty of 5 (Difficulty 4 with Architecture or The Knowledge) and then **pays the cost**: 2 Stability (or Magic) pool points per lever used in the working. Megapolisomancers in places of power (see p. 77) may be

able to tap those places' energies for some or all of this cost; conversely, this cost may be higher for more powerful levers.

Especially if the victim is an Investigator, she may get a chance to resist a direct attack on her Health or Stability. This is most likely a Sense Trouble test, or possibly Athletics (to dodge bricks from a suddenly crumbling chimney) or Stability (to remain focused when the neon begins telling those horrible lies about you). The Difficulty number of this test is 4, +1 for each lever past the second. A successful resistance halves the damage of the working.

Burning Man: A Sample Working

The cruel megapolisomancer Vera plans the seemingly spontaneous human combustion of her rival, Douglas. Her working operates as follows: The **effect is calculated**: 1 point per Health point of burning damage inflicted by the working.

Since Vera has Megapolisomancy 3, she can use up to three **levers**. The more levers, the more powerful the effect, so she looks for three fulcrum points to use to focus her "Burning Man" working.

She wants to harness fire energy, so she looks for spots with fiery significance. For her first fulcrum, she picks St Bride's Church off Fleet Street (SB on the example map above), dedicated to a Christianised form of the Celtic fire goddess Brigid. To balance this female energy, she next selects Billingsgate Market (BG on the map), originally Belinus' Gate, built by the god-giant Belinus, an avatar of the fire god Bel.

The third fulcrum is obvious: in London, a fire working needs a really good reason not to use the Monument (M on the map) as a fulcrum: it

JTRAIL OF CTHULHU 5

London's Monsters

marks the point where the London Fire stopped. Vera thinks of it as the "control" fulcrum balancing Bel and Brigid.

With these three levers, the working has a **power** of 8 (two times two times two), unless the Keeper decides the Monument (or one of the other fulcrums) amplifies the working further.

Vera draws the three lever lines from her three fulcrums to a vertex. This could be almost anywhere in London, but she selects Liverpool Street Station as the **focus of the working.** She posits that the vibrations of the train tracks will set up sympathetic vibrations in her target's molecules, and that the immense amounts of electricity and steam pumping through the railroad station will properly energise the focus. (Unless the Keeper adds a point or two for such cleverness, this is just flavor.)

To cast the working, Vera must now make a **Stability test** against a Difficulty of 4 (she has The Knowledge). She succeeds, and **pays 6 Magic** pool points (2 per lever).

Now, when Douglas walks into Liverpool Street Station, the working strikes him, burning from within for 8 points of Health damage. As noted above, this may require a previous Filch or other test to plant a fire-rune in Douglas' coat pocket, or a test of Stealth to paint such a rune as graffiti on a placard inside the station.

If Douglas is an Investigator, he likely gets a Sense Trouble test to notice the rune (in his pocket or on the placard) and the strange sense that boiling steam is filling his blood vessels. The Difficulty of this test is 5 (base 4, plus 1 for each lever past the second); if Douglas succeeds, he loses only 4 points of Health before successfully defacing the rune or running out of Liverpool Street Station with his skin smoldering inside his clothing.

Paramental Entities

Manifesting a paramental entity (see p. 104) is a special kind of working. Use the table below to determine the might of the paramental based on the caster's leverage. For more than 4 levers, extrapolate from the values given.

Abilities: Divide these points between the paramental's Athletics (to determine its Hit Threshold), Health, and Scuffling. Keepers may add other abilities if they desire: Shadowing for a coursing paramental like a gargoyle,

Driving for an animated hearse, Filch for a jackdaw paramental sent to steal an item, Weapons for a headless headsman.

Bonuses: Divide these points between the paramental's Alertness Modifier, Stealth Modifier, and Stability Loss modifier. You may use 3 points of Bonuses to raise the paramental's Hit Threshold by 1, reflecting its speed, small size, or tenuous form.

Attacks: A "special attack" is something besides a simple Scuffling (or Weapons) strike for damage: engulfing, stifling air, paralysis, etc. "Two of the above" means two options from the box above: at 3 levers, the paramental can have one special attack and one extra attack, or one extra attack and do +1 damage, or do +2 damage, or have two extra attacks, etc. At 4 levers, it can do +4 damage (two +2 damages) or have two special attacks and two extra attacks, etc.

Defenses: All paramentals are resistant to material attacks (besides silver). A "special defense" is something other than regeneration (level 2), armor, or that resistance: localised invisibility to an attacker, ability to animate weapons, etc.

Levers	Abilities	Bonuses	Attacks	Defenses
1	20 Pool Points	+1	One attack, +0 damage	Non-silver weapons do minimal damage
2	24 Pool Points	+2	Special attack or extra attack or +1 damage	Above plus either: refresh 1 Health per round or -1 armor
3	32 Pool Points	+4	Two of the above	Non-silver weapons do no damage plus either: two of the above or special defense
4	48 Pool Points	+8	Two of the above	Above plus -1 armor

Building a Bookhounds Campaign

"HE REPEATED NAMES WHICH I RECOGNIZED FROM BYGONE BROWSINGS IN FORBIDDEN VOLUMES, AND AT TIMES MADE ME SHUDDER WITH A CERTAIN THREAD OF MYTHOLOGICAL CONSISTENCY - OR CONVINCING COHERENCE - WHICH RAN THROUGH HIS MAUNDERING."

- THE THING ON THE DOORSTEP

The Keeper should go through the steps listed under Campaign Frames on p. 204-205 of the *Trail of Cthulhu* corebook. She may or may not make the same decisions as the "default" Bookhounds campaign frame on p. 209-213 of the corebook; they are merely suggestions, not requirements. Similarly, the Keeper may introduce "Idiosyncratic Magic" (p. 212-213 of the corebook; expanded discussion appears in Rough Magicks as well), "Megapolisomancy" (p. 76), or any other sort of magic she prefers, or restrain herself to Mythos rites only. Similarly, the suggestions and examples below serve merely as options the Keeper can draw from, and inspirations to get her own creativity running.



STYLES

There are more ways to tell a story, even a Cthulhoid horror story, than the "Purist" and "Pulp" styles mentioned in the corebook. Or rather, those two signifiers don't signify enough. Even Lovecraft told his tales in a variety of different voices: not just Poesque mania, Dunsanian languor, or Machen-like bravura, but driving action (Lurking Fear), scientific irony (At the Mountains of Madness), Fortean mystifaction (Whisperer in Darkness), and impressionistic empathy (Haunter of the Dark). The following campaign styles - three of the many possible - can all incorporate Purism or Pulp; each offers a familiar vision to the London horrorist. Each style encompasses a number of plot threads suitable for expansion by the inspired Keeper.

Arabesque

Lin Carter memorably described Robert Louis Stevenson's London as "Baghdad on the Thames." In an Arabesque London, anything might happen around any corner. Any or all of Elliott O'Donnell's mad imaginary cults might exist (p. 61) and be tied in to any or no Mythos machinations. Investigators have touched the strange, the unusual, the uncanny: they do not quite exist in the same quotidian city where the faceless masses on the buses and the Underground dwell. Strange conspiracies claim unutterable lineages and vanish with the sunrise; sentient dreams and plausible strangers shake the Investigators' hands and lives. Arabesque London has mighty temples inside shabby warehouses, underground civilizations, hypnotic detectives, and immortal hidden races.

A Purist game in an Arabesque London takes its notes not just from Abdul Alhazred and *The Nameless City*, but from Lovecraft's London tales *Hypnos*, *Celephaïs*, and *The Hound*, whose protagonists suffer madness, suicide, and persecution at the hands of things Lovecraft doesn't particularly explain. Perception fails, and imposing rationality is impossible. A Pulp game in an Arabesque London goes back to Stevenson and Machen, or forward to *The Avengers* and Grant Morrison.

Possible Arabesque Threads: A tontine suicidal ofastronomers worships Azathoth; the Brotherhood of the Black Pharaoh have built a race of animal-headed servitors; "Cat's Alley" behind Gresham Street leads to Ulthar; masqut haunt the British Museum's Oriental wing; ghouls guard tunnels from London's cemeteries to the fane of Mordiggian in far-future Zothique; in 1622, a wizard made himself immortal by painting his soul into a cameo now in the Soane museum; the god Nodens manifests himself in rains of trilobites; Nyarlathotep rides the Necropolis Railway every St. John's Eve; the Tcho-Tcho and the tylwyth corachaidd are rumbling over turf in Rotherhithe; Cold Ones are killing descendants of an Arctic expedition from the Elizabethan

Sordid

London, as Watson says at the beginning of Study in Scarlet, is "that great cesspool, into which the idlers and loungers of Empire irresistibly drain." Worse things wait there to prey on them, and on the impoverished Irish, Polish, Jewish, or Indian workers come to the "Great Wen" as their

→ TRAIL OF CTHULHU L

Building a Bookhounds Campaign

only alternative to starvation. The alternative London offers is not always better. The Sordid London is the London of prostitution, drugs, poverty, desperation, extortion, and cruelty. Gross villains whore children to grosser clients; old women die by inches in the gutter while those who step on them curse the inconvenience; self-congratulatory cliques of the "best people" justify their neglect with cant about inevitability. These vile cruelties may spring from human minds, or be symptomatic of Mythos decay ... or both. Which is worse? Contact with an outside force that leaves human misery in its wake like a swelling bruise, or scrabbling to save human scum from alien gods?

A Purist game in a Sordid London contrasts and amplifies cosmic despair with real human despair; Ramsey Campbell's Mythos fiction, featuring pornographers, deranged street folk, and child-abusers, can serve as its touchstone. Borrow from degenerate Dunwich and disintegrating Innsmouth to describe an East End choking on its own filth with no jobs and no hope. A Pulp game in a Sordid London can aspire to noir or wallow in moral Grand Guignol; Alan Moore's From Hell is paradigmatic, as is Oscar Wilde's Dorian Gray. Despairing greed drives everyone, both villains and victims, to lie, corrupt, and steal. In Sordid London, petty criminals sell their sisters for human sacrifice, gangs of feral children bray incoherent rhymes in desolate commons under the stars, and the bobby on the beat takes souvenirs from murder scenes.

Possible Sordid Threads: Street women become pregnant with fire vampire larvae after being raped by a tribe of tramps drinking contaminated Sterno; a select clientele pays well to be smothered by whores with Deep One ancestry; Eihort weaves a web of suicidal children in Stepney; the Keirecheires hold auditions in cruelty after one of the Five Fingers refuses to return to human form; a vampire hunts and harvests poor Irish girls at a sweatshop; a gospel of Quachil Uttaus offers those with no future the grant of a final wish; the night watch of a police station-house worship Tsathoggua and offer parts of their prisoners to a pit in the cellar; addicts debase themselves for a hit of stepped-on Yig venom (or liao, or space-mead, or Kathulos elixir, or black lotus, or Milk of Shub-Niggurath); West End "grief tourists" seek out the worst of humanity to feed the seed of Hastur in their right eye.

Technicolour

There is another London, garish and glorious. This is the Technicolour world of Hammer Films, in vibrant colour - and the colour is always bright red or lurid green. Cults wear rich robes; monsters radiate unearthly glows; scarlet blood smears jaws and talons and lips and other parts. A villain's motives may be low lechery or exalted hubris, but his plots grow and coil in lush cruelty. Technicolour London has more than the eye can encompass: overstuffed bookcases, opulent drawing rooms, rat-infested labyrinthine attics, dripping tunnels of slime-coated stone. Pentacles – and manacles – are lined in silver or some shining metal; ironwork aeries on Victorian rooftops hold winged horrors visible only at the dark of the moon.

Before you dismiss the possibilities of Purist Technicolour, remember the "vampiristic attacks" in Charles Dexter Ward and the emerald phosphorescence of the shoggoths in Mountains of Madness. Hyperrealism is a realism all its own, as Lovecraft displays in *Dreams in theWitch*-House, From Beyond, and, yes, The Colour Out of Space. Cosmic despair doesn't have to be filmed through a sepia filter or painted in gray wash. But that said, Pulp and Technicolour go together like Christopher Lee and Ingrid Pitt. A Pulp game in a Technicolour London can draw not only on The Horror in the Museum and The Horror of Dracula, but on Sax Rohmer's Fu Manchu potboilers and Dennis Wheatley's Satan-smashing page-turners.

Possible Technicolour Threads:

The Hsieh-Tzu Fan have kidnapped the world's greatest entomologist as tramps are being found devoured by ants; a Club of influential Satanists pursues a vendetta against the cult of Mormo; a noted ghost-breaker has a standing offer of the pick of his library for anyone who can stay the night in Crane Manor; a Rumanian vampire recruits followers for a fascist coup in his home country; a badly deluded Theosophical cult searches for their escaped fogspawn; stunted, inbred troglodytes in the Underground tunnels worship Gol-Goroth; a vengeful rat-thing pursues Aleister Crowley; Shub-Niggurath's sacred prostitutes drain blood from their clients to create a living "Sanguine River" beneath London.



∟ TRAIL OF CTHULHU ५

Dramatis Personae

DRAMATIS PERSONAE

"HE COULD AFFORD NO SERVANTS, AND WOULD ADMIT BUT FEW VISITORS TO HIS ABSOLUTE SOLITUDE; ESCHEWING CLOSE FRIENDSHIPS AND RECEIVING HIS RARE ACQUAINTANCES IN ONE OF THE THREE GROUND-FLOOR ROOMS WHICH HE KEPT IN ORDER - A VAST, HIGH-CEILED LIBRARY WHOSE WALLS WERE SOLIDLY PACKED WITH TATTERED BOOKS OF PONDEROUS, ARCHAIC, AND VAGUELY REPELLENT ASPECT."

- THE HORROR AT RED HOOK

Even more than many Trail of Cthulhu campaign types, Bookhounds campaigns depend on interesting NPCs, usually suffering one or another consequence of bibliomania. Every adventure adds more citizens to the London of your campaign: greedy coppers on the make, degenerate fops who nonetheless pay top prices for certain rarities, waiters at exclusive clubs willing to dish dirt on the membership, coked-up book scouts missing unimportant toes, and so forth and so on. Every NPC source, contact, rival, or red herring can potentially resurface with a new problem or a "book they found in the attic, like." If you brought on a guest star who the players enjoyed interacting with (even if - especially if - he annoys their characters no end), bring him back on stage in another episode! He can stay a second banana, walk on as an extra, or drive a story; however you direct them, recurring NPCs provide depth and richness like very few things can. To these explicit returning guests, you can add implied ones: Evil conspiracies have members who escape identification or justice; vile necromancers have toadies and victims; bibliophile vivisectionists

have suppliers of books and beasts. Keep track of every interesting NPC on the **dramatis personae list** (see p. 154) and be ready to throw them back into play on cue.

Sample Non-Player Characters

As a kick-starter for your own rotating cast, this section contains six configurable, reusable profiles for supporting characters the Keeper can introduce — or the Bookhounds seek out — during a Bookhounds campaign. These NPCs fall within two broad categories: **Rivals** (p. 83) and **Collectors** (p. 86).

Each character write-up includes modular elements you can mix and match as required. Descriptions appear tailored to the styles above, with one addition: Tainted. A Tainted character is one that has come into contact, wittingly or unwittingly, with the Cthulhu Mythos. In the Bookhounds' London, even un-Tainted characters might still be criminals or worse - or, rarely, might actually offer aid for sufficient consideration. The horrific universe of H. P. Lovecraft being what it is, such NPCs often reappear in the storyline — or pieces of them might, at any rate. If a Bookhound meets such a fate instead, perhaps the player can adopt a previously met innocuous NPC as their new

Needless to say, any of the facts given about the characters should be starting points, not straitjackets. When an idea doesn't serve your story needs, change it to something that does. Borrow elements from one description and mash them up with another, or split one NPC into two (or three) if need be to fit your story's needs and your campaign's specific style.

Finding yourself in need of a narrative twist, you may occasionally find reason to switch your conception of a character in midstream. A sinister character you have assumed was Tainted might surprise you by turning out to be innocuous. An uninvolved type might find himself corrupted by madness (perhaps introduced by a Bookhound, or by a book sold by a Bookhound) to walk Hastur's path.

Also included are additional names and physical descriptions, so you can reuse the basic template the next time you need a character of that type. None of the descriptions are keyed to the names, or vice versa; use them in any order. As you use these names and descriptions up, you may wish to replace them, so that you always have a fresh version of the character type to hand when the story goes in an unexpected direction and improvisation is a must. Use only one of the given quirks per character unless they take on a "guest starring" role in the story; then, use as many as you need to define them in the players' minds.

A character's Bibliophily indicates what books they seek, either legally or not; one per character is probably enough, except for rival bookseekers. Bookhounds will usually have heard of an NPC's Bibliophily with a Bibliography spend, or can find out from him with an appropriate Interpersonal spend.

Each character also includes game statistics. Credit Rating is provided for auctions (possible line of credit is in parentheses; p. 25); General abilities appear in case of possible confrontations. (The Magic ability is described in *Rough Magicks*.) General abilities that allow the supporting character to perceive or hide from PCs are omitted in favour of Alertness and Stealth modifiers

→ TRAIL OF CTHULHU 1

Building a Bookhounds Campaign

Hathaway & Co. Fine Books

Hathaway & Co. Fine Books is a game-ready establishment suitable for almost any Bookhounds campaign. They are designed to be the Bookhounds' not-quite-hated rivals in the somewhat-lucrative grimoire-wrangling business. Just how low they will sink in their rivalry is up to the Keeper, but they should always be just a little worse than the Bookhounds. Also up to the Keeper: the degree of Mythos knowledge (or Mythos taint) of anyone at Hathaway & Co.

Hathaway & Co. Fine Books: Located in Fleet Street (XI, 14L), with a steady clientele among London's sensational journalists and jobbing writers, including some script writers for film and BBC Radio. Its film customers bring money and Soho bohemians, both welcome additions. The store is stocked full to the ceiling, with true rarities in a glass case up front or in the safe in back. Specialties include the occult (the more lurid the better), British history, mediaevalia, and art books, but almost anything could be somewhere. (Bookshop Credit Rating 4, or one better than the Bookhounds'.)

Evelyn Hathaway, bookseller: Mid-40s, but looks 10 years younger thanks to an unlined face, smooth pale hair, pink complexion, and student-style spectacles. Dresses in slightly affected suits and coloured shirts. Son of the founder of the shop (now retired to Brighton), brought up in the trade, University educated (King's), knows everyone in books in London. Freemason.

Game Statistics: Auction 3, Credit Rating 4 (equal to or one higher than highest Bookhound)

Herbert "Pockets" Mathews, book scout: Late 40s, lean and tubercular, with a beaky nose, watery eyes, and strange scarring on his throat and temple. Wears a shapeless tweed coat with at least five pockets in it, sometimes containing merchandise "I was just goin' to pay for." Spent six months in Wormwood Scrubs for possession of burglar's tools. Vast fund of lore on alchemical books (and horse-racing odds) in his head, along with the standard intellectual jackdaw's nest of all book scouts.

Game Statistics: Auction 4, Fleeing 9, Stealth Rating +2 (applied to Bookhounds' Conceal to find something on his person, to their Shadowing to follow him anywhere in London, and to their Sense Trouble to detect him filching something or breaking into the back of their shop)

Aston Drummell, catalogue agent: Late 30s, athletic build, dresses well, hawk profile, dark hair pomaded back from a widow's peak. Smokes Silk Cuts, drinks whisky, drives a Rover, keeps a flat in Chelsea. Sent down from King's for unspecified reasons; keeps up with old University set at clubs. Gambles at whist and vignt-et-un. Specialises in black-letters and easily moved plates.

The ethically dubious Aston Drummell appears in "Whitechapel Black-Letter," on p. 96.

Game Statistics: Auction 6, Athletics 8, Credit Rating 5 (socially; income is actually 4 or lower), Driving 3, Health 7, Preparedness 3, Scuffling 4, Shadowing 4, Stealth 2

Compeyson Kane, fence: Late 30s, quite fat, black curly hair, middle-class dresser, purses his lips when thinking or upset. Not officially part of the Hathaway & Co. family, but important to them nonetheless; he's their connexion to London's criminal underworld. Although Hathaway or Drummell can usually find buyers for books of uncertain provenance, Kane can get rid of stamp collections, coins, or weird family heirlooms often picked up in the same way. Kane also provides Hathaway and Drummell leads on the bibliophilic interests of London's flashier or more successful gangsters. Kane himself, for example, collects books on butterflies and entomology in general.

His thugs: Athletics 8, Health 7, Scuffling 8, Weapons 6 (-1 damage; cosh or club)

to the Difficulty Numbers of the Bookhounds' relevant abilities.

The Keeper may also wish to cannibalise names, quirks, or anything else for regular background characters: stooled pub-keepers, keen-eyed beggars, grasping whores, weaselly snitches, bent coppers, pretentious poets, starving actors, etc.

RIVALS

Bookseller Name: Colin Ballard

Physical Description: Early 40s, spindly neck, thick spectacles, whitishblond hair combed back, beaky nose.

Arabesque: Keeps a shelf of books in

Asiatic languages sandwiched between various bronze ornaments. He carries on a vigorous correspondence with collectors and catalogue agents in India and elsewhere in the East, buying books from their libraries (or from libraries they have access to) with little concern for their provenance. Streetwise indicates that he sometimes operates as a fence, primarily for Indian and other Oriental artifacts badly catalogued (or

TRAIL OF CTHULHU 4

Rivals

not at all) in Britain, and so easier to sell.

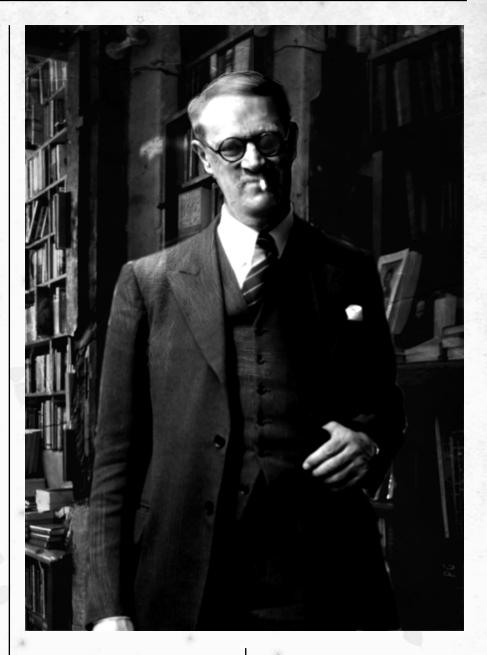
Sordid: As either Arabesque or Technicolour; does a brisk business in copies of the *Kama Sutra* (Arabesque) or necrophilic erotica (Technicolour). He hires young girls (usually slightly over-educated for their class) to work in his shop as clerks, and attempts to force sex from them to keep their jobs; Assess Honesty can tell the girls are nervous, and Reassurance (or Flattery, for less ethical Bookhounds) can get them to spill what they know about anything Ballard is up to.

Technicolour: Ballard's shop is failing (Bookshop Credit Rating 3), due in no small part to its haunting by the ghost of a young woman. Ballard is in love with her, and often thinks of suicide so that he may join her in the afterlife. His stock has subtly changed to reflect his increasing obsession, featuring Gothic novels, ghost stories, diaries from the 1820s (when the ghost lived), and collections by suicidal poets. (Library Use notices the odd syncretism.) He walks the streets at night, and drinks heavily; sometimes he forgets to come in.

Tainted: As Arabesque; Ballard will finally visit India during the turmoil after independence in 1948 to acquire as big a haul as he can. While there, he will visit a temple of Chaugnar Faugn with an eye to carrying off its décor for sale in Britain. He will die there in agony, but Chaugnar Faugn's malign influence is already extending back along his life line, manifesting in time static, strange alterations to the artifacts and books in his shop (Theology reveals that's not an idol of Ganesha), and eventually upon the bodies of those Ballard touches.

Alternate Names: Edward Hanley; Herbert Leavis; Emmanuel Dreyfus

Alternate Descriptions: (1) mid 50s, watery eyes, horn-rimmed



spectacles, receding chin accentuated by bristly mustache, hunched posture; (2) early 60s, fringe of roan-coloured hair, liver spots on capable hands, wide mouth and nose, short and thickset, braces instead of a belt; (3) early 50s, affected pince-nez, unkempt white hair, stooped posture, hard black eyes, pursed lips, double chin.

Defining Quirks: (1) tilts head and looks up at customers; (2) always eating digestive biscuits; (3) closes the store promptly at sunset.

Bibliophilies: (1) works from or about India (Arabesque); (2) exploration and travel narratives; (3) French novels, especially Balzac and Hugo; (4) Glimpses into Prehistory by Clark Ulman (English, 1931), the Pnakotic Manuscripts, Unaussprechlichen Kulten (Tainted).

Credit Rating: 3 (Bookshop Credit Rating 4)

General Abilities: Auction 3, Fleeing 4, Health 4.

→ TRAIL OF CTHULHU !

Building a Bookhounds Campaign

Alertness Modifier: -1 (nearsighted)

Stealth Modifier: +1 (used to standing still for long periods)

Book Scout Name: Allan Chessover

Physical Description: Late 30s, rangy build, gawky, pointed nose, terrible teeth, prominent Adam's apple

Arabesque: Chessover suffers from near-constant insomnia, sleeping perhaps one night in four. While roaming the city at night, he often procures remarkable finds at street markets before they formally open. He knows virtually every business open at night in the whole city, and has a circle of insomniac friends who keep each other company in wild gambling sessions or walks across strange areas of London. (Bookhounds with The Knowledge may know about this weird club.) He sometimes comes back from such rambles with books that appear in no catalogue, books that don't seem to have existed before he "found" them.

Sordid: Chessover is a high-functioning heroin addict. (Medicine or Pharmacy can spot the signs.) When Chessover has a plentiful supply of drugs for his addiction, he is a capable, even remarkable, book scout. In between doping sessions, he rides a manic crest that lets him scour the city for two or three days with catnaps or no sleep at all; he sees books through a kind of bright haze, picking up rarities like a savant. Without heroin, however, his manic energies turn harsh, and the haze becomes a migraine. Then, he razors out prints and maps from libraries or anywhere else he can, or simply steals octavo (and smaller) books for quick resale. While desperate for heroin, he will betray anyone or anything until his next fix; at such times, he sends off so many weird signals that even Assess Honesty can't tell which ones are real.

Technicolour: Chessover has never actually slept a night since puberty. Over the last few decades, he has seen a vampire feeding, a phosphorescent monster in the Thames, a horrible second moon, and far too many ghosts. He is almost completely detached from human society: Psychoanalysis combined with Oral History can elicit a calm recitation of his experiences. Or the Bookhounds might find his journal, before or after his mysterious disappearance. (Compatible with either Arabesque or Sordid.)

Tainted: When Chessover was just starting out as a runner, he found and read a copy of *Dreams Upon Caerleon*, a vanishingly rare volume written by the lloigor-ridden poet Robert Valentine. His condition (whichever of the above the Keeper chooses) dates from that moment; now, he searches for another copy in hopes that he can somehow use it to cure himself.

Alternate Names: Ralph Plomer; Saul Meier; Jack Dryffyd

Alternate Descriptions: (1) early 40s, husky build, constant five-o-clock shadow, club thumb; (2) late 40s, obviously false toupee, overpowering smell of cheap eau de cologne, florid complexion, sweat-stained shirt; (3) about 40, cadaverously thin, twitchy, pinpoint pupils, stained mackintosh.

Defining Quirks: (1) over-sweetens his tea; (2) scribbles in a thick journal; (3) wears a lumpy, hand-knitted sweater in all weather.

Bibliophilies: (1) the works of De Quincey or Coleridge, anything relating to opium; (2) street-view prints depicting circuses or freak shows; (3) works by Poe, Baudelaire, or Nerval; (4) *Dreams Upon Caerleon* by Robert Valentine (English, 1808) (Tainted).

Credit Rating: 1-2 (Bookshop Credit Rating 3-4)

General Abilities: Filch 4, Fleeing 6, Health 3, Preparedness 4, Scuffling 4, Weapons 2 (flick-knife, -1).

Alertness Modifier: +1

Stealth Modifier: 0

Catalogue Agent Name: Hamilton Golding

Physical Description: Early 40s, brown hair, nondescript appearance, tinted spectacles concealing pale green eyes, very fair complexion, average build, Balliol tie.

Arabesque: Golding is the personal catalogue agent of an extremely private client, of whom the wildest rumors are spread. (The Wandering Jew? Dr. Fu Manchu? Sherlock Holmes, made immortal by bee jelly? Merlin? The Illuminati? The ghost of Christopher Marlowe? It's up to the Keeper to set the weirdness bar for her campaign, but Golding's client is at the top of it.) A Golding purchase at an auction, or in a bookshop, immediately sets the bookhunting community to buying up any related works in hopes that Golding will pay his client's usual generous sums for them. Something of a snob, Golding responds with faultless courtesy to any polite interlocutor, but only unbends with experts (3+ rating) in Art History, Bibliography, History, or Occult (used as Interpersonal abilities).

Sordid: Golding's real job is to recover books or documents that might embarrass highly placed or wealthy men. Diaries, manuscripts, letters, and even photographs fall within his remit. He is always amenable to a Bargain, assuming he gets what he wants in the end. (Compatible with either Arabesque or Technicolour.)

Technicolour: Golding is known throughout the scene as its foremost expert on books on lycanthropy. (He

→ TRAIL OF CTHULHU ५

Collectors

responds well to Flattery concerning his mastery of the topic.) He often goes on call outs to remote manor houses to authenticate rare French trial records or copies of German sensational broadsheets. He buys in many related topic areas — Norse sagas, memoirs of hunters in India or Malaya, mediaeval manuscripts illuminated with cynocephali — and always re-sells at a significant profit.

Tainted: Arabesque Golding is an agent of Yith, acquiring recondite texts for memorization by Yithian travelers and transfer to the Great Library. Sordid Golding works for a cult of Shub-Niggurath worshipping degenerates. Technicolour Golding works for the ghouls of Highgate Cemetery; they have promised him ghoulish immortality in exchange for his loyal service. Shadowing Golding, or possibly a Streetwise spend, might put Bookhounds on any of these trails. His lycanthropic interest is a research project of his own (he believes lycanthropy and ghoulism to be connected) which also provides cover for the books he actually buys for his clients (mostly diaries and necromantic grimoires).

Alternate Names: Cecily Vernon; Edmund Hough; Damon Sifakis

Alternate Descriptions: (1) late 20s, steel-rimmed spectacles, light build, long fingers; (2) mid-30s, compact build, curly black hair, brown eyes, ferrety expression; (3) mid-40s, powerful shoulders, thin mustache, square chin, thinning grey hair, good suit.

Defining Quirks: (1) remarkable sexual magnetism; (2) strong West Country accent when nervous; (3) chews peppermints before a business meeting.

Bibliophilies: (1) works on lycanthropy (Technicolour); (2) incunabulae, especially pre-Manutius Italian imprints; (3) proceedings of the Royal Society from its first century (1660-1760) and associated works; (4) *Cultes des Goules*

(Tainted Technicolour).

Credit Rating: 5 (patron's line of credit may be as high as 7 or 8)

General Abilities: Athletics 5, Auction 8, Driving 3, Firearms 4, Fleeing 7, Health 7, Hypnosis 5 (Arabesque, Tainted Arabesque), Magic 6 (Tainted).

Alertness Modifier: +1

Stealth Modifier: 0

Adjusting Game Statistics

Some NPCs may be required to square off against Investigators in physical struggles, especially in Pulp games. The adventure's primary antagonist should have a Health rating from 8-12; secondary antagonists should have Health of at least 4-8. Give sinister characters of whatever stripe (including thugs and cultists) at least one fighting ability (Firearms, Scuffling, or Weapons) in the 6-8 range, and ratings in the other abilities of at least 2-4. Increase their Alertness and Stealth modifiers by 1-2. Sorcerers should have Magic ratings (if used) of 8-10 or better. Main antagonists may also require back-up in the form of slope-browed henchmen, suspiciously muscular liveried servants, or minor Mythos creatures. Indirectly threatening sinister types may keep their low combat ratings but should have Fleeing values of 8-12 if you want them to have a chance of escaping when the Investigators come busting through their doors.

COLLECTORS

Academic

Name: Gilbert Warrender

Physical Description: Around 60, sharp chin, tufted eyebrows, salt-and-pepper hair slicked back from a widow's peak, deep lines at the side of the thin-lipped mouth. His habit of lecturing can let a Bookhound subtly pump him with Oral History into giving away something he shouldn't.

Arabesque: Warrender Orientalist, a scholar of anthropology, theology, and history of the Near East. He knows an impressive number of the region's languages, both ancient and modern, and collects Persian and Ottoman antiquities in a small way, as an Antiquarian Investigator will know. He has extensive contacts in the area, and in London's various expatriate Levantine communities; until 1935 he can count T.E. Lawrence as a personal friend. After Lawrence's death, he begins to take exaggerated precautions for his own safety. He wears a tweed suit or affects Arab dress. (Credit Rating 5)

Sordid: Warrender is a physiologist who avidly follows the latest German research on encephalopathy, and has contributed to the field in his own right. He has amassed valuable experimental data (and a small fortune) designing neuro-electrical devices for leading alienists and testing them on their helpless patients. What precisely his devices are capable of – brainwashing, mind-reading, creating false memories, opening patients to possession – is up to the Keeper. He wears a lab coat over a Savile Row suit.

Technicolour: Warrender is a scholar of the occult, an expert in mythology and mass delusion. He has a massive library on the topic and is often called in to opine on anything from haunted

→ TRAIL OF CTHULHU !

Building a Bookhounds Campaign

houses to bizarre crime scenes. Quite often, he travels abroad, investigating some phenomenon for one of his popular books on eldritch matters. He wears modish, well-cut clothes in charcoal or black, and an Athenaeum Club tie.

Tainted: Arabesque Warrender thought he had made a deal with the Sand-Dwellers in the Syrian desert, but now realises he needs to find another acceptable sacrifice; Assess Honesty detects his increasing paranoia. Sordid Warrender has constructed an astral radio (as in Beyond the Wall of Sleep) and is slowly contacting a powerful Entity, burning out the minds of his test subjects like so many vacuum tubes; Bureaucracy can sift sanitarium records to uncover the unwholesome pattern. Technicolour Warrender is a devout Nyarlathotep cultist, having encountered the Mighty Messenger in innumerable forms all around the world; his goal is to write a vastly expanded version of Nameless Cults for a popular audience and open millions to the throne of his dark lord. Assess Honesty won't reveal specifics of Warrender's devotion, but it will reveal his gloating sense of secret empowerment.

Alternate Names: Terrence Penrose; Dame Barbara Oldwyn; Harold Kenrick

Alternate Descriptions: (1) late 50s, twinkly eyes, ruddy complexion, round cheeks and chin, short limbs; (2) mid 70s, neat white goatee, strong teeth and jaw, jug ears, just over six feet tall; (3) mid-40s, pot-belly, high forehead, heavy jowls and double chin, toothbrush mustache and stringy hair (both brown), stubby fingers.

Defining Quirks: (1) smokes a briar pipe that keeps going out; (2) walks with a pronounced limp; (3) devotee of the opera.

Bibliophilies: (1) rare or historically significant texts on his academic specialty; (2) musical scores of the Baroque; (3) Restoration-era editions of Shakespeare; (4) *De Vermis Mysteriis* (Tainted Arabesque) or any book referring to the *Necronomicon* (Tainted).

Credit Rating: 6

General Abilities: Athletics 2, Auction 1 (4 in Technicolour), Driving 2, Electrical Repair 2 (Sordid), Fleeing 4, Health 4, Magic 3 (10 in Tainted Technicolour), Mechanical Repair 2 (Sordid), Scuffling 2.

Alertness Modifier: -1 (absent-minded)

Stealth Modifier: 0

Artist

Name: Jefferey Yeovil

Physical Description: Early 30s, wry smile, premature grey in sideburns and mustache, strong chin and brow, slightly below average height.

Arabesque: Yeovil is a painter of Expressionist tendencies, though not an abstract artist. His bold landscapes, reminiscent of Gauguin, depict exotic climes, some of which he's hardpressed to specifically identify. Nothing will get him to stop painting them. Publishers have begun using his art in book jacket designs, which his jealous contemporaries use to pillory him as a bourgeois sell-out. Reassurance of his political bona fides is more important to him than Flattery of his pieces. He's arrogant about his art, he's insecure about his politics – mostly because he's pretty much a bourgeois sell-out.

Sordid: Yeovil owns a gallery (realist photography and abstract sculpture only) with quite a reputation amongst the Bohemian set; he counts Anthony Blunt and John Maynard Keynes,

among others of the Bloomsbury Group, as personal clients. It would be libelous to speculate about their involvement in his lucrative sideline in paedophiliac prostitution (of models in the photographs). Yeovil has to pay off enough police officials that Cop Talk hinting about it will get his attention. (Sordid Yeovil is wealthy enough to be Credit Rating 5, but his "shock the bourgeois" radical politics keep his social-interpersonal Credit Rating at 3.)

Technicolour: Yeovil is a movie director working for Shepperton Studios, and he has two great loves: horror books (the older and more outré the better) and horror films (the newer and more explicit the better). He desperately wants to direct a British response to Dracula and Frankenstein, but set in modern London. (The British censors' "H" rating (for "Horrific") begins in 1933 and guts horror film in the UK for two decades.) He might turn up looking for background material (or carting his camera) if any of the Bookhounds' adventures appear in the papers, or if they do a lot of poking around Soho or "Flicker Alley" in Covent Garden. Sufficiently severe Intimidation will make him back off - until his curiosity again outweighs his cowardice. He shows some of this footage to friends, trying to drum up interest in his "modern British horror" project. (A Sordid Technicolour Yeovil might be showing occult snuff films at these sessions.)

Tainted: Arabesque Yeovil is, indeed, painting the horrors of the Mythos: depending on Keeper whim, his canvases may be Cthulhoid dreamscapes, Gates to other dimensions, sentient Colours, or aspects of Hasturian despair. Art History might note their strange resemblance to the paintings of Robert Blake and Henry Wilcox. (Not Pickman; his hyperrealistic style has nothing in common with Yeovil.) Sordid Yeovil is one of the Five

J TRAIL OF CTHULHU ५

Collectors

Fingers of the Keirecheires, which perilous investigation of the cult (most likely Shadowing) will eventually uncover. Technicolour Yeovil has been enraptured by the Mater Tenebrarum, an aspect of Mormo, and she has made a lamia's bargain with him: artistic inspiration in exchange for life force. Dark, enchanting, often blind women and girls appear in Yeovil's film work; an investigative use of Psychoanalysis will note his apparent fixation on this Jungian anima figure.

Alternate Names: Connor Boynton; Morgan Church-Jones; Elena Squiers

Alternate Descriptions: (1) around 40, birdlike movements, long nose, black eyes and hair, keeps hands jammed in pockets; (2) late 50s, quite tall, longish gray beard and hair, Roman nose, low baritone voice; (3) late 30s, unkempt mouse-brown hair, sky blue eyes behind black-rimmed spectacles, thick lips, nicotine-stained teeth and fingers.

Defining Quirks: (1) will talk your ear off about Kandinsky; (2) flirtatiously disregards personal space; (3) hums tunelessly while thinking or working.

Bibliophilies: (1) Pre-Raphaelite works, and works of the Symbolists and Decadents: Mallarmé, Rimbaud, Beardsley, Wilde, etc.; (2) Lewis Carroll photographs, and "fairy" and "spirit" photographs, and related books (Sordid); (3) Gothic first editions in German and English; (4) The King in Yellow, Revelations of Glaaki, or Cthaat Aquadingen (Tainted)

Credit Rating: 3 (line of credit from patrons or investors 5)

General Abilities: Athletics 5 (Technicolour: lugging a camera around is heavy work), Auction 6 (Sordid), Driving 1, Fleeing 4, Health 3, Magic 12 (Tainted Sordid), Mechanical Repair 2 (Technicolour), Scuffling 2.

Alertness Modifier: +2 (-2 while creating art)

Stealth Modifier: 0

Peer of the Realm Name: Sir William Ancherley, Lord Ravenswood

Physical Description: Early 50s, belligerent posture, corded neck, sunburnt hatchet-face on a square head, short iron-grey hair and mustache

Arabesque: Lord Ravenswood served in India and Egypt; his sprawling manor house in Berkshire and his townhouse in Mayfair are full of exotic artifacts, animal skins, and strange weapons collected in his travels. He has a menagerie of beasts and peacocks in the country, and a staff of suspiciously foreign servants. At some point in his three decades of service for Empire, he surely stole the eye from a little yellow god, opened a mummy's tomb, or killed a sacred baboon. A keen eye for the Occult or Archaeology notices the giveaway gem, papyrus, or dagger on the mantel.

Sordid: Wladyslaw Anczercy put the profits from his father's distillery into newspapers, writing and publishing strident, popular, muckraking copy. By the time the current Government came in, he was "William Ancherley," and after a sizable donation to the party committee, he found his name on the Honours List. From press baron to actual baronet in only three decades, via xenophobia, strike-breaking, anti-Semitism, foaming shrieks for "a mailed fist holding the rods and axe of law and order," Hitler-worshipping defeatism, and shrill paranoia about moral decay and the fall of the white race. He is a horrible, repulsive person - who is nonetheless right on the money about Kathulos, or the Tcho-Tchos, or whichever foreign Mythos threat the Bookhounds have crossed. By repeated

stomach-turning Reassurance that they, too, support eugenics and aerial disarmament, the Bookhounds can get Lord Ravenswood to assist them with money or skewed press coverage.

Technicolour: As Arabesque, but Lord Ravenswood is also a fashionable Satanist. It's up to the Keeper whether his lordship actually believes in Lucifer, as opposed to believing in sadism, crimson draperies, selfishness, naked whores, and hashish incense. Using Streetwise to hook him up with better brands of the latter two commodities earns a Bookhound a seat at the next orgy.

Tainted: Lord Ravenswood is a scion of a lloigor-tainted dynasty (the family of Sordid Ravenswood fled Galicia in an unsuccessful attempt to escape) and, by careful rituals and sacrifices, has avoided the cancers and suicides that plague his lineage. (Library Use might turn up the telling pattern of lloigor influence in his genealogy.) His blood and nervous system are extremely sensitised to Mythos energies; whether this makes him a natural magus or ground zero for an approaching cataclysm is up to the Keeper. He is exploring his options, considering making a pact with another god or titan, using his daughter, his soul, or something to be named later as the currency.

Alternate Names: Lady Violet Fullham; August Danvers, Baron Syme; Sir Geoffrey Fitzjames

Alternate Descriptions: (1) about 60, tubercular cough, large hands and feet for his build, broken blood vessels on cheeks and nose, blue eyes, gold-rimmed spectacles; (2) late 50s, delicate features, pale hair with almost invisible eyebrows, muscle going to fat slowly, somewhat dome-shaped head; (3) late 40s, ruddy-gold hair in carefully coiffed mass, green-grey eyes, well-shaped jawline, taller than average.

→ TRAIL OF CTHULHU L

Building a Bookhounds Campaign

Defining Quirks: (1) fulminates bitterly against taxes; (2) drinks brandy-and-soda; (3) toys compulsively with a massive old-gold signet ring.

Bibliophilies: (1) early Shakespeare folios and quartos; (2) first editions of Galton, Gobineau, Chamberlain, Herder, and other race theorists (Sordid); (3) antiquarian grimoires and witch-finders' books, the more illustrations the better (Technicolour) (4) currently, the *Book of Iod, Liber Ivonis*, and *Monstres and Their Kynde* (Tainted).

Credit Rating: 7+

General Abilities: Athletics 4, Driving 2, Firearms 4, Fleeing 4, Health 4, Magic 10 (Tainted), Riding 6.

Alertness Modifier: 0

Stealth Modifier: +1 (from hunting)



SCENARIOS

In general, scenarios for a Bookhounds campaign are no different from traditional *Trail of Cthulhu* scenarios: they are occult mysteries that reveal (a glimpse of) the secret Mythos behind the world. Their spine, or structure, is essentially the same, with the same basic elements usually present: hook, trail of clues, horrible revelation, and antagonist reactions.

The differences come from the booktrade backdrop of the campaign, from the atmospherics and style of the Keeper's specific London, and from the Bookhounds themselves: staunch New England scholars and detectives have different options and tactics than skeevy East End occultists and forgers. At every step of the scenario (both during initial design and during play), the Keeper should be alive to the possibilities of those differences. Present NPCs who reflect the Bookhounds' world back at them: petty criminals, obsessed bibliophiles, inbred lords, sweaty Satanists. Be ready to run with player plans for burglary, forgery, smuggling, arson, or blackmail - consequences and payback should come from the Bookhounds' rivals, or from criminal gangs, even more than from Scotland Yard or decent society.

Throw elements of the style into each scene, as description or as a clue. If the style is Sordid, the clues should involve degradation or suffering, the scenes should play out in trash-strewn lots and dripping mews, and the weather should always be grey and close. If the style is Technicolour, there should be rich crimson curtains over the leadedglass windows in the library, pentacles painted on the walls of the warehouse, and glistening blood (or glowing ichor) on the wallpaper. Arabesque style games might involve more foreigners as NPCs, more variety in London architecture, and plenty of strange or inexplicable events: phantom aircraft, insects spelling out runes, a team of left-handed assassins.

And most of all, at least one phase of every Bookhounds scenario should involve a book. Not every scenario needs to begin with a missing (or discovered) Mythos tome, or at a library or book auction. But someone in the adventure should be motivated by bibliomania, or the clue to the creatures' lair should be found in an old diary, or the villain should be an author.

Here's a "standard" *Trail of Cthulhu* scenario spine, somewhat expanded from the version on p. 192 of the *Trail of Cthulhu* corebook. For each element, we present some suggested ways to work in the printed word. Remember, not every element needs to involve a tome – but there should be a book or two somewhere in every adventure.

The Hook: The event, problem, or opportunity that attracts the Investigators.

A mysterious stranger asks the Bookhounds to locate a rare book.

A horrific tome turns up in an estate sale; the previous owner died under very eerie circumstances.

A valuable patron of the Bookhounds' bookshop suddenly changes her collecting pattern, and becomes quite secretive about her reasons.

The Curtain: The Investigators check out the hook based on their initial suspicions. The investigation yields a core clue (and possibly various red herrings) but no confirmation of their suspicions. The investigated individuals present a credible front of innocence.

The Bookhounds confront their suspect at a house sale, where she buys only irrelevant or innocuous books.

TRAIL OF CTHULHU 4

Scenarios

The Bookhounds break into their suspect's library, and find one shelf empty.

Their suspect offers the Bookhounds
– or their rival book-hunters – a
healthy commission to acquire a
seemingly irrelevant book for him.

The stolen book turns up at auction, bought by a gentleman of stainless reputation.

The Wakeup: The Investigators suffer a jolt of horror, most often a horribly mangled victim or attack by evil and/or eldritch forces.

Monsters start attacking anyone who has touched a specific volume.

While on the way to a street market, a Bookhound somehow detours through an unknown dream-London.

The Bookhounds' client turns up dead; the book she wanted is intact near the corpse. Or burned in the fireplace. Or inside her digestive tract. Or ...

The First Reveal: Although their jolt of horror may have cost them, the Investigators also gain information leading them closer to the heart of the mystery.

The antagonists' attack (or the Wakeup in general) closely resembles something mentioned in a book a Bookhound has read.

The attackers try to destroy one specific book in the shop.

The body is covered with writing that the Bookhounds recognise from a rare tome: owner's annotations, illustrations, the tome's actual words.

The Blowback: The antagonists move directly against the Investigators, as a consequence of the investigation so far. This is an optional floating element, which can be inserted as needed into the action.

The antagonist steals a key book needed for the investigation from the Bookhounds' shop or personal library.



→ TRAIL OF CTHULHU L

Building a Bookhounds Campaign

The antagonist lures one or more Bookhounds into an ambush, perhaps by offering a valuable book for sale.

The antagonist plants a dustthing (p. 69) on one of the Bookhounds, or in the Bookhounds' shop.

The Twist: The First Reveal in turn leads to an upending of the Investigators' assumptions, and a loss of their mental equilibrium.

An 18th-century diary mentions the villain, describing him precisely.

Someone the Bookhounds have cleared of suspicion shows an unexpected interest in Mythos tomes at an auction.

Their prime suspect turns up slain horribly, with pages torn out of the book he was reading.

The Relief: The Investigators gain unexpected aid or information, putting them back on the path to victory. This may be as a result of their investigation (a reluctant witness comes forward) or as a result of the blowback. ("It seemed like those things were coming from Deptford Park.") This is an optional floating element, which can be inserted as needed into the action.

A collector whose life the Bookhounds saved in an earlier attack gives them access to a rare clue tome.

An old client has information connected to the mystery.

A recurring NPC shows up to provide an enigmatic hint, referencing a book the Bookhounds own or one they must track down.

The Final Reveal: The Investigators learn what's really going on — and it's worse than they imagined.

The antagonist's actions fulfill a prophecy in the Necronomicon.

The evidence for the Final Reveal comes from three or four separate books, assembled, acquired, or discovered during the scenario.

Studying a map of London points to the villain's next and final atrocity, which puts her previous activities into perspective.

The Setup: The Investigators carry out a necessary action before the confrontation can occur. This element doesn't always occur; when it does, it's usually driven by player ingenuity rather than Keeper pre-planning.

The Bookhounds must steal, borrow, or find a book crucial to the ritual, or crucial to disrupting it.

The Bookhounds must booby-trap the villain's book, or switch it with a useless (or dangerous) forgery.

The Bookhounds must bribe one of the antagonist's allies to switch sides; the ally is a book collector (of course).

The Confrontation: The Investigators clash decisively with the forces of evil, hopefully winning at least a tactical victory that restores a semblance of order in the near term. (Purist games' mileage may vary.)

The Bookhounds have altered the villain's book so that his ritual destroys him rather than the Earth.

The Bookhounds read a counterritual from one of their books while stalemating the antagonist's monstrous allies. The Bookhounds must kill the antagonists without explosives or fire, so that they can loot the villain's library afterward.

Adding structural flexibility to the spine are one or more floating events, which can be inserted as needed into the action. The Blowback and Relief are examples of such events; others include a scene involving an Investigator's personal goals or Drive, an interaction with a Source of Stability, an auction or other scene laying the groundwork for a future scenario, a delayed consequence of a previous scenario, or an uncanny event tied to a location or specific date. The players may add their own elements to the scenario, often by venturing on a "mini-quest" to obtain some crucial book, evidence, or other resource to carry out their plan. The Setup is an example of a potentially player-added element.

This is a framework to fall back on when needed, not a blueprint you have to stick to. Any given element may encompass one scene, a number of scenes, or be only part of a scene. Relief may be needed earlier in the story; red herrings in the stretch may help you pace scenario events to match your time frame. Above all, you're responding to player initiative, nudging but not pushing plot developments into as much structure as seems mutually satisfying. It's helpful while planning the Hook to think ahead to what the Twist and Final Reveal might be.

Only rarely will the resulting adventure precisely match this structure. However, using it to think ahead will help prepare you for the messier, but more vital and interactive, scenario that does result when the players start engaging with your game.

¹TRAIL OF CTHULHU ५

Player-Driven Adventures

The Campaign Map

Give serious thought to creating a campaign map for your London. Print out a map of London and start marking it up with weird locations, Mythos "dread zones," ley lines, and anything else that shows up. (A suitable base map can be found on the Pelgrane website.) If you aren't fortunate enough to live in London, just having the map handy pinned up on a cork board, or downloaded to a graphics tablet - will help orient your adventures and put you into a proper sense of place. Just reading the street names may remind you of other London fictions you want to evoke in the game, as player or Keeper. Plot escapes and ambushes; mark off blocks where you're reasonably sure the hunting horrors aren't. Colour in the ghoul warrens and let an "X" mark the hyperdimensional Gate to Lomar.

you've added megapolisomancy (p. 76) or any other sort of locationbased magic or story element to the game, both players and Keeper will find having their own map incredibly useful. Indeed, as your campaign map gets ever more lined and annotated, you may find a sort of location magic emerging even if you didn't intend it to. London is like that.



PLAYER-DRIVEN ADVENTURES

If you don't have an adventure planned to go right that evening, or if an ongoing scenario demands some "down time" for verisimilitude's sake (waiting on the special ink from Belgium, or for the full moon), have the players pick a plot hook they find interesting to chase down. The players may show up to the game between adventures eager to sniff out another rumour - our advice is to accede with delight and alacrity. After all, they've already hooked themselves! You just have to reel them in, weaving the line as you do so. Don't worry that the players will revolt at your improvisations: adventures that players pick - especially those hooked into their character's past experiences or specific interests - start out with a deep deposit of good will and player buy-in. If you can provide thrills and scares, the specifics of the story will almost take care of themselves.

Plot Hooks

Adventures often throw up other possibilities outside their spine: investigative roads not taken, rich targets for sales pitches or housebreaking, the suspicious auction house that wasn't connected to this *particular* cult. As the campaign continues, the players should write down these various leads, possibilities, and sources on a "tip sheet." Between this increasing backlog of loose ends, and the various rumours floating around London (see p. 44), the players ought to rapidly accumulate quite an evocative catalogue of scenario hooks.

Once the players have picked a plot hook, the Keeper then improvises responses to their actions. Decide which items represent real Mythos threats, which ones turn up mere occult or human horrors, which can be quickly established as red herrings, and which ones lead to benefits or information about ongoing challenges.

Next, make up the antagonist. If you're stumped, run through the cults and monsters in this sourcebook (or the corebook) and pick one that sounds cool to you, or that matches the bibliographic element, as this scenario's villain. You can also use an NPC from your campaign's "dramatis personae" list (see p. 154) as the villain, or build one from one (or more) of the NPCs in this book (not just the ones on p. 82-89 but anyone from "Whitechapel Black-Letter" on p. 94). Alternatively, use one of the plot threads in the Styles section, above (see p. 80), or something from the Cthulhu Mythos section of the relevant neighbourhood. As noted previously, add a book or two, if you don't already have one somewhere. By now, you have the makings of a scenario spine, and you should be able to reverse-engineer a trail of clues from hook to horror.

Using Contacts

Given the plot hook, the players should decide what kind of contact might provide initial answers or assistance. The Bookhounds choose a contact from any number of sources: their pre-existing contacts and connections (Trail of Cthulhu, p. 31), neighbourhood contacts (p. 41), or other NPCs from their copy of the dramatis personae list. Keeping in mind the kind of help they need, the players decide which of their possible contacts is likely to provide it. They should think creatively - rationalizing the approach is half the fun - and the Keeper should encourage such improvisation: it invests the players in the campaign, and spreads the burden and the joy of setting creation to the whole gaming group. In that light, either the player or the Keeper can name the contact (if not yet named) and provide any sort of interesting or colourful details about them. The Keeper should veto any detail too likely

→ TRAIL OF CTHULHU !

Building a Bookhounds Campaign

to derail the story: no former big-game hunters who just happen to have their elephant gun handy, no simpering suitors to hand over an emerald the size of a plover's egg. A really fun or interesting contact might migrate onto the dramatis personae list and become a recurring NPC, with all the dangers inherent in such a position.

Locating a contact may be as simple as a telegram or a stop in at the local, or it may require some fast talk or a dodgy detour through a grimy alley. If the Keeper wants to tie the contact more directly into the plotline, it may require confronting a monster or a maniac: the contact might need to be rescued, bailed out, or bandaged before they can help the Bookhounds along.

In general, contacts move the plot forward without solving any truly major problem (or taking any real risk) for the Bookhounds. Remember, in a GUMSHOE scenario, ideally each scene contains a clue (or a batch of clues) to move the adventure forward; each clue is surrounded by an exciting or intriguing scene. Each contact provides a nugget of information, an assist, or a hard shove to solve the scene's obstacle and get that scene's clue.

Simply calling on a contact doesn't necessarily set the Bookhounds on the right path, although it can if the Keeper is in a hurry or the players look truly piteous. More likely, the contact provides a direction to search for the needed information:

"I fink I saw 'im go into that there sewer gratin'."

"You move along or I'll run you in for loitering, just like I did that foreign cove last night."

"Ain't 'eard nuffing like 'at since I left the Necropolis Railway ten year back. And 'at sound is why I left it." "If you were to ask me, I'd say it's most reminiscent of the Mohock outrages of Queen Anne's day. Dear Queen Anne, so misunderstood."

Once the players have uncovered that scene's clue, it should raise a new question. Answering that next question may be as simple as heading into another scene in another location, or it may require some more research (in libraries, in the bookshop, or on the ground), or it may take another little assist from another contact. If the players feel like they need another boost in the right direction to move ahead to the next event, or if they act like it by aimless pondering and wandering, hand them the dramatis personae sheet or the list of contacts for the neighbourhood they find themselves in and let them bring another contact on stage.

Putting it Together, Together

Constructing a player-driven adventure is still a work of collaboration; as Keeper, you can improvise, react, or even intervene if need be to drop a clue for a future scenario or lay pipe toward the big finish. The Keeper should usually include a memorable NPC (if the contact isn't already memorable, or if her only role is to point the Bookhounds toward the real action), or a potential conflict, or both in each scene. You can get any needed NPCs from the same places you got the villain: your dramatis personae list, the NPC section of this book, or from an adventure. The NPC in any given scene might be a secondary antagonist, an information source, or even an ally but make her someone the players can interact with interestingly.

You don't have to wait for the players to recruit a contact: if they seem to be flailing around aimlessly, toss in a monster or a cultist attack, or have a contact drop dead at their feet clutching a rare octavo. If it's a Pulp game, threaten a Source of Stability, and drop information that way - a classic pulp First Reveal. Don't worry overmuch about cleverness, or even plausibility in an Arabesque style game. Just use each clue to point the players into the next scene, seeking answers to the question it raises. Follow the spine pattern on p. 89, moving from Curtain to Wakeup to First Reveal and so forth, as fast as you can manage it. Skipping the Curtain and the Twist makes a full-on "bug hunt" chase scenario; adding Blowback gives you time to come up with a suitably scary or strange Final Reveal.

Keep the players moving forward, eagerly chasing down the hint that they selected: story motion is its own reward. When in doubt, have two men (or Things) with wavy daggers burst through the window, as Raymond Chandler would have said if he wrote for *Weird Tales* instead of *Black Mask*. If the game's tone supports it, just let the players drive the victory condition, too: if their plan sounds cool, it works ... though perhaps not without one last gruesome surprise.



Whitechapel Black-Letter

"POLICEMEN DESPAIR OF ORDER OR REFORM, AND SEEK RATHER TO ERECT BARRIERS PROTECTING THE OUTSIDE WORLD FROM THE CONTAGION. THE CLANG OF THE PATROL IS ANSWERED BY A KIND OF SPECTRAL SILENCE, AND SUCH PRISONERS AS ARE TAKEN ARE NEVER COMMUNICATIVE. VISIBLE OFFENCES ARE AS VARIED AS THE LOCAL DIALECTS, AND RUN THE GAMUT ... THROUGH DIVERSE STAGES OF LAWLESSNESS AND OBSCURE VICE TO MURDER AND MUTILATION IN THEIR MOST ABHORRENT GUISES."

- THE HORROR AT RED HOOK

This scenario can take place at any time in the Thirties. It makes for a "throw 'em in the deep end" introduction to a *Bookhounds* campaign. It introduces rivals, seedy occultists, a bibliophilic club, and an ongoing feature of horrific London that can all generate sequels if the Keeper wishes. It's as crowded as the best Pulp, but fundamentally grimy and bleak despite featuring warring gods. In tone, it borrows from **Sordid** and **Technicolour** Londons, but is only a few more exotic foreigners away from becoming **Arabesque**.

Keepers should feel free to use or re-use any of the NPCs, monsters, and so forth in this scenario as they see fit. Keepers should also read the adventure carefully and thoroughly before running it; it's detailed and dense enough to spark sequels from the various loose ends and investigative threads within. In short, it's intended to provide a number of roads into the *Bookhounds of London* setting first, and to provide an introduction to *Trail of Cthulhu* (a distant) second.

THE SPINE

The Uncongenial Mr. Dives hires the Bookhounds to acquire a rare grimoire. In their investigations, they meet any number of Rivals for the Prize, both professional and sorcerous. One such rival likely leads them to the seller, Ambrose Bowers, although they may trigger a Deathtrap in Wapping at his old house. They may also discover that their client is a Ripper-obsessed wouldbe magus by investigating the Offices of Horace & Moore on Mitre Street. Eventually, the Bookhounds discover that the book they seek was owned by Jack the Ripper himself; they may look into The Fiend's Identity or buckle down and survive until An Auction in Whitechapel ends it all. And perhaps Ends it All.

At its most basic, this adventure has only three core scenes: Dives hires the Bookhounds; they find out about the auction (usually after meeting Bowers); they attend the auction. Everything else is a branching (albeit scenic and informative) path.

Ripped From the Ripper Books

Like "The Kingsbury Horror" in the Trail of Cthulhu corebook, this scenario is based on true events. All details of the Ripper murders, sites, and so forth in this adventure are historically accurate, including the sites' eerie alignment into a vesica piscis. "Roslyn D'Onston" was a real person, born Robert D'Onston Stephenson. My source for D'Onston's career, and for the indictment of him as the Ripper, is Melvin Harris' intriguing The True Face of Jack the Ripper; you can check the alignment theory in Ivor Edwards' even more fascinating Jack the Ripper's Black Magic Rituals. Except for the Caedis Urbi, all details of his life and career in this adventure are accurate, as are those of Cremers, Collins, O'Donnell, and Crowley. I also added only one detail to the work of Professor Krappe on the entirely too-intriguing figure of Balor.

I stole Thibaut de Castries, and megapolisomancy in general, from Fritz Leiber's masterpiece of Lovecraftian urban-fantastic horror, *Our Lady of Darkness*. The under-utilised Nagaäe come (with one or two fillips of my own) from Eddy C. Bertin's Cthulhu Mythos story *Darkness*, *My Name Is*. I have changed Ramsey Campbell's version (in *The Room in the Castle*) of Robert Bloch's Byatis somewhat, but these things will happen.

→ TRAIL OF CTHULHU !

Whitechapel Black-Letter

No Nodens Need Apply

There are players and Keepers who bear a grudge against Nodens, as a perhaps understandable reaction to his casting as a "good" Elder God by August Derleth and Brian Lumley, among others. This is slightly unfair to Derleth and company, as they were following Lovecraft's lead in *Dream-Quest of Unknown Kadath*. It's more unfair to Nodens, who Arthur Machen equated with the horrific Pan in *The Great God Pan*, and whose appearance in Lovecraft's own *The Strange High House in the Mist* is still quite ambivalent. This adventure follows this harsher Nodens, especially Machen's predatory force of madness carelessly reshaping humanity. It also follows the etymological evidence of Nodens' role as one of London's tutelary deities, as noted on p. 44. It also works better dramatically, setting the human struggle over the book against a shadowy war of the titans in London's primordial past.

That said, you don't need to mention or involve Nodens at all. Just assume that the rituals in the Black-letter come from Pnakotic wisdom or the like, and that any ill effects come only from Byatis-energy backlash.

On a kindred note: If you don't want to introduce megapolisomancy into your campaign, leave out Thibaut de Castries and his book entirely. Instead, Louis de Castries uses conventional Mythos magick: Summon/Bind Nightgaunt (or Hound-Lich; the mechanics are the same in this case, except the hound-lich's amulet replaces the Elder Sign), Howl of Pan (still perhaps using traffic noise or power line hum), and Runic Target (*Rough Magicks*, p. 20; this becomes the spell he inadvertently cast on Bowers' mother, summoning a Hound-Lich or Nightgaunt). He knows enough about London's Mythos past that he can refresh his Magic pool (or Stability pool for magickal purposes) entirely at Ludgate or on the Isle of Dogs, and refresh half of it in the shadow of Christchurch Spitalfields.

THE HORRIBLE TRUTH

The Ripper's murders outline the Eye of Byatis, a horrific entity pinned beneath - and perhaps somehow embodying - London. The Ripper, however, was playing at a dangerous game: his murders were a ritual dedicated to Byatis' rival entity, Nodens. The Ripper aimed at defining the Eye and closing the Eye part of the way, allowing him to harness the now-concentrated remainder of Byatis' magical force. As so many Mythos rituals do, it worked, though not entirely as its architect envisioned: the mystical backlash leached out the Ripper's drive and personality, and eventually his very existence. The Black-letter contains the Ripper's calculations, allowing the Bookhounds - or whoever winds up with the tome

- to shut Byatis' Eye again, if they choose to pay the price. Until then, however, Byatis' energies continue to infect London. Or, of course, the Black-letter could allow someone to open Byatis' Eye fully...

A BOOK TO KILL FOR

The Uncongenial Mr.

Dives

XI - XII. Pick a Bookhound for the approach: ideally, a catalogue agent, bookseller, or dilettante. That Bookhound receives an invitation to dine at the Pimander Club from one Johnstone Dives.

The Pimander Club is an

exclusive West End establishment with a reputation for members with somewhat outré interests: astrology, spiritualism, and Theosophy along with architecture, archaeology, and mathematics. **Occult** notes that it was initially founded in 1887 as a response to the Golden Dawn by snobs interested in Hermetic lore but unwilling to associate with the middle-class climbers who ran the Order.

Johnstone Dives, according to Who's Who, is a gentleman of leisure. Born in Capetown, father made a fortune in mining, educated at Oxford, gained a First in Mathematics. Address in Pimlico, shooting place in Ayrshire. (This isn't even Library Use, any more than "hit Wikipedia" would be in 2010. That said, an actual Library Use spend notes Dives' occasional publications non-Euclidean in topology.) An Occultist Bookhound (or anyone who makes an Occult spend) knows Dives has drifted around the edges of a few magical societies without really committing, and that he has something of an unsavoury reputation for arrogance and for belittling those he considers "merely religious."

Dives proves to be a hawk-faced, sourlooking man in his early 50s, with yellow-white hair tufted over his ears. He dresses well, but not particularly fashionably; his manners are brusque at best. At dinner, he explains to the Bookhound that he has reason to know that a copy of Johannes Turris' Caedis Urbi Verae Claves has surfaced for sale. At this point, the Bookhound is free to show off his Bibliography by noting that no copy of Turris' banned and controversial work has appeared outside major libraries since 1805. "Indeed, sir, I expect the sale of that very copy, the so-called De Castries copy. And I expect it within five days - a week at the most. And further, I expect you to acquire it and authenticate it for me. Price is no object, and you shall not find me stingy as

J TRAIL OF CTHULHU ५

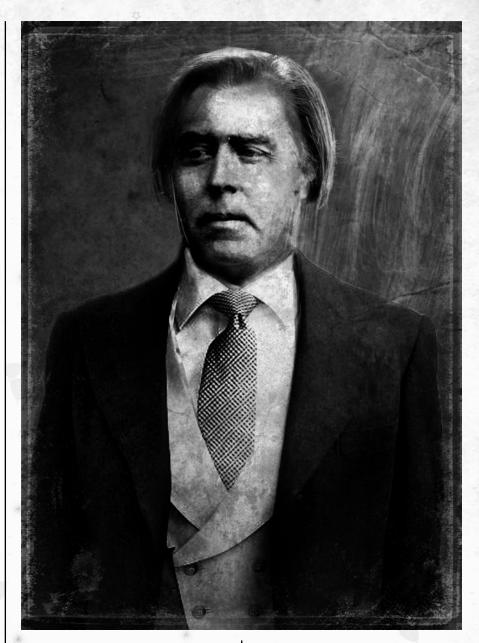
Whitechapel Black-Letter

regards your services. But it must be that copy, and no other."

Dives would prefer to leave matters there, but with a suitable use of Streetwise (hinting at criminal connections who need to know whom to threaten) or Flattery (wideeyed admiration at Dives' resources in uncovering this bibliographic opportunity), he provides a little more information (Core Clue). Dives has a rival collector, Paul Fletcher, an astronomer in South Africa. Dives' agents there managed to intercept a telegram sent by Fletcher to one Aston Drummell: Fletcher is arriving on the Carpentaria from Capetown in five days, and Drummell is to meet him at the Broadgate Hotel "with the Keys to the City" (likely a reference to the tome's English title, True Keys of the City of Death).

Any Bookhound knows Drummell; he's a catalogue agent specialising in black-letters: books printed in Germany in "black-letter" type faces. A Bibliography spend provides further data: Drummell also specialises in prints and plates from grimoires, cosmographies, and alchemical works. (They sell quickly and without questions, being visually interesting and so widely plagiarised and reproduced that they're almost impossible to identify as specifically stolen.) Does Drummell know the occult significance of this sideline? Occultist Bookhounds (or those who ask around with an Oral History spend to get the gossip) know he's not personally one of London's occult scenesters, but he and the bookshop he mostly works for, Hathaway & Co. Fine Books (see p. 83), do brisk business with such folk.

Using Assess Honesty, the Bookhound notices there's more that Dives isn't saying, and that he's very keyed up about this book, but with an undertone of almost unearthly



arrogance. The Keeper should play Dives as alternately imperiously condescending and nervously twitchy; make him as suspicious as you can to encourage player paranoia. A Bookhound who makes a **Medicine** spend notices Dives' sallow complexion and his discoloured fingernails; Dives likely has a liver infection. Later **Shadowing** efforts, should such eventuate, can also take in Dives' visits to a Harley Street specialist in liver disease.

Upon Further Investigation

The Bookhounds have several possible leads to follow: the *Caedis Urbi* itself, the buyer Paul Fletcher, their rival Aston Drummell, and of course their client Johnstone Dives.

Bookhounds with **Antiquarianism, Scholarship**, or **Thirst for Knowledge** as Drives find investigating the book tempting. (The latter two may soon find Fletcher intriguing as well.)

→ TRAIL OF CTHULHU

Whitechapel Black-Letter

The Pimander Club

Behind tasteful white pilasters and respectable Victorian gray stone, the Pimander Club has a reading room, a smoking room, and a library, primarily distinguishable by the number and softness of the chairs (and members) planted in each room. Its dining room (in the tradition of the best London clubs) is hardly distinguishable at all, but it keeps an excellent cellar. The upstairs chambers are for senior members, guests from reciprocal clubs overseas, and the committee only. It takes all major periodicals, and its occult library (members and guests only) is quite respectable: it provides 1 bonus pool point for Occult, and (thanks to its many rarities and auction catalogues) 1 dedicated Bibliography pool point for works on the occult.

The Keeper can use the Club in other adventures going forward as she sees fit. She can:

- Dangle membership in the Club (and association with its plenitude of wealthy occult-minded weirdos) as a carrot in front of suitable Bookhounds, or use it as a reward for some truly remarkable feat of secret heroism.
- Make it an ongoing story hook; even if the Bookhounds can never qualify for membership (not in those clothes, anyway), satisfied members can recommend the Bookhounds' tome-tracking or monster-quashing services to others. Any wealthy eccentric might be a member, or the friend of a member. A dead member might name the Bookhounds as their library executors to handle the estate sale ... and make them deal with creepy page-sniffing scavengers from the other end of the gavel this time around.
- Nestle a secret Mythos cult into the club's membership: perhaps the club committee are all Yog-Sothoth worshipers, or members of the Brotherhood of the Yellow Sign. Or perhaps the club's servants and staff are the actual occult powerhouses, using the members as nothing but a stream of money and thickheaded meat-shields.

Bookhounds with **Arrogance** as a Drive really, really resent Drummell horning in; the Keeper can use him to lead them deep into the adventure. (They might also resent being patronised by Dives, at the Keeper's discretion.)

Bookhounds with **Greed** as a Drive want to find out about their rivals, either to get a sense of what the market will bear for the book, or to see if they can get a better deal than Dives offers.

Eventually, **Curiosity** or one of those leads takes them to the seller, a man named Ambrose Bowers, who can be made to reveal the book's dark connection to Whitechapel.

THE BOOK

What the Bookhounds can find out about the book and its previous owners, using various abilities:

Bibliography: Caedis Urbi Verae Claves ("True Keys of the City of Death"), written by Johannes Turris, was printed at Mainz in 1530. It was almost immediately condemned by local church authorities as demonic, and ordered burnt by the public executioner. A few copies survived, mostly in major episcopal libraries in Germany and Italy. The most recent copy known was looted in 1805 from the library of St. Stephen's Church in Braunau, Austria, during the Napoleonic Wars.

With a 1-point spend: The looter was

one Julien de Castries, subsequently raised to the title Comte de Castries by Napoleon. That copy hasn't been seen since his son Raymond de Castries showed it to a visitor in Rome in 1860. With a **2-point spend:** The book has the reputation of being cursed: the "de Castries copy" was allegedly present in Münster shortly before its implosion at the hands of an apocalyptic cult in 1542, and in Magdeburg shortly before its destruction in 1631 by Habsburg besiegers, who turned the book over to the Church.

Languages: Latin: "Caedis" is more specifically translated as "violent death," "murder," or "slaughter."

Library Use: Julien, Comte de Castries died in Moscow in 1812; his son Raymond inherited the title until the Bourbon Restoration of 1814 disallowed all Bonapartist titles. Raymond reportedly died in 1871 from privations suffered during the siege of Paris; he had an illegitimate son, Thibaut.

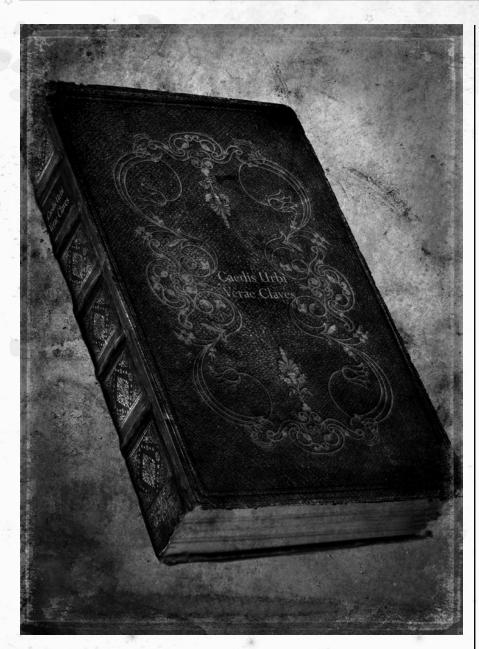
With a **1-point spend:** Raymond was radicalised by the theft of his title; he joined the Carbonari mystical terror-society in Italy and fought with Garibaldi in 1860 and 1863. With a **2-point spend:** The current claimant to the de Castries title is Louis de Castries, great-grandson of Raymond's younger brother Jerome. Louis, an active esoteric Freemason, lives in Lyon.

Occult: Thibaut de Castries founded the magical Society of the Onyx Dusk in San Francisco around the turn of the century on the basis of "Black Pythagorean science." He claimed the 1906 Earthquake was his doing, and believed in "gigantic paramental forces" comprising the "new necropolis," the massive industrial city of today.

With a **1-point spend:** He wrote a book on his theories called

⊣ TRAIL OF CTHULHU ५

Whitechapel Black-Letter



Megapolisomancy, or A New Science of Cities. With this clue, a 1-point Bibliography spend reveals that de Castries tried to destroy all copies of his own work before his death. With a 2-point spend: He believed that all cities attracted or created paramental entities of "electro-mephitic stuff" that "choked and compressed the life out of all urbanites, fast or slow, in stifling air." The gigantic paramentals were fundamentally opposite to life, immense funerary deities "buried in and burying their quasi-living necropolis."

THE BUYER

What the Bookhounds can find out about Paul Fletcher, using various abilities:

Astronomy: Fletcher was a promising prodigy, extending John Herschel's work in South Africa by devoted, almost fanatical, mapping and re-mapping of the Southern Hemisphere constellations. His stream of publications stopped abruptly six years ago, and he cut off

most of his professional contacts.

With a **1-point spend**: His last paper dealt with NGC 5189, a planetary nebula eerily resembling our own Galaxy in the constellation Musca. He reportedly discovered a new nebula shortly before writing that paper, but for some reason the *Journal of the Royal Astronomical Society* never published his discovery.

Bargain: By slipping a small consideration to the night clerk at the Broadgate Hotel (convenient to Liverpool Street Station), a Bookhound can discover that Fletcher requested (and received) a room on the top floor, with an east view. Fletcher's reservation is for three nights, beginning the fifth night after dinner with Dives. Getting into that room (with Locksmith, for example) reveals an unassuming view of east London, centreing on the steeple of Christchurch, Spitalfields.

Library Use: While any good scientific library can give the information under Astronomy about Fletcher with a 1-point spend, only the library of the Royal Astronomical Society in Burlington House (see p. 30) has a copy of his final preprint.

With access to that library, a 1-point spend uncovers that preprint, submitted to the JRAS but never published: Discovery of A New Nebula in Musca. This pre-print includes photographs of a previously unknown nebula resembling a staring eye; Fletcher names it the Balor Nebula, after the mythical oneeyed giant of Irish mythology. (This nebula has been discovered since, in 1996, and named the Hourglass Nebula. The Keeper is encouraged to find a picture online and show it to the players.) A 2-point spend in Burlington House discovers the full, un-edited version of Fletcher's

┌ TRAIL OF CTHULHU !

Whitechapel Black-Letter

Caedis Urbi Verae Claves, by Johannes Turris (1530; Latin)

This book's "true keys" are lengthy explorations and explanations of fifty geometric, astrological, and other symbols for manipulating the energies of a city. Turris claimed that all human cities reflect prehuman, parahuman, or demonic foundations, from either the past or future. The text mentions not only Atlantis, Rome, and Nineveh but (among others) Commoriom, Sarnath, Olathoë, and the invisible city at the magnetic poles.

Skimming the book provides 1 dedicated Investigative pool point for any occult investigation into, or involving, a city; 2 points if the reader also has access to *Megapolisomancy*. Poring over it provides +1 to your Cthulhu Mythos rating, 2 Magic potential points, 1 Megapolisomancy potential point, and eventually (at the Keeper's discretion) the identities of the gods or titans whose true cities overshadow yours.

The heavily annotated de Castries-D'Onston copy adds an additional 1 Investigative pool point for any occult investigation into London, 1 more Megapolisomancy potential point (for London only), and identifies London's patron deities as Nodens and Byatis. (Or Zhar-Lloigor, or Cthugha and Shub-Niggurath, or whatever the Keeper desires.)

Megapolisomancy, or A New Science of Cities, by Thibaut de Castries (1900; English)

De Castries claims that cities, especially modern cities, serve as accumulations of death-energies, immense steel-and-electric versions of the Pyramids of Egypt and other ancient hermetic constructs. His "new science" encompasses predicting new construction, causing earthquakes, awakening the "paramental" entities that haunt cities, and a wide panoply of divinations and curses using sacred geometry and map-reading. The book was privately published in San Francisco from proofs set up in Europe; before his death in 1929, de Castries rounded up most of the extant copies and burned them.

Skimming the book provides 1 dedicated Investigative pool point for any occult investigation into, or involving, a city: 2 points if the reader also has access to *Caedis Urbi Verae Claves*. Poring over it provides 2 Megapolisomancy potential points; 3 if the reader has already read *Caedis Urbi Verae Claves*.

previous paper on NGC 5189, which explains why the Society ignored his supposed new nebula. The final section of this paper includes a deranged rant about scale and relativity, implying an astrological connection between NGC 5189 and the destruction of Troy. (NGC 5189 is about 3,300 light-years away, approximately the distance in time between the Trojan War and the modern day.)

