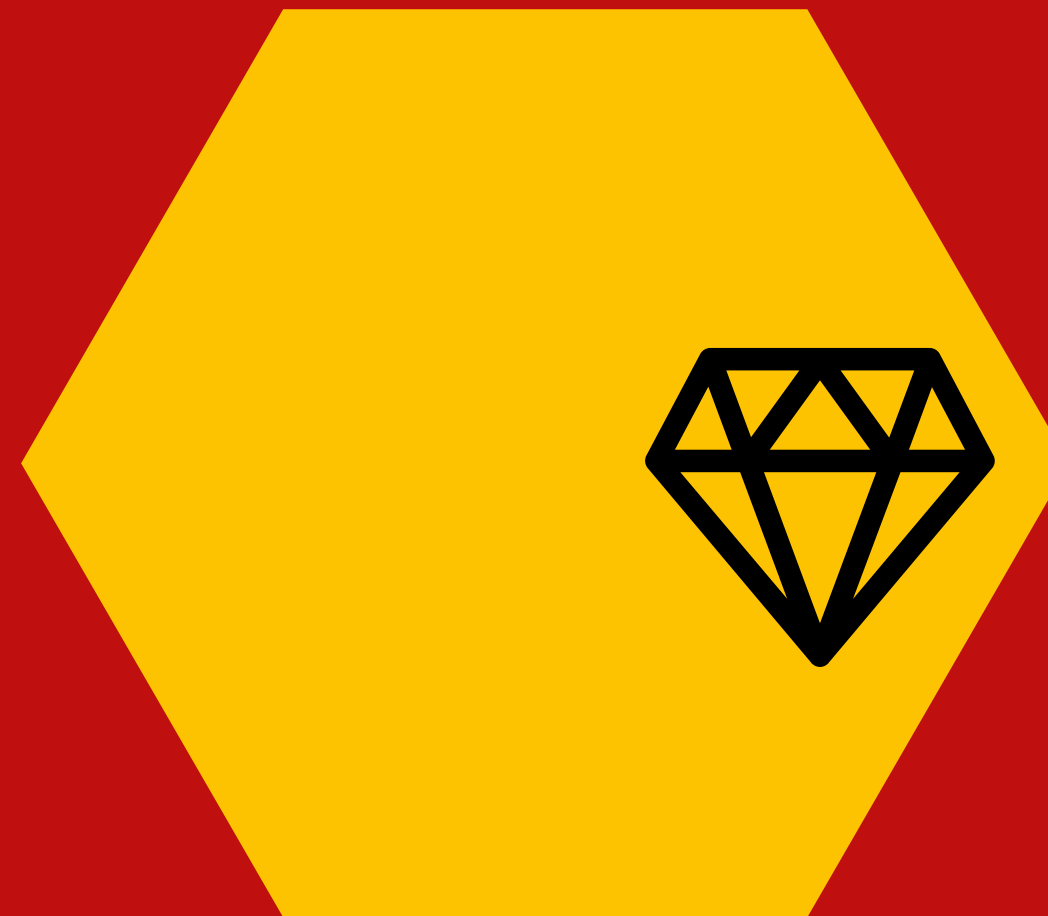




MYTHOS: IMPOSSIBLE

// CORE PLOT DOC



STATS
NPC GRID
IMF BRIEFS
1923
1942
THULE 69
1993
KIY
1144
THE RITUAL

EVENT INVITE

Your mission, should you choose to accept it, is to enter the glamorous and dangerous world of the Improbable Missions Force.

The year is 1969 and the team have been tasked with pulling off a heist more elaborate and dangerous than anything they've attempted before.

Get ready for high stakes gambles, deception and quick thinking with a side order of cocktails, gadgets and sharp suits, set against a backdrop of the Cold War and 1960s occult high society.

You're going to need skill, organisation, and some of that famous IMF luck.

This message will self-destruct in five seconds

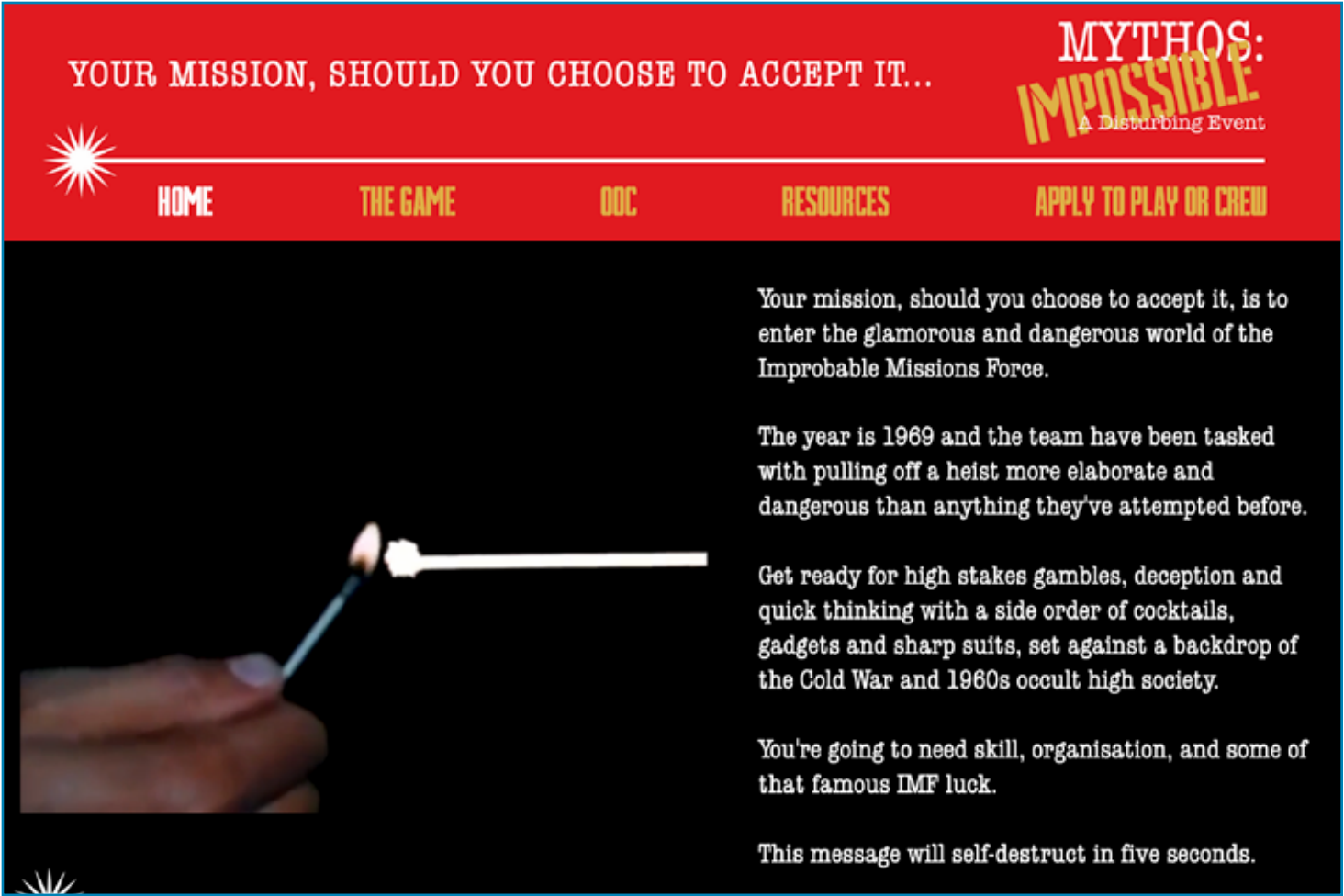
MYTHOS: IMPOSSIBLE will have a highly cinematic play style, full of set pieces, heists, quirky characters and peril. It will be intense, fun and suspenseful with lots of combat, late nights and precision planning as you play for increasingly high stakes.

There will be a pre-game, where you get to know your team members and plan your initial mission, supported by the trusty boffins at HQ. It's not a military game, but you're going to need to trust each other and follow your chain of command. The Cold War is getting hot, and who knows what the Russians will try next.

The main game will all take place 'in the field' as you carry out your planned mission, and deal with the consequences.

Knowledge of the occult world is a given, and something you've experienced before. Maybe you embrace it, maybe it gives you sleepless nights, but it's something you're prepared to handle.

Perhaps you will play someone with the technical skills to crack safes and deal with magical traps deep below Swinging London, or maybe you're the actor of a thousand faces with the skills to talk your way into a ritual on the French Riviera. Perhaps you're a psychic who can influence a South American president with a tarot reading, or a strong fighter



moxiecreative.wixsite.com/mythosimpossible

with experience in more than conventional weapons. You'll certainly be ready to get straight into the action and able to handle yourself – it's unlikely you'd be purely an academic. It's worth thinking about whether you have a 'day job' or cover identity - are you a world class racing driver, a famous model, or just an international woman of mystery?

A willingness to dress up is going to be essential...

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THE RITUAL

VENUE DATES

BUCKLAND HOUSE

Buckland House
Buckland Filleigh
Beaworthy
Devon
EX21 5JD

www.bucklandhouse.co.uk



Crew can arrive on-site any time from Thursday pm. Friday all day will be set-up and preparation with Time In at 8pm.

The game will run from then until approximately 2am on Sunday morning with 24-hour Time In (although we do not intend to run any plot on Friday night from 2am until Saturday morning breakfast).

Sunday day is takedown, debrief, and social and you are more than welcome to stay for Sunday night - we have to be off site by 10am on Monday morning.

Mobile reception and internet are not great at the house, but there is a landline number to give to emergency contacts.

Crew accommodation will be in the main house, bedding and towels are provided, but you might want to bring an extra sleeping bag if you feel the cold - it's an old house and takes a while to warm up.

All crew will be rostered to do a couple of hours of kitchen support at some point during the game. All meals will be provided through to Sunday lunchtime - on Sunday evening players and crew generally arrange a takeaway delivery.

A full crew pack with directions, menus, contact numbers etc will be available closer to the game.

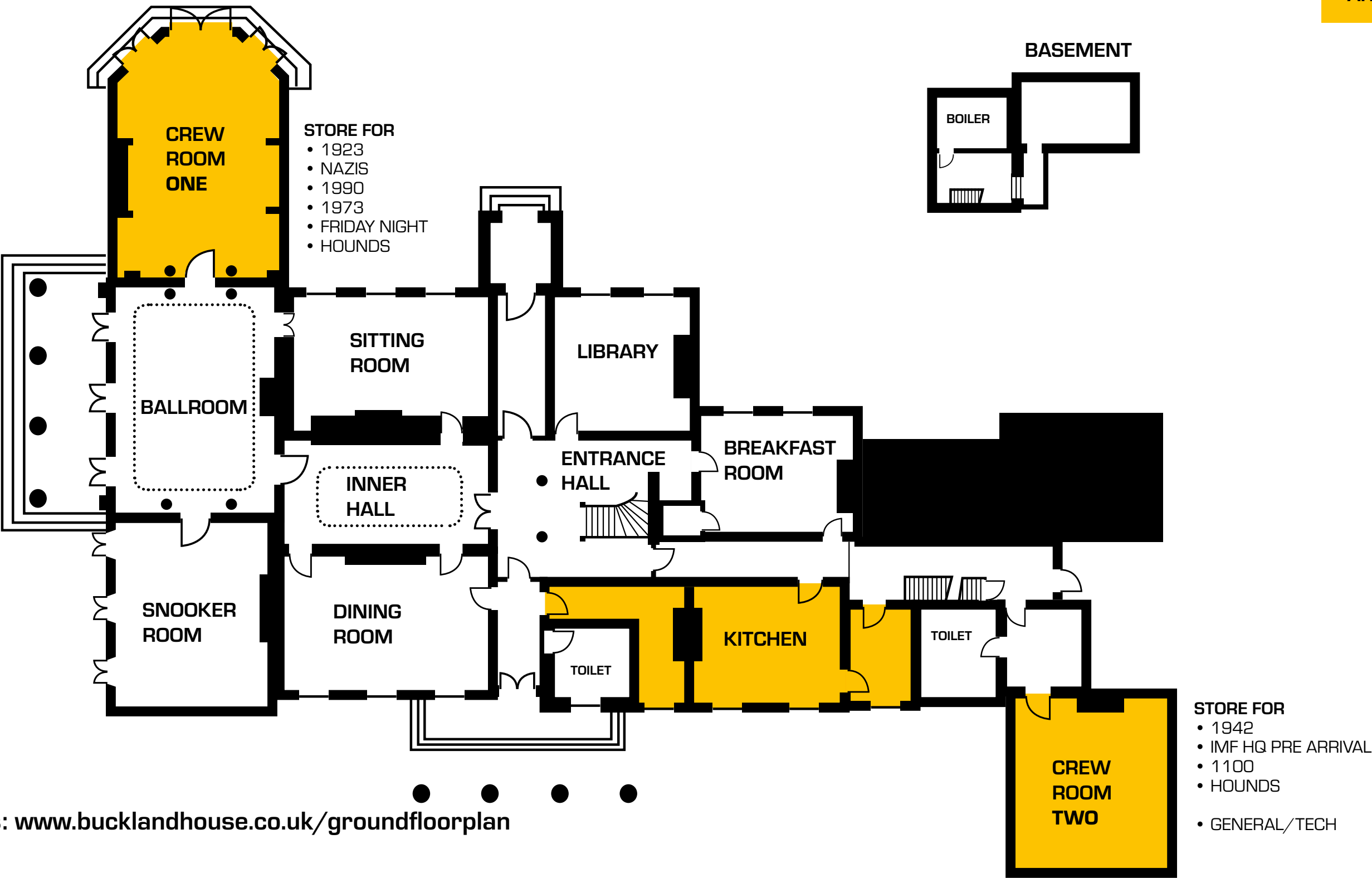


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FLOORPLANS

GROUND FLOOR

OOC
AREAS



STATS

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GROUND FLOOR



BALLROOM



INNER HALL



SNOOKER ROOM



LIBRARY



SITTING ROOM



KITCHEN



DINING ROOM



CREW ROOM ONE



CREW ROOM TWO



BREAKFAST ROOM



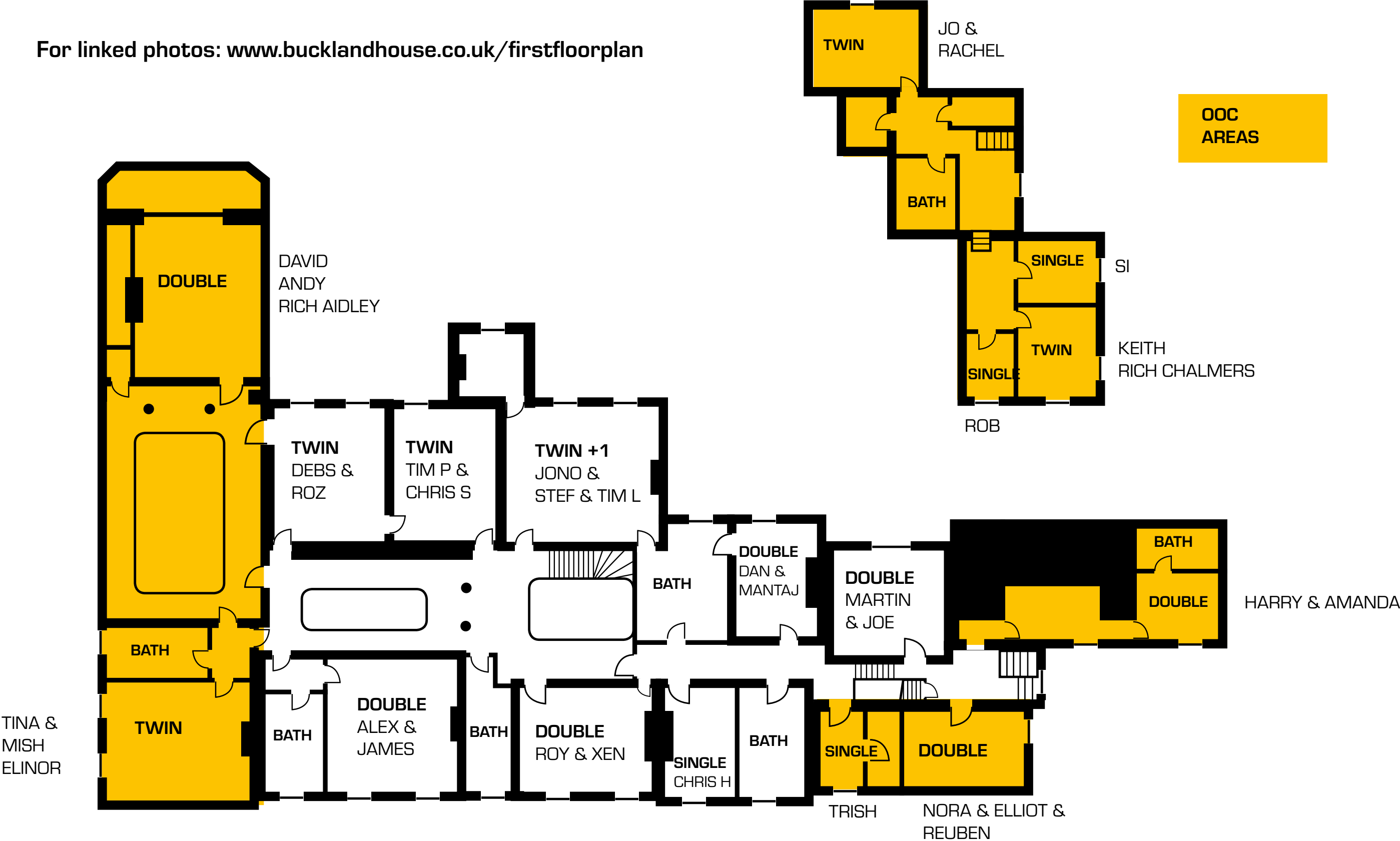
ENTRANCE HALL

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FLOORPLANS

UPPER FLOORS

For linked photos: www.bucklandhouse.co.uk/firstfloorplan



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CREW

REF TEAM

NORA BLACK KEEPER	SI CHILDS REF	ANDY COOPER REF FX	ROB PRYCE REF			
RICH AIDLEY CREW MONSTER/COMBAT	RICH CHALMERS CREW FX & LIGHTING	RACHEL COOK CREW	AMANDA HARROLD CREW COSTUME	HARRY HARROLD CREW	ELINOR KERSHAW CREW	DAVID KIBBLEWHITE CREW
TINA KINNAR CREW	ANDY KNIGHTON CREW	MISH LIDDLE CREW	JO PRYOR CREW CATERING	ELLIOT STEWART CREW	KEITH TAIT CREW	TRICIA THOMAS CREW LOGISTICS & WELFARE