Paul Fletcher Astronomy 4, Fleeing 2, Health 5



THE RIVAL

What the Bookhounds can find out about Aston Drummell, using various abilities:

Bibliography: Gives the information about Drummell on p. 96. With a **1-point spend**: Bookhounds can discover his usual round of appointments: various booksellers, antiquarian establishments, and the Bagatelle Club to play cards and meet clients.

Oral History: (Any Bookhound might also be able to use any number of Interpersonal abilities, or an offered squiz, to get this information.)

Chewing the fat at any of Drummell's usual bookseller stops indicates that he's been picking up books on unusual subjects for him: Irish mythology, geometry, and Jack the Ripper. He's also been selling a few titles he picked up in the East End; nothing significant in the books themselves, but the idea of a sleek fellow like Drummell in the East End is striking.

With a 1-point spend: The only specific title Drummell bought that comes to mind immediately is Balor and the Evil Eye, by Alexander Haggerty Krappe. It's not worth anything, which is odd for Drummell. Finding it is fairly easy, with Library **Use** or the Bookseller special ability: Krappe argues that the myth of Lugh and Balor is only one reflection of a much older, wider myth pitting a warlike hero (Lugh, Krishna, Culhwch, Apollo, Zeus) against a devouring giant or god (Balor, Rahu, Ysbadadden, Typhon, Saturn) who the hero kills (often by beheading), buries, or enslaves. Often the fertile hero is trying to debauch, seduce, or marry the daughter or priestess of the sterile or poisonous giant-god. Sometimes the dueling gods are father and son, or brothers. One version features a one-eyed giant named Vy (in Serbia) or Vyatis (in Thrace) whose mouth or eye must be propped open by his servants. With a 2-point spend: Drummell has started asking about a book called Megapolisomancy,

¹trail of cthulhu ५

Whitechapel Black-Letter

by Thibaut de Castries. Maybe he has a buyer?

With Evidence Collection, looking through the books Drummell sold at one bookshop discovers a paper coaster with "Ten Bells" printed on it in unconvincing pseudo-Victorian type over ten ill-drawn church bells. It's stuck to the back of a book, as though Drummell had rested a pile of books on a sticky bar. The Knowledge identifies "Ten Bells" as a pub in Whitechapel. (Core Clue, if the Bookhounds muff their Shadowing.)

Shadowing: Successfully picking up Drummell's trail before he knows he's being followed is a Difficulty 3 test. On a success, the Bookhound shadows him around London for a while, and eventually to a meeting in the Ten Bells pub on Commercial Road in Whitechapel. If the Bookhound fails the Shadowing test or otherwise alerts Drummell, all Difficulty numbers to Shadow him are 1 higher.

Aston Drummell

Auction 6, Athletics 8, Credit Rating 5 (socially; income is actually 4 or lower), Driving 3, Health 7, Preparedness 3, Scuffling 4, Shadowing 4, Stealth 2

Ten Bells Pub

With another Shadowing test at Difficulty 4, the shadower can overhear Drummell's conversation with a doughy, sweaty fellow who chews the ends of his mustache and seems to "need more" and "mebbe 'as a dooty to other parties, like." Over the course of the conversation, Drummell calls the man "Bowers." Bowers coughs, spits, and occasionally gasps or wheezes for air: Medicine would guess tuberculosis, or (if it were 1918 instead of the Thirties) a recent gas attack. The key phrase: "Listen, Bowers, old fellow, don't come over high-minded all of a sudden. Your mother stole that book from someone who stole it from someone whose father stole it in 1805. For all I know, you stole it from her. If you start getting too many ideas, you may find it stolen from you before you see a shilling." The Knowledge identifies Bowers' accent (between wet coughs) as service-class Cockney; a 1-point spend pins it down to Wapping.

Confronting Drummell openly leads to little more than verbal fencing of the sort that all book-dealers are used to from competitors. His professional poker face defeats **Assess Honesty** for anyone but a fellow catalogue agent, who recognises someone dealing with an annoying seller who has started thinking (badly) for himself. But a well-played Interpersonal ability (a needling bluff with **Intimidation**, a well-intentioned offer of a squiz and a **Bargain**) gets Drummell to slip: "Who's your client, by the way? Von Kant or Dives?" If the Bookhound betrays confusion at the mention of "von Kant,"

In the Eye of Byatis

The Eye of Byatis, while open, has any number of rules effects (see p. 113) at the Keeper's discretion. Its gaze also warps and distorts the Bookhounds' experiences while within the Eye, with or without a Sense Trouble test. Dish out any of the following weird events to suit the adventure's rhythm or build weirdness:

- Graffiti featuring an eye, often chalked over snake squiggles, appears on walls and fences.
- Lots of crows alighting on telegraph and telephone lines overhead, or scattering in strange ovoid flocks from an unknown disturbance.
 - Shop signs coincidentally align: "MosBY House" "sATISfied customers"
- A gin-soaked tramp, passing the Bookhounds, mutters under his breath "Toads took 'im, past the stone door. Be at 'is throat in no time. Snakes for beards." If confronted, he claims to have no idea what they're talking about.
- Eyes watering from a sudden acrid stench, a Bookhound sees the sign for Batty Street (one block east of Berner Street) as "Byatis Street." When he blinks his eye clear, it's back to normal.
- It seems like more than the average number of tramps and loungers have eye-patches, or great wens under one eye, or spectacles with one lens blackened.
- After entering the Eye for the first time, the Bookhound with the highest Cthulhu Mythos rating (or the one with the lowest Sanity) has a nightmare about being chased by an immense one-eyed toad in the forest. When the trees turn to stone walls, the dreamer fights an urge to turn around as he hears a stone door scraping aside ... (2-point Stability test after the first dream; if the dreamer is sleeping inside the Eye, the dream forces a 3-point Stability test and recurs every night the dreamer spends in Whitechapel.)
- While tracking someone through a back alley, the Bookhound takes a queer turn and finds himself facing a stone wall with a doorway inset in it, also covered in stone. Behind the door, he hears a sort of sibilant croaking; one eye suddenly hurts badly. He cannot open the door or find the alley again. (3-point Stability test)
- The first Bookhound to see the eye of one of the Nagaäe has a sudden, overwhelming auditory hallucination: a vast, sibilant croaking forms the word "BYATIS" while echoing off vast stone halls. (3-point Stability test; on a failure, the Bookhound is also dazed for a number of rounds equal to the margin of failure.)

→ TRAIL OF CTHULHU 1

Whitechapel Black-Letter

Drummell smirks: "If you haven't met her, I can't say I recommend the experience. Keep an eye out for her ... pets." And that is his last word on the topic as he rises to leave, but **Assess Honesty** notices that Drummell glances subconsciously at the nearest sewer grating on his way out.

Picking Drummell's pocket is a Difficulty 5 Filch; if successful, the thief snags Drummell's wallet, containing a few pounds, a flyleaf from the *Carpentaria's* schedule, and a piece of note-paper with Ambrose Bowers' name and address in Wapping, along with any other clues to future adventures or coveted items the Keeper wishes to plant.

Reassurance: After Drummell and Bowers have gone, a Bookhound with **Credit Rating** 1 or 2 can ask the Irish barman, Terry Fleyt, about "Bowers." With the understanding that nobody wants to see Bowers come to any harm (and perhaps a little honest resentment of Drummell's "bloody West End ways"), Fleyt says that Ambrose Bowers lived in Wapping with his mum (who used to be in service) until about a week ago. Now he's apparently moved to Whitechapel, based on how often he comes into the Ten Bells, but tells people he's still living in Wapping. "He's sayin' 'e's got a big deal in the warks that'll get 'im out agin, but that's what half the folk in 'ere say. Somethin' about a book, one his ma had. Or has, could be." (A Credit Rating 3 Bookhound can spend 1 point of Bargain and a few bob to get the same information. Toffs get a shrug.)

THE CLIENT

What the Bookhounds can find out about Johnstone Dives, using various abilities:

Bibliography: Dives regularly collects works on the occult, mathematics, and architecture. He has a reputation

Other Leads to Mitre Street

Some playtest groups never even considered shadowing or otherwise investigating their client, which shows a commendable trust and honesty completely foreign to your standard grotty Bookhound. If you suspect your group has similar qualms (or if they lose Dives in the street), use Aston Drummell, Birgit von Kant, Louis de Castries, or one of Magwitch's thugs (investigating a rival for the book) to lead the Bookhounds to the offices of Horace & Moore.

Make sure to put Dives' bookplate in all the books in the laboratory, and perhaps a canceled cheque from Dives to the realty company in the ledger, so that the players can make a solid connexion to Dives.

as a mercurial, occasionally obsessive collector: his pursuit of a 1510 variant printing of Euclid is still legendary.

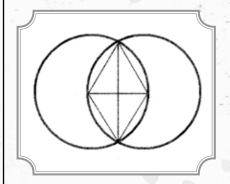
With a **1-point spend**: His most recent obsession appears to be London history, especially the history of the East End: Spitalfields, Whitechapel, Wapping, Shoreditch, etc. He has hired several different catalogue agents to pursue books, pamphlets, and prints on the topic. This disguises his interest somewhat, a familiar tactic to keep prices low.

Shadowing: Covertly following the twitchy Johnstone Dives is a Difficulty 4 test. In addition to his club, his Pimlico townhouse, and his Harley Street specialist, Dives eventually leads his shadows to a nondescript

Victorian (Architecture confirms this; the building probably dates from the 1860s) office frontage at 84 Mitre Street, in the City. Although following Dives up the narrow stairs to the second floor without being spotted or recognised is virtually impossible (Difficulty 7), finding his offices is simple: Evidence Collection notes the less-disturbed dust in front of the door, or investigative Disguise and a package gets the Bookhound into all the other offices without result, or whatever else sounds good. Dives has been frequenting the offices of "Horace & Moore, Architects."

Horace & Moore

Getting through the front door with **Locksmith** reveals a dusty, barely used outer office: bare desk and chair, lamp with no bulb, disconnected phone, almost empty file cabinet. A ledger in the cabinet shows only that the rent is paid through the year by a City law firm. The lock on the door in the wall behind the desk is trickier: it takes a 1-point Locksmith spend to open it without leaving obvious signs it's been picked. Once open, it reveals not the expected warren of corridors and offices, but a



large empty space, cleared of interior walls and dominated by an enormous painted symbol on the floor.

Recourse to the **Occult** identifies the symbol as a "vesica piscis," literally the "bladder of a fish." It represents fish, fertility, the intersection of two

J TRAIL OF CTHULHU ५

Whitechapel Black-Letter

realms (usually Heaven and Earth, but sometimes Heaven and Hell), doorways or boundaries, the square root of three, and divine power.

The same symbol appears on the large Ordnance Survey map of Whitechapel pinned to the west wall, although the map itself is so covered by pinnedup calculations, newspaper clippings, and weather reports that it takes a 1-point Evidence Collection spend to notice. Once discovered, though, it's a doozy: the symbol traced on the map connects four sites in Whitechapel (Hanbury Street, Berner Street, Buck's Row, Dorset Street) and one in the City (Mitre Square). Use of Law or The Knowledge identifies these as five of Jack the Ripper's murder sites - and notes that this office overlooks Mitre Square out its east windows.

Along the south wall, a long chemical table holds a compact laboratory: burners, alembics, and The cabinets on the table contain innumerable sample jars and bottles, labeled in Dives' fussy handwriting. From all across Whitechapel, Dives has apparently gathered earth from every churchyard, water from every sewer main, and (if the labels are to be believed) illuminating gas from the lamps that once burned in the neighbourhood. Candles, athames, chalk, cord, and similar sorcerous impedimenta take up another cabinet on the table.

On the north wall is a row of bookshelves, holding bound copies of all London papers for 1888-1891, as well as 250 or so books on various topics: the architecture of Nicholas Hawksmoor, the sociology of the East End, Welsh legendry, geometry and topology, and the crimes of Jack the Ripper. **Bibliography** identifies that variant 1510 Euclid, marked up and stuffed with calculations on note-paper, and nearby a less-abused copy of Billingsley's 1570 English

edition, with its preface by John Dee. (Poring over the 1510 edition gives 1 **Megapolisomancy** potential point to a reader who already knows megapolisomancy exists.)

Stealing a book or three is fairly easy, although Dives will almost certainly notice the absence of the 1510 Euclid. It's a Difficulty 5 **Preparedness** test for a Bookseller, Book Scout, or Catalogue Agent to "just happen" to have a book with the same size and binding of either Euclid suitable for a quick substitution; similarly replacing any other book here is only a Difficulty 4 test. (Increase those Difficulties by one for other Occupations.)

Unless the Bookhounds plan to make a night of it, they don't have much time to research Dives' research, but a kindly Keeper might allow rapid thumbing of the shelves' contents and the discovery of one item from the list below for each point of **Library Use** the Bookhounds hurriedly spend here:

- Dives believes the symbol is not just a doorway but an Eye.
- London Kaer Lud, or Lud
 Dun is the city of the Welsh god
 Lludd, alias Nudd, also the Irish
 Nuada. (Archaeology knows that
 Nudd/Nuada was called Nodens in
 Roman times; Occult knows that
 he is identified with the Abyss, and
 with Great Pan.)
- Ludgate is thus a place of power for the god Lludd; other generally solar-aspected places in London likewise.
- Their opposite, dark- or moonaspected places, Dives believes, are places of power for Bran, the giant whose severed head once lay buried beneath Tower Hill. "Bran" means raven, his city is Lon Din, the "fortress of the blackbird."

- Arguing that the various myths splinter and distort over time, Dives further identifies Lludd with the Irish Lugh, the killer (by beheading) of the giant Balor, who had one enormous, death-dealing Eye.
- · For example, Nedwin Readthawe's Folkloric Survivals of the Severn Valley (Brichester, 1910) connects the demon Byatis (a one-eyed demon sealed up "behind a stone door" by the Romans) not only with Balor and Bran, but with the legend of the Berkeley Toad, a one-eyed monster that haunts the woods in the region. (Skimming this book provides 1 dedicated pool point in History, Occult, or Oral History for investigations in the Severn Valley; it can be skimmed multiple times during an adventure. Poring over it provides +1 to your **Cthulhu Mythos** rating only if you already have one.)
- Some of London's landmarks secretly focus the power of Lugh, such as Nicholas Hawksmoor's "Apollonian" churches.
 (Architecture recognises Christchurch Spitalfields, on the edge of the Eye, as such a church.)
- Thus the vesica marks both the Eye of Balor and an arena for Lud/Lugh and Bran/Balor, the twin gods of London, always fighting.

If the Bookhounds show signs of hanging around too long, either now or later, Dives returns unexpectedly. With a Difficulty 4 Sense Trouble, they hear him coming and can pile out the back window into Mitre Square. (Athletics test at Difficulty 4 to make it down to the ground without injury.) If he finds them in his private magickal laboratory, his first instinct is to fire them and swear out a complaint against them with the police. A quick use of CopTalk or Law convinces Dives that it's better not to

- TRAIL OF CTHULHU □

Whitechapel Black-Letter

The Other Murder Sites

Discovering Dives' laboratory at Mitre Square may send Bookhounds scurrying to the other four Ripper sites on the map, looking for leads or trouble. The Dorset Street site of Mary Kelley's murder, the former Miller's Court, is gone; the Spitalfields Fruit Exchange sits on the site. The Hanbury Street site of Annie Chapman's murder is now inside a brewery yard with little or no Mythos significance. Buck's Row and Berner Street, however, are almost as bleak and squalid as they were in 1888. They are excellent places for the Keeper

- drop in one or more Nagaäe, paramentals, hound-liches, etc. sent by one or another of the Bookhounds' rivals – possibly including Drummell.
- introduce a ghost, such as the shade of D'Onston from p. 110.
- plant de Castries or von Kamp (or Dives!) for some not-soundisturbed ritual work of whatever sort the scenario's feel calls for.
- unleash some "dread zone" spookiness from the Eye of Byatis (see p. 100).
- otherwise add tension or flavour.



invite the Yard into his murder shrine, but it takes a prodigiously roleplayed Reassurance (and perhaps the promise of a squiz) to convince Dives not to fire them. If the Bookhounds simply clean out the offices and cart everything away for later reading, have them make a Difficulty 5 Conceal test (which can be piggybacked) to avoid leaving clues. If the players suggest arson, they need to make a Difficulty 5 Stealth test (Difficulty 4 between midnight and 4 a.m.) to avoid being seen leaving the site of the fire and investigated by the City Police. Dives' reaction to burglary or arson is to redouble his efforts to get the Caedis Urbi; he will push the Bookhounds into dangerous confrontations with von Kant, de Castries, and Magwitch.

Johnstone Dives
Auction 1, Health 2, Magic 3+

THE SELLER

Following Drummell, or otherwise investigating his movements, leads the Bookhounds to Bowers. Once von Kant and de Castries appear on the scene, they might also lead the Bookhounds to Bowers, if only by following him themselves while hunting the black-letter.

Shadowing: Covertly following the extremely paranoid Ambrose Bowers is a Difficulty 5 test. It's also not much use; it only leads them to his cheap bedsit off Brick Lane. Breaking into the shabby room is simple even without **Locksmith**, but searching it indicates only that Bowers has hidden the book somewhere else.

If the Bookhounds can't follow Bowers, or even if they can, they may well try finding his old rooms (or rather, those of his mother, Ellen Bowers) in Wapping. This is fairly easy for any **Credit Rating** 1 or 2 Bookhound with any plausible Interpersonal spend.

It's also very dangerous, though not uninformative.

Deathtrap in Wapping

Entering Bowers' two-room flat in Wapping, the Bookhounds first notice the smell of decay. The body of a woman in her 50s is almost crushed into the horsehair cushions of a lumpy settee. Bloody bones spatter a table at her feet. Mismatched silver and china tea things lie smashed across the body, for the most part; Evidence Collection notes a silver spoon and butter knife several feet from the body, near an open escritoire with a cheap Latin grammar on it. The escritoire is empty, but Evidence Collection notes a shred of blackish leather clinging to a protruding nail-head: Bibliography establishes that it's part of the Caedis Urbi's morocco cover. (Bowers caught it on the nail pulling it out of the cabinet.) Forensics discerns that the woman choked to death while being pressed into the couch; there are bruises but no obvious wounds. The bloody bones (as Biology will confirm) are those of a small dog. It's at this point that the Keeper should call for a Difficulty 4 Sense Trouble test; Bookhounds who succeed note a strong smell of ozone and sulphur underlying the decay, and getting stronger; they have a chance to hold their breath.

This stifling air is the spoor of a paramental entity materialising, drawn by the Bookhounds' questing presence. It takes its form from dust, clutter, shredded paper and cloth, and the remains of Mrs. Bowers' dog. It continues its attack until all Bookhounds but one are dead or unconscious; it then asks the survivor "Who seeks the Book?" This question forms out of dust, the letters hanging in midair, lit as if by electric fire. (During this period, the pressure on the survivor eases; his suffocation Difficulty stays steady for two rounds.) Upon receiving a useful not necessarily truthful - and responsive

∟ TRAIL OF CTHULHU ५

Whitechapel Black-Letter

answer ("Dives" or "Drummell," for example, not "myself" or "sod off") it dematerialises. Any other answer brings continued choking.

Even if the Bookhounds flee the thing, the Keeper should allow a final **1-point**

Paramental

Paramental entities may be the larva of city energies or parasites on cities. Regardless, they are associated with cities and the inhuman titans that underlay or haunt them. Their immaterial bodies thrive on the "electro-mephitic" atmosphere of cities, especially modern ones; when they materialise, they use any available material from crumpled linen to loose papers to garbage to the flesh of small animals. They may only materialise in specific locations charged with paramental force or where they are aimed by a megapolisomantic calculation.

Stifling Air: The paramental thickens the air in its target location, choking those present. (Use the suffocation rules on p. 68 of the *Trail of Cthulhu* corebook.) This costs the paramental 1 Health per round, but requires no Scuffling test.

Game Statistics Abilities: Athletics 8, Health 8, Scuffling 8

Hit Threshold: 4 Alertness Modifier: +1

Weapon: special (stifling air; see above); +0 (strangling)

Armor: non-silver physical weapons do minimum damage; it can re-form 1 Health point each round. If reduced to 0 Health, it dematerialises for 20 minutes; only magic can kill it.

Stability Loss: +1



Evidence Collection spend by the Bookhound who used Forensics: he finds an envelope that he must have pulled from under the body and shoved into his pocket when the paramental attacked. If they best the paramental, any Bookhound can find it without a spend, assuming they take any time to check out the room.

The envelope is addressed to "Bowers," and postmarked from Millwall (which **The Knowledge** confirms is on the Isle of Dogs) a week ago. It has been slit

open (by the unfortunate Mrs. Bowers), and holds a piece of thin note-paper (**Document Analysis** identifies it as French, from a pocket notebook) bearing a peculiar elongated cross, some carefully noted numbers, and the words *CAN.BELI+NODON+LIBE.CAE*. When Mrs. Bowers accidentally opened her son's mail, this paper summoned the paramental. It killed her and lurked in ambush waiting for Bowers, but he held it off with the silver knife and spoon long enough to grab the book and run, at the cost of serious pulmonary damage from

→ TRAIL OF CTHULHU 1

Whitechapel Black-Letter

the stifling air attack.

It's up to the Keeper when (and whether) to allow a spend to puzzle out the paper; waiting until the Bookhounds have tossed Dives' geomantic library and lab is certainly defensible. The Keeper can even dribble revelations and allowed spends out as the Bookhounds find more threads to the mystery. Ideally, they will have run across at least some mention of Hawksmoor churches, de Castries' paramental theories, map-magic, Nodens, and Welsh myth before much of the following occurs to them:

- A 2-point spend of The Knowledge figures out that the cross matches the meeting point of lines drawn toward the Bowers residence from the Isle of Dogs and from St. George-in-the-East, a Hawksmoor church in Wapping. (If the Keeper can contrive it, laying the paper over Dives' map will illustrate this.)
- A 1-point Occult spend notes that the inscription is a nearpalindrome; such things are often associated with "ghost traps" and spirit-writing.
- A 1-point Physics spend interprets the numbers as vector mathematics, adding forces from various sources, impacting a common point.
- Another 1-point Occult spend identifies "Beli" as the father of "Lud," builder of Ludgate and mythical King of Britain. Beli may be a version of the Celtic sun god

Belinus, like Lugh associated with dogs.

• A **2-point spend** of **Languages: Latin** thus allows a tentative translation: "The Hound of Beli + Nodens + Book of Death."

An extremely generous Keeper might allow the destruction of this note and envelope to destroy or dismiss the paramental, though obviously at the cost of ever being able to reconstruct the message.

Talking to Bowers

If the Bookhounds simply approach Ambrose Bowers they discover that his panic and dislike of Drummell make him quite willing to talk. Even if they don't approach him, he'll approach them after they've visited Wapping, or once they've obviously become part of the story. **Bargain** is the best tactic; Bowers wants to sell his book for a lot of money "an' get aht of the Smoke for good. Go somewhere as it's sunny and open. Canada, mebbe." Reassurance that the Bookhounds won't shop him to Drummell or de Castries keeps him focused on the offer long enough to try a little selling of his own.

Over a pint or three at the Black Lion Pub ("not the Bells; ahr mutual friend Drummell knows me there"), Bowers explains what makes this copy of Caedis Urbi so special: it was once owned by none other than ... Jack the Ripper! Bowers' ma ("never meant it to happen; she weren't wanting to sell, but we wanted aht, we both did") was once in service to a "lidy of mystical bent, like." This lady had a friend

named Mabel, who fell under the sway of one "Dunstan," an adventurer; and the three went into business together. "1890, this was." Dunstan was given to strange, magical boasting, repeatedly hinting at his murderous past; his paramour decided he was actually Jack the Ripper.

Mabel went to her mystical friend for advice; the lady decided to search his belongings, which he kept on their shared premises. She found a locked chest holding some books, papers, and blood-stained cravats; she shut the chest but kept a copy of the key. So when the business fell apart, and Mabel and Dunstan ended their sordid romance, the lady once more opened Dunstan's chest, this time taking not only Mabel's quite immodest letters, but the oldest and most powerful of his books. When the lady retired to Wales, she left the book with her trusted maid "for safekeeping, like. As a sort of payment for faithful service."

His combination of fear and greed comes across clearly to **Assess Honesty**; for all that, the same ability notes that he is mostly telling the truth as he knows it. (With the obvious exception of the way Bowers' mother obtained the book.) But he won't sell the book right here and now: "Don't worry; it's syfe. But think op a worthy offer, an' I'll tell you when we c'n seal the deal. We shouldn't oughter meet agin 'til then." With that, he slides out of the booth and disappears into the lowering evening fog.

Ambrose Bowers

Filch 2, Fleeing 4, Health 4, Sense Trouble 5



¹trail of cthulhu ५

Whitechapel Black-Letter

Finding Bowers Again

Some playtest groups became understandably obsessed with finding Bowers again. In the scenario as written, he vanishes into the warren of Whitechapel until the auction: he may not even be entirely in our London, consumed as he is with the black-letter, and caught as he is in the undertow of the Eye. He's not foolish enough to return to the house in Wapping, and tracing him to a specific bedsit after tossing the first place is essentially impossible.

Some Keepers might enjoy having Bowers pop up just outside the Bookhounds' grasp: an urchin or a beggar reports that "'e were jest 'ere 'alf a minnit ago"; the Bookhounds hear his croaking wheeze across a crowded tavern; one Bookhound sees his face, pale and sweating, in a crowd at the racetrack or across the Underground rails.

Even so, players willing to obsess about something usually get their way. If they grab Bowers and force him to face them, he just clams up against anything short of torture. If they offer him a fortune, he agrees and sets up a meet in the third-floor room above the Black Lion to hand the book over, but double-crosses them. When they arrive, they find their rivals already there: Bowers just starts the auction (see p. 112) early, with Drummell representing Fletcher.

So Where Is the Book?

It's hidden. Nobody knows where it is except Bowers. This drove some playtesters berserk, but the book's disappearance is not merely completely realistic (try finding one book in a single city block, much less a neighbourhood the size of Whitechapel), its reappearance is the dramatic climax of the scenario.

If, by some amazing miracle, unforeseen magical ritual, or moment of un-Keeperish pity, the Bookhounds manage to find the *Caedis Urbi* squirreled away in a squatter's garret, or under the mildewed shirts in the Widow Klimek's room ("such a nice boy"), or in a Gladstone bag under the bar of the Ten Bells, or left in a locker at Liverpool Street Station, or anywhere else, the adventure becomes a deadly serious chase. Paramentals, Nagaäe, Magwitch's thugs, heretofore unsuspected Byatis cultists, and anyone else with a working "early warning system" for Mythos energies comes down on the Bookhounds with both feet. Perhaps the chase drives them into Mitre Street, where they can surprise Dives going into his murder shrine, either setting up a big free-for-all combat, or letting the players know that Dives is dangerously unhinged. What comes next? I have no idea, but it probably involves revenge.

THE RIPPER

Although not strictly necessary, the Bookhounds may well want to trace Bowers' story. Bureaucracy obtains Bowers' mother's name (Ellen), and some officious questioning of her acquaintances and neighbours by Credit Rating 3 or 4 Bookhounds (using Intimidation, Cop Talk, or investigative **Disguise** pretending to be tax officials or the like) can follow the chain of her previous employers back to 1926, when Ellen Bowers left the service of Baroness Vittoria Cremers, former business manager to Aleister Crowley and assistant editor of the Theosophist magazine Lucifer: a "lidy of mystical bent" indeed.

If the campaign is set before 1937, Vittoria Cremers is still alive, and living in shabby genteel retirement (her morganatic "Baroness" title was

Russian, which became still less valuable after 1917) in southwest suburban Balham. Journalist Bookhounds can ask around and find out that crime reporter Bernard O'Donnell of the Empire News has been interviewing her and compiling her memoirs over the last few years. Without a journalist in the party, the Keeper may have to build a secondary connection to O'Donnell, possibly through O'Donnell's own habit of searching bookshops for information on Jack the Ripper and black magic. As a final possible link, a 1-point Occult spend (or no spend for Occultist Bookhounds) remembers that Aleister Crowley supposedly owned the neckties from Bowers' tale, and willingly elaborates on their history for the price of a drink or a fix; this can be the Keeper's opportunity to introduce Aleister Crowley as a walkon NPC and likely create the mother of all red herrings.

With Cremers or O'Donnell, **Reassurance** is needed to get their story ("How awful it must have been for you," or "Of course I won't print anything until you do"); with Crowley, **Flattery** is always best.

The Crowley Version

In the Thirties, Crowley is flabby and shifty, raddled with age (he turns 60 in 1935) and vicious living. The world-beating egomania of his youth has curdled into publicity hounding, innuendo, and pettiness. He knows "Dunstan" as "Captain Donston," and "Mabel" as the Theosophist novelist and anti-vivisectionist Mabel Collins. (Collins died in 1927.) Apart from confirming Bowers' tale, he can add only that Collins, Donston, and Cremers were in the perfume business together, and (he leers) otherwise entangled. (In a Sordid campaign set in 1937 or afterward, Ellen Bowers was

→ TRAIL OF CTHULHU !

Whitechapel Black-Letter

blackmailing Vittoria Cremers over her sexual relationship with Mabel Collins. With Cremers' death in 1937, Bowers' income was suddenly cut off — hence, the sudden decision to sell the book.)

Crowley says that Donston was definitely a magus of some accomplishment; his sorcerous name was Tautriadelta. ("Cross and three triangles;" the Eye symbol has a cross and two triangles ... but a 1-point spend of Occult and Law recalls that three of the victims on the cross's points had their wombs slashed or removed.) If asked about the Ripper murders, Crowley theorises that the Ripper might well have been an initiate, and notes that all the killings took place when either Mercury or Saturn were on the horizon; "refracted by Whitechapel, you might say." (With a 1-point Archaeology spend, it seems eerily inevitable that Lugh should be identified with the Roman Mercury, and Saturn the all-devouring giant with Lugh's foe Bres, the "seven-year king" of the Fomori.) It's up to the Keeper whether Crowley has any Cthulhu Mythos knowledge, or if he simply drops the names "Nodens" and "Byatis" as part of his "master of mystifaction" routine.

Vittoria Cremers' Story

Vittoria Cremers is a remarkably homely woman in her 70s, dressed in shapeless black. Her eyes flash fiercely, however, as she tells her story in an incongruous Brooklyn accent. O'Donnell, tweedy and gangling even in his late 40s, impresses with his sincerity and dedication; the cynicism from years of crime reporting breaks through only sporadically. Either or both confirm Bowers' tale, the identity of "Mabel," and the existence of the perfume business with the man Cremers knew as "Roslyn D'Onston." Either or both can provide the following data about D'Onston.

D'Onston was an adventurer, serving

as a military surgeon with Garibaldi in Italy. (Here, of course, he met Raymond de Castries, from whom he stole the Caedis Urbi.) He abruptly left Italy in 1863 (a-ha!) for West Africa, and later India, to study magic. In between trips, he settled in London, living all over the city. He spent the fall of 1888 in London Hospital in the heart of Whitechapel, suffering from "neurasthenia." In December of 1888, D'Onston wrote a letter to W.T. Stead of the Pall Mall Gazette, signed "One Who Thinks He Knows," explaining the Ripper killings as part of a necromantic ritual and noting the cross formed by the victims' death sites. Mabel Collins read that article, met D'Onston, and fell under his spell. During this period, D'Onston wrote numerous articles on magic (including the art of gaining magical power by ritual murder) for the Gazette, for Stead's occult journal Borderlands, and for Lucifer. Stead, like Collins, believed D'Onston was the Ripper. (Many of D'Onston's articles, including that first letter, are online at www.casebook.org/dissertations/ collected-donston.html, for Keepers who want a really neat handout or four.) After the Cremers-Collins-D'Onston ménage broke up, D'Onston vanished from their lives. O'Donnell has not been able to find any notice of his death, although he would be in his 90s now.

A BLOODY BIDDING

It's not just Drummell, Dives, and Bowers the Bookhounds have to deal with. Dangerous devotees of hidden gods also covet the True Keys to the City of Death, and have followed rumors of its resurfacing to London.

Any of these three rivals could (and likely will) harass or attack Drummell, potentially creating a constantly shifting field of alliances for the Bookhounds, and triggering any **Adventure** Drives in the party. If the Keeper wants to

clear the decks a bit, Drummell might well be frightened off, or at least go to ground until the auction. In general, if Drummell is attacked off-stage, it's best the Keeper keep her options open and allow him to survive by means he's not willing to talk about ... unless the Bookhounds suddenly need his assistance.

As noted in the individual rival writeups, they very likely harass, follow, or attack the Bookhounds as well. Keep up such patterns of persecution where at all possible.

The Toad's Mistress

Dives wasn't the only eccentric collector reading Fletcher's mail. In Cologne, Germany, Birgit von Kant heard of Fletcher's find and resolved to intercept him - or rather, it - in London. The Bookhounds may catch glimpses of von Kant stalking through Whitechapel, seemingly watching Bowers. Or they may see her scanning the shelves of a bookstore they're in, looking for works on the Ripper or Welsh mythology. Or best of all, while in Dives' secret laboratory, they may see her walking through Mitre Square, intensely studying the cobblestoned pavement. Or all three, depending on how paranoid the Keeper wants to turn things. (Give each glimpse to a Bookhound as an inconspicuous clue, in descending order of their Shadowing rating.) She is a tall, horsey woman in her late 30s, wearing a man's suit tailored in a distinctively feminine cut. She wears glasses to read; when seen close up without them, a Bookhound with Medicine notices that one of her pale green eyes is glass.

In her turn, she notices the Bookhounds cross her trail. If they seem hapless or confused, she ignores them; if they seem competent or mention Dives in her (excellent) hearing, she allows herself to be approached. She pumps them for information, giving some

¹trail of cthulhu \

Whitechapel Black-Letter

Nagaäe

These grotesque toad-like horrors are extrusions, or servitors, or parasites, of the buried god Cyaëgha. Some scholars have also associated them with Nyogtha, Byatis, and Zhar: perhaps those entities are all aspects of Cyaëgha, or perhaps Nagaäe have multiple etiologies. Whichever being they serve, the Nagaäe resemble horrible insectile toads, shoving themselves along on their grotesque translucent bellies, their four forelegs raised mantis-like in parodic supplication. Their faces are wet and ill-formed, congeries of eyes (usually around a large central orb) burbling up from the sticky flesh, above a wide lipless mouth.

Nagaäe hate other life besides themselves, actively glorying in cruelty. Or so it appears to the people they carve up with their sickle-shaped claws, bite with their horrid cartilaginous gums, or lash with their corrupting double tongues.

Nagaäe can claw two targets twice per round, a total of four attacks; lick two targets for two attacks; lick one target once and claw another twice; or bite one target.

Venomous Bite: Immediately after being bitten, the victim must make a Difficulty 4 Health test. If she succeeds, she suffers half the damage of a successful lick (see below). If she fails, the bite does 7 Health points of damage immediately and 1 per minute until healed; whether unconsciousness, paralysis, or death results from the wound is up to the monster or its controller. Regardless, the victim is **hurt** until treated.

Disorienting Lick: The saliva of the Nagaäe deranges humans touched by it, draining 7 Stability pool points from a victim who fails a Difficulty 4 Health test. At the Keeper's discretion, the licked one may suffer paranoia, disabling hunger pangs, uncontrollable desire, or any other base urge. (Tying the effect to the Bookhound's Drive might be interesting.) Regardless, the victim is **shaken** until treated.

Game Statistics

Abilities (on land/in water): Athletics 6/8, Health 12, Scuffling 10/13

Magic: Few Nagaäe know magic besides the Contact spell for their patron; if one has a Magic ability, it seldom gets higher than 6.

HitThreshold: 3/4 Alertness Modifier: +2

Stealth Modifier: +2 (in water)

Weapon: +0 (claw blade); -1 (bite; plus venom); lick (see above)

Armor: -2 (thick, rubbery hide)

Stability Loss: +1

away herself gracefully to get more from these rivals. After a bit of cut-and-thrust repartee, she gives her name and admits to an interest in the *Caedis Urbi*. She claims to be working in the interest of the Archbishop of Munich — the legitimate owner of the book looted from the Braunau church library in 1805 — if the Bookhounds care to assist His Grace, she is sure their reward will not only be in heaven. When **Assess Honesty** catches that series of lies, von Kant is worldly enough not to insist upon it.

If the Bookhounds seem dangerous after this meeting (or before it), Birgit summons one of the Nagaäe from a sewer under London and sets it to watching them. (Difficulty 4 **Sense Trouble** to spot it lurking from a sewer grating, in an open culvert by the Thames, or in a particularly damplooking alley in Whitechapel.) Should the Bookhounds somehow get ahold of the book before the auction (or carry anything that looks like a 16th-century black-letter folio), the monster steals it, carving up anyone who resists. Should the Bookhounds manage to kill the beast, she summons *two* Nagaäe ...

Any catalogue agent, bookseller, or occultist worth his salt hardly needs **Bibliography** or **Occult** to identify Birgit von Kant. She married Hermann von Kant, the son of the "mad witchhunter of Westphalia," Baron Ernst von

Kant. (Witch-hunting being somewhat passé by 1900, even in Westphalia.) Once Hermann inherited the title (after the Baron went mad claiming a black deity was moving his limbs for him) she became one of the foremost collectors of occult manuscripts in Germany. With a 1-point spend, another connection comes to mind: her half-brother-in-law is the controversial scholar Joachim Feery, the late Baron's illegitimate son, who defends his notoriously loose translations and excerpts (Notes on the Necronomicon (1901, abridged ed. 1907), Notes on Prinn's Mysteries (1914), Notes on the Cthaät Aquadingen (1923), and Notes on the Book of Dzyan (1930)) by claiming he "dreamed the correct version." If the campaign is set after

- TRAIL OF CTHULHU !

Whitechapel Black-Letter



1934, the Bookhound has the sad duty of telling his compatriots that Feery died suddenly, leaving no manuscript, while at work on his masterwork *Notes on von Junzt*.

What's Birgit von Kant's true agenda? That's up to the Keeper; choose from among these options, or come up with something that suits your campaign:

Birgit is a mad collector of grimoires with the budget of a baroness (a rich

one, this time) and a distressing tendency to try out the merchandise.

Birgit is a dedicated cultist of Cyaëgha or Nyogtha seeking the black-letter to awaken one of those titans beneath Cologne. Or Berlin, or Nuremberg, or somewhere.

Birgit is a dedicated cultist of Byatis, seeking to extend the sway of the Serpent-Bearded One to Germany.

Birgit, like her late father-in-law, is a devoted crusader against the forces of evil variously understood — the Mythos, witches, werewolves, whoever — who doesn't mind summoning a little monstrous muscle to get the job done.

Also like her late father-in-law, she may well be demented.

Birgit is an agent of the Ahnenerbe, who want to use the True Keys to the City of Death to conduct their own fell occult warfare. This may well be compatible with any of the above versions!

Birgit von Kant

Athletics 8, Auction 3, Firearms 8, Fleeing 6, Health 8, Scuffling 5, Weapons 8

Magic: 5+

Birgit knows one or more spells as the Keeper wishes, among them Summon/Bind Nagaäe (Difficulty 4 Stability test, 3 Stability or Magic pool points, seven minutes in a spot with an awakened titan ... such as Whitechapel).

Alertness Modifier: +2

Stealth Modifier: +0

Weapon: +1 (silver-plated .380 revolver with an ornate black-letter "K" in relief on the grip; of course she has a supply of silver bullets); -1 (riding crop)



¹TRAIL OF CTHULHU ५

Whitechapel Black-Letter

Jack's Shadow: An Optional Monster

While this adventure takes place partially in Whitechapel, and invokes the spirit of Jack the Ripper, it is (by design) mostly free of Jack himself. Partially this is to allow the Keeper plausible deniability: there's no absolute proof in this adventure that D'Onston was actually the Ripper, so you're free to posit a different Jack and run a more Ripperish adventure — or a whole campaign — later on. Maybe the Eye of Byatis doesn't actually track the 1888 killings, and D'Onston conflated his own rituals with the murders in a case of Mythos-induced delusion.

Or perhaps you like fingering D'Onston, but you think no Ripper adventure is complete without a menacing top-hatted figure in the fog slicing people up with a scalpel. So this completely optional complication can show up at any time after the Bookhounds have twigged to the true history of the *Caedis Urbi Verae Claves*.

Abilities: Athletics 8, Health 12 (only in Whitechapel or the Eye; 4 otherwise), Megapolisomancy 4, Scuffling 8, Weapons 21 **Magic:** If the Ripper is D'Onston, he has Magic 12 (only in Whitechapel or the Eye; 4 otherwise). He knows all the megapolisomantic rites that de Castries does, Shrivelling, and Contact Nodens. He can create a 4-point version of Hyperspace Gate leading into his pocket nightmare-dimension, where it is always fall of 1888. His Magic pool completely refreshes every hour (or every scene, whichever is shorter) while he is in the Eye.

Hit Threshold: 4 Alertness Modifier: +2

Stealth Modifier: +2 (+3 in shadows, fog, or night) **Weapon**: +0 (enchanted knife); ignores armor

Armor: while immaterial, immune to all weapons except his own knife; depending on the Keeper's preferences, may be vulnerable to electricity, attack magic, or dogs. **Stability Loss**: +0 (+1 for female witnesses)

Materialization: D'Onston may spend 3 Health (or Magic) points to become material or immaterial, instead of attacking. Possession: D'Onston can possess the living. If a victim is asleep anywhere in Whitechapel or inside the Eye, and D'Onston can win a single contest of Health (or Magic) vs. the target's Stability, he can enter her dreams and occupy her body until sunup, she leaves Whitechapel, or until she is awakened with smelling salts and First Aid. Against a waking victim, he must make eye contact and win the Stability contest once and again every three rounds. Either sort of possession costs him 2 Health (or Magic) points.

Communion With Nodens: D'Onston can also draw a victim into communion with dread Nodens by spending 3 Health (or Magic) points. He must make dream or eye contact as above and win a single contest of Health (or Magic) vs. Stability; if he is successful, the victim immediately loses 3 Stability points, and must pass a 4-point Stability test as they perceive the Abyss. (+1 Sanity point loss if she loses Sanity from this Mythos shock.) The victim cannot do anything except commune with Nodens that round, and must go last every round until the end of the scene. Until the end of the adventure, the victim may not gain Stability points from her Drive, or spend points from any Interpersonal pool. If the victim has no Cthulhu Mythos or Magic rating, however, she adds one rating point to those abilities.

Blood Refresh: For every point of Health he drains with his knife, D'Onston can refresh 1 ability point of any sort upon the victim's death.

D'Onston's humanity is completely gone, replaced entirely by Nodens' afterthoughts and psychic residue. Memories and fear sustain him in a kind of timeless shadow existence, a living ghost haunting his own past. But when something major, or magical, or both, happens on his old hunting grounds, D'Onston rematerialises. Depending on how tangled the Keeper wants this side trail to get, D'Onston might:

Begin his return by, what else, killing prostitutes. During the eight days of the adventure, he should be able to kill one or two on nights the Bookhounds are out in Whitechapel acting suspiciously obsessed with the Ripper. (If he kills more, he might close the Eye for good, which doesn't work dramatically.)

Attack Birgit von Kant. Killing a sorceress is probably even bigger mojo than killing a harlot, without the danger of closing the Eye. Nodens also wants her hunted, as a Byatis cultist (actual or potential). Depending on the Bookhounds' alliances at the time, they may rescue her, leave her to die graphically, or be discovered standing over her body covered in her blood.

Haunt Johnstone Dives or Paul Fletcher. Both are trying to retrace D'Onston's magical steps, which is the kind of thing that leads to hauntings. At least.

Possess Johnstone Dives or Paul Fletcher. This can be a straightforward attempt by D'Onston to regain mortal form, or something that Dives or Fletcher actively invite to commune with Nodens. While in their form, he might attack streetwalkers or Birgit, or carry out some other weird plan.

Try very hard to regain his book, in the hopes that it contains a spell or ritual to rescue some fraction of himself from Nodens. If he recovers it, it's (perhaps unsatisfyingly) gone for good; whether he gets what he wants out of it is up to the Keeper's sense of drama. At the very least, it might empower him to return for a sequel.

The Keeper can also use these statistics for the ghost or tulpa of some other Jack the Ripper in some other adventure, of course.

→ TRAIL OF CTHULHU

Whitechapel Black-Letter

Enter the Keymaster

Once the Bookhounds start seeing or hearing the name "de Castries" in their research, Louis de Castries appears in their ambit. During his researches into D'Onston's career, O'Donnell contacted de Castries the Garibaldi episode, unwittingly giving de Castries the clue he needed to start tracing his family's missing black-letter. A friend of de Castries in the Pimander Club warned him that Johnstone Dives was also searching for it; de Castries is aware that Dives has hired agents, and has kept an eye out for the Bookhounds since arriving in London a week ago. He tried to catch Bowers with the paramental trap mailed to Wapping, but missed both Bowers and the book. If the Bookhounds triggered it afterward, de Castries has their magical scent.

He immediately begins working megapolisomantic magics to drive them off (see p. 76), but will not reject a request for a meeting out of hand, should the Bookhounds track him down. How to track de Castries? They can get a description of "the one-armed Frog" from the Milwall Post Office with Cop Talk or Bargain and keep an eye out; they (at a slightly higher **Credit Rating**) can methodically use Reassurance on the better hotels to find where "my good friend Monsieur de Castries is staying"; they can stake out surething sites like the vertices of the Eye or Christchurch Spitalfields (Difficulty 6 Shadowing to see him without being seen at Christchurch; Difficulty 3 at a murder site); they can ask O'Donnell to find de Castries for them (with Flattery at his investigative skills, or use a squiz - he collects lurid broadsheets and other crime literature) or anything else reasonable-sounding.

In person, Louis de Castries doesn't immediately look very formidable.

Stout, florid, with a comical little toothbrush mustache, thinning hair, and jaunty tooled walking stick only the empty, pinned-up sleeve of his ever-so-slightly overtailored suit coat betrays him as anything but the quintessential 50-ish petit bourgeois. Former military Bookhounds (or others with an almost-subconscious attempt at Intimidation) tag him as a combat veteran of the Great War. That may be why his eyes go flat and lifeless every few minutes. Yes, that's probably it. Bookhounds can get on his good side by addressing him as "M. le Comte," although he modestly dismisses such Flattery. ("The title is Bonapartist, I'm afraid, and though I revere l'Empereur, it is unlikely that he will return any time soon.") Brought onto the topic of the black-letter, he politely maintains that the book is his family's property - and promises a reward for its return, no questions asked. If the Bookhounds agree, he calls off his paramental dogs (unless they double-cross him, of course); if not, he continues his campaign of magical attacks until they leave London.

Louis de Castries

Athletics 5, Auction 2, Firearms 6, Fleeing 4, Health 8, Megapolisomancy 4, Scuffling 3, Weapons 6

Magic: 10

De Castries can use the full range of megapolisomantic techniques on p. 76. He knows London quite well, and has attuned himself to its Nodens/Lud energies.

Alertness Modifier: +2 (outside the Eye or at Christchurch Spitalfields); +0 (in the Eye)

Stealth Modifier: +1

Weapon: +1 (sword cane); +0 (FN .25 pistol; close or point-blank range only)

Book Stock and Two Smoking Barrels

"Mallet" Magwitch (pronounced "maggitch"), currently of Stepney, late of His Majesty's enforced residential facility at Brixton, is a hulking brute of a man in his late 30s with a shaved stubble of black hair on his slab-like head and chin. Streetwise types know he bosses a crew of smash-and-grab tough guys, specialising in robbery on the docks. They also know that the way to survive an encounter with Magwitch is to back down politely with a 1-point Streetwise spend; beating up his boys only earns an ambush in a dark alley, and heavy boots in the soft bits.

It's most likely that Drummell calls in Magwitch (via his contact Kane, p. 83) to level the playing field, but Magwitch might have his own contacts in the Whitechapel underworld who let him know there's a book on the loose that millionaires want. Magwitch may double-cross Drummell, back his play, or fall down in worship of Nodens or Byatis after a confrontation with de Castries or von Kant. Magwitch is a wild card; the Keeper can throw his boys in anywhere she needs brute action or an instructive corpse.

Magwitch

Athletics 9, Firearms 3, Health 10, Scuffling 12, Weapons 12

Alertness Modifier: +1

Stealth Modifier: +0

Weapon: -1 (fists; extra point for sheer brutality); +0 (axe handle)

His thugs: Athletics 8, Health 7, Scuffling 8, Weapons 6 (-1 damage; cosh, club, or flick-knife)

⊣ TRAIL OF CTHULHU ५

Whitechapel Black-Letter

To THE AUCTION

Treat the five days (which can compress to four or expand to nine; ocean liners aren't always on schedule) between the Bookhounds' hiring and the arrival of Fletcher like a soup, adding ingredients and turning up the heat to keep everything constantly on the boil. Between de Castries, von Kant, Magwitch, and perhaps Drummell, someone should always be stalking, hassling, cursing, or unleashing monsters on the Bookhounds. Always call for action; if no player has something ready right away, relentlessly shove the clock forward: "That night, as you're coming back from the shop, a hideous shape looms up in your path ..."The players should never be able to catch their balance; their characters should feel very much fagged out and spread thin by the time Bowers surfaces again.

On the evening of day six, a loafer promised a shilling drops off a message at the Bookhounds' bookshop: "17 Black LionYard, 3rd Fl. Bring Cash or Sign In Bloud." With a 1-point spend of The Knowledge, a Bookhound recognises the address as the very centre of the Eye. On the third floor of a narrow tenement, a corridor angles twice past closed and uncommunicative doors before reaching a small, windowless, stifling room lit only by a shilling-operated gas bracket on the wall, and by a nebulous violet light through the grimy skylight set into the ceiling. De Castries, Fletcher, Drummell, von Kant, and Magwitch (and Dives, if the Bookhounds have double-crossed him) or the survivors among them trickle in over the next half-hour; some may have beaten the Bookhounds to one of the five rickety chairs.

Bowers sits sweating behind a deal table, with his back to the only other door into the room and a Gladstone bag at his feet. He seems to have aged years in the few days since the Bookhounds last saw him; his eyes glitter and a vein jumps in his temple. On the table in front of him, lying on a stained black cloth, are a dirty lancet

and the *Caedis Urbi Verae Claves*. Bowers allows any interested buyer to examine the book for a few minutes; **Bibliography** or **Document Analysis** instantly marks it as a genuine 16th-century black-letter folio, bound in black morocco with a deep, fresh scratch on the cover. Turning the pages also reveals that it is thoroughly annotated in English handwriting, and at least one sketch map of London has been tipped into it. This probably will not hurt the resale value.

The Auction Begins

In a quavery voice, racked by coughs and swallows, Bowers lays down the rules. "This is a fair auction, syme as any toff joint on Bond Street. Pay cash, or sign yer cheques in blood. The Eye will witness what you done, and I'll get me dosh on the square. 'Oo's got the first bid, then?"

Run this as a single-lot dramatic auction (see p. 25). Bowers has no rating in Auction. The Bookhounds' representative can add the remaining pool points from their **Bookshop Credit Rating**. Assuming the Bookhounds are still working for Dives, they can add 1 point to their auction Credit Rating pool from Dives for each of the following criteria that they meet:

- warned Dives about de Castries.
- warned Dives about von Kant.
- were not detected shadowing Dives around London or breaking into Horace & Moore, whether they did so or not.
- have generally not acted like a pack of lower-caste idiots

The Credit Rating pools given here are for auction purposes only.

De Castries, Auction 2, Credit Rating pool 8: He won't sign in blood in the Eye. If he loses, he's a gentleman about it. For now. He returns to France and recruits

assistants or investigates still darker lore. Now that he knows where his book is, he won't rest until it's back in his library.

Dives, Auction 2, Credit Rating pool 10 (if he's fired the Bookhounds): If he loses to the Bookhounds, he will crush them financially and socially until they beg him to buy the book back. If he loses to anyone else, he may well grab the lancet on the table and try to cut his way out with the book. Magwitch decks him with one punch if the Keeper doesn't think a combat helps here.

Drummell, Auction 6, Credit Rating pool 11 (9 if he's working without Fletcher): If he loses, he likely considers it good riddance; this job has been hairier than he thought when he took it on. The Keeper should use her judgment; does the scenario need more competition, or an ally? Drummell might be either, depending on how previous interactions have gone; his professional courtesy encompasses fellow book-hunters, and he truly dislikes Bowers, von Kant, de Castries, and Dives. On the other hand, Fletcher may demand further measures, likely the unleashing of more mobsters.

Fletcher, Credit Rating pool 7 (without Drummell): If he loses, he collapses utterly, sobbing and howling to "Serpent-Bearded Byatis, All-Ravening Eye," to "turn thy Gaze upon me and destroy me as thou hast destroyed suns." Or he produces a Mills bomb (+3 damage) from his jacket and threatens to set it off (double damage in this enclosed space) if he doesn't get what he wants. Or both.

Magwitch, Credit Rating pool 7: He only has his cash on hand on the line; he will never sign anything in blood anywhere, Eye be damned. (This doesn't indicate special knowledge of the Eye or the occult; Magwitch is merely, if justifiably, suspicious.) If he loses, Magwitch intends to steal the book from the winner as soon as he can arrange it. If he wins, he intends to tumble Bowers for his money, likewise. He's a bad hat.

→ TRAIL OF CTHULHU 1

Whitechapel Black-Letter

Von Kant, Auction 3, Credit Rating pool 9: If she loses, she sets up quarters in London, researching at the British Museum and generally being a pebble in the Bookhounds' shoe. She may even hire the Bookhounds for her own purposes, using copies of Feery's pamphlets (or other rarities she winkles out) as bait or payment. She will try very hard to at least study the Caedis Urbi (with or without permission) and she spends a lot of time in Whitechapel on shadowy errands. If the Keeper decides she's working with the Ahnenerbe, they may have their own plans for Bowers and other auction attendees, win or lose.

Interruptions

Run the auction based on your sense of what the players want from the scenario. If they want blood and monsters, the Nagaäe or a nightgaunt smashes through the skylight or a paramental forms in the room; if they want a tense interpersonal scene, the auction runs as normal. A middle course? Someone in the room (likely Magwitch, but possibly Dives, Fletcher, or de Castries) pulls a weapon and triggers a Mexican standoff over a grimoire that probably reacts ... interestingly ... to spilled blood.

If you like, and have introduced "Jack's ghost," he possesses one of the bidders, or Bowers. Using Assess Honesty reveals a changing "tell" on the possessed; if you can do the accent, the victim's voice changes to a North Country burr. (A Private Investigator, Book Scout, or any plausible Bookhound notices this; barring something else determinative, use the one with the highest Languages.) When D'Onston is revealed, or reveals himself, he puts out the light (either magically or by being nearest to the lamp), stabs the nearest victim, and tries to steal the grimoire in the confusion and ensuing mayhem.

All combat in this close, ill-lit, crowded room is at point-blank range.

THE FINAL CHAPTER

What the Book Holds

In addition to the details in the box on p. 99, and anything else the Keeper wishes to plant, the black-letter discusses the Eye of Byatis.

To close the Eye, the magus must kill seven harlots on its planes and angles (the center, the rim, anywhere along the cross) and burn certain of their organs as candles, "as a Hand of Glory puts the House-Holder to Sleep." The Ripper was closing the Eye, not opening it! Occult questions remain: What's the current count? If Martha Tabram or Alice Mackenzie was a Ripper victim, it might be as high as six. (The Eye isn't closed, so they couldn't both be.) If only the harvested organs count, it could be as low as three. (Law recalls that Stride wasn't mutilated at all, and none of Polly Nichols' organs were missing unless her post-mortem didn't give all the facts.)

To open the Eye, the magus must smother, drown, or poison seven virgins ("kill without spilling Blood") likewise. A **1-point Law spend** recalls the case of Miriam Angel, drowned in poison at 17 Batty Street (Byatis-Street?) on the Eye's border in 1887. Is there another Byatis-worshipper around? What's his count at by now?

But a partly-closed or partly-open Eye generates fell energies that the magus can access: 1 Magic pool point per month on the second day of the moon's last quarter. (Or a "free" dedicated Stability pool point for magic purposes only, if you're not using the Magic ability.) This power is open to any sorcerer who kills one harlot or virgin on the Eye—including the Bookhounds.

The effects of a fully-open Eye are left to the Keeper to imagine, but they're probably very unpleasant indeed.

Rewards and Dangers

If, against all temptation and much good sense, the Bookhounds have played straight with Dives and turned *Caedis Urbi Verae Claves* over to him, he pays them a generous commission and spreads word of his satisfaction to his fellow members of the Pimander Club. This counts as a **windfall** for the Bookhounds' Bookshop.

If they simply couldn't get the book for Dives, but made a good faith effort (or convinced him they did), he accepts their failure with ill-grace but no actual enmity. If the Keeper wishes, other Pimander clubmen may still consider the Bookhounds worthy specialists in the future. This is a **neutral** outcome for their Bookshop.

If they have stolen or destroyed his book, looted his Mitre Street laboratory, or otherwise betrayed Dives, he will blacken their reputation with his fellows and have his solicitors press them for damages. This counts as a **reverse** for their Bookshop.

If they stole Dives' variant 1510 Euclid, and can sell it on the Continent or in America (it's too "hot" to sell in Britain), that windfall will counter the above reverse, for a net neutral outcome. So will the windfall from de Castries or von Kant, if the Bookhounds sell the grimoire to either of them.

What Dives, or de Castries, or von Kant, or whoever, does with the black-letter if they wind up with it—or hatches as a new plan to obtain it—is up to the Keeper to decide. It probably won't be nice, which means it might well be a good adventure for later in the campaign.

If the Eye of Byatis is not closed, no Bookhound can refresh **Sanity** losses from this adventure.



Bibliography

"THUS ISOLATED, AND THROWN UPON MY OWN RESOURCES, I SPENT THE HOURS OF MY CHILDHOOD IN PORING OVER THE ANCIENT TOMES THAT FILLED THE SHADOW HAUNTED LIBRARY OF THE CHATEAU, AND IN ROAMING WITHOUT AIM OR PURPOSE THROUGH THE PERPETUAL DUST ..."

- THE ALCHEMIST

As always, begin with **H.P. Lovecraft**. His London stories are not his best, but Hypnos, The Hound, and the lurid The Horror in the Museum (ghostwritten for Hazel Heald) repay reading for their common themes of persecution and paranoia, which likewise drive Lovecraft's New York tale The Horror at Red Hook. His other urban horrors, *He* and *Cool Air*, are also New York tales, but clearly hearken back to the "Baghdad on the Thames" subgenre of London fiction. Finally, The Case of Charles Dexter Ward (which mentions London only briefly, alas) is a masterpiece of weaving horror into a city's history, and The Haunter of the Dark and The Shunned House provide interesting models of Lovecraft's architectural horror, both featuring real structures in Providence, Rhode Island.

Howard and Campbell

This work draws deeply on two other Mythos authors, neither of them Londoners. The novel Skull-Face by Robert E. Howard is a delightful Mythos riff on Fu Manchu (whose exploits also clearly inspired August Derleth's Trail of Cthulhu story-cycle, down to a major Cthulhu cult based in Limehouse), and a model of Arabesque-Technicolour Mythos adventure. Ramsey Campbell, meanwhile, holds down the Sordid end of the spectrum all by himself. *Cold Print* is his great tale of bibliographic horror, but The Franklyn Paragraphs runs it a close second. The Overnight, for all it involves a haunted bookstore, is not actually about books. Most of his Mythos tales occur in the west of Britain, in Liverpool or the Severn Valley, but transplanting their bleak vision of decaying city life to Thirties London should pose few challenges.

Other Urban Horrorists

Although Robert Louis Stevenson is rightly famed for his London-set chiller The Strange Case of Dr. Jekyll and Mr. Hyde, he pioneered the "Baghdad on the Thames" Arabesque style of London weird adventure in The New Arabian Nights. Arthur Machen took Stevenson's format – interlinked tales of strange encounters on the streets of London - back into British lore and deep into horror with his *Three Impostors* story cycle. Other Machen stories featuring a horrific London include The Red Hand and The Great God Pan, which calls London the "city of nightmares." By the Thirties, Dennis Wheatley had turned the Arabesque London of Stevenson and Machen thoroughly

Technicolour in his *Black Magic* series, beginning with *The Devil Rides Out*.

A decade later and across the Atlantic, Lovecraft correspondent Fritz Leiber invented urban fantastic horror with Smoke Ghost, and perfected it in Our Lady of Darkness, another foundational text of the genre and of this sourcebook. Although Anubis Gates (by **Tim Powers**) and Homunculus (by James Blaylock) are grievously out of period, they powerfully evoke an Arabesque horror-London, as does **Brian Stableford** in the increasingly transcendent Gnostic trilogy he began with Werewolves of London. But even more than from Leiber, this sourcebook unfolds from Chapter Four of From Hell by Alan Moore, in which Dr. Gull (soon to become the Ripper) rides around London in a hansom cab, discoursing on occult geography. Moore's Snakes and Ladders does likewise, drawing Machen into his web recursively.

London

What of London itself? In addition to as many visits as I can manage, I am always inspired by the works of poet and psychogeographer Iain Sinclair, in this case specifically his poem Lud Heat and his Bookhound novel White Chappell Scarlet Tracings. So too is Peter **Ackroyd**, whose London: A Biography is nearly as indispensable as The London Encyclopaedia by Ben Weinreb and Christopher Hibbert. Ackroyd's novels Hawksmoor, The Lambs of London, Chatterton, and The House of Doctor Dee, among others, evoke London history, literature, and magic like very little else. The bleak crime novels of Derek Raymond exemplify Sordid London,

→ TRAIL OF CTHULHU 1

Bibliography

as does the *Hellblazer* comic series; the baroque *Bryant* & *May* mysteries by **Christopher Fowler** reach for Arabesque weirdness in London's history and geography.

The Aquarian Guide to Legendary London, edited by John Matthews and Chesca **Potter**, does just what it says on the tin in cheery light-side New Age manner, while London Under London by Richard **Trench** and **Ellis Hillman** digs up the dirt on sewers, hidden rivers, and the Underground. Peter Underwood discusses Haunted London with similar focus, and Martin Fido provides a Murder Guide to London. For London's sacred geography, start with The New Jerusalem by Adrian Gilbert. Finally, even if you can't find a Baedeker's or Cook's travel guide to London from the Thirties, a modern day Lonely Planet London or the like will still prove remarkably useful and inspirational.

In RPGs, I should acknowledge the thorough work of Lucya Szachnowski and Gary O'Connell, whose London Guidebook for Call of Cthulhu is remarkably comprehensive. Also for that RPG, Pete Tamlyn compiled the sourcebook Green and Pleasant Land, which I also consulted usefully; I got as much use out of London: Im Nebel der Themse (developed by Jan Christoph Steines for Pegasus Press)

as my German would allow. *Masks of Nyarlathotep* by **Larry di Tillio** and *Horror on the Orient Express* by **Geoff Gillan**, et al. also offer plenty of London-based Mythos gaming.

Bookhounds

The thriller The Club Dumas by Arturo Perez-Reverte is the secret parent of this sourcebook, including the Catalogue Agent occupation. **Roman Polanski's** film of the novel, The Ninth Gate, adds inspired visuals while subtracting a major subplot. The "unreal book" novels of Carlos Ruiz Zafon - The Angel's Game and Shadow of the Wind - seem to indicate there's something in the air in Spanish bookstores. In English-language bibliographic horror, only House of Leaves by Mark Z. Danielewski comes close.

Elsewhere in the "bibliomystery" subgenre, the clear winner is *Booked to Die* by **John Dunning**, which packs a load of book-trade info into the mystery of a murdered book scout. Also noteworthy, *The BurglarWho Liked to Quote Kipling* and *The Burglar in the Library* are the two **Lawrence Block** mysteries featuring burglar-turned-bookseller Bernie Rhodenbarr to also prominently feature the (stolen) book trade.

Novels focused on a single rare book or author are slightly more common: standouts include the almost-supernatural *Possession* by **A.S. Byatt**, the collegial *The Rule of Four* by **Ian Caldwell** and **Dustin Thomason**, the thrilleriffic *The Book of Air and Shadows* by **Michael Gruber**, and the cheerful haunting of *The End of Mr.Y* by **Scarlett Thomas**.

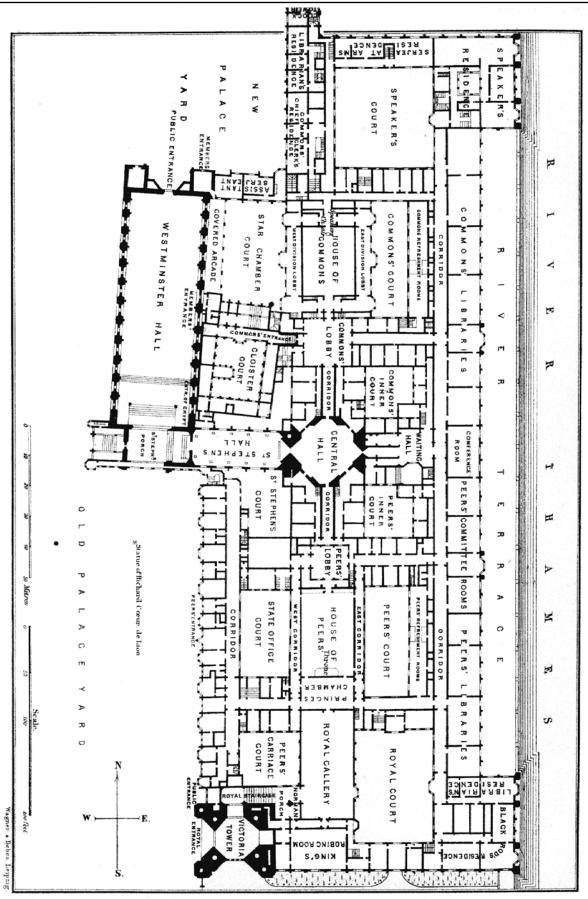
In the allied trades, hunt up *Cadillac Jack* by **Larry McMurtry** and the *Lovejoy* crime novels by **Jonathan Gash.** Their protagonists are antiques dealers rather than antiquarian booksellers, but their adventures remain inspirational.

non-fictional Bookhounding, consult the works of Nicholas Basbanes, who has made chronicling bibliomania into a fine niche market; A Pound of Paper by John Baxter combines book scouting memoir and biblioholic confession. It's an easier (if lighter) read than Taste and Technique in Book-Collecting by John Carter. For bibliographic true crime, pore over *The* Island of Lost Maps by Miles Harvey or The Man Who Loved Books Too Much by Allison Hoover Bartlett. Finally, in Grimoires, Owen Davies has written the first satisfactory history of sorcerous tomes; it nicely complements the work of Daniel Harms and John Wisdom **Gonce** on *The Necronomicon Files*.



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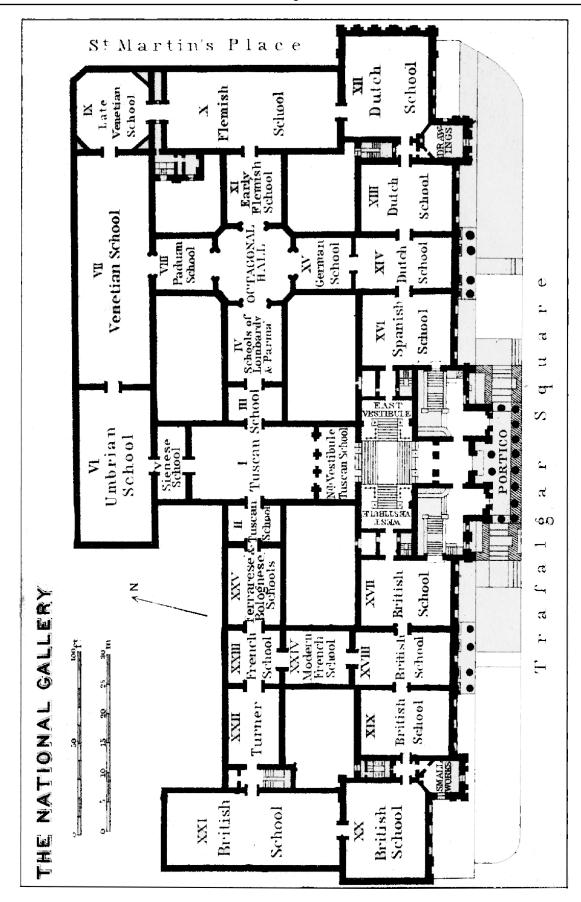
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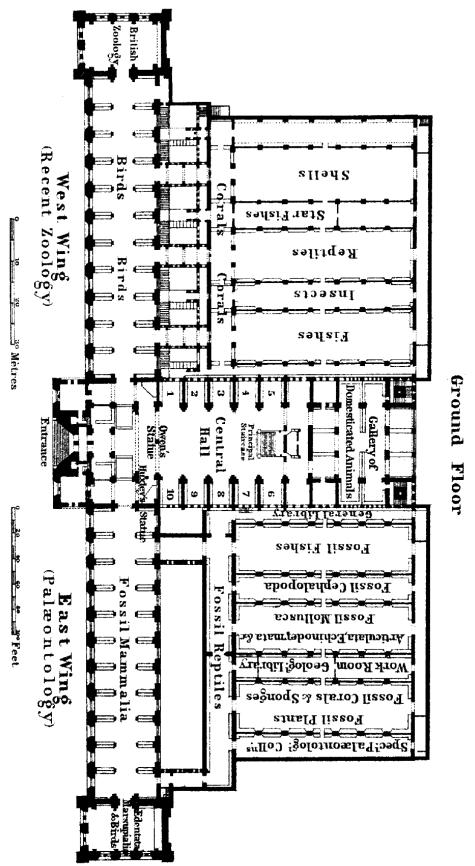
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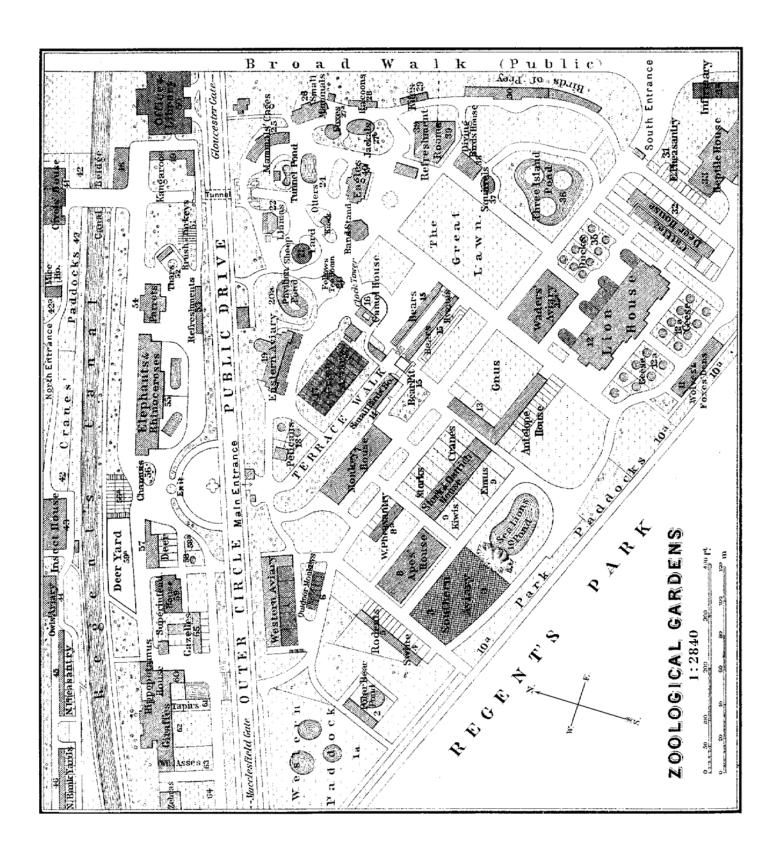
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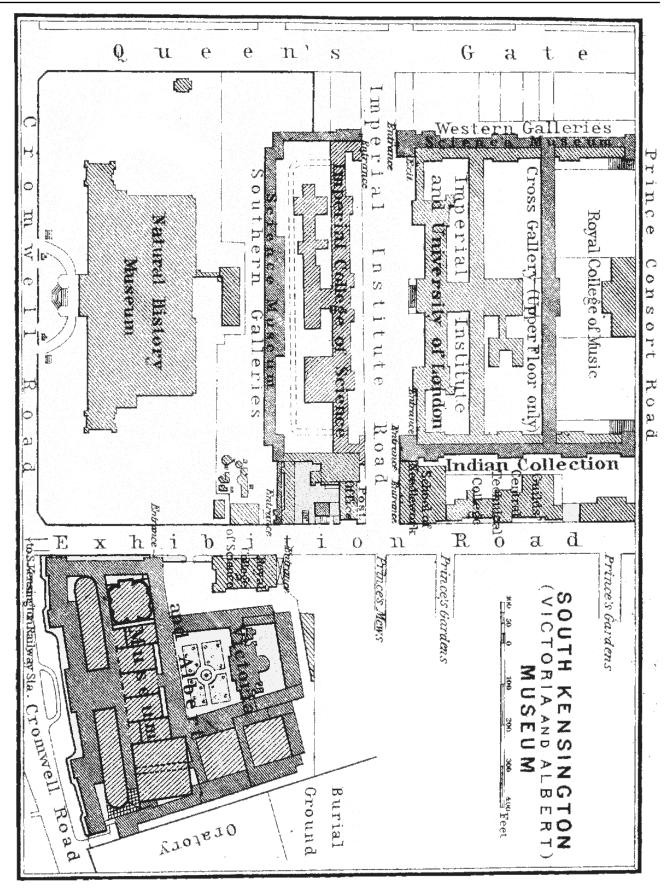
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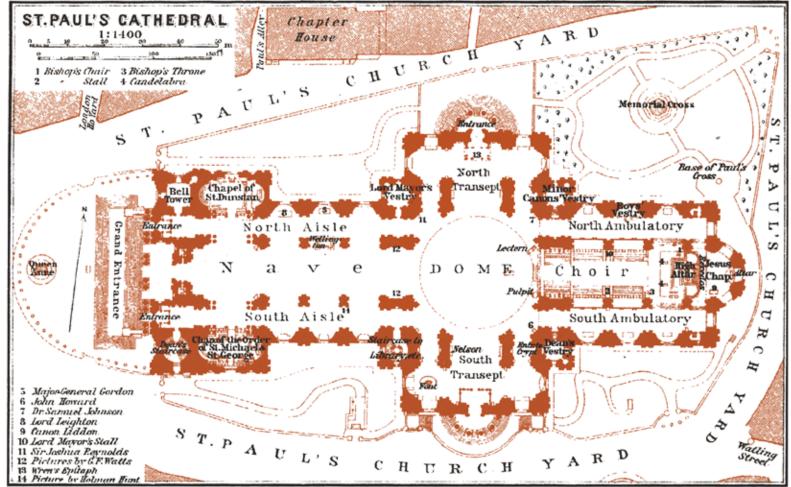
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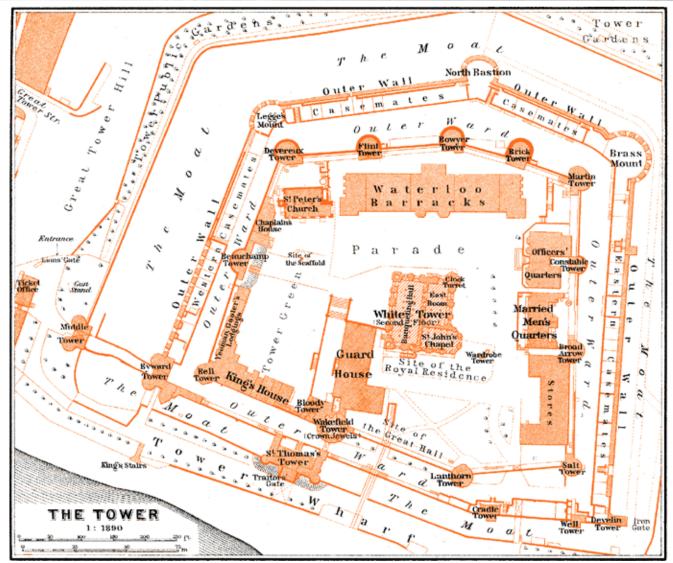
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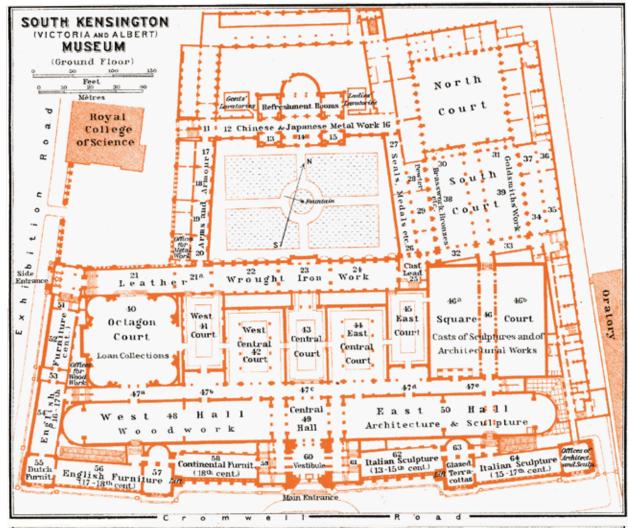


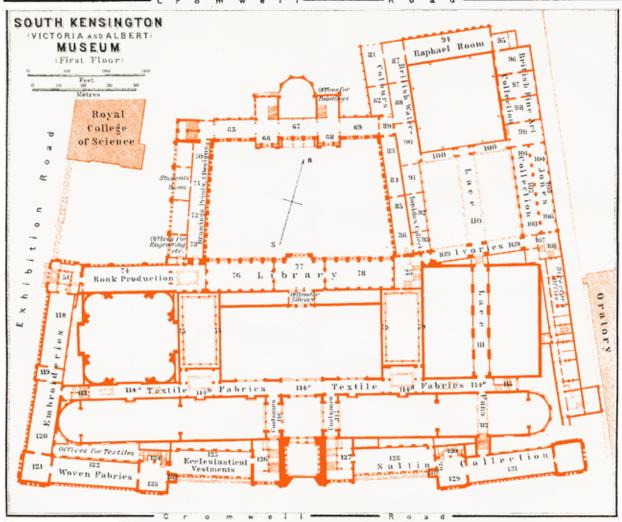
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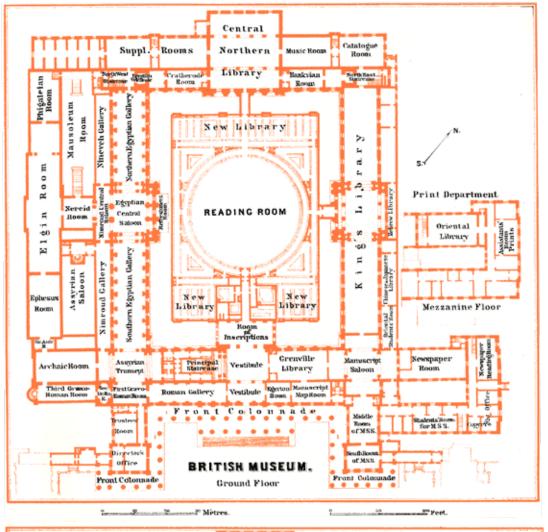
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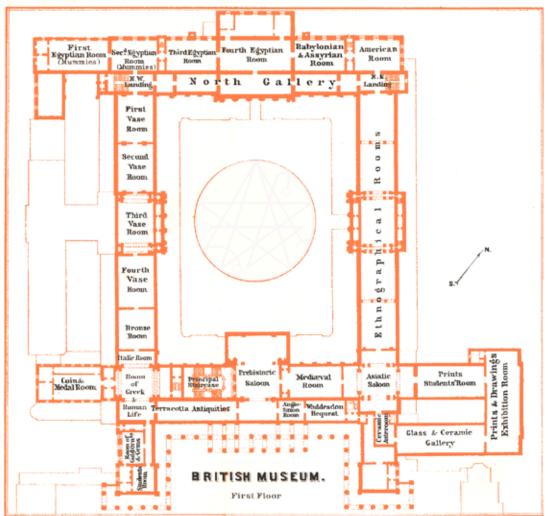