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NPC ROLES

	FRIDAY	IMF	1920	1942	1960 Nazi		1942 AGAIN	1969	1990s	1969	COURT OF THE KING	HOUNDS	1169
Nora Black (R)	REF		REF	REF	REF		Mary Simpson?	REF	REF				
Si Childs (R)	Mr Montague (Bar)	The Monitor	REF	REF	Dr Weber		SET DRESS	The Monitor	REF				
Andy Cooper (R)	Mr Capulet (Casino)	Mr Jacobs	REF	SET DRESS	REF		Combat	>> Mr Jacobs		KILLED	FX		
Rob Pryce (R)	Julian Cavendish	The Sweeper	Seance guest	REF	Hauptmann Schneider		>> Combat	>> The Sweeper	REF				
Rich Aidley	Art world	The Headmaster		WALK THROUGH	Dr Meyer		>> Combat		HOUND		BODY	HOUND	
Rich Chalmers	Jack Duffy	The Caretaker	Madame's Assistant	WALK THROUGH	Technician Müller		>> Cpt. Hazlewood		FX		FX		
Rachel Cook	Erika Gul		Lady Saffron	Captain DeRoy					THE KING		The King		
Amanda Harrold	Maxine Sanders	The Tailor		SET DRESS	Technician Schmidt		SET DRESS	The Tailor		KILLED	BODY		
Harry Harrold	Father Ferrarelle	The Ghoul		Devlin			Devlin	>> The Ghoul		KILLED			
Elinor Kershaw	Lygushka Rosakov	The Priest	Effie Hamilton		Technician Fischer		SET DRESS	The Priest	Clubber		BODY	HOUND	
David Kibblewhite	Anton Dragunov	The Twitcher		SET DRESS	Lazlo Kovács		Possible Lazlo		Clubber		BODY	HOUND	
Tina Kinnar	Lady Frankie	Head Gardener		Mrs Banks			SET DRESS	Head Gardener		KILLED			
Andy Knighton	Vladimir Stepanov	The Coalman		Cmdr. Grace			SET DRESS	The Coalman	HOUND	KILLED	BODY	HOUND	
Mish Liddle	Phillipa Burty	Under Gardener	Vera Rosakov	SET DRESS	Commandant Laubdecke				Clubber		BODY		
Jo Pryor	Music star	The Gourmet	Seance guest				>> Combat		Clubber				
Elliot Stewart	Chameleon	The Porter	Butler	SET DRESS	SS Officer		SET DRESS		DJ Carcosa		Chameleon		
Keith Tait	Jock Watson	The Janitor		WALK THROUGH	Sergeant Watson		>> Combat		Clubber		BODY		
Tricia Thomas	Lady Hamilton	The Duster		SET DRESS			SET DRESS	The Duster					
Reuben Stewart	Frenchie	The Computer		WALK THROUGH			Combat		Clubber		BODY		

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SAN AND DAMAGE CALLS

EVENT	SAN LOSS	DAMAGE
Heist		0-1
Aftermath fight		2-4
Temporal Team arrival	1	
Séance	0-1	
RETURN FROM 20s <i>TIMESHOCK</i>	1	1
1942 psychic attack	(0-2)	
1942 Part 1	2?	
Alternate 1969		2-4
ALT 69 <i>TIMESHOCK</i>	1 + DROP	1
1942 Part 2		2-4
RETURN FROM 40s <i>TIMESHOCK</i>	1	1
1990 (hounds)	4/10	2
RETURN FROM 90s <i>TIMESHOCK</i>	1	1
Court of the King	Over next barrier	
1969 going dark (Hound attacks)		2-4
1169 angel		1 Death
King ritual	N/A	Reset all
Friday Mk 2		

Guns = 2
Large Melee = 2
Impromptus & small melee = 1
Hounds = 1

MND/SAN	
Sandy Edgevarnt	15
Roy Locke	12
Mildred Borman	12
Frederick Borman II	12
Stabo Kozani	10
Roman Matchabelli	10
Nina Matchabelli	10
Marie-Ann De Villiers	10
Kiran Kaur	10
Jon Njall	10
Eddie Brock	9
Billy White	9
Lady Hazel	9
Jeremy DeFreitas	9
Jon Hayes	9
Devon Trent	9

BOD/TWP	
Jon Njall	14
Eddie Brock	13
Lady Hazel	13
Billy White	12
Jeremy DeFreitas	12
Frederick Borman II	12
Jon Hayes	10
Devon Trent	10
Marie-Ann De Villiers	10
Mildred Borman	10
Stabo Kozani	9
Roman Matchabelli	9
Nina Matchabelli	9
Kiran Kaur	9
Roy Locke	8
Sandy Edgevarnt	7

SPR	
Roman Matchabelli	14
Nina Matchabelli	14
Jon Hayes	12
Devon Trent	12
Stabo Kozani	12
Kiran Kaur	12
Eddie Brock	11
Billy White	10
Jeremy DeFreitas	10
Jon Njall	10
Roy Locke	10
Mildred Borman	10
Marie-Ann De Villiers	9
Lady Hazel	8
Frederick Borman II	8
Sandy Edgevarnt	7

CORE SKILLS			
FIRST AID	MEDICINE	PSYCH	CEREMONY
Frank Borman (4) Nina Matchabelli (2) Jon Narl (2) Marie-Anne De Villiers (1) Jeremy DeFreitas (1)	Kiran Kaur (3) Nina Matchabelli (1) Ginger Borman (1) Jon Hayes (1)	Jon Hayes (4) Ginger Borman (3) Devon Trent (3)	Mr Brock (2) Nina Matchabelli (2) Stabo Kozani (1) Sandy Edgevarnt (1) Devon Trent (1) Kiran Kaur (1)
HAND GUN	LONG GUN	MELEE	EXPLOSIVES
Frank Borman (2) Jon Hayes (2) Jon Narl (2) Marie-Anne De Villiers (2) Billy The Friar (1) Chubb Locke (1) Roman Matchabelli (1) Lady Hazel (1)	Frank Borman (2) Jon Narl (2) Chubb Locke (1) Roman Matchabelli (1) Lady Hazel (1)	Lady Hazel (5) Jon Narl (3) Mr Brock (2) Billy The Friar (1) Jeremy DeFreitas (1) Roman Matchabelli (1)	Billy The Friar (4) Chubb Locke (2) Marie-Anne De Villiers (1)

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SOUND AND LIGHTING SETUP

LIGHTING PLAN		AUDIO PLAN
Friday Party	N/A - but all to be set up as below.	Gramophone in sitting room MI007 BACKGROUND ROCK, smaller speakers in casino and bar MI007 CASINO and MI007 MUZAK. Blockrocker in ballroom, all playing different background music. Record player in ballroom with Stones singles as phys rep for later sound.
Friday Auction	<p>Light fixtures in the auction room have bulbs changed to RGB LED controlled by an app (or remote, depending on the brand). Initially these are set to warm white.</p> <p>Also in the room will be camera flashes on stands. These will be set facing more toward the audience and light the auction items using the modelling lamps.</p> <p>CUE: FREEZE! Lamps changed to a white-blue (depends on brightness and colour mixing). There will also be some RGB floods pointed up to the chandelier to give the impression it is on (but colour changing...hopefully).</p> <p>CUE: STEPANOV STARTS 'powering up' Photographic lighting will remotely flash as well as an effect on the rooms lights. The aim is to slightly 'blind' the viewers and create a better black from the illusion. It may also work for the room lights to have dimmed at this point.</p> <p>The general effect is for the room lighting to look affected by magic.</p>	<p>Background music before auction starts</p> <p>CUE: FREEZE - play track MI033 FROZEN TIME, then MI033 FROZEN TIME LOOP. Continues while Stepanov rants and Anton searches for the diamond.</p> <p>CUE: STEPANOV STARTS 'powering up': I call upon the powers of the circle, in which all are as one. I call upon the spirits cast into the void of death. I call upon the ancient laws writ across every atom of the cosmos. I call upon blood and land, the terrible thread that binds mankind. Let beginning become end. Let lie become truth. Let past become present become future. Let the story I weave become the reality I live. Let this place become every other, tied together by my will.</p> <p>CUE STEPANOV PORTAL: Powers of the circle, carry me from here! Carry me from here! Carry me from here!</p> <p>Then finally MI050 PAINT IT BLACK</p>

LIGHTING PLAN		AUDIO PLAN
IMF	LED directional lights on CHRONOS	CHRONOS Incoming audio MI061 CHRONOS Activation audio MI062 CHRONOS Return MI068
1922	<p>Battery powered candles and Lume Cubes to create a centralised pool of light, with fall off towards the edge of the room. Very moody and lots of shadow.</p> <p>Some Lume Cubes will be coloured Red. These then cross-fade from the white to create a red version of the same scene. Lume Cubes can be mounted on Magic arms and hidden as best as possible. Will also add some RGB flood lights if needed</p>	Gramophone to play MI106 background 20s music. Bluetooth speaker/blockrocker to play MI107 GENERAL SEANCE AUDIO and then MI107 DIAMOND SEANCE AUDIO on Lady H shouting CHORONZON!
1942	N/A	Speaker in hall playing MI127 WARTIME RADIO Also MI126 AIR RAID SIREN Speaker on basement steps playing MI128 AIR RAID CHAT MI125 DOOR EXPLOSION Blockrocker to play MI120 BOMB DROP
ALT 69	N/A	CHRONOS plus hounds MI129 German CHRONOS audio MI138
Rave	Cheap sound-to-light units and UV from equipment pool. We can also spray some of the aerosol atmosphere to give some nice beams of light.	Blockrocker to play MI153 1993 RAVE MIX as loud as possible. MI154 Screams MI130 Hounds
Yellow Court	RGB Floods in yellow plus some kind of Optikinetics oily wheel copy. This could also work using projectors to provide oil wheel and crazy imagery.	Portable speaker MI166 WHITE RABBIT starts playing in the tunnel, comes with players into the court. Blockrocker with 4x psychedelic tracks to play as and when. MI166 YELLOW MI166 IAMHE MI166 LAUGHTER
1144		MI171 CHRONOS explodes
Final Ritual	Spotlight	MI189 -190 YELLOW WEDDING HOUND STALKING MI130

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SET DRESSING GRID

	Snooker	Ballroom	Sitting	Dining	Inner Hall	Library	Hall	Breakfast Room	Basement	Games Room
FRIDAY										
Pre Game				Pelicci's						
Casino/Auction	Casino	Auction	Cool	BEING CLEARED	Cocktail bar	Safe	Guard	Coffee ERNIE		
1969 IMF arrival				REOPEN						
SATURDAY										
1969 IMF Team	Command			Operations ERNIE	Time Tunnel			Canteen breakfast		
	NO ACCESS	DRESS FOR 20s	DRESS FOR 20s							
1923 Séance	NO ACCESS	Seance	Seance	Operations	Time Tunnel			Canteen		
1969 IMF	UNDRESS	UNDRESS	UNDRESS	Operations	Time Tunnel			Canteen		
						DRESS 1942	DRESS 1942	DRESS 1942	DRESS 1942	DRESS 1942
1942 Keepsake	DRESS FOR NAZIS	DRESS FOR NAZIS Sofas	DRESS FOR NAZIS	DRESS FOR NAZIS	DRESS FOR NAZIS	Echo Section	Reception Desk	Chemistry + ERNIE	Air Raid Shelter	Red Zone Doors/suit room
1969 Alt Nazi	Nazi command office	Nazis	Nazis	Nazi Ops	Nazi Time Tunnel					
1942 Return	REDRESS/BOX	REDRESS/BOX	REDRESS/BOX	REDRESS/BOX	REDRESS/BOX					
1969 IMF	Command			Operations	Time Tunnel	REMOVE 1942	REMOVE 1942	REMOVE 1942	REMOVE 1942	REMOVE 1942
	DRESS HOUNDS	DRESS RAVE	DRESS RAVE					Canteen		
1990- Rave	Hounds	RAVE	RAVE	Operations	Time Tunnel			Canteen		
1969 IMF	UNDRESS	UNDRESS	UNDRESS	Operations	Time Tunnel			Canteen		
	NO ACCESS	DRESS KIY								
King in Yellow	NO ACCESS	YELLOW COURT		DRESS DINNER	Time Tunnel			Canteen		
Dinner		UNDRESS		YELLOW DINNER	Time Tunnel			Canteen		
1969 IMF DARK	LOSE ROOMS ONE AT A TIME AND RETURN THEM TO FRIDAY NIGHT – DINING ROOM & HALL LAST							LOSE ROOMS ONE AT A TIME		
Ritual							RITUAL			
Friday Auction	Casino	Auction	Cool	NO ACCESS	Cocktail bar	Safe	Guard	Coffee ERNIE	Diamond	

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PLAYERS

IMF INTERNATIONAL

DR SANDY EDGEVART



Dr Edgevarnt is a well respected member of the international scientific community, from a good family, and known to the British military as an expert nuclear physicist with experience in post-war German scientific analysis and personnel.

He is currently employed by the scientific arm of the DoSC as a Lead Scientist in the Scientific & Weapons Support Program. He has gained a reputation for applying his intellectual skills to support Mission Teams whilst remaining calm under pressure. He has not been a field operative for some years.

COL. FREDERICK ‘FRANK’ BORMAN II



United States Air Force (USAF) colonel, aeronautical engineer, test pilot, rancher, and NASA astronaut since 1962 ('Next Nine'). In 1966, he set a fourteen-day spaceflight endurance record as commander of Gemini 7. Served on the

NASA review board (Apollo 1 fire). Captain Apollo 8 December 1968. Recently married to Dr Ginger Borman, Frank is one of the few people alive to have seen the dark side of the moon.

DR KIRAN KAUR



Kiran qualified as a doctor and specialised as a radiologist – but soon she started to see things that couldn't be explained on standard x-rays...

Fascinated, or maybe obsessed, she started running experiments,

developing her own equipment and researching the possibilities of seeing beyond the known visual spectrum and at this point she is one of the world's foremost imaging specialists. After certain aspects of her research led her into the dangerous world of cults, she called on Dr Jon Hayes and they now often work as a team.

DR GINGER BORMAN



Chemical Neuroscientist Ginger grew up in Britain, before completing her doctorate at Stanford. Currently working under Sidney Gottlieb and as a specialist researcher at Stanford, she has an interest in the potential for psychic development

using psychedelics and other chemical compounds. Recently married to Col. Frank Borman, Ginger is active in social circles in both the US and UK and looking forward to enjoying their honeymoon trip to Britain!

DR JON HAYES



Berkley psychiatrist Jon Hayes is an expert in the interplay between drugs and perceptions of reality. When not drinking coffee on campus with his students, discussing the nature of truth and reality, or consulting for MI5, he investigates dangerous

cults, and is often approached to free and deprogram individuals who have become caught up in them, along with his partner Dr Kiran Kaur.

His recent publications have focused on micro-dosing of psychotropic drugs.

JON NARL



Jón Njáll Nodensson, known professionally as Jon Narl, is an Icelandic actor, stuntman, stunt coordinator and director. In a career spanning 20 years, he is most known for capturing the scenes that Hollywood says are impossible. A

meticulous planner with an eye for the camera, he consistently delivers death defying stunts and seamless shots and has walked away on several occasions from stunts that onlookers were sure would lead to his death.

DEVON TRENT



One of the most keenly honed minds in the world... Devon Trent is an intuitive expert in psychology and human behaviour. His intuition, observation, and skills in reading body language and micro-expressions appear to others as near

mind-reading. And he can apply the same skills to blend in and manipulate others as adeptly. In recent years he has devoted much of his time to delving into mind-expanding explorations including Eastern philosophies, occult practices, and modern parapsychological theories.

MARIE-ANNE de VILLIERS



Marie-Anne de Villiers is a respected French actress famed for her ability to play any role. Already an experienced stage actress, Marie-Anne's breakthrough film was the tragic 1957 melodrama La fille au chapeau rouge ('The girl in the red hat')

- a story of a lovelorn woman tormented by her past under Nazi occupation. Marie-Anne's own youthful experiences as a member of the French Résistance enabled her to bring a fierce authenticity to her depiction of the tragically-fated Sôphie. Coming from an old French aristocratic family enables her to move with ease in high society across Europe.

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PLAYERS

IMF UNITED KINGDOM

JEREMY DeFREITAS



'The fastest man in the world' – DeFreitas is a high profile racing car driver, who famously made a name for himself by driving for an entire half day and night long stint at the Le Mans 24 hour race. A well known socialite and raconteur with a playboy reputation, his parties are known to be as lavish as they are exclusive, quite often with unusual themes.

NINA MATCHABELLI



Anglo-Russian beauty Nina claims to come from an uninterrupted line of witches and has a practical spell for every occasion. She was the darling of the London magical party scene - where her tarot readings were highly sought after – before her marriage to Cultural Ambassador, Roman Matchabelli. Now she moves in diplomatic circles with regular trips to Moscow with her husband.

ROMAN MATCHABELLI



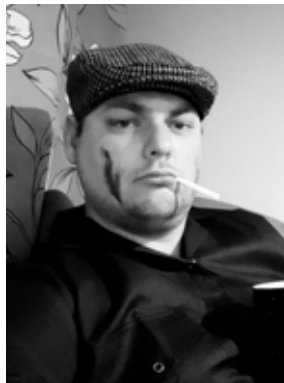
Descended from White Russians who fled to England during the revolution, Roman is a wealthy and slightly eccentric Cultural Ambassador to Moscow. After reading Slavic Studies at Cambridge, he met his wife, Nina on the London occult scene, before joining the Diplomatic Service, where he oversees postgraduate student cultural exchanges.

BILLY 'THE FRIAR' WHITE



East London explosives expert, The Friar, likes a gamble in all any form, from a friendly game of cards to taking chances that others consider suicidal. In the last few years he has gambled, wined and dined, travelled and blown up things that should, quite literally, be out of this world, all in the name of Queen and Country, while maintaining his links with London criminal society.

ROY 'CHUBB' LOCKE



After years working at the Yale lock factory, rising to the level of designer, there isn't a lock Roy can't open. A self-taught 'non-standard' lock expert, he's an expert in wands, crystals and divining as well as the more down to earth tools of the trade.

It's been a profitable career and Chubb likes to keep himself to himself and mostly work as a freelance professional on jobs that interest him.

MR BROCK



After an early career as a roadie in the film and music industry, Brock became knowledgeable about, and good at sniffing out occult paraphernalia and collectables for the rock and film stars he worked for, as well as lining up 'Sites of ritual significance'.

Despite his rough appearance, he's got links to the British library and museum and a contact in every shady pub in Britain and Brock is the man who can identify or get his hands on any unusual object you care to mention, if the price is right, and if he likes you.

THE GREAT KOZANI



Born in Hungary, The Great Kozani was a well-known master of stage illusion, sleight of hand, misdirection and escapology. After his Las Vegas show ended early following the accidental decapitation of his female assistant on stage he left the professional circuit in 1960. Currently he's working in Europe as a 'paranormal investigator and exorcist' under the name Reid Woodfield.

LADY HAZEL



Wealthy aristocrat Frances Marjorie Hazlewood-Fox is a glamorous socialite, well known in national and international political circles and her list of contacts means she can easily assemble meetings, gatherings, dinners and lunches with the rich and famous movers and shakers.

Lady Hazel is fascinated by and has a passion for jewellery, as well as being a crack shot and talented acrobat and has as a knack for spotting and following up on unusual occurrences... just don't ask her to lead you, it's not her style, darling...

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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
COL	FREDERICK ‘FRANK’	BORMAN II	
ALIASES:		CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Astronaut (5) (Jury Rig, Under Pressure, First Aid, Engineering) Firearms (2)		BOD 12
		MND	12
		SPR	8
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10
11	12			

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
3				3	
		1	2		
		3	4		
1	2			1	2
3				3	

CORE SKILLS:

+2	+2	+4

SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10	11	12
---	---	---	---	---	---	---	---	---	----	----	----

IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
DR	KIRAN	KAUR	
ALIASES:		CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Esoteric Radiologist (4) (Electrical, Engineering, Medicine) Jury Rig (3) Ceremony (1)		BOD 9
		MND	10
		SPR	12
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3			
1	2			1	2

CORE SKILLS:

3		

SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10
---	---	---	---	---	---	---	---	---	----

IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
MR	DEVON	TRENT	
ALIASES:	MULTIPLE	CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Persuasion (5) (Hypnosis/Impersonation/ Psychology) Ceremony (1)		BOD 10
		MND	9
		SPR	12
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3	4		
1	2			1	2

CORE SKILLS:

	3	

SANITY LEVEL:

1	2	3	4	5	6	7	8	9
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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
DR	JON	HAYES	
ALIASES:		CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Pharma-psychology (4) Medical (1) Occult (1) Hand Gun (2) Coffee (+/-1 to any skill)		BOD 10
		MND	9
		SPR	12
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3	4		
1	2			1	2

CORE SKILLS:

1	4	+2

SANITY LEVEL:

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
Mme	MARIE-ANNE	De VILLIERS	
ALIASES:		CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	World Class Actress (5) (Acting, Film contacts, Seduction) Mauisard (3) (Handguns, explosives, military contacts)		BOD 10
		MND	10
		SPR	9
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3	4		
1	2			1	2

CORE SKILLS:

+1	+2	1

SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10
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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
DR	SANDY	EDGEVARNT	
ALIASES:		CLEARANCE	INTERNAL X
		TOP	CONTRACTOR
KNOWN SKILLS	Physics (Etheratomic Theory)(4) Occult (3) Ceremony (1) Mechanical (2) German culture		BOD 7
		MND	15
		SPR	7
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7			

LOCATION WOUND POINTS:

		1	2		
1	2			1	2
		1	2		
		3			
1	2			1	2

CORE SKILLS:

SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
DR	MILDRED	BORMAN	
ALIASES:	‘GINGER’	CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Chemical Neuroscience (5) Contacts CIA (1)		BOD 10
		MND	12
		SPR	10
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3	4		
1	2			1	2

CORE SKILLS:

1	3	

SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10	11	12
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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY	
LADY	FRANCES MARJORIE	HAZLEWOOD-FOX		
ALIASES:	LADY HAZEL	CLEARANCE	INTERNAL	
		TOP	CONTRACTOR X	
KNOWN SKILLS	Acrobatic Combat (5) Occult (1) Jewellery (1) Contacts – Society (3)		BOD	13
			MND	9
			SPR	8
			UNEXPECTED EXPERT	

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10
11	12	13		

LOCATION WOUND POINTS:

		1	2		
		3	4		
1	2			1	2
3				3	
		1	2		
		3	4		
1	2			1	2
3				3	

CORE SKILLS:

+5	+5	+1
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SANITY LEVEL:

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY	
MR	JEREMY	DeFREITAS	••	
ALIASES:	THE FASTEST MAN IN THE WORLD	CLEARANCE	INTERNAL	
		TOP	CONTRACTOR X	
KNOWN SKILLS	Racing Driver (4) First Aid (1) Mechanical (1) Gambling (1) Melee (1)		BOD	12
			MND	9
			SPR	10
UNEXPECTED EXPERT				

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10
11	12			

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
3				3	
		1	2		
		3	4		
1	2			1	2
3				3	

CORE SKILLS:

1	+1	
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SANITY LEVEL:

1	2	3	4	5	6	7	8	9
---	---	---	---	---	---	---	---	---

IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
MR	ROMAN	MATCHABELLI	
ALIASES:		CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Technomancy (5) Melee (1) Guns (1) Contacts (3) Russian culture		BOD 9
MND 10			
SPR 14			
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3			
1	2			1	2

CORE SKILLS:

+1	+1	+1
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SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10
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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
MRS	NINA	MATCHABELLI	
ALIASES:		CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Practickal Witchcraft (5) Magick (1) Herbal Medicine (1) Linguistics (1) Russian culture		BOD 9
			MND 10
			SPR 14
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3			
1	2			1	2

CORE SKILLS:

2	1	2
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SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10
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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
MR	ROY	LOCKE	
ALIASES:	'CHUBB LOCK'	CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Master Locksmith (4) Occult (2) Explosives (2) Handgun & Long Gun (1)		BOD 8
			MND 12
			SPR 10
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8		

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3			
1	2			1	2

CORE SKILLS:

+1	+1	+2
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SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10	11	12
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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
MR	BILLY	WHITE	• • •
ALIASES:	THE PRIAR	CLEARANCE	INTERNAL
		TOP	CONTRACTOR X
KNOWN SKILLS	Explosives (4)		BOD 12
	Melee (1)		
	Handguns (1)		MND 9
	Electrical (2)		SPR 10
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10
11	12			

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
3				3	
		1	2		
		3	4		
1	2			1	2
3				3	

CORE SKILLS:

+1	+4	
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SANITY LEVEL:

1	2	3	4	5	6	7	8	9
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IMF AGENT



TITLE: MR	FIRST NAME: STABO	SURNAME: KOZANI	LUCKY •
ALIASES:	THE GREAT KOZANI REID WOODFIELD	CLEARANCE TOP	INTERNAL CONTRACTOR X
KNOWN SKILLS	Stage Magician (5) (Sleight of hand, Escapology, Stage Acting, Illusion) Ceremony (1) Culture – East European		BOD 9
			MND 10
			SPR 12
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	

LOCATION WOUND POINTS:

		1	2		
		3			
1	2			1	2
		1	2		
		3			
1	2			1	2

CORE SKILLS:

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SANITY LEVEL:

1	2	3	4	5	6	7	8	9	10
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IMF AGENT



TITLE:	FIRST NAME:	SURNAME:	LUCKY
MR	EDWARD	BROCK	
ALIASES:	BADGER EDDIE	CLEARANCE	INTERNAL X
	EDWARD COMSTOCK	TOP	CONTRACTOR
KNOWN SKILLS	Artefacts Acquisition (5) (Knowledge, Contacts – academic/ underworld) Big Guy (2) Ceremony (2)		BOD 13
			MND 9
			SPR 11
UNEXPECTED EXPERT			

TOTAL WOUND POINTS:

1	2	3	4	5
6	7	8	9	10
11	12	13		

LOCATION WOUND POINTS:

		1	2		
		3	4		
1	2			1	2
3				3	
		1	2		
		3	4		
1	2			1	2
3				3	

CORE SKILLS:

+2	+2	2
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SANITY LEVEL:

1	2	3	4	5	6	7	8	9
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THE RITUAL

PRE-GAME

THE MISSION



Watch the video:

[vimeo.com/598364325/
cc8a4b0866](https://vimeo.com/598364325/cc8a4b0866)

"Good morning, Dr Edgevarnt.

This is Vladimir Stepanov, reclusive Russian occultist and suspected head of the Vetchney Krug organisation.

Our agents have discovered Stepanov is attempting to purchase the Carcosa Diamond - a supposedly powerful artefact believed to have been lost during the last war.

Our information leads us to believe that the diamond is to be sold by Margot Lambert in a high-security auction at the infamous Buckland House in Devon, England.

Should Stepanov succeed in purchasing the diamond and returning with it to the Russian occult underground, this will give his Order the authority to take control of other groups and carry out their plan of destabilising the Soviet regime ahead of crucial peace talks.

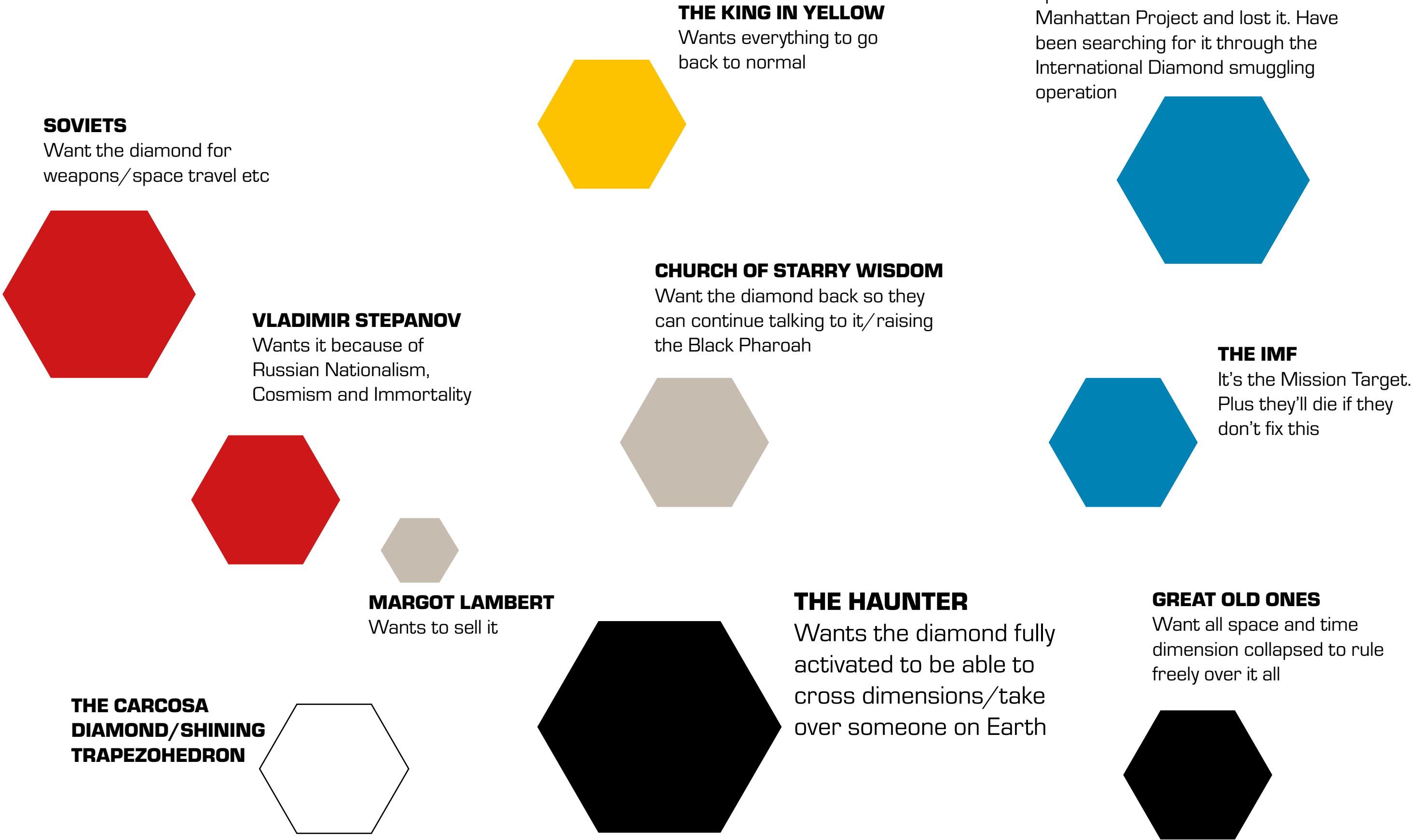
Your mission, Sandy, should you choose to accept it, is to infiltrate the auction, ensure that the Carcosa Diamond does not leave the country, and discredit Stepanov with his Soviet masters.

As always, should you or any of your team be caught or killed, the Secretary will disavow any knowledge of your actions.

This tape will self-destruct in 5 seconds"

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INTERESTED PARTIES



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THE RITUAL

THE CARCOSA DIAMOND

SHINING TRAPEZOHEDRON

The Carcosa Diamond has been said to be able to serve as a window on all of space and time and by gazing into it, the viewer can summon the 'Haunter of the Dark'. In exchange for sacrifice the Haunter of the Dark will reveal 'other worlds' and arcane knowledge.

Described as a 'crazily angled stone', it seems closest in appearance to a trapezohedron, but when attempts are made to measure it, it 'confounds the viewer with seemingly non-Euclidean angles and strange refractions'.

It came to Earth from 'another place' through the 'lightless void of space'. It is an object not bound by time in the way humans understand it. The Shining Trapezohedron could be used to bring the Haunter, or other elder beings to this world, or even worse connect all worlds and all times at once.

ANCIENT	Atlantis/Egypt Buried with Nephren-Ka Or found in a giant idol in India
1583	Court of Rudolph II mineral collection, studied by John Dee, who constructed a box for it.
1648	Looted by Swedish troops at the end of the 30 years war and sold to various collectors
1774	Purchased in Amsterdam by Count Orlov for Catherine The Great who had it mounted on a Sceptre.
1812	Taken by Napoleon in his attack on Moscow and gifted to Empress Josephine
1843	Owned by Enoch Bowen and the Church of Starry Wisdom
1910s	Mentioned in the annals of the Order of the Golden Dawn
1923	Owned by Thelemite and Crowley follower Lady Euphemia Hamilton and used in a seance at Buckland House
1942	Present at PROJECT KEEPSAKE, then transferred to the Manhattan Project.
1952	Stolen by Jack Parsons from the Jet Propulsion Lab with the intent of taking it to Israel.
1960s	IDS0 established as a cover to search for it Comes into the possession of Margot Lambert in Tunisia
1969	Up for auction at Buckland House and wanted by Vladimir Stepanov for the Russian space programme and personal immortality.