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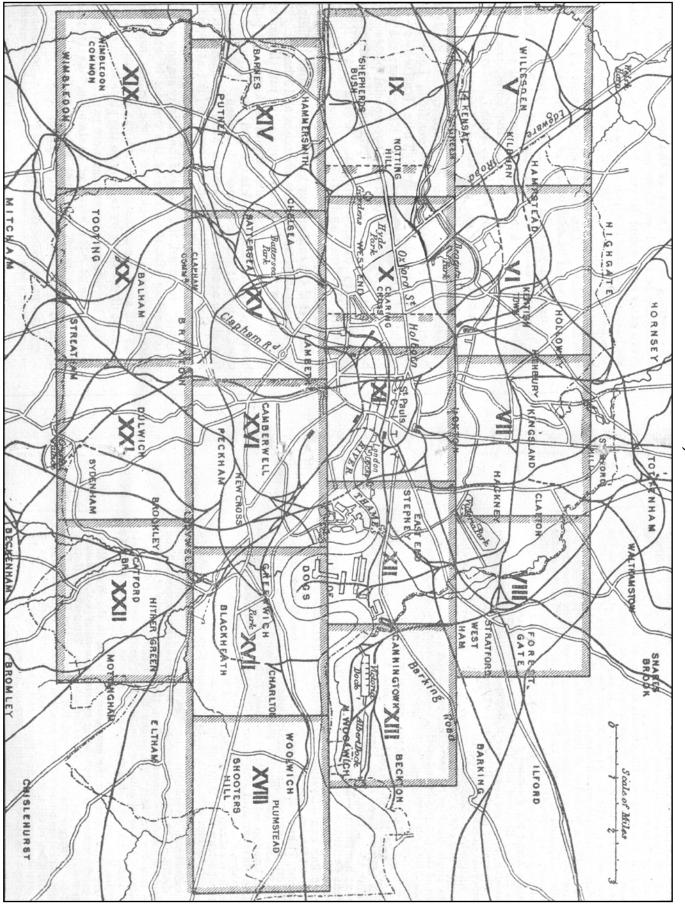






INDEX TO SECTIONAL MAPS

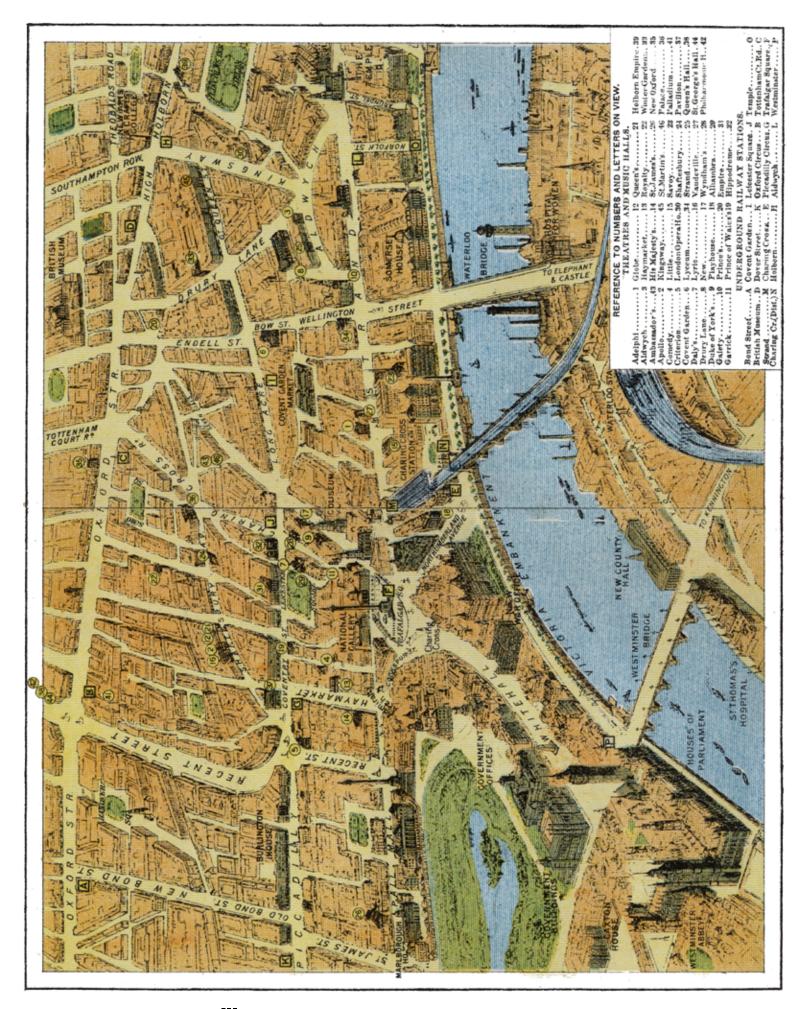
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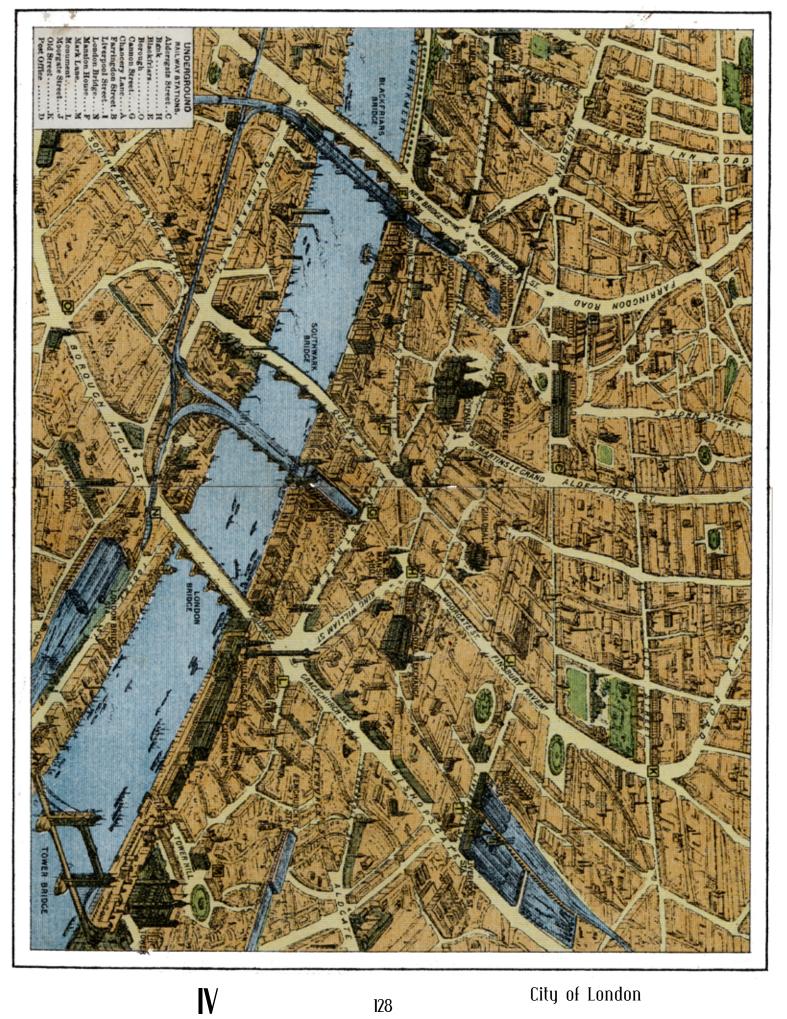


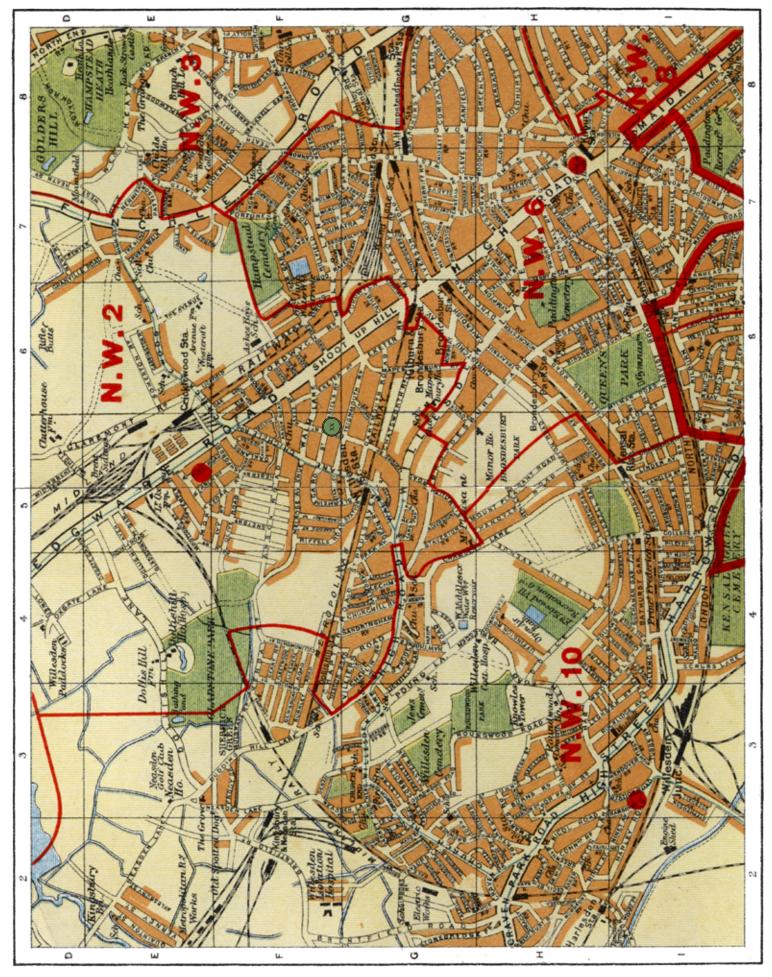
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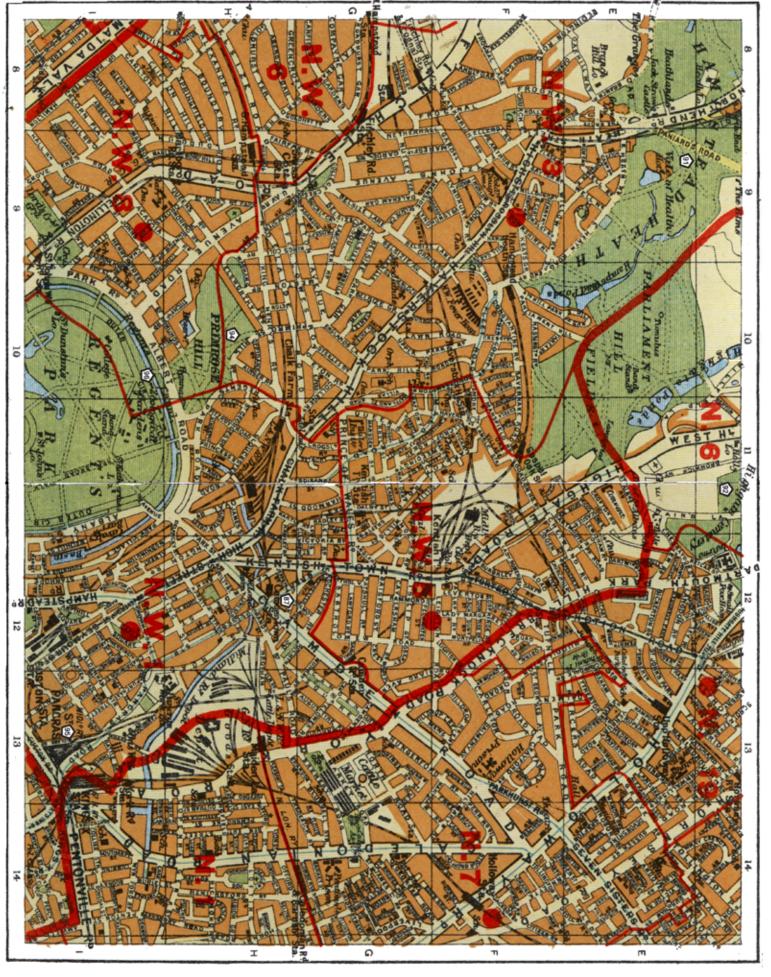
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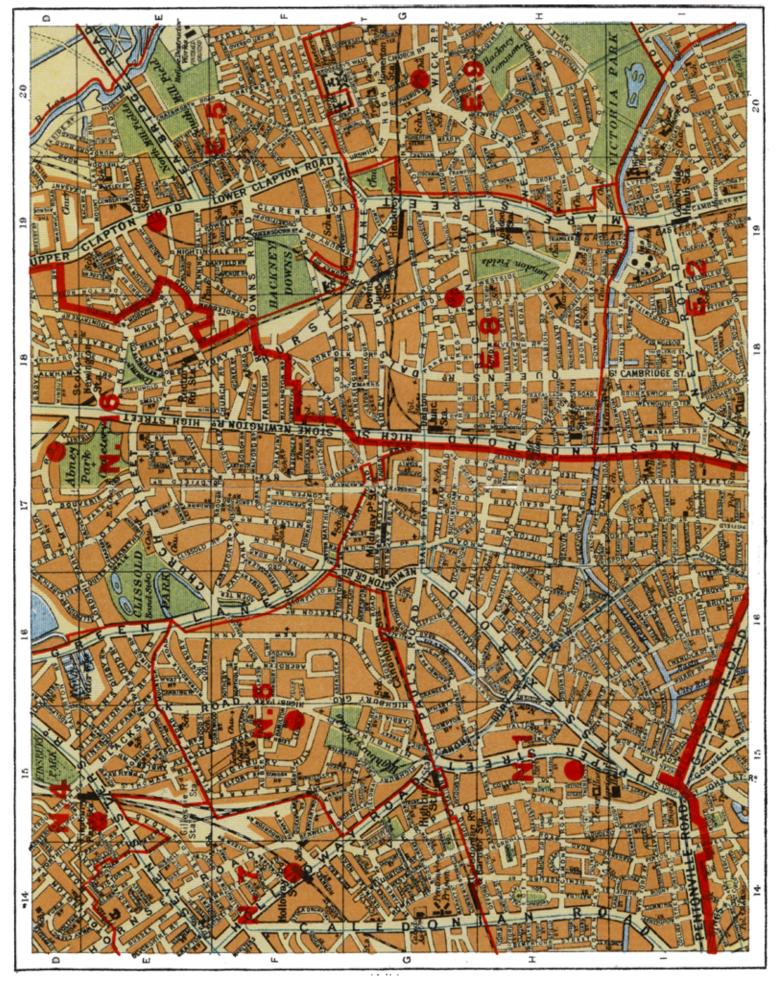


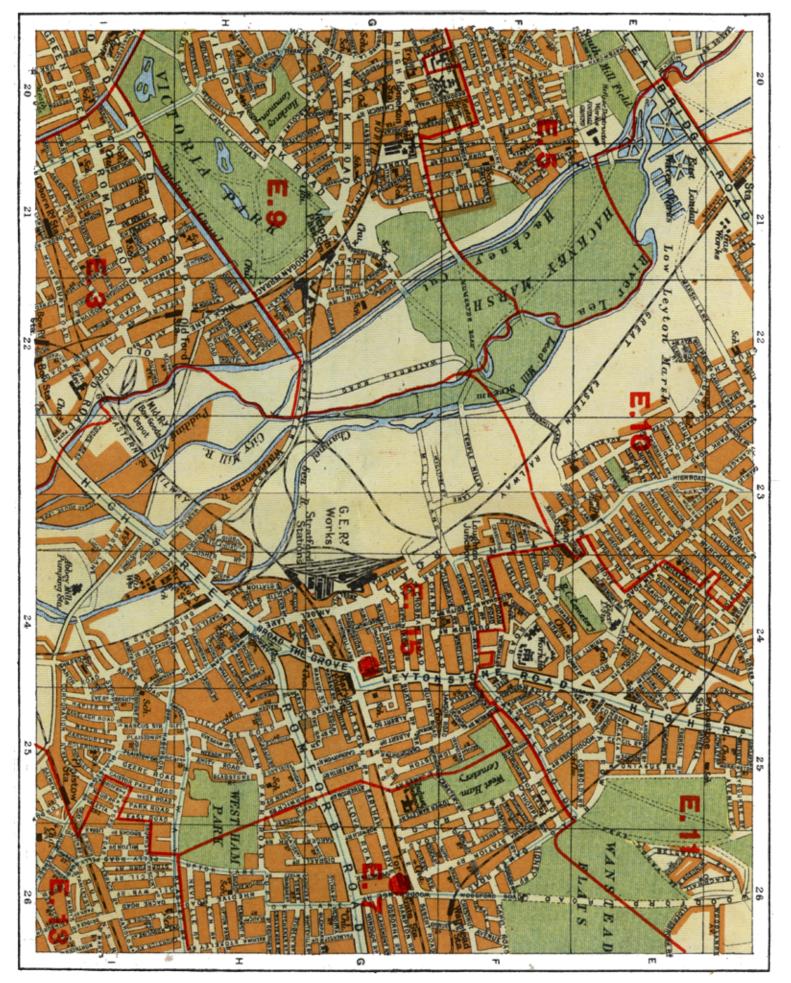




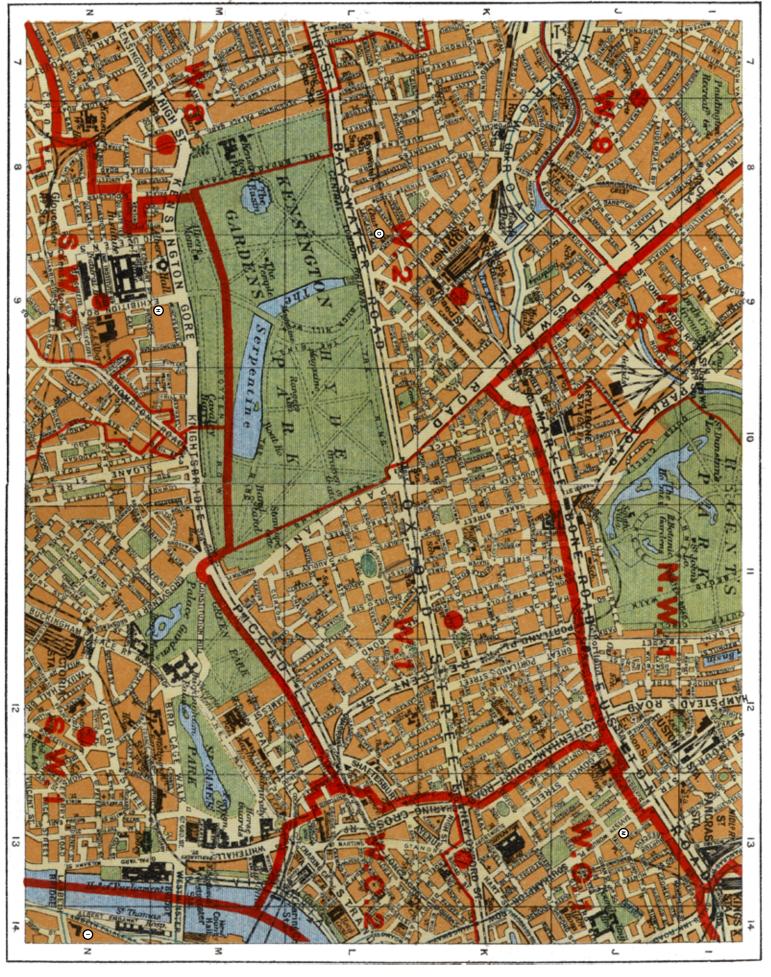












West End

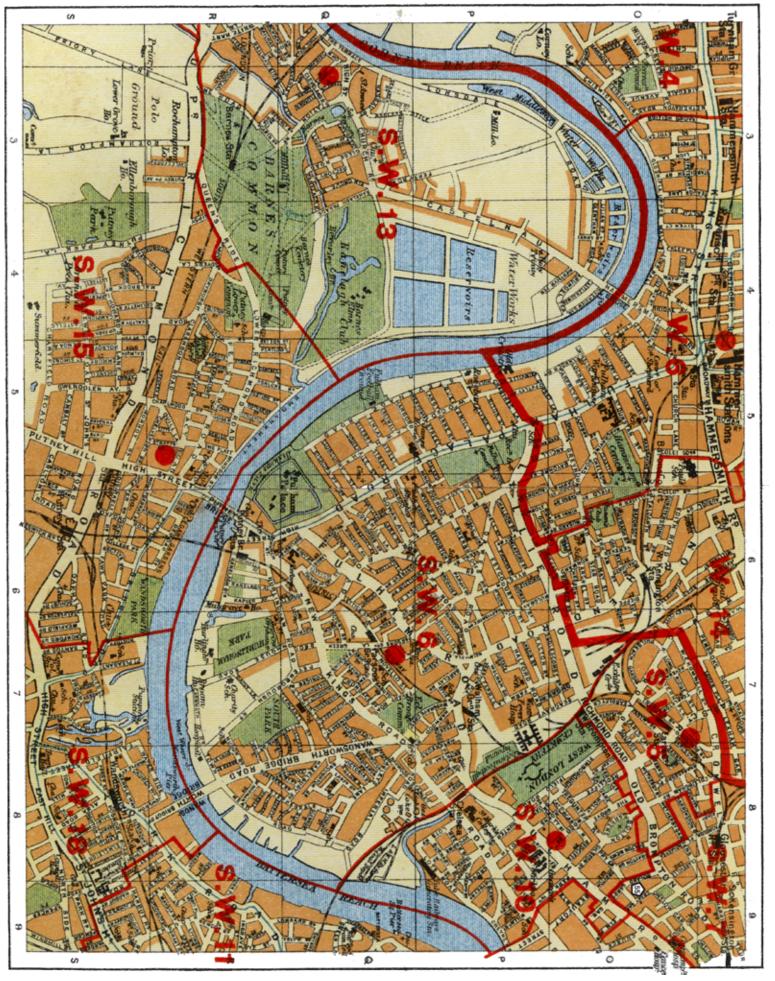


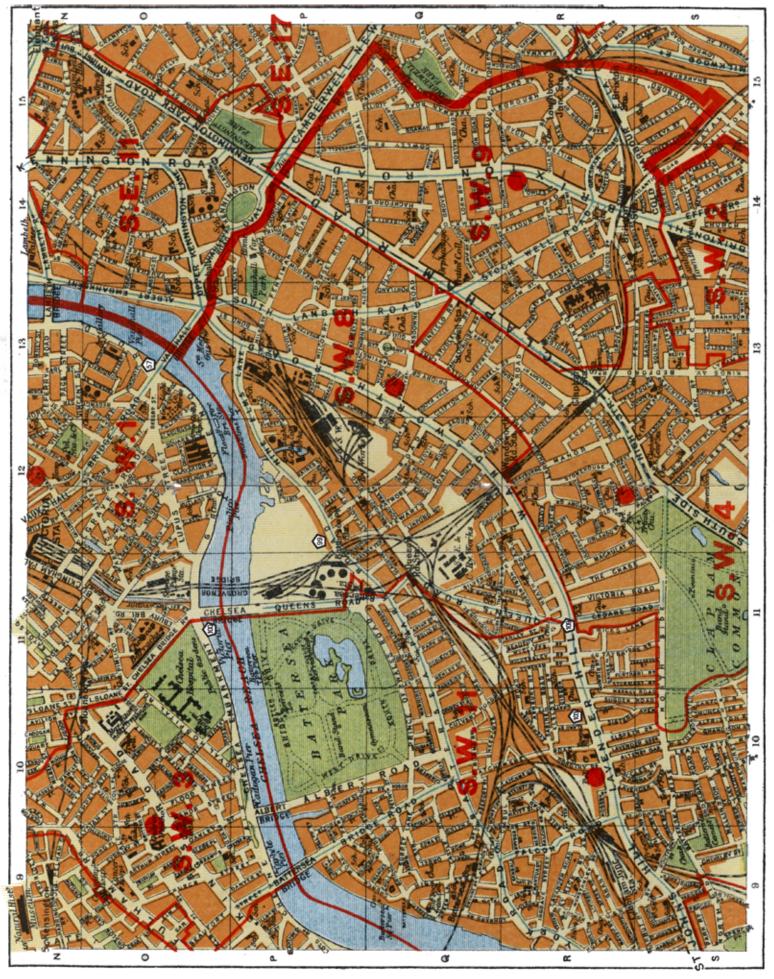


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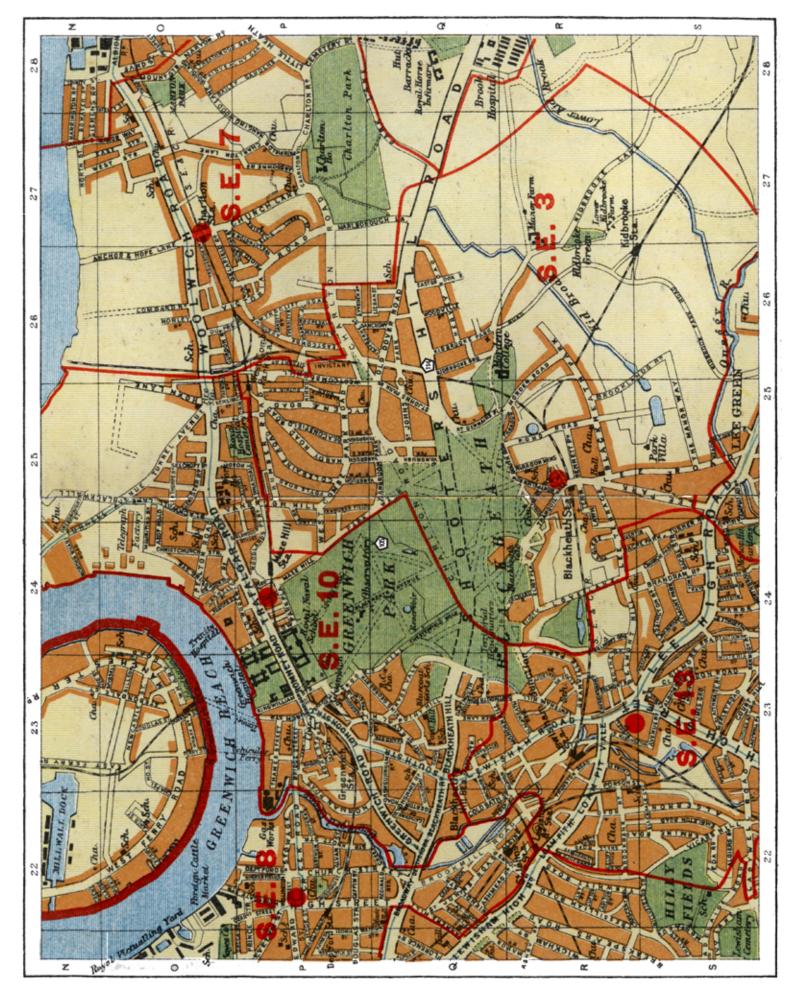
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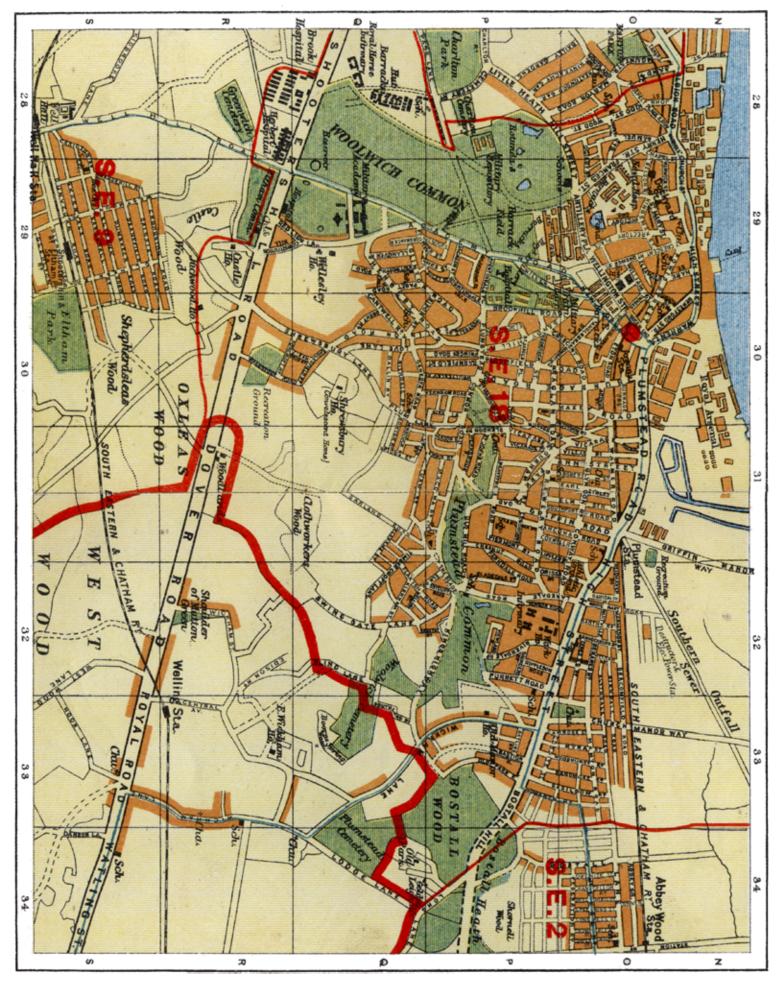


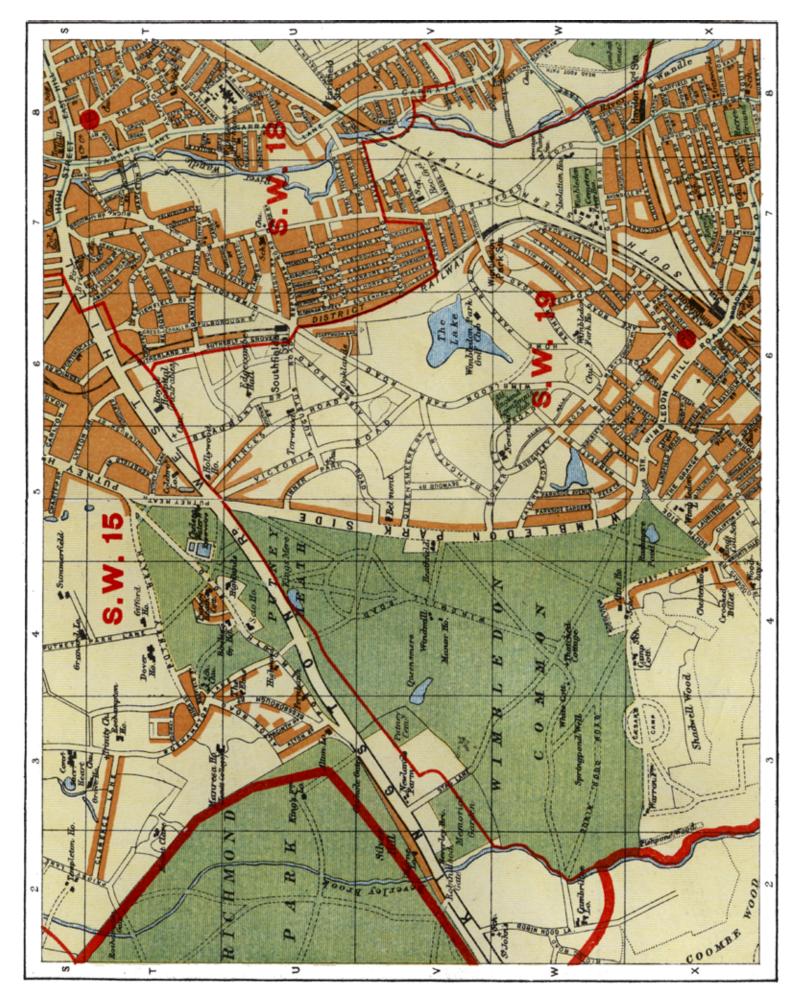








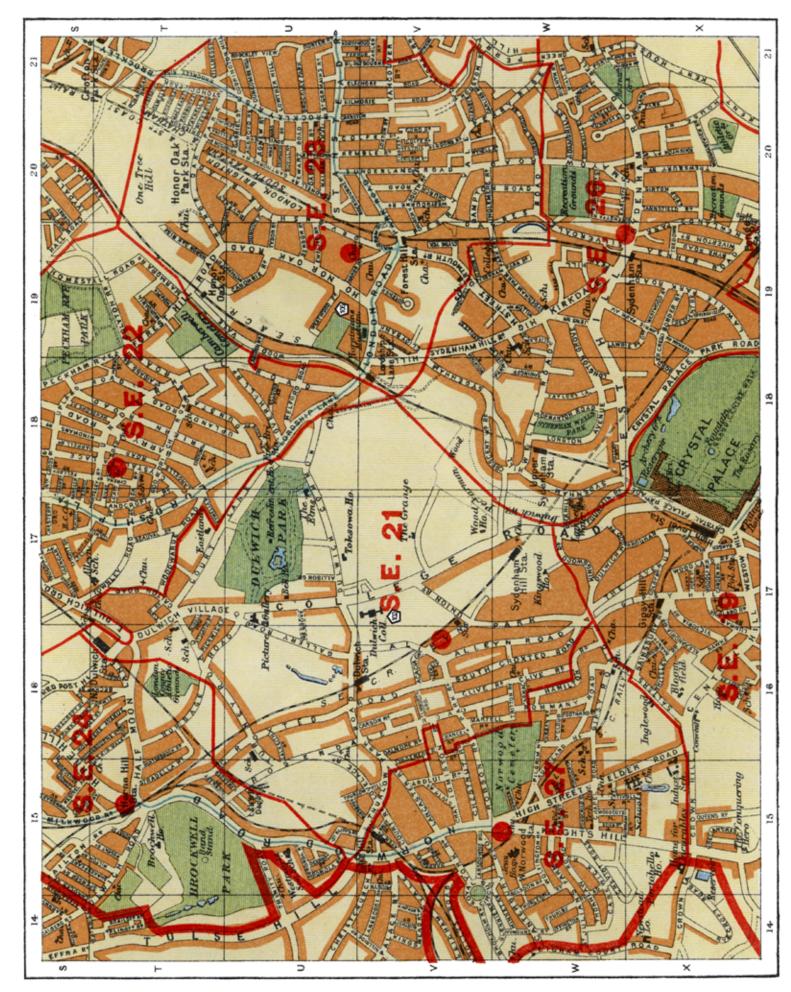


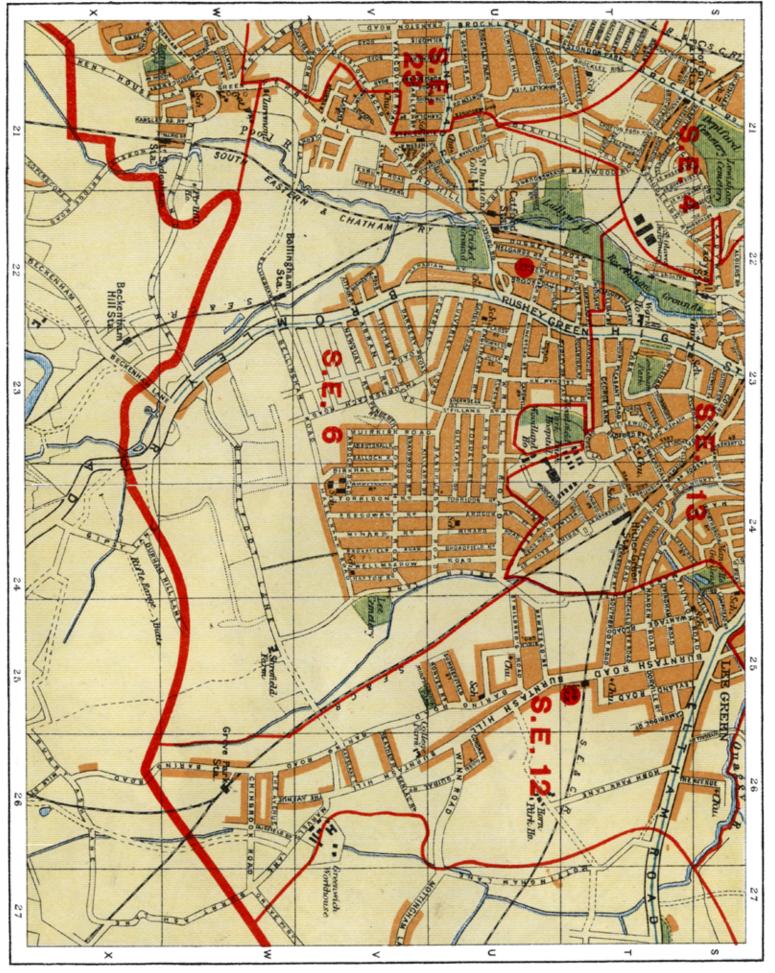


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Wimbledon

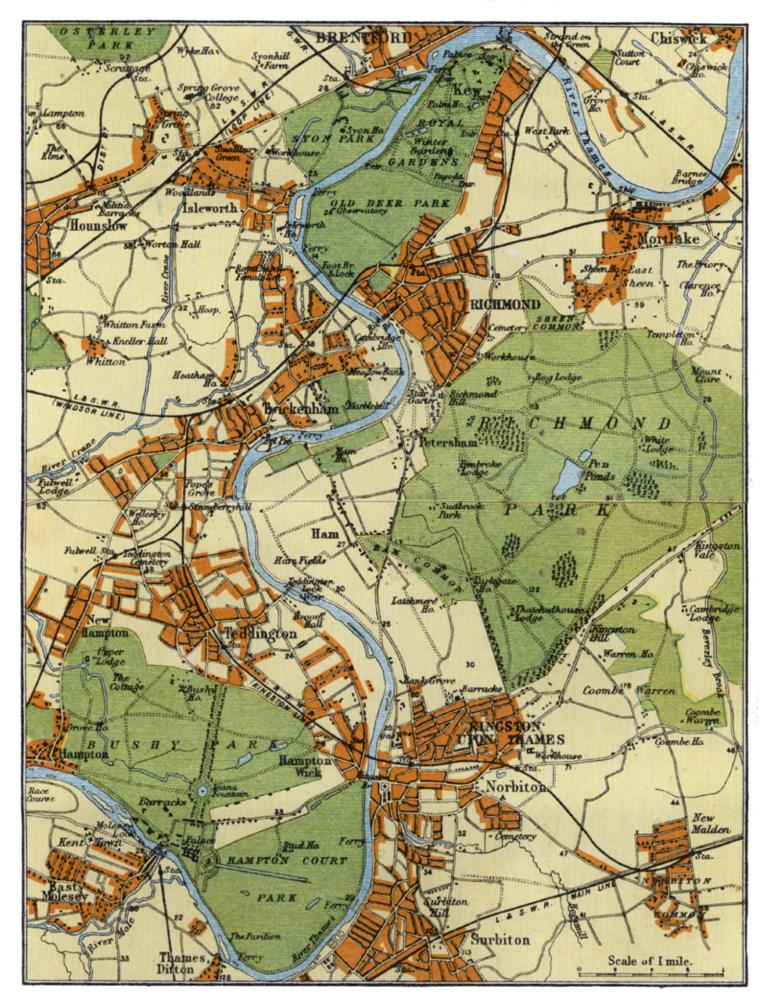


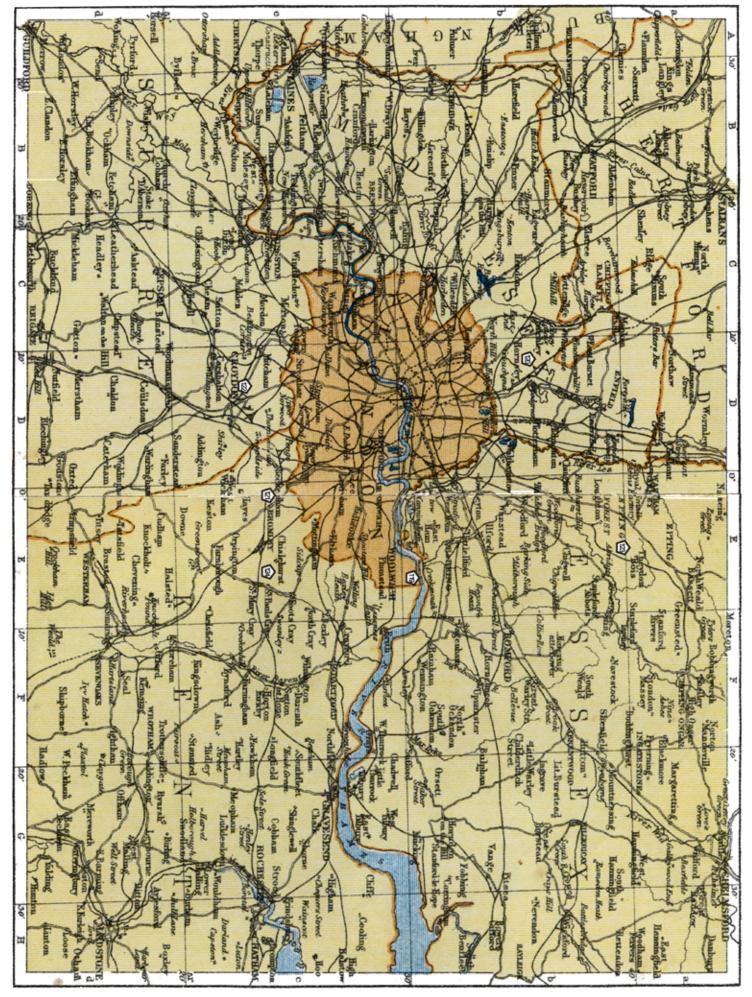




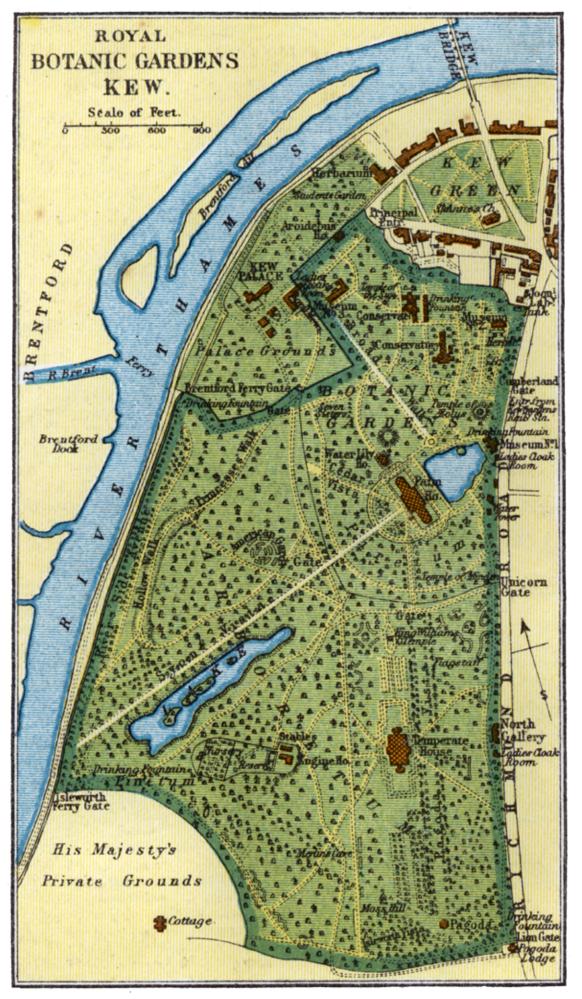
Brockley & Hither Green

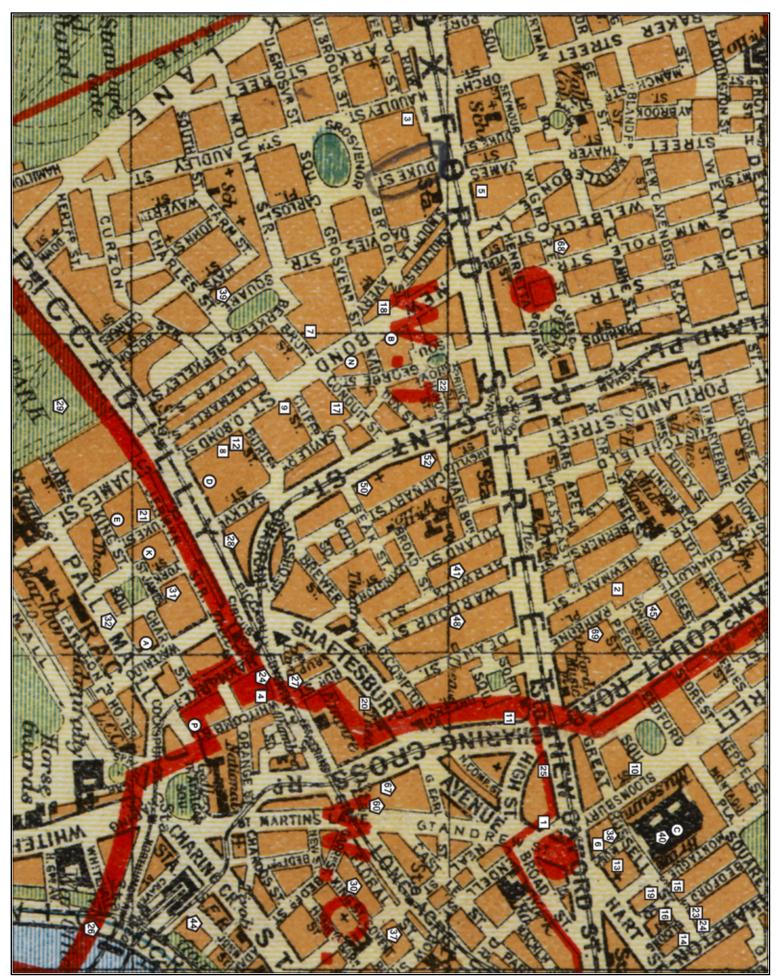
XXII





XXIV





Bookshop Record Sheet

Bookshop Name.		
Description:		
Street and Neighbourhood:		
Proprietor:		
Bookshop Credit Rating:		
	Stock	
Book	Ability	Points

Dramatis Personae List

Named Contacts, bookshop regulars, Sources of Stability, incidental NPCs, "the one that got away," rival bookmen, cultists, partners in crime, friends, colleagues, customers, marks.

Name	Neighbourhood	Bibliophily	Relationship to Bookhounds	Details of Further Interest

Make one copy of this list for the players with the NPCs they know or invent; the Keeper should keep another copy for her own use, adding the NPCs the Bookhounds haven't met yet or don't know about.

Appendices

IJ	Tip Sheet	-
	Plot hooks for investigation in down time or between adventures. Things that need a good looking into. Suspicions that n't pay off — yet. People with rich libraries, or a rich interest in other peoples' libraries. Rivals who need a good scoring. Interesting hints, the word on the street, that sort of thing. Make a note so you don't forget!	
	Loose Ends:	
	Potential Scores:	
	Rumours:	
	Suspicions:	
_ C	Combine this tip sheet with the London Rumours lists from p. 44-60 (or the Pelgrane website) for a master source	

TRAIL OF CTHULHU BY KENNETH HITE

Bookhounds of London

Player Name:

Sanity ¹			
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15
Hit Threshold ³			

Stability			
-12	-11	-10	-9
-8	-7	-6	-5
-4	-3	-2	-1
0	1	2	3
4	5	6	7
8	9	10	11
12	13	14	15

Health				
-12	-11	-10	-9	
-8	-7	-6	-5	
-4	-3	-2	-1	
0	1	2	3	
4	5	6	7	
8	9	10	11	
12	13	14	15	

- ¹ In a Pulp game where Sanity can be recovered, mark Sanity pool loss with a line, Sanity rating loss with a cross.
- ² Occupational abilities are half price. Mark them with a * before assigning points.
- 3 Hit Threshold is 3, 4 if your Athletics is 8 or higher
- ^(l)These General abilitities double up as Investigative abilities
- 4 Usually, you can't start with Cthulhu Mythos. Sanity is limited to 10-Cthulhu Mythos.
- ⁵ In a Pulp game If your Firearms rating is 5 you can fire two pistols at once (see p. 42)
- ⁶ Assign one language per point, during play. Record them here.
- ⁷ Any Fleeing rating above twice your Athletics rating costs one point for two.
- ⁸ Only Alienists and Parapsycholigists can buy Hypnosis, and only in a Pulp game
- ⁹You start with 4 free Sanity points, 1 Health and 1 Stability point.
- $^{10}\mbox{Bookhounds}$ special abilities. See pages 12-13 of Bookhounds of London

Investigator Name:
Drive:
Occupation:2
Occupational benefits:

Pillars of Sanity:

Build Points:

Academic Abilities	Interpersonal Abilities	General Abilities
Accounting		
Anthropology	Assess Honesty	Auction ¹⁰
Archaeology	Bargain	Athletics
Architecture	Bureaucracy	Conceal
Art History	Cop Talk	Disguise (1)
Bibliography ¹⁰	Credit Rating	Driving
Biology	Flattery	Electrical Repair(1)
Cthulhu Mythos⁴	Interrogation	Explosives(1)
Cryptography	Intimidation	Filch
Geology	Oral History	Firearms ⁵
History	Reassurance	First Aid
Languages ⁶	Streetwise	Fleeing ⁷
-		Health ⁹
-	Technical Abilities	Hypnosis ⁸
-	recliffical Admittes	Mechanical Repair
-	Art	Piloting
Law	Astronomy	Preparedness
Library Use	Chemistry	Psychoanalysis
Medicine	Craft	Riding
Occult	Document Analysis ¹⁰	Sanity ⁹
Physics	Evidence Collection	Stability ⁹
Textual Analysis ¹⁰	Forensics	Scuffling
The Knowledge ¹⁰	Forgery ¹⁰	Sense Trouble
Theology	Locksmith	Shadowing
	Outdoorsman	Stealth
	Pharmacy	Weapons
	Photography	•

SOURCES OF STABILITY:	CONTACTS AND NOTES

Appendices

1930s Rare Book Prices

With the Depression, the bottom fell out of rare books as it did everything else: a Shakespeare First Folio that sold for £13,200 in 1927 sold for £4,400 in 1941, while a copy of Shelley's *Queen Mab*, with the poet's handwritten annotations, sold for £13,600 in 1929 and only brought £1,600 as late as 1951!

There are exceptions: the British Museum bought the *Codex Sianiticus* (a 4th century Bible) from the Soviet Government in 1933 for over £100,000, but such a windfall is very unlikely for bottom-feeding Bookhounds.

A few further examples:

Blickling Homilies: 10th-century parchment (150 pages), £11,000.

The Tickhill Psalter: near-perfect early 14th-century illuminated vellum manuscript, £12,200 (8th-century illuminated vellum Psalter, £4,600; 12th-century Psalter on vellum, £260).

Roman de la Rose: mid-14th century mystical illuminated vellum manuscript, £1,360.

Boccaccio's *De la Ruine:* 1476 printing with copperplate illustrations, £9,000.

Vitruvius' *De Architectura*: 1486 printing (first edition, some leaves in facsimile; one of only three copies sold since 1891), £65.

Malleus Maleficarum: 1494 Nuremberg printing of the witch-hunters' manual (some wormholes, water-stained), £11.

Hypnerotomachia Poliphili: 1499 Aldine printing of a mystical work with woodcuts (450 pages), £140.

Cornelius Agrippa's *De Occulta Philosophia*: 1533 Cologne printing (1st edition), some wormholes, £3 15s (stained, £2 2s).

Koran: 1555 illuminated paper manuscript, copied at Mecca (420 pages), £50.

Reginald Scot's *Discoverie of Witchcraft*: 1584 London black-letter printing (first edition), slightly water-stained, £31.

John Dee's *Monas Hieroglyphica*: 1591 printing (earliest known) with astrological symbols and diagrams, £10 10s.

Cervantes' Don Quixote: 1605 Madrid printing (2nd edition), £440.

Khunrath's *Amphitheatrum Sapientiae Aeternae*: 1609 Hanover printing (3rd edition) alchemical folio with 10 plates, £5 5s.

Basil Valentine's Triumphant Chariot of Antimony: 1678 London printing (with plates) of a major alchemical treatise, 2 leaves defective, marginalia and drawings, £4 5s.

Glanvil's Saducismus Triumphatus: 1682 London printing (damaged), £1 15s.

Cotton Mather's *Wonders of the Invisible World*: 1693 London printing (2nd edition) £14 (unbound and uncut, £30).

Stukeley's *Antiquities in Great Britain*: 1724-6 London printing (with plates) of the first scholarly work on Stonehenge, 2 vols. £2 10s.

Francis Barrett's *The Magus*: 1801 London first edition grimoire, £2 8s (soiled, 3s 12d).

Shelley's *Hellas*: 1822 suppressed first edition, £420.

De Quincey's Confessions of an English Opium-Eater: 1822 first edition (uncut), £205.

R.L. Stevenson's Strange Case of Dr Jekyll & Mr Hyde: 1886 first edition (autographed), £4 5s.

Frazer's *Golden Bough*: 1911 London third edition, 11 vols., £3 12s.

These are auction prices, mostly taken from 1930s issues of Book Prices Current (and translated from American Book Prices Current), which is recommended for Keepers who want to get a sense of the used book market. Mythos tomes might bring far more from a knowledgeable buyer (what price godhead?), or they might turn up for a few shillings in the stacks of a seller who knows not what he has. Copies with wizardly annotations might bring considerably more; copies with the all-important magical diagrams cut out might be essentially worthless to a Mythos sorcerer but still quite valuable to a mundane (or foolish) collector.



Appendices

Antiquarian Book Dealers of London

This list provides a selection of the "big names" in the London antiquarian bookselling field in the Thirties. All have Bookshop Credit Ratings of 3+ or 4+, with respectable clients and clerks. They cater to the specialities listed (1 dedicated pool point for such research), but many carry a wider selection. Especially in a Sordid or Arabesque campaign, they may well deal grimoires and cult scriptures out the back or under the counter; the scores of cheaper and grimier establishments not listed here certainly do.

Edward G. Allen & Son Ltd. (12/14 Grape St, Camden Town) English literature; agents for the Library of Congress, Harvard, and Yale.

Thos. Baker (72 Newman St, W) Theology "English and foreign," history; est. 1849.

B.T. Batsford Ltd. (15 North Audley St, Mayfair) Architecture, decorative and fine art; est. 1843.

Birrell & Garnett (30 Gerrard St, Westminster) Early booksellers' catalogues, 18th century authors; experts on type-specimens and fonts.

John & Edward Bumpus Ltd. (350 Oxford St, Marylebone) Foreign books, 19th century masters; bookbinding, publishing, exhibition space.

Davis & Orioli (30 Museum St, Bloomsbury) Incunabula, Italian literature, old medical and scientific works, modern first editions; partner store in Florence.

P.J. & A.E. Dobell (8 Bruton St, Westminster) English works of the 17th and 18th centuries; publishes original research into Tudor and Restoration authors.

Dulau's (32 Old Bond St, Mayfair) French authors, natural history, botany; est. 1792 by the Abbé Dulau, a refugee from the Terror.

Ellis (29 New Bond St, Piccadilly) Manuscripts, rarities; oldest bookstore in London (est. 1728).

R. Fletcher Ltd. (9 Bloomsbury St, Bloomsbury) First editions of the 18th century, theatrical works; substantial American clientele.

W. & G. Foyle Ltd. (135 Charing Cross Rd, Soho) Everything; 30,000 sq. ft. of space including lecture hall, showrooms.

E.P. Goldschmidt & Co. Ltd. (45 Old Bond St, Mayfair) Mediaeval manuscripts, 15th and 16th century works of mathematics, astronomy, and geography.

Edward Goldston Ltd. (25 Museum St, Bloomsbury) Oriental, African, and foreign works; many Continental and Far Eastern connexions.

Grafton & Co. (51 Great Russell St, Bloomsbury) Scientific and technical works, especially railways; right across from the British Museum.

George Harding (64 Great Russell St, Bloomsbury) British history and economics.

Luzac & Co. (46 Great Russell St, Bloomsbury) Oriental and Near Eastern works; est. 1890.

Maggs Bros. (34-35 Conduit St, Westminster) Literature and fine arts; Credit Rating 6.

Myers & Co. (102 New Bond St, Piccadilly) Illuminated manuscripts, French illustrated 18th century, prints, autograph letters, maps.

Arthur Probsthain (41 Great Russell St, Bloomsbury) Chinese, Indian, Japanese, esp. art, archaeology, and philosophy.

Harold Reeves (210 Shaftesbury Ave, Westminster) Musical literature and sheet music.

James Rimell & Son Ltd. (6 Duke St, St James') Fine and applied art, incl. engravings, mezzotints, etchings; est. 1841.

Robson & Co. Ltd. (7 Hanover St, Regent Street) Shakespeare, major authors, autograph letters, drawings; by Royal Appointment.

George Salby (65 Great Russell St, Bloomsbury) Egyptology, archaeology, antiquities, folklore, travel and exploration.

James Tregaskis & Son (66 Great Russell St, Bloomsbury) Fine bindings, bibliographies, manuscripts.

Walford Brothers (6 New Oxford St, Marylebone) Topography and genealogy; agents for many New England buyers.

Weldon & Wesley (2 Arthur St, City) Natural history; agents for the Smithsonian.



The Occult Guide to London

WHAT IS THE OCCULT GUIDE TO LONDON?

It is a companion volume to *Bookhounds of London*. This tome contains an exploration of the London occult scene in the Thirties with over 120 locations and 20 characters. It was purportedly written by Augustus Darcy in 1933 to give a flavour of London to members of his esoteric order who might visit. However it is more than just a guide. A foreword explains that Darcy is dead and it is clear from the various entries that an occult conspiracy is responsible. So it is at once a guide, a prop and a mystery. Here are some different perspectives on how you might use it in your game.

Is the Guide for the Keeper?

An obvious use is as inspiration and background material for the Keeper. Many of the entries directly suggest possible Mythos activity in London, from the body of the woman from whom was "away 240 gallons of water, without ever repining her case" to the policeman who saw something in the underground and now is in a rest home to the prison haunted by a fearsome black dog. Each entry is cross-referenced to the maps in Bookhounds and gives Darcy's personal slant on what happened there. Darcy also talks about some of the main occult movers and shakers in the Thirties and you will learn where to take in an esoteric lecture of an evening or who might be called upon to help with a ritual. It is much of what a Keeper needs to write her own scenarios. It can also be used to add depth to other games providing dark side alleys of exploration or even red herrings as well as an overall feel of the setting. Finally the guide is gives some ideas about the places of power or fulcra for megalopolisomancy (see page 76).

Is the Guide for the Players?

The guide can do two things for the players. It can give them a flavour of the period, the kind of places, people and events that might occur in London and, being written in a contemporaneous voice, also the language of the Thirties.

However, the main use is in a player-driven campaign (see page 92), providing plot hooks and contacts as well as events to flesh out the way forward.

Is it a prop?

It is certainly interesting for the players to have the document but what about the characters. The guide is an artefact of the 1930s so you can use it directly as such. How do the characters come by it? Perhaps in a raid on the headquarters of an esoteric order, or a squiz discarded by an ignorant widow or perhaps mistakenly wearing the wrong dusk jacket. It could even be the goal of an adventure, seemingly a MacGuffin at first, it could acquire intrinsic value when it is finally perused, in its use for megalopolisomancy or as leverage against a member of the occult scene. And if the guide has value, either from rarity or content, then surely others will be after it. Do the characters dare sell it on? And if they don't, cultists, or members of Darcy's esoteric order, are likely to use more active means of getting it back.

Is it true?

Was Darcy a reliable author? From what he wrote, he seems a decent enough chap but perhaps it was all an act. And if not written to purposefully misguide to some mystical end then maybe Darcy was a dupe who saw more than was there? And if that seems too far-fetched, what of the publisher, Amery Greville? He certainly doesn't seem as upright as Darcy. He's at best mercenary, and at worst, who knows what changes he might have introduced into the manuscript to further his cause, and what of the material he claims he left out? Any Keeper worth her salt will know to play the long game with the players, drawing them in with early victories whilst building to some awful denouement.

How does it work?

Just because the Guide gives information on a location, regardless of its veracity, some work may be required by the characters to turn this into something useful. Entries can directly be clues, for example, the policeman who has retired to Margate for his health is a definitely a lead to follow up. However most entries are rumours or stories of esoteric doings;

some use of ability is likely to be required to make the most of them. One might well learn of the existence of a ghost with important knowledge but obtaining that information will require effort. Access to the site itself might be a matter of buttering up the proprietor or caretaker with a suitable vintage (a decent claret or a crate of brown ale, a Credit Rating spend in other words), asking a Policeman to look the other way (CopTalk) or using a shady contact to obtain entry (Streetwise or other interpersonal skill). Once inside, finding the locus for the spirit would require Occult or Library Use, Law even, to check newspapers or legal proceedings for a record of the death. Finally some means to talking to spirits would be needed be it a friendly or coerced medium, a Dr Lewis' Patent Spirit Horn (4 Guineas from the Apokrypha bookshop), or megalopolisomancy.

What is the mystery?

The final lead that the Guide presents is the mystery of Darcy's death. From the prologue and forward, it is clear that he was sensitive, or at least aware, of some mounting magical threat to London. He had also been followed and threatened on more than one occasion. It is certain then that his investigations had uncovered something important enough that he should be killed to preserve its secrets a little while longer. I would suggest that Keepers and players bear this in mind as they explore the world of the Bookhounds. The reason for Darcy's death makes a fine plot arc to sit in the background of the episodes in the Bookhounds lives. Occasionally a clue will appear that seems unconnected to their current investigation. Perhaps they don't have time to fully explore it, or perhaps it appears to run dry, just another wonky signpost. At a later date, when new information is discovered, it becomes evident that it points to something much more interesting than first thought. Whether the campaign be player or keeper driven, it is important that the build-up is allowed to be gradual. It's hardly a plot arc if the matter is resolved in the first few sessions. So go easy on poor old Darcy and let the flavour of the mystery air and develop, and then when it's achieved its full richness, that's the time to drink deep and savour the fruit of your labours.

→ TRAIL OF CTHULHU !

London Timeline 1929-1939

This timeline provides a quick peek into what London might be talking about — especially at bookshop lectures or auctionroom soirees — during the Thirties. For London weather in the Thirties see - www.london-weather.eu.

1929

Private assembly and testing facility of the Great Western Aerodrome opens at Heath Row on Hounslow Heath.

Alexander Fleming conducts the first clinical trial of penicillin at St Mary's Hospital.

Major exhibition of Dutch masters, including 10 Vermeers and 50 Rembrandts, opens at Burlington House (4 January).

Robert Williams convicted (9 January) of the 23 October 1928 murder of his girlfriend Julia Mangan in Hyde Park; his defense that he was driven by the vampire spirit of Lon Chaney eventually leads to his sentence being commuted to institutionalization.

Extraordinarily dry spring; no rain in London in March.

National election; Labour Party leader Ramsay MacDonald becomes Prime Minister of a hung Parliament (5 June).

International Air Exposition at Olympia Gardens opens (16 July).

First public telephone boxes installed (2 December).

Aleister Crowley publishes Magick in Theory and Practice (Lecram, Paris) and Moonchild (Mandrake Press, Paris), marries Maria Ferrari de Miramar in Leipzig (16 August); separated from Crowley in 1930, she enters Colney Hatch insane asylum in July 1931.

Alexandra David-Neel publishes Mystiques et Magiciens du Tibet (Plon, Paris).

Katherine Maltwood discovers the Glastonbury Zodiac.

Bestsellers: All Quiet on the Western Front by Erich

Maria Remarque, *Dodsworth* by Sinclair Lewis, *The Art of Thinking* by Ernest Dimnet.

1930

St. Luke's Hospital for Lunatics opens at Muswell Hill.

21 murders reported in London.

Australian batsman Don Bradman leads Australia to victory over England with 974 runs during the Test series.

London Naval Disarmament Conference (21 January-22 April) between France, Britain, the U.S., Japan, and Italy.

Unemployed marchers clash with police at Tower Hill (6 March).

Italian art exhibition sponsored by the Fascist government closes at Burlington House after attracting 540,000 visitors in under three months (20 March).

Royal Army Medical College in Millbank robbed of 50 rare books, including a 1580 Armenian Bible, a number of maps, and surgical reports from Waterloo (10 June).

Death of Sir Arthur Conan Doyle (7 July).

London *Sunday Express* publishes the first newspaper astrology column (24 August); by R.H. Naylor, it uses simplified "sun-sign" astrology.

Britain's R-101 airship, the world's largest, crashes and burns on her maiden voyage near Beauvais, France killing 48 on board (5 October).

Crowley fakes his own death at the Boca do Inferno (Hell Mouth) in Lisbon (23 September); reappears in Berlin at an exhibition of his paintings (11 October).

Montague Summers edits and publishes a translation of *Remigius' Daemonolatreia* (John Rodker, London).

Dion Fortune publishes *Psychic Self-Defense* (Rider & Co., London).

The Communist paper *Daily Worker* begins publication at Tabernacle Street.

Under the pseudonym 'Inquire Within,' former Stella Matutina head Christina Stoddart reveals an occult, Illuminist conspiracy in *Light-Bearers of Darkness* (Boswell Print. & Pub. Co., London).

Bestsellers: Angel Pavement by J.B. Priestley, Rogue Herries by Hugh Walpole, The Story of San Michele by Axel Munthe, The Outline of History by H.G. Wells.

1931

John Logie Baird transmits the first ever television coverage of the Derby.

Major public and commercial buildings first illuminated with floodlights.

John Gielgud first plays King Lear at the OldVic.

Dogger Bank Seaquake (6 June) demolishes steeples and structures in Yorkshire and East Anglia; knocks the head off the Crippen waxwork in Tussaud's.

MacDonald resigns, re-appointed to form a National Government in coalition of Conservative and Liberal Parties (24 August); expelled from Labour Party.

Britain leaves the gold standard, devalues the pound (20 September).

Gandhi visits London (12 September-5 December).

Raped and strangled body of 10-year-old Vera Page found in the bushes at Addison Road (16 December); Sir Bernard Spilsbury investigates, the police interview a thousand people without charging anyone.

Ethel Boole Voynich distributes photostats of the Voynich manuscript to select scholars.

Bestsellers: *The Good Earth* by Pearl S. Buck, *Shadows on the Rock* by Willa Cather, *Maid in Waiting* by John Galsworthy, *Contract Bridge Blue Book* by Ely Culbertson.

Appendices

1932

London unemployment peaks at 13.7%.

Down Street and York Road Underground stations closed.

Sir Oswald Mosley founds the British Union of Fascists ("Black Shirts").

Open Air Theatre begins in Regent's Park; its first full season (1933) includes *Twelfth Night*, *The Tempest*, and *A Midsummer Night's Dream*.

BBC headquarters at Broadcasting House, Portland Place opened (1 May); first television transmissions from there begin (22 August); BBC Empire Service begins global radio broadcasts (19 December); King George V reads the first royal Christmas speech on the radio.

Socialite Elvira Dolores Barney shoots and kills her drug-dealing lover Michael Scott Stephen (30 May); she is acquitted of murder.

Heat wave (19-20 August) drives London temperatures to 97°F (36°C).

Rogers' Wax Museum in Southwark briefly closed down by the police after a public outcry (19-30 September).

"National Hunger Marchers" spark police deployment and three days of rioting in Hyde Park; 75 injuries (27-30 October).

Marquess of Lothian's libraries sold at auction in New York (27-28 January); total take £119,000.

Sotheby's auctions the Batty collection of Western manuscripts (7 June) and Thomas Carlyle's library and art collection (13 June).

Bestsellers: *Sons* by Pearl S. Buck, *Inheritance* by Phyllis Bentley.

1933

Various regional transit authorities merge into the London Passenger Transport Board ("London Transport").

British Museum Underground station closed.

Gatwick Airport opens for commercial flights.

Sandy's of Oxenden Street in Soho becomes the first "sandwich bar" in London.

"Storm of the Century" blankets British Isles with snow, including several inches in London (23-25 February).

Lt Norman Baillie-Stewart court-martialled for selling information to Nazi Germany (29 March); imprisoned in the Tower until 1937.

Fire at Rum Quay on West India Docks; spreads over half the Thames and destroys 820,000 gallons of rum (21-25 April).

Train derailment at Raynes Park in south London kills five (25 May).

President F.D. Roosevelt torpedoes the London Economic Conference (3 July) by refusing to revalue the dollar against the pound and franc.

First performance of Ralph Vaugn Williams' Charterhouse Suite, at Queen's Hall (21 October).

The booksellers Maggs Bros. arrange the sale of the *Codex Sinaiticus* (a 4th-century Bible) by the Soviet Government to the British Museum for over £100,000.

First Nazi book-burnings take place in Berlin and other cities (5 May).

Sotheby's auctions the second half of the Batty collection (9 May).

Library of the late Earl of Rosebery sold by Sotheby's (26-30 June); includes a record-breaking *First Folio* sale (£14,500) and a later sale of *Napoleonica* (24 July) and the library of Napoleon's Empress Marie Louise (26 July).

British Society of Dowsers founded.

Bestsellers: Ann Vickers by Sinclair Lewis, The Master of Jalna by Mazo de la Roche, British Agent by R.H. Bruce Lockhart.

1934

Brompton Road Underground station closed.

Critic Herbert Read moves to Hampstead,

begins the popularisation of its Modernist arts scene (Barbara Hepworth, Ben Nicholson, Henry Moore, etc.).

Alfred Hitchcock makes *The Man Who Knew Too Much* for Gaumont-British Pictures at their Lime Grove studios in Shepherd's Bush.

Wave of "smash and grab" thefts leads to increased police radio-car presence.

Charles Laughton plays Prospero in *The Tempest* at the Sadler's Wells Theatre.

Composer Sir Edward Elgar dies (23 February).

Nearly 2 inches of rain fall on London (18 July).

British Empire Games held (4-11 August) at White City Stadium north of Shepherd's Bush; includes women's events (athletics, swimming, diving).

Explosion at Gresford coal mine near Wrexham, Wales kills 266 miners (22 September).

Choking fog blankets London (20 November).

Antony Mancini acquitted of the second Brighton Trunk Murder (14 December); the first (17 June) remains unsolved.

Crowley loses a libel suit (Crowley v. Constable & Co.) against Nina Hamnett (the "Queen of Bohemia") over accusations of black magic in her 1932 book *Laughing Torso*; he declares bankruptcy.

Elliott O'Donnell publishes Strange Cults and Secret Societies in Modern London (Philip Allan & Co., London).

Nazis ban the possession or publication of astrological periodicals or books in Germany.

Earthquake in Yorkshire kills archaeologist and epigrapher Sir Amery Wendy-Smith, creator of a purported translation of the *G'harne Fragments*.

Eccentric "translator" and occultist Joachim Feery dies in Germany.

Sotheby's auctions Paris banker Lionel Hauser's

→ TRAIL OF CTHULHU !

London Timeline 1929-1939

collection of occult manuscripts and alchemical books (16-19 April).

"Surgeon's photograph" of the Loch Ness Monster published in the *Daily Mail* (21 April).

Bestsellers: *Goodbye Mr Chips* by James Hilton, *Seven Gothic Tales* by Isak Dinesen, *Brazilian Adventure* by Peter Fleming.

1935

Alfred Hitchcock makes *The 39 Steps* at Lime Grove.

Two severed male legs discovered under the seat of a train at Waterloo Station (25 February); the victim and murderer remain unidentified.

Croydon Aerodrome strong room robbed of three boxes of gold bullion (March 6); Sabini gang involved, £80,000 in gold is never recovered.

Forensic Science Laboratory opens at the Police College in Hendon (10 April).

Silver Jubilee of King George V (6 May); crowds of up to 70,000 in London at Buckingham Palace and along the parade route.

Blizzard dumps 4-5 inches of snow across northern Britain; snow falls in London (16-17 May).

T.E. Lawrence "of Arabia" killed in a motorcycle accident in Dorset (19 May).

National election; Conservative Party leader Stanley Baldwin becomes Prime Minister (7 June) of a National Government.

Colonial Wharf rubber warehouse in Wapping High Street burns for four days (27 September-1 October); fought by fire boats.

T.S. Eliot's play *Murder in the Cathedral* opens at the Mercury Theatre in Notting Hill (1 November); runs for 180 performances.

Penguin Books launches the first mass-market paperback line in English, with a cover price per book of 6d.

Demand for Blake illuminated editions increases precipitately (*Songs of Innocence and Experience* sells for £1,050; *Book of Thel* for £450).

Dion Fortune publishes *The Mystical Qabalah* (Ernest Benn, London).

Bestsellers: *Heaven's My Destination* by Thornton Wilder, *Lost Horizon* by James Hilton, *Seven Pillars of Wisdom* by T.E. Lawrence, *North to the Orient* by Anne Morrow Lindbergh.

1936

Imperial War Museum moved into the abandoned buildings of Bedlam in Lambeth.

Excavation of the former moat of the Tower of London begins; uncovers two lion skeletons in 1937

Noel Coward presents six short plays in a week at the Phoenix Theatre (9-13 January).

King George V dies and his son Edward accedes as Edward VIII (20 January), during the funeral procession, the Imperial State Crown falls off the coffin and lands in the gutter in New Palace Yard; in order to marry the divorcée Wallis Simpson, Edward abdicates the throne (11 December); Edward's brother Albert becomes King George VI.

Latvian white slaver Max Kassel shot in Soho (24 January); an escapee from Devil's Island, Roger Marcel Vernon, is indicted but deported to France (4 February).

France, Britain, and the U.S. sign the Second London Naval Treaty (25 March), concluding the Second London Naval Disarmament Conference; Japan and Italy refuse to sign.

Circular "Beehive" terminal at Gatwick Airport comes into operation (17 May); British Allied Airways airfare to Paris is £4 5s, including first-class rail ticket from Victoria Station.

Salvador Dali nearly suffocates (1 July) while delivering a lecture on the topic 'Fantomes Paranoiaques Authentiques' to the International Surrealist Convention (in London's New Burlington Galleries) wearing a diving suit. Tennis great Fred Perry defeats Gottfried von Cramm of Germany to win Wimbledon for England (3 July); his third championship.

Irish malcontent Jerome Brannigan attempts to assassinate King Edward VIII at Constitution Hill in London (16 July).

"Battle of Cable Street" (4 October) pits 300,000 anti-fascists, anarchists, Communists, and Jews against 10,000 London police attempting to escort a march by the British Union of Fascists through the East End; 100 injuries, the BUF redirects its rally to Hyde Park.

Crystal Palace burns down in Sydenham (30 November); Baird's television laboratory destroyed in the fire.

Berlin bookseller and occultist Eugen Grosche, a.k.a. "Gregor A. Gregorius," head of the Fraternitas Saturnii, flees to Switzerland after the Gestapo confiscates his shop stock and library.

Sotheby's auctions the manuscripts and letters of John Keats (4 May); realises £9,376.

John Maynard Keynes purchases Newton's alchemical journals and occult diaries at auction at Sotheby's for £9,030 10s (13 July).

Bestsellers: Gone With the Wind by Margaret Mitchell, It Can't Happen Here by Sinclair Lewis, The Thinking Reed by Rebecca West, Eyeless in Gaza by Aldous Huxley, Man the Unknown by Alexis Carrel.

1937

Major flood of the Great Ouse River drowns the East Anglia fens (16-27 March).

Laurence Olivier first plays Macbeth at the Old Vic; Vivien Leigh plays Titania in a Christmastime production of *A Midsummer Night's Dream*.

Millionaire art dealer Joseph, Baron Duveen, endows a new gallery at the Tate.

Margot Fonteyn dances in Giacomo Meyerbeer's ballet *The Skaters*, premiering at Sadler's Wells Theatre (16 February).

Appendices

Two passenger trains collide at Battersea Park in south London, killing 10 and injuring 17 (2 April).

Coronation of King George VI (12 May); Baldwin created Earl Baldwin of Bewdley, resigns; Neville Chamberlain becomes Prime Minister (28 May).

'999' emergency telephone service begins in London (30 June).

Torrential rain falls over London; up to 4 inches near Croydon (13 August).

Three masked robbers take £18,800 in jewelry from two Mayfair homes at gunpoint (9 November).

Worst London fog since 1904 (26-27 December).

Israel Regardie publishes *The Golden Dawn: An Account of the Teachings, Rites and Ceremonies of the Order of the Golden Dawn* (Aries Press, Chicago), revealing the Order's secrets.

Sotheby's breaks up the extensive library of Anton Mensing of Amsterdam in two large auctions totaling £29,600.

Nazis ban secret societies, Freemasonry, occult organizations, and certain religious sects; their libraries are confiscated.

Ghost-hunter Harry Price moves into the "Most Haunted House in England," Borley Rectory in Essex.

Bestsellers: Of Mice and Men by John Steinbeck, The Years by Virginia Woolf, The Citadel by A.J. Cronin, The Rains Came by Louis Bromfield, How to Win Friends and Influence People by Dale Carnegie.

1938

Alfred Hitchcock makes *The Lady Vanishes* at Gainsborough's Poole Street studios in Islington.

Alec Guinness plays Hamlet in a modern dress production at the Old Vic.

St Mary's Whitechapel Underground station closed.

Series of street brawls in Soho and Finsbury between the McCausland "West End" gang and the Sabini mob over protection rackets.

British schoolchildren to be issued gas masks (3 January).

The first one-man René Magritte show in Britain opens at the London Gallery in Cork Street (1 April).

Six people killed in a collision between a Circle Line train and a District Line train between Charing Cross and Temple stations (17 May) due to faulty signal wiring. An earlier collision (10 March) on the Northern line injured twelve for the same reason.

Picasso's Guernica arrives at the Whitechapel Art Gallery for exhibition (30 September).

Over four inches of snow accumulates over a week of snowfall in London (17-26 December).

Sotheby's sells the library at (haunted) Ham House, Surrey; primarily medical works, including 12 Caxtons (30-31 May); yields £38,290.

Sotheby's auctions the library of the American banker M.L. Schiff (6-8 December); yields £51,480.

Crowley begins work on his *Book of Thoth*, a Tarot deck design.

Mrs Mary Carpenter spontaneously combusts in front of her husband and children while on a cruise on the Norfolk Broads (29 July).

Dorothy Clutterbuck and the Fellowship of Crotona found "The First Rosicrucian Theatre in England" in the New Forest region.