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THE RITUAL

VLADIMIR STEPANOV AND THE ORDER OF THE CIRCLE REBORN



“Stepanov is a man obsessed with his own achievements. He believes that a powerful external image will help bring about his immortality, but that this image must be crafted among the secretive and knowledgeable, not the lumpen masses. He's a fascist working with communists, an aristocrat living off others' money, a man who has managed to knock a couple of decades off his visible age and who is trying to convince himself that he has lived and can live for centuries. His connection to reality is increasingly tenuous and consistency isn't his game, but flamboyance is. He loves to leave breadcrumbs that will lead cunning people to him, or to one of his alternate personas, and leave them wondering, am I really in the company of an immortal? Because if they believe it, then maybe it will come true.”

Vladimir Stepanov is older than he looks, but not as much older as he wants people to believe, and everything else stems from that. He's a man obsessed with retaining youth and regaining power, who knows that he can only achieve this by secret means, but who desperately needs people to believe that he has achieved it.

Born in 1900, Stepanov was a son of very minor Russian nobility. After the revolution and the death of his father, Stepanov became involved with the Theosophists, and in particular their sub-branch, founded in 1911, The Order of the Star in the East. He spent over a decade learning magic and spiritualism, from members of the Order, without much attention to who or what he was picking up. He had become obsessed with survival, with avoiding his father's fate, and this drove him on.

That urge to survive drove much of the rest of Stepanov's behaviour during this period. He drifted in and out of Russia under a variety of assumed names and spread rumours of his own death to avoid pursuit by the authorities. He did favours for anyone and everyone who could help him avoid people hunting down former aristocrats and Tsarists. He became involved with criminal gangs and secret societies, learning the ways that they worked. The waters around him became increasingly muddled.

As the threat of a violent death became less immediate, Stepanov started to fear old age. Though he was only in his twenties, he was the youngest child in his family, and his parents had been relatively old when he was born. He saw his mother sliding into senility, her collapse accelerated by grief, and he decided that was something he also needed to avoid.

He became increasingly focused on any art, whether scientific, esoteric, or cosmetic that could fight off the impact of age. He came to believe that appearances could change a person from the inside out, and that by continuing to look young, he could support his own immortality.

In 1929, the Order of the Star in the East collapsed. It was an event that ended the Order and triggered a terminal decline for Theosophy. But for Stepanov, it was a moment of inspiration. And so was created the Order of the Circle Reborn, with Stepanov as its Grand Magus. Pulling together a band of dejected former Star of the East followers, he created his own power base. The philosophy was part Theosophy and part Russian Cosmism, with an extra bit of spice taken from Nietzsche and the rising tide of the European far right. After all, what better sign could there be of man's ability to remake himself than the will to power and the victory of superior people over their inferiors? In line with other far-right movements, Stepanov fed a strand of nationalism into his philosophy, a deep belief in the superiority of the Russian people. Those of his inner circle understood that this superiority was best expressed through the imperial family and aristocracy, but Stepanov was cagey enough about this to allow him to begin work on re-entering Russian society, making friendly with certain senior Communists.

Financially, much the Circle Reborn's resources went into supporting Stepanov's medical treatments and quests for immortality. By cosying up to a few ageing heiresses, he was able to accrue a lot of wealth, which he then used to create the illusion that he came from a grander background than he did. He built up the legend of his own family, while being cagey about his own identity. Was he the Stepanov who had fought against the Communists, that man's son, or some other figure of the family line? He implied centuries of

wisdom to his followers, who lapped this nonsense up. To Stepanov, it wasn't lies: it was forging a new reality.

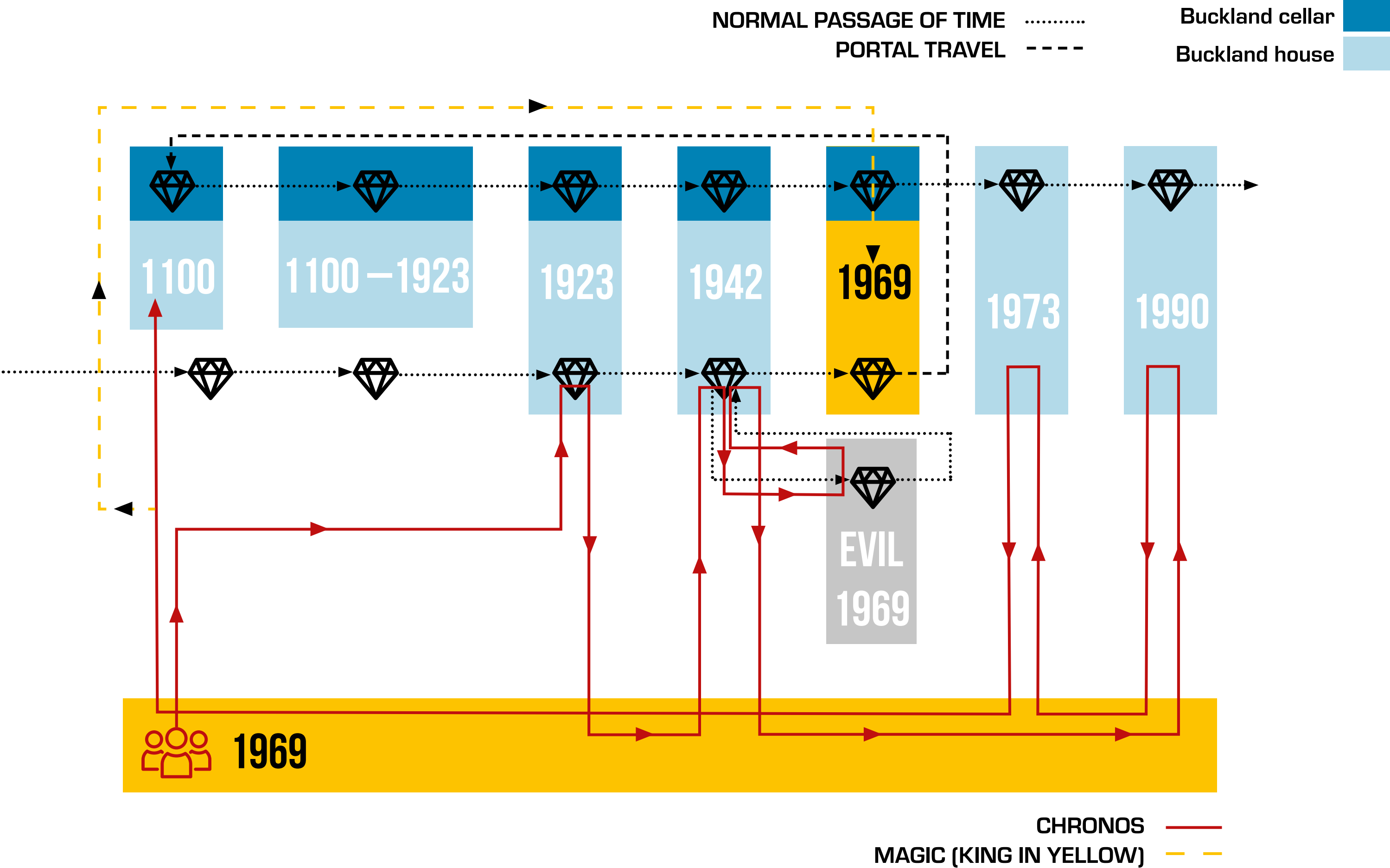
The more time passed, the more obsessed Stepanov became with two things: Rasputin and the Carcosa Diamond. He believed that Rasputin had overcome the limits of the human body, willing himself to greatness and near immortality. Stepanov wanted to know more. As for the diamond, he believed it capable of reversing, or pausing the effects of aging on an individual, or even allowing a way to cheat death, based on his readings of certain works concerning the Black Pharoah. As the international hunt for the Carcosa Diamond intensified in the 1950s, Stepanov was at the heart of events, constantly encouraging his contacts in covert and esoteric organisations to seek the diamond out, so that he could eventually take it.

Meanwhile, unknown to Stepanov, certain highly specialised Russian scientists were aware of some of the true nature of the Carcosa Diamond and desired it to allow the immortality needed for successful long-distance space travel. Realising Stepanov could be a route to Russia acquiring the diamond without the West knowing their interstellar plans, they encouraged his group in its quest.

Post-Stalin, the Order of the Circle Reborn became more open in their activities, and more influential among the Soviet elite. Their practice increasingly revolved around the dead, using both seances and apparently scientific equipment to communicate with spirits. They dug up bodies of people who had lived long lives or had strong characters, to strap them into machines and try to learn the secrets of their strength, all toward the goal of making Stepanov immortal.

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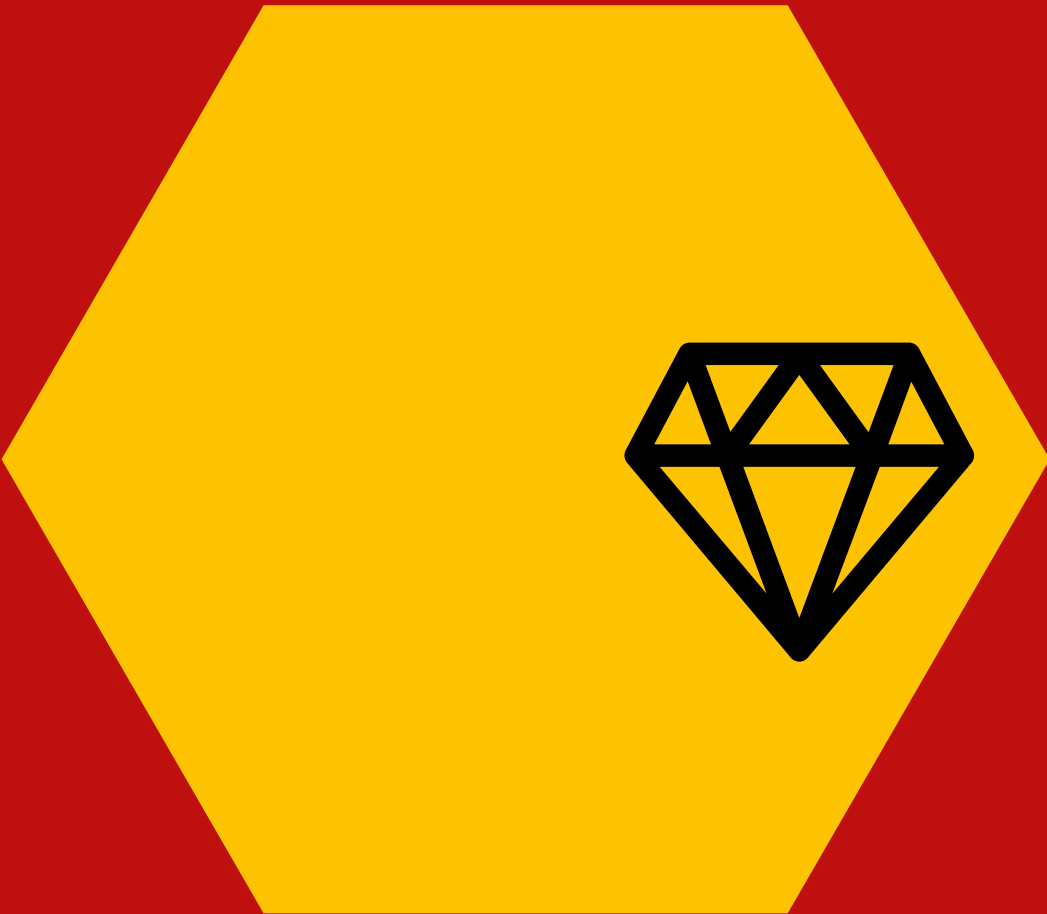
THE CARCOSA DIAMOND





MYTHOS: IMPOSSIBLE

// FRIDAY NIGHT



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PELLICI'S RESTAURANT

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
19:00	Dinner/Italian restaurant	Feed players before Time In. Setting: back room of Italian restaurant – go Time-ish and make the end of their meal their IC briefing meeting' that actually happened several days ago, as a last chance to go through the plan.	<ul style="list-style-type: none">• Vintage OHP projector/screen• OHP slides• 1960s table dressing (Italian restaurant – gingham cloth/ red napkins/pepper grinder/raffia wine bottles/baskets etc)	<ul style="list-style-type: none">• Background music• OHP• Lighting	Ref team Catering



NOTES

Feeding players before Time In, to allow the rest of the evening to flow as one piece. Helps people get into character, gives them a chance to refresh the plan.

Italian restaurant – the private back room at Pellicci's - has been established in Pre Game as a regular meeting place for the UK team. Simple to serve pasta dinner that is 1960s appropriate.

Dress the table in the main dining room and set up low lighting and background music to help them feel this is not Buckland House.

SANDY should be leading the meeting and we should have a set of OHP slides for him that have come from the Pre-game HEIST PLAN

CATERING

- Pasta
- Meat and veggie sauce options
- Garlic bread
- Cheese
- Black pepper
- Tiramisu

- Red/white wine (limited)
- Water jugs
- Self-service tea and coffee

Tea/coffee station available in Dining Room from player arrival onwards.

The dining room then closed and cleared out via kitchen passage/hatch while the main evening events occur.

Crew to eat same meal in the kitchen.

MI006 PELLICIS



STATS

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PELLICI'S RESTAURANT



ANTIPASTO

Garlic Bread 1s 6d Green Salad 1s

PIATTI DEL GIORNO

Beef Ragu di Gondola 5s 6d
Beef bolognese (GF)

Lenticchie e Funghi di Venezia 4s 6d
Vegetarian lentil and mushroom bolognese (V, GF)

Both served with pasta, GF pasta available on request

DOLCIS

Black Forest Gateau 3s 6d
Tiramisu 3s 6d
Neapolitan Ice Cream (GF) 2s -



WINES

Vino Rosso Della Casa
Vino Bianco Della Casa

Bottle 22s 6d
Half bottle 13s -

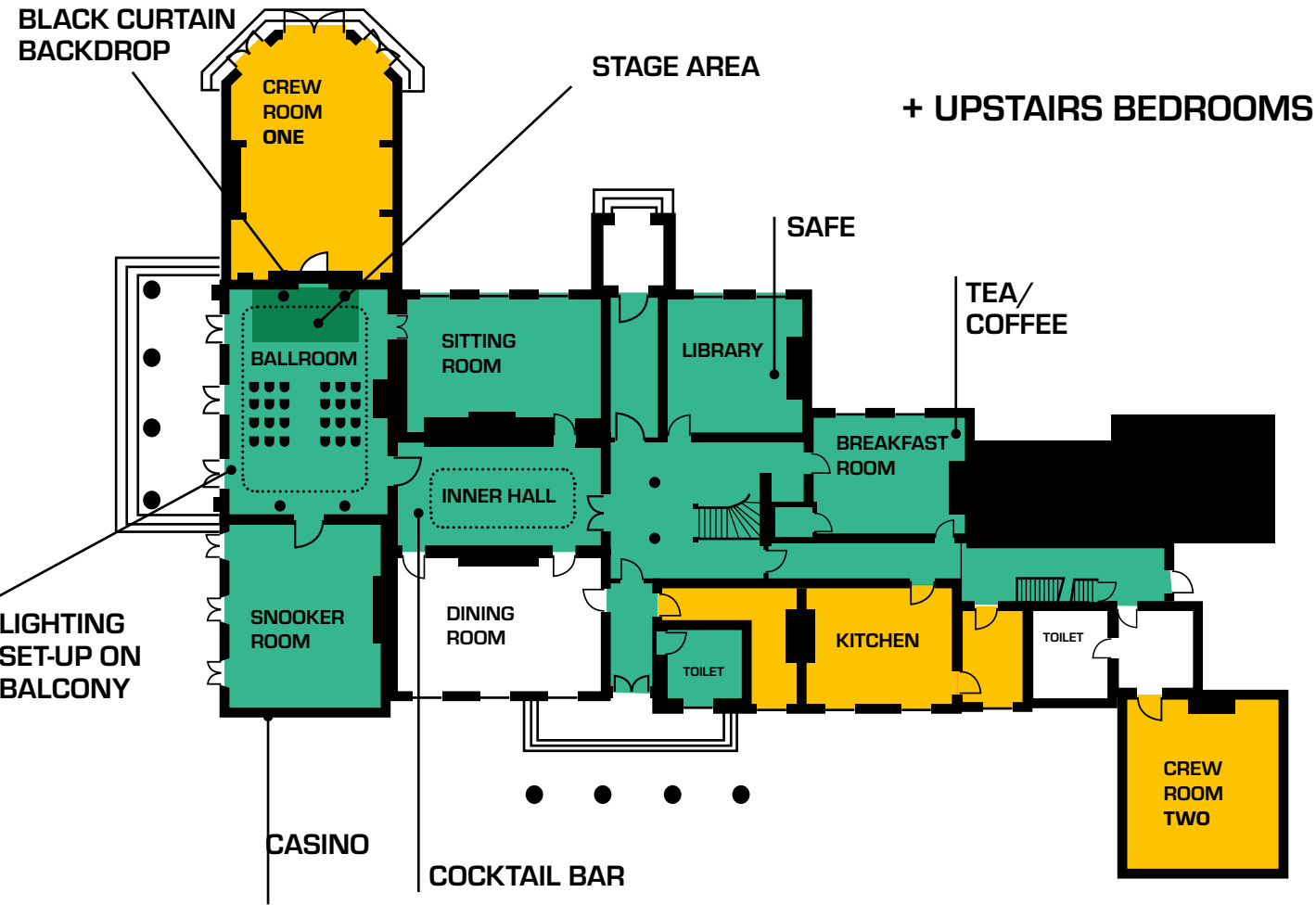
	BEEF	VEGGIE	BLACK FOREST	TIRAMISU	ICE CREAM	RED	WHITE
Alex Ward		X			X	X	
Chris Heath	X			X		X	
Chris Smit	X		X				
Dan Prebble	X		X			X	
Deborah Perkins	X				X		X
James Weir	X				X	X	
Joe Jackson	X				X	X	
Jono Dewhurst	X		X			X	
Mantaj Panesar	X			X		SOFT DRINK	
Martin Ireland	X		X			SOFT DRINK	
Roy Poulton	X			X		X	
Roz Horton	X			X		X	
Stef Lancaster	X		X			SOFT DRINK	
Tim Lewis	X				X	X	
Tim Page	X		X			X	
Xenia Poulton	X			X		X	



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CASINO/PARTY/AUCTION

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
20:00	IC Arrival	Arrive IC at a glamorous 1960s Buckland House all set for a party evening. Decadent, full of people from the European occult demi-monde with interesting stuff on that they might be interested in selling or trading. A tarot-based casino (Fortuna), music, little rituals and seances in private rooms, sex and drugs a possibility, posh canapés and cocktails, serving staff. A welcome speech and an entertainment set-piecer. Mini auctions happen throughout the evening. The Carcosa Diamond will be the final�� event at midnight.	<ul style="list-style-type: none">• 1960s general set dressing• Auction catalogues• Casino• Buffet and cocktail bar• Chairs from dining room into hall	<ul style="list-style-type: none">• Background music• Stage lighting• 5 x sound systems for 5 rooms	<ul style="list-style-type: none">• All crew and refs IC* as Friday night NPCs (*Nora IC/OC as organiser)• Additional local LRPers



NOTES

A fun evening to set the whole glamorous feel for the game, get the 1960s setting well established.

Trail Buckland House plot.

Interesting Friday night character and their objectives.

Get extra local LRPers in

The King in Yellow is in attendance as Swedish Erika Gul. No NPC speaks to them or interacts with them.

The cellar is in play - it's just a dusty and boring wine cellar.

CATERING

- Cocktail bar in Inner Hall (mostly non-alcoholic)
- Simple canap  s that can be taken round on trays at intervals

Nora Black	KEEPER
Si Childs*	Mr Montague (Bar)
FX Andy Cooper	Mr Capulet (Casino)
Rob Pryce	Julian Cavendish
Rich Aidley	Anthony Strines
Rich Chalmers	Jack Duffy
Rachel Cook	Erika Gul
Amanda Harrold	Maxine Sanders
Harry Harrold*	Father Ferrarelle
Elinor Kershaw	'Lygushka' Rosakov
David Kibblewhite	Anton Dragunov
Tina Kinnar	Lady Frankie Butler
Andy Knighton	Vladimir Stepanov
Mish Liddle	Phillipa Burty
Jo Pryor*	Lily Trant
Elliot Stewart	The Chameleon
Keith Tait	Jock Watson
Tricia Thomas	Lady Hamilton
Reuben Stewart	'Frenchie'
Paul Tamlyn	Bodyguard
Lucie Tamlyn	Liliane Bettencourt
Sammy Wilsmore	Liberty Green
Oliver Lodge	Faustus
+2	

* = Starry Wisdom Cultist

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THE BAR & CASINO

Bar (Inner Hall)

Self-service bar:

- Campari/Cinzano/Martini
- Soda/Tonic/Lemonade
- Prosecco
- Martini glasses/tumblers (not many so they don't go all over the house)
- Cocktail mixing kit
- Trays/napkins
- Snacks

Bar area is managed by **Mr Montague** (with support from Jo/waiting staff).

🔊 MI007 PERSIAN



Casino (Snooker Room)

Roulette and tarot, using the snooker table for gaming.

- Roulette kit/dice
- Tarot cards
- Ashtrays/fake cigars
- Chips
- Snacks

Casino area is managed by **Mr Capulet** with support from any other IC staff.

🔊 MI007 CASINO



Cool room (Sitting Room)

Slightly more edgy crowd, rock and alternative music, drugs, hippy vibe.

- Record player and LPs
- Indian throws/floor cushions
- Hookah
- Cannabis phys rep
- Candles/dimmer lighting

Sitting room is managed by **Julian Cavendish** with support from any other IC staff.

(Plus freedom to use LPs and record player)

🔊 MI007 ROCK



Auction (Ballroom)

Where the sales are generally held – and the final sale certainly will be.

- Chairs lined up (take from library and dining room etc)
- Stage area with black velvet backdrop and lighting
- Display case for sale items.
- Hammer and gong
- OC lighting rig and speakers
- Hidden weapons for CSW cultists

(Playing Rolling Stones records from CD with some vinyl phys reps)

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THE AUCTIONEERS

“The Auctioneers, it seems, are some kind of company who run these things.. Or more like a brotherhood, or a guild, one of those organisations that have been around in some form for a very long time. It’s definitely The Auctioneers with capitals. No proper names, they all call themselves ‘Mister’ something-or-another and are dressed up in sort of Turkish waistcoats and Fez – the whole look. Normally there’s at least one entertainment act and some kind of flamboyant host/MC. And there’s always a little casino - it’s run by The Auctioneers themselves, they have roulette sometimes, but your friend suggests there was something odd about it - people with unusual ways to win. And a tarot table.”

“Jimmy worked for The Auctioneers, as he calls them, back in the late 50s - but he doesn’t think they’ll have changed much. Very old-school, real gentlemen, proper lock magic the way it’s supposed to be done. Apparently they had some absolutely cracking safes – everything from vintage Ratzingers to the most up-to-date titanium models. And all of them double protected – Liminal enchantments on top of the mundane stuff.”

““Lady Hazel! Not here... I, I had no idea. Well, of course, a woman of your resources can do as she wishes... There are several such, shall we say, floating markets.. St Bartholomews Fayre... the Paris Sideshow.. The Honourable Auctioneers. I attended such an event in Berlin.. ‘63 or ‘64. Too rich for my blood, but I’m sure a word in the right ear would gain you entry. I mean, there’s nothing *wrong* with them, nothing at all, very civilized gatherings, simply meetings of individuals with items that a public auction would not be... right for. A, like-minded group. Intermediaries one can trust. Governments, even. Although much like the rest of society I dare say they let anyone with a pop record in now..”



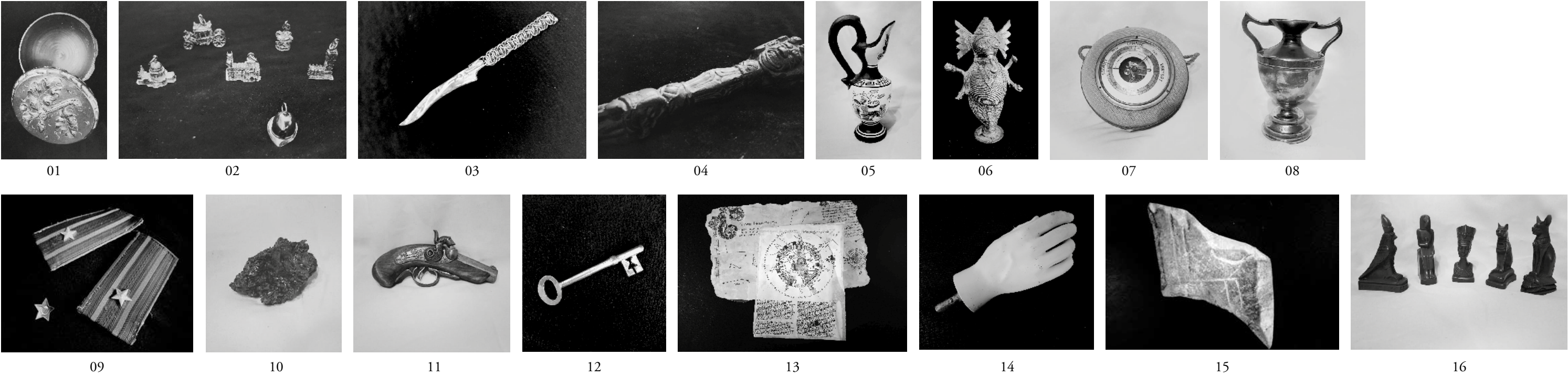
THE HONOURABLE COMPANY OF THE TRADERS OF BYZANTIUM

INDEX OF LOTS

- 01 Sealed Canopic Jar, 2nd Dynasty containing remains of Priest of Thoth
- 02 Finely turned gold candelabrum and brass crucifix, Romanian, 13thC, maker unknown. Dried blood on base. With sealed documentation.
- 03 Rudolph II collection: Obsidian scrying mirror, fine jade carving of phallus dated to Ming dynasty carved with fertility symbols.
- 04 SS Waratah Ship’s Compass.
- 05 Church Slavonic bible, from St Nicholas monastery at Verkhiturye dated early 1800s 13th C
- 06 Finger bones (lost skeleton of Thomas Paine). Private bidders only**
- 07 72 iron brands depicting conjuring seals for the 72 demons of solomoni. *Ars fortis*
- 08 Collection of British hangmen’s trophies, late17thC, some earlier pieces. Private auction.
- 09 Elizabeth Demdikes black iron cooking pot.
- 10 Black Sun Medal (Ahnenerbe 56.9v) Reichsgelt, seald bids only.
- 11 Collection of apocryphal scrolls pertaining to Lilith. Slightly foxed, rejoined, reading copy. Trade offer acceptable.
- 12 15th century Shokushinbutso from Yamagata-ken purported to be the oldest living Buddha from Honmyo-ji
- 13 Utsuro-Bune Scrolls from Eastern Japan detailing the arrival of flying ships trading artefacts for women on 22nd February 1803 in Ibaraki-Ken, Japan. Extensively detailed woodcuts.

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THE CATALOGUE



FIRST SELLING · LOTS 1–4

- 01

HANDCARVED OAK SCRYING BOWL, from the estate of Captain Bartholomew Roberts RN. *British, c1910, creator unknown – contested attribution ‘Black Alice’.*
- 02

GOLD BRACELET CHARMS, New Forest coven (Edith Woodford-Grimes / Susie Mason). August 1940 focus item. Rated 5 – provenance available on request. *9ct gold – 1930s.*
- 03

HANDCRAFTED COPPER AND BRASS CEREMONIAL ATHAME WITH WIRE WRAP HANDLE. Working athame, shows signs of use including wear on the handle and having previously held an edge. The Church of the Universal Bond. *Acquired from the MacGregor Reid estate.*
- 04

ANTIQUE PHURBA PORTRAYING 3 HEADED DEITY; ‘Diamantine Dagger of Emptiness’. Kilaya or kila (in Tibetan *phurba*). This singularly unique phurba is also called “the magic dagger” in the Himalayas. Consecrational use. *X” long – iron – 17th century (unconfirmed)*

Pence, A. *et al*, Int J Esoterica 118:54: ‘These ceremonial daggers or ‘nails’ are used in rituals to expel demonic forces, and also function in Buddhist practice as an aperture between physical reality, the illusory world, and the real world which lies behind.

SECOND SELLING · LOTS 5 & 6

- 05

CLASSICAL VESSEL DEPICTING INITIATION RITES with Demeter and Persephone. Eleusinian Mysteries cult. Removed from the Panhellenic Sanctuary of Eleusis/ Eileithya. “I have fasted, I have drunk the kykeon, I have taken from the kiste and after working it have put it back in the calathus.” *Powdery residue in base.*
- 06

BRASS DEVOTIONAL FIGURE featuring an undocumented minor demon of Bhuta, Balinese, Late Majapahit period. 12” high. Minor damage on base, Hand-crafted wire. From the estate of Carl Pepper. Guide price £1000–£1,500, or offers of equivalent value.

THIRD SELLING · LOTS 7–12

- 07

SHIPS BAROMETER, traditional design and fully functional. Salvaged from the steam yacht ‘Alert’ by Gustaf Johansen, March 1925. *Guide price £30 - £50 c.1880, 10 inches diameter*
- 08

VON SCHIERHOLZ PEWTER URN, purported to have contained the ashes collected from the pyres of the Koldowa Witch Trials (unconfirmed). Present at all Neuberger’s performances within sight of the stage. Sigmund Neuberger estate (“The Great Lafayette”). Acquired by the current owner directly from the estate in 1930. *Light damage/patination.*
- 09

LAPEL BADGE AND EPAULETTES from the Institute of Automacy and Electrometrics (Siberian Academy of Science). Worn in Laboratory 4 during Experiment 27. *Slight fire damage and distinctive aroma.*

FOURTH SELLING · LOTS 13–14

- 10

METEORITE, CHONDRITIC METEORITE FRAGMENT, collected Sussex 1925, contains unidentified microscopic segmented tubular structures, described by Prof. Bonfils in a lecture to the Academie Sciences in 1954. *From the collection of Dr Eastham*
- 11

FLINTLOCK, BRASS BARRELLED PISTOL. Given as a gift to Jeanne Agnès Berthelot de Pléneuf, marquise de Prie and taken from her body. Custom flintlock mechanism, walnut stock with metal. Engraved motifs and elongated triggerguard. *Opening bids at £450.*
- 12

PLAIN KEY. *C19th. Steel. Slightly rusted.* Guide price £700 or equivalent value.
- 13

DOCUMENTS FROM THE WILLESDEN COLLECTION. Good condition pamphlet ‘A Most Certain, Strange and true Accounte of the Neesdon Thunder-Bolte’. *Some wax stains, minor fire damage. Previously framed. British print, C17th.* Confirmed to have been owned by Prof. Mortenson. Two further astrological documents taken from the house. *Significant fire damage. Unknown author.*
- 14

MANNEQUIN PLASTER HAND with attachment (1767), work of Wolfgang von Kempelen (1734–1804), early test piece for ‘The Turk’ automaton. Excellent condition. *Full provenance of manifestations available. Guide price £800 to £1,000.*

RESTRICTED SALE · LOTS 15–17

- 15

UNKNOWN COMPOSITION STONE OR METAL FRAGMENT WITH CUP AND RING MARKINGS. North Yorkshire.
- 16

COLLECTION OF FIVE BASTET FIGURINES. This set is considered an unusual but complete set of intimate family temple figurines. Property of the Cattau Family Collection. Recently sold: Antiquities, Christie’s, New York, 9 December 1968. *Basalt Ptolemaic era, origin Alexandria. Guide price £350,000.*
- 17

The Carcosa Diamond – *Property of a Lady*
All bids accepted. Letters of provenance available.

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FRIDAY NIGHT CHARACTERS



Player	Rob Pryce	Rich Aidley	Rich Chalmers	Amanda Harrold
Name	Julian Cavendish	Anthony Strines	Jack Duffy	Maxine Sanders
Role	A&R, Atlantic records	Art Buyer	Photographer	Witch
Background	<p>In this week's insider's view on the industry we ask "Just who is managing elusive rock duo Delta?" In 68 and early 69 a new face appeared onto the scene in the form of one of Atlantic's growing talents - Julian Cavendish. Well-known in the industry as a go-to guy for getting bands working, getting them into the studio and pushing them to record. Just when things were looking good between Atlantic and Delta the romance came to an abrupt end last year when the tour ended and Fenn and Markham walked away, to "do our own thing, and find our own way" as John said in an interview at the time.</p> <p>When Williams left Atlantic there were reports that he asked Cavendish to come with him, but to date there is no sign that 'The 'Dish' has taken the offer. We caught up with Julian outside the Atlantic Records office in London and although happy to talk to us about the many new and great things coming at of Atlantic from Zeppelin and others, he would not be drawn on the subject of Delta and their love-hate relationship with the label.</p>	<p>Anthony Strines is a London based artist and art dealer, who represents some of Andy Warhol's protégés and splits his time with a flat in New York to facilitate this.</p> <p>In his own work, Strines maintains that the intrinsic value of an object is based on its context within space and time, a concept that he underlines through a process he calls encapsulation.</p> <p>After acquiring artefacts at auction, he captures the context forever by encasing the object in epoxy resin. Auction results suggest that for rarer items, this process and certification adds up to 150% to the resale value.</p>	<p>As a child Duffy was said to be shy and reclusive, preferring to stay at home and draw or paint rather than interact with his peers. He was given a camera at a young age and immediately fell in love with photography. The camera meant he could 'hide' behind the lens, but was able to socialise more, go out and take photos of street scenes and people being themselves.</p> <p>In his 20s, he moved to New Orleans and freelanced as a photographer for notable magazines. In his free time he developed his talent for photographing vibrant night life and bohemian art. He met many celebrity artists of the time and started getting invited to private and public events to document and capture portraits of the up and coming. He's seen some weird stuff and can be trusted to be discreet.</p> <p>He later moved back to the UK when his mother died, where he continues to attend the more abstract events and occasions to capture the moment and share with the world.</p>	<p>The glamorous 'Queen Of The Witches'. Her and her husband, Alex were setting up their London coven in the 60s and were very much the celebrity occult couple.</p> <p>Initiated at the age of 15 into a magical lodge in rituals performed in Alderley Edge, Cheshire, England, Maxine was quickly taken through the system of three degrees and by the age of 18 was a third degree Witch Queen. In 1965, a midsummer ritual was attended by a newspaper photographer, unbeknown to some of those present, Maxine included. The subsequent report in a local newspaper published recognisable photographs of her and she was thus "outed" as a witch without her permission. Maxine and Alex were handfasted at Alderley Edge in 1965 and continued to initiate new witches in Manchester. In 1967, they moved to London where they lived and practised witchcraft in a basement flat in Notting Hill Gate, attracting much publicity and initiating many would-be priests and priestesses.</p>
Aims	Mention that Delta did a 'deal' with 'something' and it's referenced on the cover of Black Rainbow End.	Buy something and create art from it	Get some great photos	
Wants to buy	3, 11, 14	1, 10, 15		2, 15