Bestsellers: *My Son, My Son!* by Howard Spring, *Rebecca* by Daphne du Maurier, *Madame Curie* by Eve Curie.

1939

The population of London's metropolitan

area reaches 8.6 million (County of London population 4 million).

Lord's Underground station closed; St. John's Wood and Swiss Cottage Underground stations opened.

Entrance to "Jack Cade's Cavern" in Blackheath rediscovered.

IRA launches bombing campaign in London and other cities (16 January); after 13 months achieves 300 explosions, 7 deaths, 96 injuries; security at power facilities, Underground stations, and government buildings increased; 55 of 58 IRA bombers in London arrested.

Six inches of rain and snow follows gales off the North Sea (25-26 January).

Borley Rectory burns down (27 March), precisely one year after a spirit named Sunex Amures threatened its destruction in a séance in Streatham.

John Gielgud directs and stars in *Hamlet*, in the final show before the scheduled demolition of the Lyceum Theatre (28 June); the demolition is postponed due to the war.

James Joyce publishes *Finnegans Wake* (Faber & Faber, London).

Second World War begins (3 September).

Bestsellers: The Grapes of Wrath by John Steinbeck, Wind, Sand and Stars by Antoine de St Exupéry, Inside Asia by John Gunther, Mein Kampf by Adolf Hitler.



GENERAL	NDFX
	12-13
	ncy76
New Abilities	
Old Occupation	ns13
	Author)ll4
Agrippa, Corneli	us (Author)37
Alchemy. See occ	cult books
Alraune, Hanns	Heinz Ewers
	36
Amphitheatrum	
Aeternae, Khu	
(Author)	157
Ancherley, Sir W	illiam
	88
antagonist	92
anthropodermic	binding
(terminology).	23
Antiquities in Gr	
	nor)157
	Location)56
Arthur Probstha	158, 169
	49, 54 (terminology)23
Astrology. See oc	
	(Location)30
	38
	24
	s24
	nology26
	25
dramatic auct	ion rules25
narrative	24
	ival)83
Barman (Contact	t)52
Barnet (Location)54
Barrett, Francis	(Author)37
Bartlett, Allison I	Hoover
(Author)	115
Basbanes, Nichol	as (Author)ll5
Bast	39
	thor)ll5
	162
	n)56
	52
	cation)56
	_ocation)5l
	ademic)12
	82
binding	27
Birrell & Garnett	
	158, 169
Rlackheath (Loca	ntion)57
Black Magic. See	occult books
	Author)Il4
	s157

DI 1 I / / / /)	11.
Block, Lawrence (Author)	.II5
Bloomsbury (Location)	.48
boards (terminology). See binding	g
Bobby (Contact)	.54
Boffin (Contact)49,	58
Bond Street (Location)	
Bonham's Auction House	
d .:)	24
(Location)	.24
See also auction houses	
book-binders	4
book dealers	158
book-hound terminology	
Book of Dzyan	
(Unknown Author)38,	64
Book of Iod, Khut-Nah (Author)	20
Book of the Dead, The, E. A. Walli	
Budge (Translator)	
Book of the Sacred Magic of Abra	
Melin the Mage, S.L. MacGrego	r
Mathers (Translator)	.36
bookplate (terminology)	.23
book prices	157
Book Scout (Occupation)	101. 0
Bookseller (Occupation)	9
bookshopsl5-	-20
Bookshop Credit Ratings17-	-20
Credit Ratings in playl8-	-20
Credit Rating table	19
dedicated stockl5	-16
discovering a squiz	10
	- Ib
improving bookshop stock 17	lb
improving bookshop stock17	16 '-18
improving bookshop stock17 Regulars: bookshop contacts	'-18 17
improving bookshop stock17 Regulars: bookshop contacts shared bookshop creation	′–18 17 15
improving bookshop stock17 Regulars: bookshop contacts shared bookshop creation stock	′-18 17 15 15
improving bookshop stock17 Regulars: bookshop contacts shared bookshop creation stockbook sizesbooksizes	'-18 17 15 15
improving bookshop stock17 Regulars: bookshop contacts shared bookshop creation stock book sizes folio	'-18 17 15 15 34
improving bookshop stock17 Regulars: bookshop contacts shared bookshop creation stock book sizes folio	'-18 17 15 15 34
improving bookshop stock17 Regulars: bookshop contacts shared bookshop creation stock book sizes	'-18 15 15 34 34
improving bookshop stock17 Regulars: bookshop contacts shared bookshop creation stock book sizes folio octavo quarto	'-18 15 15 34 34
improving bookshop stock17 Regulars: bookshop contacts shared bookshop creation stock book sizes folio octavo quarto book terminology	'-18 15 15 34 34 34
improving bookshop stock17 Regulars: bookshop contactsshared bookshop creationstock	'-18 17 15 34 34 34
improving bookshop stock	'-18 17 15 34 34 34 23 -28
improving bookshop stock17 Regulars: bookshop contactsshared bookshop creationstock	'-18 17 15 34 34 34 23 -28
improving bookshop stock	'-18 17 15 34 34 34 23 -24 -24
improving bookshop stock17 Regulars: bookshop contactsshared bookshop creationstock	'-18 17 15 34 34 34 23 -24 -24
improving bookshop stock	'-18 15 15 34 34 23 -28 -24 21
improving bookshop stock	'-18 15 15 34 34 23 -28 -24 21
improving bookshop stock	'-18 15 15 34 34 34 23 -28 -24 21
improving bookshop stock	'-18 17 15 34 34 34 23 -24 21 25 25 30
improving bookshop stock	'-18 17 15 34 34 34 23 -28 -24 21 25 49 30
improving bookshop stock	'-18 17 15 34 34 34 23 -28 -24 21 23 59 49 30
improving bookshop stock	'-18 17 15 34 34 34 23 -28 -24 21 23 59 49 30
improving bookshop stock	'-18 17 15 .
improving bookshop stock	'-18 17 15 15 15 15 15 14 34 34 34 23 25 26 26 26 26 26 26 26 26 26
improving bookshop stock	'-18 17 15 15 15 15 15 14 34 34 34 23 25 26 26 26 26 26 26 26 26 26
improving bookshop stock	'-18 17 15 15 15 15 15 15 15 15 15 15 15 15 16
improving bookshop stock	7-18 17 15 15 15 15 15 15 15 15 15 15 15 15 15 15 15 15 15 15 15 16 .
improving bookshop stock	7-18 17 15 1
improving bookshop stock	7-18 15 15 15 34 34 23 -24 21 25 25 49 45 36 36 36 36 36 36 36
improving bookshop stock	7-18 15 15 15 34 34 23 -24 21 23 25 36
improving bookshop stock	7-18 15 16 .

Caldwell, Ian (Author)	
call out (terminology)	23
Camberwell (Location)	
Camden Town (Location)	54
Campaign Styles	80-81
Arabesque	80
Sordid	
Technicolour	8
Campbell, Ramsey (Author)	
Carter, John (Author)	
Castries, Thibaut de94, 99,	99-118
Catalogue Agent (Occupation).	10
cemetaries	
character creation	00
character sheet	156
Drives	
New Abilities	
Occupations	
Charing Cross Road (Location	
Cheapside (Location)	
Chelsea (Location)	10
Chessover, Allan (Rival)	
Christie's Auction House	44, 00
(Location)	24
See also auction houses	44.
Clapham Common (Location)	50
Clavis Philosophiae et Alchym	00
Robert Fludd (Author)	
Cleaner (Contact)	
Clerk (Contact)	
Clerkenwell (Location)	
Clubman (Contact)	
clubs	
codex	
Cold One (creature)	
Collector	0)
Yeovil, Jefferey (Artist)	87
Collectors	
Ancherley, Sir William (Peel	r of
the Realm)	
Warrender, Gilbert	
(Academic)	86
Colour Out of Space	
Confessions of an English Opi	
Eater, de Quincey (Author)	
Constitution Hill (Location)	
Contacts	
Artist	49, 54
Barman	
Beggar	52
Bobby	54
Boffin	49, 58
Bright Young Thing	45, 49
Broker	43, 49
Cleaner	58
Clerk	43, 46
Clubman	
Flusher	
Cambler	55

Grave Tender 52, 55, 58	
Inspector46	
Lounger49, 55	
Medical Resident43, 47, 49	ĺ,
52, 55, 58	
Prostitute50, 53, 55, 58	
Radical50, 55	
Rough Lad53, 56, 58	
Scribbler43, 50	
Servant50	
Solicitor43	
Stall-Keeper59	
Tout50, 56, 59	
contacts and connections9	
Covent Garden (Location)48	
Crouch End (Location)54	
Crowley, Aleister (Occultist)63	
Crystal Palace (Location)56	
Cthaat Aquadingen (Unknown	
Author)39	
cults61–66	
Ahenenerbe6l	
Brotherhood of the	
Black Pharaoh62	
Brotherhood of the	
Yellow Sign6l	
Cult of Cthulhu61	
Golden Dawn63	
Hsieh-Tzu Fan63	
Keirecheires64	
Rhan-Tegoth66	ľ
Witch Cult62	
Yithian Agents62	
Daemonolatreia, Nicolas Remigius	
(Author)37	
Danielewski, Mark Z. (Author)ll5	
Davies, Owen (Author)II5	
Davis & Orioli (book dealer)l58, l69	
De Architectura, Vitruvius	
(Author)l57	
De la Ruine, Boccaccio	
(Author)157	
Demonology. See occult books	
De Occulta Philosophia, Cornelius	
Agrippa (Author)37, 157	
Derleth, August (Author)	
Discoverie of Witchcraft, Scot	
(Author)l57	
(Author)	
Divination. See occult books	
Dockyards (Location)56	
Document Analysis (Technical)l2	
dog (terminology)23	
Don Quixote, Cervantes	
(Author)157	
Dream Lore. See occult books	
drives12	
drop (terminology)26, 27	
Dulau's (book dealer)158, 169	
Dunning, John (Author)Il5	

Dust-Thing (Creature)33, 69-74 Dweller in the Depths	4
(creature)70	1
Fact End	7
East End5	
Edgeware Road (Location)48	5
Edward G. Allen & Son Ltd	•
(book dealer)	3
Edward Goldston Ltd	
(book dealer)158, 169	
Elephant and Castle (Location)58	3
Elixir of Kathulos64	4
Ellis (book dealer)158, 169	9
Embankment (Location)45	
endpapers (terminology)2	
E.P. Goldschmidt & Co. Ltd	
(book dealer)	q
estate sale (terminology)23, 24	1
Ewers, Hanns Heinz30	
ex-libris (terminology)2	
ex-lib (terminology)2	3
Eye of Byatis52, 95, 100, 11	
factories4	
Falk, Samuel (Occultist)5	
Fido, Martin (Author)ll	
Fire Vampire (creature)7	
Fludd, Robert (Author)36	6
Flusher (Contact)52, 58	3
Fog Spawn (creature)72	2
Forest Hill (Location)58	
Forger (Occupation)l	
Forgery (Technical)	
Fortune, Dion (Occultist)6	
Fowler, Christopher (Author)l	
foxing (terminology)2	
Frazer, James George (Author)3	
frontispiece (terminology)2	
Gambler (Contact)5	о -
Gash, Jonathan (Author)ll	0
Geomancy. See occult books	
George Harding	
(book dealer)158, 169	
George Salby (book dealer)158, 169	9
G'harne Fragments, Sir Amery	
Wendy-Smith (Translator)39	9
Gilbert, Adrian (Author)ll	5
Gillan, Geoff (Author)ll	5
Glanvill, Joseph (Author)3	
God's copy (terminology)2	
Golden Bough, The, Sir James	
George Frazer37, 15	7
Golding, Hamilton (Rival)85	
Gonce, John Wisdom (Author)ll	
Grafton & Co	ر
(book dealer)158, 169	1
(JOOK dealer)	づ つ
grangerising (terminology)2	
Grave Tender (Contact) 52, 55, 58	
graveyard copy (terminology)2	
Greed (Drive)l2	
green fruit (terminology) 2	3

Green Park (Locations)4	
Greenwich Park (Location)5	
Gruber, Michael (Author)ll	
Guildhall (Location)	
guilds	
Hackney (Location)5	,4
Hampstead (Location)5	,4
Harms, Daniel (Author)ll	L
Harold Reeves (book dealer)15	
Harvey, Miles (Author)ll	
Hellas, Shelley (Author)15	,
Herbalism. See occult books	
Hibbert, Christopher (Author)ll	4
Highgate Cemetary (Location)5	(
Highgate (Location)5	,2
Hound-Lich (creature)74, 9	
house sale (terminology)2	(
Houses of Parliament	
(Floorplan)ll	(
Houses of Parliament	
(Location)4	
Howard, Robert E. (Author)ll	
Hunterian Museum (Location)	3
Hyde Park (Location)4	
Hypnerotomachia Poliphili15	
Hypnos6	
Imperial Institute (Location)	
important eventsld	
inky (terminology)2	
Inspector (Contact)4	
Isle of Dogs (Location)	
Islington (Location)5	14
Jack the Ripper5l, 94, ll0-l2	-
James Rimell & Son Ltd	,
(book dealer)158, l6	
James Tregaskis & Son (book dealer)158, 16	,
(book dealer)b8, lb	
John & Edward Bumpus Ltd	,
(book dealer)	
juice (terminology)2	t
Kabbalism. See occult books	
Kali5 Kensington (Location)4	
Key of Solomon the King, The, S.L.	
MacGregor Mathers	,-
(Translator)3 King's Cross Station (Location)5	
Knightsbridge (Location)4 Koran15	
kosher (terminology)2	
Lambeth Palace (Location)	ر
(terminology)2	c
Leiber, Fritz (Author)ll	
Leicester Square (Location)45, 4	5
libraries2	(
access2	
restricted collections3	(
rules	

ן TRAIL OF CTHULHU רַ

special collection30 Limehouse (Location)53
Lincoln's Inn (Location)31
Liverpool Street Station
(Location)54
Locations41-60
Apollo Gardens56
Athenaeum Club30
Barnet54
Bedlam56
Bermondsey56
Bethnal Green51
Blackheath57
Bloomsbury48
Bond Street48
Bonham's Auction House24
Brick Lane59
British Museum30
Buckingham Palace45
Burlington House30
Café de Paris45
Camberwell58
Camden Town54
Charing Cross Road48
Cheapside51
Chelsea48
Christie's Auction House24
Clapham Common58
Clerkenwell54
Constitution Hill45
Covent Garden48
Crouch End54
Crouch End54 Crystal Palace56
Crouch End54 Crystal Palace56 Dockyards56
Crouch End54 Crystal Palace56
Crouch End
Crouch End54 Crystal Palace56 Dockyards56
Crouch End54Crystal Palace56Dockyards56Edgeware Road48Elephant and Castle58Embankment45
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Hampstead 54
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Hampstead 54 Highgate 54
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Hampstead 54 Highgate 54 Highgate Cemetary 56
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Hampstead 54 Highgate 54 Houses of Parliament 45
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Hampstead 54 Highgate 54 Houses of Parliament 45 Hunterian Museum 31
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Hampstead 54 Highgate 54 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate 54 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51 Islington 54
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51 Islington 54 Kensington 48
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51 Islington 54 Kensington 48 King's Cross Station 54
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51 Islington 54 Kensington 48 King's Cross Station 54 Knightsbridge 49
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51 Islington 54 Kensington 48 King's Cross Station 54 Knightsbridge 49 Lambeth Palace 31
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51 Islington 54 Kensington 48 King's Cross Station 54 Knightsbridge 49
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51 Islington 54 Kensington 48 King's Cross Station 54 Knightsbridge 49 Lambeth Palace 31
Crouch End 54 Crystal Palace 56 Dockyards 56 Edgeware Road 48 Elephant and Castle 58 Embankment 45 Forest Hill 58 Green Park 45 Greenwich Park 56 Guildhall 31 Hackney 54 Highgate 54 Highgate Cemetary 56 Houses of Parliament 45 Hunterian Museum 31 Hyde Park 48 Imperial Institute 31 Isle of Dogs 51 Islington 54 Kensington 48 King's Cross Station 54 Knightsbridge 49 Lambeth Palace 31 Leicester Square 45, 48

London Library	31
Marylebone	158
Mayfair	48
Notting Hill	
Old Nichol Rookery	
Oxford Street	48
Piccadilly Circus	
Poplar	
Primrose Hill	
Regent's Park	
Regent Street	48
Roger's Wax Museum	
Royal College of Surgeons Scotland Yard	اد 17
Seven Dials	1 1 10
Shoreditch	
Smithfield Market	
Society for Psychical Research	
Soho	48
Sotheby's Auction House	
Southwark	56
Stepney	5l
Strand	
Theosophical Society	31
Tothill	
Tower of London	42
Trafalgar Square	45
United University Club	31
Victoria Park	54
Wapping	51
West End	
Westminster	
Westminster Abbey	
Whitechapel	5l
ondon Library (Location)ondon Stone	31
ondon Stone ondon Timeline 1929-39	42
ondon Timeline 1929-39 ot (terminology)	
ounger (Contact)49	20 . 55
ovecraft., H.P	, 55 114
uzac & Co (book dealer)158,	
lachen, Arthur (Author)	
laggs Bros (book dealer)158,	
laggs, Ernest (book dealer)	
lagic34, 67-72	, 95
lagus, The or Celestial	
Intelligencer, Francis Barrett	
(Author)37,	
lalleus Maleficarum	
narkets	
narriage (terminology)	
larylebone (Location)	158
lathers, S.L. MacGregor	
(Author)36	, 37
latthews, John (Author)	115
layfair (Location)(Author)	
IcMurtry, Larry (Author)	II5
ledical Resident (Contact) 43 49 52 55	FO
	- XX

Megapolisomancy (magic)76
Example Working78
Mesmerism. See occult books
Monas Hieroglyphica, Dee
(Author)157
Money in the Game22
Monstres and Their Kynde, William
Pynchon (Author)39
Moore, lan (Author)l4
multiple bidders27
Marrie 9 Co (book dealer) 158 160
Myers & Co (book dealer)158, 169
Mythos6l, 82, ll4-l33.
See also Mythos Tomes
Mythos Tomes38
potential points38
Nagaäe (creature)108, Il3
nailing a library (terminology)23
Nash, John54
National Gallery (Floorplan)ll7
N-41 III:-4 M
(Floorplan)ll8
Necromancy. See occult books
Necronomicon30, 33, 42, 44, 69
74, 87, 91, 108
Nodens95
Northam, Lord (Occultist)42, 44
Notting Hill (Location)48
NPCs82
adjusting statistics86
Collectors82
Dramatis Personae List154
Rivals82
Tainted82
Numerology. See occult books
Nyarlathotep62
occult books34
magic34
Occult Guide to London160
Occultist (Occupation)
Occupations8-ll
new8
occupational changesll
O'Connell, Gary (Author)
Old Nichol Rookery (Location)51
Oxford Street (Location)48
Paramental Entities79
Abilities79
Attacks79
Bonuses79
Defenses79
places of power77
table79
Perez-Reverte, Arturo (Author)ll5
photostats31
Piccadilly Circus (Location)45
P.J. & A.E. Dobell
(book dealer)
plate (terminology)23
player-driven adventures92

├ TRAIL OF CTHULHU └

plot hooks92
putting it together, together93
using contacts92
plot hooks92
Pnakotic Manuscripts
(Unknown Authors)66
Polanski, Roman (Director)ll5
police
Poplar (Location)
Powers, Tim (Author)ll4
Primrose Hill (Location)54
printers4l
Prostitute (Contact)50, 53, 55, 58
Quachil Uttaus58
Radical (Contact)50, 55
rare book pricesl57
Raymond, Derekll4
rectigraph3l
Redway, George (book dealer)60
Regent's Park (Location)48
Regent Street (Location)48
Remigius, Nicolas (Author)37
R. Fletcher Ltd
(book dealer)158, 169
Rivals
Ballard, Colin (Bookseller)83
Chessover, Allan
(Book Scout)85
Golding Hamilton
(Catalogue Agent)85
R'lyeh Text
(Unknown Authors)39, 64
Robson & Co. Ltd (book dealer)158, 169
(book dealer)158, 169
Rogers, George (Occultist)66
Roger's Wax Museum
(Location)58
Roman de la Rose157
Roman Londinium42, 44
Rossetti, Dante Gabriel (Poet)56
Rough Lad (Contact)53, 56, 58
Royal College of Surgeons
(Location)31
rumours42
East End
North London56
South London60
the City44
West End50
Westminster47
runner (terminology)23
Saducismus Triumphatus, Joseph
Glanvill (Author)37, 157
salting (terminology)26
Satanism. See occult books
Scenario Building89-91
Blowback90
Campaign Map92
Confrontation 01

Curtain	89
Final Reveal	91
First Reveal	
Hook	
Relief	
Setup	
Twist	
Wakeup	
Scorpion (cults)	63
Scotland Yard (Location)	
Scribbler (Contact)4	3, 50
Scrolls of Bubastis, Iuwy-Kheru	uef
(Author)3	9, 64
Second World War	
Servant (Contact)	
settle (terminology)	
Seven Dials (Location)	
shill bid (terminology)	
Shoreditch (Location)	
signature (terminology)	
silverfish (terminology)	
sleeper (terminology)	23
Smithfield Market (Location)	42
societies	
Society for Psychical Research	
(Location)	
Soho (Location)	18
Solicitor (Contact)	43
Sotheby's Auction House (Location)	
(Location)	
(Edeation)	24.
See also auction houses	
See also auction houses South London	56
See also auction houses	56
See also auction houses South London	56 56
See also auction houses South London Southwark (Location)squiz	56 56 16, 23
See also auction houses South London Southwark (Location)squiz Stableford, Brian (Author)	56 56 l6, 23 ll4
See also auction houses South London Southwark (Location) squiz Stableford, Brian (Author) Stall-Keeper (Contact)	56 56 l6, 23 1l4 59
See also auction houses South London	56 56 l6, 23 ll4 59
See also auction houses South London	56 56 l6, 23 ll4 59
See also auction houses South London	56 56 l6, 23 1l4 59 51
See also auction houses South London	56 56 16, 23 114 59 23 51 4, 157
See also auction houses South London	56 56 16, 23 114 59 51 4, 157
See also auction houses South London	56 56 16, 23 114 59 51 4, 157
See also auction houses South London	56 16, 23 114 59 23 51 4, 157 48
See also auction houses South London	56 16, 231145951 4, 15748157
See also auction houses South London	56561145951 4, 15748157157
See also auction houses South London	56561145951 4, 15748157157
See also auction houses South London	56561145951 4, 15748157157
See also auction houses South London	56565951 4, 157481572215
See also auction houses South London	56 16, 2314592351 4, 15748157221556
See also auction houses South London	56 16, 2314592351 4, 1574815722151515
See also auction houses South London	56 16, 2314592351 4, 157481572215151226
See also auction houses South London	56 16, 2314592351 4, 157481572215151226
See also auction houses South London	56 16, 2314592351 4, 157481572215151226
See also auction houses South London	56 16, 23114592351 4, 15748157221151212261231
See also auction houses South London	56 16, 23114592351 4, 15748157221512261226
See also auction houses South London	56 16, 2314592351 4, 157481572215125612261231
See also auction houses South London	56 16, 2314592351 4, 157481572215152612261231
See also auction houses South London	56 16, 23114592351 4, 15748157221512121212151212151215
See also auction houses South London	56 16, 2314592351 4, 15748157221512261231261512312615151515

tipped in (terminology)	
tip sheet92,	
Tothill (Location)	
Tout (Contact)50, 56,	59
Tower of London (Location)	.42
Trafalgar Square (Location)	.45
Tramp (Occupation)	
Trench, Richard (Author)	.115
Triumphant Chariot of Antimony	
Valentine (Author)	
Turris, Johannes (Whitechapel	
Turris, Johannes (Whitechapel Black-Letter)	.99
Tylwyth Corachaidd (creature)	.74
uncut (terminology)	
underground	
caves and caverns	
rivers	
service tunnels	
sewers	
Tube	
Underwood, Peter (Author)	
unemploymentl6	
unicum (terminology)	
United University Club	
(Location)	31
using contacts	92
vesica piscis	
Victoria & Albert Museum	.101
(Floorplan)	120
Victoria Park (Location)	
Walford Brothers	.01
(book dealer)	169
wall bid (terminology)	26
Wapping (Location)	
Warrender Gilbert	01
Warrender, Gilbert (Collector)47, 86,	87
weather	IAI
Weinreb, Ben (Author)	
Weldon & Wesley (book dealer)l58,	169
West End (Location)	103
Westminster Abbey (Location)	
Westminster (Location)	
W. & G. Foyle Ltd	. 10
(book dealer)	169
Wheatley, Dennis (Author)	
Whitechapel Black-Letter94	
W/hitechanel (Location)	
Whitechapel (Location) Witchcraft See occult books	
Witchcraft. See occult books	
Witchcraft. See occult books Wonders of the Invisible World,	
Witchcraft. See occult books Wonders of the Invisible World, Mather (Author)	.157
Witchcraft. See occult books Wonders of the Invisible World, Mather (Author)waraps (terminology)	.157 23
Witchcraft. See occult books Wonders of the Invisible World, Mather (Author)wraps (terminology) Yeovil, Jefferey (Collector)	.157 .23 .87
Witchcraft. See occult books Wonders of the Invisible World, Mather (Author)wraps (terminology)Yeovil, Jefferey (Collector)Ygolonac	.157 .23 .87 .65
Witchcraft. See occult books Wonders of the Invisible World, Mather (Author)wraps (terminology)Yeovil, Jefferey (Collector)Yog-SothothYog-Sothoth	.157 .23 .87 .65
Witchcraft. See occult books Wonders of the Invisible World, Mather (Author)wraps (terminology) Yeovil, Jefferey (Collector)	.157 .23 .87 .65 .52

Locations Index

How to Use this Index

General London locations, such as train stations, important landmarks and streets, which are already labelled on the relevant plates have just been given grid references. The places of particular interest to the Bookhounds, namely libraries, auction houses and booksellers have been given symbols \square and O with the corresponding number or letter and added to the map excerpts plate XXVI and XXVII to make them easier to locate.

An additional numbered symbol - \bigcirc - has been added to some plates to indicate places of occult significance as mentioned in *The Book of the Smoke: The London Occult Miscellany of Augustus Darcy (Deceased)*.

General London Locations

	ganarar Lon	uon	Locations
l.	Apollo Gardensxx, 13U	37.	Islingtonvii, 15H
2.	Barnetxxiv,Db	38.	Kensingtonx, 8N
3.	Bedlam xxiv,Ec	39.	King's Cross Station xı, l3I
4.	Bermondsey xvi,190	40.	Knightsbridgex, IOM
5.	Bethnal Green xı, l8J	41.	Leicester Squarex, 13L
6.	Blackheath xvII, 24R	42.	Limehouse XII, 2lL
7.	Bloomsburyx, l3K	43.	Liverpool Street Station xı, 17K
8.	Bond Street x. l2L	44.	Marylebonex, 10J
9.	Brick Lane xı, 18J	45.	Mayfair x, IIL
10.	Buckingham Palacex, l2M	46.	Notting Hillıx, 7L
ll.	Café de Paris, Cvntry. St x, l3L	47.	Old Nichol Rookery, Bthnl GrnXI, 18J
12.	Camberwell xvi, 16Q	48.	Oxford Street x, I2K
13.	Camden Town vi. 12H	49.	Pelgrane Press, Brmlls Rd xv, I2R
14.	Charing Cross Road xı, l3L	50.	Piccadilly Circusx, l2L
l5.	Cheapsidexı, l6K	5l.	Poplar XII, 23L
16.	Chelsea xv, 100	52.	Primrose Hillvı, 10H
l7.	Clapham Commonxv, IIS	53.	Regent's Parkvı, III
18.	Clerkenwell xı, 15J	54.	Regent Streetx, I2K
19.	Constitution Hill x, IIM	55.	Roger's Wax Museum xı, 16M
20.	Covent Garden x, l3L	56.	Scotland Yardx, I3M
2l.	Crouch Endxxiv,Db	57.	Seven Dialsx, 13K
22.	Crystal Palace xxi,l8X	58.	Shoreditchxı, 18J
23.	Dockyards xı, 18L	59.	Smithfield Market xı, l5K
24.	Edgware Roadx, 9J	60.	Sohox, 13K
25.	Elephant and Castle xvi, I5N	6l.	Southwark xı, l5M
26.	Embankment xi, 13M	62.	Stepney XII, 20J
27.	Forest Hillxxi,19V	63.	Strandxi, 14L
28.	Green Parkx, l2M	64.	Tothill x, 13M
29.	Greenwich Park xvII,24Q	65.	Tower of London xı, l7L
30.	Hackneyvii, 19G	66.	Trafalgar Squarexı, I3L
3l.	Hampsteadvi, 10F	67.	Victoria Parkviii, 21H
32.	Highgatevı, IIE	68.	Wapping XII, 19M
33.	Highgate Cemetary vı, IID	69.	West Endx
34.	Houses of Parliament xi, 13N	70.	Westminsterx, I3M
35.	Hyde Parkx, lOL	7l.	Westminster Abbey x, 13N
36.	Isle of Dogs XII, 22N	72.	WhitechapelxII, 19K

Booksellers 17

1.	Edward G. Allen & Son Ltd xxvi
2.	Thos. Baker xxvi
3.	B.T. Batsford Ltd xxvi
4.	Birrell & Garnett xxvi
5.	John & Edward Bumpus Ltd xxvi
6.	Davis & Orioli xxvı
7.	P.J. & A.E. Dobell xxvi
8.	Dulau's xxvi
9.	Ellisxxvi
10.	R. Fletcher Ltd xxvi
ll.	W. & G. Foyle Ltd xxvi
12.	E.P. Goldschmidtxxvi
13.	Edward Goldston Ltd xxvi
14.	Grafton & Co xxvi
l5.	George Harding xxvi
l6.	Luzac & Co xxvi
l7.	Maggs Bros XXVI
18.	Myers & Co xxvi
19.	Arthur Probsthain XXVI
20.	Harold Reeves xxvi
2l.	James Rimell & Son Ltd xxvi
22.	Robson & Co. Ltd xxvi
23.	George Salbyxxvi
24.	James Tregaskis & Son xxvı
25.	Walford Brothers xxvi
26.	Weldon & Wesley XXVII

Libraries & Auction Houses

Athenaeum Club	XX	VI
Bonham's Auction House	XX	VI
British Museum	XX	VI
Burlington House	XX	VI
Christie's Auction House	XX	VI
Guildhall	XX	VII
Imperial Institute	х,	9M
Lambeth Palace	х,	14N
London Library	XX	VI
•		
Society for Psychical		
Research	х,	13J
Sotheby's Auction House	XX	VI
Theosophical Society	х,	8L
United University Club	XX	VI
	Bonham's Auction House British Museum Burlington House Christie's Auction House Guildhall Hunterian Museum Imperial Institute Lambeth Palace Lincoln's Inn London Library Royal College of Surgeons. Society for Psychical Research Sotheby's Auction House Theosophical Society	Athenaeum Club

Index of Locations from The Occult Guide

	* 1000
1.	Aldgate Underground Station XXVII
2.	Bank StationXXVII
3.	The Bank of England, Threadneedle
	Street XXVII
4.	Bleeding Heart Yard, Hatton Garden,
	Holborn XXVII
5.	St Etheldreda's Church, Ely Place
	XXVII
6.	GuildhallXXVII
	WILLIAM TO
7.	The London Metal Exchange,
	Leadenhall StreetXXVII
8.	The London Stone, Cannon Street
0.	
	XXVII
9.	Ludgate HillXXVII
10.	The Monument XXVII
11.	Newgate PrisonXXVII
12.	
	The Prophecies of MerlinXXVII
13.	St Bartholomew-the-Great Church,
	SmithfieldXXVII
14.	St Bride's Church, Fleet Street XXVII
15.	St Mary le Bow, Cheapside XXVII
16.	St Michael's, CornhillXXVII
17.	St Paul's CathedralXXVII
18.	
Ю.	St. Stephen's Walbrook, Queen Victoria
	Street XXVII
19.	SmithfieldXXVII
20.	The Temple ChurchXXVII
21.	Tower Hill and The Tower of London
	XXVII
22.	The Viaduct Tavern, Newgate Street
	XXVII
22	
23.	Westminster X
24.	The Cafe Royal, Piccadilly Circus. X,12L
25.	Caxton Hall, Caxton StreetX,12N
26.	Cleopatra's Needle, Victoria
20.	
	EmbankmentX,I3M
27.	Coventry StreetX,BL
28.	The Geological Society, Piccadilly. X,12L
29.	Green Park
-75	
30.	The Little Theatre, John Adam Street
	X,I3L
31.	The London Library, St James' Square
51.	
20	X,I2L-M
32.	The Suicide Circle, Pall Mall X,12M
33.	The Theosophical Society X,10K
34.	Tothill FieldsX,13M
35.	Westminster Abbey X,I3N
-	
36.	The West End X
37.	The Apokrypha Bookshop, Covent
	GardenX,I3L
38.	The Atlantis Bookshop, Museum Street
30.	
	X,I3K
39.	
40.	50 Berkeley SquareX,IIL
10.	
	The British Museum and Reading
	The British Museum and Reading Room, Museum StreetX,13K
41.	The British Museum and Reading
4l. 42.	The British Museum and Reading Room, Museum Street
42.	The British Museum and Reading Room, Museum Street
42. 43.	The British Museum and Reading Room, Museum Street
42.	The British Museum and Reading Room, Museum Street
42. 43.	The British Museum and Reading Room, Museum Street
42. 43. 44.	The British Museum and Reading Room, Museum Street
42. 43.	The British Museum and Reading Room, Museum Street
42. 43. 44. 45.	The British Museum and Reading Room, Museum Street
42. 43. 44.	The British Museum and Reading Room, Museum Street

-		
	47.	The Grant Museum of Zoology,
	11.	University College London X,12J
	48.	The Hawthorn Tree, Wardour Street
	40.	X,12K
	49.	Hobbes Court, Knightsbridge X,ION
	49. 50.	
	50.	Hungaria Restaurant, Regent Street
	-1	XJ2L
	5l.	The Hunterian Museum, Lincoln's Inn
		Fields XI,14K
-	52.	The International Psychics Club,
		Regent StreetX,12L
	53.	Kensington
	54.	The London Spiritualist Alliance X,9N
	55.	The National Laboratory of Psychical
		Research, 13 Roland Gardens, South
		KensingtonXIV,90
	56.	89 Park Mansions, Knightsbridge. X,IOM
	57.	Pest House Fields, Vauxhall Bridge
		Road XV,130
*	58.	The Petrie Museum, University College
		LondonX,I3J
	59.	St Clement Danes Church, The Strand
		XXVII
	60.	Seven DialsX,13K
	6l.	The Society for Psychical Research, 31
		Tavistock Square X,13J
	62.	Somerset House, The Strand XXVII
	63.	The Temple of the Brotherhood, The
		Strand XXVII
	64.	Tyburn Stone, Edgeware Road X,IOL
	65.	University College London, Gower
		Street X,12J
	66.	The Warburg LibraryX,13J
	67.	Watkins Bookshop, Cecil Court X,I3L
	68.	The Wellcome Historical Medical
		Museum, Wigmore StreetX,IIK
	69.	The Wheatsheaf, Rathbone Place. X,12K
	70.	Fast End
,	71.	Christ Church, Spitalfields XI,18K
,	72.	Guinness Trust Building, Columbia
		RoadXI,I8I
,	73.	The Isle of DogsXII, N22-N23
	74.	Limehouse XII,2IL
,	75.	Pye Corner XXVII
	76.	Ratcliff Highway, Stepney XII,19L
	77.	Wapping StationXII,9M
	78.	Whitechapel and Jack the Ripper
	79.	Whitechapel RoadXII,19K
	80.	Buck's Row (renamed in 1928 to
	00.	Durward St)XII,19K
	81.	Hanbury StreetXI,I8K
	82.	Berners Street
	83.	Mitre SquareXXVII
	84.	Miller's Court in Dorset Street,
	04.	SpitalfieldsXXVII
	85.	North London
	86.	Bunhill FieldsXXVII
	86. 87.	The state of the s
		Camden Town VI,12H
	88. en	Finsbury Sadler's Wells Theatre
	89.	Sadler's Wells Theatre
	90.	Gray's Inn RoadXXVII
	91.	Hampstead HeathVI,9E
	92.	Highgate Cemetery
ľ	93.	The Museum of the Order of St John,

	ClerkenwellXXVI	I
94.	Primrose HillVI,101	
95.	St PancrasVI,I3I	
96.	The Zoological Society of London,	
	Regents ParkVI,III	
97.	South London	
98.	Bankside - The Winchester Geese	
	XXVI	I
99.	Battersea Dogs Home, Battersea Park	
	Road XV,12	P
100.	The Battersea Shield, River Thames	
	XV,IIC)
101.	Abbey Street Churchyard, Bermondsey	
	XI,I7N	1
102.	Dulwich College, CamberwellXXI,I7V	V
103.	Eland Road, Lavender HillXV,10	R
104.	G Baldwin & Co., 77 Walworth Road,	
	Elephant and CastleXVI,IG	0
105.	Greenwich ParkXVII,24	Q
106.	The Horniman Museum and Gardens,	
	Forest HillXXI,IS	
107.	Kent Street, SouthwarkXI,16N	
108.	King's College HospitalXVI,16	R
109.	Lavender HillXV,10	
IIO.	Maze Hill, GreenwichXVII,24	
III.	Peckham RyeXVI,180)
112.	Rogers' Wax Museum, Southwark	
	Street XXVI	
113.	St Giles' Churchyard, Camberwell XVI,I7	Q
114.	The Shooters Hill Road Leopards of	
	BlackheathXVII,24	Q
115.	Southwark	
116.	The Temple of Isis XXVI	
117.	The Walworth RoadXVI,IG	0
118.	Wandsworth Prison, Heathfield Road	
110	XX,9°	Г
119.	Woolwich Polytechnic Automata Club	
	XXIV,E	b

Outer London

The following places are of occult interest, but fall outside London's Metropolitan boundary.

120.	Alexandra Palace, Muswell H	ıllXXIV,D
121.	The Bethlem Royal Hospital,	
	Beckenham, Kent	XXIV,E
122.	The Croydon Aerodrome	XXIV,D
123.	Epping Forest, Essex	XXIV,E
124.	Petts Wood, Kent	XXIV,E

→ TRAIL OF CTHULHU →

INDEX TO SECTIONAL MAPS PLATES V. TO XXII.

Abbreviations of names of Metropolitan Boroughs. Bat Battersea Her. Bermondsey. B. G. Bethnal Green. Cam. Camberwell. Che Chelsea Dep. Deptford. Fin. Finsbury. Ful. Fulham. Gre. Greenwich. Hac. Hackney. Ham. Hammersmith. Hd. Hampstead. Hol. Holborn. Isl. Islington. Ken. Kensington. Lam. Lambeth. Lew. Lewisham. Pad. Paddington. Pop. Poplar. Sho. Shoreditch. Sou. Southwark. Sou. Southwark.
Ste. Stepney.
S. N. Stoke Newington
St. M. St. Marylebone.
St. P. St. Pancras.
Wan. Wandsworth Wes. Westminster Woo. Woolwich. Abbreviations of Urban Districts, etc. Act. Acton. Bar. Barking Bec. Beckenham Bex Bexley Bro. Bromley. Chis. Chislehurst. Cro. Croydon. E H East Ham E. Wick. East Wickham. Fin. Finsbury. Hor. Hornsey. Ley. Layton. Mer. Merton. Mit. Mitcham Tot Tottenham Wal. Walthamstow.
W. H. West Ham.
Wil. Willesden.
EXPLANATION. — The roman numerals gives the number of the Plate, the last number and

Abbeville rd. Wan. XX, 12S Abbey gdns. St. M. VI 8I Abbey gro. Woo. XVIII, 34O Abbey la. W. H. VIII, 23I Abbey rd. Hd. V, 8H Abbey rd. Ken. 1X, 5L Abbey rd. W. H. VIII, 24I Abbey st. B. G. XII, 18J Abbey st. Ber. XI, 17N Abbey Wood sta. XVIII, 34O Abbotyshalf rd. Lew. XXII, 23 V

letter indicate the square in which the name will be found.

Abbotstone rd.Wan. XIV, 5R Abbotswell st. Lew. XXII, 21 T

21 T Abbott rd. Pop. XII, 23K Abdale rd. Ham. IX, 4L Abercorn pl. St. M. VI, 8I Aberdare gdns. Hd. V, 8H Aberdeen Pk rd. Isl. VII, 16F Aberdeen pl. St. M. X, 9J Aberfeldy st. Pop. XII, 23L Abernethy rd. Lew. XVII, 24S

24S Abingdon rd. Ken. IX, 7N Abingdon villas Ken. IX, 7N Abinger rd. Dep. XVI, 21 P Abinger rd. Ham. IX, 2M Abney Pk. Cem. S.N. VII,

Äney Pk. Cem. S.N. VII, 17E
Aboyne rd. Wan. XX, 8V
Acacia rd. Ley. VIII, 2SE
Acacia. gro. Cam. XXI, 16V
Acacia. rd. St. M. VI, 9I
Achilles rd. Hd. V, 7F
Acklam rd. Ken. IX, 6K
Ackland st. Ste. XII, 22K
Ackland st. Ste. XII, 22K
Ackmer rd. Ful. XIV, 7Q
Ackroyd rd. Lew. XXI, 20U
Acland st. Ste. XII, 22K
Acol rd. Hd. V, 7H
Acorn Pond Ber. XII, 21M
Acorn st. Cam. XVI, 16P
Acre la. Lam. XV, 13S
Acton gn. Chiswick. IX, 2N
Acton la. Wil. V, 2H
Acton st. Hac. VII, 17H
Acton vale IX, 2M
Acuba rd. Wan. XIX, 7V
Ada st. Hac. VII, 19H
Adam st. Ber. XII, 19M
Adam st. Wes. XI, 13L

Adamson rd. Hd. VI, 9G Adamson rd. Lew. XXI, 20W Adamson rd. W.H. XII, 26L Addington rd. W.H. XIII, 25K Addington sq. Cam. XVI, 16P Addison ave. Ken. IX, 6L Addison rd. Chiswick IX, 2N Addison rd. Ken. IX, 6M Adelaide rd. Ham. IX, 4L Adelaide rd. Hd. VI, 9H Adelaide rd. Hew. XVI, 21S Adelina gro. Ste. XII, 19K Aden gro. S. N. VII, 16F Aden gro. S. N. VII, 16F Aden ter. S. N. VII, 16F Adie rd. Ham. IX, 4N Adinaston rd. Woo. XVIII, Adinaston rd. Woo. XVIII, 31Q Adine st. W. H. XIII, 26K

Adine st. W. H. XIII, 26K
Admiral rd. Ken. IX, 6J
Adolphus rd. S. N. VII, 15D
Adys rd. Cam. XVI, 18R
Agamemnon rd. Hd. V, 7F
Agate rd. Ham. IX, 4 N
Agate st. W. H. XIII, 25L
Agincourt rd. Hd. VI, 10 F
Agnes rd. Act. IX, 3M
Agnes st. Ste. XII, 21K
Agnes st. Ste. XII, 21K
Agnes st. Ste. XII, 21K
Agnes st. W. H. XIII, 27M
Agnes st. W. H. XIII, 27M
Agricultural hall 1sl. VII, 15I
Ailsa. st. Pop. XII, 23K
Ainger rd. Hd. VI, 10H
Aintree av. E. H. XIII, 28I
Aislabie rd. Lew. XVII, 24S
Airken rd. Lew. XVII, 24S
Airken rd. Lew. XVII, 24S
Akehurst. gdns. Wan. XIX,
3T
Akenside rd. Hd. VI 9G

Akenside rd. Hd. VI, 9G Akerman rd. Lam. XV, 15Q Alan rd. Wim. XIX, 6W Albacore cres. Lew. XXII, 22T

22T
Albany pl. Isl. VII, 15F
Albany rd. Sou. XVI, 16P
Albany row Cam. XVI, 17P
Albany st. St. P. VI, III
Albemarle st. Wes. X, 12L
Albert st. Ste. XI, 18K
Albert Bridge Che. XV, 10P
Albert Dock E. H. XIII, 28M
Albert Embankment Lam.
XV, 13O

Albert Dock E. H. XIII', 28M Albert Embankment Lam. XV, 13O Albert rd. Bat. XV, 10P Albert rd. Cam. XVI, 19R Albert rd. Hac. VII, 18H Albert rd. Ley. VIII, 24D Albert rd. W. H. VIII, 25G Albert rd. W. H. VIII, 25G Albert rd. Wan. XIX, 6U Albert rd. Wii. V, 7I Albert rd. Woo. XIII, 29N Albert sq. Lam. XV, 14P Albert sq. W. H. VIII, 25G Albert st. St. P. VI, 12I Albert st. Ste. XII, 19L Albert st. St. YII, 19L Albert st. Ste. XII, 19L Albion gro. St. N. VII, 17F Albion fill Gre. XVII, 23R Albion rd. Ber. XII 20M Albion rd. Lew. XVII, 23R Albion rd. St. N. VIII, 17F Albion rd. Wan. XV, 12Q Albion st. Ber. XII, 19M Albion st. Dep. XVI, 21O Albion st. Dep. XVI, 21O Albion St. Pad. X, 10L Albion Villas rd. Lew. XXI, 19V

Albion Villas rd. Lew. XXI, 19V
Albyn rd. Dep. XVII, 22R
Alconbury rd. Hac. VII, 18E
Aldbourne rd. Ham. IX, 3L
Aldebert ter. Lam. XV, 13P
Aldenham st. St. P. VI, 12I
Aldensley rd. Ham. IX, 4N
Alderbrooke rd.Wan. XX, 11T
Aldermanbury City XI, 16K
Alderminster rd. Ber. XVI, 180

Alderminster rd. Ber. XVI, 18O
Alderney rd. Ste. XII, 30J
Alderney st. Wes. XV, 12O
Aldersbrook rd. Wanstead.
VIII, 26E
Aldersgate st. City XI, 16B,
Alderville rd. Ful. XIV, 7Q
Aldgate High st. City XI, 17L
Aldgate sta. City X, 17K
Aldgate E, sta. Ste. XI, 18K
Aldred rd. Hd. V, 7F
Aldrington rd. Wan. XX, 12V
Aldwych. Wes. XI, 14L
Alexander rd. Isl. VI, 13E
Alexander st. Pad. IX. 17K
Alexandra rd. Ham. IX, 5M
Alexandra rd. Ham. IX, 5M
Alexandra rd. Ham. XXI, 16X
Alexandra rd. Lam. XXI, 16X

Alexandra rd. S. N. VII, 15D Alexandra rd. Wim. XIX, 6X Alexandra st. W. H. XIII, 25K Alfred pl. Wes. X, 9N Alfred st. Isl. VII, 151 Alfred st. Pop. XII, 221 Alfred st. W. H. XIII, 25L Algarve rd. Wan. XIX, 8U Algernon rd. Lew. XVII, 22S Algiers rd. Lew. XVII, 22S Alice rd. W. H. VIII, 25H Alice st. Ber. XI, 17N Alice st. W. H. XIII, 25L Aliwal rd. Bat, XV, 10S Alkham rd. Hae. VII, 18D All Saints rd. Ken. IX, 6K All Saints rd. Ken. IX, 6K Allan rd. S. N. VII. 17F Allanmouth rd. Pop. VIII, 22H

Allanmouth rd. Pop. VIII, 22H Allcroft rd. St. P. VI, 11F Allen st. Ken. IX, 7N Allenby rd. Lew. XXI, 20V Allerton rd. S. N. VII, 16D Allerton st. Sho. VII, 16V Allison gro, Cam. XXI, 17U Alloa rd. Dep. XVI, 20O Alma rd. Wen. XIV, 8S Alma st. W. H. VIII, 24G Alma rd. Wen. VIII, 24G Alma rd. Wen. XIV, 9T Almack rd. Hac. VII, 20F Almeida st. Isl. VII, 15H Almeric rd. Bat. XV, 10S Almorah rd. Isl. VII, 16H Alnwick rd. W. H. XIII, 27L Alpha rd. Dep. XVI, 21Q Alpha rd. Pop. XII, 22M Alphonsus rd. Wan. XV, 12S Alric ave. Wil. V, 2G Alscot rd. Ber, XI, 17N Alsen rd. Isl. VI, 14E Alston rd. Wan. XX, 9W Altenburg gdns. Bat. XV, 10S Althea st. Ful. XIV, 8R Althorp rd. Bat. XX, 11U Altmore rd. E. H. XIII, 29I Alton rd. Wan. XIX, 3U Alton st. Pop. XVII, 22K Alvar st. Dep. XVII 22P Alverstone rd. Wim. XIX, 3U Alvay st. Sou. XVI, 170 Alvington cres. Hac. VII, 18G Alwyne rd. Isl. VII, 16H Alwyne rd. Isl. VII, 16H Alwyne rd. Isl. VII, 15E Ambleler dr. Pat. VII 100 Allcroft rd. St. P. VI. 11F Ambleside ave. Wan. XX, 12W

Ambrose st. Ber. XVI, 190 Ambrose st. Bou. XVI, 150
Amelia st. Sou. XVI, 150
Amelia st. W. H. XIII, 27M
Amerland rd. Wan. XIX, 7T
Amersham rd. Dep. XVI, 21Q
Amersham rd. Wan. XIV, 5S
Amersham vale Dep. XVI, 21P

Amesbury ave. Wan. XX,

Amesbury ave. Wan. XX, 13V
Amhurst rd. Hac. VII, 18F
Amity rd. W. H. VIII, 25H
Amot rd. Cam. XVI, 18R
Ampthill sq. St. P. VI, 12I
Amwell st. Fin. VII, 14I
Amyruth st. Lew. XXII, 22T
Anatola rd. 1sl, VI, 12D
Anchor and Hope La. Gre.
XVII, 26O
Ancona rd. Woo. XVIII, 31O
Ancona rd. Woo. XVIII, 31O
Ancona rd. Isl. VII, 15F
Andalus rd. Lam. XV, 13R
Andover pl. Pad. V, 3I
Andover rd. Isl. VI, 14E
Andrew rd. Hac. VII, 20I
Andrew st. Pop. XII, 23K
Andrew st. W. H. XIII, 28A
Angel la. W. H. VIII, 24G
Angel pl. W. H. VIII, 24G
Angel pl. W. H. VIII, 24G
Angel st. City XI, 15K
Angle r's la. St. P. VI, 12G
Angles rd. Wan. XX, 13W
Anglesca rd. Woo. XVIIII, 30O Anglesea rd. Woo. XVIII, 30O

Anley rd. Ham. IX, 5M Anney rd. Ham. IX, 5M Ann st. Ste. XII, 19J Ann st. W. H. XIII, 26J Ann st. Woo. XVIII, 31O Annandale rd. Gre. XVII, 25P

25P
Annesley rd. Isl. VI, 12F
Annette rd. Isl. VI, 14F
Annis rd. Hac. VIII, 21G
Anpenlea rd. Ful. XIV, 5O
Ansdell rd. Cam. XVI, 19R
Anselm rd. Ful. XIV, 7P
Anson rd. Isl. VI, 13F
Anson rd. Wil. V, 5F
Anstey rd. Cam. XVI, 18R

Anstey rd. Lam. XVI, 15R Anthony st. Ste. XII, 19L Antill rd. Pop. VIII, 21I Antirim gro. Hd. VI, 10G Antrim st. Hd. VI, 10G Appach rd. Lam. XX, 14T Appold st. Sho. XI, 17K Approach rd. B. G. VIII, 20I Arbery rd. B. G. VIII, 21I Arbuthnot rd. Dep. XVI, 20Q Archbishops' pk. Lam. XI, 14N

14N Archdale rd. Cam. XVI, 18S Archel rd. Ful. XIX, 6O Archer st. Ken. IX, 7L Archibald rd. Isl. VI, 13F Archibald rd. Isl. VI, 13F Archibald rd. Pop. XII, 22J Archway st. Barnes XIV, 2Q Arcola. st. Hac. VII, 18F Ardbeck rd. Cam. XXI, 16T Arden st. Bat. XV, 12P Ardfillan rd. Lew. XXII, 24V Ardgowan rd. Lew. XXII, 24U Ardleish rd. Heo. XXII, 24U

Ardnilan rd. Lew. XXII, 24V
Ardgowan rd. Lew. XXII, 24U
Ardleigh rd. Hac. VII, 17G
Ardlui rd. Lam. XXI, 15V
Ardoch rd. Lew. XXII, 23V
Ardoch rd. Lew. XXII, 23V
Ardville rd. Lam. XV, 15S
Argyle rd. Ley. VIII, 25F
Argyle rd. W. H. XIII, 26L
Argyle st. St. P. VI, 13I
Argyll rd. Ken. IX, 7M
Argyll st. Wes. X, 12K
Arheldene rd. Wan. XIX, 8U
Arica rd. Dep. XVI, 21S
Ariel rd. Hd. V, 7G
Aristotle rd. Lam. XV, 13R
Arklow rd. Dep. XVI 21P
Arkwright rd. Hd. VI, 8F
Arlingford rd. Lam. XXI, 14T
Arlingnon st. Isl. VII 16I
Arlington rd. St. PV, I, 12H
Armagh rd. Pop. VIII, 22I
Arngask rd. Lew. XXII, 23U
Arnold rd. Cam. XVI 20S
Arnold rd. Cam. XVI 20S
Arnold rd. Pop. XII, 23J
Arsenal sta., XVIII, 30O
Artesian rd. Pad. IX, 7K
Arthur rd. E. H. XIII, 29I
Arthur rd. Isl. VI, 14F
Arthur rd. S. N. VII, 17F
Arthur rd. S. N. VII, 17F
Arthur st. Bat. XV, 11Q
Arthur st. Che. XV, 90
Arthur st. Wim. XIX, 6W
Arthur st. Wes. X, 10M
Arthur st. Wes. X, 10M
Arthur st. Wes. X, 10M
Arthur st. Woo. XVIII, 300
Arthur st. Wes. X, 10M
Arthur st. Woo. XVIII, 300
Arthur st. Wes. X, 10M
Arthur st. Woo. XVIII, 300
Arthur st. Wes. X, 10M
Arthur st. Woo. XVIII, 300
Arthur st. Wes. X, 10M
Arthur st. Woo. XVIII, 300
Arthur st. Woo. XVIII, 300 Arthurdon rd. Lew. XXII, 22S

22S
Artillerly gro. Fin. XI, 16J
Artillery pl. Woo. XVIII, 29O
Artillery st. B. G. XII, 18J
Artillery st. Ber. XI, 17M
Arundel gdn. Ken. IX. 6L
Arundel gdn. Ken. IX. 6L
Arundel st. Wes. XI, 14G
Arundel st. Wes. XI, 14L
Arundel st. Wes. XI, 14L
Arundel graphs XIV. 40 Arundel st. Wes. XI, 14L Arundel ter. Barnes XIV, 4O Arvon rd. Isl. VII, 15F Ascalon st. Bat. XV, 12P Ascham st. St. P. VI, 12F Ash gro. Hac. VII, 20I Ash gro. Hen. V, 6F Ashbourne gro.Cam. XVI, 17S

Ashbrook rd. Isl. VI, 13D Ashburn pl. Ken. X, 8N Ashburnham rd. Gre. XVII,

23Q
Ashburnham rd, Wil, V, 5I
Ashburnham rd, Che, XIV, 8P
Ashburton gro, Isl, VII, 15F
Ashbury rd, Bat, XV, 10R
Ashby rd, Dep, XVI, 21R
Ashby rd, Isl, VII, 16G
Ashchurch gro, Ham, IX, 3M
Ashchurch Pk, villas, Ham, IX, 3M
Ashchurch ter, Ham, IX, 3M
Ashchurch ter, Ham, IX, 3M

Ashchurch ter. Ham. IX, 3M Ashcombe rd. Wim. XIX, 7X Ashcombe st. Ful. XIV, 7Q Ashcroft rd. Ste. XII, 21J Ashdon rd. Wil. V, 8H Ashenden rd. Hac. VIII, 21F Ashford rd. Wil. V, 5F Ashford st. Sho. VII, 17I Ashleved rd. Wil. V, 5R Ashlene rd. Wan. XIV, 5R
Ashley cotgs. Ken. XIV, 7O
Ashmead rd. Dep. XVII, 22Q
Ashmill st. St. M. X, 9I
Ashmore rd. Pad. V, 6I
Ashville rd. Ley. VIII, 24E
Ashworth rd. Pad. X, 8I
Askew cres. Ham. IX, 3M
Askew rd. Ham. IX, 3X
Askew st. Hac. VII, 19H
Askham rd. Ham. IX, 3L
Aslett st. Wan. XIX, 8T
Asteys row, Isl. VII, 16H
Aston st. Ste. XII, 21K
Astonville st. Wan. XIX, 7U Astwood rd. Ken. X, 8N
Asylum rd. Cam. XVI, 19P
Atalanta. rd. Ful. XIV, 5P
Athenlay rd. Cam. XXI, 20T
Atherfold rd. Lam. XV, 13R
Atherton rd. W.H. VIII, 25G
Athey rd. Wan. XIV, 6R
Atkins rd. Wan. XIV, 6R
Atkins rd. Wan. XX, 12V
Atlantic rd. Lam. XV, 14S
Atley rd. Pop. VIII, 22I
Atterbury st. Wes. XV, 13O
Atwell rd. Cam. XV, 18R
Auberon st. Woo. XIII, 29M
Aubert pk. 1sl. VII, 15F
Aubin st. Lam. XI, 14M
Aubrey rd. Ken. IX, 7M
Auckland hill, Lam. XXI, 15W
Auckland rd. B. G. VIII, 21I Auckland rd. B. G. VIII. 21I

Auckland rd. B. G. VIII, 21I
Auckland rd. Bat. XV, 10S
Augustus rd. Wan. XIX, 6U
Augustus st. St. P. VI, 12I
Auriol rd. Ful. IX, 6N
Austral st. Sou. XI, 15N
Autumn st. Pop. VIII, 22I
Aveley rd. Hac. VII, 19E
Avenell rd. IsI, VII 15E
Avenons rd. W. H. XIII, 26K
Avenue Farm, Hen. V, 6E
Avenue Farm, Hen. V, 6E
Avenue FR, rd. Lam. XXII. Avenue Pk. rd. Lam. XXI,

Avenue rd. Hac. VII, 19F Avenue rd. Hac. VII, 197
Avenue rd. Ham. IX, 4M
Avenue rd. Hd. VI, 9H
Avenue rd. Lew. XVII, 23S
Avenue rd. Ley. VIII, 25D
Avenue rd. WH. VIII, 26D
Avenue rd. Wan. XIX 6T
Avenue, The, Act. IX, 2N
Avenue, The, Barnes, XIV, 3Q

3Q
Avenue, The, Cam. XXI, 17X
Avenue, The, Hac. VII, 19D
Avenue, The, Hen. V, 6E
Avenue, The, Lem. XV, 13S
Avenue, The, Lam. XX, 13T
Avenue, The, Lam. XX, 13T
Avenue, The, St. P. VI, 11I
Avenue, The, Win. XIX, 5W
Avenue, The, Wim. XIX, 5W
Avenue, The, Woo. XXII, 26T
Avenue rd, Pop. XII, 221

Avenue, The, Woo. XXII, 26T
Avenve rd. Pop. XII, 22I
Aveny row Wes. X, 11L
Avondale pk. Ken. 1X, 6L
Avondale rd. Cam. XVI, 17R
Avondale rd. Cam. XVI, 17R
Avondale rd. W.H. XIII, 25K
Avondale sq. Cam. XVI, 18O
Avonmore rd. Ful. 1X, 6N
Aybrook st. St. M. X, 11K
Aycilife rd. Ham. IX, 3L
Aygarth rd. Cam. XXI, 16T
Aylesbury st. Wil. V, 2E
Ayloun rd. Lam. XVI 14R
Azenby sq. Cam. XVI, 17O
Azof rd. Gre. XVII, 24O
B st. Wil. V, 2E
Baalbec rd. Isl. VII, 15G
Babington rd. Wan. XX, 12X
Back al. Pop. XII, 22J
Back Church la. Ste. XI, 18L
Back la. Lew. XVII, 23O
Bagley's la. Ful. XIV, 8Q
Bagshot st. Sou. XVI, 17O
Baker rd. Wil. V, 2H
Baker st. St. M. X, 10J
Balcombe st. St. M. X, 10J
Balcarlea st. Ber. XVI, 18O
Balcombe st. St. M. X, 10J
Balcarlea st. Hac. XII, 21K
Balfern gro. Chisk. XIV, 20
Balfern st. Bat. XV, 10Q
Balfour rd. Isl. VII, 16F
Balham gro. Wan. XX, 11V
Balham hill Wan. XX, 11V
Balham bill Wan. XX, 11V Balham hill Wan. XX, 11T Balham New rd. Wan. XX,

11U Balham Pk. rd. Wan. XX, Balnam PK. Rd. Wan. AX, 10U
Balham st. W. H. XIII, 26J
Balham sta. XX, 11V
Ballam XX, 11V
Balling rd. Lew. XXI 20U
Balllingdon rd. Bat. XX, 10T
Balloch rd. Lew. XXII, 23V
Balls Pond rd. Isl. VII, 17G
Balmer rd. Pop. VIII, 22I
Balmoral rd. Wil, V, 4G
Balmoral rd. Wil, V, 4G
Balmoral rd. Wil, V, 4G
Balmora gdns. Wan. XIV, 5S
Balzac st. Wan. XV, 12R
Bamchory rd. Gre. XVII, 26Q
Bampton rd. Lew. XXI, 20V
Banbury rd. Hac. VII, 20H
Bancroft rd. Ste. XII, 20J

Bangalore st. Wan. XIV. 5R Bangalore st. Wan. XIV, 5R Bank st. Sou. XI, 16L Bank sta. City XI, 16L Bankside Sou. XI, 15L Banner st. Fin. XI, 16J Banning st. Gre. XVII, 24O Bannoch rd. Ful. XIV, 50 Bannoch vd. Ful. XIV, 50 XVIII, 32O

Bannockburn rd. Woo.
XVIII, 32O
Banstead st. Cam. XVI, 19R
Banyard rd. Ber. XII, 19N
Barbara st. Isl. VI, 14G
Barbers al. W.H. XIII, 26J
Barbican City XI, 16K
Barclay rd. Ful. XIV, 7P
Barcombe ave. Lam. XX. 28V
Bargery rd. Lew. XXII, 23V
Baring st. Isl. VII, 16H
Barking rd. W.H. XIII, 25K
Barkston gdns. Ken. XIV, 8O
Barkworth rd. Cam. XVI, 19U
Barlbrough st. Dep. XVI, 20P
Barlby rd. Ken. IX, 5J
Barlow st. Sou. XI, 17O
Barmeston rd. Lew. XXII, 22V

Barmouth rd. Wan. XX, 8T Barmby st. St. P. VI, 12I Barmby st. W. H. VIII, 24I Barnes com. XIV, 3R Barnes sta. XIV, 3Q Barnet gro. B. G. VII, 18I Barnfield rd. Lam. XXI 16X Barnfield rd. Woo. XVIII, 30P Barnsburv pk. Let VIII, 1621 Barnsburv pk. Let VIII, 1631 Barnsburv pk. Let VIII, 1631

30P Barnsbury pk. Isl. VII, 15H Barnsbury rd. Isl. VII, 14H Barnsbury sq. Isl. VII, 14H Barnsbury st. Isl. VII, 15H Barnsbury st. Isl. VI, 14H Barnsdale rd. Pad. IX, 7J Barnwell rd. Lam. XV 15S Barnwood st. W.H. XIII, 26M Baroness rd. B.G. VII, 18I Baronscourt rd. Ful. XIV, 6O Baronscourt sta. Ham. XIV, 6O

GO Baronsmead rd. Barnes XIV, 3P Barrington rd. Lam. XV, 15B Barrow Hill rd. St. M. VI, 9I Barrow rd. Wan. XX, 12K Barrows gro. S. N. VII, 17F Barry rd. Cam. XXI, 18T Barsed rd. Pad. IX, 7J Barset rd. Cam. XVI, 19R Barston rd. Lam. XXI, 16V Barth rd. Woo. XVIII, 32O Bartholomew st. Fin. XI, 16J Bartholomew rd. St. P. VI, 12G

12G
Bartholomew villas St. P.
VI, 12G
Bartley st. Lam. XX, 13T
Basil st. Che. X, 10M
Basinghall st. City XI, 16K
Baskerviller d. Wan. XX, 9T
Bassein Pk. rd. Ham. IX, 18M
Bassett rd. St. P. VI, 11G
Bassingham rd. Wan. XX, 8T
Bassett rd. St. P. VI, 11G
Bassingham rd. Wan. XX, 8T
Bassent rd. Woo. XVIII, 32P
Baston rd. Woo. XVIII, 32P
Baston rd. Woo. XVIII, 32P
Baston rd. Ful. XIV, 7Q
Bath rd. Chiswick IX, 2N
Bath st. Fin. XXI, 15J
Bathurst gdns. Wil, V, 4Q
Batoum st. Ham. IX, 5N
Battersea Pk. rd. XV, 10Q
Battersea Pk. rd. XV, 10P
Battersea Pk. rd. XV, 10P
Battersea Pk. rd. XV, 12P
Battersea rise XV, 9S
Battersea sta, XV, 9Q
Battersea sta, XV, 9Q
Battersea sta, XV, 9Q
Battersea sta, XV, 9Q
Battersea sta, XV, 9R
Battersea St. P. VI, 13T
Battledean rd. Isl. VII, 15G Bartholomew villas St. P.

Battledean rd. Isl. VII, 15G Battledean rd. 1sl. VII, 15G Bawdale rd. Cam. XXI, 17S Bawtree rd. Dep. XVI, 21P Baxendale st. B. G. VII, 18P Baxter rd. W. H. XIII, 27L Bayham st. St. P. VI, 12H Bayonne rd. Ful. XIV, 50 Bayswater rd. Pad. X, 8L Bayswater sta. Pad. X, 8L Bayswater st. Eval. 21V, 22V Baythorne st. Ste. XII, 22K Beach rd. Pop. VIII, 22H Beacon Hill rd. Isl. VI, 13F Beacon rd. Lew. XXII, 24T Beaconsfield rd. E. H. XIII

Beaconsfield rd. Gre. XVII, 25P

Beaconsfield rd. Ham. IX 6N Beaconsfield rd. W. H. XIII. 25K

Beaconsfield rd. Wil. V, 3G Beadnell rd. Lew. XXI, 20U Beadon rd. Ham. IX, 5N

Beak st. Wes. X, 12L Beale rd. Pop. VIII, 21I Bear la. Sou. XI, 15M Beauchamp rd. Bat. XV 10S Beauchamp rd. W. H. VIII, 26H 26H

26H
Beaufort st. Che. XV, 90
Beaufoy rd. Bat. XV, 11B
Beaumont rd. W.H. XIII, 27J
Beaumont rd. W.H. XIII, 27J
Beaumont sq. Ste. XII, 20K
Beaumont st. St. M. X, 11K
Beauval rd. Cam. XXI, 17T
Beavor la. Ham. XIV, 30
Beckenham Hill sta. XXII, 23X

Beckenham la. Lew. XXII,

23X
Beckett ave. E. H. XIII, 20J
Becklow rd. Ham. IX, 3M
Beckton pk. E. H. XIII, 29L
Beckton rd. W. H. XIII, 26K
Beckton sta. XIII, 30L
Beckwith rd. Cam. XXI, 16T
Becmead ave. Wan. XX, 12W
Bective rd. Wan. XX, 12W
Bective rd. Wan. XV, 13S
Bedford cotts.Wan, XV, 13S
Bedford gdns. Ken. IX, 7M
Bedford rd. Act. IX, 2N
Bedford rd. Act. IX, 2N
Bedford rd. Wan. & Lam.
XV, 13S

Bedford row Hol. XI, 14K Bedford row Hol. XI, 14K Bedford sq. Hol. XI, 13K Bedford st. Hol. XI, 13K Bedford st. Ste. XII, 19K Bedford st. Wes. XI, 13L Bedford ter. Isl. VI, 14E Bedfordbury Wes. XI, 13L Beech st. City XI, 16K Beechcroft rd. Wan. XX, 10S Beechdale rd. Lam. XX, 14T Beechfield rd. Lew. XXII, 21U Beecholme rd. Hac. VII. 19F

Beechdale rd. Lam. XX, 141
Beechfield rd. Lew. XXII,
21U
Beecholme rd. Hac. VII, 19E
Beleize gro. Hd. VI, 10G
Beleize gro. Hd. VI, 10G
Beleize gro. Hd. VI, 9G
Belgrave pl. Wes. X, 11N
Belgrave rd. St. M. V, 8H
Belgrave st. Wes. X, 11N
Belgrave st. Wes. X, 11N
Belgrave st. Wes. X, 11N
Belgrave st. Wan. XV, 12Q
Belgrave st. Wes. X, 11N
Bellams t. Cam. XVI, 16Q
Belitha villas Isl. VI, 14H
Bell gro. XVIII, 33S
Bell la. Ste, XI, 17K
Bell gro. XVIII, 33S
Bell la. Ste, XI, 17K
Bells st. St. M. X, 9K
Bellamy st. Wan. XX, 13V
Bellenden rd. Cam. XVI, 17B
Belleville rd. Bat. XX, 10S
Bellevue rd. Bat. XX, 10T
Bellingham sta. XXII, 22W
Belmont gro. Lew. XVII, 24R
Belmont pro. Lew. XVII, 24R
Belmont pro. Lew. XVII, 24S
Belmont rd. Lew. XVII, 23R
Belmont rd. Lew. XVII, 23R
Belmont rd. Lew. XVII, 29G
Belsize pk. gdns. Hd. VI, 9G
Belsize pk. gdns. Hd. VI, 9G
Belsize rd. Hd. V, 8H
Belson rd. Woo. XVIII, 29O
Belton rd. W. H. VIIII, 26H
Belton rd. Wil, V, 4G
Beltram rd. Ful. XIV, 7Q
Belvedere drive Wim. XIX, 6X Belvedere drive Wim. XIX,

Belvedere drive Wim. XIX, 6X
Belvedere rd. Lam. XI, 14M
Belvoir rd. Cam. XXI, 18U
Bemerton st. Isl. VI, 14H
Bemish rd. Wan. XIV, 5R
Ben Jonson rd. Ste. XII, 21K
Benares rd. Woo. XVIII, 32O
Benbow rd. Ham. IX, 4M
Bendall st. St. M. X, 10J
Bendon valley Wan. XIX, 8U
Bengeo st. W. H. XIII, 25L
Benhill rd. Cam. XVI, 17Q
Benledi st. Pop. XII, 23L
Bennerley rd. Bat. XX, 10S
Bennett pk. Gre. XVII, 25R
Benson ave. E. H. XIII, 27J
Benson rd. Lew. XXI, 19U
Benthal rd. Hac. VII, 18E
Bentham rd. Hac. VII, 18E
Bentham rd. Hac. VII, 21G
Benthurst rd. Wil. V, 3G
Benwell rd. Isl. VII, 15F
Benworth rd. Pop. XII, 221
Benyon rd. Hac. VII, 17H
Berens rd. Wil. V, 5I
Beresford rd. Isl. VII, 16G
Beresford st. Sou. XVI, 15P
Beresford st. Woo. XVIII, 30O
Berger rd. Hac. VII 20G

Berger rd. Hac. VII, 20G Berkeley pl. Wim. XIX, 5X Berkeley sq. Wes. X, 11L

Berkeley st. Wes. X, 12L
Berkshire rd. Hac. VIII, 22G
Berlin rd. Lew. XXII, 22V
Berlmondsey New rd. XI, 17N
Bermondsey st. XI, 17M
Bermondsey wall XI, 18M
Bernard gdns. Wim. XIX, 7W
Bernard st. St., P. XI, 13J
Berner st. Ste. XII, 18L
Berners st. St. M. X, 12K
Berthon st. Dep. XVII, 22P
Berwick rd. W. H. XIII, 26P
Berwick st. Wes. X, 12K
Besley st. Wan. XX, 12X
Besley st. Wan. XX, 12X
Bessborough rd. Wan. XIX, 3U

Bessborough st. Wes. XV, 13O
Betsson st. Dep. XVI, 20Q
Bethel ave. W. H. XIII, 25J
Bethnal Gn. rd. XI, 18J
Bethnal Gn. rd. XI, 18J
Bethnal Gn. sta. XII, 19J
Bethnal Gn. XIII, 19J
Bethnar d. Act. 1X, 2J
Betts st. Ste. XII, 19L
Bevenden st. Sho. VII, 17J
Beverley gdns. Brns. XIV, 3Q
Beverley rd. Brns. XIV, 3Q
Beverley rd. Brns. XIV, 3Q
Beversbrook rd. Isl. VI, 13E
Bevington rd. Ken. IX, 6K
Bevington rd. Ken. IX, 6K
Bevington rd. Ken. IX, 6K
Bevington rd. Ken. XI, 18N
Bexhill rd. Lew. XXII, 21 U
Bickersteth rd. Wan. XX, 10X
Bickerton rd. Isl. VI, 12E
Bidder st. W. H. XII, 24K
Biddulph rd. Pad. X, 3J
Bigg's rd. Wan. XIV, 5R
Billson st. VH. XII, 23O
Binden rd. Ham. IX, 3M
Binfield rd. Lam. XV, 13Q
Bingfield st. Isl. VI. 14H
Birch gro. Lew. XXII, 25U
Birchlands rd. Wan. XIV, 7T
Bird Cage wlk. Wes. X, 12M
Birdhurst rd. Wan. XIV, 8 S
Bird-in-Bush rd. Cam. XVI, 18P Bessborough st. Wes. XV, Bird-in-Bush rd. Cam. XVI. 18P

ISP
BIRDEN TIL Call. AVI,
18P
Birkbeck rd. Lam. XXI, 15V
Birkbeck rd. Ley. VIII, 24F
Birkbeck rd. Wim. XIX, 8X
Birkhall rd. Lew. XXII, 24V
Biscay rd. Ful. XIV, 5O
Bishop's Pk. rd. Ful. XIV, 5O
Bishop's rd. B. G. VII, 19I
Bishop's rd. Ful. XIV, 6P
Bishop's rd. Pad. X, 9K
Bishop's rd. Sta. Pad. X, 9K
Bishop's rd. Lam. XV, 15Q
Bishopsgate st. City XI, 17K
Bishopsgate st. City XI, 17K
Black Horse rd. Dep. XVI,
21O

Black Lion la. Ham. XIV, 30 Blackfriars bridge City XI,

Blackfriars rd. Sou. XI, 15M Blackfriars sta. City XI, 15L Blackheath ave. Gre. XVII, 24P

Blackheath hill Gre. XVII, 23Q Blackheath Hill sta. Gre.

XVII. 22Q Blackheath pk. Gre. XVII, 25R Blackheath rd. Gre. XVII,

22Q Blackheath rise Lew. XVII, 23R

Blackheath sta. XVII, 24R Blackheath vale Lew. XVII, 24R Blackheath, XVII, 24R.

Blackheath, XVII, 24R.
Blackshaw rd.Wan. XX, 8W
Blackstock rd. Isl. VII, 15E
Blackwall la, Gre. XVII, 25O
Blackwall pier Pop. XII, 23L
Blackwall point Gre. XII, 24M
Plackwall scook Pop. VII

Blackwall reach Pop. XII, 24N

24N Blackwall sta. Pop. XII, 23L Blackwall tunnel, XII, 24M Blackwater st. Cam. XXI, 17S Blair st. Pop. XII, 23L Blake rd. Cam. XVI, 17P Blakenham rd. Wan. XX,

10W
Blanche st. W. H. XIII, 25K
Blandford rd. Act. IX, 2M
Blandford st. St. M. X, 11K
Blantyre st. Che. XIV, 9P
Bleakhall rd. Wan. XX, 12U
Blechynden st. Ken. IX, 5K
Blegboro' rd. Wan. XX, 12Y
Blendon rd, Woo. XVIII, 31P
Blenheim cres. Ken. IX, 6K
Blenheim gro. Cam. XVI, 18Q 10W

Blenheim rd, Wal. VIII, 25F Blenheim rd. Act. IX, 2N

Blenheim rd. Isl. VI, 13D Blenheim rd. St. M. VI, 8I Blenheim ter. St. M. VI, 8I Blenkarne rd. Bat. XX, 10T Blessington rd. Lew. XVII,

24S Blinco rd. Hac. VIII, 21F Blind la. Woo. XVIII, 32Q Blisset. st. Gre. XVII, 23Q Bloemfontein rd. Ham. IX, 4L Blomfield rd. Ham. IX, 4L Blomfield rd. Pad. X, 8J Blomfield st. City XI, 17E Blondel st. Bat. XV, 10Q Bloomfield rd. Hac. VII, 18H Bloomfield rd. Hac. VII, 18H Bloomfield rd. WII, 21K Bloomfield rd. WII, 21K Bloomfield rd. Woo. XVIII,

30P Bloomfield st. Pop. XII, 22K Bloomsbury sq. Hol. XI, 13K Bloomsbury st. Hol. XL, 13K Blomesbury st. Hol. XL, 13K Blythe hill Lew. XXII, 21U Blythe rd. Ham. IX, 5N Blythe vale Lew. XXII, 21U Bodney rd. Hac. VII, 19F Bolan st. Bat. XV. 10Q Boleyn rd. Isl. VII, 17G Bolina rd. Dep. XVI, 19O Bolingbroke gro. Bat. XX, 10X

Bolingbroke gro. Bat. XX, 10X
Bolingbroke rd. Bat. XV, 9O
Bolingbroke rd. Ham. IX, 5H
Bolney st. Lam. XV, 14P
Bolton mews Ken. XIV, 8O
Bolton rd. Hd. V, 8H.
Bolton rd. W. H. VIII, 25H
Bolton st. Sho. VII, 18I
Bolton st. Wes. X, 12L
Boltons, The, Ken. XIV, 8O
Bomoro rd. Ken. IX, 5L
Bond st. Chiswick IX, 2N
Bond st. Chiswick IX, 2N
Bond st. Lam. XV, 13O
Bonfield rd. Lew. XVII, 23S
Bonham rd. Lam. XX, 13S
Bonner st. B. G. VII, 19I
Bonner st. B. G. VII, 19I
Bonner st. B. G. VII, 20I
Bonneville rd. Wan. XX, 12T
Bonny Downs rd. E. H. XIII, 29J
Bookham st. Sho. VII, 171
Bonnevet Gro. XII, 201
Bookham st. Sho. VII, 171
Bonnevet Gro. XII, 201
Bookham st. Sho. VII, 171

29J Bookham st. Sho. VII, 17I Boord st. Gre. XII, 24N Border cres. Bec. XXI, 18X Border rd. Lew. XXI, 19X Borough High st. Sou. XI, 16M

Borough rd. Sou. XI, 15N Borough Rd. sta. Sou. XI,

Borthwick rd. Wal. VIII, 25F Boscastle rd. St. P. VI, 11E Boscombe rd. Ham. IX, 4M Bostall heath, Woo. XVIII,

34P
Bostall hill Woo. XVIII, 33P
Bostall la. Woo. XVIII, 34O
Bostall wd. Woo. XVIII, 34O
Boston pl. St. M. X, 10J
Bosworth rd. Ken. IX, 6J

Bosworth rd. Ken. IX, 6J Botanic gdns. Regent's pk. St. M. X, 11J Bottolph rd. Pop. XII, 22J Boulton rd. W. H. XIII, 25K Boundaries rd. Wan. XX, 10U Boundary rd. Bar. XIII, 31I Boundary rd. Hd. VI, 8H Boundary st. Sho. XI, 17J Bourke rd. Wil. V, 2G Bournemouth rd. Cam. XVI, 18R

Bournevale rd. Wan. XX

18W
Bousfield rd. Dep. XVI, 20R
Boutflower rd. Bat. XV, 9R
Bouverie rd. S. N. VII, 17E
Bouverie st. City XI, 15L
Boveney rd. Lew. XXI, 20T
Bovill rd. Lew. XXI, 20U
Bowington rd. Ful. XIV, 8Q
Bow Common la. Ste. XII, 22K
Bow creek W. H. XII. 24K

Bow creek W. H. XII, 24K Bow la. Pop. XII, 23L Bow rd. Pop. XII, 22J Bow Rd. sta. XII, 22I Bow st. Wes. XI, 13L Bow sta. XII, 22I Bow VIII, 22I Bow Sta. XII, 22I Bow Sta. XII, 25I Bow Sta. XII, 25I Bowland rd. Wan. XV, 13S Bowling Green la. Fin. XI, 15J Bowness rd. Lew. XVII, 231J Bowness rd. Lew. XVII, 231J Bow creek W. H. XII. 24K

15J
Bowness rd. Lew. XXII, 23U
Bow st. Pop. XII, 22K
Boxall row Cam. XXI, 16T
Boxley st. W. H. XIII, 26M
Boxworth gro. Isl. VI, 14H
Boyd rd. W. H. XIII, 25L
Boyer rd. W. H. XXIII, 26K
Boyne rd. Lew. XVII, 23 R
Boyson rd. Sou. XVI, 16P
Bracewell rd. Ham. IX, 4K
Bracey st. Isl. VI, 14D

Brackenbury rd. Ham. IX. 4M Brackenoury rd. Ham. 1A, 4M Brackley ter. Chisk. XIV, 2O Braden st. Pad. X, 8J Bradfield rd. W.H. XIII, 26M Bradgate rd. Lew. XXII, 22T Brading rd. Lam. XX, 14T Bradmore Pk. rd. Ham. IX, 4N Bradstock rd. Hac. VIII, 20G.