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FRIDAY NIGHT CHARACTERS




Player	Harry Harrold	Elinor Kershaw	Andy Knighton	David Kibblewhite
Name	Father Ferrarelle	'Lygushka' (Frog) Vassilisa Katryevna Rosakoff	Vladimir Stepanov	Anton Dragunov
Role	Buyer – The Vatican	KGB	Magus	Eternal Circle cultist
Background	<p>Secretary to Cardinal Pellegrino, since he received the red biretta in 1967. From Val D'Asano just north of Naples. Served on the Curia supporting the Second Vatican Council, his views on the moral turpitude of the 1960s are the subject of public record.</p> <p>Rumoured to be an archivist of the Vatican Secret Archives, his purpose in attending the sale is officially to purchase and place the Carcosa Diamond beyond the reach of those who might use it to make permanent the chaos of the 1960s.</p> <p>However, Father Ferrarelle has long been a secret member of the Church of Starry Wisdom, since he first heard of their story. Many of the cults' books had already made their way to the archives, and Ferrarelle privately vowed to join up and gaze into the diamond the first chance he got.</p>	<p>Born to the Rosakoff matrilineal dynasty of occult practitioners, Vassilisa trained from a young age in magickal containment and control. After training with the KGB in security, she is one of a small number of specialist operatives who are informally known as the Rod beside the sword and shield of Russia.</p> <p>She is attending to keep an eye on Stepanov and to keep a tight grip on the Soviet purse strings.</p> <p>Her wand is her weapon.</p>	<p>The more time passed, the more obsessed Stepanov became with two things: Rasputin and the Carcosa Diamond. He believed that Rasputin had overcome the limits of the human body, willing himself to greatness and near immortality. Stepanov wanted to know more. As for the diamond, he believed it capable of reversing, or pausing the effects of aging on an individual, or even allowing a way to cheat death, based on his readings of certain works concerning the Black Pharaoh.</p> <p>As the international hunt for the Carcosa Diamond intensified in the 1950s, Stepanov was at the heart of events, constantly encouraging his contacts in covert and esoteric organisations to seek the diamond out, so that he could eventually take it off them.</p>	<p>A political commissar in the red army, Anton was a true believer in the communist ideal since childhood, to the point of fanaticism. Assigned to Stepanov to make sure his organisation upheld party ideology, IMF intelligence indicates he has been turned to some degree. It is entirely possible his true loyalty is now to Stepanov himself, rather than to the Soviet regime.</p> <p>He is known to place great emphasis on what goes into his body, disdaining alcohol, narcotics, and even meat. However, reports on his private life suggest he may have a weakness for a pretty face.</p> <p>Mental/hypnosis/mind reading skills</p>
Aims				
Wants to buy	4, 3, 16, 17		9, 17	

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FRIDAY NIGHT CHARACTERS



Player	Tina Kinnar	Mish Liddle	Keith Tait	Reuben Stewart
Name	Lady Frances (Frankie) Jane Butler	Phillipa Burty	James ‘Jock’ Watson	‘Frenchie’
Role	Professional buyer	Buyer – Asian consortium	Owner, Highlander Security	Employee, Highlander Security
Background	Born 21 June 1920. She did her B.A. at St Hilda’s College, Oxford in 1939, later receiving a M.A. at the same college in 1945. Married Sir William Johnson Butler in 1923, no children.	Buyer for a consortium of persons interested in the occult powers of certain artefacts of Asian origin. Approximate age of 45.	Jock Watson was drafted at 16 to the Seaforth Highlanders where he served till 1945. During his time he worked his way through the ranks and ended up working in a specialised unit guarding the scientific corp.	
	Manages acquisitions for a small and unassuming law firm Templar & Passmore.	Graduated from the Sorbonne in Art History minoring in Asian languages. Learned tea ceremony in Kyoto but was thrown out of the country before graduation following an incident which has been covered up by the Japanese government and two Yakuza families. This is believed to have involved performing a ritual from the utsuro-bune scrolls which have since been banned from public consumption.	At the end of his service in 1945 he founded Highlander Security employing several ex-forces men and developed his core services which vary from escorting the rich and famous to transporting items of value or out of the ordinary.	
	Buying on behalf of several anonymous Middle Eastern clients on this occasion. Implied Shah of Iran, Royal Family of Qatar, Saud family etc.	The consortium which employs her may be partially Triad-funded, indicating an opposition to any former Yakuza allegiance. She regularly travels between Hong Kong and Peking on buying trips.	There’s no job that Highlander Security won’t take on for the right price.	
<div></div>				
Aims				
Wants to buy	3, 4, 12, 17	4, 5, 9, 17		



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FRIDAY NIGHT CHARACTERS



Player	Tricia Thomas	Jo Pryor	Rachel Cook
Name	Lady Euphemia Hamilton	Lily Trant	Erica Guul
Role	Socialite	Fading singer	The King in Yellow
Background	<p>Euphemia Hamilton is the only daughter of very wealthy parents who died suddenly, leaving her a fortune and allowing her to avoid an unwanted marriage. She has certain 'gifts' that mean things just always seem to work out for her. A wild child of the day, and involved in the occult, rumoured even to have been a mistress of Crowley.</p> <p>After that experience she retreated to the comfort of vastly wealthy friends in Canada and the US. Returned to the UK in the 30s, and circulated freely around high society, using a bit of glamour for a fairly charmed but superficial life. Got recruited for various esoteric projects in the WW2 and discovered the satisfaction in quietly working against dark forces. By 1969 she's been almost everywhere, with anyone interesting, and tried most things at least once. She's currently more interested in watching the play and keeping an eye on who has what, and maybe nudging things along a bit to suit whoever she happens to think needs it, hence her appearance at the auction.</p>	<p>Lily (Lillian) Trant: Notable performances include: The King and I - 1953–1956 - Theatre Royal, Drury Lane</p> <ul style="list-style-type: none">• Lady Thiang• Anna Leonowens – (Understudy to Valerie Hobson) <p>My Fair Lady – 1958-1959 - Theatre Royal, Drury Lane</p> <ul style="list-style-type: none">• Mrs Hopkins – “A cockney woman of Tottenham Court”• Eliza Doolittle – (Understudy to Julie Andrews) <p>Lionel Bart's Oliver! – 1960-1966 - Noël Coward Theatre</p> <ul style="list-style-type: none">• Mrs. Sowerberry – wife of Mr Sowerby the Undertaker• Nancy – (Understudy to Georgia Brown) <p>Since 1966 she has not been seen performing any “major” roles on the stage, but has performed regularly in the BBC's “The Good Old Days”, as a background character on ITV's “Crossroads” soap opera and most recently as a Nun in an episode of ITV's “Never Mind the Quality, Feel the Width”</p>	<p>Swedish journalist for an esoteric magazine (Give me your gossip!)</p>
Aims	Lady Hamilton needs to tell players she was once at séance in Buckland House and that it was in the sitting room.		
Wants to buy	12, 8		

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FRIDAY NIGHT EXTRAS

Player	Sammy Wilsmore	Oliver Lodge	Lucie Tamlyn	Paul Tamlyn	Joel Turland
Name	Carol 'Liberty' Green	'Faustus'	Liliane Bettencourt	Lt. Duke Charles	O'Hara
Role	Hippy	Curious person	Rich Nazi	Liliane's bodyguard	Irish traveller
Background	Representative of the Aquarian Temple of Light, a new age religion headed by The Prophet of Light who is ushering in the Age of Aquarius. Carol is here for business, and is on orders to acquire items 05 and 10 of the auction, or at least one of them legitimately... While she will do her job, she is pleased to have an excuse to escape London and enjoy the fineries of the English Countryside surrounded by company that isn't dedicated to reciting the words of the prophet or practising 'prismatic yoga' in all of their spare time..	<p>A former production line worker who went to Ireland for a childhood friends funeral, got involved in some back room gambling while out there and accidentally won a leprechauns lucky coin. Since then he's been cursed by fortune, wealth flows to him constantly but bad luck has taken everything he actually cared about.</p> <p>Driven to living as an estranged hobo in an opulent mansion, he's tried to do everything he can think of to rid himself of this curse...but the coin keeps coming back.</p> <p>He's hoping to buy something in the auction with the coin and lose it that way.</p>	<p>Born Liliane Henriette Charlotte Schueller on 21 October 1922 in Paris, the only child of Louise Madeleine Berthe (née Doncieux) and Eugène Schueller, the founder of L'Oréal. In 1950, she married French politician André Bettencourt, who served as a cabinet minister in French governments of the 1960s and rose to become deputy chairman of L'Oréal. M. Bettencourt had been a member of La Cagoule, a violent French fascist pro-Nazi group that Liliane's father, a Nazi sympathizer, had funded and supported in the 1930s and whose members were arrested in 1937. After the war, her husband, like other members of La Cagoule, was given refuge at L'Oréal despite his politically inconvenient past.</p> <p>In 1957, Bettencourt inherited the L'Oréal fortune when her father died, becoming the principal shareholder. In 1963, the company went public, although Bettencourt continued to own a majority stake.</p>	<p>American gun for hire in the Congo with 'Mad Mike Hoare' from 64-68 then moved to Argentina to work as close protection/body guard to various 'businessmen' (quite frankly the pay was better and the parties more spectacular).</p> <p>Currently hired to protect Liliane Bettencourt – a blatant Nazi and war profiteer but also a really good payer with solid European confections. Duke hopes that by 'doing well' at this job he can move up the ranks of close protection operatives and find himself a nice cushy job in Europe.</p>	<p>O'Hara is an Irish gent, famous for his debonair style and extravagant habits. He is a man in his 50s, a big spender, socialite and collector of antiquities and occult items. No-one knows where his wealth comes from or where he originated from really but he has been associated with anyone who is anyone on the Dublin social scene for 3 decades. Musicians, sports stars, actors, artists, aristocracy and politicians are in his circle. In addition it is understood that he is very close to the Irish Travelling community and to the leadership of Sinn Féin. How close his connections to the provisional IRA are is only muttered in hushed tones. He met Crowley in his youth and has been a Thelema worshipper amongst other religions over time.</p> <p>Softly spoken and well mannered, he is a social chameleon and loves to engage in challenging conversations. He also lives a bet on practically anything. A friendly and charming man on the surface but with a temper and a reputation for sweet revenge on this who cross him.</p>
Aims					
Wants to buy	On instruction to acquire Lots 05 & 10	1, 7	Lot 2, 11, 16		

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THE SAFE ROOM/SECURITY

Diamond arrives by helicopter in a suitcase handcuffed to Jock Watson of Highland Security. It is inside a box sealed with the PANDORA charm and will not open until the midnight auction. (see letter from Jock to Margot Lambert). It is taken to the library and placed inside a safe that belongs to The Auctioneers. Highlander Security are providing additional physical security for the room itself – a security guard, fingerprint scanner, sensors and laser grid. Laser grid can be turned off at door with number code, but they do not know it. Buyers may be able to arrange trips into the room to inspect items, and the safe is accessed by staff to take out items as they are sold at auction.

- 1. Get Jock Watson's fingerprint for scanner
- 2. Distract guard (potentially multiple times)

Sensors mean only two people can go in at a time, they need to stay very quiet and only have 15 minutes before their body heat raises the room temp too much.

Trip 1:

- 3. Cross 'patented infrared tripwire system' – acrobatic skills + mist spray
- 4. Replace fuse wafer with their special one to allow them to add a PIN number to the system – electrical skills + fuse prop

Trip 2:

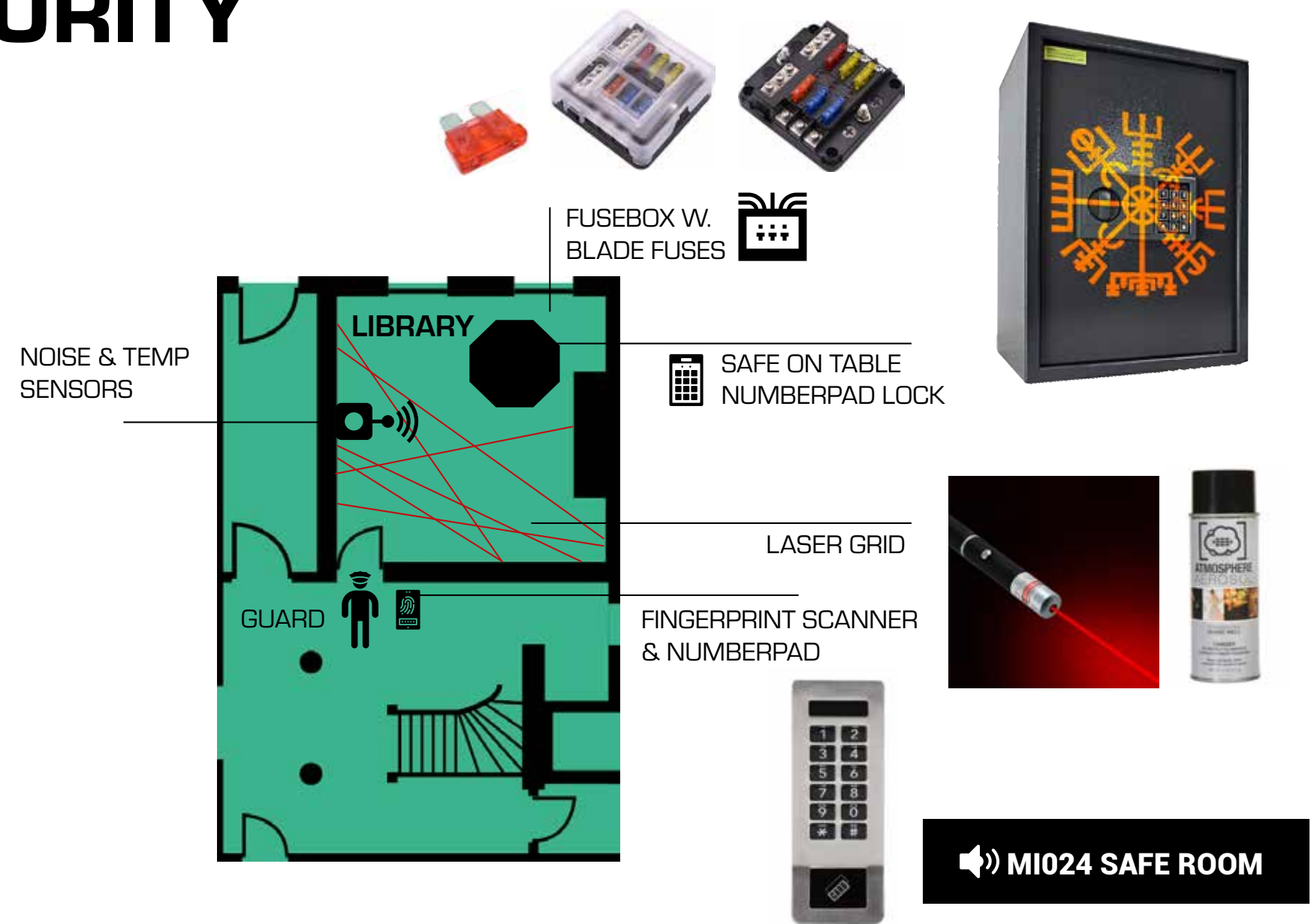
- 5. Open safe MAGIC: Safe is magically protected using one of three possible Liminal Lock spells. This can be deactivated by someone skilled (Chubb Locke) but they need to know which ritual first. The safe belongs to the Auctioneers - this is something they have to find out on the day.

Trip 3:

- 6. Open safe PRACTICAL: Number keycode to open safe. Known to relevant staff member(s).
- 7. Scan box containing diamond

Trip 4:

- 8. Re-set magical protection. Needs occult knowledge + power. Write ritual notes for player



HIGHLANDER SECURITY

Jock Watson was drafted at 16 to the Seaforth Highlanders where he served till 1945. During his time he worked his way through the ranks and ended up working in a specialised unit guarding the scientific corp.

At the end of his service in 1945 he founded Highlander Security employing several ex-forces men and developed his core services which vary from escorting the rich and famous to transporting items of value or out of the ordinary.

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THE SAFE ROOM/SECURITY

Highlander

SECURITY SERVICES

Unit 4b
McKinnock Way
Inverness
IV1 1SN

FAO M. Michaud
Rambaud-Derrains LLP
31 Av. Pierre 1er de Serbie
75016 Paris
France

OUR REF: 4589/01

CLIENT: ESTATE OF MARGOT LAMBERT
REF: CARCOSA DIAMOND

Dear Sir,

Following our most recent telephone conversation, please find below the updated security plans for November 12th. I am happy to confirm payment has been received and all additional contracted works can now begin.

BUCKLAND HOUSE PROPOSED SECURITY PLAN

1. ~~HS employee~~ to receive CD in box attuned to yourselves, from your representative at the agreed location, placed in a secure lead-lined briefcase, handcuffed to our man and taken to Buckland House by helicopter.