Bradstook rd. Hac. VIII, 20G Bradstook rd. Hac. VIII, 20G Bradwell st. Ste. XII, 20J Brady st. B. G. XII, 19J Braemar ave. Wim. XIX, 7V Brailsford rd. Lam. XXI, 14T Braintree st. Ste. XII, 19J Bramah rd. Lam. XV, 15Q Bramber rd. Full. XIX, 6O Brambert of Wan. XIV, 4S Bramfield rd. Bat. XX, 10T Bramber td. Ken. IX, 5K Bramshott ave. Gre. XVII, 26B Bramshott ave. Gre. XVII, 26P

Bramston rd Wil V 4H Branch hill Hd. VI, 8E Brand st. Gre. XVII, 23Q Brandenburgh rd. Ful. XIV,

Brandon rd. Isl. VI, 13G Brandon rd. Lam. XX, 13S Brandon rd. Lam. XX, 13S Brandon st. Bat. XV, 12Q Brandon st. Sou. XVI, 16O Brandram rd. Lew. XVII, 24S Brandreth rd. Wan. XX, 11V Branksome rd. Lam. XV, 15S Brathway rd. Wan. XIX, 7T Bravington rd. Pad. V, 61 Braxfield rd. Lew. XVI, 21S Brayburne ave. Wan. XV, 12R Bread st. City, XI, 16L Breakspears rd. Dep. XVI, 21S 218

Bread st. City, XI, 16L
Breakspears rd. Dep. XVI,
21S
Brecknock rd. St. P. VI, 12F
Brenda rd. Wan. XX, 10V
Brent rd. Woo. XVIII, 200
Brentfield rd. Wil. V, 2G
Brenthurst rd. Wil. V, 3G
Brew House Ia, Wan. XIV, 6R
Brewer st. Wes. X, 12L
Brewer st. Wes. X, 12L
Brewer st. Wes. X, 12L
Brewer st. Wes. X, 12N
Brewer st. Woo. XVIII, 20O
Brewery rd. Isl. VI, 13G
Brewery rd. Woo. XVIII, 3P
Brewers t. Brewery rd. Woo. XVIII, 3P
Brewers t. St. X, 12K
Briant st. Dep. XVI, 20Q
Briar walk Wan. XIV, 4S
Brick la. Ste. XI, 18K
Bride st. Isl. VI, 14G
Bridge ave. Ham. XIV, 4O
Bridge ave. Ham. XIV, 4O
Bridge rd. Bat. XV, 10P
Bridge rd. Ham. XIV, 4O
Bridge rd. Pop. XII, 22L
Bridge rd. W. H. VIII, 24H
Bridge rd. W. H. VIII, 26I
Bridge rd. Wes. XV, 12O
Bridge fd. Wil. V, 2G
Bridge st. W. H. VIII, 24H
Bridge st. W. H. VIII, 24H
Bridge rd. Wan. XIV, 8R
Bridport pl. Sho. VII, 17I
Brierley rd. Ley. VIII, 23K
Bright of Lew. XXII, 23B
Brighton rd. E. H. XIII, 29J
Brighton rd. W. H. VIII, 25I

24S Brighton rd. E. H. XIII, 29J Brighton rd. W. H. VIII, 25J Brighton ter. Lam. XV, 14S Brightwell cres. Wan. XX, 10X

Brill st. St. P. VI, 131
Brindley st. Pad, IX, 7K
Bristol gdns. Pad. X, 8J
Britannia rd. Ful. XIV, 8P
Britannia rd. Ful. XIV, 8P
Britannia row Isl. VII, 16H
Britannia st. St. P. VI, 14I
Britannia st. St. P. VI, 14I
Britannia. st. Sho. VII, 16I
British st. Pop. XII, 21J
Britten st. Che. XV, 9O
Brixton hill Lam. XX, 13T
Brixton rd., Lam. XV, 14Q
Brixton sta. East XV, 14R
Brixton XXI, 14S
Broad st. Hol. XI, 13K
Broad st. Lam. XV, 14O
Broad st. Sta. City XI, 17K
Broad st. Sta. City XI, 17K
Broad st. Wes. X, 12L
Broadfield rd. Lew. XXII, 24U
Broadhinton rd. Wan. XV, Brill st. St. P. VI. 13I

Broadhinton rd. Wan. XV, 11R

IIR
Broadhurst gdns. Hd. V, 8G
Broadwall Lam. XI, 15M
Broadwater rd.Wan. XX, 9W
Broadway Ham. IX, 5N
Broadway Strat. W. H. VIII,
24H
Broadway Wim. VIV. 6V

Broadway Wim. XIX, 6X Broadway, Dep. XVII, 22Q Broadway, The, Hac. VII, 19H

Brockley gro. Lew. XXII, 21T

Brocklebank rd. Wan. XX, 8T Brocklehurst st. Dep. XVI, 20P

Brockley hill Lew. XXII, 21U Brockley La. sta. Dep. XVI,

Brockley pk. Lew. XXI, 20U
Brockley rd. Dep. XVI, 21R
Brockley rd. Lew. XXII, 21T
Brockley rise Lew. XXII, 21T
Brockley rise Lew. XXII, 21T
Brockley rise Lew. XXII, 21T
Brockley sta. XVI, 21R.
Brockley XXII, 21T
Brockwod rd. Wan. XIX, 7U
Brodia, rd. S. N. VII, 17E
Brodrick rd. Wan. XX, 10U
Broke rd. Sho. VII, 18H
Bromar rd. Cam. XVI, 17O Broke rd. Sno. VII, 18H Bromar rd. Cam. XVI, 17Q Bromells rd. Wan. XV, 12R Bromfelde rd.Wan. XV, 13E Bromley Hall rd. Pop. XII,

23K Bromley rd. Lew. XXII, 22V Bromley rd. Lew. XXII, 25U Bromley st. Ste. XII, 20K Bromley sta. XII, 23J Bromley XII, 23K Brompton rd. Ken. X, 10N Brompton sq. Ken. X, 9N Bromwich's walk St. P. VI, 11D

Brondesbury Pk. Sta. Wil.

Brondesbury Pk. Sta. Wil. V, 6H
Brondesbury rd. Wil. V, 7H
Bronsart rd. Ful. XIV, 6P
Brook Gn. Ham. IX, 5N
Brook Gn. rd. Ham. IX, 5N
Brook rd. Isl. VI, 12E
Brook st. Ham. XIV, 4O
Brook st. Lam. XI, 15N
Brook st. Lam. XI, 15N
Brook st. Wes. X, 11L
Brookbank rd. Lew. XXII, 22R
Brookdale rd. Lew. XXII,

Brookdale rd. Lew. XXII, 22U

22U Brooke rd. Hac. VII, 18E Brookfield rd. Act. IX, 2M Brookfield rd. Hac. VIII, 21G Brookhill rd. Woo. XVIII, 30P

Brooklands rd. Wan. XX, 11W Brooklands rd.Wan. XV, 12Q Brooklyn rd. Ham. IX, 4M Brookmill rd. Dep. XVII,

Brooks ave. Wil. V, 6H Brooks rd. W. H. VIII, 26I Brooksbys walk, Hac. VIII,

20F
Brookville rd. Ful. XIV, 6P
Brookville rd. Ful. XIV, 6P
Brookwood rd. Wan. XIX, 7U
Broomfield st. Pop. XII, 22K
Broomhill rd. Wan. XIX, 7S
Broomhouse rd. Ful. XIV, 7Q
Broomsleigh st. Hd. V, 7F
Broomwood rd. Bat. XX, 10T
Brougham rd. Sho. VII, 18H
Broughton rd. Ful. XIV, 8Q
Broughton rd. Su. VII, 17F
Broughton rd. St. N. VII, 17F
Broughton st. Bat. XV, 11Q
Brownhill rd. Lew. XXII,
23U
Brownlow rd. Sho. VII, 18H

Brownlow rd. Sho. VII, 18H Brownlow rd. Wil. V, 2G Browns rd. W. H. VIII, 26I Brownswood rd. S.N. VII,

Broxash rd. Bat. XX, 19I Bruce rd. Pop. XII, 23J Bruce rd. Wil. V, 2G Brunel rd. Ber. XII, 19M Brunswick eq. Cam. XVI,

Brunswick ed. Calli. AVI, 17 Q
Brunswick gdns. Ken. IX, 7M
Brunswick pl. Sho. XI, 17J
Brunswick rd. Isl. VI, 16D
Brunswick rd. Pop. XIII, 23 K
Brunswick sd. St. P. XI, 13 J
Brunswick st. Pop. XIII, 23 L
Brunswick st. Pop. XIII, 23 L
Brunswick st. Pop. XII, 23 L
Brunswick st. Ste. XI, 17 K
Bruton st. Wes. X. 12 L
Bryanston sq. St. M. X, 10 K
Bryantwood rd. Isl. VIII, 15 F
Brydges rd. W.H. VIII, 24G
Brynmaer rd. Bat. XV, 10 Q
Buccleuch rd. Lam. XXI, Buccleuch rd. Lam. XXI.

16 V Buchan rd. Cam. XVI, 19R Bucharest rd. Wan. XX, 8 T Buck Hill walk Wes. X, 9 L Buck st. Sho. VII, 17 I Buckhold rd. Wan. XIX, 7 T Buckingham gate Wes. X, 12 N

Buckingham Palace rd. Wes. XV, 11 N

Buckingham rd. Hac. VII,

Buckingham rd. Ley. VIII, Buckingham rd. W. H. VIII,

25 G Buckland cres. Hd. VI, 9 G Buckland rd Ley. VIII, 23 E Buckland st. Sho. VII, 17I Buckley rd. Wil. V, 7 H Buckthorne st. Lew. XXI, 21T Buffalo rd. Wil. V, 3 G Burkly steek C. VIII Bugsbys reach Gre. XIII, 25 N

Bugsbys reach Gre. XIII, 25 N
Bulinga st. Wes. XV, 13 O
Bullen st. Bat. XV, 9Q
Bullow rd. Ful. XIV, 8 Q
Bullow rd. Ful. XIV, 8 Q
Bulwer st. Ham. IX, 5 M
Bunhill row Fin. XI, 16 J
Burbage rd. Cam. XXI, 16 T
Burcham st. Pop. XII 23 K
Burchell rd. Cam. XVI, 19 Q
Burdett rd. Pop. XII, 22 J
Burdett rd. Ste. XII, 21 K
Burdett rd. Ste. XII, 21 K
Burdett rd. Ste. XII, 22 J
Burgess pk. Hd. V, 7 F
Burgess st. Ste. XII, 22 K
Burghill rd. Lew. XXI, 20 W
Burghley rd. St. P VI, 12 F
Burghey rd. St. P VI, 12 F
Burghey rd. Wim. XIX, 5 W
Burke st. W. H. XIII, 25 K
Burleigh st. Wes. XI, 14 L
Burlington gdns. Ful. XIV, 6 Q
Burghill rog reached and reach

6 Q Burlington st. Wes. X, 12 L Burma rd. S. N. VII, 16 F Burnaby st. Che. XIV, 8 P Burnbury rd. Wan. XX, 12 U Burnfoot ave. Ful. XIV, 6 Q Burnley rd. Lam. XV, 14 Q Burnley rd. Wil. V, 3 F Burns rd. Wil. V, 3 F Burns rd. Wil. V, 3 H Burntash hill, Lew. XXII, 25 U

Burntash hill, Lew. XXII, 25 U
Burntash rd. Lew. XXII, 25 T
Burnthwaite rd. Ful. XIV, 7 P
Burntwood la. Wan. XX, 9 V
Buross st. Ste. XII, 19 L
Burr rd. Wan. XIX, 7 U
Burr st. Ste. XI, 18 M
Burrage gro.Woo. XVIII, 30 O
Burrage rd. Woo. XVIII, 30 O
Burrard rd. Hd. V, 7 F
Burrard rd. WH. XIII, 26 L
Burrows rd. Wil. V, 5 I
Burston rd. Wan. XIV, 5 S
Burt rd. W. H. XIII, 27 M
Burton cres. St. P. XI, 13 J
Burton rd. Hac. VII, 20F
Burton rd. Wal. XIV, 14 Q
Burton rd. Wil. V, 7 H
Burton st. St. P. XI, 13 J
Burtop rd. Wan. XIX, 8 V
Busby pl. St. P. VI, 12 G
Bush rd. Dep. XVI, 20 0
Bush rd. Dep. XVI, 20 0
Bush rd. W. H. XIII, 26 J
Bushey Hill rd. Cam. XVI, Bushey Hill rd. Cam. XVI.

17 Q Bushnell rd. Wan. XX, 11 V

17 Q
Bushnell rd. Wan, XX, 11 V
Butcher row Ste. XII 20 L
Butcher's rd. W.H. XIII, 26K
Butcher's Hedge la. W. H.
XIII, 26 L
Buttensland st. Sho. VII, 17 I
Buxton rd. W. H. VIII, 25 G
Byam st. Ful. XIV 8 Q
Byegrove rd. Mit. XX, 9 X
Byne rd. Bec. XXI, 19 X
Byng st. Pop. XII, 22 M
Byrne rd. Wan, XX, 11 U
Byton rd. Wan, XX, 10X
Cable st. Ste. XII. 19 L
Cabul rd. Bat. XV, 10 Q
Cader rd. Wan, XX, 8 T
Cadogan pl. Che. X, 10 N
Cadogan sq. Che. X, 10 N
Cadogan ter. Pop. VIII, 21 H
Cahir st. Pop. XVII, 22 C
Caird st. Pad. IX, 6 J
Caistor Park rd. W. H. VIII, 25 I

25 I Caistor rd. Wan, XX 11 U Caistor rd. Wan. XX, II U
Caithness rd. Ham. IX, 5N
Calabria rd. Isl. VII, 15 G
Calais st. Lam. XV, 15Q
Calderon rd. Ley. VIII, 24 F
Caldervale rd. Wan. XX, 12
Caledonian asylum Isl. VI,

14 G Caledonian pk. Isl. VI, 12 E Caledonian rd. Isl. VI, 14 G Caledonian Rd. sta. Isl. VI,

Callcott rd. Wil. V, 6 H Calmington rd. Cam. XVI,

Calonne rd. Wim. XIX, 5 W Calthorpe st. St. P. XI, 14 J Calvert rd. Gre. XVII, 25 P Cambalt rd. Wan. XIV, 5 S Camberwell green, XVI, 16 Camberwell gro. XVI, 16 Q

→ TRAIL OF CTHULHU →

Camberwell New rd. Lam. XV. 15 P Camberwell New rd. Lam. XV, 15 P
Camberwell pk. XV, 15 Q
Camberwell rd. XVI, 16 Q
Camberwell Sta. rd. XVI, 16 Q
Comberwell Sta. rd. XVI, 16 Q
Comberwell Sta. rd. XVI, 16 Q 16 Q
Camberwell XVI, 16 P
Cambourn rd. Wan. XIX, 7 T
Cambray rd. Wan. XX, 12 U
Cambria rd. Lam. XVI, 15 R
Cambridge gdns. Ken. IX, Cambridge Heath sta. VII, 19 I Cambridge rd. B.G. XIII, 19 J Cambridge rd. Barnes XIV, 3 Q 3 Q Cambridge rd. Bat. XV, 10 Q Cambridge rd. Ham. IX, 4 N Cambridge rd. Lew. XXII, 25 T 25 T
Cambridge rd. Wil. V, 71
Cambridge sq. Pad. X, 9 K
Cambridge st. Pad. X, 10 K
Cambridge st. Sou. XVI, 15 P
Cambridge st. St. P. VI, 13 G
Cambridge tr. Pad. X, 9 K
Camden gro. Cam. XVI, 17 Y
Camden rd. St. P. VI, 13 G
Camden Rd. sta. St. P. VI, 13 G
Camden sq. St. P. VI, 13 G Camden sq St. P. VI, 13 G Camden st. Sou. XVI, 16 0 Camden st. St. P. VI, 12 H Camden Tn. sta. St. P. VI, 12 H 12 H Camellia st. Lam. XV, 13 P Camelot st. Sou. XI, 16 N Campbell rd. Pop. XII, 22 J Campbell st. Pad. X, 9 J Campdale rd. Isl. VI,13 E Campden hill Ken. IX, 7 M Campden Hill rd. Ken. IX, 7 M Campden House rd. Ken. IX, 7 M IX, 7 M
Campden st. Ken. IX, 7 M
Campion st. Wan. XIV, 4S
Camplin st. Dep. XVI, 20 P
Camrose st. Woo. XVIII, 330
Canada dock Ber. XII, 20 N
Canada pond Ber. XII, 20 N
Canadian ave. Lew.
XXII, 22V
Canal rd. Sho. VII. 17 H XXII,22V
Canal rd. Sho. VII, 17 H
Canal rd. Ste. XII, 21 J
Candahar rd. Bat. XV, 10 Q
Candy st. Pop. VIII, 22 H
Canfield gdns. Hd. V, 8 G
Cannhall rd. Wal. VIII, 25 F
Canning rd. Isl. VII, 16 E
Canning Town sta. XIII, 24 K
Canning Town w. H. XIII, 26 L
Cannon bill Ud. V. C. Cannon hill Hd. V, 7 F Cannon pl. Hd. VI, 9 E Cannon st. City XI, 16 L Cannon St. rd. Ste. XII, 19 L Canonbie rd. Lew. XXI, 19 U Canonbury gro. Isl. VII, 16 H Canonbury Pk.-N. Isl. VII, 16 G Canonbury Pk.-N. Isl. VII, 16 G Canonbury Pk.-S. Isl. VII, 16 G
Canonbury pl. Isl. VII, 15 G
Canonbury rd. Isl. VII, 15 G
Canonbury sq. Isl. VII, 15 G
Canonbury st. Isl. VII. 16 H
Canonbury st. Isl. VII, 16 G
Canrobert st. B. G. XII, 19 I
Cantelowes rd. St. P. VI, 13 G
Canterbury gro. Lam. XXI, 14 W
Canterbury rd. Den. XVI. Canterbury rd. Dep. XVI, 19 P 19 P Canterbury rd. Isl. VII, 17 G Canterbury rd. Lam. XV, 14 R Canterbury rd. Wil. V, 71 Canterbury ter. Pad. X, 8 J Cantrell rd. Pop. XII, 22 J Cantwell rd. Woo. XVIII, 30 Q an Well H. W.O. AVIII, 30 Q
Capel rd. W.H. VIII, 26 F
Carburton st. St. M. X, 12 J
Carden rd. Cam. XVI, 19 R
Cardigan rd. Pop. VIII, 22 I
Cardington st. St. P. VI, 12 I
Cardozo rd. Isl. VI, 14 F
Cardross st. Ham. IX, 4 N
Cardwell rd. Isl. VI, 13 F
Carey rd. Wel. X, 13 N
Carholme rd. Lew. XXII, 21 U
Carleton rd. Isl. VI, 13 F 21 U
Carleton rd. Isl. VI, 13 F
Carlingford rd. Hd. VI, 9 F
Carlingford rd. Hd. VI, 9 F
Carlisle pl. Wes. X, 12 N
Carlisle rd. Ley. VIII, 22 D
Carlisle st. Lam. XI, 14 N
Carlisle st. St. M. X, 9 J
Carlos pl. Wes. X, 11 L
Carlos pl. Wes. X, 11 L
Carlsbad st. Isl. VI, 14 I
Carlton gro. Cam. XVI, 19 Q

Carlton hill St. M. V, 8 I Carlton House ter. Wes. X, 13 M Carlton House ter. Wes. X, 13 M
Carlton rd. Cam. XXI, 17 T
Carlton rd. Hac. VIII, 21 F
Carlton rd. St. P. VI, 11 F
Carlton vale, Wil. V, 71
Carlton vale, Wil. V, 71
Carlwell st. Wan. XX, 9 X
Carlyle sq. Che. XV, 9 O
Carmalt gdns. Wan. XIV, 5 S
Carminia rd. Wan. XX I V
Carnaby st. Wes. X, 12 L
Carnae st. Lam. XXI, 16 W
Carnarvon rd. W.H. VIII, 25 G
Caroline st. Cam. XVI, 19 P
Caroline st. Cam. XVI, 19 P
Caroline st. Cam. XVI, 19 E
Caroline st. Cam. XVI, 19 L
Carpenters rd. W. H. VIII, 23 H
Carr st. Ste. XII, 21 I
Carrson rd. Lam. XV, 14 P
Carson rd. Lam. XXI, 16 V
Carson rd. Lam. XXI, 12 J
Carter st. Ste. XII, 21 J
Carturright gdns. St. P. XI, 131
Carvary rd. W. H. XIII, 26 L
Cary rd. Wal. VIII, 25 F 131
Carvary rd. W. H. XIII, 26 L
Cary rd. Wal. VIII, 25F
Carysfort rd. S. N. VII, 17 F
Casewick rd. Lam. XXI, Cassewick rd. Lain. AA1, 14 W
Casselden rd. Wil. V, 2 G
Cassidy rd. Ful. XIV, 7 P
Cassimir ter. Hac. VIII, 19 E
Cassland rd. Hac. VIII, 20 G
Castelin rd. Wil. V, 3G
Castellain rd. Pad. X, 8 J
Castella we. Wan. XIV, 4 S
Castelnau Barnes XIV, 4 P
Castle rd. St. P. VI, 11 G
Castle st. Bat. XV, 9 Q
Castle st. E. H. XIII, 27 I
Castle st. Sho. XI, 17 J
Castle st. Wes. XI, 13 L
Castlenau mans., Barnes.
XIV, 48 Catford bridge Lew. XXII, 22 U 22 U
Catford hill Lew. XXII, 21 V
Catford sta. XXII, 22 U
Cathall rd. Ley. VIII, 24 E
Catharine gro. Gre. XVII, Catharine gro. Gre. XVII, 22 Q
Cathay st. Ber. XII 19 M
Cathcart hill 1sl. VI, 12 E
Cathcart rd. Ken. XIV, 8 O
Catheriae st. Wes. XI, 14 L
Catherine st.W.H. XIII, 25 L
Cathles rd. Wan. XX, 11 T
Cathnor rd. Ham. IX, 4 M
Catlin st. Ber. XVI, 18 O
Cator st. Cam. XIV, 17P
Cautley ave. Wan. XX, 12 T
Cave rd. W. H. XIII, 26 J
Cavendish rd. Mit. XX, 9X
Cavendish rd. Wan. XX, 12 T
Cavendish rd. Wan. XX, 11 K
Cavendish rd. Wan. XX, 11 K
Cavendish rd. St. M. X, 11 K
Cavendish st. Sho. VII, 16 1
Cavendish st. Sho. VII, 16 1
Caversham rd. St. P. VI, 12 G
Cawley rd. Hac. VIII, 20 H
Cawnpore st. Lam. XXI, 17X
Caxton st. Wes. X, 12 N
Cazenove rd. Hac. VIII, 25 E
Cecil rd. W. H. VIII, 25 E
Cecil rd. W. H. VIII, 25 C
Cedars rd. Wil. V, 5 F
Cedars rd. Wil. V, 5 F
Cedars rd. W. H. VIII, 25 G
Ceders rd. Wan. XV, 11 R
Cele st. Che. XV, 9 O
Cemetery rd. W. H. VIII, 25 F
Central ave. Bat. XV, 11 P

Chalk Farm rd. St. P. VI, 11 H Challoner st. Ful. XIV, 6 O Chalsey rd. Lew. XVI, 21S Chalton st. St. P. VI, 13 I Chamber st. Ste. XI, 18 L Chamberlayne Wood rd. Wil. V, 5 I Champion gro. Cam. XVI 16 R Champion hill Cam. XVI, 16 R Champion pk. Cam. XVI, 16 R Champion rd. Lew. XXI, 20 W Chancellor rd. Lam. XXI, 16 V Chancellor rd. Woo. XVIII, 34O
Chancellors rd. Ham. XIV,
4 O
Chancery la. Hol. XI, 14 K
Chandoe rd. Wil. V, 5 F
Chandos rd. W. H. VIII, 24 G
Chandoos St. St. M. X, 11 K
Chandoo St. Wes. XI, 13 L
Channel Sea river W. H.
VIII, 23 G
Chant sq. W. H. VIII, 24 H
Chant st. W. H. VIII, 24 H
Chapel House st. Pop. XVII,
23 O
Chapel pl. Ken. X, 10 N 23 O Chapel pl. Ken. X, 10 N Chapel rd. Hac. VII 18 D Chapel rd. Hac. VII 18 D Chapel rd. Lam. XXI, 15 W Chapel st. Fin. VII, 14 I Chapel st. St. M. X, 10 K Chapel st. W. H. XIII, 25 M Chapel st. Wes. X, 11 M Chapel st. Woo. XVIII, 28 O Chapin rd. Wil. V, 4 G Chapman rd. Hac. VIII, 21 G Chapter rd. Sou. XVI, 15 O Chapter rd. Wil. V, 4 G Chapter st. Wes. X, 12 G Charing Cross rd. Wes. X, 13 K Charing Cross rd. Wes. X, 13 K
Charing cross Wes, X, 13 L
Charlbert st. St. M. VI, 9 I
Charles st. Hol. XI, 15 K
Charles st. Hol. XI, 15 K
Charles st. E. XII, 19 V
Charles st. St. XIII, 20 K
Charles st. Wes. X, 13 M
Charles st. Wes. X, 13 M
Charles st. Woo. XVIII, 29 O
Charlmont rd. E. H. XIII, 29 J
Charlmont rd. E. H. XIII, 29 J
Charlmont rd. Wen. XX, 10 Y
Charlotte st. Hol. XI, 13 K
Charlotte st. Hol. XI, 13 K
Charlotte st. St. P. X, 12 K
Charlotte ter. Isl. VI, 14 I
Charlton cem. Gre. XVIII, 23 P
Charlton la. Gre. XVIII, 27 P
Charlton la. Gre. XVIII, 27 P 28 P Charlton la. Gre. XVII, 27 P Charlton pk. Gre. XVII, 27 P Charlton rd. Gre. XVII, 24 Q Charlton rd. Wil. V, 3 H Charlton sta. Gre. XVII, 27 O Charlwood rd. Wan. XIV, 5 R Charlwood rd. Wan. XIV, 5 R Charlwood st. Wes. XV, 12 O Charnock rd. Hac. VII, 19 F Charrington st. St. P. VI, 12 I Charterhouee st. City XI, 15 K Charterhouse sq. Fin. XI, 15 K
Charteris rd. Isl. VII, 14 D
Charteris rd. Wil. V, 7 H
Chartfield rd. Wan. XIX, 5 S
Chase, The, Wan. XY, 11 R
Chasefield rd. Wan. XX, 10W
Chatham pl. Hac. VII, 20 G
Chatham rd. Bat. XX, 10 T
Chatsworth rd. Hac. VIII,
20 F
Chatsworth rd. I am XXI 28 P Cemetery rd. W. H. VIII, 25 F Central ave. Bat. XV, 11 P Central hill Lam. XXI, 16 X Central pk. E. H. XIII, 28 J Central Pk. rd. E. H. XIII, Central Pk. Id. E. H. AHI, 28 J Central st. Fin. XI, 16 I Central sta. E. H. XIII, 28 M Centre pond Ber. XII, 20 M Centre rd. Ber. XII, 20 M Cephas st. Ste. XII, 20 J Cerise rd. Cam. XVI, 18 Q Chadwell st. Fin. VII, 15 I Chadwick rd. Cam. XVI, 17 R Chadwick rd. Cam. XVI, 17 R Chadwick rd. Cam. XVI, 17 R Chadword. St. P. VI, 11 H Chaldon rd. Ful. XIV, 6 P Chale rd. Wan. XX, 3 T

Chequers st. Fin. XI, 16 J Cheriton sq. Wan. XX, 11 V Cherry Gdns. pier, Ber. XII, 19 M Cherry Gdns. pier, Ber. XII, 19 M
Cherry-tree al. Fin. XI, 16 J
Chesham pl. Wes. X, 11 N
Chesham st. Che. X, 11 N
Cheshire st. B. G. XII, 18 J
Chesholme rd. S. N. VII, 17 E
Chesilton rd. Ful. XIV, 6 P
Chesson rd. Ful. XIX, 6 O
Chester pl. Pad. X, 9 L
Chester rd. St. P. VI, 12 E
Chester sq. Wes. X, 11 N
Chester st. Lam. XV, 15 O
Chester st. Wes. X, 11 N
Chester fill Gro. Cam. XXI, 17 S
Chester fill Gro. Cam. XXI, 17 S
Chester fill Gro. Cam. XXI Chesterfield rd. Cam. XVI Chesterfield walk Gre. XVII, 24 Q Chesterford gdns. Hd. V, 8 F Chesterton rd. Ken. IX, 6 K Chesterton rd. W. H. XIII, Chesterton ter. W. H. XIII, Chestnut ave. W. H. VIII, Chestnut gro. Wan. XX, 11 U Chestnut rd. Lam. XXI 15 V Chestnut rd. Woo. XVIII, Chestnut rd. Woo. XVIII, 31 P
Chetwode rd. Wan. XX, 10 V
Chetwynd rd. St. P. VI,11 F
Chevening rd. Wil. V, 6 H
Chevet st. Hac. VIII, 21G
Cheviot rd. Lam. XXI, 15W
Cheyne rd. Che. XV, 9 O
Cheyne walk Che. XV, 9 P
Chichele rd. Wil. V, 5 F
Chichester rd. Wil. V, 7 I
Chichester st. Wes. XV, 12 O
Chicksand st. Ste. XI, 18 K
Childbert rd. Wan. XX, 11 V
Childeric rd. Dep. XVI, 21 P
Child's Hill sta. Hen, V, 6 E
Child's hill, Hen. V, 7 E
Children rd. Pop: XII, 22 J
Chilton st. B. G. XI, 18 J
Chilton st. Ber. XVI, 20 O
Chilworth st. Pad. X, 8 K
Chinbrook rd. Lew. XXII,
26 W
Childer rd. Dep. XVI, 20 P 26 W Chipley rd. Dep. XVI, 20 P Chippenham rd. Pad. IX, 7 J Chislett rd. Hd. V, 7 G Chiswell st. Fin. XI, 16 K Chiswick la. Chiswk. XIV, 2 O Chiswiek mall Chisk. XIV, Chivalry rd. Bat. XV, 9 S Chobbam rd. W. H. VIII, 24 G Choumert gro. Cam. XVI, 18 Q 18 Q Choumert rd. Cam. XVI, 17 R Chrisp st. Pop. XII, 23 K Christ Church rd. Lam. XX, 14 U

14 U
Christ Church st. Gre. XVII,
24 O
Christchurch ave. Wil. V, 6 G
Christchurch rd. Hd. VI, 9 E
Christie rd. Hac. VIII, 21 G
Chryssell rd. Lam. XV, 15 P
Chsrlton rd. Wan. XIX, 5 S
Chudleigh rd. Lew. XXII,
22 T
Churah la Wan. XY, 10 V Charteris rd. Wil. V. 7 H
Chartfield rd. Wan. XIX, 5 S
Chase, The, Wan. XY, 11 R
Chasefield rd. Wan. XIX, 5 S
Chase, The, Wan. XY, 11 R
Chasefield rd. Wan. XX, 10 W
Chatham pl. Hac. VIII, 20 G
Chattham rd. Bat. XX, 10 T
Chatsworth rd. Hac. VIII, 25 G
Chatsworth rd. W. H. VIII, 25 G
Chatterton rd. Isl. VII, 15 E
Chaucer rd. Lam. XX, 10 T
Chattor d. Bat. XX, 10 T
Church la. Ham. XIX, 5 N
Church la. Ham. XIV, 5 O
Church d. Bat. XY, 3 Q
Church d. Bat. XY, 3 Q
Church rd. Hac. VIII, 20 G
Church rd. Hac. VIII, 25 G
Church rd. Hac. VIII, 20 G
Church rd. Lew. XXI, 20 V
Church

Cleveland gdns. Pad. X, 8 l Cleveland rd. Barnes XIV, 3 Q Cleveland td. Barnes XIV, 3 Q Cleveland sq. Pad. X, 8K Cleveland st. Isl. VII, 16 H Cleveland st. Isl. VII, 16 H Cleveland st. St. P. X, 12 J Cleveland st. Ste. XII, 19 J Clever dw. H. XIII, 26 L Clieveden pl. Che. X, 11 N Clifden rd. Hae. VII, 20 F Clifford gdns. Wil. V, 5 1 Clifford st. Wes. X, 12 L Clifton bill Dep. XVI, 21 P Clifton hill Dep. XVI, 21 P Clifton hill St. M. V, 8 I Clifton rd. Cam. XVI, 19 Q Clifton rd. W. H. XIII, 25 K

Church st. Gre. XVII, 23 P Church st. Ken. IX, 7 M Church st. S. N. VII, 17 E Church st. St. M. X, 9 J Church st. W. H. VIII, 25 H Church st. W. H. XIII, 26 I Church st. Woo. XVIII, 29 P Church vale, Lew. XXI, 20 V Church walk, Wan. XIV, 8 S Church Bat. XV, 9 O Churchfield rd. E. Act. IX, 2 I. Churchfield rd. E. Act. IX, 2 L
Churchill rd. Hac, VII, 20 G
Churchill rd. St. P. VI, 12 F
Churchill rd. Wil. V, 4 G
Churchill rd. Wil. V, 3 G
Churoth end, Wil. V, 3 G
Churston ave. W. H. VIII, 26 I
Churtton st. Wes. XV, 12 O
Cibber rd. Lew. XXI, 20V
Cicada rd. Wan. XX, 8 T
Cicely rd. Cam. XVI, 18 Q
Circular rd. Woo. XVIII, 29 P
Circus st. Gre. XVII, 23 Q
Circus, The Gre. XVII, 23 P
Circus, The Gre. XVII, 23 P
Circus, The St. P. VI, 11 F
Circencester st. Pad. X, 8
Citizen rd. Isl. VII, 14 F
City Mill river W. H. VIII, 23 H
City rd. Fin. XI, 161 23 H
City rd. Fin. XI, 16I
Clairview rd. Wan. XX, 11W
Clancarty rd. Ful. XIV, 7 Q
Clanricarde gdns. Ken. IX,7 L
Clapham common XV, 11 S
Clapham Junc. sta. XV, 9 R
Clapham Pk. hill Wan. XV, 12 S
Clapham pk. VX 12 S Clapham pk. XX, 12 T Clapham rd. Lam. XV, 13 R Clapton sta. VII, 19 E Claremont rd. Hen. V, 5 E Claremont rd. Ley. VIII, 24 E Claremont rd. W. H. VIII, 26 G Claremont rd. W.H. VIII, 26 G
Claremont rd. W.H. VIII, 26 G
Claremont rd. Wil. V, 6 I
Clarence gdns. St. P. X, 12 J
Clarence la. Wan. XIX, 2 T
Clarence pas. Hac. VII, 19 F
Clarence pd. Sou. XI, 16 N
Clarence rd. Hac. VII, 19 F
Clarence rd. Wan. XX, 12 T
Clarence st. Isl. VII, 15 I
Clarence st. Lam. XV, 13 Q
Clarendon gdns. Pad. X, 8 J
Clarendon rd. Ken. IX, 6 L
Clarendon rd. Lew. XVII, 23 S Clarendon rd. Lew. XVII, 23 S
Clarendon rd. Wan. XIV, 4 R
Clarendon st. St. P. VI, 13 I
Clarendon st. Pad. IX, 7 J
Clarendon st. Sou. XVI, 16 O
Clarendon st. St. P. VI, 12 I
Clarendon st. St. P. VI, 12 I
Clarendon st. Wes. XVI, 12 O
Clarendon st. Wes. XVI, 12 O
Clarendon st. Wes. XVII, 21 V
Clareville gro. Ken. XIV, 8 O
Clarges st. Wes. X, 11 M
Clarssa st. Sho. VII, 18 H
Clark st. Ste. XII, 19 K
Claude rd. Cam. XVI, 18 R
Claude rd. Ley. VIII, 23 D
Claude rd. Ley. VIII, 26 I
Claude st. Pop. XVII, 22 O
Claughton rd. W. H. XIII, 27 J
Claverton st. Wes. XV, 12 O
Claylands rd. Lam. XV, 14 P
Claypit la. Lew. XXII, 26 V
Clayton st. Lam. XV, 14 P
Clayton st. Lam. XV, 14 H
Clayton st. Lam. XV, 14 O
Cleanthus rd. Woo. XVIII, 30 Q
Clemence st. Ste. XII, 21 K 30 Q
Clemence st. Ste. XII, 21 K
Clemente rd. Ber. XII, 19 N
Clephane rd. IsI, VII, 16 G
Clerkenwell gn. Fin. XI, 15 J
Clerkenwell rd. Hol. XI, 15 J
Clerkenwell XI, 15 J
Clerken XI, 15 J
Clerken Lew. XXII, 21 V
Cleve rd. Hd. V, 7 G
Cleveland gdns. Barnes
XIV, 3 Q
Cleveland gdns. Pad X 8 K

Clifton rd. Wim. XIX, 5 X
Clifton st. Ham. IX, 5 L
Clifton st. Ham. IX, 5 L
Clifton st. Lam. XV, 13 Q
Clifton st. Sho. XI, 17 K
Clifton ter. Isl. VII, 15 D
Clifton villas Pad. X, 8 J
Clinger st. Sho. VII, 17 I
Clinton rd. Ste. XII, 21 J
Clipstone st. St. M. X, 12 K
Clissold pk. S. N. VII, 17 E
Clissold rd, S. N. VII, 16 E
Clissold rd, S. N. VII, 17 E
Cliver d. Lam. XXI, 16 W
Clividen pl. Che. X, 11N
Clonbrook rd. S. N. VII, 17 F
Cloncurry st. Ful. XIV, 6 P
Clonmel rd. Ful. XIV, 6 P
Clonmore st. Wan. XIX, 7 U
Clothworkers wood, Woo.
XVIII, 31 Q
Cloudesdale rd. Wan. XX,
11 V
Clotded Sp. Isl. VII, 15 I Cloudesdale rd. Wan. XX, 11 V
Cloudesly pl. Isl. VII, 15 I
Cloudesly rd. Isl. VII, 15 H
Cloudesly rd. Isl. VII, 15 H
Clova rd. W.H. VIII, 25G
Clsrenoe rd. W.H. XIII, 24 K
Clsrsnas st. Ber. XII, 20 M
Clyde ter. Lew. XXI, 19 V
Cobbold rd. Ham. IX, 3 M
Cobbold rd. Wal. VIII, 25 E
Cobbold rd. Wal. VIII, 25 E
Cobbold rd. Wil. V, 3 G
Cobden rd. Ley. VIII, 25 E
Cobden rd. Ley. VIII, 25 E
Cobden rd. Sey. VIII, 21 I
Coborn Rd. sta. XII, 21 I
Coborn st. Pop. XII, 21 J
Coborn st. Pop. XII, 21 J
Cockspur st. Wes. X, 13 L
Codrington hill Lew. XXII, 21 U
Coin st. Lam. XXI, 15 M 21 U Coin st. Lam. XI, 15 M Colby rd. Cam. XXI, 17 X Cold Blow la. Dep. XVI, 20 P Cold harbour Pop. XII, 23 K Coldbath st. Gre. XVII, 22 Q Coldharbour la. Lam. XVI, 15 R

Coldharbour Ia. Lam. XVI, 15 R
Colebrooke row Isl. VII, 15 I
Colegrave rd. Ful. VIII, 24 F
Coleherner d. Ken. XIV, 8 O
Colehill Ia. Ful. XIV, 6 Q
Coleman rd. Cam. XVI, 17 P
Coleman st. City XI, 16 K
Coleman rd. Gre. XVII, 25 P
Colet gdns. Ful. XIV, 5 O
Colfer d. Lew. XXI, 20 U
Colinette rd. Wan. XIV, 4 S
Coliston rd. Wan. XIV, 7 T
College pr. Che. XV, 10 O
College rd. Cam. XXI, 17 D
College rd. Cam. XXI, 17 D
College rd. Wan. XIV, 6 B
College rd. Wan. XIV, 19 G
College rd. Fin. VI, 11 S H
College rd. Fin. VI, 14 I
Colliere wood Mit. XX, 9 X
Collingwood st. B. G. XII, 19 J
Coller d. Cam. XVI, 19 Q
Colne rd. Hac. VIII, 21 F

19 J Colls rd. Cam. XVI, 19 Q Colne rd. Hac. VIII, 21 F Cologne rd. Bat. XV, 9 R Columbia rd. B. G. VII, 18 Columbia rd. W. H. XIII, 25 K

25 K Colva rd. St. P. VI, 12 E Colvestone cres. Hac. VII, 18 G Colville gdns. Ken, IX, 7 K Colville rd. Ken, IX, 7 K Colville tr. Ken, IX, 6 K Colwell rd. Cam, XXI, 19 T Colwick st. Dep. XVI, 21 O Colyton rd. Cam, XXI, 19 T Comber gro. Cam, XVI, 16Q Combermere rd. Lam, XV, 14 R Comberton rd. Hac. VII 19 J

Comberton rd. Hac. VII, 19 E Comeragh rd. Ful. XIV, 6 O Comerford rd. Lew. XVI,

Commercial Dock pier Ber. XII, 21 N Commercial rd. Cam. XVI, 18 Q

Commercial rd. East Ste. XII, 19 K Commercial rd. Lam. XI, 14 L

14 L
Commercial st. Ste. XI, 17 J
Como rd. Lew. XXI, 20 V
Compayne gdns. Hd. V, 8 G
Compton ave. E. H. XIII, 27 I
Compton rd. Isl. VII, 15 G
Compton rd. Wim. XIX, 6 X
Compton st. Fin. XI, 15 J
Compton st. St. P. XI, 13 J
Comyn rd. Bat. V, 9 X
Concanon rd. Lam. XV, 13S

Conduit rd. Woo. XVIII, 30 F Conduit st. Hac. VII, 19 S Conduit st. Wes. X, 12 L Conewood st. Isl. VII, 15 F Conference st. Woo. XVIII, 340 Congress st. Woo. XVIII, 340 34O Coniger rd. Ful. XIV, 7 O Coningham rd. Ham. IX, 4 M Conley rd. Wil. V, 3 G Connaught Rd. sta. W. H. XIII, 27 L Connaught sq. Pad. X, 10 K Constance rd. Cam. XV, 17 S Constance st. W. H. XIII, 28 M Constantine rd. Hd. VI. 10 F. Constantine rd. Hd. VI, 10 F Constitution hill Wes. X, 11 M Constitution hill Woo. XVIII, 29 R 29 R Conway rd. Woo. XVIII, 31 O Cooks rd. Lam. XV, 15 P Cooks rd. W. H. VIII, 23 I Coolfyn rd. W. H. XIII, 26 L Coombs st. Isl. VII, 15 I Coomer rd. Ful. XIV, 6 P Cooper Mill la. Wal. V, 20 C Cooper Mill la. Wal. XIV, 5 R Coopers Arms la. Wan. XIV, 5 R Coopersale st. Hac. VIII Coopersale st. Hac. VIII, 20 G Copeland rd. Cam. XVI, 18 R Copenhagen st. Isl. VI, 14 H Coplestone rd. Cam. XVI, 17 R Coplestone rd. Cam. XVI, 17 R
Copley st. Ste. XII, 20 K
Copperas st. Dep. XVII, 22 P
Copthall ave. City XI, 16 K
Coral st. Lam. XI, 15 M
Coram st. St. P. XI, 13J
Corbyn st. Isl. VI, 14 D
Cordite st. Woo. XVIII, 33P
Corinne rd. Isl. VI, 12 F
Cormont rd. Lam. XV, 15Q
Cornelia st. Isl. VI, 14 G
Cornford gro. Wan. XX, 11 V
Cornhill City XI, 16 L
Cornwall rd. Ken. IX, 6 K
Cornwall rd. Lam. XX, 13 T
Cornwall rd. Lam. XX, 13 T
Cornwallis rd. Isl. VI, 13 E
Corona rd. Lew. XXII, 26 U
Coronation rd. W.H. XIII, 27J
Copporation st. W. H. XIII, 251
Corporation st. W. H. XIII, 251
Corrance rd. Lam. XV, 13 S Corrance rd. Lam. XV, 13 S Corsehill st. Wan. XX, 12 X Corsica st. Isl. VII, 15 G Corunna rd. Bat. XV, 12 Q Cosbyecote ave. Lam. XXI, 15 S Costry george ave. Lam. XXI, 19 Q Cossal st. Cam. XVI, 19 Q Cotleigh rd. Hd. V, 7 G Cottage gro. Lam. XV, 13 R Cottenham rd. Isl. VI, 13 D Cottingdon st. Lam. XV, 150 Cotton st. Pop. XII, 23 L Coulter rd. Ham. IX, 4 N Coulton rd. Hac. VII, 19 F Councillor st. Cam. XVI, 15P Counteys rd. St. P. VI, 12 F County gro. Sou. XVI, 15 Q Court Hill rd. Lew. XVII, 23 S Court Lam. XXI, 17 T. Count Lam. Cam. XXI, 17 T. Count Lam. Cam. XXI, 17 T. Count Lam. XXII, 17 T. Count Lam. XXIII, 18 T. Count Lam. XXIIII, 18 Court la. Cam. XXI, 17 T Court rd. Lam. XXI, 15 V Courtenay st. Lam. XV, 14 O Courtfield gdns. Ken. XIV, 8 O Courtfleld gdns. Ken. XIV, 8 O
Courthope rd. St. P. VI, 11 F
Courtrai rd. Lew. XXI, 20 T
Coutts rd. Ste. XII, 21 K
Covent gdn. Wes. XI, 13 L
Coventry st. B G. XII, 19 J
Coventry st. B G. XII, 19 J
Coventry st. Wes. X, 13 L
Coverdale rd. Wil. V, 6 G
Coverton rd. Wan. XX, 9 W
Cowan st. Cam. XVI, 17 O
Cowdrey rd. Wim. XIX, 7 X
Cowhouse Farm, Hen. V, 6E
Cowley rd. Lam. XV, 15 Q
Cowley rd. Ley. XVII, 25 D
Cowper rd. Sin. VII, 17 F
Cowper rd. Wim. XIX, 8 X
Cowper's row Wan, XX, 13 T
Coxwell rd. Woo. XVIII, 31 P
Craigton rd. Woo. XVIII, 26 Q
Craigton rd. Woo. XVIII, 28 S
Crampton st. Sou. XVII, 15 Q 28 S Crampton st. Sou. XVI, 15 O Cranbourn rd. Ley. VIII, 23 F Cranbourn st. Wes. X, 13 L Cranbrook st. B. G. VIII, 20 I Cranbrook st. Dep. XVII, 22 Q Cranbury rd. Ful. XIV, 8 Q Crane cres. Isl. VII, 15 G Cranfield rd. Dep. XVI, 21 R 14 S Croxley rd. Pad. V, 7 I

Cranhurst rd. Wil. V, 5 F
Cranleigh rd. Ley. VIII, 24 E
Cranley pl. Ken. XV, 9 N
Cranley rd. Ken. XV, 9 N
Cranner ave. E. H. XIII, 29 J
Cranmer rd. Lam. XV, 15 P
Cranmer rd. W. H. VIII, 26 F
Cranston rd. Lew. XXI, 20 U
Craster rd. Lam. XX, 14 T
Craven hill Pad. X, 8 L
Craven Pk. rd. Wil. V, 2 H
Craven pk. Wil. V, 2 H
Craven ter. Pad. X, 9 L
Crawford st. Cam. XVI, 16 Q
Crawford st. St. M. X, 10 K
Crawford rd. Isl. VI, 13 F
Crayford rd. Isl. VI, 13 F Crawflew glu. Calli. A VI, 18 R
Crayford rd. Isl. VI, 13 F
Credenhill st. Wan. XX, 12 X
Crediton rd. Hd. V, 8 F
Crediton rd. Wil. V, 5 H
Credon rd. Ber. XVII, 19 O
Creed pl. Gre. XVII, 24 P
Creek pl. Ham. XIV, 40
Creek rd. Bat. XV, 9 Q
Creek rd. Gre. XVII, 24 P
Creek st. Dep. XVII, 22 Q
Creighton ave. E. H. XIII, 27 I
Cremore rd. Che. XIV. 9 P 271
Cremorne rd. Che. XIV, 9 P
Crescent gro. Wan. XV, 12 S
Crescent la. Wan. XV, 12 S
Crescent da. Wan. XV, 12 S
Crescent rd. Bec. XXI, 19 X
Crescent rd. Dep. XVII, 22 R
Crescent rd. Ley. VIII, 22 D
Crescent rd. W. H. VIII, 26 I
Crescent rd. Wan. XV, 13 S
Crescent rd. Woo. XVIII, 290
Crescent rd. Woo. XVIII, 30 O
Crescent Wood rd. Cam. Crescent Wood rd. Cam. XXI, 18 V Crescent, The, Barnes XIV, 3 Q Cresford rd. Ful. XIV, 8 Q Cressingham rd. Lew. XVII, 23 R 23 R
Cressy rd. Hd. VI, 10 F
Creswell st. Ful. XIV, 5Q
Crewdson rd. Lam. XV, 14 P
Crewe st., Pop. XVII, 220
Crewys rd. Hen. V, 7D
Crichton st. Wan. XV, 12 Q
Cricketfleld rd. Hac. VII, 19 F
Cricklade ave. Wan. XX,
13 V 13 V
Cricklewood la. Hen. V, 6 E
Cricklewood sta. V, 6 E
Crieff rd. Wan. XX, 8 T
Crieffel ave. Wan. XX, 12 V
Crimsworth rd. Lam. XV, 13 P
Crisp rd. Ham. XIV, 40
Crockerton rd. Wan. XX, 10 V
Croft rd. Ber. XVI, 20 0 Croft rd. Ber. XVI, 20 O Croftdown rd. St. P. VI, 11 I Crofton Pk. rd. Lew. XXII, 21 T Crofton Pk. rd. Lew. XXII, 21 T Crofton Pk. sta. XXII, 21 S Crofton rd. W.H. XIII, 26J Crogsland rd. St. P. VI, 11 G Cromer St. St. P. XI, 13 J Cromer Villas rd. Wan. XIV, 6 T Cromford rd. Wan. XIV, 7 S Crompton st. Pad. X, 9 J Cromwell ave. Ful. XIV 6R Cromwell rd. West. Ken. X, 8 N Cromwell rd. West. Ken. XIV, 7 O Crondace rd. Ful. XIV, 7 Q Crondall st. Sho. VII, 171 Crookham rd. Ful. XIV, 7 Q Cromos hill Gre. XVII, 23 P Cropley st. Sho. VII, 16 I Crosby row Sou. XI, 16 M Cross rd. Hac. VII, 19 P Cross st. Barnes XIV, 2 Q Cross st. Barnes XIV, 2 Q Cross st. B.I. VII, 15 H Cross st. W. H. XIII, 25 K Cross st. W. H. XIII, 24 H Cross fled la. Dep. XVII, 24 H Crossfield la. Dep. XVII, 24 H Crossfield rd. Hd. VI, 9 G Crosssfield rd. Hd. VI, 9 G Crosssfield rd. Hd. VI, 9 G Crossssield rd. Hd. VI, 9 G Crossssield rd. Hd. VI, 9 G Crosssway st. Hae VII 17G 24 H Crossfield rd. Hd. VI, 9 G Crossway st. Hac. VII, 17G Croston st. Hac. VII, 19H Crowborough rd. Wan. XX, 11X Crowhurst rd. Lam. XV, 15 K Crown hill Lam. XXI, 15 X Crown Hill rd. Wil. V, 3 H Crown la. Act. IX, 2 L Crown la. Lam. XXI, 14 X Crowndale rd. St. P. VI, 12 I Crownfield rd. Wal. VIII, 24 F Crownstone rd. Lam. XX,

Croxted rd. Cam. and Lam. XXI, 16 W
Croydon rd. W. H. XIII, 25 K
Crozier ter. Hac. VIII, 20 G
Crsnley rd. Ken. XV, 9 O
Crucifix la. Ber. XI, 17 M
Crumpsall st. Woo. XVIII, 340 Crumpsall st. Woo. XVIII, 34O
Crutched Friars, City XI, 17 L
Crystal Palace Pk. rd. Bec. XXI, 18 X
Crystal Palace rd. Cam. XXI, 18 T
Crystal Palace sta. (High Level) XXI, 17 X
Crystal Palace sta. (Low Level) XXI, 18 Y
Crystal palace sta. (Low Level) XXI, 18 Y
Crystal palace XXI, 18 X
Crystal ter. Cro. XXI, 16 X
Cuba st. Pop. XII, 22 M
Cubitt st. St. P. XI, 14J
Culford rd. Hac. VII, 17 H
Cullingworth rd. Wil. V, 4 F
Culmore rd. Cam. XVI, 19 P
Culworden rd. Wan. XX, 11 U
Culvert rd. Bat. XV, 10 Q
Cumberland market St. P.
VI, 12 I
Cumberland rd. W. H. XIII, 26 I Cumberland rd. W. H. XIII, 26 J Cumberland st. Isl. VI, 14 G Cumberland st. Wes. XV, Cumberland st. Wes. XV, 11 O
Cumming st. Fin. VI, 14 I
Cundy rd. W. H. XIII, 27 L
Currie st. Bat. XV, 13 P
Curtain rd. Sho. XI, 17 J
Curwen rd. Ham. IX, 3M
Curzon st. Wes. X, 11 M
Custom House sta. W. H.
XIII, 26 L
Cutthroat la. Cam. XVI, 17 R
Cyprus st. B. G. VII, 20 I
Cyrus st. Fin. XI, 15 J
Czar st. Gre. XVII, 22 P
Dacca st. Gre. XVII, 22 P
Dacce rd. Pop. VIII, 22 H
Dacre pk. Lew. XVII, 24 R
Dacre rd. W. H. VIII, 26 I
Dacre st. Lew. XVII, 24 S
Dacres rd. Lew. XXI, 19 V
Dafforne rd. Wan. XX, 10 V
Dagmar rd. Cam. XVI, 17 Q
Dagmar rd. Hac. VIII, 21 G
Dagnan rd. Wan. XX, 11 T
Dahomey st. Wan. XX, 12 X
Daisy la. Ful. XIV, 7 R
Dalaton Junction sta. VII, 18 G
Dalaton la Hac. VIII 18 G Daisy Ia, Ful. XIV, 7 R
Dalaton Junction sta. VII, 18 G
Dalaton Ia. Hac. VII, 18 G
Dalaton Ia. Hac. VII, 18 G
Dalberg rd. Lam. XX, 15 S
DaibV st. St. P. VI, 11 G
Daiby rd. Wan. XIV, 8 S
Dalebury rd. Wan. XX, 10 V
Daleham gdns. Hd. VI, 9 G
Dalgarno gdns. Ham. IX, 4 K
Dalkeith rd. Lam. XXI, 16 U
Dallin rd. Woo. XVIII, 30Q
Dalling rd. Ham. IX, 4 N
Dalmain rd. Lew. XXI, 20 U
Dalmeny ave. Isl. VI, 13 F
Dalmore rd. Lam. XXI, 16 V
Dalrymple rd. Lew. XVI, 21 S
Dalwood st. Cam. XXI, 17 Q
Dalyell rd. Lam. XV, 14 R
Dames rd. W. H. VIII, 26 F
Danbury st. Isl. VII, 16 I
Dames rd. Cam. XVI, 17 R
Dancroft rd. Cam. XXI, 16 Q
Dane st. Wes. X, 12 K
Dane rd. Lam. XVI, 16 Q
Dane st. Wes. X, 12 K
Dane rd. Lam. XVI, 16 Q
Dane st. Wes. X, 12 K
Dane rd. Cam. XVI, 19 R
Danson la. Bex, XVIII, 32 S
Dantzig st. Sou. XI, 15 N
Danvers st. Che. XV, 9 P
Darlan rd. Ful. XIV, 6 P
Darnley rd. Hac. VII, 19 G
Darrell rd. Cam. XXI, 18 S
Dart st. Pad. V, 61
Dartmouth hill Lew. XVII, 23 Q
Dartmouth Pk. ave. St. P. VI, 12 E. P. VII, 12 E. P. VIII, 24 D
Dartmouth Pk. ave. St. P. VII, 12 E. P. VIII, 24 D
Dartmouth Pk. ave. St. P. VII, 12 E. P. VIII PR. VIII PR. VIII P. DAIL P. VIII P. VIII P. VIII P. DAIL P. VIII P. P. VIII P. P. VIIII P. P. VIII P. P. VIIII P. VIII P. P. VIIII P. VIIII P. P. VIIII P. P. VIIII P. P. VIIII P. VIIII P. P. VIIII P. VIIII P. VIIII P. P. VIIII P. VIIII P. VIIII P. VIIII P. P. VIIII P.

Dartmouth Pk. ave. St. P.

Dartmouth Pk. rd. St. P. VI, 11 F

11 F Dartmouth rd. Wil. V, 5 G Dartmouth rd. Lew. XXI, 19 V Dartmouth row Lew. XVII, 23 Q

23 Q Dartrey rd. Che. XIV, 9 P Darwin st. Sou. XVI 16 O Daubeney rd. Hac. VIII, 21 F Dault rd. Wan. XIX, 8 T Davenport rd. Lew. XXII, 23 T

Davey rd. Pop. VIII, 22 H Davies la. Ley. VIII, 25 E

Davies st. Wes. X, 11 L
Davis rd. Act. IX, 3M
Davis st. Pop. XII, 23 N
Davisville rd. Ham. IX, 8 M
Dawes rd. Ful. XIV, 6 P
Dawlish rd. Wil. V, 5 G
Dawson pl. Ken. IX, 7 L
Daylesford ave. Wan. XIV, 3R
Daysbrook rd. Wan. XX, 13 U
De Beauvoir cres. Hac. VII,
17 H
De Beauvoir rd. Hac. VII De Beauvoir rd. Hac. VII, De Beauvoir sq. Hac. VII, 17 H De Beauvoir sq. Hac. VII, 17 H

De Crespigny pk. Cam. XVI, 16 Q

De Laune st. Lam. XV, 15 O

De Morgan rd. Ful. XIV, 8 R

De Vere gdns. Ken. X, 8 M

Deacon rd. Wil. V, 3 F

Deacon st. Sou. XI, 16 N

Dealtry rd. Wan. XIV, 4 S

Dean rd. Wil. V, 5 G

Dean st. Ste. XII, 19 L

Dean st. Wea. X, 12 K

Deannery rd. W. H. VIII, 25 H

Deans yard Wes. X, 13 N

Deauville rd. Wan. XX, 12 T

Decima st. Ber. XI, 17 N

Dee rd. W.H. XII, 25J

Dee st. Pop. XII, 23 L

Deepdene rd. Wan. XX, 13 X

Deerbrook rd. Lam. XXI, 15 U

Defoe rd. Wan. XX, 9 W Deepdene rd. wan. XX, 13 X Deerbrook rd. Lam. XXI, 15 U Defoe rd. Wan. XX, 9 W Delafield rd. Gre. XVII, 26 O Delaford rd. Ber. XVI, 19 C Delaford rd. Ber. XVI, 19 C Delaford rd. Ful. XIV, 6 P Delamere ter. Pad. X, 8 K Delancey st. St. P. VI, 11 H Delaware rd. Pad. X, 8 J Delhi st. 1st. VI, 13 H Delverton rd. Sou. XV, 15 O Delvino rd. Ful. XIV, 7 Q Dempster rd. Wan. XIV, 8 S Denbigh rd. Ken. IX, 7 L Denbigh rd. Wil. V, 2 G Denbigh st. Wes. XV, 12 O Dendy st. Wan. XXX, 10 U Denholme rd. Pad. V, 7 I Denmar rd. Cam. XVI, 16 R Denmark Hill sta. XVI, 16 R Denmark rd. St. VII, 14 I Denmark rd. St. VII, 14 I Denmark st. Lam. XVI, 15 Q Denmark st. Lam. XVI, 16 R Denmark st. Lam. XVI, 15 Q Denning rd. Hd. VI, 9 F Dennington Pk. rd. Hd. V, 7 G Dennis rd. Bat. XX, 10 T Denyer st. Che. X, 10 N Denzil rd. Wil. V, 3 F Deodar rd. Wan. XIV, 6 R Deptford bridge, Gre. XVII, 22 Q Deptford cem. Lew. XXII, 21 S Deptford cem. Lew. XXII, 21 S Deptford cem. Lew. XXII, 21 S Deptford gn. Gre. XVII, 22 P Deptford pk. XVI, 21 0 Deptford sta. Ber. XII, 20 N Deptford sta. Ber. XII, 20 N Deptford sta. Er. XII, 20 N Deptford sta. XVII, 22 P Derby rd. Hac. VII, 17 H Derby st. St. P. VI, 13 I Dermody rd. Lew. XVII, 23 S Dermot rd. Bat. XX, 10 V Deronda rd. Lam. XXI, 15 U Derrick st. Ber. XII, 21 N Derwent gro. Cam. XVI, 17 S Devas st. Pop. XII, 23 J Deverell st. Sou. XI, 16 N Devereux rd. Bat. XX, 10 T Devonport rd. Ham. IX, 4 M Devonport st. Ste. XII, 20 L Devonshire pl. St. M. X. Devonshire rd. Gre. XVII, 120 Q Devonshire rd. Hac. VII, 19 G Devonshire rd. Isl. VI, 14 E Devonshire rd. Lew. XXI, 19 U Devonshire rd. Wal. VIII, 25 F Devonshire rd. Wan. XX, 11 U 11 U on Shire st. Hol. XI. 14 K Devonshire st. Ial. VII, 15 I Devonshire st. Lam. XV, 13 Q Devonshire st. St. M. X, 9 J Devonshire st. St. M. X, 9 J Devonshire st. St. M. X, 11 J Devonshire st. Ste. XII, 19 J Dewar st. Cam. XVI, 18 R Dewberry st. Pop. XII, 23 K Dewsbury rd. Wil. V, 3 F D'Eynsford rd. Cam. XVI, 16 Q Dibden st. Isl. VII. 16 H I6 Q Dibden st. Isl. VII, 16 H Dicey st. Woo. XVIII, 29 P Dickens rd. E. H. XIII, 28 I Dickens st. Bat. XV, 11 Q

Dieppe st. Ful. XIV, 6 O Digby rd. Hac. VII, 20 G Digby rd. S. N. VII, 16 E Digby st. B. G. XII, 20 J Dighton rd. Wan. XIV, 8 S Dilke st. Che. XV, 10 O Dillwyn rd. Lew. XXI, 20 W Dimsdale rd. Ful. XIV, 6 P Dingley rd. Fin. XI, 161 Dinsmore rd. Wan. XX, 11T Disbrowe rd. Ful. XIV, 6 P Disraeli rd. W. H. VIII, 26 G Disraeli rd. W. H. VIII, 26 G Dissatel rd. W. H. VIII, 26 G Dissatel rd. W. H. VIII, 26 G Dissatel rd. W. H. VIII, 21 Q Dixon rd. Dep. XVI, 21 Q Dixon rd. Dep. XVI, 21 Q Dixon rd. Vevo. XIII, 21 K Dock st. Woo. XIII, 29 N Dockshead Ber. XI, 18 M Dockside Hac. VII, 20 E Dock St. Ste. XII, 20 E Dock St. XII, 20 E Dod st. Ste. XII, 22 K Doddington gro. Bat. XV, 11 Q Doddington gro. Lam. XV, 15 O Dog Kennel hill Cam. XVI, 17 R 17 R
Dog la. Wil. V, 2 F
Doggett rd. Lew. XXI, 22 U
Dollis Hill ave. Wil. V, 5E
Dollis Hill ave. Wil. V, 5E
Dollis Hill ave. Wil. V, 5E
Dollis Hill ave. Wil. V, 7 H
Donegal st. Fin. VI, 14I
Doneraile st. Ful. XIV, 5 Q
Dongola rd. W. H. XIII, 26 J
Donnington rd. Wil. V, 4 H
Dora rd. Wim. XIX, 7 W
Dorloto rd. Wim. XIX, 7 W
Dorloto rd. Wan. XX, 9 T
Dornton rd. Wan. XX, 9 T
Dornton rd. Han. XV, 10 R
Dorset la. Ful. XIV, 5 P
Dorset st. St. M. 10 S
Dorville rd. Lew. XXII, 25 T
Doughty st. St. P. XI, 14 J
Douglas st. St. P. XI, 14 J
Douglas st. Pop. XVII, 23 O
Dounsell rd. Wal. VIII, 26 T
Douglas st. Wes. XV, 12 O
Dounsell rd. Wal. VIII, 24 F
Dove row Sho. VII, 18 I
Dover st. Wes. X, 11 M
Downes st. Cam. XVI, 18 P
Downham rd. Hac. VII, 18 F
Downshire hill Hd. VI, 9 F
Downshire hill Hd. VI, 9 F
Downsher la. Wan. XX, 11 V
Draper st. Sou. XI, 15 N
Draycott ave. Che. XV, 10 N
Draycott ave. Che. XV, 10 O
Drayton gdns. Ken. XIV, 8 O
Drayton Dreadnought st. Gre. XVII, 25N
Drestead rd. Wan. XX, 12V
Drew rd. W. H. XIII, 28 M
Driffield rd. B. G. VIII, 21 I
Droop st. Pad. IX, 6 J
Drummond rd. Ber. XII, 19 N
Drummond st. St. P. X, 12 J
Drury la. Wes. XI, 13 K
Dryburgh rd. Wan. XIV, 4 R
Dryben rd. Wim. XIV, 4 R
Dryben rd. Wim. XIX, 8 X
Drysdale rd. Lew. XVII, 23 Q
Du Cane rd. Ham. IX, 4 K
Ducal st. B. G. XI, 18 J
Duchess of Bedford's walk
Ken. IX, 7 K
Duckett st. Ste. XII, 20 K
Duckett st. Ste. XIII, 20 K 21 H
Dudden Hill Ia. Wil. V, 3 F
Dudden Hill sta. Wil. V, 3 F
Dudlington rd. Hac. VII, 20 E
Duffield st. Bat. XV, 10 R
Duke st. St. M. X, 11 K
Duke st. Ber. XI, 16 M
Duke st. Wes. X, 12 L
Dulwich XXI, 16 V
Dulwich (E.) gro. Cam. XVI, 17 S 17 S Dulwich common, Cam XXI, 17 U Dulwich pk. XXI, 17 U Dulwich rd. Lam. XXI, 15 T Dulwich sta. XXI, 16 V Dulwich sta. East, XVI, 17 S Dulwich Village, Cam. XXI,

Dulwich Wood pk. Cam. XXI, 17 W Dumbreck rd. Woo. XVIII, Dumont rd. S. N. VII, 17 E Dumbar rd. W. H. VIII, 26 H Dunbar st. Lam. XXI, 15 W Duncan rd. Hac. VII, 19 H Duncan ter. Isl. VII, 15 I Duncombe hill Lew. XXI, 20 U
Dundalk rd. Dep. XVI, 20R
Dundas rd. Cam. XVI, 19 Q
Dundee rd. W. H. XIII, 26 J
Dundonald st. Wes. XV, 13 O
Dunedin rd. Ley. VIII, 23 E
Dungrievie rd. Lew. XXII, Dungrievie rd. Lew. XXII, 24T
Dunlace rd. Hac. VII, 20 F
Dunloe st. Sho. VII, 18 I
Dunmow rd. W.H. VIII, 24 F
Dunloe st. Sho. VII, 18 I
Dunmow rd. W.H. VIII, 24 F
Dunoon rd. Lew. XXI, 19 U
Dunraven rd. Ham. IX, 4L
Duns hill City XI, 17 L
Dunsany rd. Ham. IX, 5 N
Dunstan st. Sho. VII, 17 H
Dunstans rd. Cam. XXI, 18 T
Dunstan rd. Sho. VII, 17 H
Dunston rd. Sho. VII, 17 H
Dunston rd. Sho. VII, 17 H
Dunston rd. Sho. VII, 18 I
Durban rd. Lam. XXI, 15 VI
Durban rd. W.H. XIII, 25 U
Durant st. B. G. VII, 18 I
Durban rd. W.H. XIII, 25 I
Durham rd. Isl. VI, 14 E
Durham rd. Ste. XII, 20 K
Durham rd. Ste. XII, 20 K
Durham rd. W.H. XIII, 25 K
Durham rd. Wan. XIX, 7 M
Durharn rd. Wan. XIX, 5 V
Durlston rd. Wan. XIX, 5 V
Durnsford ave. Wim. XIX, 7 V
Durnsford rd. Wan. XIX, 7 U Durnsford rd. Wan. XIX, 7 U Durnsford rd. Wim. XIX, 7 I Durrington rd. Hac. VIII, 21 F Durrington rd. Hac. VIII, 21 F
Durryard st. Ste. XII, 19 K
Dyere la. Wan. IV, 4 S
Dyers Hall rd. Ley. VIII, 24 D
Dymock st. Ful. XIV, 8 R
Dyner d Wil. V, 6 H
Dynevor rd. S. N. VII, 17 E
Dynham rd. Hd. V, 7 G
Eagle st. Hol. XI, 14 K
Eagle Wharf rd. Sho. VIII 16 I
Eaglesfield rd. Woo. XVIII, 30 Q
Eardley cres. Ken. XIV, 8 O
Eardley rd. Wan. XX 12 X
Earl rd. Ber. XVI, 18 O
Earl st. Sto. XI, 15 N
Earl st. Wes. X, 13 N
Earl st. Woo. XVIII, 310
Earls ard yes. W.H. VIII, 25 G
Earls Court rd. Ken. XIV, 7 O
Earls Court sq. Ken. XIV, 7 O
Earls Court sq. Ken. XIV, 7 O
Earlsfield rd. Wan. XX, 8 U
Earlsfield rd. Wan. XX, 8 U
Earlsfield rd. Wan. XX, 8 U
Earlshall rd. Woo. XVIII, 24 P
East Arbour st. Ste. XII, 20 K
East Down pk. Lew. XVII, 24 S
East Dulwich rd. Cam. XVI, 18 S East Dulwich rd. Cam. XVI, East Dulwich rd. Cam. XVI 18 S East Ham Manor way E. H XIII, 30 L East Heath rd. Hd. VI, 9 E East hill, Wan. XIV, 8 S East India Dock rd. Pop. XII, 22 L East India Dock wall N. Pop. XII, 23 L East India docks Pop. XII, 23 L 23 L
East rd. Sho. VII, 16 1
East rd. W. H. VIII, 25 I
East rd. Wim. XX, 8 X
East row Ken. IX, 6 J
East st. Gre. XVII, 26 O
East st. Hol. XI, 14 K
East st. Isl. VI, 14 H
East st. Lam. XXI, 15 W
East st. Sou. XVI, 16 O
East st. W. H. VIII, 24 II Eastbourne rd. E. H. XII, 29 J Eastbourne rd. W. H. VII, 29 J Eastbourne ter. Pad. X, 9 K Eastbrook rd. Gre. XVII,

26 Q
Eastbury gro. Chiswick
XIV, 2 O
Eastcastle st. St. M. X, 12 K
Eastcheap City XI, 17 L
Easter rd. W. H. VIII, 24 H
Easter rd. W. H. VIII, 26 I
Eastlake rd. Lam. XVI, 15 Q
Eastwood st. W.H. XIII, 26 M
Easton pl. Wes. X, 11 N
Eaton sq. Wes. X, 11 N
Eaton ter. Wes. X, 11 N
Eaton yst. Wes. X, 11 O
Ebury st. Wes. X, V, 11 O
Ebury st. Wes. X, V, 10 S
Ecclesbourne rd. Isl. VII, 16 H
Escleton st. Was. X, X, 11 N Ecclesbourne rd. Isl. VII, 16 H
16 H
16 H
17 Eccleston st. Wes. X, 11 N
16 Eckstein rd. Bat. XV, 10 S
16 Eccleston d. W. H. XIII, 23 K
17 Eckstein rd. Bat. XV, 10 S
18 Eclipse rd. W. H. XIII, 23 K
18 Edard. Lew. XVII, 22 S
18 Edbrooke rd. Pad. IX, 73
19 Eden gro. Isl. VI, 14 F
19 Eden rd. Lam. XXI, 15 W
19 Edenvale st. Ful. XIV, 8 R
19 Edgeley Rd. W. H. XXI, 15 W
19 Edgeley Rd. W. H. XV, 12 R
19 Edgeley Rd. W. H. XV, 12 R
19 Edgware rd. St. M. X, 9 J
10 Edgware Road sta. X, 10 K
10 Edinburgh rd. W. H. XIII, 61
10 Edith rd. Cam. XVI, 19 Q
10 Edith rd. Ful. XIV, 6 O
10 Edith rd. W. H. VIII, 24 F
10 Edith rd. W. H. VIII, 24 F
10 Edith rd. W. H. XIII, 25 K
10 Edma st. Bat. XV, 9 Q
10 Edward st. Sho. VII, 16 P
10 Edward st. Sho. VII, 16 P
10 Edward st. St. P. VI, 12 I
11 Edward st. St. P. VI, 12 I
12 Edwardes sq. Ken. IX, 7 N
16 Edwin st. W. H. XIII, 25 K
16 El Brook Com. Ful. XIV, 7 Q
16 Effingham rd. Lew. XXII, Edwin St. W. H. A111, 23 K
Eel Brook Com. Ful. XIV,
7 Q
Effingham rd. Lew. XXII,
24T
Effira parade Lam. XV, 15 S
Effra rd. Lam. XV, 14 S
Effra rd. Lam. XV, 14 S
Egreton cres. Ken. X, 10 N
Egerton rces. Ken. X, 10 N
Egerton rd. Gre. XVII, 22 Q
Egerton ter. Ken. X, 10 N
Egham rd. W. H. XIII, 26 K
Eglinton rd. Pop. VIII, 21 I
Eglinton rd. Woo. VIII, 29 Q
Egliston rd. Wan. XIV, 4 R
Eisley rd. Bat. XV, 10R
Eland rd. Bat. XV, 10 R
Elboro st. Wan. XIX, 7 U
Elcho st. Bat. XV, 9 P
Elder rd. Lam. XXI, 15 W
Elderfield rd. Hac. VII, 20 F
Eldon rd. Ken. X, 8 N
Eldon rd. Ken. X, 8 N
Eldon rd. Hac. VII, 19 G
Eleanor rd. Hac. VII, 19 G
Eleanor rd. Woo. XVIII, 29 O
Eleanor st. Pop. XII, 22 J
Electric ave. Lam. XV, 15 S
Elephant and Castle sta. Sou.
XI, 15 N
Elfindale rd. Cam. XXI, 16 S Elephant and Castle sta. Sou. XI, 15 N
Elfindale rd. Cam. XXI, 16 S
Elfort rd. Isl. VII, 15 F
Elgar st. Ber. XII, 21 N
Elgin ares. Ken. IX, 6 L
Elgin teres. Ken. IX, 6 L
Elgin teres. Ken. IX, 6 L
Elgin ter. Pad. V, 8 I
Eli st. Ful. XII, 7 N
Eliot bank Lew. XXII, 19 V
Eliot pk. Lew. XVII, 23 R
Eliot pl. Lew. XVII, 24 R
Eliot vale Lew. XVII, 24 R
Elisworth rd. Lew. XXII, 20 U
Elizabeth st. E. H. XIII, 22 N
Elizabeth st. Wes. X, 11 N
Elizabeth st. Gam. XVII, 10 S Elkington rd. W. H. XIII, 26 K. Elland rd. Cam. XVI, 19 S. Ellen st. Ste. XII, 18 L. Ellerdale rd. Hd. VI, 9 F. Ellerdale rd. Hd. VI, 9 F. Ellerdale st. Lew. XVII, 22 S. Ellerslie rd. Ham. IX, 4 L. Ellesmere rd. Wil. V, 4 F. Ellesmere rd. Wil. V, 4 F. Ellesmere st. Pop. XII, 22 K. Ellingham rd. Wal. VIII, 24 F. Ellington st. Isl. VII, 14 G. Elliot rd. Chiswick IX, 2 N. Elliot rd. Chiswick IX, 15 N. Elliott rd. Lam. XV, 15 Q. Elliscombe rd. Gre. XVIII, 27 P. Elliscombe rd. Gre. XVIII, 20 P. Ellison rd. Barnes XIV, 3 Q Ellora rd. Wan. XX, 13 X Elm Bank gdns. Barnes