Client insists Jock carries this personally.

2. 8:00 pm Helicopter arrival
CD to be taken directly to library and placed inside safe (See note about previous assurances from 'The Auctioneers' regarding their safe. Highlander Security takes no responsibility for the safe itself.)

Extra guard on door agreed- suggest Frenchie?

3. ADDITIONS TO LIBRARY
As per contract agreement the following works to be carried out at Buckland House. (a) Fingerprint optical scan at doorway, (b) patented infra-red tripwire system. Concerns regarding electronic security measures have been noted, and we assure you that even were power to fail to the house, our own equipment and proprietary fuse system would remain operational. Full wiring diagrams have been forwarded to your offices.

3. Cont. (c) heat and noise sensors as standard (motion sensors will be unsuitable due to the agreed tripwire system). (d) 15 minute system reset.

Please convey our best wishes to The Auctioneers and thank them for their understanding of your client's additional needs. I can confirm their representatives will have access to the room as required and our representative will stay on site throughout the auction. Should the winning bidder not have their own security arrangements in place, we will be happy to continue in our role for the standard fee.

If you have any further questions, please contact the office.

Yours sincerely



Mr. J Watson, MD

STATS

NPC GRID

IMF BRIEFS

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1993

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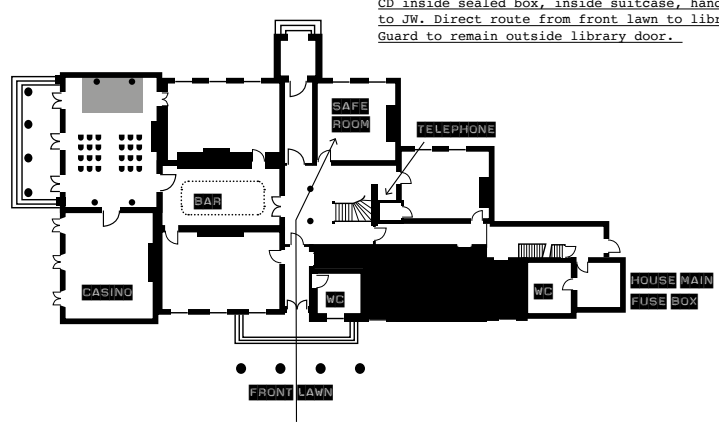
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THE RITUAL

THE SAFE ROOM/SECURITY

HIGHLANDER
SECURITY SERVICES Ltd
BUCKLAND HOUSE
YOUR REF: 4589/01

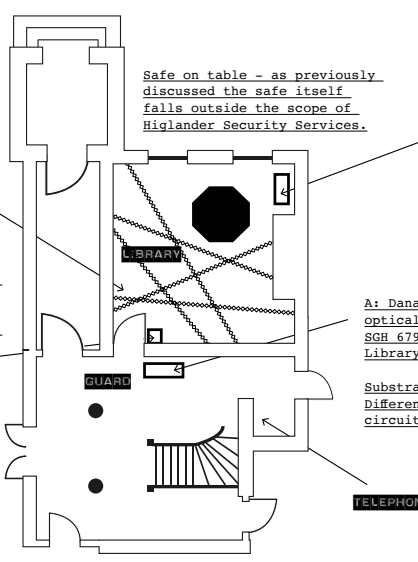
03/09/69
M. Watson SHEET 1/5



8:00 pm Helicopter arrival x 2 HS employees
CD inside sealed box, inside suitcase, handcuffed
to JW. Direct route from front lawn to library.
Guard to remain outside library door.

HIGHLANDER
SECURITY SERVICES Ltd
BUCKLAND HOUSE
YOUR REF: 4589/01

03/09/69
M. Watson SHEET 2/5



Safe on table - as previously
discussed the safe itself
falls outside the scope of
Highlander Security Services.

D: Proprietary control
system (HS 43221). 6-way
encoded chip system with
power backup source (see
Sheet 5). MOS Technology
silicon semiconductor
modules.

A: Danaher D32 Fingerprint
optical scanner (Component
SGH 67953) mounted external to
Library door. Encoded to JW.

Substrate /RF drive signal.
Differential measurement
circuit/composite finger image.

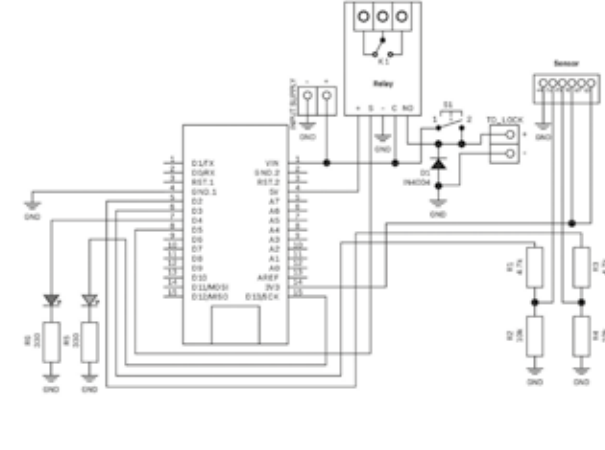
B: Magnepan V8 infra-
red multi-beam tripwire
system with 15 minute
rotational reset.
Undetectable to the
naked eye, linked to KMC
Controls alarm system

C: Tripwire power switch
(Danaher standard
6-digit numberpad)

E: Additional
heat and sound
sensors TBC.
Suggested
Oberheim Portland
range?

HIGHLANDER
SECURITY SERVICES Ltd
BUCKLAND HOUSE
YOUR REF: 4589/01

03/09/69
M. Watson SHEET 3/5

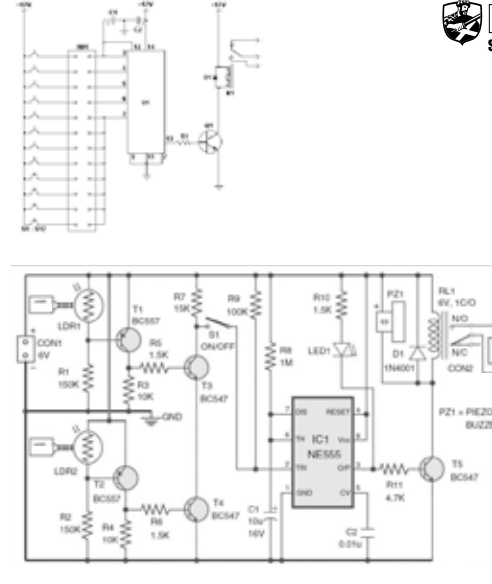


A: Danaher D32 Fingerprint
optical scanner (Component
SGH 67953) mounted external
to Library door. Encoded
to JW.

Substrate /RF drive
signal. Differential
measurement circuit/
composite finger image.

HIGHLANDER
SECURITY SERVICES Ltd
BUCKLAND HOUSE
YOUR REF: 4589/01

03/09/69
M. Watson SHEET 4/5

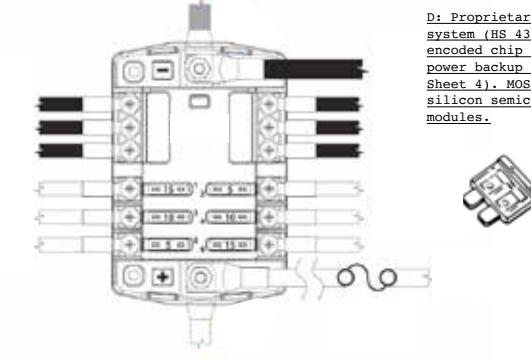


B: Magnepan V8 infra-
red multi-beam tripwire
system with 15 minute
rotational reset.
Undetectable to the
naked eye, linked to KMC
Controls alarm system

C: Tripwire power switch
(Danaher standard
6-digit numberpad)

HIGHLANDER
SECURITY SERVICES Ltd
BUCKLAND HOUSE
YOUR REF: 4589/01

03/09/69
M. Watson SHEET 5/5



D: Proprietary control
system (HS 43221). 6-way
encoded chip system with
power backup source (see
Sheet 4). MOS Technology
silicon semiconductor
modules.

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MAGICAL SAFE

The safe cannot be scanned through, it must be opened first. It is too large to carry away and any attempts to blow it open would attract unwanted attention.

LIMINAL LOCK

It has an ultra-modern highly secure numerical keypad that will resist all attempts at mundane tampering, and which is also enchanted.

Before the event, players will be able to narrow down the lock enchantment used to one of three possibilities. They will be certain only when they actually see the safe, and the markings on it.

They will need to be prepared to perform all three different re-enchanting rituals.



Užsarinėan

Lithuanian runic

IDENTIFYING SYMBOL



TO RE-ENCHANT

Trace the runes upon the vessel.
Prepare a circle, aligned cardinally.
Lights at East, South and West and the lock at North

Offering of sweat, a white thread and pinch of dirt: *"By your names Tiklis, Beržulis, Šeryčius. Thrice called, I invoke this treaty. By these offerings I claim your gift. Confoundation and strife be upon this lock"*

Extinguish light at South

Offering – a piece of iron: *"By your name Teliavelis I invoke this treaty. By this offering I claim your gift. Braced and unyielding be this lock"*

Extinguish light at East

Offering of blood: *"By your name Žiburinis I invoke this treaty. With this offering I claim your gift. In darkness may this lock lie. Look not upon me."*

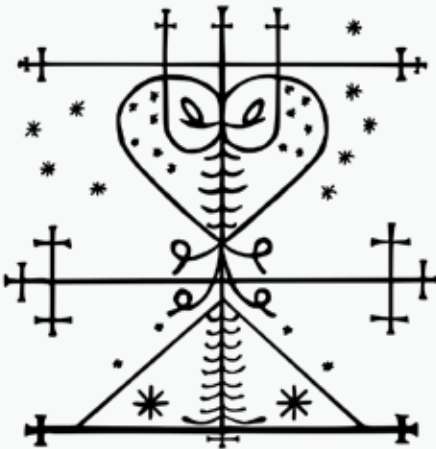
Extinguish remaining light.

Cleanse the circle so as not to release bound powers.

Jacquard-Strozzi call and return

French Creole two-part

IDENTIFYING SYMBOL



TO RE-ENCHANT

In a pot, steep calamus, angelica and dried monkshood for at least 15 minutes

Prepare your circle. Look for protection from troublesome spirits, but allow power to flow.

Breathe in the vapours of the tea

Take the blood of a freshly killed chicken and draw the olúwa upon the lock with the blood.

Drink the tea

Allow the energies to flow within you and into the painted lock.

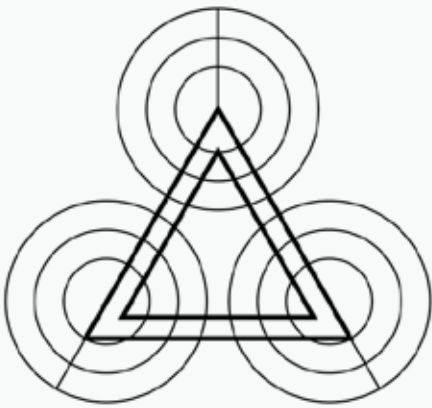
Call out "Kenbe sa an sekirite" until the Iwa respond through you, "Li fè, li fè, li fè"

It is recommended to purge oneself after leaving the circle, to rid oneself of the contents of the tea.

ALS-12-Metarythmic Wafer

UK military grade

IDENTIFYING SYMBOL



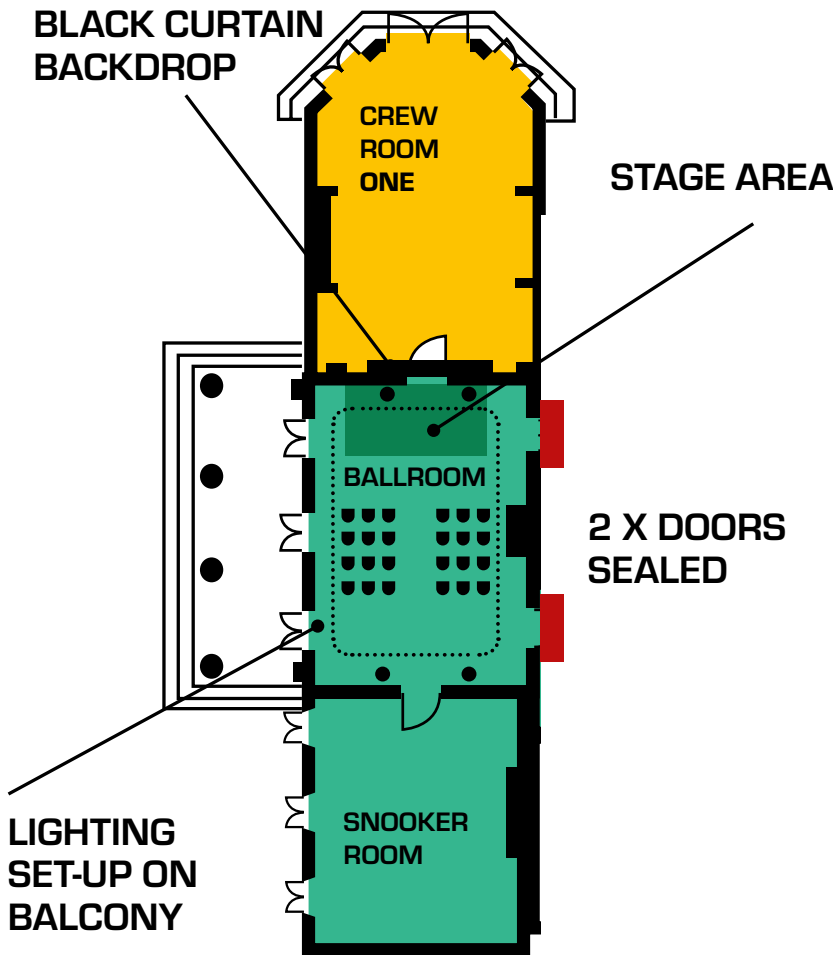
TO RE-ENCHANT

- (a) Within a type 3 protective circle, assemble your equipment, and place the lock at the locus.
- (b) Using a standard white quartz crystal rod trace the symbol of binding (142-A2(d)) at 6 points around the circle.
- (c) The following should be performed in as close to darkness as possible.
 - (i) Loudly proclaim three times: *"Anasus. Davidof. Xebius. By Garet, By Holdus, By Wesset."*
 - (ii) Strike the lock with an emerald wand.
 - (iii) Allow a red light to fall upon the lock.
 - (iv) Proclaim three times. *"Poseideth. Hawkins. Julisus. By Thoth, By Reasus, By Triskus."*
- (d) Lock the lock.
- (e) Using a standard purple quartz crystal rod, remove the symbols of binding.
- (f) Cleanse the circle.

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THE FINAL AUCTION

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
24:00	The auction	The Chameleon (MC) asks all guests not part of the special auction to leave/the doors will be sealed. All the items to be auctioned are brought into the main hall to be viewed. The team must swap in their fake and it must pass a final authentication check. The auction commences, with chances for players to bid on other items. Including an item they will need for the final ritual.	<ul style="list-style-type: none">• Other auction items (inc. special item)• Display table• Hammer/gong• Auction catalogue• MC speech	<ul style="list-style-type: none">• Spotlight• Background music	<ul style="list-style-type: none">• Extra LRPers leave Rich C and Andy C move to SFX• All other crew and refs IC* as Friday night NPCs



NOTES

Julian Cavendish and Erika Gul leave before the auction.

The team must swap in their fake and it must pass a final authentication check.

The IMF have the real diamond at this point but cannot leave with it as the auction room is sealed. They must wait it out, ensuring Stepanov wins the auction, wastes his money and leaves with a fake.

MC to include the line 'Here we go again'.

Two hexagonal boxes - one empty and one glued shut to phys rep the Pandora charm, the other to be brought in to the auction.