XIV, 2 Q Elm gdns. Ham. IX, 5 N Elm gro. Hen. V, 6 F Elm gro. Lam. XXI, 16 V Elm gro. Woo. XVIII, 32 P Elm Grover d. Barnes XIV, 3 Q 3 Q Elm la. Lew. XXII, 21 V Elm Park gdns. Che. XV, 9 O Elm Park rd. Che. XV, 9 O Elm Park rd. Ley. VIII, 21 D Elm pk. Lam. XX, 14 T Elm rd. Ley. VIII, 24 E Elm rd. St. P. VI, 13 H Elm rd. W. H. VIIII, 25 G Elm st. Woo. XVIII, 31 O Elm Stree rd. St. M. VI, 9 I Elmbourne rd. Wan. XX, 11 V Elmbourne rd. Wan. XX, 11 V
Elmdale rd. Wan. XX, 11 W
Elmen rd. Lew. XXII, 23 V
Elmer rd. Lew. XXII, 23 U
Elmfield rd. Wan. XX, 11 V
Elmhurst rd. W. H. VIII, 26 H
Elmira st. Lew. XVII, 23 R
Elmore st. Isl. VII, 16 H
Elms rd. Cam. XXI, 17 T
Elms rd. Wan. XX, 12 S
Elmsleigh rd. Wan. XIV, 8 S
Elmsleigh rd. Wan. XIV, 8 S
Elmwood rd. Cam. XXI, 16 T
Elmorth gr. Lam. XXI, 16 V
Elsa st. Ste. XII, 21 K
Elsenham st. Wan. XIV, 6 U
Elsham rd. Ley VIII, 25 F
Elsie Maud st. Lew. XXII, 21 T
Elsie rd. Cam. XVI, 17 S Elsham rd. Ley VIII. 25 F
Elsie Maud st. Lew. XXII,
21 T
Elsie rd. Cam. XVI, 17 S
Elspeth rd. Bat. XV, 10R
Elsted st. Sou. XVI, 160
Elsworthy rd. Hd. VI, 10H
Eltham common. Woo.
XVIII, 29R
Eltham rd. Woo. XXII, 26T
Elthorne rd. Isl. VI, 13D
Elthruda rd. Lew. XXII, 24T
Eltringham st. Wan. XIV, 8S
Elvaston pl. Ken. X, 8N
Elwood st. Isl. VII, 15E
Ely ter. Ste. XII, 20I
Elsysium st. Ful. XIV, 6 Q
Elystan st. Che. XV, 10 O
Embleton rd. Lew. XVII, 22S
embridge cres. Ken. IX, 7 L
Emlyn rd. Ham. IX, 2 M
Emma rd. WH. XIII, 25I
Emma st. B.G. VII, 19I
Emma st. W.H. XIII, 27M
Emma st. W.H. XIII, 27B
Emma st. Ste. XII, 21L
Emmore st. Wan. XX, 12 U
Emmert st. Ste. XII, 21L
Emmore st. Wan. XIV, 5 S
Emmott st. Ste. XII, 21J
Emperor's gate. Ken. X, 8N
Empson st. Pop. XII, 23J
Emsworth ave. Wan. XX, 13V
Endold St. Pad. IX, 6 J
End rd. Hd. VI, 10F
Endell st. Hol. XI, 13K
Endive st. Ste. XII, 21R
Endymion rd. Lam. XX, 11T
Endsleigh gdns. St. P. X, 13J
Endwell rd. Dep. XVI, 21R
Endymion rd. Lam. XX, 14T
Enfield rd. Hac. VII, 17H
Engadine st. Wan. XIX, 19U
Englands la. Hd. VI, 10G
Engleheart rd. Lew. XXII,
23U
Ennersdale rd. Lew. XXII,
End enersdale rd. Lew. XXII, Enid st. Ber. XI, 18N Ennersdale rd. Lew. XXII, 24S Ennersdale rd. Lew. XXII, 24S
Ennis rd. Woo. XVIII, 31P
Ennis rd. Woo. XVIII, 31P
Ennis rd. Woo. XVIII, 31P
Ennismore gdns. Wes. X, 9M
Erasmus st. Wes. XV, 13O
Eresby rd. Hd. V, 7H
Erlanger rd. Dep. XVI, 20Q
Ermine rd. Lew. XVII, 22S
Ernest rd. W.H. VIII, 26F
Ernest rd. W.H. VIII, 26F
Ernest rd. W.H. XIII, 25K
Ernest st. Lam. XXI, 15W
Erpingham rd. Wan. XXIV, 4R
Esmond rd. Act. 1X, 2 N
Essendine rd. Pad. X, 7 J
Essex rd. Isl. VII, 15H
Essex rd. W.H. VIII, 26G
Essex rd. W.H. VIII, 26G
Essex st. Hac. VII, 19H
Essex st. Wes. XI, 14L
Essex st. Wes. XI, 14L
Essex villas. Ken. IX, 7M
Estcourt rd. Bat. XX, 10T
Estcourt rd. Bat. XX, 10T
Ester d. Bat. XV, 10R
Estelle rd. St. P. VI, 11F
Eswyn rd. Wan. XX, 10 W
Etchingham rd. Ley. VIII, 23F
Ethel St. W.H. XIII, 26K 23F Ethel St. W.H. XIII. 26K Ethelburga st. Bat. XV, 10P Ethelrod st. Lam. XV, 14O Etherow st. Cam. XXI, 18T Ethnard rd. Cam. XVI, 18P Eton ave. Hd. VI, 9G Eton pl. Hd. VI, 10H

Eton rd. Hd. VI, 10G
Eton rd. Woo. XVIII, 30O
Eugenia. rd. Ber. XVI, 20 O
Europia pl. Bat. XV, 90
Eustace rd. Ful. XIV, 7P
Euston gdns. St. P. X, 12J
Euston st. VI, 12I
Euston st. VI, 12I
Everland rd. Cam. XVI, 19R
Evelyn rd. W.H. VIII, 25I
Evelina rd. Cam. XVI, 19R
Evelyn rd. W.H. XIII, 26M
Evelyn rd. Hac. VII, 18E
Eversham rd. Hac. VII, 18E
Eversham rd. W.H. VIII, 25 H
Eversleigh rd. Bat. XV, 10R
Eversholt St. St. P. VI, 12I
Eversleigh rd. Bat. XV, 10R
Evertra d. W.H. VIII, 25H
Eversholt St. St. P. VI, 12I
Eversleigh rd. Bat. XV, 10R
Eventra ft. Lew. XXII, 21 T
Exbury rd. Lew. XXII, 21 T
Exbury rd. Lew. XXII, 21 V
Exeter rd. Wil. V, 6G
Exeter st. St. M. X, 9J
Exhibition rd. Wes. X, 9N
Exmoor st. Ken. IX, 5J
Exmouth st. Ste. XII, 20K
Exning rd. W.H. XIII, 25K
Eynella rd. Cam. XXI, 17T
Eynham rd. Ham. IX, 5 K
Eyot gdns. Ham. XIV, 3 O
Fabian st. E.H. XIII, 28M
Fairfield rd. Cam. XXI, 18L
Fairfar rd. Chiswick. IX, 2N
Fairfield rd. Pop. VIII, 22I
Fairfield rd. Pop. VIII, 22I
Fairfield rd. Pop. VIII, 22I
Fairfield rd. Su. XI, 13G
Fairmile ave. Wan. XX, 9Q
Falcland rd. St. P. VI, 12F
Fallsbridge rd. Wan. XX, 9Q
Falcland rd. Su. VI, 13G
Fairmile ave. Wan. XX, 12X
Falmouth rd. Sou. XI, 16N
Falmouth rd. Sou. XI, 18F
Farm la. Ful. XIV, 7 P
Farm la. Fu XV, 15P Faroe rd. Ham. IX, 5N Farquhar rd. Cam. XXI, 17X Farringdon rd. Fin. XI, 15J Farringdon st. City. XI, 15K Farringdon st. Sta. XI, 15K Favart rd. Ful. XIV, 7Q Faversham rd. Lew. XXII, 2111 Fawcett rd. Dep. XVI, 20 O Fawcett st. Ken. XIV, 80 Fawe Pk rd. Wan. XIV, 6S Fawley rd. Hd. V, 7G Fawnbrake ave. Lam. XVI, 15S Fawnbrake ave. Lam. XVI, 15S
Faygate rd. Wan. XX, 14V
Featherstone st. Fin. XI, 16J
Felday rd. Lew. XXII, 22T
Felden st. Ful. XIV, 6Q
Felix st. B.G. VII, 19I
Felixstowe rd, Wil. V, 4I
Fellbrigg rd. Cam. XXI, 18S
Fellows rd. Hd. VI, 9H
Felsham rd. Wan. XIV, 5R
Felton st. Sho. VII, 17H
Fenchurch st. City, XI, 17L
Fendall st. Ber. XI, 17N
Fenham rd. Cam. XVI, 18Q
Fentiman rd. Cam. XVI, 18Q
Fentiman rd. Cam. XVI, 18Q
Fertiman rd. Cam. XVI, 18R
Fenwick rd. Cam. XVI, 18R
Fenwick rd. Cam. XVI, 11G
Fermor rd. Lew. XXII, 21U
Fermoy rd. Pad. IX, 6J
Fern st. Pop. XII, 22K
Ferndale rd. Lew. XXII, 21U
Ferndale rd. Lew. XXII, 21U
Ferndale rd. Lew. XIII, 25E
Fernedene rd. Lam. XVI, 16 S
Fernhead rd. Pad. V, 71
Fernhill st. Woo. XIII, 29M
Fernlea rd. Wan. XX, 11U

Foxham rd. Isl VI, 13 E Foxley rd. Lam XV, 15 P

Fernthorpe rd. Wan. XX, 12X
Ferntower rd. Isl. VII, 16F
Ferrier st. Wan. XIV, 8S
Ferron rd. Hac. VII, 19E
Ferry la. Barnes. XIV, 3P
Ferry rd. Pop. XVII, 22 O
Ferry rd. Pop. XVII, 23 O
Festing rd. Wan. XIV, 5R
Ferty st. Pop. XVII, 230
Festing rd. Wan. XIV, 5R
Fetter la. City. XI, 15K
Field rd. Ful. XIV, 6O
Field rd. W.H. VIII, 25F
Fielding rd. Act. IX, 2M
Fieldway. Isl. VII, 15 G
Fife rd. W.H. XIII, 25K
Fifth ave. Pad. IX, 61
Filey ave. Hac. VII, 18D
Filmer rd. Ful. XIV, 6P
Finborough rd. Ken. XIV, 80
Findon rd. Ham. IX, 4M
Finland rd. Dep. XVI, 20 R
Finnis st. B.G. XII, 19J
Finsbury ave. Sho. XI, 17K
Finsbury pavmt. City. XI, 17K
Finsbury pavmt. City. XI, 16K
Finsbury Pk rd. S. N. VII, 15E Gainsborough h rd. Hac. Forest Hill rd. Cam. XXI, 19 T
Forest Hill sta. XXI, 19 V
Forest St. W. H. VIII, 26 G
Forest Ia. W. H. VIII, 25 G
Forest rd. Hac. VII, 18 G
Forest rd. W. H. VIII, 26 F
Forester rd. Cam. XVI, 19 S
Forfar rd. Bat. XV, 11 Q
Formosa st. Pad. X, 8 J
Forsbook st. Ham. IX, 5 K
Forston st. Sho. VII, 16 I
Fort. rd. Ber. XVI, 18 O
Fortesque rd. Ham. IX, 3 M
Fortess rd. St. P. VI, 12 F
Forthbridge rd Bat. XV, 11 R
Fortune Gate rd. Wil. V, 2 H
Fortune Green rd. Hd. V, 7 E
Forty Acre la. W. H. XIII,
25 K Forty Acre la. W. H. XIII, 25 K
Fosket rd. Ful. XIV, 6 O
Foss rd, Wan. XX, 8 W
Foulden rd. Hac. VII, 18 F
Foulis ter. Ken. XV, 9 O
Foulser rd. Wan. XX, 10 V
Founain st. Lam. XV, 13 V
Fountain rd. Uam. XX, 17W
Fountain rd. Uam. XXI, 17W
Fountay ne rd. Hae. VII, 18 E
Fournier st. Ste. XI, 18 K
Fourth ave. ad IX, 6 J
Fox st. W. H. XIII, 25 K
Foxbourner rd. Wan. XX, 11 V
Foxcroft. rd. Woo. XVIII, 30 R
Foxham rd. Isl VI. 13 E

Foyle rd. Gre. XVII, 25 P Fradley rd. Wan, XX, 11 W Frampton pk rd Hae. VII 19 G Frances rd. Woo. XVIII, 32 P Frances st. Bat. XV, 9 Q FrancheCourt rd.Wan, XX 8v Francis rd. Ley. VIII, 23 E Francis st. Wos. X, 12 N Francis st. Woo. XVIII, 29 O Francis st. St., P. X, 12 K Francis st. W. VIII, 24 G Francis ard. Wan, XX, 11 W Franconia rd. Wan, XX, 12 T Frankfurt, rd. Cam, XXI, 16 S 16 S Franklin's row Che. XV, 10 O Frederick pl. Ste. XII, 21 J Frederick pl. Woo. XVIII, 30 P Frederick rd. W. H. XIII, 26 L Frederick st. N. H. XIII, 24 Frederick st. Is. VI, 14 G Frederick st. St. P. XI, 14 J Frederick st. W.H VIII, 24 H Freegrove rd. Isl. VI, 14 F Freeling st. Isl. VI, 14 H Freemason rd. W.H. XIII, 261 Freemason rd. W.H. XIII, 26 L
Freke rd. Wan. XV, 11 R
Friar st. Sou. XI, 15 M
Friendly st. De. XVII, 22 Q
Friern rd. Cam. XXI, 18 T
Friers Pl. la. Act. IX, 2 K
Frith rd. Ley. VIII, 24 F
Frithdale gnds. Ham. IX, 14 L
Frogmore Wan. XIV, 7 S
Frognal la H. V, 8 F
Frognal 1st. Hd V, 8 G
Frognal. Hd. VI, 8 F
Frome st, Isl. VII, 16 I
Fuham Pal. rd. Ful XIV, 5 Q
Fullertonrd.Wan. XIV, 8 S
Fulham Football Gd. Ful.
XIV, 5 Q
Fulnam Pk. cres. Ful XIV, 6 Q Fulham Pk. cres. Ful XIV, 6 Q
Fulham Pk. rd. Fui. XIV, 6 Q
Fulham rd. Ful. XIV, 6 Q
Fulham. XIV, 6 Q
Furlong rd. Isl. VII, 15 G
Furmage st. Wan. XIX, 8 T
Furze eb. Pop. XII, 22 K.
Gabriel st. Lew. XXI, 20 U
Gaddington rd. Hen. V, 6 E
Gainsborough gdns. Hd.
VI, 9 E
Gainsborough h rd. Hac. VIII, 21 G Gainsborough rd. Chiswick IX, 3 N IX, 3 N
Gainsford st. Ber. XI, 18 M
Gaisrord st. St. P. VI, 12 G
Galbraith st, Pop XI, 23 N
Gales st. Pop. XII, 22 K
Galena rd. Ham. IX, 4 N
Gallery rd. Cam. XXI, 16 U
Galley Wall rd. Ber. XVI,
19 0 190
Gallions sta. Woo. XIII, 31 M
Galt st. Ste. XII, 21 K.
Galveston rd. Wan. XIV, 7 S
Galways b Fin. XI, 16 J
Gap rd. Wim. XIX, 7 W
Garden rd. st. M. VI, 9 I
Garden row Sou. XI, 15 N
Garden's The Com. XVI Garden's, The Cam. XVI, 18 S Gardener's la. Wan. XIV, 5 R Garfield rd. Wim. XIX, 8 X Garford st. P p. XII, 22 L Garibaldi rd.Woo. XVIII, 32 O 32 O Garland rd. Woo. XVIII, 31 Q Garlies rd. Lew. XXI, 20 V Garlinge rd. Hd. V, 6G Garnet. rd. Wil V, 2 G Garratt la. Wan. XX, 8 U Garrick st. Wes. XI, 13 L Garthorne rd. Lew. XXI, 20 U Garthorne rd. Lew. XXI, 20 U
Garvan rd. Ful. XIV, 6 O
Gascoigne rd. Hae. VIII, 20 H
Gascoiny ave. Hd. V, 7 H
Gaskarth rd. Wan. XX, 11 T
Gaskell rb. Lam. XV, 13 Q
Gassiot rd. Wan. XX, 10 W
Gateley rd. Lam. XV, 14 R
Gatliff rd. Wes. XV, 11 O
Gatton rd Wan. XX, 9 W
Gauden rd. Wan. XX, 9 W
Gauden rd. Wan. XX, 10 T
Gayford rd. Ham. XV, 12 R
Gawber st., B G. XII, 20 I
Gayford rd. Ham. XX, 3 M
Gayton rd. Hd. VI, 9 F
Gayville rd. Bat. XX, 10 T
Geary rd. Wil. V, 4 F
Geddes rd. Wan. XIV, 8 S
Gedling st. Ber. XI, 18 N
Gee st. Fin. XI, 16 J
Gees t. Fin. XI, 19 G
Geest. Fin. XI, 19 G
Genesta rd. Wan. XVIII, 30 Q
Geneva rd. Lam. XV, 15 S

Genoa ave. Wan XIV, 5 S
George la. Lew. XXII, 23 T
George row Ber. XI, 18 M
George st. Lam. XXI, 17 X
George st. Cam. XVI, 16 P
George st. Sou. XI, 15 M
George st. Sv. P. X, 12 J
George st. Sv. Wo. XVIII, 28 O
George st. Who. XVIII, 28 O
George st. Who. XVIII, 28 O
George st. Who. XVIII, 27 M
George st. Wh. XIII, 27 M
Georgina st. St. P. VI, 12 H
Geraldine rd, Wan. XX, 8 S
Gerard rd. Barnes XIV, 3 Q
Gerrard st. Isl. VII, 15 I
Gelbons rd. Wh. W. IVII, 23 H
Gibbons rd. Wh. W. IVII, 23 H
Gibbons rd. Wh. W. IVII, 23 H
Gibbons rd. Wh. IVII, 15 H
Gibson st. Gre. XVII, 24 O
Gideon rd. Bat. XV, 10 R
Gifford St. Isl. VI, 14 H
Gifford St. Isl. VI, 14 H
Giff. Ia. Wh. VIII, 25 H
Gilliespie rd. Isl. VII, 15 E
Gilliespie rd. Isl. VII, 15 C
Gilliespie rd. Isl. VII, 21 P
Gillston rd. Ken. XIV, 8 O
Gipsy hill Lam XXI, 17 X
Gipsy la, Lew. XXII, 24 X
Gipsy la, V, 7 G
Glamis rd. Ste. XII, 20 I
Gladstone pk. gdns. Wil.
V, 5 E
Gladstone Pk. gdns. Wil.
V, 5 E
Gladstone Pk. gdns. Wil.
V, 5 E
Gladstone Ter Bat. XV, 11 O
Gladys rd. V, 7 G
Glamis rd. Ste. XII, 20 I
Glasford st. Wan. XX, 10 X
Glasgow rd. W. H. XIII, 26 I
Glasgow rer. Wes. XV, 12 A
Glene gle rd. Wen. XX, 12 X
Gleneldon rd. Ham. IX, 5 N
Gleneldon rd. Wan. XX, 13 X
Gleneldon rd. Wan. XX, 13 X
Gleneldon rd. Gen. XVII, 25 G
Glenluce rd. Gre. XVII, 25 G
Glenlu Globe rd B.G. XII, 20 J Globe Stairs pier, Ber. XII,

→ TRAIL OF CTHULHU ¬

Golborne rd. Ken. IX, 6 J Golden la. Fin. XI, 16 J Golden sq. Wes. X, 12 L Golders hill Hen. V, 8 D Goldhawk rd. Ham. IX, 8 N Goldhurst ter. Hd. VI, 8 H Goldington cres. St.P. VI, 13 I Goldington st. St.P. VI, 13 I Goldney rd. Pad. IX, 7 J Goldsmith rd. Cam. XVI, 18 O

Goldsmith rd. Cam. Av1, 18 Q Goldsmith rd. Ley. VIII, 23 E Goldsmith row Sho. VII, 18 I Gondar gdns. Hd. V, 7 F Goodall rd. Ley. VIII, 24 F Goodge st. St. P. X, 12 K Goodinge rd. Isl. VI, 13 G Goodrich rd. Cam. XXI, 18 T Goodson rd. Ber. XVI, 20 O Goodwin rd. Ham. IX, 4 M Gooseley Ia. E. H. XIII, 29 J Gordon gro. Lam. XV, 15 R Gordon House rd. St. P. VI,

11 F Gordon pl. Ken. IX, 7 M Gordon rd. Cam. XVI, 19 R Gordon rd. S. N. VII, 17 F Gordon sq. St. P. X, 13 J Gordon st. St. P. X, 13 J Gordonbrock rd. Lew. XXII, 22 S

Gorst rd. Bat. XX, 10 T Gospel Oak sta. St.P. VI, 11 F Gosterwood st. Dep. XVI,

Gosterwood st. Dep. XVI, 21 O
Goswell rd. Fin. XI, 15 I
Gough rd. Wal. VIII, 25 F
Gough st. Pop. XII, 22 L
Goulston st. Ste. XI, 17 K
Gowan ave. Ful. XIV, 6 Q
Gowan rd. Wil. V, 4 G
Gower pl. St. P. X, 12 J
Gower St. St. P. X, 12 J
Gower St. St. P. X, 12 J
Gower St. sta. St.P. X, 12 J
Gower St. St. P. X, 12 J
Goren St. St. P. X, 12 J
Gower St. St. P. X, 17 J
Gower St. St. P. X, 17 J
Gower St. St. P. X, 17 J
Gower St. St. P. X, 18 K
Gowlett rd. Cam. XVI, 18 R
Graces rd. Cam. XVI, 17 L
Graces rd. Cam. XVI, 17 L
Grafton rd. Isl. VI, 14 E
Grafton rd.-North W.H.
VIII, 26 I
Grafton rd.-South W.H. Grafton rd.-South W.H. VIII, 26 I

VIII, 26 I Grafton sq. Wan. XV, 12 R Grafton st. St. P. X, 12 J Grafton st. Ste. XII, 20 J Grafton st. Wan. XV, 12 R Graham rd. Hac. VII, 18 S Granard rd. Bat. XX, 10 T Granby st. St. P. VI, 12 I Grand Junction canal, Act. V 2 I

v, 21 Grand theatre Isl. VII, 15 I Grandison rd. Bat. XV, 10 S Grange Pk. rd. Ley. VIII, 23 D

Grange Pk. rd. Ley. VIII, 23 D
Grange rd. Barnes. XIV, 3 Q
Grange rd. Ber. XI, 17 N
Grange rd. Isl. VII, 16 G
Grange rd. Isl. VII, 16 G
Grange rd. Ley. VIII, 22 D
Grange rd. W. H. XIII, 25 J
Grange st. Sho. VII, 17 I
Grange st. Sho. VII, 17 I
Grange, The, Ber. XI, 17 N
Grange, The, Ber. XI, 17 N
Grange, The, Wim. XIX, 5 X
Grant rd. Bat. XV, 9 Q
Grantully rd. Pad. V, 8 I
Granville rd. Bat. XV, 9 Q
Granville rd. Wan. XIX, 6 T
Granville rd. Wan. XIX, 6 T
Granville rd. Wan. XIX, 6 T
Granville rd. Wil. V, 7 I
Granville rd. Woo. XVIII, 29 S

Garavite La. Wob. AVIII,
29 S
Gratton rd. Ham. IX, 6 N
Gravel Ia. Sou, XI, 15 M
Graveney rd. Wan. XX, 9 W
Gray st. Lam. XI, 15 M
Gray st. W. H. XIII, 28 M
Gray's Inn rd. St. P. XI, 14 J
Graylands rd. Cam. XVI, 17 P
Grayling rd. S. N. VII, 17 E
Grays Inn Hol. XI, 14 K
Grayshott rd. Bat. XV, 10 R
Grazebrook rd. S.N. VII, 17 E
Greaat Church Ia. Ham.
XIV, 5 O
Great Alie st. Ste. XI, 18 M

AIV, 5 U Great Alie st. Ste. XI, 18 M Great Bath st. Fin. XI, 15 J Great Cambridge st. Sho. VII, 18 L

Great Chapel st. Wes. X, 12 N Great Charlotte st. Sou. XI, 17 M

Great Chart st. Sho. XI, 17 J Great College st. St, P. VI, 12 H Great College st. Wes. X,

Great Coram st. St.P. XI, 13 J Great Cumberland pl. St. MX, 10 K

Great Dover st. Sou. XI 16 N Great Eastern rd. W.H. VIII, 24 G

Great Eastern st. Sho. XI, 17 J Great George st. Wes. X, 13 M Great Guilford st. Sou. XI, 16 M

Great James st. Sho. VII, 17 I Great James st. St. M. X, 10 J Great Marlborough st. Wes.

Great Marlborough st. Wes. X, 12 K
Great Marylebone st. St. M. X, 11 K
Great Ormond st.Hol. XI,13 J
Great Percy st. Fin. VI, 14 I
Great Peter st. Wes. X, 13 N
Great Portland st. X, 12 K
Great Prescott st. Ste. XI,
18 I

Great Quebec st. St.M. X,

Great Queen st. Hol. XI, 14 K Great Russell st. Hol. XI, 13 K

Great Smith st. Wes. X, 13 N Great Suffolk st. Sou. XI, 15 M

Great Western rd. Pad. IX, 7 K

Great Western rd. Pad. IX, 7 K
Great Wild st. Wes. XI, 14 K
Great. Earl st. Hol. 13 L
Greek st. Wes. X, 13 K
Green Hundred rd. Cam.
XVI, 18 P
Green la. Bat. XV, 9 Q
Green la. Cam. XVI, 16 R
Green la. Woo. XIII, 29 N
Green Man st. Isl. VII, 16 H
Green pk. Wes. X, 11 M
Green st. B. G. XII, 20 I
Green st. Sou. XI, 15 M
Green st. Wes. X, 11 L
Green, The, W. H. VIII, 25 G
Green st. Wes. X, 11 L
Green, The, W. H. VIII, 25 G
Green st. Wes. X, 11 L
Green, The, W. H. VIII, 25 G
Greenhill st. Gre. XII, 24 N
Greenhill pk. Wil. V, 2 H
Greenhill rd. Wil. V, 2 H
Greenholm rd. Woo. XVIII, 28 S
Greening st. Woo. X VIII,

Greening st. Woo. X VIII, 34 O

34 O Greenland dock. XII 20 N Greenside rd. Ham. IX, 4 M Greenville rd. Woo. XVIII, 28 S

Greenwich cemetery XVIII, 28 R

28 R
Greenwich rd. XVII, 22 Q
Greenwick pk. XVII, 24 P
Greenwood rd. Hac. VII, 18 G
Grenade st. Ste. XII, 21 L
Grenfell rd. Mit. XX, 10 X
Grenville pl. Ken. X, 8 N
Gresham rd. Lam. XV, 14 R
Gresham st. City XI, 16 K
Gressenhall rd. Wan. XIX, 6 T
Grenville pl. Hd. V, 8 H

Gressenhall rd. Wan. XIX, 6 T Greville pl. Hd. V, 8 H Greville rd. Hd. V, 8 H Grey Coat st. Wes. X, 12 N Greyhound la. Wan. XX, 13 X Greyhound rd. Ful. XIV, 5 O Greyswood st. Wan. XX, 11 X Grierson rd. Lew. XXI, 20 U Griffin rd. Woo. XVII, 31 P Grinstead rd. Dep. XVI, 20 O Grpsy rd. Lam. XXI, 16 W Grosvenor bridge Bat. XV, 11 P Grosvenor cres. Wes. X, 11 M

II P
Grosvenor cres. Wes. X, 11 M
Grosvenor gate, Wes. X, 10 L
Grosvenor gdns. Wes. X, 11 N
Grosvenor pdns. Wes. X, 11 N
Grosvenor pl. Sou. XVI, 15 P
Grosvenor pl. wes. X, 11 M
Grosvenor rd. Isl. VII, 16 G
Grosvenor rd. Isl. VII, 16 G
Grosvenor rd. Wes. XV, 13 O
Grosvenor rd. Wes. XV, 13 O
Grosvenor rd. W.H. VIII,
26 H
Grosvenor sn Wes. X 11 I

26 H
Grosvenor sq. Wes. X, 11 L
Grosvenor st. Sou. XVI, 15 P
Grosvenor st. Ste. XII, 20 K
Grosvenor st. Wes. X, 11 L
Grosvenor ter. Sou. XVI, 15 P
Grosvenor ter. Wan. XIX, 8 U
Grove ave. Ful. XIV, 7 P
Grove cres. Gre. XVII, 23 Q
Grove End rd. St. M. VI, 9 I
Grove Gn. Ia. Ley. VIII, 24 D
Grove Gn. rd. Ley. VIII, 24 D
Grove Hill rd. Cam. XVI, 17 R
Grove Ia. Cam. XVI, 16 R

17 R Grove la. Cam. XVI, 16 R Grove la. Hac. VII, 18 D Grove la. Hac. VII, 19 G Grove pk. Cam. XVI, 17 R Grove pk. Lew. XXII, 26 W

Grove Pk. sta. XXII, 26 W
Grove rd. B. G. VIII, 21 I
Grove rd. Barnes. XIV, 3 Q
Grove rd. Isl. VI, 14 E
Grove rd. Lam. XV, 14 Q
Grove rd. St. M. X, 9 J
Grove rd. Wil. V, 5 G
Grove rd. Woo. XVIII, 34 O
Grove st. Dep. XVI, 21 O
Grove st. Ste. XII, 18 L
Grove st. Ste. XII, 18 L
Grove vale Cam. XVI, 17 R
Grove villas Pop. XII, 23 L
Grove, The, Cam. XXI, 16 U
Grove, The, Cam. XXI, 16 U
Grove, The, Ham. IX, 4 N
Grove, The, W. H. VIII, 24 G
Grove, The, W. H. VIII, 24 G
Grove, The, St. P. VI, 11 F
Grundy st. Pop. XII, 23 L
Gt. Ormond st. Hol. XI, 14 J
Gt. St. Andrew st. Hol. XI, 14 J
Gt. St. Andrew st. Hol. XI, Gt. St. Andrew st. Hol. XI, 13 L

Gubyon ave. Lam. XXI, 15 S Guelph st. Wen. XIX, 8 T Guernsey gro. Lam. XXI,

Guernsey gro. Lam. XXI, 15 T
Guibal rd. Lew. XXII, 26 U
Guildford rd. Gre. XVII, 22 Q
Guildford rd. Lam. XV, 13 Q
Guildford rd. Lam. XV, 13 Q
Guildford rd. Pop. XII, 22 K
Guilford st. St. P. XI, 13 J
Guilsborough rd. Wil. V, 2 G
Guion rd. Ful. XIV, 7 Q
Gun alley Ber. XI, 18 M
Gund la. Ste. XII, 21 L
Gun st. Sou. XI, 15 M
Gundy rd. W.H. XIII, 27 L
Gunter gro. Che. XIV, 8 P
Gunterstone rd. Ful. XIV, 6 O
Gunton rd. Hac. VII, 19 E
Gurdon rd. Gre. XVII, 26 G
Gurney st. Sou. XI, 16 N
Guy st. Ber. XI, 17 M
Gwendolen ave. Wan. XIV, 5 S
Gwendolen ave. W.H. VIII, 5 S

Gwendoline ave. W.H. VIII,

Gwendoline ave. W.H. VIII, 261
Gwynne rd. Bat. XV, 9 Q
H azlewell rd. Wan. XIV, 4 S
Haberson rd. W. H. VIII, 25 I.
Hack rd. W. H. XIII, 25 L.
Hack rd. W. H. XIII, 25 L.
Hack rd. Lam. XV, 14 Q
Hackney college Hd. V, 7 F
Hackney common VIII, 20 H
Hackney cut Hac. VIII, 21 F
Hackney marsh VIII, 21 F
Hackney marsh VIII, 21 F
Hackney wick VIII, 22 H
Haddo st. Gre. XVII, 23 P
Haddey st. St. P. VI, 11 G
Haggerston rd. Hac. VII, 18 H
Haggerston rd. Hac. VII, 18 H
Haggerston sta. VII, 17 H
Hague st. B. G. XII, 19 J
Hail ford St. Isl. VII, 16 H
Hailsham ave. Wan. XX, 14 V
Haines St. Bat. XV, 12 P
Haldon rd. Wan, XIX, 7 T
Hale st. Pop. XII, 22 R
Half Moon Cres. Isl. VI. 14 I

22 R Half Moon Cres. Isl. VI, 14 I Half Moon Cres. Isl. VI, 14 I Half Moon Ia.Cam. XXI, 16 T Halford rd. Ful. XIV, 7 P Halifax st. Lew. XXI, 19 W Halkin st. West, Wes. X, 11 N Halkin st.Wes. X, 11 M Hall pl. Pad. X, 9 J Hall rd. Cam. XVI, 19 S Hall rd. St. M. VI, 9 I Halse st. Isl. VI, 13 G Halton rd. Isl. VII, 15 H Ham Park rd. W. H. VIII, 25 H

Ham Park rd. W. H. VIII, 25 H
Amble st. Ful. XIV. 8 R
Hamble st. Ful. XIV. 8 R
Hambro' rd. Wan. XX, 12 S
Hamble st. Ful. XIV. 8 R
Hambro' rd. Wan. XX, 12 X
Hamburg st. Hac. VII, 12 H
Hamfrith rd. W. H. VIII, 25 G
Hamilton gdms. St. M. VI, 8 I
Hamilton pl. Wes. X, 11 M
Hamilton rd. B. G. XII, 21 I
Hamilton rd. Isl. VII, 15 F
Hamilton rd. WiI. V, 3 F
Hamilton rd. WiI. V, 3 F
Hamilton st. St. P. VI, 12 H
Hamilton ter. St. M. V, 8 I
Hammersmith bridge XIV,

Hammor eri. St. M. V, 81 Hammersmith bridge XIV, 4 O Hammersmith rd. IX, 5 N Hammersmith sta. Chiswick IX, 3 N

IX, 3 N Hammersmith sta. IX, 5 N Hammond st. St. P. VI, 12 G Hampden rd. Isl. VI, 13 E Hampden st. St. P. VI, 13 I Hampstead cemetery V, 7 F Hampstead Heath sta. VI,

10 F Hampstead Hill gdns. VI, 9 F Hampstead rd. St. P. VI, 12 I Hampton rd. W.H. VIII, 26 G Hampton st. Sou. XVI, 15 0 Hanbury st. Ste. XI, 18 K Hancock rd. Pop. XII, 23 J Hander rd. Lew. XXII, 25 T Handforth rd. Lam. XV, 14 P Hanging Wood la. Gro. XVII, 27 P

Handioth It. Zaint. XV, 14P Hanging Wood Ia. Gro. XVII, 27 P Hanover pk. Cam. XVI, 18 Q Hanover pk. Cam. XVI, 18 Q Hanover rd. Wil. V. 5 H Hanover rd. Woo XVIII, 30 P Hanover st. Cam. XVI, 18 Q Hanover st. Cam. XVI, 18 Q Hanover st. St. P. VI, 11 F Hanover st. Lew. XXI, 19 W Hanover st. Wes. X, 12 L Hanover ter. Ken X, 6 L Hans pl. Che. X, 10 N Hansler rd. Cam. XXI, 17 S Harover de Cam. XXI, 17 S Harover ter. Ken X, 6 L Hans pl. Che. X, 10 N Hansler rd. Cam. XXI, 17 S Harover ter. W. H. VIII, 25 I Harover ter. W. H. VIII, 25 I Harden's Manor way, Gre. XIII, 27 N Harder rd. Cam. XVI, 19 Q Hardinge st. Ste. XII, 20 L Hardy rd. Gre. XVII, 25 P Hare st. B. G. XI, 18 J Hare st. Woo. XVIII, 29 O Harefield rd. Dep. XVI, 21 R Hargrave pk. Isl. VI, 12 E Hargrave rd. Isl. VI, 12 E Hargraynne st. Lam. XV, 13 R Harlescott rd. Cam. XVI, 3 H

Harlescott rd. Cam. XVI, 20 S
Harlesden gdns. Wil. V, 3 H
Harlesden gn. V, 3 H
Harlesden rd. Wil. V, 3 H
Harlesden rd. Wil. V, 3 H
Harlesden sta. V, 2 H
Harley rd. Hd. VI, 9 H
Harley rd. Wil. V, 2 I
Harley st. St. M. X, 11 K
Harley ford rd. Lam. XV, 14 O
Harling st. Cam. XVI, 17 P
Harman st. Sho. VII, 17 I
Harmood st. St. P, VI, 11 G
Harold st. Lam. XV, 16 Q
Harpenden rd.Lam. XXI, 15 V
Harper st. Sou. XI, 10 N

Harper st. Sou. XI. 10 N Harrington gdns. Ken. XIV,

Harrington rd. Ken. X, 9 N Harrington rd. Woo. XIII,

Harrington rd. Ken. X, 9 N
Harrington rd. Woo. XIII,
27 N
Harrington sq. St. P. VI, 12 I
Harrison st. St. P. XI, 13 J
Harrogate rd. Hac. VIII, 20 H
Harrow rd. Pad. IX, 6 J
Harrow rd. Pad. IX, 6 J
Harrow rd. Wal. VIII, 25 E
Harrow rd. Wal. VIII, 26 L
Harting rd. W. H. XIII, 26 L
Harting rd. W. H. XIII, 26 L
Harting rd. W. H. XIII, 26 L
Hartington rd. Lam. XV, 13 P
Hartland rd. St. P. VI, 11 H
Hartland rd. Wil. VIII, 25 H
Hartland rd. Wil. V, 61
Hartley st. Pop. XII, 22 I
Hartvi le rd. Woo. XVIII, 32 O
Harvard rd. Lew. XXIII, 23 T
Harvist rd. Wil. V, 61
Harwood rd. Ful. XIV, 7 P
Harwood rd. Ful. XIV, 7 P
Harwood rd. Ful. XIV, 8 Q
Haselrigge rd. Wan. XV, 13 S
Hasker st. Che. X, 10 N
Hassard st. B. G. VII, 18 I
Hassett rd. Hac. VIII, 21 G
Hastings st. St. P. XI, 13 J
Hatcham Pk. rd. Dep. XVI,
20 Q
Hatchard rd. Isl. VI, 13 D

Hatcham Pk. rd. Dep. XVI, 20 Q
Hatchard rd. Isl. VI, 13 D
Hatfield rd. Act. IX, 2 M
Hatfield st. Fin. XI, 15 J
Hatfield st. Sou. XI, 15 L
Hatherley gro. Pad. X, 8 K
Hatton gdn. Hol. XI, 15 K
Hatton wall. Hol. XI, 15 K
Havannah Pop. XII, 22 M
Havelock rd. Wim. XIX, 8 W
Havelock st. Isl. VI, 14 H
Havelock tr. Bat. XV, 11 Q
Haverstock hill Hd. VI, 10 G
Haverstock Hill sta. St. P.
VI, 11 F Haverstock rd. St. P. VI, 11 F Havil St. Cam. XVI, 17 Q

Hawarden rd. Lam. XXI, 15 U

Hawarden rd. Lam. XXI, 15 U
Hawarth rd. Woo. XVIII, 33 P
Hawgood st. Pop. XII, 22 K
Hawker d. Lam. XXI, 16 X
Hawkesley rd. S. N. VII, 17 E
Hawkstone rd. Ber. XII, 20 N
Hawley rd. St. P. VI, 11 H
Hawstead rd. Lew. XXII, 22 T
Hawthorne rd, Wil. V, 4 G
Hayday rd. W. H. XIII, 26 K
Hayden Pk. rd. Ham. IX, 3 M
Hayden Pk. rd. XIX, 8 W
Haydon Road sta. XIX, 8 W
Haydon st. City XI, 17 L
Haydons tr. City XI, 17 L
Haydons tr. Wim. XIX, 8 X
Haydon st. City XI, 17 L
Haydons tr. Wim. XIX, 8 X
Hayden St. Wim. XIX, 8 X
Hayder Rd. Wim. XIX, 8 X
Hayles st. Sou. XI, 15 N
Haymarket Wes. X, 13 L
Haymerle rd. Cam. XVI, 18 P
Hays st. Wes. X, 11 L
Hayter rd. Lam. XV, 13 S
Hazelbury rd. Ful. XIV, 8 Q
Hazeldene rd. Wil. V, 2 G
Hazeldene rd. Wil. V, 2 G
Hazelwood cres. Ken. IX, 6 J
Hazelbourne rd. Wim. XX, 11 T
Hazelbourne rd. Wam. XX, 11 T
Hazelburst rd. Wam. XX, 8 W

Hazleouthic R. Wali. XX, 8 W Hazlitt rd. Ham. IX, 6 N Healey rd. St. P. VI, 11 G Heath drive Hd. V. 8 F Heath drive Hd. V. 8 F Heath rd. Wan. XV, 11 B Heath rd. Wan. XV, 11 B Heath st. Ste. XII, 20 K Heatherd. Lew. XXII, 26 W Heathfield rd. Wan. XX, 9 T Heathwood gdns. Gre. XVII, 28 O

Heathwood gdns. Gre. XVII, 28 O Heaton pl. W. H. VIII, 24 G Heaton rd. Cam. XVI, 18 R Heavitree rd. Woo. XVIII, 31 P Heber rd. Cam. XXI, 17 T Heber rd. Wil. V, 5 F Hebron rd. Ham. IX, 4 N Helena rd. W. H. XIII, 25 I Helix rd. Lam. XX, 14 T Helvetia rd. Lew. XXII, 21 V Heman st. Lam. XV, 13 P Hemingford rd. Isl. VI, 14 H Hemstall rd. Hd. V, 7 G Hemsworth st. W. H. XIII, 25 L Hems st. W. H. XIII, 25 L Hemsworth st. W. H. XIII, 25 L

Hemskall Ita. T.d. V, TG
Hemsworth st. W. H. XIII,
25 L
Hemus ter. Che. XV, 10 O
Hendham rd. Wan. XX, 10 V
Henley rd. Wil. V, 5 H
Henley rd. Woo. XIII, 29 N
Henley st. Bat. XV, 11 Q
Henniker rd. W. H. VIII, 24 G
Henrgrave rd. Lew. XXI, 19 T
Henrietta gdns. Wes. XI, 13 L
Henrietta gdns. Wes. XI, 13 L
Henrietta st. St. M. X, 11 K
Henry st. Bat. XV, 9 Q
Henry st. Dep. XVI, 21 P
Henry st. Fin. VI, 14 I
Henry st. St. M. VI, 9 I
Henry st. Woo. XVIII, 28 O
Henryson st. Lew. XXII, 21 T
Henslower rd. Cam. XXI, 18 S
Herbert gdns. Wil. V, 4 I
Herbert rd. W. H. XIII, 26 J
Herbert rd. Woo. XVIII, 2 Q
Herbert st. St. P. VI, 11 G
Hercules rd. Lam. XI, 14 N
Hereford rd. Pad. 1X, 7 K
Hereward rd. Wan. XX, 10 W
Hermit rd. W. H. XIII, 25 K
Hermitage la. Hen. V, 7 E
Hermitage rd. Gro. XXI, 16 X
Herndon rd., Wan. XIX, 8 S
Herne Hill sta. XXI, 15 T
Heron rd. Lam. XVI, 15 S

Herne Hill rd. Wan. XVI, 15 R
Herne Hill sta. XXI, 15 T
Heron rd. Lam. XVI, 15 S
Heron rd. Wil. V, 2 G
Herries st. Pad. V, 6 I
Hertford rd. Hac. VII, 17 H
Hertfordf st. Wes. X, 11 M
Hertslet rd. Isl. VI, 14 F
Hervey rd. Gre. XVII, 26 Q
Heslop rd. Bat. XX, 10 U
Hestercombe ave. Ful. XIV, 6 Q
Hetlev rd. Ham. IV

Hestercombe ave. Ful. ATV, 6 Q
Hetley rd. Ham. IX, 4 M
Heyes rd. Wil. V, 5 F
Heygate st. Sou. XVI, 16 O
Heythorpe st. Wan. XIX, 6 U
Hibert st. Bat. XIV, 9 R
Hichisson rd. Cam. XVI, 19 S
High at. Woo. XVIII, 32 O
High Holborn XI, 14 K
High rd. Kilburn. V, 7 H
High rd. Ley. VIII, 23 E
High st. Barnes XIV, 3 Q
High st. Bat. XV, 7 Q
High st. Cam. XVI, 18 Q
High st. Cam. XVI, 18 Q
High st. Cam. XXI, 17 T
High st. Cam. XXI, 17 T

VI, 12 II
High st. Dep. XVII, 22 P
High st. Ful. XIV, 6 Q
High st. Hac. VII, 17 G
High st. Hac. VII, 17 G
High st. Hac. VIII, 20 G
High st. Halesden, V, 8 H
High st. Halesden, V, 8 H
High st. Hallesden, V, 7 E
High st. Isl. VII, 15 I
High st. Ken. X, 8 M
High st. Lam. XI, 14 N
High st. Lam. XI, 14 N
High st. Lam. XII, 19 W
High st. Lew. XXII, 23 T
High st. Notting Hill Ken.
IX, 7 L
High st. Pop. XII, 22 L
High st. Pop. XII, 22 L
High st. Pop. XII, 23 J
High st. Sho. XI, 17 J
High st. South E.H. XIII, 29 J
High st. St. M. X, 11 K
High st. St. M. X, 11 K
High st. St. John's Wood St.M.
VI, 9 I
High st. Ste. XII, 19 M
High st. Ste. XII, 19 M
High st. Ste. XII, 20 K
High st. Stratford W. H.
VIII, 23 I
High st. WH. XIII, 26 I
High st. WH. XIII, 26 I

High st. Stratford W. H. VIII, 23 I High st. W. H. XIII, 26 I High st. Wan. XIV, 6 R High st. Wan. XIV, 6 R High st. Wan. XIX, 3 T High st. Wan. XX, 10 W High st. Wan. XX, 10 W High st. Wan. XX, 13 W High st. Woo. XIII, 29 M High st. Hol. XI, 13 K Highbury cres. Isl. VII, 15 G Highbury Fields, VII, 15 G Highbury fields, VII, 16 F Highbury gro. Isl. VIII, 16 F Highbury hill Isl. VII, 16 F Highbury pl. Isl. VII, 15 G Highbury hyll. Isl. G Highbury Hill Isl. VII, 16 F Highbury quadrant Isl. VII, 16 E Highbury sta. Isl. VII, 15 G Highbury sta. Isl. VII, 15 G

Highbury sta. Isl. VII, 15 G Highbury ter. Isl. VII, 15 G Highgate cemetery St. P. VI, 11 D

VI, II D
Highgate hill Isl, VI, 12 D
Highgate ponds St.P. VI, 10 D
Highgate ponds St.P. VI, 10 D
Highgate Road sta. St. P. V, 11 E
Highgate Road sta. St. P. V, 12 F
Highland rd. Lam, XXI, 17 X
Highwood rd. Isl. VI, 13 E
Hilda rd. W.H. XII, 25 K
Hiley rd. Wil. V, 51
Hill rd. St. M. VI, 8 I
Hill Road ave. Wim. XIX,
7 V

Hill Road ave. Wim. XIX, 7V
Hill St. B. G. VII, 18 I
Hill st. Cam. XVI, 18 P
Hill st. Cam. XVI, 18 P
Hill st. Gre. XVIII, 28 P
Hill st. We. X, 10 M
Hillbury rd. Wan. XX, 11 V
Hillcrest rd. Lew. XXI, 18 W
Hilldrop Cres. mews Isl.
VI, 13 F
Hilldrop rd. Isl. VI, 18 F
Hilldrop rd. Isl. VI, 18 F
Hilldrop rd. Hd. V, 7 F
Hillgrove rd. Hd. VI, 9 H
Hillfrop rd. Hd. VI, 19 H
Hillfrop rd. Hd. VI, 19 H
Hillfrop rd. Hd. VI, 14 F
Hillside rd. Wan. XX, 10 Y
Hillside rd. Wan. XX, 14 V
Hillside Wim. XIX, 5 X
Hilly fields Ces. Dep. XVII, 22 S
Hilly fields Lew. XVII, 22 S
Himley rd. Wan. XX, 10 X
Hinckley rd. Cam. XVI, 18 R
Hindmans rd. Cam. XVI, 18 R
Hindmans rd. Cam. XVI, 18 R
Hinstock rd. Woo. XVIII, 31 Q
Hinton rd. Lam. XVI, 15 R

Hinton rd. Lam. XVI, 15 R Hither Green la. Lew. XXII,

Hither Green Lew. XXII,

Hither Green Lew. AAII, 23 T Hither Green sta. XXII, 24 T Hitherfield rd.Wan. XX, 14 V Hobart pl. Wes. X, 11 N Hobury st. Che. XIV, 9 P Hogarth rd. Ken. XIV, 7 O Holbeach rd. Lew. XXII, 22 11

Holborn rd. W. H. XIII, 26 K Holborn viaduct City XI,

Holborn viaduct City XI, 15 K Holbrook rd. W. H. VIII, 25 I Holford rd. Hd. VI, 9 E Holford sq. Fin. VI, 14 I Holland Pk. ave.Ken. IX, 6 M Holland pk. Ken. IX, 6 M Holland rd. Ken. IX, 6 M Holland rd. Lam. XV, 15 P Holland rd. Lam. XV, 15 P Holland rd. W. H. XII, 25 J Holland st. Ken. IX, 7 M

Holland st. Lam. XV, 14 P Holland st. Sou. XI, 15 L Holland villas Ken. IX, 6 M Holland walk Ken. IX, 7 M Hollingbourne rd. Cam. XXI. 16 T XXI, ÎG T Holloway rd. E. H. XIII, 29 J Holloway rd. Isl. VI, 13 E Holloway rd. Ley. VIII, 24 F Holloway sta. VI, 14 F Holly Bush gdns. B. G. XII, Holly Bush hill Hd. VI, 8 E Holly Bush hill Hd. VI, 8 E Holly gro. Wan. XX, 11 T Holly Ia. Wil. V, 2 G Holly pl. Hd. VI, 8 F Holly rd. Chiswick IX, 2 N Holly rd. W. H. XIII, 26 J Holly st. Hac. VII, 18 H Hollydale rd. Cam. XVI, 19 Q Hollywood rd. Ken. XIV, 8 O Holm rd. Wil. V, 5 F Holmbush rd. Wan. XIX, 5 T Holmdale rd. Hd. V, 7 F Holmdene ave. Cam. XXI,16 Holmes rd. St. P. VI, 11 G Holmes st. Sho. VII, 18 I Holmewood gdns. Wan. XX, Holmewood rd.Wan. XX. Holmewood rd.Wan. XX, 13 U Holroyd st. Wan. XIV, 5 S Holyport rd. Ful. XIV, 5 P Home Pk. rd. Wim. XIX, 6 W Home rd. Bat. XV, 9 Q Homefield rd. Chiswick XIV. 2 O Homefield rd. Wim. XIX, 5 X Homer st. St. M. X, 10 K Homermon sta.Hac. VIII, 20 G Homerton gro. Hac. VII, 20 G Homerton rd. Hac. VII, 20 G Homerton rd. Hac. VIII, 22 F Homerton ter. Hac. VIII, 20 G Homestall rd. Cam. XVI, 19 S Honeybourne rd. Hd. V, 8 F Honeybrook rd. Wan. XX, 12 T Honley rd. Lew. XXII, 23 U Hongy Clark pk. Cam. XXI Hongy Clark pk. Cam. XXI Honor Oak pk. Cam. XXI, 23 U 20 T Honor Oak Pk.sta. XXI, 20 T Honor Oak rd. Lew. XXI, 19 U Honor Oak rise Cam. XXI, 19 T Honor Oak sta. XXI, 19 T Hook la. Ber. XVIII, 33 S Hooper rd. W. H. XIII, 26 L Hope st. Bat. XIV, 9 R Hopefield ave. Wil. V, 6 H Hopton rd. Wan. XX, 13 X Horace rd. W.H. VIII, 25 F Horder rd. Ful. XIV, 6 Q Horn la. Gre. XVII, 25 O Horn Pk. la. Woo. XXII, 26 T Horner la. Ber. XI, 17 N

Hubert gro. Lam. XV, 13 R Hubert rd. Wim. XIX, 8 X Huddart. st. Ste. XII, 22 K Huddleston rd. Isl. VI, 12 E Huddleston rd. Wal. VIII,

25 F Huddlestone rd. Wil. V, 4 G Hudson rd. W. H. XIII, 25 K Hudson rd. Woo. XVII, 31 P Hugh st. Wes. XV, 11 O Hughes fields, Gre. XVII,

Ingal rd. W. H. XIII. 26 K Ingelow rd. Bat. XV, 11 R Ingersol rd. Ham. IX, 4 L Ingham rd. Hd. V, 7 F Inglemer ef. Lew. XXI, 20 V Ingleton st. Lam. XV, 14 Q Inglewood rd. Hd. V, 7 F Ingram rd. Cro. I, 5 Z Ingrave st. Bat. XV, 9 Q Inman rd. Wil. V, 2 H Inner Pk. rd. Wan, XIX, 5 U Inniskilling rd. W. H. XIII Inniskilling rd. W. H. XIII, Innistrilling L. W. H. Alli,
27 J Inverleith ave.Wan. XX, 13 W Inverleith ave.Wan. XX, 13 W Inverress ter. Pad. X, 8 K Inverton rd. Cam. XVI, 20 S Invicta rd. Gre. XVII, 26 P Invictor rd. W. H. XIII, 26 L Inville rd. Sou. XVI, 16 O Irene rd. Ful. XIV, 7 Q Iron Mill rd. Wan. XIX, 8 T Ironmonger row Fin. XI, 16 J Island row, Ste. XII, 21 L Isledon rd. Isl. VII, 14 E Islip st. St. P. VI, 12 G Ivanhoe rd. Cam. XVI, 17 R Ively rd. Wan. XV, 12 R Iverson rd. Hd. V, 7 G Iviney st. B. G. XII, 18 J Ivy Ia. Lew. XVI, 21 S Ivy rd. Wil. V, 5 F Ivy st. Sho. VII, 17 I Ixworth pl. Che. XV, 9 O Jack Straw's castle Hd VI, 8 E Jackson st. Woo. XVIII, 29 P Jamaica rd. Ber. XI, 18 N James st. Ste. XII, 20 K James rd. Bat. XV, 10 Q James st. Pad. X, 8 K James st. St. M. X, 11 K James st. St. M. X, 11 K James st. Woo. XVIII, 29 P Janet st. W. H. XIII, 26 L Lanson rd. W. H. VIII, 25 F Jasper rd. Cam. XXI, 17 X Jedburgh rd. W. H. XIII, 27 J Jeddo rd. Ham. IX, 2 M Jeffreys rd. Lam. XV, 13 Q Jeffreys st. St. P. VI, 12 H Jelf rd. Lam. XV, 15 Enkins Ia. Bar. 31 J Jenner rd. Hac. VIII, 8 E 27 J Inverleith ave.Wan. XX, 13 W Horn rd. Wil. V, 5 F Horney la. Ber. XI, 17 N Hornsey rd. Isl. VI, 14 E Hornsey st. Isl. VI, 14 F Hornsy Rd. sta. Isl. VI, 13 D Hornton st. Ken. IX, 7 M Horse Guards eve. Wes. X, 13 M Horse Guards eve. Wes. X, 13 M
Horseferry rd. Wes. X, 13 N
Horsell rd. Isl. VII, 15 G
Horsford rd. Lam. XX, 13 S
Horsford, Lam. XX, 13 S
Horsford, Lam. XX, 13 S
Hosack rd. Wan. XX, 10 V
Hoskins st. Gre. XVII, 24 O
Hotham rd. Wan. XIV, 5 R
Houndsditch City XI, 17 K
Houston rd. Lew. XXII, 21 V
How's st. Sho. VII, 18 I
Howard rd. Bar. XIII, 31 I
Howard rd. Bar. XIII, 31 I
Howard rd. E.H. XIII, 29 I
Howard rd. W. H. XIII, 25 E
Howard rd. W. H. XIII, 25 G
Howard's la. Wan. XIV, 4 S
Howard's rd. W. H. VIII, 25 G
Howick pl. Wes. X, 12 N
Howie st. Bat. XV, 9 O
Howland st. St. P. X, 12 K
Howson rd. Lew. XVI, 21 S
Hoxton sq. Sho. XI, 17 J
Hubert gro. Lam. XV, 13 R
Hubert rd. Wim. XIV, 8 R Jenkins la. Bar. 31 J Jenner rd. Hac. VII 18 E Jephtha rd. Wan. XIX, 7 T Jermyn st. Wes. X, 12 L Jerningham rd. Dep. XVI, 20 R Jessica rd. Wan. XX, 8 V

Hugo rd. Isl. VI, 12 F Hugon rd. Ful. XIV, 8 R Humber rd. Gre. XVII, 25 P Humberstone rd. W.H. XIII,

Humbolt rd. Ful. XIV, 6 P Hungerford bridge Wes. XI, 14 M

14 M Hungerford rd. Isl. VI, 13 G Hunsdon rd. Dep. XVI, 20 P Hunt st. Ham. IX, 5 L Hunter st. St. P. XI, 13 J Huntingdon st. Isl. VI, 14 H Huntley st. St. P. XI, 12 J Huntsmoor rd. Wan. XIV, 8 S Husbardson st. Esl. VIV

Hurlingham ave. Ful. XIV Hurlingnam ave. Ful. XIV, 6 R Hurlingham pk. XIV, 7 R Hurlingham rd. Ful. XIV, 6 R Huron rd. Wan. XX, 11 V Hurst st. Lam. XXI, 15 T

Hurstbourne rd. Lew. XXII.

Imperial Institute rd. Ken.

Imperial rd. Ful. XIV, 8 Q

Ingal rd. W. H. XIII, 26 K

Jew's cemetery Wil. W, 3 G
Jew's row Wan. XIV, 8 S
Jewin st. City XI, 16 K
Jews' walk Lew. XXI, 19 W
Jeypore rd. Wan. XX, 8 T
Jodrell rd. Pop. VIII, 22 H
John st. Hd. VI, 9 F
John st. Hd. VI, 9 F
John st. St. M. X, 10 K
John st. St. M. X, 10 K
John st. St. M. X, 10 K
John st. W. H. VIII, 25 I
John st. W. H. VIII, 25 I
John st. W. H. VIII, 25 I
John st. Wes. XI, 11 L
John st. Wes. XI, 13 L
John st. Woo. XVIII, 28 O
John st. Wes. XI, 12 I
John st. Woo. XVIII, 28 O
Johnson st. Pop. XVII, 23 O
Johnson st. Pop. XVII, 23 O
Johnson st. St. P. VI, 12 I
Johnstone rd. E. H. XIII, 29 J
Jonathan st. Lam. XX, 14 T
Joseph st. Ste. XII, 21 K
Joseph st. Ste. XII, 21 K
Jubilee pl. Che. XV, 10 O
Jubilee st. Ste. XII, 19 K
Judd st. St. P. XI, 13 J
Junciion Rd. sta 1sl. VI, 12 E
Junetion rd. Dep. XVII, 23 U
Junction rd. Lam. XI, 14 N
Kambala rd. Bat. XV, 9 Q
Kangley Bridge rd. Lew.
XXII, 21 X
Karslake ter. Lew. XXII, 26 V
Kashgar rd. Woo. X VIII, Hurstbourne rd. Lew. XXII, 21 U
Hutton st. Lam. XV, 14 O
Huxley rd. Lev. VIII, 23 E
Huxley st. Pad. IX, 6 J
Hyacinth rd. Wan. XIX, 3 U
Hyde la. Bat. XV, 9 Q
Hyde Pk. gate Ken. X, 8 N
Hyde Pk. gate Ken. X, 8 N
Hyde Pk. sq. Pad. X, 9 L
Hyde Pk. sq. Pad. X, 9 L
Hyde Pk. st. Pad. X, 10 L
Hyde Pk. Wes. X, 10 L
Hyde Pk. Wes. X, 10 L
Hyde Pk. Corner, Wes. X, 11 M
Hyde st. Dep. XVI, 21 P
Hyde st. Sho. VII, 17 H
Hyde vale, Gre. XVII, 23 Q
Hydre rd. Wan. XX,
12 U
Hythe rd. Ham. IX, 3 J
Iceland rd. Pop. VIII, 22 I
Ickburgh rd. Hac. VII, 19 E
Ida. st. Pop. XII, 23 L
Idmiston rd. W. H. VIII, 25 G
Idmiston rd. Lam. XXI, 15 V
Idonia. st. Dep. XVI, 21 P
Ifield rd. Ken. XIV, 8 O
Ifley rd. Ham. IX, 4 N
Ilbert st. Pad. V, 61
Ildersby gro. Cam. XXI, 16 V
Ilex rd. Wil. V, 3 G
Imperial Institute rd. Ken.
X, 9 N AAII, 21 X Karslake ter. Lew. XXII, 26 V Kashgar rd. Woo. X VIII, Kashgar rd. Woo. X VIII, 32 O
Kay st. B. G. VII, 18 I
Keemor rd. Woo. XVIII, 29 P
Keetons rd. Ber. XII, 19 N
Keith gdns. Ham. IX, 3 M
Kelfield gdns. Ken. IX, 5 K
Kellett rd. Lam. XV, 15 S
Kellino st. Wan. XX, 10 W
Kelly rd. E. H. XIII, 29 I
Kelly rd. W. H. XIII, 29 I
Kelly rd. W. H. XIII, 26 K
Kelmore gro. Cam. XVI, 18 S
Kelmscott rd. Bat. XX, 10 S
Kelross rd. Isl. VII, 16 F
Kensole rd. Lew. XXI, 20 U
Kemble st. Wes. XII, 14 K
Kemerton rd. Lam. XVI, 15 R
Kempsford gdns. Ken. XIV, 7 O
Kempsford rd. Lam. XV, 15 0
Kempsford rd. Lam. XV, 15 0

Kempsford rd. Lam. XV, 15 0 Kempstord rd. Lam. XV, 15 0 Kemsing rd. Gre. XVII, 25 O Kendal rd. Wil. V, 4 F Kender st. Dep. XVI, 20 Q Kenilford rd. Wan. XX, 11 U Kenilworth ave. Wim. XIX, 7 W

Kenilworth rd. Wil. V, 7 H Kenley st. Ken. IX, 6 L Kenmont. gdns. Ham. V, 4 I Kenmure rd. Hac. VII, 19 G Kennard st. E. H. XIII, 29 M Kennet. rd. Pad. IX, 6 J Kenninghall rd.Hac. VII,

Kennington oval Lam. XV, Kennington pk. XV, 15 P Kennington Pk.rd.Lam. XV, 15 0 Kennington rd.Lam. XV, 14 O

Kennington XV, 14 O Kensal Green Roman Catholic cemetery V, 4 I Kensal Rise athletic grounds

V 5 I Kensal Rise sta. V, 5 I Kensel rd. Ken. IX, 6 J Kensington gate Ken. X, 8 N Kensington gdns. X, 8 N Kensington Gdns. sq. Pad. X, 8 L

Kensington gore, Wes. X, 8 M Kensington Palace gdns.Ken.

Kensington Palace gans. Ken. X, 8 M
Kensington Pk. gdns. IX, UL
Kensington Pk. rd. IX, 6 K
Kensington pl. Ken. IX, 7 M
Kensington rd. IX, 6 N Kensington sq. Ken. X, 8 M Kent House la. Bec. XXII, 21 X

Kent s . W. H. XIII. 27 J Kent st. Sho. VII, 18 I Kentish Town rd. St. P. VI, 12 H

Kentish Town sta. St. P. VI. 11 G Kentish Town sta. St. P. VI,

Kenton rd. Hac. VII, 20 G Kenton st. St. P. XI, 13 J Kenwyn rd. Wan. XV, 13 S

Keogh rd. W. H. VIII, 25 G Kepler rd. Lam. XV, 13 S Keppel st. Hol. XL, 13 K Kerbela. st. B. G. XI, 18 J Kerrison rd. Bat. XV, 10 Q Kersfield rd. Wan. XIX, 5 T Kersley st. Bat. XV, 10 Q Keslake rd. Wil. V, 5 I Kestrel ave. Lam. XXI, 15 S Keswick rd. Wan. XIX 6 S Keyworth st. Sou. XI, 15 N Khartoum rd. W. H. XIII, 26 J Khartoum rd. Wan. XX, 9 W Khedive rd.W.H. VIII, 26 H Khyber rd. Bat. XV, 9 Q Kidbrooke gro. Gre. XVII, 26 U 26 Q Kidbrooke la. Gre. XVII, 27 R

Kidbrooke Pk.rd. Gre. XVII.

Kidbrooke Pk.rd. Gre. XVII, 26 S C6 S Kidbrooke Pk.rd. XVII, 26 Q Kidbrooke sta. XVII, 26 Q Kidbrooke Sta. XVII, 26 Q Kidbrooke XVII, 28 Q Kidberpore ave. Hd. V, 7 F Kidderpore ave. Hd. V, 8 F Kilburn Pk. rd. Wil. V, 7 1 Kilburn Pk. rd. Wil. V, 7 1 Kilburn priory Hd. V, 8 H Kilburn at. 4L. & NWR.}

Kilburn priory Hd. V, 8 H Kilburn sta. {L. & N.W.R.} V, 8 H Kilburn sta. V, 6 G Kildare ter. Pad. IX, 7 K Kildoran rd. Lam. XX, 13 T Kilkie st.Ful. XIV, 8 Q Killieser ave. Wan. XX, 13 V Kilmorie rd. Lew. XXII, 23 U Kilmorie rd. Lew. XXI, 20 U Kimbell gdns. Ful. XIV, 6 Q Kimberley rd. Cam. XVI, 19 R 19 R

19 R Kimberley rd. Lam. XV, 13 R Kimberley rd.W.H. XIII, 25 J Kinburn st. Ber. XII, 20 M Kinfaun's rd. Wan. XX, 14 Y King David st. Ste. XII, 19 L King Edward's rd. Hac. VII, 19 H

King George st. Gre. XVII, 23 Q

King George V. Dock, Ber. XIII, 29 M King Henry st. Isl. VII, 17 G King Henry's rd.Hd. VI, 10 H King Henry's walk Isl. VII, 17 G

King Henry's Walk Isl. VII, 17 G
King James st. Sou. XI, 15 M
King sq. Fin. XI, 15 J
King st. City XI, 15 K
King st. City XI, 16 K
King st. City XI, 16 K
King st. City XI, 17 K
King st. Sou. XI, 12 L
King st. Sou. XI, 15 M
King st. St. M. X, 10 K
King st. St. M. X, 10 K
King st. St. P. VI, 12 H
King st. W. H. IX, 4 N
King st. W. H. IX, 4 N
King st. Wes. X, 12 M
King st. Wes. X, 13 L
King st. Woo. XVIII, 29 O
King William st. Gre. XVII, 23 P
King William st. Wan. XV,

King William st. Wan. XV,

12 Q King William st.City XI, 16 L King's ave. Wan. XX, 13 T King's College Hospital Cam. XVI, 16 R King's College rd. Hd. VI, 9 H

9 H King's Cross rd. St. P. VI, 14 I King's rd. Che. XIV, 8 P King's rd. St. P. VI, 12 H King's rd. Wan. XX, 13 T King's rd. Wim. XIX, TX Kingdon rd. Hd. V, 7 G Kings Cross sta. St. P. VI, 13 I Kings highway Woo. XVIII, 32 P Kings rd. S. N. VII. 16 F

52 P Kings rd. S.N. VII, 16 E Kings rd. Wil. V, 4 G Kingsbury rd. Isl. VII, 17 G Kingsbury sta. Wil. V, 2 V Kingscourt. rd. Wan. XX, 13 V

1.5 V Kingsdown rd. Isl. VI, 13 E Kingsgate rd. Hd. V, 7 H Kingsland rd. Sho. VII, 17 I Kingsland rd. W.H. XIII, 27 J Kingsman st. Woo. XVIII, 29 O

29 U Kingsmead rd Wan. XX, 14 V Kingston rd. Wan. XIX, 3 V Kingstown st. St. P. VI, 11 H Kingsway, Wes. XI, 14 K Kingswood rd. Cam. XII, 17 W

Kingswood rd. Ful. XIV, 6 P Kingswood rd. Wil. V, 6 H Kingswood rd.Wan. XX, 13 T Kinnerton st. Wes. X, 10 M Kinnoul rd. Ful. XIV, 60 Kinveachy gdns. Gre. XVII,

28 O Kipling st. Ber. XI, 16 M Kirbey st. Pop. XII, 23 K Kirk la. Woo. XVIII, 30 P Kirkbride st. Ham. IX, 5 K Kirkdale Lew. XXI, 19 W Kirkside rd. Gre. XVII, 25 P Kirkstall rd. Wan. XX, 13 U Kirkwood rd. Cam. XVI, 19 R Kirtling st. Bat. XV, 12 P Kitchener rd. W. H. VIII, 26 H

26 H Kitson rd. Cam. XVI, 16 P Kitto rd. Dep. XVI, 20 R Kiver rd. Isl. VI, 13 E Klea ave. Wan. XX, 12 T Klng's rd. Cam. XVI, 19 Q Klondike ave. W. H. VIII, 26 I

261
Klondike rd. Wan. XX, 11 T
Klondyke rd. Wim. XIX, 8 W
Knapp rd. Pop. XII, 22 J
Knaresboro' pl.Ken. XIV, 8 O
Knatchbull rd. Lam. XV, 15 Q
Knee hill, Woo. XVIII, 34 P
Kneller rd. Lew. XVI, 21 S
Knight's hill XI, 15 U
Knighton Pk. rd. Lew. XXI, 20 X
Knights Hill rd. Lam. XXI.

Knights Hill rd. Lam. XXI, 15 W

IS W
Knights rd. W.H. XIII, 26 M
Knightsbridge Wes. X, 10 M
Knollys rd. Iam. XX, 14 V
Knott st. Dep. XVII, 22 P
Knowles Hill cres. Lew.
XXII, 23 T
Knowles rd. Lam. XV, 14 H
Knox rd. W. H. VIII, 26 G
Knoyle st. Dep. XVI, 20 P
Kohat rd. Wim. XIX, 8 W
Kynaston rd. S. N. VII, 17 E
Kyrle rd. Bat. XX, 10 T
Laburnum st. Sho. VII, 18 I
Lacy rd. Wan. XIV, 5 R
Ladbrok Grove rd. Ken.
IX, 6 J

IX, 6 J Ladbrok sq. Ken. IX, 7 L Ladbroke gro. Ken. IX, 7 L Ladbroke gro. Ken. IX, 6 L Ladbroke ter. Ken. IX, 7 L Lady dock Ber. XII, 21 M Lady Margaret rd. St. P. VI 12 F

Lauy Margaret rd. St. P. VI, 12 F Lady Somerset rd. St. P VI, 12 F

Ladywell pk. Lew. XXII, 23 S Ladywell rd. Lew. XVII, 22 S Ladywell sta. XXII, 22 S Ladywell XXII, 22 U Laitwood rd. Wan. XX, 11 U Lake rd. Wim. XX, 6 W Lakedale rd. W00. XVIII,

32 P Laleham rd. Lew. XXIII, 23 T Lamb la. Hac. VII, 19 H Lambert rd. Lam. XX, 13 S Lambert rd. W. H. XIII, 26 L Lambeth bridge Wes. X, 13? Lambeth cemetery XX, 8 W Lambeth Palace rd. Lam. XI 14 N

XI, 14 N Lambeth rd. Lam. XI, 14 N Lambeth st. Ste. XI, 18 K Lambeth walk Lam. XV, 14 O Lamble st. St. P. VI, 11 F Lambolle rd. Hd. VI, 10 G Lambourne rd. Wan. XV,

Lambs Conduit st. Hol. XI, 14 J

Language Td. Lew. XVII, 25 S
Lanark villas Pad. X, 8 J
Lanbury rd. Cam. XVI, 20 S
Lancaster gate Pad. X, 8 L
Lancaster rd. W.H. VIII, 26 H
Lancaster rd. Hd. VI, 9 G
Lancaster rd. Hd. VI, 9 G
Lancaster rd. Lew. IXI, 6 K
Lancaster rd. Lew. IVIII, 25 E
Lancaster rd. Lew. VIII, 25 E
Lancaster rd. Wil. V, 3 F
Lancaster rd. Wil. V, 3 F
Lancaster rd. Wil. X, 5 W
Lancaster st. Sou. XI, 15 M
Lancacfield st. Pad. V, 6 I
Landcroft rd. Cam. XXI, 17 T
Landells rd. Cam. XXI, 18 T Landcroft rd. Cam. XXI, 17 Landells rd. Cam. XXI, 18 T Landor rd. Lam. XV, 13 R Landridge rd. Ful. XIV, 6 Q Landsdown rd. Ken. IX, 6 L Landsdown cres. Ken. IX,

6 L Landsdowne rd. Hac. VII, 18 H

Landsdowne rd. W. H. XIII, 25 L Landseer rd. Isl. VI, 13 E

Landseef rd. Is. V, 13 E Lanercost rd. Lam. XX, 14 V Langdon ave. E.H. XIII, 29 J Langdon rd. Isl. VI, 12 E Langdon rd. Isl. VI, 12 E Langford rd. Ful. XIV, 8 Q Langham pl. St. M. X, 12 K Langham st. St. M. X, 12 K

Langland gdns. Hd. V, 8 F Langler rd. Wil. V, 5 I Langley la. Lam. XV, 13 P Langroyd rd. Wan. XX, 10 Langthorne st. W. H. VIII, 24 H

24 H
Langton rd. Cam. XXI, 18 U
Langton rd. Lam. XV, 15 P
Lanhill rd. Pad. IX, 7 J
Lansdowne cres. Ken. IX, 6 L
Lansdowne gdns. Lam. XV, 13 O

Lansdowne hill Lam. XXI, 15 V

Lansdowne rd. Gre. XVII, 27 P

Lansdowne rd. Ken. IX, 6 L Lansdowne rd. Lam. XV, 13 Q

13 Q Lansdowne rd. Ley. VIII, 25 E Lant st. Sou. XI, 16 M Larch rd. Wan. XX, 11 U Larch rd. Wil. V, 5 E Larcom st. Sou. XVI, 16 O Larden rd. Act. IX, 2 M Larkhall la, Lam. XV, 13 Q Larkhall rise Wan. XV, 12 R Larpenta. St. Wan. XIV, 4 S Latchmere gdns. Bat. XV, 10 Q

Latchmere gdns. Bat. XV, 10 Q
Latham st. Pop. XII, 22 K
Latimer rd. Ham. IX, 5 K
Latimer rd. sta. Ham. IX, 5 L
Latimer rd. Wim. XIX, 7 X
Lauderdale rd. Pad. X, 8 J
Launceston pl. Ken. X, 8 N
Laundry rd. Ful. XIV, 6 P
Laura pl. Hac. VII, 29 F
Laurel rd. Barnes XIV, 3 Q
Lauriston rd. Barnes XIV, 3 Q
Lauriston rd. Hac. VII, 20 H
Lauriston rd. Wim. XIX, 5 X
Lausanne rd. Dep. XVI, 20 Q
Lavender gdns. Bat. XV, 10 S
Lavender Hill Bat. XV, 10 R
Lavender Hill Bat. XV, 10 R
Lavender rd. Bat. XV, 9 Q
Lavender sweep Bat. XV, 9 Q
Lavender sweep Bat. XV, 9 Q 10 Q Lavender sweep Bat. XV,

10 S 10 S
Lavender ter. Bat. XV, 10 R
Lavington st. Sou. XI, 15 M
Law st. Sou. XI, 16 F
Lawford rd. St. P. VI, 12 G
Lawley st. Hac. VII, 20 F
Lawn rd Hd. VI, 10 G
Lawn ter. Lew. XVII, 25 R
Lawrence rd. W. H. VIII, 26 I
Lawrie Pk. ave. Lew. XXI, 19 X 19 X

Lawrie Pk. gdns. Lew. XXI, 19 W Lew. XXI, Laycock's Jard, Isl. VII, 15 G Lea Bridge gdns. Ley. VIII, 21 D Lea Bridge sta.Ley. VIII, 21 D

Lea river III, 22 E Lead Mill stream Hac. VIII, 22 F

Lead Mill stream Hac. VIII, 2F Lead Mill stream Hac. VIII, 2F Leader st. Che. XV, 9 O Leahurst rd. Lew. XXII, 24 S Leamington rd. Pad. IX, 7 K Leander rd. Lam. XX, 14 T Leaside rd. Hac. VII, 20 D Leather la. Hol. XI, 15 K Leathwaite rd. Bat. XV, 10 S Lebanon gdns. Wan. XIX, 7 S Leconfield rd. Isl. VII, 16 F Ledbury rd. Ken. IX, 7 K Lee cemetery XXII, 25 K Lee pk. Lew. XVII, 24 S Lee pk. Lew. XVII, 25 S Lee rd. Gre. XVII, 25 R Lee st. Sho. VII, 17 H Lee st. Ste. XII, 22 K Lee st. Ste. XII, 22 K Lee tr. Lew. XVII, 24 S Leehmere rd. Wil. V, 4 G Lefver rd. Pop. VIII, 22 I Leftoy rd. Ham. IX, 2 M Leghorn rd. Woo. XVIII, 31 P Leicester sq. Wes. X, 13 L Leigham Ave. Wan. XX, 13 V Leigham Vale Lam. XX, 13 V Leigham Vale Lam. XX, 14 V Leigham Vale. Vii. V, 5 H

XX, 13 V Leigham vale Lam. XX, 14 V Leighton gdns. Wil. V, 5 H Leighton gro. St. P. VI, 12 F Leighton rd. St. P. VI, 12 F Leignton rd. St. P. VI, 12 F Leinster gdns. Pad. X, 8 L Leinster sq. Pad. IX, 7 L Leinster st. Pad. X, 8 K Leipsic rd. Cam. XVI, 16 P Leman st. Ste. XI, 18 K Lena. gdns. Ham. IX, 5 N Lennox gdns. Che. X, 10 N Lennox rd. Isl. VII. 14 E Lenthall rd. Hac. VII, 18 H Lenthorpe rd.Gre. XVII, 25 O

Leonard rd. W. H. VIII, 26 F Leonard st. Sho. XI, 17 J Leopold ave. Wim. XIX, 6 W Leopold rd. Wim. XIX, 6 W Leopold st. Lam. XV, 13 O Leppoe rd. Wan. XX, 12 S Leroy st. Ber. XI, 17 N Leslie rd. Ley. VIII, 24 F Lessar ave. Wan. XX, 12 T Lessar ave. Wan. XX, 12 T Lessing rd. Lew. XXI, 20 U Leswin rd, Hac. VII, 18 E Letchworth st.Wan. XX, 10 W Lett rd. W. H. VIII, 23 H Lettice st. Ful. XIV, 6 Q Lettsom rd. Cam. XVI, 17 R Leven rd. Pop. XII, 23 K Lever st. Fin. XI, 16 J Leverson st. Wan. XX, 12 X Lever st. St. P. VI, 12 F Lewin rd. Wan. XX, 12 X Lewis gro. Lew. XVIII, 23 S Lewis st. St. P. VI, 11 G Lewisham Hilgh rd. Dep. XVI, 21 Q Lewisham hill XVII, 23 R Lewisham Hills XVII, 23 R Lewisham Hills XVII. 23 R Lewisham Hills XVII, 23 R Leonard rd. W. H. VIII, 26 F Lewisham hill XVII. 23 R Lewisham Junction sta.Lew. XVII, 23 R Lewisham pk.Lew. XXII, 22 T

Lewisham rd. St. P. VI, 11 E Lewisham Rd. sta. XVII, 22 R

22 R Lewisham rd. XVII, 23 Q Lexham gdns. Ken. IX, 7 N Lexington st. Wes. X, 12 L Leybourne rd. Lei. VIII, 25 D Leybourne rd. Lei. VIII, 25 D Leyes rd. W. H. XIII, 27 L Leyland rd. Lew. XXII, 25 T Leyton Pk. rd. Ley. VIII, 23 E Leyton rd. Ley. VIII, 23 F Leyton sq. Cam. XVI, 18 P Leyton sta. VIII, 23 F Leytonstone rd. W. H. VIII, 24 G.

Leytonstone sta. Ley. VIII, 25 E

25 E Liberty st. Lam. XV, 14 Q Libra rd. Pop. VIII, 21 I Libra rd. W. H. VIII, 26 I Lichfield rd. Ste. XIII, 21 J Liddon rd. W. H. XIII, 26 J Liffler rd. Woo. XVIII, 31 P Lifflor rd. Woo. XVIII, 31 P Lifflor rd. Wan. XIV, 5 R Lilford rd. Lam. XVI, 15 Q Lilian rd. Barnes XIV, 40 Lillie rd. Ful. XIV, 6 D Lillie rd. Ful. XIV, 6 P Lime st. City XI, 17 L Limehouse basin Ste. XII, 20 L Limehouse causeway Ste. Levtonstone VIII. 25 E

Limehouse causeway Ste. XII 21 L. XII, 21 L Limehouse cut Ste. XII, 22 K Limehouse reach XII, 21 M Limehouse sta. Ste. XII, 21 L Limehouse Ste. XII, 21 K Limes gro. lew. XVII, 23 S Limestord rd. Cam. XVI,

20 S Linacre rd. Wil. V, 4 G Lincoln st. Ley. VIII, 24 E Lincoln's Inn Hol. XI, 14 K Lincoln's Inn Fields Hol. XI, 14 K Lindout Bet VIV 0 B

Lincoln's Inn Fields Hol. XI, 14 K
Linda st. Bat. XIV, 9 R
Linden ave. Wil. V, 5 I
Linden glns. Ken. IX, 7 L
Linden gro. Cam. XVI, 19 R
Lindfield gdns. Hd. V, 8 F
Lindfield gdns. Hd. V, 8 F
Lindfield gdns. Hd. V, 8 F
Lindfield dr. Wim. XIX, 5 X
Lingfield rd. Wim. XIX, 5 X
Lingfled rd. Wim. XIX, 5 X
Lingham st. Lam. XVI, 17 R
Lingor dr. W.H. XIII, 26 K
Linnell rd. Cam. XVI, 17 Q
Linsey st. Ber. XI, 18 N
Lintaine gro. Ful. XIV, 6 P
Linton st. 15 L, VII, 16 I
Lion st. Pop. XII, 22 K
Lion st. Sou. XI, 16 N
Lisburne rd. Hd. VI, 10 F
Lisson gro. St. M. X, 10 X
Listria pk. S. N. VII, 17 E
Litcham st. St. P. VI, 11 G
Lithos rd. Hd. V, 8 G
Little Britain City XI, 15 K
Little Britain City XI, 15 K
Little Condon st. P. VI

Little Britain City XI, 15 K Little Camden st. St. P. VI, 12 H Little Earl st. Hol. X, 13 K Little heath Gre. XVIII, 28 P Little James st. Hol. XI, 14 J Little Queen st. Hol. XI, 14 K Little Wormwood Scrubbs Ham. IX, 4 J Littlewood. Lew. XXII, 23 T

Livermore rd. Sho. VII, 28 H Liverpool rd. Isl. VII, 15 G Liverpool rd.W.H. XIII, 25 K Liverpool St. City XI, 17 K Liverpool St. stn. City XI, 17 K Livingstone rd. Bat. XV, 9 Q Livingstone rd. W.H. VIII, 24 I Lighen et Grey XVII, 26 G

241 Lizban st. Gre. XVII, 26 Q Llanover rd.Woo. XVIII 29 Q Ilderton rd. Ber. XVI, 19 O Lloyd sq. Fin. VII, 14 I Loampit valle, Lew. XVII, 22 R Loampit valle, Lew. XVIII, 22 R

Loats rd. Wan. XV, 13 S Lochnagar st. Pop. XII, 28 K Lockhurst rd. Hac. VIII, 20 F Loddiges rd. Hac. VII, 19 H Loder st. Cam. XVI, 19 Q Lodge la. Woo. XVIII, 34 Q Lodge pl. St. M. X, 9 J Lofting rd. Isl. VI, 14 H Loftus rd. Ham. IX, 4 L Logan pl. Ken. IX, 7 N Lollard st. Lam. XV, 14 N Lombard rd. Bat. XV, 9 Q Lombard rd. Gre. XVII, 6 O Lombard st. City XI, 16 L Londesborough rd. S. N. VII, 17 F Loats rd. Wan. XV. 13 S VII, 17 F

London Bridge sta. Ber. XI, 17 M London bridge XI, 16 L London docks Ste. XII, 18 L London Fields Hac. VII, 19 H London Fields sta. VII, 19 H London hospital Ste. XII,

London hospital Ste. XII, 19 K
London Ia. Hac. VII, 19 H
London rd. Hac. VII, 19 F
London rd. Lew. XXI, 19 V
London rd. Lew. XXI, 19 V
London rd. Sou. XI, 15 N
London rd. W. H. XIII, 25 I
London st. Br. XII, 18 M
London st. Ber. XII, 18 M
London st. Ber. XII, 21 N
London st. Gre. XVII, 23 P
London st. Isl. VI, 14 I
London st. Ste. XII, 20 L
London st. Ste. XII, 20 L
London wall City XI, 16 K
Long acre Wes XI, 13 L
Long la. City XI, 15 X
Long la. Sou. XI, 16 M
Long st. Sho. VII, 17 I
Long walk Barnes XIV, 2 Q
Longcroft rd. Cam. XVI, 17 O
Longford st. St. P. X, 12 J
Longhurst rd. Lew. XXII, 24 T
Longley rd. Wan. XX, 10 X

24 T Longley rd. Wan. XX, 10 X Longnor rd. Ste. XII, 20 J Longridge rd. Ken. XIV, 7 O Longton ave. Lew. XXI, 18 W Longton gro. Lew. XXI, 18 W Lonsdale rd. Barnes XIV, 3 P Lonsdale rd. Wil. V, 6 H Lonsdale sq. Isl. VII, 15 H Lookley st. Ste. XII, 21 K Loraine rd. Isl. VI, 14 F Lord Holland's la Ken. IX Lord Holland's la. Ken. IX, 7 M

Lord's Cricket ground St. M.

Lordship la. Cam. XXI, 17 T Lordship la. Sta. Cam. XXI, 18 V

Lordship pk. S.N. VII, 16 E Lordship pk. S.N. VII, 16 E Lordship ter. S.N. VII, 17 E Lorimore rd. Sou. XVI, 15 O Lorimore sq. Sou. XVI, 17 O Lorn rd. Lam. XV, 14 Q Lothorp st. Pad. V, 61 Lothorp st. Pad. V, 61 Lothorp st. Pad. V, 8 P Loubet rd. Wan XX, 10 X Loudoun rd. St. M. VI, 9 H Loudoun Rd. sta. Hd. VI, 9 H Loughboro pk. Lam. XV, 15 S Loughborough rd. Lam. XV

Loughborough rd. Lam. XV, 15 Q

Loughborough Rd. sta. XV, 15 R 15 R Loughton junction Wal. VIII, 23 F Louise rd. W. H. VIII, 25 G Louisville rd. Wan. XX, 11 V Louvaine rd. But. XV, 9 S Louvaine rd. But. XV, 9 S Love la, Pop. XII, 23 I Love la. Hac. VII, 19 F Love la. Lew. XVII, 24 R Love la. Sou. XI, 15 L Love la. Ste. XII, 20 L Love la. Woo. XVIII, 30 Q Love walk Cam. XVI, 16 Q Loverlage rd. Hd. V, 7 G Loveridge rd. Hd. V, 7 G Lovers' walk Gre. XVII, 24 P Low Leyton marsh Ley. VIII. 22 E Low Leyton VIII, 23 E Lowden rd. Lam. XVI, 15 S Lowden rd. Lam. XVI, 15 S

Lower Chapman st. Ste.
XII, 19 L
Lower Clapton pl. Hac. VIII, 19 G Lower Clapton rd. Hac. VII, 19 F

Lower East Smithfield Ste.

A1, 18 M Lower gro. Wan. XIX, 8 T Lower Kennington la, Lam. XV, 15 O Lower Mall, Ham. XIV, 4 O Lower marsh Lam. XI, 14 M Lower Orchard rd. Wan.

XX 13 T

XX, 13 I Lower Oxgate la. Wil. V, 4 D Lower Park fields Wan. XIV, 3 S Lower Pk. rd. Cam. XVI, 18 P Lower rd. Ber. XII, 20 N Lower rd. Ber. XVI, 20 O Lower rd. W. H. XIII, 25 J Lower Richmond rd. Wan. XIV, 4 R Lower Shadwell st. Ste. XII, 20 L

Lower Sydenham sta. XXII, 21 W

Lower Sydenham XXI, 20 W Lower Thames st. City XI, 17 L

Lower Tooting, XX, 10 W
Lowfield rd. Hd V, 7 G
Lowman rd. Isl. VI, 14 F
Lowndes sq. Wes. X, 10 M
Lowndes st. Che. X, 11 N
Lowth rd. Cam. XVI, 6 Q
Lowther hill Lew. XXI, 20 U
Lowther rd. Barnes XIV, 3Q
Loxford ave. E. H. XIII, 28 I
Loxley rd. Wan. XX, 9 U
Loxton rd. Lew. XXI, 20 V
Luard st. Isl. VI, 14 H
Lucas ave. W. H. VIII, 26 I
Lucas rd. Sou. XV, 15 P
Lucas rd. W. H. VIII, 21 I
Lucas rd. W. H. VIII, 21 I
Lucerne rd. Isl. VII, 15 F
Lucien rd. Wan. XX, 11 W
Lucy rd. Isl. VI, 14 E
Lucy st. Ste. XII, 19 L
Ludgate circus City XI, 15 K
Ludgate icricus City XI, 15 L
Ludgate circus City XI, 15 L
Lugard rd. Cam. XVI, 19 Q
Lulot st. St. P. VI, 12 D
Lunham rd. Lam. XXI, 17 X
Lupton st. St. P. VI, 12 F
Lupus st. Wes. XV, 12 O
Lurline gdns. Bat. XV, 11 Q
Lushington rd. Wil. V, 41
Luttle st. Wan. XIV, 48
Lutwyche rd. Lew. XXII, 21 V
Lydale rd. Cam. XVI, 20 R
Lyall rd. B. G. VIII, 21 I
Lyall st. Wes. X, 11 N
Lyddord rd. Pad. 1X, 7 J
Lydford rd. Wal. V, 5 R
Lydford rd. Wan. XX, 9 U
Lyham rd. Lam. XX, 13 T
Lyme st. St. P. VI, 12 H
Lymington rd. Hd. V, 7 E
Lyndale la. Hen. V, 7 E
Lyndale la. Hen. V, 7 E
Lyndale care Wer. V

Lyndhurst ave•Wan. XX, 14 V

Lyndhurst gdns. Hd. VI, 9 F Lyndhurst gro. Cam. XVI, 17 O

17 O Lyndhurst rd. Cam. XVI, 17 Q Lyndhurst rd. Hd. VI, 9 F Lynette ave. Wan. XX, 12 T Lynton rd. Ber. XVI, 13 O Lyon st. Isl. VI, 14 H Lysis st. Ful. XIV, 5 P Lyon st. Isl. VI, 14 H
Lysia st. Ful. XIV, 5 P
Lysias rd. Wan. XX, 11 T
Lyteott gro. Cam. XXI, 17 S
Lyte st. B.G. VII, 191
Lyttleton rd. Ley. VIII, 23 E
Lytton gro. Wan. XIX, 5 S
Lyveden rd. Gre. XVII, 26 P
Lyveden rd. Mit. XX, 10 X
Mabley st. Hac. VIII, 21 G
Macaulay rd. E. H. XIII, 28 I
Macaulay rd. Wan. XV, 11 R
MacFarlane rd. Ham. IX, 5 L
Machem rd. Wal. VIII, 25 F
Macklin st. Hol. XI, 13 K
Maclaren st. Hac. VIII, 21 F
Macoma rd. Woo. XVII, 31 P
Maddin rd. Lew. XXII, 21 W
Maddox st. Wes. X, 12 L
Madeira rd. Wan. XX, 13 G
Mafas pl. Isl. VIII, 15 G
Mafeking ave. E. H. XIII, 28 I
Mafeking rd. W.H. XIII, 25 J

Magdala rd. Isl. VI, 12 D Magdalen la. Wan. XX, 9 U Maida hill West Pad. X, 9 S Maida vale V, 8 I Maiden La. sta. St.P. VI, 13 H Matlland Pk. villas, St. P.

Maitland Pk. villas, St. P. VI, 11 G Major rd. W. H. VIII, 24 G Malcolm rd. Wim. X1X, 6 X Malden rd. St. P. VI, 11 G Malden rd. W. H. VIII, 25 H Maley ave. Lam. XXI, 15 V Malham rd. Lew. XXI, 20 U Mall rd. Ham. XIV, 4 O Mall, The, Wes. X, 12 M Mallbrook rd. Wan. XIV, 4 S Mallinson rd Bat XV 10 S Mallinson rd. Bat. XV, 10 S Malmesbury rd. Pop. XII,

Malmesbury rd. W.H. XIII, 24 K Malmesbury ter. W. H. XIII,

25 K

25 K Malpas rd. Dep. XVI, 21 R Maltby st. Ber. XI, 17 N Malthouse pass.Barnes XIV, 3 Q Malva rd. Wan. XIX, 8 T Malvern rd. Hac. VII, 18 H Malvern rd. Pad. V, 7 I Malwood rd. Wan. XX, 11 T Malvern rd. VII, 12 Malvern rd. Pad. V, 7 I Malwood rd. Wan. XX, II I Malyons rd. Lew. XXII, 22 T Manby gro. W. H. VIII, 24 G Manby rd. Wal. VIII, 24 F Manby st. W. H. VIII, 24 G Manchester rd. Pop. XVII, 23 O

Manchester rd. Pop. XVII, 23 O
Manchester sq. St. M. X, 11 K
Manchester st. St. M. X, 11 K
Manchester st. St. P. XI, 13 J
Manchuria rd. Wan. XX, 11 T
Mandeville st. Hac. VIII, 21 F
Mandrake rd. Wan. XX, 10 V
Manning st. Ber. XI, 17 M
Manor gdns. Isl. VI, 14 E
Manor gro. Cam. XVI, 19 P
Manor House gdns. Lew.
XVII, 24 S
Manor la. Lew. XXII, 24 T
Manor pl. Hac. VII, 19 G
Manor pk. rd. Wil. V, 3 H
Manor pk. Lew. XVII, 24 S
Manor rd. Se. VII, 15 O
Manor rd. Se. VII, 17 D
Manor rd. Se. VII, 17 D
Manor rd. W. H. VIII, 24 I
Manor rd. W. H. VIII, 24 I
Manor rd. W. H. VIII, 20 L
Manor way E. H. XIII, 29 L
Manor way Gre. XVII, 25 S
Manor Way Gre. XVIII, 25 S
Manor Way Gre. XVIII, 25 S
Manor Way Gre. XVII, 25 S
Manor Way Gre. XVIII, 25 S
Manor Way Gre. XVIII, 25 S
Manor Way Gre. XVIII, 25 S
Manor Way Sta. Woo. XIII, Manor Way sta. Woo. XIII,

30 M Manor.rd. Lew. XXI, 19 U Manresa rd. Che. XV, 9 O Mansel rd. Wim. XIX, 6 X Mansell st. Ste. XI, 18 L Mansfield rd. St. P. VI, 11 F Mansfield st. Sho. VII, 18 I Mansion House st. Lam. VV. 15 O

XV. 15 O Mansion House sta. City XI, 16 L

XI, 16 L Manstone rd. Hd V, 6 F Mantilla rd. Wan. XX, 11 W Mantua st. Bat. XV, 9 Q Manville rd. Wan. XX, 11 V Manwood rd. Lew. XXII,

21 T Mapesbury rd. Wil. V, 6 G Maple st. B. G. XII, 19 J Maple st. St.P. X, 12 J Maple st. St.P. X, 12 J Mapleton rd. Wan. XIX, 7 T Maplin st. Ste. XII, 21 J Marban rd. Pad. V, 6 I Marcellus rd. Isl. VI, 14 E Marchmont st. St. P. XI, 13 J Marcus st. W. H. VIII, 25 I Mare st. Hac. VII, 19 H Maresfield odns. Hd VI 9 G Mare st. Hac. VII, 19 H Maresfield gdns. Hd. VI, 9 G Margaret st. Fin. XI, 14 J Margaret st. St. M. X, 12 K Margery Pk. rd. W. H. VIII, 26 G Margravine gdns.Ful. XIV, 5 O

5 O Margravine rd. Ful. XIV, 5 O Maria st. Pop. XII, 2 N Maria st. Sho. VII, 17 I Marigold st. Ber. XII, 19 M Marine st. Ber. XI, 18 N Marischal rd. Lew. XVII, 23 S

Marius rd. Wan. XX. 10 V Marius rd. Wan. XX, 10 V Mark la. City XI, 17 L Mark La. sta. City XI, 17 L Mark st. W. H. VIII, 24 H Market rd. Isl. VI, 13 G Market st. E.H. XIII, 29 I Market st. Isl. VI, 14 G Market st. Isl. VI, 14 G Market st. Pop. XII, 22 K Markham st. Che. XY, 10 O Marlboro' rd. Wan. XIV, 4 S Marlboro rd. Wim XIX, 7 V

Marlborough cres. Act. IX, Marlborough hill St. M. VI, 9 H Marlborough la. Gro. XVII, 27 P

Marlborough pl. St.M. VI,8 I Marlborough rd. Cam. XVI,

Marlborough rd. Isl. VI, 13 E Marlborough rd. Lew. XVII,

Marlborough rd. Mit. XX,

Marlborough rd. St.M. VI,9 I Marlborough Rd. sta. St. Mit. Marlborough st. Gre. XVII,

24 O Marlborough st. Pad. IX, 7 K Marler rd. Lew. XXII, 21 V Marloes rd. Ken. X, 8 N Marmadon st. Woo. XVIII, 32 O

Marindos Id. Rel. A, 8 M. Marmadon st. Woo. XVIII, 32 O Marmion rd. Bat. XV, 11 R Marmora rd. Cam XXI, 19 T Marner st. Pop. XII, 23 J Marney rd. Bat. XV, 10 R Marnock rd. Lew. XXII, 21 T Maroon st. Ste. XII, 21 K Marquess rd. Isl. VII, 16 G Marquis rd. St. P. VI, 13 G Marryatt rd. Wim. XIX, 5 W Marsden rd. Cam. XVI, 18 R Marsden st. St. P. VI, 11 G Marsh hill Hae. VIII, 21 G Marsh hill Hae. VIII, 22 G Marsh la. Gre. XIII, 25 N Marsh la. Ley. VIII, 22 E Marshalsea rd. Sou. XI, 16 M Marsham st. Wes. X, 13 N Martell rd. Lam. XXI, 16 W Marten rd. W. H. XIII, 26 L Martha st. Ste. XII, 19 L Martin st. W. H. VIII, 24 G Maryland rd. W. H. VIII, 22 I Mary st. Pop. XII, 22 I Mary st. W. H. XIII, 25 K Maryland Point sta. W. H. VIII, 24 G Maryland rd. W. H. VIII, 24 G Marylands rd. Pad. IX, 7 J Marylebone la. X, 11 K Marylebone la. X, 11 K Marylebone rd. St. M. X, 10 K Marylebone sta. St. M. X,

Marylebone sta. St. M. X, 10 J 10 K

In J Maryon rd. Gre. XVIII, 28 O Masbro' rd. Ham. IX, 5 N Maskell rd. Wan. XX, 8 V Matilda st. Isl. VI, 14 H Matthias rd. S. N. VII, 17 F Maud rd. Ley. VIII, 23 F Maud rd. W. H. VIII, 25 I Mauritius rd. Gre. XVII, 24 O Maury rd. Hac. VII, 18 E Mawbey st. Lam. XV, 13 S Mawboy rd. Cam. XVI, 18 O Mawson la. Chisk. XIV, 20 Maxey rd. Woo. XVIII, 30 O Maxted rd. Cam. XVI, 18 R Maxwell rd. Ful. XIV, 8 P May st. Ful. XIV, 60 O Mayall rd. Lam. XV 15 S Maybury rd. Wan. XX, 9 X Mayfair Wes. X, 11 L Mayfield rd. Hac. VII, 18 H Mayflower rd. Lam. XV, 13 R Maygrove rd. Hd. V, 7 G Mayo rd. Wil. V, 2 G Mayola rd. Hac. VII, 20 F Mayow rd. Low. XXI, 20 W Maysoule rd. Bat. XV, 9 R Mayton st. Isl. VI, 14 E Mayville rd. Lev. VIII, 24 P Maze Hill sta. XVII, 24 P Maze pond Ber. XI, 17 M Mazenod ave. Hd. V, 7 H Maryon rd. Gre. XVIII. 28 O Maze pond Ber. XI, 17 M Mazenod ave. Hd. V, 7 H McDermott rd.Cam. XVI,

McLeod rd. Woo. XVIII. Mead pl. Hac. VII, 20 G Mead row, Lam. XI, 14 N Meadow Court rd. Gre. XVII, 25 S

Meadow rd. Lam. XV, 14 O Meath gdns. B. G. XII, 20 I Meath rd. W. H. VIII, 25 I Mechlenburgh sq. St. P. XI. 14 J Medfield st. Wan. XIX, 4 T Median rd. Hac. VII, 20 F Medina rd. Isl. VII, 14 E

Medland st. Ste. XII, 20 L Medland st. Ste. XII, 20 L Medusa rd. Lew. XXII, 22 T Medway rd. B. G. VIII, 21 I Meek st. Che. XIV, 8 P Meeting House la. Cam. XVI, 18 Q Melbourne gro. Cam. XVI,

Melbury rd. Ken. IX, 6 N
Melford rd. Ley. VIII, 25 E
Melgund rd. Isl. VII, 15 G
Melina pl. St. M. X, 9 J
Melina rd. Ham. IX, 4 M
Melling st. Woo. XVIII, 32 O
Mellish st. Pop. XII, 22 N
Mellison rd. Wan. XX, 9 X
Melody rd. Wan. XX, 8 S
Melrose ave. Wil. V, 5 F
Melrose gdns. Ham. IX, 5 M
Melrose rd. Wan. XIX, 6 T
Melvile rd Barnes XIV, 3 Q
Memorial ave. WH. XII, 24 J
Mendip rd. Bat. XIV, 8 R
Mercer st. Ste. XII, 19 L
Mercerist Ste. XII, 19 L
Mercerist Ste. XII, 19 L
Mercerist Ste. XII, 12 T
Merrow st. Sou. XVI, 16 O
Merrow st. Sou. XVI, 16 O
Mersey st. Ken. IX, 5 K
Merthyr ter. Barnes XIV, 4 P
Merton la. St. P. VI, 11 D
Merton rd. Hd. VI, 10 H
Merton rd. Wan. XIX, 7 T
Meteron rd. Wan. XIX, 7 T
Merton rd. Wan. XIX, 7 T Merton rd. Hd. VI, 10 H Merton rd. Wan, XIX, 7 T Merton rd. Wan, XX, 9 X Merton rd. Wim, XIX, 7 X Mervan rd. Lam, XV, 15 S Messina ave. Hd. V, 7 H Metrolpolitan cattle market VI, 13 G Mexfield rd. Wan, XIV, 7 S Mostrick rd. Bat, XV, 9 O

Meyrick rd. Bat. XV, 9 Q Meyrick rd. Wil. V, 3 G Miall rd. Lew. XXII, 21 W Micheldever rd. Lew. XXII,

25 T Middle man Ham. XIV, 4 O Middle row, Ken. IX, 6 J Middle Temple la. City XI,

Middle Temple Ia. City XI, 14 L
Middlesex St. City XI, 17 K
Middlesex Wharf cottages
Hac. VII, 20 E
Middleton rd. Hac. VII, 18 H
Middleton st. B. G. XII, 19 X
Midland rd. St. P. VI, 13 I
Midmoor rd. Wan. XX, 12 U
Milbank st. Wes. X, 13 N
Mildenhall rd. Hac. VII, 19 F
Mildmay gro. Isl. VII, 17 G
Mildmay pk. Isl. VII, 17 G
Mildmay Pk. sta. Isl. VII, 17 G
Mildmay Pk. sta. Isl. VII, 17 G

Mildmay Pk. sta. Isl. VII, 17 G
Mildmay rd. Isl. VII, 17 G
Mild End rd. Ste. XII, 20 J
Mildmay rd. Isl. VII, 17 G
Mile End XII, 20 K
Mile End XII, 20 K
Mile St. Lam. XV, 13 O
Milk st. Bro. XXII, 26 X
Milk yard Ste. XII, 19 L
Milk Wood rd. Lam. XVI, 13 S
Mill Fields rd. Hae. VII, 20 F
Mill la. Dep. XVII, 22 Q
Mill la. Hd. V, 6 F
Mill la. Lam. XX, 13 U
Mill la. Lam. XX, 13 U
Mill la. WH. VIII, 23 G
Mill la. WH. VIII, 23 G
Mill la. Woo. XVIII, 24 F
Mill brook. XII, 21 L
Mill st. Ber. XI, 18 M
Millasi rd. Ley. VIII, 24 F
Millbrook rd. Lam. XV, 15 R
Millwall docks Pop. XII, 22 N
Millwall Docks sta. Pop.
XII, 23 N
Millwall Junction sta. Pop.
XII, 23 L
Millwall XII, 22 N
Millwall XII, 22 N
Millman rd. Wil, V, 61
Millman st. Hol. XI, 14 J
Milman st. Che. X, 10 N
Milson rd. Ham. IX, 6 N
Milton Court rd. Dep. XVI, 21 P
Milton la. City XI, 16 K
Milton rd. Lam. XXI, 15 T

Milton Court rd. Dep. XVI, 21 P
Milton la. City XI, 16 K
Milton rd. Lam. XXI, 15 T
Milton rd. S. N. VII, 17 F
Milton rd. W. H. VIII, 26 I
Milton rd. W. H. VIII, 26 I
Milton rd. Wim. XIX, 8 X
Milton st. Bat. XV, 12 Q
Minard rd. Lew. XXII, 24 U
Mincing la. City XI, 17 L
Minert ave. Wil. V, 2 H
Minerva st. B. G. VII, 19 I
Minford gdns. Ham. IX, 5 M
Minories City XI, 17 L
Minster rd. Hd. V, 6 F
Mintern st. Sho. VII, 17 I
Mitchell st. Fin. XI, 16 J
Mitre st. City XI, 17 K
Modbury st. St. P. VI, 11 G
Moffatt rd. Wan. XX, 10 W
Molesworth st. Lew. XVII, 23 N
Margalett Won. XI, 23 N
Margalett Won. XI, 23 N

Monck st. Wes. X, 13 N Moncrief st. Cam. XVI, 18 Q Monier rd. Pop. VIII, 22 H Monkton st. Lam. XI, 15 N Monnery rd. Isl. VI, 12 E Monnow rd. Ber. XVI, 18 O

Monsell rd. Isl. VII, 15 E Monson rd. Dep. XVI, 26 P Monson rd. Wil. V, 4 I Montagu pl. St. M. X, 10 K Montagu sq. St. M. X, 10 K Montague ave. Lew. XVI, 21 S

Montague ave. Lew. XVI, 21 S

Montague pl. Hol. XI, 13 K

Montague rd. Hac. VII, 18 G

Montague rd. Ley. VIII, 25 E

Montague st. Hol. XI, 13 K

Montegue rd. Ley. VIII, 25 E

Montague st. Hol. XI, 13 K

Monten rd. Lew. XXII, 21 U

Montepelier rd. St. P. VI, 12 F

Montholme rd. Bat. X, 10 X

Montpelier sq. Wes. X, 10 M

Montpelier sq. Wes. X, 10 M

Montpelier st. Wes. X, 10 M

Montreal rd. Wan. XXI, 31 U

Montrose av. Wil. V, 61

Montserrat rd. Wan. XIV, 6 S

Moody st. Ste. XII, 2 J

Moore Pk. rd. Ful. XIV, 7 P

Moorgate St. Ste. XII, 16 K

Moorgate City XI, 16 K

Moorgate, City XI, 16 K

Mora rd. Wil. V, 5 E

Moran rd. Sil. VI, 14 D

Mordaunt rd. Wil. V, 2 H

Morecambe st. Sou. XVI, 16 O

Moresby rd. Hac. VII, 19 D

16 O Moresby rd. Hac. VII, 19 D Morley rd. Gre. XVII, 26 O Mount Pleasant rd. Wil. pk. Lew. V, 5 H Mount rd. Wil. V, 5 H Mountsfield pk. Lew. XXII, 23 T

23 T Mulgrave rd. Wil. V, 3 F Multon rd. Wan. XX, 9 U Mundford rd. Hae. VII, 20 E Murray rd. Wim. XIX, 5 X Nant rd. Hen. V, 7 D Nascot st. Ham IX, 5 K Neckfield pl. Ful. XIV, 7 P Nelson st. Isl. VII, 15 I Netheravon rd. Chisw. XIV, 3 O Nevern pl. Ken. XIV, 7 O

Nevern pl. Ken. XIV, 7 O New Exhibition Ground, Ham. IX, 4 L Newton rd. Wil. V, 5 E Nightinggale gro. Lew. XXII, 24 QT

Norfolk House rd. Wan. XX, 13 V

Normanhurst rd. Wan. XX, Normanton ave. Wim, XIX, 7 V

Normanton ave. Wim, XIX, 7V
North Addison gdns. Ken. IX, 6 N
North at. Wan. XV.12 R
North End rd. Hd. V, 8 D
North St. Pop. XII, 22 L
North St. Wan. XIV, 8 S
North view Wim. XIX, 4 W
North villas St. P. VI, 13 G
North Wharf rd. Pad. X, 9 K
North Woolwich rd. W. H.
XIII, 26 M
North Woolwich sta. Woo.
XIII, 29 N
Northbourne rd XV, 13 S
Northampton pk. Isl. VII.16 Q
Northampton sq. Fin. XI, 15 J
Northampton St. Isl. VII, 16 H
Northamgter rd. Wan. XX, 13 X
Northbook pk. Iew XXII

13 X Northbrook pk. Lew. XXII.

Northbrook rd. Lew. XXII, 21 S Northcote rd. Bat. XV, 10 S Northern rd. W. H. VIII, 26 I

Northeross rd. Cam. XXI, 18 S

18 S Northey st. Ste. XII, 21 L Northfield rd. Wan. XIV, 7 S Northolme rd. Isl. VII, 16 F Northport St. Sho. VII, 17 I Northstead rd. Wan. XX, 14 V Northumberland ave. Wes. X, 13 L
Northumberland st. Pop. XII, 22 K

XII, 22 K Northumberland st. S. M. X, 11 J Northway rd. Lam. XVI, 15 R Northwich rd.W.H. VIII. 26 G Northwoold rd. Hac. VII, 18E Northwood rd. Lew. XXII,

Northwood rd. Lew. XXII, 21 U Norton Folgate Ste. XI, 17 K Norway dock Ber. XII, 21 N Norwood rd. Lam. XXI, 15 V Notting Hill Gate sta. Ken. IX, 7 L Notting Hill Ken. IX, 6 L Notting Hill sta. Ken. IX, 6 K Notting Hill sta. Ken. IX, 6 K

Nottingham st. St. M. X, 11 K Novello st. Ful. XIV, 7 Q Noyna rd. Wan. XX, 10 V Nuding rd. Lew. XVII, 22 R Nunhead cemetery XXI.19 R Nunhead gro. Cam. XVI, 19 R Nunhead gro. Cam. XVI, 19 R Nunhead sta. XVI, 20 R Nunhead XVI, 19 R Nunhead XVI, 19 R Nunhead XVI, 19 R Nunhead XVI, 19 R Nutbourne st. Pad. V, 6 I Nutbrooke st. Cam. XVI, 18 R

Nutbourne st. Pad. V, 61
Nutbrooke st. Cam. XVI,
18 R
Nutfield rd. Ley. VIII, 23 F
Nutford pl. St. M. X, 10 K
Nutley ter. Hd. VI, 9 G
Nuttall st. Sho. VII, 17 I
Nynehead st. Dep. XVI, 20 P
Oak gro. Hen. V, 6 F
Oak rd. Wil. V, 2 Q
Oak Tree rd. St. M. X, 2 J
Oak village St. P. VI, 11 F
Oakbury rd. Ful. XIV, 8 Q
Oakdale rd. Ley. VIII, 24 E
Oakdale rd. Wan. XX, 13 W
Oakfield rd. Hac. VII, 19 F
Oakhill pk. Hd. V, 8 F
Oakhill rd. Wan. XIV, 6 O
Oakhurst cres. Cara. XVI,
18 S

Oakhurst cres. Cara. XVI, 18 S
Oakington rd. Pad. IX, 7 J
Oaklands gro. Ham. IX, 4 L
Oaklands rd. Wil. V, 6 P
Oakley rd. Ham. IX, 4 M
Oakley rd. Isl. VII. 16 H
Oakley sq. St. P. VI, 12 I
Oakley st. Che. XV, 9 O
Oakley St. Lem. XI, 14 M
Oban st. Pop. XII, 24 K
Ockendon rd. Isl. VII, 16 G
Octavia st. Bat. XV, 10 Q
Odessa rd. Wil. V, 4I
Odessa rd. Wil. V, 4I
Ogilby st. Woo. XVIII, 28 O
Oglander rd. Cam. XVI, 18 R
Ohio rd. W. H. XIII, 25 K
Okehampton rd. Wil. V, 5H
Olaf st. Ham. IX, 5L
Olapham Hd. sta. XVI, 13 R
Old Bethnal Green rd. B. G.

Old Bethnal Green rd. B. G. XII, 19 I XII, 191 Old Bond st. Wes. X, 12 L Old Bridge rd. Wan. XX, 11 U Old Broad St. City XI, 17 K Old Brompton rd. Ken. XIV

8 O Old Compton st. Wes. X, 13 L

Old Devonshire rd. Wan. XX, 11U
Old Dover rd. Gre. XVII,

Old Dover rd. Gre. XVII, 26 Q Old Ford rd. B. G. VIII, 20 I Old Ford Sta. VIII, 22 H Old Ford VIII, 22 I Old Gravel la. XII, 19 L Old Hill st. Hac. VII, 18 D Old Kent Rd. sta. XVI, 19 P Old Mill rd. Woo. XVIII, 31 P

Old Montague st. Ste. XI,

Old MnII rd. woo. XVIII, 31 P Old Montague st. Ste. XI, 18 K Old Oak common Act. IX, 23 J Old Oak la. Act. IX, 3 L Old Oak rd. Ham. IX, 4 L Old Palace yard Wes. X, 13 N Old Paradise st. Lam. XI, 14N Old Pk. rd. Woo. XVIII, 33 P Old Pye st. Wes. X, 13 N Old rd. Ber. XII, 29 N Old rd. Ber. XII, 29 N Old Ship la, Ham. XIV, 30 Old Spotted Dog Wil. V, 2 F Old st. Fin. XI, 16 J Old Town Clapham Wan. XV, 13 R Old Woolwich rd. Gre. XVII,

Old Woolwich rd. Gre. XVII,

XV, 13 R
Old Woolwich rd. Gre. XVII,
24 P
Oldfield rd. Dep. XVI, 20 O
Oldfield rd. S. N. VII, 17 E
Oldfield rd. Wil. V, 3 G
Oldfield rd. Wil. V, 3 G
Oldfield rd. Wil. XIX, 6 X
Olga st. B. G. VIII, 21 I
Olive rd. Wil. V, 5 F
Olive rd. Ley. VIII, 23 E
Olympia Ham. IX, 6 N
Ommaney rd. Dep. XVI, 20 Q
Ondine rd. Cam. XVI, 17 S
One Tree hill Cam. XVI, 17 S
One Tree hill Cam. XVI, 20 T
Onslow gdns. Ken. XV, 9 O
Onslow sqn. Ken. XV, 9 O
Oppidans rd. Hd. VI, 10 H
Orange st. B. G. XI, 18 J
Orange st. Bes. X, 13 L
Orbel st. Bat. XV, 9 Q
Orchard hill Gre. XVII, 22 Q
Orchard rd. Ham. IX, 3 M
Orchard rd. Ham. IX, 3 M
Orchard rd. Hew. XVIII, 24 R
Orchard rd. Woo. XVIII, 31 P

Orchard st. Isl. VII. 17 G Orchard st. Pop. XII, 23 L Orchard st. St. M. X, 11 K Orchard st. Wes. X, 13 N Orchard, The, Act. IX, 2 N Ordell rd. Pop. VIII, 22 I Ordnance rd. Gre. XVII, 25P Ordnance rd. WH. XIII, 25 K Ordnance rd. WH. XIII, 25 K Ordnance rd. WH. XIII, 25 K Ordnance rd. WH. XIII, 25 K

Ordnance rd. W.H. XIII, 25 K Ordnance rd. Woo. XVIII, 29 Q Oriental rd. W.H. XIII, 27 M Orissa rd. Woo. XVIII, 32 P Orkney st. Bat. XV, 10 Q Orlando rd. Wan. XV, 12 R Ormanton rd. Lew. XXI, 18W Ormeley rd. Wan. XX, 11 U Ormiston rd. Gre. XVII, 25P Ormiston rd. Ham. IX, 4 L Ormonde Gate, Che. XV, 10O Ormside St. Cam. XVI, 19 P Ornan rd. Hd. VI, 9 G Orpingley rd. Isl. VI, 14 E Orsett ter. Pad. X, 8 K Orwell rd. Pop. XII, 23 J Osbaldeston rd. Hac. VII, 13 E Osborne rd. Hac. VII, 13 E Osborne rd. Hav. VIII, 26 G Osborne rd. Wil. V, 4 G Osborne rd. Wil. V, 4 G Osborne rd. Wil. V, 14 P Oscar st. Dep. XVII, 22 Q Oseney ores. St. P. VI, 12 G Osnaburgh st. St. P. X, 12 J Osprey st. Ber. XII, 20 N Ospringe rd. St. P. VI, 12 F Ossington st. Red. IX, 7 L Ossulston st. St. P. VI, 13 I Oswald st. Hac. VIII, 30 F Owsel St. P. VI, 13 I Oswald st. Hac. VIII, 30 F Overliffe rd. Lew. XVII, 22 R Overliffe rd. Lew. XVII, 20 F Overcliffe rd. Lew. XVII, 22 R

Overcliffe rd. Lew. XVII, 22R
Overstone rd. Ham. IX, 4 N
Ovington sq. Ken. X, 10 N
Owenite st. Woo. XVIII, 34O
Oxford circus St. M. X, 12 K
Oxford gdns. Ken. IX, 6 K
Oxford rd. Cro. XXI, 16 X
Oxford rd. Isl. VII, 16 H
Oxford rd. Wan. XIV, 6 S
Oxford rd. Wan. XIV, 6 S
Oxford st. St. M. X, 11 L
Oxford st. St. M. X, 11 L
Oxford st. St. M. X, 11 L
Oxford st. St. WI, 19 K
Oxgate farm Wil. V, 4 D
Oxgate gdns. Wil. V, 4 D
Oxleas wood Woo. XVIII, 31 R
Packington st. Isl. VII, 15 H 22R

26 G Palmerston rd. Woo. XVIII, 31 P

31 P
Palmerston rd.Wan. XIX, 7 T
Palmerston rd.Wan. XIX, 7 T
Pancras rd. VI, 13 I
Pandora rd. Hd. V, 7 G
Panmure rd. Lew. XXI, 18 W
Paradise rd. Isl. VII, 16F
Paradise rd. Lara. XV, 13 Q
Paradise st. Ber. XII, 19 M
Paradise St. Lara. XI, 14 N
Paragon Gre. XVII, 25 R
Paragon mews Lew. XVII, 35 R
Paragon rd. Hac. VII, 19 G

35 R Paragon rd. Hac. VII, 19 G Paragon, The, Sou. XI, 16 N Parfrey rd. Ful. XIV, 50 Paris st. Lam. XI, 14 N Park ave. Wil. V, 4 G Park cres. St. M. X. 11 J Park cres. Wan. XV, 12 S Park end Lew. XXI, 19 W

Park gro. Eat. XV, 11 Q
Park Gro. rd. Lev. VIII, 24 E
Park gro. W. H. VIII, 26 I
Park far. W. H. VIII, 26 I
Park hill Hd. VI, 10 G
Park la. Gre. XVII, 27 Q
Park la. S. N. VII, 17 F
Park la. Wes. X, 10 L
Park pl. Gre. XVII, 24 P
Park pl. Wan. XV, 12 S
Park rd. Bat. XV, 10 O
Park rd. Dep. XVI, 21 Q
Park rd. Hac. VII. 19 F
Park rd. Isl. VII, 16 F
Park rd. Lara. XXI, 16 V
Park rd. Lew. XXI, 20 V
Park rd. Mit. XX, 9 X
Park rd. St. M. VI, 10 I
Park rd. St. M. VI, 10 I
Park rd. St. M. X, 10 J
Park rd. St. M. X, 10 J
Park rd. WH. VIII, 26 I
Park rd. WH. VIII, 26 I
Park rd. Wan. XV, 13 S
Park rd. Wil. V, 2 H
Park rd. Win. XIX, 6 X
Park rd. Woo. XVIII, 31 P
Park st. St. N. VII, 17 E
Park st. St. XII, 21 L
Park st. St. XII, 21 L
Park st. Wes. X, 11 L
Park village East St.P. VI, 12 I
Park st. Wes. X, 11 L
Park village East St.P. VI, 12 I
Park walk Cre. XVII, 24 P
Park st. Wes. X, 11 L
Park village East St.P. VI, 12 I
Park st. Wes. X, 11 L
Park village East St.P. VI, 12 I
Park st. Wes. X, 11 L
Park village East St.P. VI, 12 I
Park st. Wes. X, 11 L
Park village East St.P. VI, 12 I
Park st. Wes. X, 11 L
Park village East St.P. VI, 13 F
Parklands rd. Woo. XVIII, 31 P
Parklands rd. Woo. XVIII, 31 P
Parklouse st. Cam. XVI, 16 P
Parkholme rd. Hac. VII, 18 G
Parkholme rd. Hac. VII, 18 G
Parkholme rd. Hac. VII, 18 G
Parkside gdns. Wim. XIX, 5 W
Parkside gdns. Wim. XIX, 5 W
Parkside gdns. Wim. XIX, 5 W

5W Parkside st. Bat. XV, 11 Q Parkstone rd. Cam. XVI, 18 R Parkville rd. Ful. XIV, 6 P Parliament Hill fields St. P. VI, 10 E

Parliament Hill fields St. P. VI, 10 E
Parliament Hill fields St. P. VI, 10 E
Parliament St. Wes. X, 13 M
Parma cres. Bat. XV, 10 S
Parmiter st. B. G. VII, 19 I
Parnell rd. Pop. VIII, 22 I
Parsifal rd. Hd. V. 7 F
Parson's Gn. Ful. XIV, 7 Q
Parson's Gn. Ist. XIV, 7 Q
Parson's Gn. Ist. XIV, 7 Q
Parson's Gn. Ist. XIV, 7 Q
Pascal Bt. Lam. XV, 13 P
Pascoe rd. Lew. XXII, 24 S
Paternoster row City XI.15 K
Pathfield rd. Wan. XX, 12 X
Patmos rd. Lam. XV, 15 Q
Pattmos rd. Lam. XV, 15 Q
Pattenden rd. Lew. XXII, 21 U
Pattison rd. Woo. XVIII, 31 O
Paul st. W. H. VIII, 24 H
Paulet rd. Lam. XV, 15 Q
Pavement, The.Wan. X V, 12 S
Pavilion rd. Che. X, 10 N
Pawnerd Pop. VII 23 I

12 S
Pavilion rd. Che. X, 10 N
Payne rd. Pop. XII, 23 I
Payne st. Dep. XVI, 21 P
Peak hill Lew. XXI, 19 W
Pear Tree st. Pin. XI, 15 J
Pearcroft rd. Ley. VIII, 24 E
Pearl st. St. XII, 19 L
Pearson st. Sho. VII, 18 I
Peckham gro. Cam. XVI, 17 P
Peckham Pk. rd. Cam. XVI, 18 P
Peckham rd. Cam. XVI, 18 P
Peckham rd. Cam. XVI, 18 P
Peckham rd. Cam. XVI, 17 O
Peckham rd. Cam. XVII, 17 O
Peckham rd. Cam. XVIII, 17 O
Peckham rd. Cam. XVIII P
Peckham rd. Cam. Rd.

Peckham rd. Cam. XVI, 17 Q Peckham Rye Cam. XVI, 19 S Peckham Rye common XVI,

18 S Peckham Rye pk. Cam. XVI, Peckham Rye pk. Cam. XVI, 19 S
Peckham Rye sta. XVI, 18 R
Peckwater st. St. P. VI, 12 G
Pedro st. Hac. VIII, 20 F
Peek cres. Wim. XIX, 5 W
Peekham pk. Cam. XVI, 18 Q
Peel at. Ken. IX, 7 M
Peel gro. B. G. VII, 19 I
Peel rd. Wil. V, 71
Peerless st. Fin. XI, 16 J
Pekin st. Pop. XII, 22 L
Pelham cres. Ken. X, 9 N
Pelham st. Ken. X, 9 N
Pelham st. Ste. XI, 18 K
Pellatt rd. Cam. XXI, 17 T
Pellyrd. W. H. VIII, 20 I
Pelton rd. Ful. XIV, 6 P
Pelton rd. Gre. XVII, 24 O Pember rd. Wil. V. 5 I Pemberton Rd. gdns. Isl. VI, 12 E

Pemberton ter. Isl. VI. 12 E Pemberton ter. Isl. VI, 12 E Pembridge pl. Ken. IX, 7 L Pembridge rd. Ken. IX, 7 L Pembridge sq. Ken. IX, 7 L Pembridge villas Ken. IX, 7 N Pembroke gdns. Ken. IX, 7 N Pembroke sq. Ken. IX, 7 N Pembroke st. Isl. VI, 14 Pembury gro. Hac. VII, 19 F Pembury rd. Hac. VII, 19 F Pendennis rd. Wan. XX. 13 W remoury gro. Hac. VII, 19 F Pembury rd. Hac. VII, 19 F Pendennis rd. Wan. XX,13 W Pendrell rd. Dep. XVI, 20 R Penge sta. XXI, 19 X Penn Rd. villas Isl. VI, 14 F Penn st. Sho. VII, 17 H Pennard rd. Ham. IX, 5 M Pennington st. Ste. XII, 29 I Pennsbury rd. Bat. XV, 12 Q Pennyfields Pop. XII, 22 L Penrose st. Sou. XVI, 15 O Penshurst rd. Hac. VII, 20 H Pentlow st. Wan. XIV, 5 K Pentney rd. Wan. XX, 12 U Penton pl. Sou. XVI, 15 O Penton st. Fin. VI, 141 Pentonville pl. Fin. VI, 141 Pentonville pl. Fin. VI, 141 Penwith rd. Wan. XX, 7 U Penwortham rd. Wan. XX, 12 Penyort rd. Ken. XIX, 7 O

Penwortham rd. Wan. XX, 12X
Penywern rd. Ken. XIX, 7 O
People's palace Ste. XII, 20 J
Peploe rd. Wil. V, 5 I
Pepys rd. Dep. XVI, 20 Q
Percival st. Fin. XI, 15 J
Percy circus Fin. VI, 14 I
Percy rd. Ham. IX, 3 M
Percy rd. W. H. XIII, 25 K
Percy rd. Wil. V, 71
Percy st. Fin. VII, 14 I
Percy st. Ley. VIII, 24 E
Percy st. St. P. X, 12 K
Perham rd. Ful. XIV, 6 O
Pertry rise Lew. XXI, 20 V
Perry wale Lew. XXI, 19 V
Perry wale Lew. XXII, 21 V
Perry wale Lew. XXII, 19 V
Perry rd. Act. IX, 2 L
Peter st. W. H. XIII, 25 K
Peterborough rd. Isil VIII 16 F

Peterborough rd. Ful. XIV, 7Q
Petherton rd. Isl. VII, 16 F
Petley rd. Ful. XIV, 6 P
Peto st. W. H. XIII, 25 L
Petty France, Wes. X, 12N
Petworth st. Bat. XV, 10 Q
Pevensey rd. Wal. VIII, 25 F
Pevensey rd. Wal. XX, 9 W
Peverley rd. Lew. XXII, 22V
Philip rd. Cam. XVI, 18 R
Philip st. Bat. XV, 11 Q
Phillimore gdns. Ken. IX, 7 M
Phillimore mews Ken. IX, 7 M
Phillipott st. Ste. XII, 19 K
Philibeach gdns. Ken. XIV.70
Phoenix pl. Fin. XI, 14 J
Phoenix st. St. P, VI, 13 I
Piccadilly circus Wes. X, 12 L
Piccadilly Wes. X, 11 M
Piccadilly Wes. X, 11 M

Piccadilly Wes. X. 11 M Picket st. Wan. XX, 11 T Pickle Herring st. Ber. XI,

17 M Picton st. Cam. XVI, 16 P Piedmont rd. Woo. XVIII,

Picton st. Cam. XVI, 16 P
Piedmont rd. Woo. XVIII,
31 P
Piehford st. W. H. VIII, 21 H
Pier st. Pop. XVII, 23 O
Piermont st. Cam. XXI, 18 T
Pigott rd. Ste. XII, 22 L
Pilgrim hill Lam. XXI, 15 W
Pimlico rd. Wes. XV, 11 O
Pincey rd. Hac. VIII, 21 F
Pinchin st. Ste. XII, 12 L
Piner d. Wil. V, 5 E
Pine st. Fin. XI, 15 J
Pinfold rd. Wan. XXI, 3 W
Pirbright rd. Wan. XIX, 7U
Pitfield st. Sho. XI, 17 J
Pitman st. Cam. XVI, 15 P
Pixly st. Ste. XII, 21 K
Plaistow gr. W.H. VIII, 251
Plaistow rd. W.H. VIII, 251
Plaistow sta. W.H. XIII, 251
Plaistow wt. H. XIII, 261
Plaquett rd. Cam. XVI, 25R
Plashet rd. W.H. VIII, 261
Plaspasy rd. Lew. XXII, 230
Plator td. Lam. XV, 138
Platt st. St. P. VI, 131
Platt, The. Wan. XIV, 5R
Platt's la. Hd. V, 7E
Playfield cres. Cam. XXI, 17S
Playhouse yard Fin. XI, 161
Pleasant gro. Isl. VI, 13H
Plimsoll rd. Isl. VII, 15E
Plough la. Wim. XIX, 8W
Plough rd. Bat. XV, 9Q
Plough rd. Ber. XII, 20N

Plover st. Hac. VIII, 22G Plum la. Woo. XVIII, 30Q Plumstead cemetery Woo. XVIII, 34Q Plumstead Common rd. Woo. XVIII, 31P Plumstead common Woo. XVIII, 31P Plumstead rd. Woo XVIII, 30P Plumstead sta. XVIII 31O

Plumstead rd. Woo XVIII, 30P Plumstead sta. XVIII, 31O Plymton rd. Wil. V, 6H Pocock st. Sou. XI, 15 M Podmore rd. Wan. XIV, 8 S Point hill Gre. XVII, 23 Q Point Pleasant Wan. XIV, 7 S Poland st. Wes. X, 12 K Polest Ste. XII, 20 K Pollard rd. B. G. XII, 18 I Polworth rd. Wan. XX, 13 X Pomeroy st. Dep. XVI, 19 P Pond pl. Che. XV, 9 O Pond rd. Gre. XVII, 25 R Pond rd. W.H. XII, 24I Pond st. Hd. VI, 9 F Ponsard rd. Ham. V, 4I Ponsonby pl. Wes. XV, 13 O Pont st. Che. X, 10 N Poole rd. Hac. VII, 20 G Poole st. Sho. VII, 16 I Poole st. Sho. VII, 16 I Poplam sta. Pop. XII. 23 L Poplar walk Lam. XVII, 15 S Poplar Walk rd. Lam. XVII, 15 S Poplar XII. 22 L Poplars ave Wil V 6 G

15 S
Poplar XII. 22 L
Poplars ave. Wil. V, 6 G
Porchester gdns. Pad. X, 8L
Porchester rd. Pad. X, 8K
Porchester rd. Pad. X, 8K
Porchester ter. Pad. X, 8K
Porson st. Lew. XVII, 23R
Porten rd. Ham. 'IX, 6N
Porteus rd. Pad. X, 9K
Portinscale rd. Wan. XIX, 6S
Portland pl. North Lam.
XV, 13Q
Portland pl. St. M. X, 11J
Portland st. Sou. XVI, 16O
Portman pl. B. G. XII, 20J
Portnan sq. St. M. X, 11K
Portnan sq. St. M. X, 11K
Portnanl rd. Pad. V, 6f
Portpool la. Hol, XI, 14K
Portnall rd. Pad. V, 6f
Portpool la. Hol, XI, 14K
Portsdown rd. Pad. V, 8I
Portslade rd. Bat. XV, 12Q
Portsmouth rd. Wan. XIX, 4U
Portthcawe rd. Lew. XXI, 21W
Portugal st. Wes. XI, 14K
Portugal st. Wes. XI, 17P
Powerscroft rd. Hac. VII, 19F
Powerscroft rd. Hac. VII, 20F
Powis st. Pop. XVII, 22O
Powis st. Pop. XVII, 22O
Powis st. Pop. XVII, 22D
Powis st. Pop. XVII, 15E
Prairie rd. Bat. XV, 11Q
Prebend st. Isl. VII, 16H
Prentis rd. Wan. XX, 12W
Presberg rd. Hac. VIII, 20F
Preston st. B. G. XII, 20I
Preston's rd. Pop. XII, 23I
Primrose Hill rd. VI, 10H
Primrose rd. Lew. VIII, 23D
Prince Arthur rd. Hd. VI, 10H
Primrose rd. Lew. VIII, 22D
Prince Consort rd. Wes. X, 9N
Prince Edward Hac. VIII, 9F
Powerince Edward Hac. VIII, 9F
Primer of Walley Details Res. VIII, 17F
Powerince Edward Hac. VIII, 17F

Prince of Wales rd. Bat. XV, 10Q Prince of Wales rd. St. P. VI, 11G

Prince of Wales rd. W.H. XIII, 27L XIII, 27L
Prince Regent's la. W.H.
XIII, 27K
Prince's gate, Wes. X, 9N
Prince's gdns. Wes. X, 9N
Prince's rd. Ken. IX, 6L
Prince's rd. Lam. XV, 140
Prince's rd. Wam. XIX, 5U
Prince's rd. Wim. XIX, 7X
Prince's rd. Woo. XVIII, 30P
Prince's sq. Lam. XV, 150
Prince's sq. Lam. XV, 150
Prince's sq. Lam. XV, 18D
Prince's sq. Lam. XV, 18D

Prince's st. Dep. XVI, 21P Prince's st. Wes. X, 12K Princess May rd. S.N. VII, 15E

Princess rd. S.N. VII. 15E Princess rd. St. P. VI, 11H Princess rd. Wil. V, 7I Princess st. M. X, 9J Princeton st. Hol. XI, 14K Princeton st. Hol. XI, 14K
Priolo rd. Gre. XVII, 26P
Priory gro. Ken. XIV, 8O
Priory gro. Lam. XV, 13Q
Priory gro. Lam. XV, 13Q
Priory la. Wan. XIV, 2S
Priory Park rd. Wil. V, 7H
Priory rd. Chiswick IX, 2N
Priory rd. Hd. V, 8H
Priory rd. Lam. XV, 13Q
Priory st. Pop. XII, 23J
Pritchard rd. B.G. VII, 19I
Probyn rd. Lam. XXI, 15V
Processional rd. XII, 12M
Prospect pl. Woo. XVIII, 28O
Prospectrow Woo. XVIII, 28O

280 Prothero rd. XIV, 6P Prout gro. Wil. V, 3F Provost st. Sho. VII, 16I Prusom st. Ste. XII, 19M Pudding Mill river W.H. VIII, 23H

VIII, 23H
Pulborough rd. Wan. XIX, 6T
Pulleyns ave. E.H. XIII, 28J
Pulross rd. Lam. XV, 14R
Pultney st. Isl. VII, 14H
Pulwood st. Wes. XV, 12O
Purchase st. St. P. VI, 13I
Purrett rd. Woo. XVIII, 32F
Purves rd. Wil. V, 5I
Putney SIV, 5R
Putney Bridge an. XIV, 6R
Putney Bridge sta. XIV, 6R
Putney Bridge sta. XIV, 6R
Putney Cemetery, Wan.
XIX, 3V
Putney Heath la. XIX. 5T

Putney Cemetery, Wan. XIX, 3V Putney Heath IA, XIX, 5T Putney Heath XIX, 4U Putney hill Wan. XIX, 5T Putney Pk. ave. Wan. XIV, 4S Putney Pk. la. Wan. XIV, 4S Putney Sta. East, XIV, 6S Putney sta. East, XIV, 6S Putney vale XIX, 3V Pyrland rd. Isl. VII, 16G Quadrant rd. Isl. VII, 16H Quadrant st. W.H. XII, 24K Quaker st. Ste. XI, 18J Quarry rd. Wan. XX, 8T Quatermile la. Ley. VIII, 23F Queen Anne st. St. M. X, 11K Queen Anne st. St. M. X, 11K Queen Anne st. St. M. X, 11K Queen Anne st. Gate Wes. X, 13M Queen Anne's Gate Wes. X, 13M Queen Anne's gro. Act.

Queen Anne's gro. Act. IX, 2N

Queen Elizabeth st. Ber. XI, 17M

Queen Elizabeth's walk S.N. VII, 16D VII, 16D Queen sq. Hol. XI, 13J Queen st. City XI, 16L Queen st. Ham. XIV, 5O Queen st. St. M. X, 10K Queen st. St. P. VI, 12H Queen Victoria st. City XI, 16L

Queen's cres. St. P. VI, 11G Queen's Gate gdns. Ken. X, 8N

A, 8/N
Queen's Gate Ken. X, 9N
Queen's Gate pl. Ken. X, 8N
Queen's Gate ter. Ken. X, 8N
Queen's gdns. Ful. XIV, 6O
Queen's gdns. Ful. XIV, 6O
Queen's Hall, St. M. X, 12K
Queen's Head st. Isl. VII, 15H
Queen's Pk. Sta. Wil. V, 6I
Queen's rd. Bat. XV, 1IQ
Queen's rd. Cam. XVI, 19Q
Queen's rd. Cam. XVI, 19Q
Queen's rd. Che. XV, 10O
Queen's rd. Che. XV, 10O
Queen's rd. Ham. XIV, 4O
Queen's rd. Ham. XIV, 4O
Queen's rd. Ken. 1X, 6L
Queen's rd. Pad. X, 8L
Queen's rd. Pad. X, 8L
Queen's rd. St. N. VII, 15E
Queen's rd. St. M. VI, 19H
Queen's rd. St. M. VI, 19H
Queen's rd. St. M. VI, 19H
Queen's rd. St. M. VII, 19H
Queen's rd. St. M. VII, 19H
Queen's rd. St. M. VII, 19H
Queen's rd. St. M. Sta. Bat. XV, Queen's Gate Ken. X, 9N

Queen's Rd. sta. Bat. XV, 12Q Queen's rd. W.H. VIII, 25I Queen's rd. W.H. XIII, 26L Queen's rd. Wan. XX, 12T Queen's rd. Wim. XIX, 7X Queen's ride Barnes XIV. Queen's Wood rd. Lew. XXI, 20W

Queensborough ter. Pad. X, 8L

A, &L Queensdale rd. Ken. IX, 6L Queensdown rd. Hac. VII, 19F

Queensland rd. Isl. VII, 15F Quentin rd. Lew. XVII, 24P Quex rd. Hd. V, 7H

Ouill la. Wan, XIV, 5R Quill Ia. Wan. XIV, 5R Rackham st. Ken. IX, 5K Racton rd. Ful. XIV, 7P Radbourne rd. Wan. XX, 12U Radford rd. Lew. XXII, 23T Radipole rd. Ful. XIV, 6P Radins rd. Ley. VIII, 22D Radnor pl. Pad. X, 9K Radnor st. Fin. XI, 16J Raeburn st. Lam. XV, 13S Raglan rd. Woo. XVIII, 30P Railton rd. Lam. XV, 15S Railway Cottages. Act

Raeburn st. Lam. XV, 135
Raglan rd. Woo. XVIII, 30P
Railton rd. Lam. XV, 15S
Railway Cottages, Act.
IX, 2N
Railway rd. W.H. XIII, 24J
Railway side Barnes XIV, 2Q
Railway side Barnes XIV, 2Q
Railway st. Barnes XIV, 2Q
Railway st. Barnes XIV, 2Q
Railway st. Ste. XII, 19L
Rainham rd. Wil. V, 5I
Rainham rd. Wil. V, 5I
Rainwille rd. Ful. XIV, 5P
Ralph st. Sou. XI, 16N
Ramilies rd. Act. IX, 2N
Ramsay rd. Wal. VIII, 25F
Ramsden rd. Wan. XX, 11T
Rancliffer d. E.H. XIII, 28J
Randall st. Bat. XV, 9Q
Randall's rd. Isl. VI, 13H
Randolph rd. Pad.
Randolph st. St. PV, 1, 12H
Ranelagh ave. Ful. XIV, 6R
Ranelagh gro. Wes. XV, 11O
Ranelagh rd. Pad. X, 8J
Ranelagh rd. Wal. XIV, 30
Ranelagh rd. Wal. VIII, 25I
Ranelagh rd. Wal. XIV, 30
Ranelagh rd. Wal. XIII, 25I
Ranelagh rd. Wal. XIII, 25I
Ranelagh rd. Wal. XIII, 25K
Rathern rd. Lew. XXI, 21V
Rattray rd. Lam. XXI, 17X
Rathbone st. W.H. XIII, 25K
Rathern rd. Lew. XXII, 21V
Rattray rd. Lam. XV, 15S
Ravensbourne pk. Lew.
XXII, 21U
Ravensbourne rd. Lew. XXII, 21V Ravensbourne rd. Lew. XXI,

Ravensbourne st. Dep. XVIII,

220 Ravensbury ter. Wim. XIX, 7V

Ravenscourt gdns. Ham.

Ravenscourt pk. Ham. IX, 3N Ravenscourt Pk.sta. Ham. IX, 4N

Ravenscourt sq. Ham. IX, 3N Ravenscroft rd. W.H. XIII, 26K

Ravenscroft st. B.G. VII, 181 Ravenscont st. B.G. VII, 181 Ravensdon st. Lam. XV, 150 Ravenshaw st. Hd. V, 7G Ravenslea rd. Bat. XV, 10U Ravenswood rd. Wan. XX, 11U

11U
Rawlings st. Che. X, 10N
Ray st. Fin. XI, 15J
Raydon st. St. P. VI, 12K
Rayleigh rd. Ham. IX, 5M
Raymond rd. Wim. XIX, 6X
Raymouth rd. Ber. XVI, 190
Rayner's rd. Wan. XIV, 5S
Rectory gro. Wan. XV, 12R
Rectory gro. Woo. XVIII,
290

Rectory la. Wan. XX, 10X Rectory pl. Woo. XVIII, 29O Rectory rd. Barnes XIV, 3Q Rectory rd. Ful. XIV, 7Q Rectory rd. Hac. VII, 18E Rectory Rd. sta. Hac. VII.

18E Rectory sq. Ste. XII, 20K Reculver rd. Dep. XVI, 20O Red Lion la. Woo. XVIII,

Red Lion la. Woo. XVIII, 29Q
Red Lion sq. Hol. XI, 14K
Red Lion st. Fin. XI, 15J
Red Lion st. Fin. XI, 15J
Red Lion st. Ste. XII, 19M
Red Lion st. Woo. XVIII, 29O
Red Post hill Cam. XVII, 16S
Redanst. Ham. IX, 5N
Redburn st. Che. XV, 10O
Redcliffe gdns. Ken. XIV, 8O
Redcliffe fd. Ken. XIV, 8O
Redcliffe rd. E.H. XIII, 27I
Redcross st. City XI, 16K
Redcross st. City XI, 16K
Redcross st. Sou. XI, 16M
Redesdale rd. Che. XV, 10O
Redfern rd. Wil. V, 2H
Redhill st. St. P. VI, 12I
Redington rd. Hd. V, 8E
Redman's rd. Ste. XIII, 28M
Redriff rd. Ber. XIII, 28M
Redriff rd. Ber. XIII, 18M
Redriff rd. Ber. XIII, 21N 290

Redriff rd. W.H. VIII, 25I Redwald rd. Hac. VIII, 20F Reeve's rd. Pop. XII, 23J Regency st. Wes. XV, 13O Regent rd. Lam. XXI, 15T Regent's Canal B.G. XII, 20I Regent's canal B.G. XII, 20I Regent's Pk. Td. St. P. VI, 10I Regent's pk. St. M. VI, 10I Regent's pk. St. M. VI, 10I Reginald st. Dep. XVII, 22Q Reidhaven rd. Woo. XVIII, 32O 320

Reighton rd. Hac. VII, 19E Rembrandt rd. Lew. XVII, 24S

24S Rendlesham rd. Hac. VII, 18F Renfrew rd. Lam. XV, 15O Renmuir st. Wan. XX, 10X Rennell st. Lew. XVII, 23R Replingham rd. Wan. XIX, 7U

Reporton rd. Ful. XIV, 6P Reporton rd. Ful. XIV, 6P Reservoir rd. Dep. XVI, 20R Retcar st. St. P. VI, 12D Retreat pl. Hac. VII, 20G Revelstoke rd. Wim. XIX, 7V Reverdy rd. Ber. XVI, 18O Rhea st. Woo. XIII, 29M Rhodes st. Isl. VI, 14G Rhodeswell rd. Ste. XII, 21K Rhyl st. St. P. VI, 11G Ribblesdale rd. Wan. XX, 11X

Ribblesdale rd. Wan. XX, 11X
Ricardo st. Pop. XII, 22L
Rich st. Ste. XII, 22L
Rich st. Ste. XII, 22L
Rich st. Ste. XII, 19L
Richborough rd. Hd. V, 6F
Richford rd. W. H. VIII, 25I
Richford st. Ham. IX, 4M
Richmond pk. XIX, 2U
Richmond pk. XIX, 2U
Richmond rd. Hae. VII, 18G
Richmond rd. Hae. VII, 18G
Richmond rd. Ham. IX, 5M
Richmond rd. Ken. XIV, 7O
Richmond rd. Pad. IX, 7K
Richmond st. Fin. XI, 16J
Richmond st. St. M. X, 9J
Richmond st. St. M. X, 9J
Richmond st. W.H. XIII, 26I
Richmond st. W.H. XIII, 26I
Richmond villas Isl. VI, 14E
Ridge, The, Hen. V, 7E Richmond villas Isl. VI, 14E Ridge, The, Hen. V, TE Ridgway pl. Wim. XIX, 5X Ridgway Wim. XIX, 5X Ridlug rd. XIX, 2W Ridley rd. Hac. VII, 5X Ridley rd. Wil. V, 4H Ridley rd. Wim. XIX, 5X Riffel rd. Wil. V, 5F Rigault rd. Ful. XIV, 6Q Riggindale rd. Wan. XX, 12W

12W Rignold rd. W.H. VIII, 26F Riley st. Ber. XI, 17N Riley st. Che. XV, 9P Ringcroft st. Isl. VII, 14G Ringford rd. Wan. XIX, 7T Ringmer ave. Ful. XIV, 6Q Ringstead rd. Lew. XXII, 22U

Ripon rd. Woo. XVIII, 30Q Rippolson rd. Woo. XVIII, 32P

32P Rippoth rd. Pop. VIII, 22H Risinghill st. Fin. VI, 14I Ritherdon rd. Wan. XX, 11V River st. Wan. XIV, 7S River ter. Gre. XII, 25N River View pk. Lew. XXII, 21V

Rivercourt rd. Ham. XIV. 40 Rivercourt d. Ham. XIV, Riverdale rd. Woo. XVIII, 32P

Riverside rd. Isl. VII, 16E Riverside rd. Wim. XIX, 8W Riverview gdns. Barnes, XIV, 40

XIV, 4O Rivington st. Sho. XI, 17J Roach rd. Pop. VIII, 22H Roan st. Gre. XVII, 23P Robert st. Woo. XVIII, 31O Robertson st. Wan. XV, 11R Robeson st. Ste. XII, 22K Robin Hood rd. Wim. XIX, 3W

Nobin Hood Id. Will. AIX, 3W Robinhood Ia. Pop. XII, 23L Robinson rd. Mit. XX, 9X Robsart st. Lam. XV, 14Q Robson rd. Lam. XV, 14Q Rochester pl. St. P. VI, 12G Rochester rd. St. P. VI, 12G Rochester rd. St. P. VI, 12H Rochford st. St. P. VI, 12H Rochford st. St. P. VI, 14H Roch St. P. VI, 17P Rock ave. Ful. XIV, 7P Rock ave. Ful. XIV, 7P Rock st. Isl. VII, 15E Rock st. Isl. VII, 15E Rock's la. Barnes XIV, Q Rockbourne rd. Lew. XXI, 20U

Rockhall rd. Wil. V, 5F Rockingham st. Sou. XI, 15N

Rockland rd. Wan. XIV, 6S Rockley rd. Ham, IX, 5M Rockley rd. Ham. IX, 5M Rockmount rd. Cro. XX, 16X Roden st. Isl. VI, 14E Rodenhurst rd. Wan. XX, 12T Roderick rd. Hd. VI, 10F Rodney st. Fin. VI, 14I Rodway rd. Wan. XIX, 3 Roehampton la. Wan. XIX,

31 Rokeby rd. Dep. XVI, 21Q Rokeby st. W.H. VIII, 241 Roland gdns. Ken. XIV, 8P Rollins st. Dep. XVI, 19P Rollo st. Bat. XV, 11Q Rolls Court ave. Lam. XXI,

15S Rolls rd. Ber. XVI, 18O Rolt st. Dep. XVI, 21P Roman rd. Chiswick IX, 2N Roman rd. E.H. XIII, 28I Roman rd. Isl. VI, 14G Roman rd. Pop. VIII, 21V Romburg rd. Wan. XX, 10v Romford rd. W.H. VIII, 25G Romilly rd. Isl. VII, 15E Rommany rd. Lam. XXI, 16W

Rommany rd. Lam. XXI, 16W Rommany rd. Lam. XXI, 16W Romney st. Wes. X, 13N Romola rd. Lam. XXI, 15U Rona rd. St. P. VI, 11F Ronalds rd. Isl. VII, 15G Rondu rd. Hd. V, 6F Rookstone rd. Wan. XX, 10X Ropemaker st. Fin. XX, 10X Rosaline rd. XIV, 6P Rosary gdns. Ken. XIV, 8O Roscoe st. W.H. XIII, 25L Rose st. Ber. XI, 17M Roseberty ave. Fin. XI, 14J Roseberty rd. Wan. XX, 13T Rosemary rd. Cam. XVI, 17P Rosemon rd. Hd. V, 8G Rosenau rd. Bat. XV, 10Q Rosenale rd. Lam. XXI, 15U Rosenath rd. Wan. XX, 10T Rosenath rd. Wan. XX, 10T Rosenath rd. Wan. XX, 10T Rosenath rd. Wan. XX, 11U Rossington st. Fin. XI, 15J Rossington st. Fin. XI, 15J Rossington st. Fin. XI, 15J Rossington st. Hae. VII, 19E Rossmort rd. St. VII, 19E Rossmort rd. St. VII, 19F Rossmort rd. St. VII, 19F Rossmore rd. St. M. X, 10J Rostrevor rd. Ful. XIV, 6Q Rothbury rd. Pop. VIII, 22H Rotherfield st. Isl. VII, 16H ROtherfield st. Isl. VIII, 16H ROtherfield st. Isl. VII, 16H ROTHER ROME RESERVENT R 16W Rotherhithe New rd. Ber. XVI. 190

Rotherhithe st. Ber. XII, 19M Rotherhithe sta. XII, 20M Rotherhithe Tunnel, XII, 20M Rotherwood rd. Wan. XIV, 5R

Rothesay st. Ber. XI. 17N Rothschild st. Lam. XXL, 15W

Now, Hd. V, 80
Rotten Row, Hd. V, 80
Rotten row, Wes X, 10M
Rouel rd, Ber. XI, 18N
Round hill, Lew, XXI, 19V
Roundwood pk. Wil. V, 3G
Roundwood rd. Wil. V, 3G
Roundwood rd. Wil. V, 3G
Roundton rd. Pop. XII, 22J
Roupell rd. Wan. XX, 14U
Roupell st. Lam, XI, 15M
Routh rd. Wan. XX, 10T
Rowan rd. Ham, IX, 5N
Rowena cres. Bat. XV, 10Q
Rowfant rd. Wan. XX, 10U
Rowlett st. Pop. XII, 23L
Rowsell st. Ste. XII, 22K
Rowton rd. Wao. XVIII, 31Q
Roxwell rd. Ham. IX, 3 M
Royal cres. Ken. IX, 6M
Royal hill Gre. XVII, 23Q
Royal Hospital rd. Che. XV, 10Q
Royal Mint st. Ste. XI, 18L Rotten Row, Hd. V, 80

Royal Mint st. Ste. XI, 18L
Royal Oak sta. Pad. X, 8K
Royal parade Lew. XVII, 25R
Royal parade Lew. XVII, 25R
Royal rd. Bex. XVIII, 33S
Royal rd. Sou. XV, 15P
Royal rd. W. H. XIII, 27L
Royal st. Lam. XI, 14N
Royal Victoria gdns. E. H.
XIII, 30N
Rozel rd. Wan. XV, 12R
Ruby st. Cam. XVI, 19P
Ruckholt la. Lev. VIII, 23E
Rucklidge ave. Wil, V, 3I
Rudloe rd. Wan. XX, 12T
Rudolph rd. Wil. V, 7I
Rufford st. Isl. VI, 13H
Rumsey rd. Lam. XV, 14R
Rupert rd. Chiswick IX, 2N
Rupert rd. St. VI, 13E
Rupert rd. Wil. V, 71
Rufford st. St. VI, 13E
Rupert rd. Wil. V, 71
Rupert st. Ste. XI, 18L
Runnet st. Wes. X, 13I. Royal Mint st. Ste. XI, 18L Rupert st. Ste. XI, 18L Rupert st. Wes. X, 13L

Rusham rd. Bat. XX, 10T Rushcroft rd. Lam. XV, 14S Rushcroft st. Sou. XI, 15M Rushey gn. Lew. XXII, 23U Rushmore rd. Hac. VII, 20F Rusholme rd. Wan. XIX, 6T Rushy common Hen. V, 5E Ruskin Walk Cam. XXI, 16T Russell rd. Isl. VI, 14E Russell rd. Van. IV, 6M Russell rd. Isl. VI, 14E
Russell rd. Ken. IX, 6N
Russell rd. W. H. XIIII, 25L
Russell st. H. XIII, 25L
Russell st. Bat. XV, 11Q
Russell st. Earn. XV, 14Q
Russell st. Wes. XI, 14L
Russia dock Ber. XII, 20M
Ruthin rd. Gre. XVII, 25P
Rutland gate Wes. X, 9M
Rutland gate Wes. X, 9M
Rutland pd. Wil. V, 5G
Rutland rd. Ham. XIV, 4O
Rutland rd. Ham. XIV, 4O
Rutland rd. Ham. XIV, 4O
Rutland rd. Ham. XIV, 20F
Rutland rd. Ham. XIV, 20F
Ryde Vale rd. Wan. XX, 12V
Ryde Vale rd. Wan. XX, 11V
Rye Hill pk. Cam. XVI, 19S
Rye la. Cam. XVI, 19S
Rye la. Cam. XVI, 18O
Ryecroft rd. Cro. XXI, 14X
Ryfold rd. Wim. XIX, 7V
Rylett rd. Ham. IX, 3M
Rylett rd. Ham. IX, 3M
Rylston rd. XIV, 6P
Sabbarton st. Pop. XII, 22K
Sabine rd. Bat. XV, 10R
Sach rd. Hae. VII, 19E
Sackville st. Wes. X, 12 L
Saffron hill Hol. XI, 15K
Sainfoin rd. Wan. XX, 11V
Salcott rd. Bat. XX, 10S
Sale st. B. G. XII, 18J
Sale st. Pad. X, 9K
Salehurst rd. Lew. XXII, 21T
Salisbury rd. Isl. XI, 16I
Salisbury st. Sho. VII, 16I
Salisbury st. Sho. VII, 16I
Salisbury st. Sh. XI, 11, 21K
Salisbury rd. W. H. VIII, 20H
Salisbury st. Sho. VII, 16I
Salisbury st. Sho. VII, 16I
Salisbury rd. W. H. VIII, 29T
Salisbury rd. W. H. VIII, 21T
Salisbury rd. W. H. VIII, 21T
Salisbury rd. Sh. W. X, 19S
Sale st. B. G. XII, 18J
Salisbury st. Sho. VII, 16I
Salisbury st. Sho. VII, 16I
Salisbury st. Sho. VII, 16I
Salisbury rd. W. H. VIII, 21T
Salusbury rd. W. H. VIII, 24T
Samuel st. Woo. XVIII, 28O
Sandal st. W. H. VIII, 280

Sandbrook rd. S. N. VII. 17E Sandhurst rd. Lew. XXII, 23U

23U Sandilands rd. Ful. XIV, 8Q Sandmere rd. Lam. XV, 13S Sandringham rd. Hac. VII, 18G

Sandringham rd. Hac. VII, 18G
Sandringham rd. Wil. V, 4G
Sandrock rd. Lew. XVII, 22R
Sandrock rd. Lew. XVII, 22R
Sandy hill Woo. XVIII, 30P
Sandy's row Ste. XI, 17K
Sanford ter. Hac. VII, 18E
Sangley rd. Lew. XXII, 22U
Sansom rd. Ley. VIII, 25E
Santos rd. Wan. XIV, 7S
Saratoga rd. Hac. VII, 20F
Sardinia st. Wes. XI, 14K
Sarsfield rd. Bat. XX, 10U
Saunders rd. Woo. XVIII, 32P
Savage gdns. E. H. XIII, 29L
Savernake rd. St. P. VI, 10F
Savile row Wes. X, 12L
Saville pl. Lam. XI, 14N
Sawley rd. Ham. IX, 3L
Saxby st. Wan. XX, 13T
Saxon rd. Pop. VIII, 21I
Sayer st. Sou. XI, 16N
Scarsdale villas Ken. IX, 7N
Scarth rd. Barnes XIV, 3R
Scawen rd. Dep. XVI, 20O
Scholars rd. Wan. XX, 12U
Scholefield rd. Isl. VI, 13D
School rd. Act. IX, 21
Schubert rd. Wan. XIV, 7S
Schuckburgh rd. Lew. XXII, 22U
Sclater st. B. G. XI, 18J
Scott st. Ste. XII, 19J

22U Sclater st. B. G. XI, 18J Scott st. Ste. XII, 19J Scott st. W. H. XIII, 25L Scott's rd. Ham. IX, 4M Scott's rd. Ley. VIII, 23D Scrubbs la. Ham. V 4I Scrutton st. Sho. XI, 17J Scylla rd. Cam. XVI, 19R Scylla. rd. Cam. XVI, 18R Seabright st. B. G. XII, 19J Seagrave rd. Ful. XIV, 8P

Sebert st. W. H. VIII, 26G Second ave. Act. IX, 3L Second ave. Pad. IX, 6J Second ave. W. H. XIII, 26J Sedan st. Cam. XVI, 170 Sedgeford rd. Ham. IX, 3L Sedgemoor pl. Cam. XVI, 17Q

170' Sedgewick rd. Lev. VIII, 23E Sefton st. Wan. XIV, 5R Sekforde st. Fin. XI, 15J Selby rd. Wal. VIII, 25F Selby st. B. G. XII, 18J Selcroft. rd. Gre. XVII, 25O Selkrik rd. Wan. XX, 9W Sellingcourt rd. Wan. XX, 10X

Sellingcourt rd. Wan. XX, 10X Sellons ave. Wil. V, 3H Selsdon rd. Lam. XXI, 15W Selwood ter. Ken. XV, 9O Selwyn rd. W. H. VIII, 26I Senegal rd. Dep. XVI, 19O Seravia rd. Lew. XXII, 24T Serle st. Wes. XI, 14K Serpentine. The, Wes. X, 9M Settles st. Ste. XII, 18K Settrington rd. Ful. XIV, 7Q Seward st. Fin. XI, 15J Sewardstone rd. Bd. VII, 20I Sewell rd. Bat. XIV, 8R Sewell rd. W. H. XIII, 26J Seymour pl. St. M. X, 10K Seymour rd. Wan. XIX, 7T Seymour rd. Wim. XIX, 5V Seymour st. St. P. XI, 12L Seyssell st. Pop. XVII, 23O Shacklewell la. Hac. VII, 18F Shad rd. Act. IX, 2L Shad Thames Ber. XI, 18M Shadwell sta. Ste. XII, 19L

191 Shadwell sta. Ste. XII, 19L Shaftesbury ave. Wes. X, 12L Shaftesbury rd. Ham. IX, 4N Shaftesbury st. Sho. VII, 16I Shakespeare rd. Lam. XV,

Shandon rd. Wan. XX. 12T Shandon rd. Wan. XX, 12T Shandy st. Ste. XII, 20K Shard rd. Cam. XVI, 12Q Shardeloes rd. Dep. XVI, 21R Sharratt st. Dep. XVII, 19P Shawbury rd. Cam. XXI, 18S Sheep la. Hac. VII, 19H Sheepcote la. Bat. XV, 10Q Sheffield ter. Ken. IX, 7M Sheldon rd. Wil. V, 5F Shell gat. Lew. XVII, 22R Shenley rd. Cam. XVI, 17Q Shepherd's Bush Ham. IX, 4M

Shepherd's Bush rd. Ham. IX, 5M Shepherd's la. Hac. VII, 20G Shepherdess walk Sho. VII, 16I

Shepherds Bush sta. Ham. IX, 5M

Shepherds Bush sta. Ham. IX, SM Shepherdsleas wood Woo. XVII, 30S Shepherdsleas wood Woo. XVII, 30S Shepperton rd. Isl. VII, 16H Sherborne rd. St. M. X. 10J Sherborne st. Isl. VII, 14G Sherborke rd. Ful. XIV, 6P Sheringham rd. Isl. VII, 14G Sherriff rd. Hd. V, 7G Sherriff rd. Hd. V, 7G Shieldhall st. Woo. XVIII, 34O Shinfield st. Ham. IX, 5K Shipka rd. Wan. XX, 11U Shipton st. B. G. VII, 18I Shirbut st. Pop. XII, 22L Shirland rd. Pad. IX, 7J Shirley ave. W. H. VIII, 25 Shirley st. W. H. XIII, 25L Shirlock rd. St. P. VI, 10F Shoe la. City XI. 15D Shoot rd. Pop. VIII, 22H Shotter's hill Gre. XVII, 24Q Shore rd. Hac. VII, 19H Shoreditch sta. B. G. XI, 18J Shorndean st. Lew. XXII, 23U Shornell's wood Woo. XVIII, 34P

Shornell's wood Woo. XVIII, 34P

34P Shoulder of Mutton gn. E. Wick. XVIII, 32R Shouldham st. St. M. X, 10K Shrewsbury la. Woo. XVIII,

30Q Shrewsbury rd. Pad. IX, 7K Shrewsbury rd. Wil. V, 2H Shrubbery rd. Wan. XX, 13W Shrubland gro. Hac. VII, 18H Shrubland rd. Sho. VII, 18H Shuter rd. WH. XIII, 26K Sibella rd. Wan. XV, 13R Siddons rd. Lew. XXI, 20V Sidmouth rd. Ley. VIII, 23E Sidmouth rd. Ley. VIII, 23E Sidmouth rd. Wil. V, 5G

Sidmouth st. St. P. XI, 14J Sidney rd. Hac. VIII, 21G Sidney rd. Wan. VIII, 26F Sidney st. Ste. XII, 19K Sidney st. W. H. XIII, 25L Siebert rd. Gre. XVII, 26P Siemen's rd. Gre. XVII, 27N Sigdon rd. Hac. VII, 18G Silchester rd. Ken. IX, 5K Silver st. Ber. XII, 21M Silver st. City XI, 16K Silver st. Ste. XII, 20K Silver dale Lew. XXI, 19W Silverlock rd. Ber. XVI, 19O Silvermer erd. Lew. XXII, Silvermere rd. Lew. XXII, Silvermere rd. Lew. XXII, 22U
Silverstone ave. Wim. XIX, 22U
Silverthorne rd. Bat. XV, 11Q
Silvertown W. H. XIII, 27M
Silvester rd. Cam. XXI, 17T
Silwood st. Ber. XVI, 19O
Simpson st. Bat. XV, 9Q
Sinclair rd. Ham. IX, 6M
Sirdar rd. Ken. IX, 5L
Sisters' ave. Bat. XV, 10R
Sistora rd. Wan. XX, 11U
Siward rd. Wan. XIX, 8V
Sixth ave. Pad. IX, 6J
Skardu rd. Hd. V, 6F
Skelbrook st. Wan. XIX, 8V
Skinner st. Fin. XI, 15J
Slade, The, Woo. XVIII, 32P
Slade and AM
SIXIII
S2P Slaithwaite rd. Lew. XVII, 23S Slaithwaite rd. Lew. XVII, 23S
Sleaford st. Bat. XV, 12P
Sloane ave. Che. XV, 10O
Sloane Avenue Che. XV, 10O
Sloane Sq. Che. X, 10N
Sloane st. Che. X, 10O
Smalley rd. Hae. VII, 18E
Smallwood rd. Wan. XIX, 7U
Smeed rd. Pop. VIII, 22H
Smith st. Che. XV, 10O
Smith st. Ste. XII, 20K
Smith st. Ste. XII, 20K
Smith ter. Che. XV, 10O
Sneyd rd. Wil, V, 5F
Snow Hill sta. City XI, 15K
Snow's fields Ber. XI, 17M
Soho sq. Wes. X, 13K
Solent rd. Hd. V, 7F
Solon New rd. Lam. XV, 13S
Solon rd. Lam. XV, 13S
Solway rd. Cam. XVI, 18S
Somali rd. Hd. V, 6F
Somer's rd. Lam. XX, 14T
Somerfield rd. S, N. VII, 15E
Somerford st. B. G. XII, 19J
Somerleyton rd. Lam. XV, 10S
Somerset rd. Wim. XIX, 5W
Somerville rd. Den. XVI Somerset rd. Wim. XIX, 5W Somerville rd. Dep. XVI, 20Q 20Q Sonning st. Isl. VI, 14G Sophia rd. W. H. XIII, 26K Sophia rd. Pop. XII, 22L Soudan rd. Bat. XV, 10Q South Audley st. Wes. X, 11L South Bermondsey sta. XVI, 19Q South Bromley sta. Pop. XII, 23K XII, 23K
South cres. Gre. XVII, 22Q
South dock Ber. XII, 21N
South drive Bat. XV, 11P
South drive Bat. XV, 11P
South gro. Cam. XVI, 18Q
South gro. Ste. XII, 21J
South Hill Park gdns. Hd.
VI, 10E
South Hill pk. Hd. VI, 10F
South Island pl. Lam. XV, 14P
South Kensington sta. X 9N
South Kensington sta. X 9N South Kensington sta. X, 9N South Lambeth rd. Lam. XV, 13P South Mill fields. Hac. VII, South Mill fields. Hac. VII, 20F
South Molton Ia, Wes. X, 11L
South Molton st. Wes. X, 11L
South Molton st. Wes. X, 11L
South parade Act. IX, 2N
South Pk. rd. Wim. XIX, 7X
South Pl. City XI, 17K
South rd. Lew. XXI. 20V
South rd. Wan. XX, 12U
South rd. Wan. XX, 12U
South rd. Wim. XX, 8X
South row Ken. IX, 6J
South row Lew. XVII, 25R
South side Clapham common
Wan. XY, 12S
South side Clapham common
Wan. XY, 12S
South st. Cam. XVII, 17Q
South st. Gre. XVII, 23Q
South st. Ham. XIV, 4O
South st. Ham. XIV, 4O
South st. Ken. X, 9N
South st. Sou. XVI, 16H
South st. Su. XVI, 16O
South st. St. M. X, 11K
South st. Wan. XIX, 8T St. Aubyn's rd.Cro. XXI, 17X St. Augustine rd. St. P. VI, 13G St. Bride st. City XI, 15K St. Charles sq. Ken. IX, 5K St. Cloud rd. Lam. XXI, 16W St. Cuthbert's rd. Hd. V, 6G St. Cyprian's st. Wan. XX, 10W

South st. Wes. X, 11L South villas St. P. VI, 13G South ville Lam. XV, 13Q South Well Grove rd. Ley. VIII, 25E South Wharf rd. Pad. X, 9K Southam st. Ken. IX, 6J Southampton rd. St. P. VI, 10F Southampton row Hol. XI, 13J Southampton st. Cam. XVI, Southampton st. Cam. XVI, 16P Southampton st. Fin. VI, 14I Southboro' rd. Hac. VII, 20H Southbrook rd. Lew. XXII, 25T 25T Southeroft rd. Wan. XX, 11X Southend la. Lew. XXII, 21W Southend XXII, 23W Southern rd. W.H. XIII, 26I Southern rd. W.H. XIII, 26I Southers rd. W.H. X, 4N Southesk st. Lam. XV, 13R Southfield rd. Act. IX, 2M Southfields rd. Wan. XIX, 7T Southfields sta. XIX, 8U Southgate rd. Isl. VII, 17H Southland rd. Woo. XVIII, 33Q Southmead rd. Wan. XIX, 6U Southmead rd. Wan. XIX, 6U Southmead rd. Wan. XIX, 6U Southport rd. Woo. XVIII, 310 Southwark Bridge rd. XI, 15N Southwark bridge Sou. XI, Southwark Park rd. Ber. XI, 18M Spring Bank rd. Lew. XXII, 24T 241 Spring gdns. Wes. X, 13M Spring st. Isl. VII, 15H Spring st. Pad. X, 9K Springdale rd. S, N. VII, 16F Springfield rd. Bec. XXI, 19X Springfield rd. Lew. XXI, Springfield rd. St. M. VI, 8H Springfield rd. W.H. XII, 25J Sprowston rd. W. H. VIII, 26G 26G Sprules rd. Dep. XVI, 21R Spurstowe rd. Hac. VII, 19G Squirries st. B. G. XII, 18I Ss. John's Wood ter. St. M. VI, 9 I v1, 51 St Simon's ave. Wan. XIV, 5S St. Aidan's rd. Cam. XXI, 18T 18T St. Alban's ave. E. H. XIII, 29J St. Alban's rd. Ken. X, 8N St. Alban's rd. St. P. VI, 11E St. Alban's rd. Wil. V, 2 H St. Alban's st. Lam. XI, 14N St. Andrew st. Bat. XV, 12R St. Andrew st. City XI, 15K St. Andrew's rd. W. H. XIII, 26J 26J St. Andrew's rd. Wil. V. 4G St. Ann's hill Wan. XIX, 8T St. Ann's rd. Ken. IX, 5L St. Ann's rd. Wan. XIV, 9S St. Anne's st. Wes. X, 13N St. Anselm ave. E. H. XIII, 29J

10W St. Donatt's rd. Dep. XVI, 21Q St. Donastan rd. Ste. XII, 21K St. Dunstan rd. Ful. XIV, 50 St. Ervan's rd. Ken. IX, 6K St. Faith's rd. Lam. XXI, 15U St. Gabriel's rd. Wil. V, 5F

St. George's ave. Isl. VI, 13F St. George's circus Sou. XI, 15N St. George's rd. Gre. XVII, 25P 25P St. George's rd. Ley. VIII, 23E St. George's rd. Sou. XI, 15N St. George's rd. St. P. VI, 11H St. George's rd. W. H. VIII, 26H St. George's rd. Wes. XV, 12O St. George's rd. Wim. XIX, 6X St. George's sq. Wes. XV, St. George's st. Wes. AV, 12O St. George's st. Ste. XII, 19L St. George's rd. Cam. XVI, 17P St. Germain's pl. Gre. XVII, 25Q St. Germain's rd. Lew. XXI, St. Gothard rd. Lam. XXI, 16W 16W St. Helen's rd. Ken. IX, 5K St. Helena. rd. Ber. XVI, 20O St. Jame's Hall, St. M. X, 12K St. James' rd. Isl. VI, 14 G St. James' rd. Lam. XV, 15 R St. James' rd. W.H. VII, 25 G St. James' st. Sho. VII, 171 St. James' Pk. sta. Wes. X, 12N St. James' st. Sho. VII, 171
St. James' Pk. sta. Wes. X, 12N
St. James' pl. Woo. XVII, 30P
St. James' rd. Ber. XII, 18N
St. James' rd. Bet. XX, 10U
St. James' rd. Cam. XVI, 18O
St. James's pep. XVI, 21 Q
St. James's pk. Wes. X, 12 M
St. James's sq. Ken. IX, 6 L
St. James's sq. Ken. IX, 6 L
St. James's sq. Wes. X, 12 L
St. James's sq. Wes. X, 12 L
St. James's st. Wes. X, 12 L
St. James's sq. Wes. X, 12 L
St. James's st. Wes. X, 12 L
St. John st. Tin. VII, 15 I
St. John's thill Bat. XV, 9 R
St. John's pk. Gre. XVII, 25 Q
St. John's pk. Gre. XVII, 25 Q
St. John's rd. Bats. XV, 10 S
St. John's rd. Bats. XV, 10 S
St. John's rd. Bats. XV, 10 S 25 Q St. John's rd. Bats. XV, 10 S St. John's rd. Dep. XVII, 22 Q St. John's rd. Ken. IX, 6 L St. John's rd. Sho. VII, 17 I St. John's rd. Wan. XIV, 5 S St. John's rd. Wim. XIX, 5 X St. John's rd. Woo. XVIII, St. John's sta. XVII, 22 R St. John's villas Isl. VI, 13 D St. John's Wood pk. Hd. VI, 9 H St. John's Wood pk. Hd.
VI, 9 H
St. John's Wood rd. St. M.
X, 9 J
St. John's Wood rd.sta. St.M.
VI, 9 I
St. Jude st. Isl. VII, 17
St. Julian's Farm rd. Lam.
XXI, 14 W
St. Julian's rd.Wam.and Lam.
XX, 14 W
St. Katherines's rd. Ken.
IX, 6 L
St. Kilda rd. S.N. VII, 17D
St. Leonard's rd. Act. IX, 2J
St. Leonard's ave. Pop. XII,
23 K
St. Leonard's rd. Pop. XII,

23 K St. Leonard's rd. Pop. XII, 23 K St. Leonard's st.Pop. XII, 23 J St. Leonard's ter. Cho. XV, 10 O St. Luke's rd. Ken. IX, 7 K St. Luke's rd. Wan. XV, 12 S St. Margaret rd. Woo. XVIII, 30 P 30 P St. Margaret's rd. Wil. V, 4 I St. Mark's cres. St. P. VI, 11 H St. Mark's rd. Hac. VII, 18 G St. Mark's rd. Ken. IX, 5 K St. Mark's rd. Lam. XV, 15 P St. Martin's ave. E.H. XIII, 27 J Martins la. Wes. XI, 13 L MartinS le Grand, City AI, 10 K St. Martins rd.Lam. XV, 14 Q St. Mary Axe City XI, 17 K St. Mary gro.Barnes XIV, 4 R St. Mary st. Woo. XVIII, 29 O St. Mary sta. Ste. XII, 19 K St. Mary's rd. Wil. V, 2 H St. Mary's rd. Wim. XIX, 6 W St. Mary's ter. Pad. X, 9 K St. Marychurch st. Ber. XII, 19 M

Leonard's rd. Pop. XII,

St. Mary's rd. Isl. VII, 15 G St. Mary's rd. Lew. XXII, 21 W St. Mary's rd. Ley. VIII, 23 E St. Mary's rd. W.H. VIII, 26 I St. Mary's rd. Cam. XVI, 19 Q St. Maur rd. Ful. XIV, 7 Q St. Michael's rd. Lam. XV, 14 Q St. Mildred's rd. Lew. XXII, 25 U St. Nicholas rd.Wan. XX, St. Nicholas rd.Wan. XX, 10 V
St. Oswald's rd. Ful. XIV, 7 O
St. Pancras sta. VI, 13 I
St. Paul st. Isl. VII, 16 H
St. Paul's rd. Sot. XVI, 15 O
St. Paul's rd. Sot. XVI, 15 O
St. Paul's rd. St. P. VI, 13 H
St. Paul's rd. St. P. VI, 13 H
St. Paul's rd. St. XII, 22 K
St. Paul's rd. St. XII, 15 L
St. Paul's rd. Yd. XI, 15 L
St. Paul's rd. Isl. VII, 16 G
St. Paul's rd. Isl. VII, 16 G
St. Paul's rd. Isl. VII, 16 G
St. Peter's rd. Ham. XIV/3 O
St. Peter's rd. Ham. XIV/3 O
St. Peter's rd. WI. XIII, 26 L
St. Peter's sq. Ham. XIV, 3 O
St. Peter's sq. Ham. XIV, 3 O
St. Peter's st. Isl. VII, 15 I
St. Peter's st. Isl. VII, 15 I
St. Peter's st. Isl. VII, 15 I St. Peter's st. Isl. VII, 15 I St. Petersburgh pl. Pad. X, 8 L St. Quintin ave. Ken. IX, 5 K St. Quintin Pk.sta. Ham. IX, 4 K St. Saviour's rd. Lam. XX, 13 T 13 'I St. Stephen sq. Sou. XI, 16 M St. Stephen's ave. Ham. IX, 4 M St. Stephen's rd. Pad. IX, 7 K St. Stephen's rd. Pop. VIII, 21 I St. Stephen's rd. Pad. IX, 7 K St. Stephen's rd. Pop. VIII, 21 I St. Thomas pl. Hac. VII, 19 H St. Thomas rd. Ful. XIV, 6 P St. Thomas rd. Ste. XII, 21 K St. Thomas rd. Ste. XII, 21 K St. Thomas's rd. Isl. VII, 15 E Stafford rd. Wil. V, 71 Stag la. Wan. XIX, 3 V Stamforth rd. Bat. XV, 10 R Stamford Brook ave. Chisk. IX, 3 M Stamford Brook rd. Chisk. Stamford Brook rd. Chisk. Stamford Brook rd. Chisk. IX, 3 N Stamford rd. Ful. XIV, 8 P Stamford rd. Ful. XIV, 8 P Stamford rd. Hac. VII, 17 G Stamford st. Lam. XI, 14 M Stanbury rd. Cam. XVI, 19 Q Standard st. Sou. XI, 16 N Standen rd. Wan. XIX, 7 U Standish rd. Ham. XIV, 4 O Stanford rd. Ken. X, 8 N Stangate st. Lam. XI, 14 M Stanhope gate Wes. X, 11 M Stanhope st. Wes. XI, 14 L Stanhope st. Wes. XI, 14 L Stanley gres. Ken. IX, 6 L Stanley gdns. Act. IX, 2 M Stanley gdns. Hd. VI, 10 G Stanley rd. Ful. XIV, 8 Q Stanley rd. Ful. XIV, 8 Q Stanley rd. Isl. VII, 17 G Stanley rd. Woo. XIII, 29 N Stanley st. Bat. XV, 11 Q Stanley st. Lam. XV, 13 S Stanley st. Lam. XV, 13 S Stanley st. V. W. VIII, 26 U Stanthorpe rd. Wan. XX, 13 W Stanwick rd. Ful. XIV, 6 O Stanley rd. Won. XX, 13 W Stanwick rd. Ful. XIV, 6 O Stanley rd. Sov. YII & NI Stanthorpe rd. Wan. XX, 13 W
13 W
Stanwick rd. Ful. XIV, 6 O
Staple st. Sou. XI, 16 N
Stapleton rd. Wan. XX, 10V
Star la. W. H. XIII, 25 K
Star la. W. H. XIII, 25 K
Star rd. Ful. XIV, 6 O
Starch Gn. Ham. IX, 3 M
Station rd. Barnes XIV, 3 Q
Station rd. Ham. IX, 3 M
Station rd. Ham. IX, 3 M
Station rd. Highbury Isl.
VII, 15 G
Station rd. Lam. XV, 4 R
Station rd. W. H. VIII, 26 F
Station rd. W. H. VIII, 26 F
Station rd. Wil. June. V, 3 I
Station rd. Wil. June. V, 3 I
Station rd. Wil. June. V, 3 I
Station rd. Woo. XVIII, 31C
Station rd. Woo. XVIII, 31C
Station st. W. VIII, 24 H
Stave dock Bar. XII, 20 M
Staverlon rd. Wil. V, 5 G
Stavordale rd. Isl. VII, 15 F
Stebbing st. Ham. IX, 5 L
Stebondale st. Pop. XVIII, 23 O
Stel rd Wan VIII 24 F 23 O Steel rd. Wan. VIII, 24 F Steele rd. W. H. VIII, 24 I Steele's rd. Hd. VI, 10 G Steephill Wim. XIX, 6 X Stella rd. Wan. XX, 10 X Stephendale rd. Ful. XIV, 2 Q Stephens rd. W. H. VIII, 25 I

Stephenson st.W.H. XIII, Stepneg causeway Ste. XII, 20 L 20 L Stepney gn. Ste. XII, 20 K Stepney sta. Ste. XII, 21 L Stepney XII, 20 K Sterndale rd. Bat. XV, 12 Q Sterndale rd. Ham. IX, 5 N Sternhold ave. Wan. XX, 12 V 12 V Steventon rd. Ham. IX, 3L Stewart rd. Wal. VIII, 24 F Stewart st. Pop. XII, 23 N Stewarts la.West Bat. XV, 12 Q 12 Q Stewarts rd. Bat. XV, 12 Q Stibbington st. St. P. VI, 12 I Stillness rd. Lew. XXI, 2IT Stirling rd. Lew. XXI, 2IT Stock Orchard cres. Isl. VI, 14 F 14 F Stock Orchard st. Isl. VI, 14 F Stock st. W. H. XIII, 26 J Stockdale rd. Bat. V, 12 Q Stockfield rd. Wan. XX, 14 V Stockholm rd. Dep. XVI, Stockmar rd. Hac. VII, 19 G Stockwell Park cres. Lam. Stockwell Park cres. Lam. XV, 14 Q Stockwell Park rd. Lam. XV, 14 Q Stockwell Park walk Lam. XV, 14 B Stockwell Park walk Lam. XV, 14 B Stockwell st. Gre. XVII, 23 P Stockwell XVI, 13 R Stoke Newington common Hac. VII, 18 E Stoke Newington rd. VII, 18 F Stoke Newington sta. Hac. Stoke Newington rd. VII, 18 F Stoke Newington rd. VII, 18 F Stoke Newington sta. Hac. VII, 13 E Stokeley rd. W.H. VIII, 26H Stokenehurch st. Ful. XIV, 7 Q Stondon pk. Lew. XXI, 20 T Stonebridge pk. Wil. V, 2 G Stonehouse st. Wan. XV, 12R Stoney st. Sou. XI, 16 M Stopford rd. W.H. VIII, 26I Stopford rd. W.H. XIII, 26I Stopford rd. W.H. XIII, 26I Store rd. Woo. XIII, 29 N Store st. Hol. X, 13 K Stories rd. Cam. XVI, 17 R Stork rd. W.H. VIII, 25 H Storks rd. Ber. XII, 18 N Story st. Isl. VI, 14 H Stowage Gre. XVI, 22 P Stracey rd. W. H. VIII, 26 F Stradella rd. Cam. XXI, 15 T Strae rd. Wil. V, 2 H Stratford gro. Wan. XIV, 5 R Stratford Market sta. W.H. VIII, 24 I Stratford rd. Ken. IX, 7 N Stratford rd. W. H. VIII Stratford rd. W. H. VIII Stratford rd. W. H. VIII Stratford viiI, 23 I Strathblane rd. Bat. XV, 9 S Strathearn rd. Wim. XIX 7 W Strathold viri, 231 Strathblane rd. Bat. XV, 9 S Strathearn rd. Wim. XIX, 7W Strathleven rd. Lam. XV, 13 S Strathville rd. Wan. XIX, 7U Strattondale st. Pop. XII, 23 N 23 N Streatham cemetery XX, 9 V Streatham Com. sta. XX, 12 Y Streatham Common North Wan. XX, 13 X Wan. XX, 13 X
Streatham common South
Wan. XX, 13 X
Streatham common XX, 13 X
Streatham High rd. Wan.
XX, 13 X
Streatham Hill sta. XX, 13 U
Streatham pl. Wan. XX, 13 U
Streatham sta. XX, 13 X
Streatham XX, 13 Y
Streatham XX, 13 Y
Streatham XX, 13 Y
Streatham WAN. XX, 11 V
Streathsm hill Wan. XX, 12 U
Streathsm hill Wan. XX, 13 W
Streathsm hill Wan. XX, 13 W Streathbourne rd. Wan. XX, 11 V Streathsm hill Wan. XX, 13 U Striling rd. W.H. XIII, 261 Strode rd. Ful. XI, 6 P Strode rd. Wil. V, 4 G Stronsa rd. Ham. IX, 3 M Stuart rd. Cam. XVI, 19 S Studdridge rd. Ful. XIV, 7Q Studley rd. Lam. XVI, 13 Q Studley rd. Lam. XV, 13 Q Studley rd. W.H. VIII, 26 H Stukeley rd. W. H. VIII, 26 H Sturgeon rd. Sou. XVI, 15 O Sturf st. Sho. VII, 161 Sudbourne rd. Lam. XV, 13 S Sudbrooke rd. Bat. XX, 10 T Sudlow rd. Wan. XIV, 7 S Suffolk rd. W. H. VIII, 26 F Suffolk rd. W. H. VIII, 25 J Sugar House la. W. H. VII, 23 I Sugden rd. Bat. XX, 10 R Sugden rd. Bat. XV, 10 R Sulgrave rd. Ham. IX, 5 N

Sulina rd. Wan. XX, 13 U Sumatra rd. Hd. V, 7 F Summer st. Sou. XI, 15 L Summerfield st. Lew. XXII, 25 U Summerfield rd. Isl. VI, 13 D Summerley st. Wan. XIX, 8 V Summers Town Wan. XX, 8 W Sumner pl. Ken. X, 9 N Sumner rd. Cam. XVI, 18 X Sun st. Sho. XXI, 17 K Sunderland gdns. Pad. X, 8K Sunderland rd. Lew. XXI, 20 V 20 V
Sundorne rd. Gre. XVIII,
26 P
Sunnyhill rd. Wan. XX, 15 W
Sunnyside Wim. XIX, 6 X
Sunray ave. Cam. XVI, 16 S
Surrey Commercial docks
Ber. XII, 20 M
Surrey la. Bat. XV, 9 Q
Surrey rd. Cam. XVI, 20 S
Surrey rd. W. H. XIII, 27 J
Surrey sq. Sou. XVI, 17 O
Surrey st. Wes. XI, 14 L
Sussex gdns. Pad. X, 9 L
Sussex pt. St. M. X, 10 J
Sussex rd. Isl. VI, 14 E
Sussex rd. Lam. XV, 15 S
Sussex sq. Pad. X, 9 L
Sussex st. Vep. XV, 12 O
Sussex villas Ken. X, 8 N
Sutchiffer d. Woo. XVIII, 32 P
Sutherland gro.Wan. XIX, 6 U
Sutherland pl. Pad. IX, 7 K
Sutherland rd. Pad. IX, 7 K Sundorne rd. Gre. XVIII, 6 U Sutherland pl. Pad. IX, 7 K Sutherland rd. Pop. VIII, 21 I Sutherland rd. Wan. XIX, 6 T Sutherland sq. Sou. XVI, Sutherland st. Wes. XV, 11 O Sutton Court rd. W. H. XIII, 27 J 27 J Sutton rd. W. H. XII, 27 J Sutton rd. W. H. XIII, 25 K Sutton rd. W. H. XIII, 25 K Sutton st. East Ste. XII, 9 L Swabby rd. Wan. XX, 8 U Swaffield rd. Wan. XIX, 8 T Swains la. St. P. VI, 11 E Swan la. Ber. XII, 20 M Swan st. Sou. XI, 16 N Swanage rd. Wan. XX, 8 T Swaton rd. P. XII, 22 J Sweet st. W. XIII, 26 J Swift st. Ful. XIV, 6 Q Swing Bridge rd. Ber. XII, Swing Bridge rd.Ber. XII, 21 N Swing Gate la., Woo. XVIII, 32 Q Swinton St. P. VI, 14 I Swirnnerton rd.Hac VIII, 21 G Swiss Cottage sta. Hd. VI, 9 H Sydenham ave. Bec. XXI, 19 X Sydenham hill,Lew. XXI, Sydenham Hill rd. Lew. XXI, 19 V Sydenham Hill sta. XXI, 17 W Sydenham pk. Lew. XXI, 19 V Sydenham rd. Lew. XXI, 20 X Sydenham rise,Lew. XXI, 19 V Sydenham rise, Lew. XXI, 19 V Sydenham sta. XXI, 19 X Sydner d. Hac. VII, 18 F Sydney pl. Ken. X, 9 N Sydney rd. Lam. XV, 14 Q Sydney st. Che. XV, 9 O Sylvan rd. W. H. VIII, 26 G Sylvester rd. Hac. VII, 19 G Sylvester rd. Hac. VII, 19 G Symons st. Che. XV, 10 O Tabard st. Sou. XI, 16 N Tabernacle st. Sho. XI, 17 J Tabley rd. Isl. VI, 13 F Tabor gro. Wim. XIX, 6 X Tabor rd. Ham. IX, 4 N Tachbrook st. Wes. XV, 12 O Tadema rd. Che. XIV, 8 P Talbot gro. Ken. IX, 6 K Talbot rd. Ken. IX, 7 K Talbot rd. Wil. V, 2 G Talfourd rd. Cam. XVI, 7 Q Talgarth ro. Ful. XIV, 6 O Talma rd. Lam. XV, 15 S Tamar rd. Gre. XVIII, 280 Tanner st. Ber. XI, 17 M Tanner's hill Dep. XVI, 29 Q Tannsfield rd. Lew. XXI, 20X Tanza rd. Hd. V, 10 F Tappesfield rd. Cam. XVI, 19R Tarning st. Sou. XI, 15 N Tarling st. Ste. XII, 19 L Tarn st. Sou. XI, 15 N Tasso rd. Ful. XIV, 6 O Tate rd. W. H. XIII, 28 M

Tatnall st. Lew. XXII, 20T
Taunton rd. Lew. XXII, 24 T
Tavistock cres. Ken. IX, 6 K
Tavistock pl. St. P. XI, 13 J
Tavistock rd. Ken. IX, 6 K
Tavistock rd. W.H. VIII, 25 H
Tavistock rd. W.H. VIII, 25 H
Tavistock sq. St. P. X, 13 J
Tavistock ter. Isl. VI, 13 E
Tavistock ter. Isl. VI, 13 E
Taviton st. St. P. X, 13 J
Taybridge rd. Bat. XV, 11 R
Taylor's la. Lew. XXI, 18 W
Taylor's la. Sho. VII. 18 I Taylor's la.Wil. V, 2 G Teale st. Sho. VII, 18 1 Teesdale st.B. G. VII, 19 I Teignmouth rd. Wil. V, 5 G Tellford ave. Wan. XX, 12 U Telford rd. Ken. IX, 6 J Telham rd. E. H. XIII, 29 J Temperley rd. Wan. XX, 11 T Templar rd. Hac. VII, 20 G Templar st. Lam. XV, 15 Q Temple Mills la. W.H. VIII, 23 F

Templar st. Lam. XV, 15 Q
Temple Mills la. W.H. VIII,
23 F
Temple rd. Wil. V, 5E
Temple st. B. G. VII, 19 I
Temple st. Sou. XI, 15 N
Temple st. Su. XI, 15 N
Temple st. Wes. XI, 14 L
Templeton pl. Ken. XIV, 7 O
Templewood ave. Wil. V, 8E
Tenby rd. W. H. VIII, 24 G
Tench st. Ste. XII, 19 M
Tennyson rd. Wil. V, 7 H
Tennyson rd. Wil. V, 10 H
Tennyson rd. Wil. V, 11 G
Terrace rd. Hac. VII, 20 H
Terrace rd. Hac. VII, 20 H
Terrace rd. Hac. VII, 20 H
Terrace rd. Hac. VII, 21 Y
Tetuan rd. Ham. IX, 4 L
Teviot St. Pop. XII, 23 K
Tewson rd. Woo. XVIII, 32 P
Thackeray rd. E.H. XIII, 28 I
Thackeray st. Bat. XV, 11 Q
Thames St. Gre. XVII, 13 P
Thames Tunnel XII, 19 M
Thane Villas Isl. VI, 14 E
Thannet st. St. P. XI, 13 J
Thayer st. St. M. X, 11 K
Theberton st. Isl. VII, 15 H
Theobald's rd. Hol. XI, 14 K
Therapia rd. Cem. XXI, 19 T
Theydon rd. Hac. VII, 19 E
Third ave. Act. IX, 3L
Third ave. Pad. V, 61
Thirlmere rd. Wan. XX, 12 W
Thirsk rd. Bat. XV, 10 R
Thistlewaite rd. Hac. VII, 19 E
Thomas st. Ste. XII, 22 K
Thomas st. Woo. XVIII, 30 C
Thomford rd. Lew. XXII, 23 T
Thornbury rd. Wan. XX, 13 T
Thornbury rd. Wan. XX, 13 T
Thornbury rd. Wan. XX, 13 T

Thornbury rd. Wan. XX, 13 T
Thornby rd. Hac. VII, 20 E
Thorncroft st. Lam. XV, 13P
Thorne pas. Barnes XIV, 2 Q
Thorne rd. Lam. XV, 13F
Thorne st. Wan. XIX 8 O
Thornfield rd. Ham. IX, 4 M
Thornefield rd. Ham. IX, 4 M
Thornpailer rd. Pad. IX, 7 J
Thornhill rd. Ley. VIII, 23 E
Thornhill rd. Ley. VIII, 23 E
Thornhill rd. Ley. VIII, 23 E
Thornhill sq. Isl. VI, 14 H
Thornhaw rd. Lam XXI, 14 W
Thornton ave. Chisk. IX, 2 N
Thornton rd. Evy. VIII, 24 E
Thornton rd. Ley. VIII, 24 E
Thornton rd. Wan. XX, 12 U
Thornton rd. Wim. XIX, 5 X
Thornton st. Lam. XV, 14 Q
Thorpe rd. Wal. VIII, 25 F
Thorpedale rd. Isl. VI, 14 D
Thrale rd. Wan. XX, 12 X
Threadneedle st. City XI, 16 L Thornbury rd. Wan. XX, 13 T 16 L

Three Colts la. B.G. XII, 19 J Three Colts st. Ste. XII, 21 L Three Mile Walk river, W. H. VIII, 23 I

Three Mills Ia. Pop. XII, 23 J Throgmorton ave. City XI,

Throgmorton st.City XI,16 K Thurlby rd. Lam. XXI, 14 W Thurleigh rd. Bat. X, 16 X Thurlestone rd. Lam. XXI,

Thurlow hill Lam. XXI, 15 V Thurlow Pk. rd. Lam. XXI,

15 V Thurlow rd. Hd. VI, 9 F Thurlow st. Sou. XVI, 17 O Thurston rd. Lew. XVII, 28 R Tiber st. Isl. VI, 14 H Tichiield rd. Hd. VI, 10 H Tichiield st. St. M. X, 12 K Tidal Basin sta. W. H. XIII, 25 I

25 L Tideswell st. Wan. XIV, 5S Tidey st. Pop. XII, 22 K Tierney rd. Wan. XX, 13 U TimberCrotf la. Woo. XVIII, 32 Q

Tinto rd. W.H. XIII, 26K Tinworth st. Lam. XV, 14 O Titchwell rd. Wan. XX, 9U Tite st. Che. XV, 10 O Tobin st. Ken. IX, 6 L Tobin st. Ken. IX, 6 L Todmans la. Gre. XVII, 24 P Tollington rd. Isl. VI, 14 D Tomlins gro. Pop. XII, 22 J Tonsley hill Wan. XIV, 8 S Tonsley pl. Wan. XIV, 8 S Tooley st. Ber. XI, 17 M Tooting Bee gdns. Wan. XX, 10 V Tooting Bec rd. Wan. XX, 12W

Tooting Bec. common XX,

Tooting broadway Wan. XX, Tooting gro. Wan. XX, 9 W Tooting High st. Wan. XX, 9X

9X
Tooting Pt. (Upper) Wan.
XX, 10 W
Tooting sta. XX, 10 X
Torrens rd. Lam. XX, 14 S
Torriano ave. St. P. VI, 13 G
Torridon rd. Lew. XXII, 24 U
Torrington sq. Hol. XI, 13 J
Tothill st. Wes. X, 13 M
Tottenbarn Court rd. St. P. Tottenham Court rd. St. P.

X, 12 J Tottenham rd. Hac. VII, 17 G Tottenham st. St. P. X, 12K Totterdown Wan. XX, 10 W Totty st. B. G. VIII, 20 I Tower bridge XI, 17 M Tower Bridge rd. Ber. XI, 17N Tower Hamlets rd. W. H. VIII, 25 G Tower hill Ste. XI, 18 L. Townley rd. Cam. XXI, 17 T.

Tower hill Ste. XI, 18 L Townley rd. Cam. XXI, 17 T Townmead rd. Ful. XIV, 8 R Townshend rd. St. M. VI, 9 H Tradescant rd. Lam. XV, 13 P Trafalgar rd. Ber. XVI, 18 O Trafalgar sq. Che. XVI, 24 P Trafalgar sq. Che. XV, 9 O Trafalgar sq. Wes. X, 13 L Trafalgar sq. Wes. X, 13 L Trafalgar st. Sou. XVI, 16 0 Tranquil vale Lew. XVII, 25 R

25 K Tranton rd. Ber. XII, 19 N Treadgold st. Ken. IX, 15 L Trebovir rd.Ken. XIV, 7 0 Treby st. Ste. XII, 21J Tredegar rd. Pop. VIII, 21 J Tredegar sq. Ste. XII, 21 J Tredown rd. Lew. XXI, 19 X Tree-in-Pound la.W. H. XIII, 27 L

Trefoil rd. Wan. XX, 8 S Trefoil rd. Wan. XX, 8 S Tregenna st. Lam. XX, 13 T Tregunter rd. Ken. XIV, 8 0 Treherne rd. Lam. XV, 15 Q Trelawn rd. Ley, VIII, 23 E Tremadoc rd. Lam. XV, 13 R Tremlett gro. Isl. VI, 12 E Trentham st. Wan. XIX, 7 U Tresco rd. Cam. XVI, 19 S Tressham ave. Hac. VII, 20F Tressillian rd.Dep. XVII, 22 R

ZZR
Trevelyan rd. Wan. XX, 10 X
Treverton st. Ken. IX, 5 J
Trevor sq. Wes. X, 10M
Trewint st. Wan. XIX, 8 V Trewsbury rd. Lew. XXI, 20 X

Trewsbury rd. Lew. XXI, 20 X
Triangle rd. Hac. VII, 19 H
Trigon rd. Lam. XV, 14 P
Trilby rd. Lew. XXI, 20 V
Trinity rd. Lew. XXI, 20 V
Trinity rd. Wam. XX, 5 T
Trinity rd. Wam. XX, 9 T
Trinity rd. Wim. XIX, 7 X
Trinity sq. San. XV, 15 S
Trinity sq. Sou. XI, 16 N
Trinity sq. Ste. XI, 17 L
Trinity sq. W.H. XIII, 25 K
Trinity st. Ley. VIII, 24 E
Trlnity st. Ley. VIII, 24 E
Trlnity st. Cam. XVI, 16 W
Trossachs rd. Cam. XVI, 17 S
Troughton rd. Gre. XVII, 260
Trout rd. Pop. VIII, 22 H
Trouville rd. Wan. XX, 12 T
Troy Town Cam. XVI, 18 S
Trumington rd. Ley. VIII, 25F
Trundleys rd. Dep. XVI, 20 O

25F Trundleys rd. Dep. XVI, 20 O Tubbs rd. Wil. V, 3 I Tucker st. W. H. XII, 24 K Tudor gro. Hac. VII, 19 H Tudor rd. Hac. VII, 19 H Tudor st. City XI, 15 L Tufnell Pk. grounds Isl. VI, 12 F

12 F Tufnell Pk. rd. Isl. VI, 12 F Tufton st. Wes. X, 13 N Tuilerie st. Sho. VII, 18 I Tulse hill Lam. XX, 14 T Tulse Hill sta. XXI, 15 V Tulsemere rd. Lam. XXI, 16V

Tunis rd. Ham. IX, 4 L Tunley rd. Wan. XX, 10 V Tunley rd. Wil. V, 2 H Tunmarsh la. W. H. XIII, 27 J Tunnel Approach, Ste. XII,

Tunnel Approach, Ste. A11, 21L
Tunnel ave. Gre. XVII, 24 N
Tunnel ave. Gre. XII, 24 N
Tunstall rd. Lam. XV, 14 R
Turin st. B. G. XI, 18 J
Turk's row Che. XV, 10 O
Turle rd. Isl. VI, 14 D
Turnbull rd. W.H. XIII, 26K
Turner rd. Lew. XVII, 24 S
Turner rd. Ste. XII, 21 K
Turner st. Ste. XII, 19 K
Turney rd. Cam. XXI, 16 U
Turnham Green sta. Chiswick
IX, 2 N

Turnhana Grn ter. Chiswick

IX, 2 N
Turnhana Grn ter. Chiswick
IX. 2 N
Turnmill st. Fin. XI, 15 J
Turret gro. Wan. XV, 12 R
Turtle rd. Wan. XIX, 8 V
Twilly st. Wan. XIX, 8 T
Twisden rd. St. P. VI, 11 F
Twyford st. Isl. VI, 14 H
Tyers st. Lam. XV, 14 O
Tyndall rd. Ley. VIII, 23 E
Tyneham rd. Bat. XV, 11 R
Tynemouth rd. Ful. XIV, 8 Q
Tynte st. Hac. VIII, 21 G
Tyrrell rd. Cam. XVI, 18 S
Tyrwhitt rd. Dep. XVII, 22 R
Tyson rd. Lew. XXI, 19 U
Tytherton rd. Isl. VI, 13 E
ucey rd. Ber. XI, 18 N
Uffington rd. Wil. V, 4 H
Ufton rd. Hac. VII, 17 H
Ullathore rd. Wan. XX, 12 W
The street of Lam. XVI, 18 W
The street of Lam. XXI, 18 W
The street of Lam. XXI, 14 W
The street of Lam. XXI, 18 W
The street of Lam. XXI, 19 W
The street of Lam. XXII S W
The str 12 W

Ullswater rd. Lam. XXI, 15 V Ulundi rd. Gre. XVII, 24 P Ulysses rd. Hd. V, 7 F Umbria ave. Wan. XIX, 3 T Undercliff rd. Lew. XVII,

22 R
Underhill rd. Cam. XXI, 18'
Union gro. Wan. XV, 12 Q
Union rd. Ber. XII, 19 N
Union rd. Cam. XXI, 17 V
Union rd. Cam. XXI, 17 V
Union rd. Ley. VIII, 24 F
Union rd. Sou. XI, 16 N
Union rd. W. H. VIII, 25 H
Union rd. Wan. XV, 12 Q
Union st. Sho. VII, 17 I
Union st. Sho. VII, 17 I
Union st. Sto. XI, 15 M
Union st. Sto. XI, 15 M
Union st. Wh. VIII, 24 I
Union st. Sto. XI, 18 K
University st. St. P. X, 12 J
Upcerne rd. Che. XIV, 8 P
Upham Pk. rd. Chiswick
IX, 2 N
Uplandrd. Cam. XXI, 18 T Underhill rd. Cam. XXI. 18 T

Upland rd. Cam. XXI, 18 T Uppeg Woburn pl. St. P. XI, 13 J

Upper Addison gdns. Ken. IX. 6 M Upper Avenue rd. Hd. VI, 9 H Upper Baker st. St. M. X, 10J Upper Bedford pl. Hol. X1, 13 J

Upper Berkeley st. St. M. X, 10 K A, 10 K Upper Brook st. Wes. X, 11 L Upper Chapman st. Ste. XII, 19 L

Upper Cheyne rd. Che. XV.

Upper Clapton rd. Hac. VII, 19 E Upper Colfe rd. Lew. XXI, 20V

Upper East Smithfield Ste. XI, 18 L

Upper George st. St. M. X, I0 K Upper Gloucester pl. St. M. X. 10 J

Upper Grange rd. Ber. XVI, 17 O Upper Grosvenor st. Wes X, 11 L

Upper Ground st. Sou. XI, 15 L Upper Holloway sta., Isl. VI, 13 E

VI, 13 E Upper Kennington la. Lam. XV. 14 0 Upper Mall Ham. XIV, 4 O Upper Marsh Lam. XI, 14 N Upper Marylebone st. St. M. X. 12 K

X. 12 K Upper Montagu st. St. M. X, 12 K Upper Norwood XXI, 15 X Upper Park fields Wan. XIV, 4 S Upper Park pl. St. M. X, 10 J Upper Park rd. Hd. VI, 10 G

Upper Phillimore gdns. Ken. IX. 7 M Upper rd. W. H. XIII, 25 I Upper Richmond rd. Wan. XIV, 4 R

Upper Sydenham XXI, 19 W Upper Sydenham XXI, 19 W Upper Sydenham sta. XXI, 18 W

Upper Thames st. City XI, 16 L

Upper Tollington rd. Isl. VII. 14 E Upper Tooting• rd. Wan. XX, 10 W

Upper Tootng XX, 10 V Upper Tulse hill Lam. XX, 14 U

14 U
Upperton rd. W. H. XIII, 27 J
Upton ave. W. H. VIII, 26 H
Upton la. W. H. VIII, 26 H
Upton Pk. rd. W. H. VIII,
26 H

26 H Upton Pk. sta. W.H. H. 27 I Upton rd. Woo. XVIII, 31Q Urswick rd. Hae. VII, 20 G Usher rd. Pop. VIII, 21 H Usk rd. Bat. XIV, 8 S Usk st. BG, XII, 20 I Uxbridge rd. Ham. IX, 4 M Ilybridge Pd. sta. Ham.

Uxbridge rd. Ham. IX, 4 M Uxbridge Rd. sta. Ham. IX, 5 M Vale of Health Hd. VI, 9 E Valentine rd. Hac. VII 20 G Valetta gro. W. H. VIII, 25 I Valetta rd. Act. IX, 2M Vallance rd. B. G. XII, 18 J Valley rd. Wan. XX, 14 W Valley rd. Wan. XX, 13X Vallier's wood Bex. V, 3 I Vanbrugh hill Gre. XVII, 25 Q

25 Q Vanbrugh pk. Gre. XVII, 25 Q Vanbrugh Pk. rd. Gre. XVII,

25 P Vanbrugh Pk. rd.-East Gre. XVII, 25 P Vanbrugh Pk. rd.-West Gre. XVII, 25 P Vanbrugh ter. Gre XVII, 25Q Vancouver rd. Lew. XXII, 21 V

21 V
Vanderbilt rd.Wan. XIX, 8 U
Vansittart rd. Wal. VIII, 25 F
Vanston pl. Ful. XIV, 7 P
Vant rd. Wan. XX, 10 X
Varcoe rd. Cam. XVI, 19 O
Vardens rd. Bat, XV, 9 S Varna rd. Ful. XIV, 6 P Varna rd. Ful. XIV, 6 P Vassall rd. Lam. XV, 15 P Vaughan ave. Chisw. IX, 3N-Vaughan rd. Lam. XVI, 15 R Vaughen rd. W. H. VIII, 25 H Vauxhall bridge XV, 13 O Vauxhall Bridge rd. Wes.

Vauxhall park XV, 13 P Vauxhall st. Lam. XV, 14 G Vauxhall sta. XV, 13 O Vauxhall sta. XV, 13 O Vauxhall walk Lam. XV, 14 O Venner rd. Lew. XXI, 19 X Venue st. Pop. XII, 23 K Vera rd. Ful. XIV, 6 Q Vere st. St. M. X, 11 K Veres tt. Wes. XI, 14 K Vereker rd. Ful. XIV 6 O Verney rd. Cam. XVI, 19 O Vernham rd. Woo. XVIII, 30 P Vernon rd. Lev. VIII, 25 D

Vernham rd. Woo. XVIII, 30 P
Vernon rd. Ley. VIII, 25 D
Vernon rd. W.H. VIII, 25 H
Vernon rd. Wan. XV, 12 R
Vernon rd. Wan. XV, 12 R
Veronica rd. Wan. XX, 11 V
Vespan rd. Ham. IX, 3 M
Vesta rd. Dep. XVI, 20 R
Vestris rd. Lew. XXI, 20 V
Vestry rd. Cam. XVI, 17 Q
Viaduet st. B. G. XII, 19 J
Vicar rd. St. P. VI, 11 F
Vicarage gdns. Ken. IX, 7 M
Vicarage Ia. E. H. XIII, 29 J
Vicarage rd. Bat. XV, 9 Q
Vicarage rd. Wil. V, 2 G
Vicarage rd. Wil. V, 2 G
Vicarage rd. Wil. V, 2 G
Vicarage rd. Woo. XVIII, 31 O
Vicarage pk. Woo. XVIII, 31 O
Vicarage pk. Woo. XVIII,

Vicaragw pk. Woo. XVIII, 31 P

31 P
Vicars hill Lew XVII, 22 S
Viceroy ed. Lam. XV, 13 Q
Victor rd. Wil. V, 41
Victoria Dock rd. W. H.
XIII, 25 L
Victoria Dock rd. W. H.
XXIII, 26 L
Victoria dock W.H. XIII,
26 M
Victoria embankment Wes.

Victoria embankment Wes. XI. 13 M Victoria gro. Che; XIV, 8 P Victoria pk. VIII, 21 H Victoria Pk. rd. Hac. VII,

Victoria Pk. sq. B. G. XII, I9 I Victoria Pk. sta. Hac. VIII,

Victoria Pk. sta. Hac. VIII, 1G
Victoria rd. Act. IX, 2J
Victoria rd. Bat. XV, 11 P
Victoria rd. Cam. XVI, 18 Q
Victoria rd. Cam. XVI, 18 Q
Victoria rd. Ful. XIV, 8 Q
Victoria rd. Gre. XVII, 26 P
Victoria rd. Hac. VIII, 21 G
Victoria rd. Isl. VI, 14 E
Victoria rd. Isl. VI, 14 G
Victoria rd. Isl. VI, 14 G
Victoria rd. Lam. XXI, 16 X
Victoria rd. S. N. VIII, 17 F
Victoria rd. S. N. VII, 17 F
Victoria rd. W. H. VIII, 6 G
Victoria rd. W. H. VIII, 6 G
Victoria rd. Wan. XIX, 5 U
Victoria rd. Wan. XIX, 5 U
Victoria sta. Wes. X, 12 N
Victoria vi Vienna rd. Ber. XII. 18 M Viewfield rd. Wan. XIX, 6 T Viewland rd.Woo. XVIII,

32 P Villa rd. Lam. XV, 14 R Villas rd. Woo. XVIII, 31 O Villiers rd. Wil. V, 4 G Vincent sq. Wes. X, 12 N Vincent st. Wes. X, 13 N Vincent ter. Isl. VII, 15 I Vine rd. Barnes XIV, 3 R Vine st. Ber. XI, 17 M Vinevard Hill rd. Wim. XIX Vineyard Hill rd. Wim. XIX,

Vineyard rilli i.e. wim. XIV W Violet rd. Pop. XII, 22 K Virginia rd. B. G. XI, 18 J Voltaire rd. Wan. XV, 12R Vorley rd. 1sl. VI, 12 D Vulcan rd. Dep. XVI, 21 R Vulcan rd. Hac. VIII, 22 G Vyner st. B. G. VII, 19 I Wabin rd. Lew. XVI, 21S Waddington rd. W. H. VIII, 24 G

24 G Waddington st. W. H. VIII,

Vaddason st. B. G. VII 19 I Wadham gdns. Hd. VI, 10 H Wadhurst rd. Bat. XV, 12 Q Waghorn st. Cam. XVI, 18 R Wakeham st. Hac. VII, 17G Wakehurst rd. Bat. XX, 10 S Wakeman rd. Wil. V, 51 Walbutton rd. Dep. XVI, 20 R Walcot sq. Lam. XI, 15 N Waldemar ave. Ful. XIV, 6 Q Walden st. Ste. XII, 19 K Waldor nd. Ham. V, 41 Waldron rd. Lew. XXI, 19 V Waldron rd. Wim. XIX, 8V Waldstock rd. Woo. XVIII,

Waldstock rd. Woo. XVIII, Waldstock Td. Woo. X VIII, 30 R
Wales Farm rd. Act. IX, 2J
Walford rd. S. N. VII, 17 F
Walham Green XIV, 6 P
Walham Green sta. XIV, 7 P
Walham gro. Ful. XIV, 7 P
Walker st. Ste. XII, 22 K
Wall Ia. Gre. XIII, 25 N
Wall st. Isl. VII, 17 G
Wallace rd. Isl. VII, 16 G
Waller rd. Dep. XVI, 20 Q
Wallis rd. Hac. VIII, 22 G
Walm la. Wil. V, 5 F
Walmer rd. Ken. IX, 5 K
Walmer rd. Woo. X VIII, 31 O
Walnut Tree walk Lam. XI, 14 N

14 N 14 N Walpole rd. Dep. XVI, 21 P Walpole rd. Mit. XX, 9 X Walrond st. Wan. XX, 11X Walsingham rd.Hac. VII,

19 E Walter st. B. G. XII, 29 J Walterton rd. Pad. IX, 7 J Walton st. Ken. X, 10 N Walworth XVI, 15 O Walworth Rd. sta. XVI, 16 O Walworth Rd. sta. XVI, 16 O Wandsworth XIX, 7 S Wandsworth bridge XIV, 8 P Wandsworth bridge XIV, 8 P Wandsworth bridge XIV, 8 R Wandsworth Bridge rd. Ful. XIV. 7 R Wandsworth cemetery XX,

8 U Wandsworth Common sta. XX. 10 U

XX, 10 U Wandsworth pk, XIV, 6 S Wandsworth Place causeway Wan, XIV, 7 S Wandsworth Prison XX, 9T Wandsworth rd, Wan, XV, 12 Q Wandsworth Road sta, XV, 12 P.

Wandsworth sta. XIV, 8 S Wanlip rd. W.H. XIII, 26J

Wansbeck rd. Pop. VIII, 22 H
Wanstead flats VIII, 26 E
Wanstead Pk. sta. VIII, 26 F
Wantage rd. Lew. XXII, 25 T
Wapping XII, 19 M
Wapping sta. Ste. XII, 19 M
Wapping stal. Ste. XII, 19 M
Wapping wall Ste. XII, 19 M
Warbeck rd. Ham. IX, 4 M
Warden rd. St. P. VI, 11 G
Wardley st. Wan. XIX, 8 U
Wardo ave. Ful. XIV, 6 Q
Wardour st. Wes. X, 13 L
Warham st. Lam. XV, 15 P
Warlock rd. Pad. IX, 7 J
Warlters rd. Isl. VI, 14 F
Warmington rd. Cam. XXI, Warmington rd. Cam. XXI,

Warmington rd. Cam. XXI, 16 T Warmington rd. Cam. XXI, 16 Q Warner st. Fin. XI, 14 J Warner st. Isl. VI, 14 G Warner st. Isl. VI, 14 G Warner st. Isl. VI, 14 G Warner st. Sou. XI, 16 N Warple rd. Wan. XIV, 8 S Warple way Wan. XIV, 8 S Warple way Wan. XIV, 5 R Warren la. Woo. XVIII, 80 O Warren rd. Ley. VIII, 23 E Warren st. Fin. VII, 14 1 Warren st. Fin. VII, 14 1 Warren st. Fin. VII, 12 E Warriner gdns. Bat. XV, 10 Q Warrington cres. Pad. X, 8 J Warton rd. W. H. VIII, 23 H Warwick gdns. Ken. 1X, 7 N Warwick pl. Pad. X, 8 J Warwick pl. Pad. X, 8 J Warwick pl. St. M. X, 9 J Warwick rd. Hac. VII, 19 D Warwick rd. Ken. XIV, 7 O Warwick rd. Ken. XIV, 7 O Warwick rd. Wei. VIII, 25 H Warwick st. Over. X, 15 M Warwick st. Sou. XI, 15 M Warwick st. Wes. XV, 11 O Warwick la. W. H. VIII, 25 G

29 O Wastdale rd. Lew. XXI, 20 U Water la. W. H. VIII, 25 G Water la. Lam. XX, 14 S Waterfall rd. Mit. XX, 9 X Waterford rd. Ful. XIV, 8 P Watergate st. Gre. XVII, 22 P Watergood bridge Wes. XL, 14 I

Waterloo Junction sta. Lam.

Waterloo Junction sta. Lam. XI, 15 M Waterloo pl. Wes. X, 13 L Waterloo pl. Lam. XI, 14 M Waterloo st. Cam. XVI, 16 Q Waterloo st. Cam. XVI, 40 W Waterloo sta. Lam. XI, 14 M Waterloo ter. Isl. VII, 15 H Waterside Wan. XIV, 8 R Waterworks river W H VIII

Watersloo ter. Isl., VII, 15 H
Watersloo Wan, XIV, 8 R
Waterworks river W. H. VIII, 23 H
Watford rd. W. H. XIII, 26 K
Watling st. Ber. XVIII, 34 S
Watling st. City XI, 16 L
Watney st. Ste. XII, 19 L
Watson st. Dep. X VI, 21 P
Watts st. Ste. XII, 19 M
Waudle rd. Wan, XX, 10 V
Waverley rd. Pad. IX, 7 K
Waverton st. Wes. X, 11 L
Wayford. st. Bat. XV, 10 R
Weardale rd. Lew. XVII, 24 S
Webb st. Ber. XI, 17 N
Webb st. W. H. XIII, 26 J
Webber row Sou, XI, 15 M
Webber row Sou, XI, 15 M Webb st. W. H. XIII, 26 J Webber row Sou. XI, 15 M Webber st. Lam. XI, 15 M Webbs rd. Bat. XX, 10 S Wedderburn rd. Hd. VI, 9 F Wedmore st. Isl. VI, 13 E Weech rd. Hd. V, 7 F Weedington rd. St. P. VI, 11 G Weigall rd. Woo. XXII, 26 S Weiss rd. Wan. XIV, 5 R Welbeck st. St. M. X, 11 K Welham st. Wan. XX, 11X Well Hall rd. Woo. XVIII, 28S

Well Hall rd. Woo. AVIII, 28 S
Well Hall sta., XVIII, 28 S
Well rd. Hd. VI, 9 E
Well st. City XI, 16 K
Well st. City XI, 16 K
Well st. Ste. XI, 18 L
Well walk Hd. VI, 9 E
Wellclose sq. Ste. XII, 18 L
Wellesley ave. Ham. 1X, 4 N
Wellesley rd. Ley. VIII, 25 D
Wellesley rd. St. P. VI, 11 F
Wellfield rd. Wan. XX, 13 W
Welling sta. XVIII, 33 R
Welling sta. XVIII, 33 W
Welling ton pl. St. M. VI, 91
Wellington rd. Act. 1X, 2M
Wellington rd. Act. X, 9 O
Wellington rd. Gre. XVII, Wellington rd. Gre. XVII, 26 P

Wellington rd. Hac. VII, 18 F Wellington rd. Isl. VI, 14 G

Wellington rd. Pop. XII, 22 J Wellington rd. St. M. VI, 9 I Wellington rd.Cam. XVI.19 Q Wellington row B.G. VII, 18 I Wellington st. Gre. XVII, 22 P Wellington st. Wes. XI, 14 L Wellington st. Woo. XVIII, 29 O 29 O Wells pl. Cam. XVI, 17 Q Wells rd. St. M. VI, 10 1 Wells st. Cam. XVI, 17 P Wells st. St. M. X, 12 K Wells st. St. M. X, 12 K Wells st. St. P. XI, 14 J Wells ter. Isl. VII, 15 D Wellstead rd. E.H. XIII, 29 J Welmeadow rd. Lew. XII, 24 T Welmeadow rd. Lew. XII, 24 T
Welshpool st. Hac. VII, 19H
Weltje ed. Ham. XIV, 4 O
Wemyss rd. Lew. XVII, 25 R
Wendell rd. Ham. IX, 3 M
Wendon st. Pop. VIII, 22 H
Wendover rd. Wil. V, 3 I
Wenlock st. Sho. VII, 16 I
Wenlook rd. Sho. VII, 16 I
Wennington rd. B. G. VIII, 20 I
Wentworth st. Ste. XI, 17 K
Wernbrook rd. Woo. XVIII, 31 P Werrington st. St. P. VI, 12 I Werter rd. Wan. XIV, 6 S Wesga Ferry rd. Pop. XVII, 22 O West Arbour st. Ste. XII, 20 K 20 K
West Brompton sta. XIV, 7 O
West drive Wan. XX, 11 W
West Ella. rd. Wil. V, 2 H
West End ave. Hd. V, 8F
West End La. sta. Hd. V, 7 G
West End or Spaniards rd.
Hd. VI, 9 E
West End sta. Hd. V, 7 G
West End or Spaniards rd. rig. v1, 9 E West End sta. Hd. V, 7 G West Ferry rd. XII, 22 M West Ham Ia. W.H. VIII, 24 H West Ham pk. W. H. VIII, 25 H 25 H
West Ham sta. XIII, 24 J
West Hampstead sta. V, 8 G
West Heath rd. Hd. V, 8 E
West Heilt rd. Wan. XIX, 7 T
West hill St. P. VI, 11 D
West India Dock rd. Pop.
XII, 22 L
West India Dock sta. Pop.
XII, 22 L
West India docks Pop. XII, 22 L
West India docks Pop. XII, 22 L West Indie Docks pier Pop. XII, 22 M West Kensington sta. XIV, West Kensington sta. XIV, 6 O West la. Ber. XII, I9 M West Norwood XXI, 15 W West Norwood sta. XXI, 15 W West Norwood sta. AX1, 15 W
West rd. W. H. VIII, 25 I
West rd. Wan. XV, 13 S
West row Ken. IX, 6 J
West side Wan. XX, 8 T
West side Wim. XIX, 4 X
West Side, Bat. XV, 10S
West Side, Wan. XX, 11S
West Smithfield City XI, 15 K
West sq. Sou. XI, 15 N
West st. Gre. XVII, 26 O
West st. Ste. XII, 19 J
West st. Wes. XV, 11 O
West wood Bex. XVIII, 32 S
West Wood la. Bex. XVIII, 32 S
West wood la. Bex. XVIII, 32 S West Wood Ia. Bex. XVIII, 32S Westbere rd. Hd. V, 6 F Westbourne gdns. Pad. X, 8 K Westbourne gro. Pad. IX, 7 K Westbourne Pk. cres. Pad. V V V Westbourne Pk. cres. Pad. X, 8 K Westbourne Pk. rd. Pad. IX, 7 K Westbourne Pk. sta. Pad. IX, 7 K Westbourne Pk. villas Pad. IX, 7 K Westbourne Pk. villas Pad. IX, 7 K Westbourne rd. Isl. VI, 14 G Westbourne rd. Lew. XXI, 20 V Westbourne rd. Pad. X, 8 K Westbourne st. Wes. XV, 10 O Westbourne ter. North Pad. Westbourne pad. Pad. Westbourne pad. Wes 10 O Westbourne ter. North Pad. X, 8 K Westburry rd. Wil. V, 2G Westcombe hill Gre. XVII, 26 P Westcombe Pk. rd. Gre. XVII, 25 P Westcombe Pk. sta. XVII, 25 P Westcord rd. Wan, XX, 12X Westcote rd. Wan. XX, 12X Westcroft farm Hen. V, 6 E Westdale rd. Woo. XVIII, 30 P

Westdown rd. Ley, VIII, 23 F Western la. Wan. XX, 10 T Western rd. Lam. XV, 14 R Westfield college Ha. V, 7 E Westhorpe st. Wan. XIV, 5 R Westlands rd. Wan. XX, 12 T Westminster bridge X, 13 M Westminster Bridge rd. Lam. XI, 14 M Westminster Bridge rd. Lan XI, 14 M Westminster Bridge sta. X, 13 M Westminster Cathedral X, 12N 12N
Westminster st. Cam. XVI,
15 P
Westmoreland rd. Barnes,
XIV, 3Q
Westmoreland rd. Pad. IX, Westmoreland rd. Sou. XVI, Westmoreland st. Wes. XV, Weston rd. W. H. VIII, 24 H Weston st. Ber. XI, 17 N Weston st. Pop. XII, 22 K Westover rd. Wan. XX, 8 T Westow hill Lam. XXI, 17 X Westside London fields Hac. VII, 19 H Westville rd. Ham. IX, 3 M Westwick gdns. Ham. IX, 5 M 5 M Westwood pk.Lew. XXI, 19 U Westwood rd. Lew. XXI 19 X Westwood st.W.H. XXI, 26 M Wetherby gdns. Ken. XIV, 8 O Westwood st.W.H. XXI, 26 M
Wetherby gdns. Ken. XIV,
8 O
Wetherell rd. Hae. VIII, 20 H
Wexford rd. Bat. XX, 10 U
Weymouth st. St. M. X, 11 K
Weymouth ter. Sho. VII, 18 I
Whalchone la. W. H. VIII,
24 H
Wharf rd. Ham. IX, 5 L
Wharf rd. Pop. XVII, 23 O
Wharf rd. Sto. VII, 16 I
Wharf rd. St. P. VI, 13 I
Wharf rd. Wan. XIV, 7 S
Wharf rd. Wan. XIV, 7 S
Wharf rd. Wil. V, 2 I
Wharf dam. IX, 6 M
Wharton rd. Ham. IX, 6 M
Wharton rd. Ham. IX, 6 M
Wharton st. Fin. XI, 14 J
Whateley rd. Cam. XXI, 17 T
Whatmans rd. Lew. XXI, 20 U
Wheatsheaf la. Lam. XV,
13 Q
Whellock rd. Act. IX, 2 M
Whistler rd. Isl. VII, 15 F
Whiston st. Sho. VII, 18 I
Whitburn rd. Lew. XVII, 23 S
Whitburn rd. Lew. XVII, 23 S
Whitburn rd. Lew. XVII, 23 S
White hart Ia. Woo. XVIII,
32 Q
White Hart. st. Lam. XV,
15 Q
White Horse la. Ste. XII, White Hart. St. Lain. AV, 15 O White Horse la. Ste. XII, 20 K White Horse st. Ste. XII, 20 K White Lion st. Fin. VIII, 14 I White Lion st. Ste. XI, 17 K White Post Ia. Pop. VIII, 22 G White Fost Ia. Pop. VIII, 22 G
White's row Ste. XI, 17 K
Whitechapel High st. Ste. XI, 18 K
Whitechapel High st. Ste. XII, 18 K
Whitechapel sta. Ste. XII, 19 K
Whitechall Lew. XXII, 24 W
Whitefriars st. City XI, 15 L
Whitehall Pl. Wes. X, 13 M
Whitehall Pl. Wes. X, 13 M
Whitehall Wes. X, 13 M
Whiteley rd. Lam. XXI, 10 X
Whiteley rd. Lam. XXI, 10 X
Whitelior st. Pop. XII, 22 K
Whitmore rd. Sho. VII, 17 H
Whittlingstall rd. Ful. XIV, 6 Q Whittlingstall rd. Ful. XIV, 6Q
Whitwell rd.W.H. XIII, 25 J
Whitworth rd. Woo. XVIII, 29 Q
Whorlton rd. Cam. XVI, 18 R
Whyteville rd. W. H. VIII, 26 G
Wick la. Pop. VIII, 22 H
Wick rd. Hac. VIII, 20 G
Wick's la. Bat. XV, 11 R
Wickham la. Bex. XVIII, 33 R
Wickham la. Woo. XVIII, 33 P
Wickham rd. Dep. XVI. 21 R 33 P
Wickham rd. Dep. XVI, 21 R
Widley rd. Pad. X, 7 J
Wigmore st. St. M. X, 11 K
Wildash rd. Cam. XVI, 17 R
Wilberforce rd. S. N. VII,

Wilcox rd. Lam. XV, 13 P Wilcox rd. Lam. XV, 13 P Wildfell rd. Lew. XXII, 22 U Wilfred at. Wes. X, 12 N

Wilkes st. Ste. XI, 18 K Wilkin st. St. P. VI, 11G Willes rd. St. P. VI, 11 G Willesden cemetery V, 3 G Willesden Cottage hospital, V, 4 H Willesden Green sta. V, 5 G Willesden Isolation hospital Willesden Isolation hospital V, 2 F
Willesden Junction sta. V, 3 I
Willesden la. V, 5 G
Willesden paddocks Wil. V, 4 D
William st. Ful. IX, 6 N
William st. Ful. IX, 6 N
William st. W. H. VIII, 24 H
William st. Woo. XVIII, 29 O
William st. Woo. XVIII, 29 O
William st. Pop. XII, 23 L
Willoughby rd. Hd. VI, 9 F
Willow ft. Hd. VI, 9 F
Willow st. Ber. XI, 17 N
Willow st. Wes. X, 12 N
Willow walk Ber. IX, 17 N
Willow walk Ber. IX, 17 N
Willow walk Lew. XXII, 19 W
Wilmer gdns. Sho. VII, 17 I
Wilmot pl. St.P. VI, 12 G
Wilmot ft. Ley. VIII, 23 E
Wilmot st. B.G. XII, 19 J
Wilmot St. B.G. XII, 19 J
Wilmont St. Woo. XVIII, 30 O Woodlands rd. Wan. XX, 11W 5 W Wimbledon Pk. sta. X I X, 7 W Wimbledon rd. Wan. XX, 8W Wimbledon sta. XIX, 6 X Wimbourn st. Sho. VII, 16 I Wimpole st. St. M. X, 11 K Winchelsea rd. Wal. VIII, 25 F Winpote St. 28. M. X, 11 K
Winchelsea rd. Wal. VIII,
25 F
Winchelsea rd. Wil. V, 2 H
Winchendon rd. Ful. XIV, 6 P
Winchester reve. Wil. V, 6 H
Winchester reve. Wil. V, 6 H
Winchester rd. Hd. VI, 9 H
Windemere ave. Wil. V, 6 H
Windmill la. Dep. XVI, 21 O
Windmill la. W. H. VIII, 24 G
Windmill rd. Wan. XX, 9 T
Windmill rd. Wan. XX, 9 T
Windmill st. Lam. XI, 15 M
Windmill st. Lam. XI, 15 M
Windmill st. Lam. XI, 15 M
Windmill st. St. P. X, 12 K
Windsor rd. Cam. XVI, 16R
Windsor rd. Hae. VIII, 22 G
Windsor rd. Lam. XXI, 15 W
Windsor rd. Ley. VIII, 23 E
Windsor rd. Wil. V, 4 G
Windsor ter. He. VII, 9 F
Windsor ter. Hd. VI, 9 F
Windsor rd. Hae. VII, 18D
Winfrith rd. Wan. XIX, 8 U
Wingster dr. Ham. IX, 4 M
Wingfield rd. W. H. VIII, 24 F
Wingford rd. Wan. XX, 13 T
Winfred st. Woo. XIII, 29 M
Winn rd. Lew. XXII, 26 U
Winsham st. Bat, XX, 10 T
Winslade rd. Hae. VII, 17 F
Winterook rd. Cam. XXI,
16 T Winterwell rd. Lam. XX, 13 S Winton rd. W.H. XIII, 27L Wirtemberg st. Wan. XV, 12 R Wist Bria rd. Lew. XVII, 23S Wiverton rd. Bec. XXI, 19 X Wix's la. Bat. XV, 11 R Woburn pl. Hol. XI, 13 J Woburn sp. Hol. XI, 13 J Wold rd. Hac. VII, 18 E Wolfington rd. Lam. XXI, 15 W 15 W Wolseley ave. Wim. XIX, 7V Wolsely st. Ber. XI, 18M Wolsey ave. E. H. XIII, 29 J Wolsey rd. Isl. VII, 17 G Wontner rd. Wan. XX, 10 V Wood la. Ham. IX, 5 L

Wood lane sta, Ham. IX, 5L Wood st. City XI, I6 K Wood st. Wes. X, I3 N Wood st. Woo. XVIII, 28 O Woodbastwick rd. Bec. XXI, 20 X Woodboro' rd. Wan. XIV, 4 R Woodchurch rd. Hd. V, 7 H Woodcotce pl. Lam. XXI, I5 W Woodfield ave. Wan. XX, I2 Y Woodfield cres. Pad. IX, 7 J Woodfield rd. Pad. IX, 7 J Woodford rd. W. H. VIII, Woodgate st. Bat. XV, 13 P Woodgrange rd. W. H. VIII, 26 G Woodhay's rd. Wim. XIX, 4 X Woodhouse rd.WaI. VIII, Woodhurst rd. Woo. XVIII, 33 P Woodland hill Lam. XXI, 17 X Woodland rd. Lam. XXI, 17 X Woodland ter.Gre. XVIII, Woodlands Pk. rd. Gre. XVII, 24 P Woodlands rd. Barnes XIV, Woodlands Wan. XX, 11 W Woodlands Wan. XX, 11 W Woodlands, The, Lew. XXII, 24 U Woodlea rd. S. N. VII, 17 E Woodpecker rd. Dep. XVI, 21 P Woodside rd. W.H. XIII, 27K Woodside Wim. XIX, 6 X Woodstock rd. Act. IX, 2 N Woodstock rd. Act. IX, 2 N Woodstock rd. Ham. IX, 5 M Woodstock rd. Ham. IX, 5 M Woodstock rd. Ham. IX, 5 M Woodstock rd. Pop. XII, 23 L Woodstock st. W.H. XIII, 25 K 25 K Woodthorpe rd. Wan. XIV, Woodville rd. Gre. XVII, 26 Q Woodwille rd. Isl. VII, 17 G Woodwarde rd. Cam. XXI, 17 T Woolneigh st. Ful. XIV, 8 Q Woolstone rd. Lew. XXII, 21 V 21 V
Woolwich cemetery Woo.
XVIII, 32 Q
Woolwich Common rd. Woo.
XVIII, 29 Q
Woolwich common Woo.
XVIII, 29 P
Woolwich rd. Gre. XVII,
26 O
Woolwich rd. Woo. XVIII,
28 S Worcester gdns. Bat. XV, 10S Worfield st. Bat. XV, 10 P Worlingham rd. Cam. XVI, Worlied St. Bat. AV, 10 F Worlingham rd. Cam. XVI, 18 R Wormholt rd. Ham. IX, 3L Wormwood Scrubbs sta. Ham. IX, 4 K Wornington rd. Ken. IX, 6 J Woronzow rd. St. M. VI, 9 H Worple rd. Wim. XIX, 6 X Worship st. Sho. XI, 17 J Worsley rd. Wal. VII, 25 F Wotsley rd. Wal. VIII, 25 F Wotton rd. Dep. XVI, 21 P Wragby rd. Wal. VIII, 25 F Wray cres. Isl. VI, 14 D Wrentham Ave. Wil. V, 5 H Wright's rd. Pop. VIII, 21 I Wrottesley rd. Wil. V, 41 Wrottesley rd. Wil. V, 41 Wrottesley rd. Woi. XVIII, 30 P Wrottesley rd. Woo. XVIII, 30 P
Wroughton rd. Bat. XX, 10 T
Wyatt rd. Isl. VII, 16 E
Wyatt rd. W. H, VIII, 26 H
Wych st. Wes. XI, 14 L
Wycliff rd. Bat., XV, 11 R
Wycliffe rd. W. H. VIII, 23 G
Wycliffe rd. W. H. VIII, 23 G
Wycliffe rd. Wim. XIX, 8 X
Wye st. Bat. XV, 9 Q
Wyfold rd. Ful. XIV, 6 P
Wyke rd. Pop. VIII, 22 H
Wymering rd. Pad. IX, 7 J
Wymond st. Wan. XIV, 5 R
Wyndham cres. Isl. VI, 12 E
Wyndham rd. Cam. XVI, 15 P
Wynell rd. Lew XXI, 20 V
Wynford rd. Isl. VI, 141
Wyni rd. Lam. XV, 13 O
Yalding rd. Ber. XI, 18 N
Yeldham rd. Ham. XIV, 5 O
Yelverton rd. Bat. XV, 9 Q

Yeovil st. Bat. XV, 120
Yerbury rd. Isl. VI, 13 E
Yewfiled rd. Wil. V, 3G
Yonge pk. Isl. VII, 14 E
York pl. Bat. XIV, 9 R
York pl. Bat. XIV, 9 R
York pl. St. M. X, 10 K
York rd. Fin. XI, 16 J
York rd. Isl. VI, 13 H
York rd. Lam. XXI, 14 M
York rd. Lam. XXI, 15 V
York rd. St. P. VI, 12 E
York rd. St. P. VI, 12 E
York rd. Wan. XIV, 8 S
York rd. Wan. XIV, 8 S
York rd. Wan. XIV, 8 X
York st. Lam. XI, 14 M
York st. St. M. X, 10 K
York st. St. M. X, 10 K
York st. Wes. X, 12 L
York St. Wes. X, 12 L
Yukon rd. Wan. XXI, 17 C
Zampa. rd. Dep. XVI, 19 O
Zetland st. Pop. XII, 23 K
Zoological gdns. St. M.
VI, 111