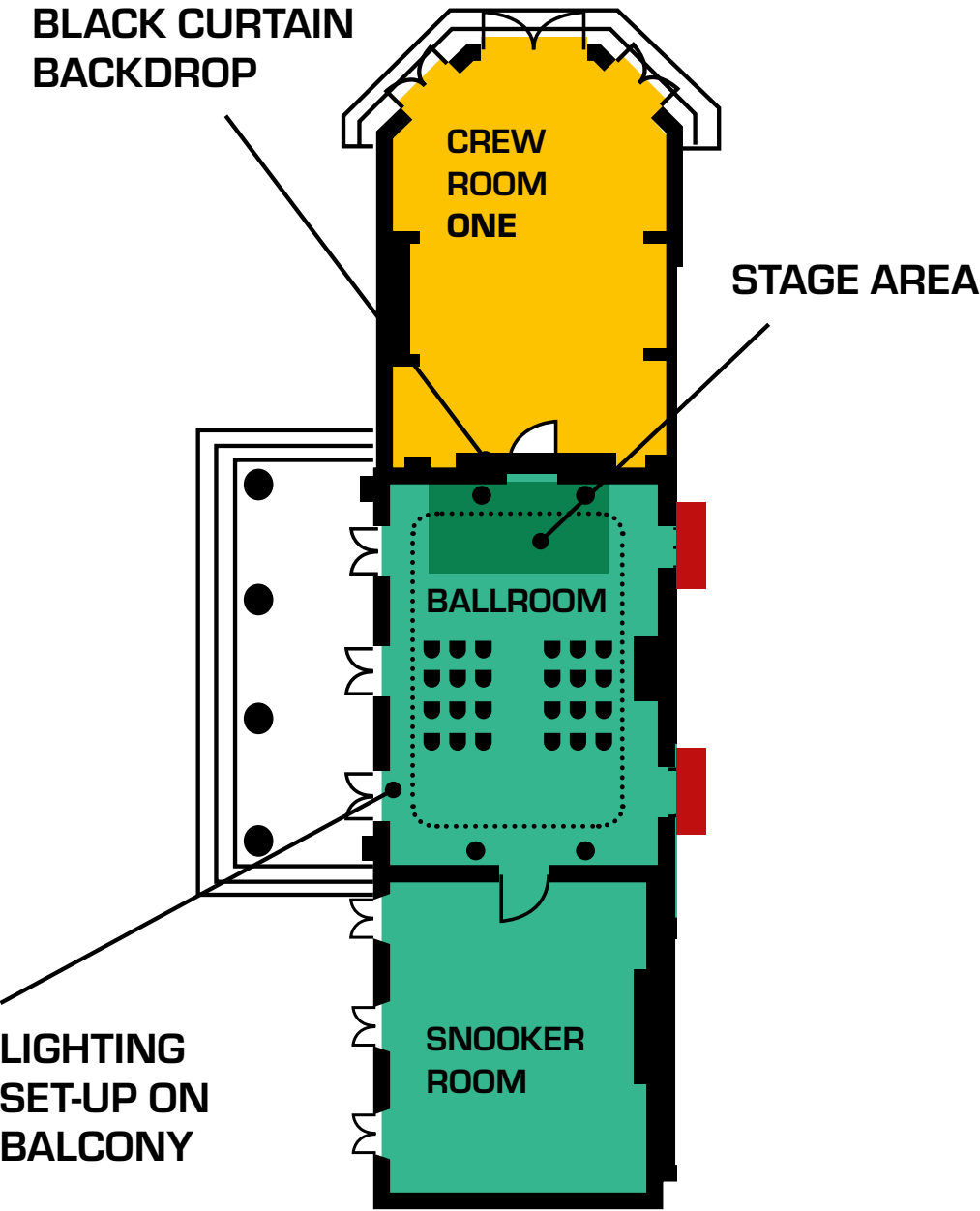
Nora Black	KEEPER
Si Childs*	Mr Montague (Bar)
FX Andy Cooper	Mr Capulet (Casino)
Rob Pryce	Julian Cavendish
Rich Aidley	Anthony Strines
Rich Chalmers	Jack Duffy
Rachel Cook	Erika Gul
Amanda Harrold	Maxine Sanders
Harry Harrold*	Father Ferrarelle
Elinor Kershaw	'Lygushka' Rosakov
David Kibblewhite	Anton Dragunov
Tina Kinnar	Lady Frankie Butler
Andy Knighton	Vladimir Stepanov
Mish Liddle	Phillipa Burty
Jo Pryor*	Lily Trant
Elliot Stewart	The Chameleon
Keith Tait	Jock Watson
Tricia Thomas	Lady Hamilton
Reuben Stewart	'Frenchie'
Paul Tamlyn	Bodyguard
Lucie Tamlyn	Liliane Bettencourt

* = Starry Wisdom Cultist

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STEPANOV STEALS THE DIAMOND

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
01:00	Stepanov steals the diamond	Stepanov wins the auction, the Church of Starry Wisdom reveal themselves, draw weapons and demand the diamond is handed over to them. Their leader gets the diamond, looks at it and then denounces it as a fake and demands the real one – they can sense it is in the room. Lygushka takes control of the room/slow time and freezes everyone. He instructs Anton to search for and locate the real diamond, which he does. Stepanov takes the diamond, opens a portal and climbs through with it, leaving all the rest of his party behind. The minute he vanishes, the freeze ends and combat between his party and the Church of Starry Wisdom begins.	<ul style="list-style-type: none">• Cultist symbols• Guns• Wands• Real Carcosa diamond• Fake Carcosa diamond• Freeze spell• Portal spell (first half)• Stepanov speech	<ul style="list-style-type: none">• Slow time light• Slowed music• Portal lighting• Portal sound• Paint It Black	



NOTES

Stepanov wins the auction, and goes up to the front to collect the diamond.

The Church of Starry Wisdom cultists reveal themselves at the back of the room, draw their weapons and their leader demands the diamond is handed over to them. They have CSW symbols on headbands that they pull from pockets, and concealed weapons.

The Auctioneer hands over the diamond, the Lead CSW looks at it, denounces it as a fake and demands the real one.

From the moment of the FREEZE players have to sit and watch.

Sound and lighting indicate the room is under a spell. While his team search the players, Stepanov can make a nice deranged speech about the glory of immortality etc (see next page).

Freeze Spell

Chéng Bǎo, Gegute, Verglas, Freeze!

 MI033 FROZEN TIME

Nora Black	KEEPER
Si Childs*	Mr Montague (Bar)
Andy Cooper	FX
Rob Pryce	REF
Rich Aidley	Anthony Strines
Rich Chalmers	FX
Rachel Cook	CREW
Amanda Harrold	Maxine Sanders
Harry Harrold*	Father Ferrarelle
Elinor Kershaw	'Lygushka' Rosakov
David Kibblewhite	Anton Dragunov
Tina Kinnar	Lady Frankie Butler
Andy Knighton	Vladimir Stepanov
Mish Liddle	Phillipa Burty
Jo Pryor*	Lily Trant
Elliot Stewart	The Chameleon
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* = Starry Wisdom Cultist

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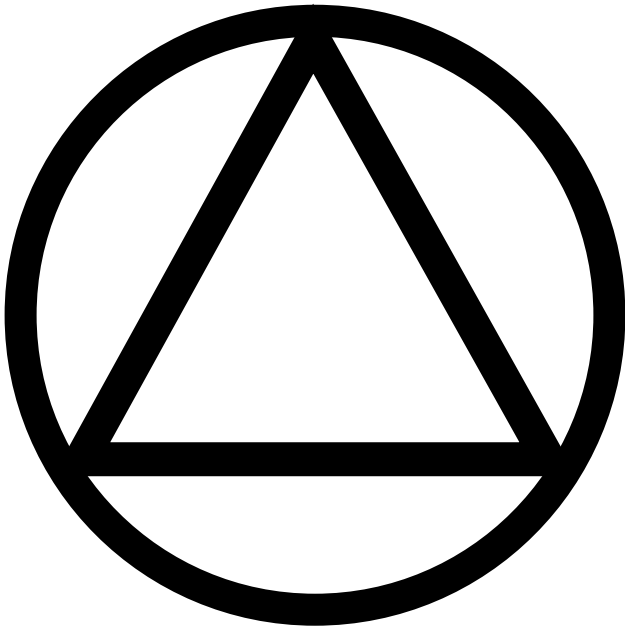
CHURCH OF STARRY WISDOM

The Church of Starry Wisdom, or Starry Wisdom Cult, is a cult that worships Nyarlathotep in his aspect as the Haunter of the Dark. The cult was founded in Providence, Rhode Island circa 1844 by Professor Enoch Bowen, a renowned archaeologist and occultist. The cult used a sacred relic known as the Shining Trapezohedron to summon the Haunter of the Dark, who demanded outrageous sacrifices in return for limitless knowledge of the universe.

Although the cult was publicly denounced by the other local churches, it nonetheless grew to have a membership of around 200 members. Mysterious disappearances in the area brought the cult under public scrutiny. After run-ins with both local citizens and the municipal government, the church closed and 181 people left Providence for unknown reasons. However, there is veiled evidence that they were dealt a more summary kind of justice than banishment.

Though the Providence sect was officially disbanded in 1877, the Church of Starry Wisdom has appeared in other places including Yorkshire, England (1880 to 1890), Chicago, Illinois (where it was known as the Celestial Providence sect, but was later disbanded by the Great Chicago Fire of 1871), Arkham, Massachusetts, (during the 1920s), and more recently in San Francisco (though the group was reputedly destroyed by arson).

Link to read: [The Haunter of the Dark](#)



FOR THE BLACK PHARAOH!
NEPHREN-KA!

THE TAKEOVER

STEP 01

All cultists enter the final auction and sit together at the back of the hall. They all have handguns and there is a small machine gun hidden nearby.

STEP 02

At the moment the winning bid is declared, all 3 pull weapons/put headbands on. Fire shots in the air if needed to get attention. Harry to walk to front of auction declaring something along the lines of:

"Ladies and Gentlemen, remain in your seats. This is an action by the Church of Starry Wisdom. In the name of Enoch Bowen and the Black Pharaoh, we are here as the rightful owners of that diamond, to reclaim the gem that was stolen from us. Hand it over!"

Meanwhile the other two cultists keep guns trained on the audience.

STEP 03

Take the diamond from the Auctioneer. Raise it up and say something triumphant.. "At last it is returned to us!" Walk back to the other cultists, looking into the gem and then "THIS IS NOT OUR MASTER'S GEM! TREACHERY! This is a fake! Where is the real stone!?"

At which point the Russians freeze time.

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PORTAL EFFECT

STEPANOV GOES OFF ON ONE

STAGE 1: RANT

- Hahaha, my moment has come!
- Anton, fetch the diamond.
- You fools thought you could trick me, but I'm smarter than any of you.
- I have lived through your wars and revolutions, and I only grow stronger.
- I will not be a victim of politics like my father or slide into senility like my mother.
- I will not be destroyed by the powers I command like that rocket-obsessed fool Parsons.
- I will not fade into obscurity like the gurus who came before.
- I will master the very powers of time.
- Magic and science, bound together, will be mine to command.
- No power in the universe will be beyond me as I blah blah blah...
- Like the perfect circle, I will be without beginning and without end, eternal, immortal.

[Gets diamond]

- And now, I have captured the very essence of life, I will have power to stop time itself.
- This too frail body will last forever, and I will be as a god!
- Time to go...

STAGE 2: POWERING UP

I call upon the powers of the circle,
in which all are as one.

I call upon the spirits cast into
the void of death.

I call upon the ancient laws writ across
every atom of the cosmos.

I call upon blood and land, the terrible thread
that binds mankind.

Let beginning become end.

Let lie become truth.

Let past become present become future.

Let the story I weave become the reality I
live.

Let this place become every other, tied
together by my will.

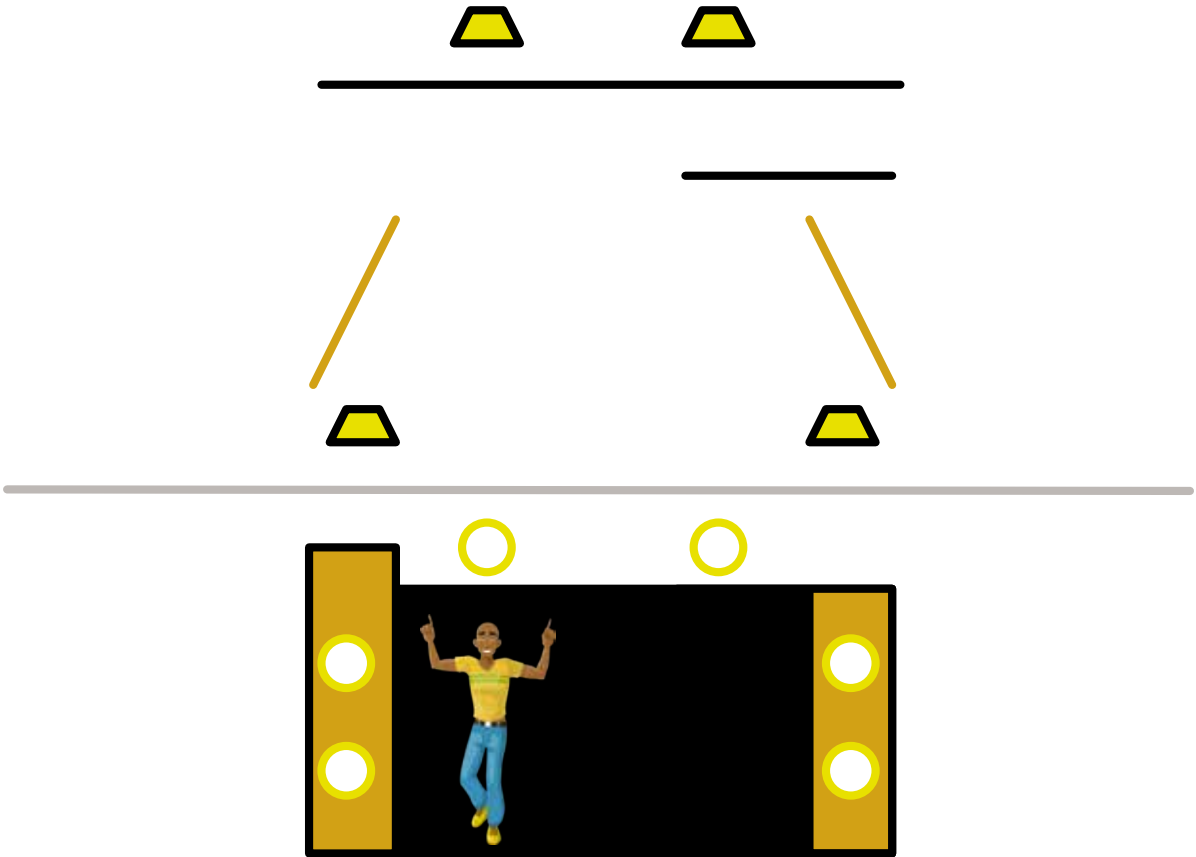
STAGE 3: CUE LINE

Powers of the circle, carry me from here!

Carry me from here!

Carry me from here!

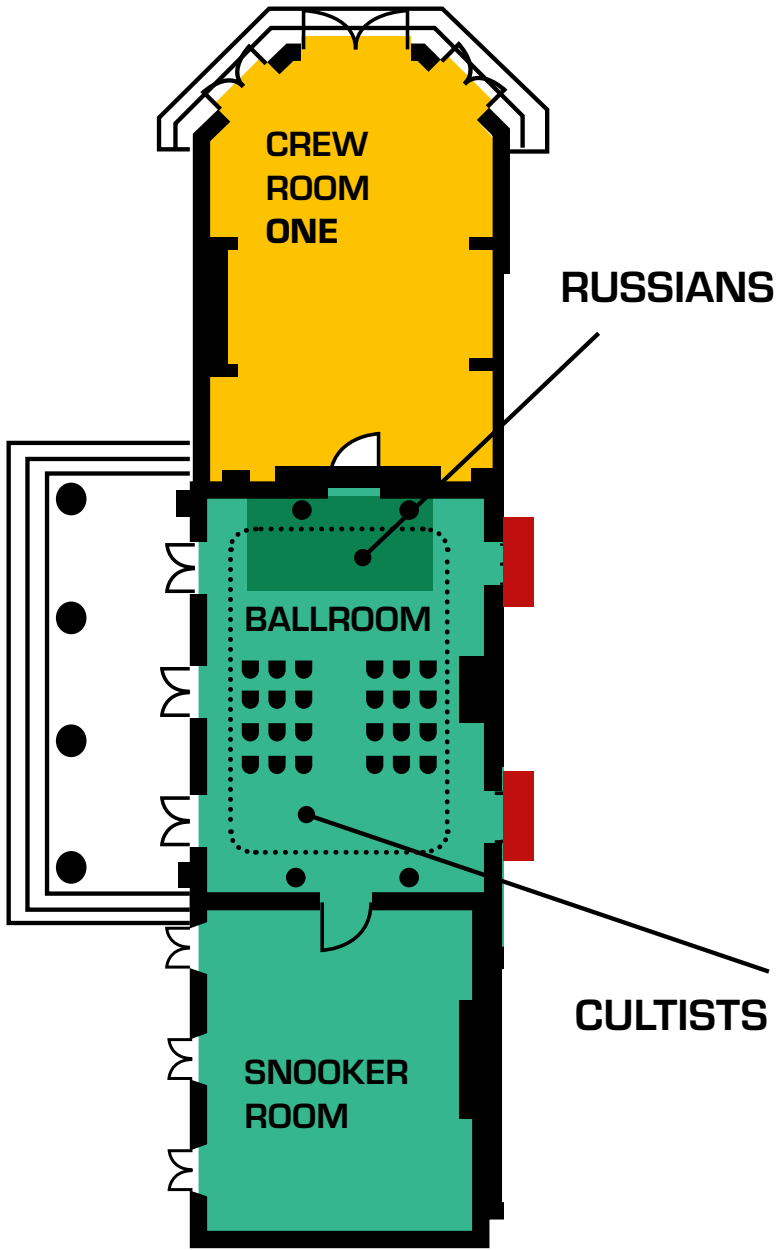
MI036 PORTAL SOUND



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FIREFIGHT

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
	Gunfight & afterwards	Fight ends with all NPCHS dead. Some player injuries (NPCs are mostly aiming at each other). Doors are still magically sealed and locked, so players will need to open them in order to make a telephone call to the IMF with a code. IMF tell them to wait where they are and not touch anything, a team is en-route.	<ul style="list-style-type: none">• Door unlock specs• IC Telephone• IMF codes	Paint It Black	Dead NPCs to crew room in small groups to kit up as IMF arrival team.



🔊 MI050 SLOMO PAINT IT BLACK

SANDY'S EMERGENCY CODE

Call 01-629-291 and give the code:

This is Global Imports, how may I direct your call?

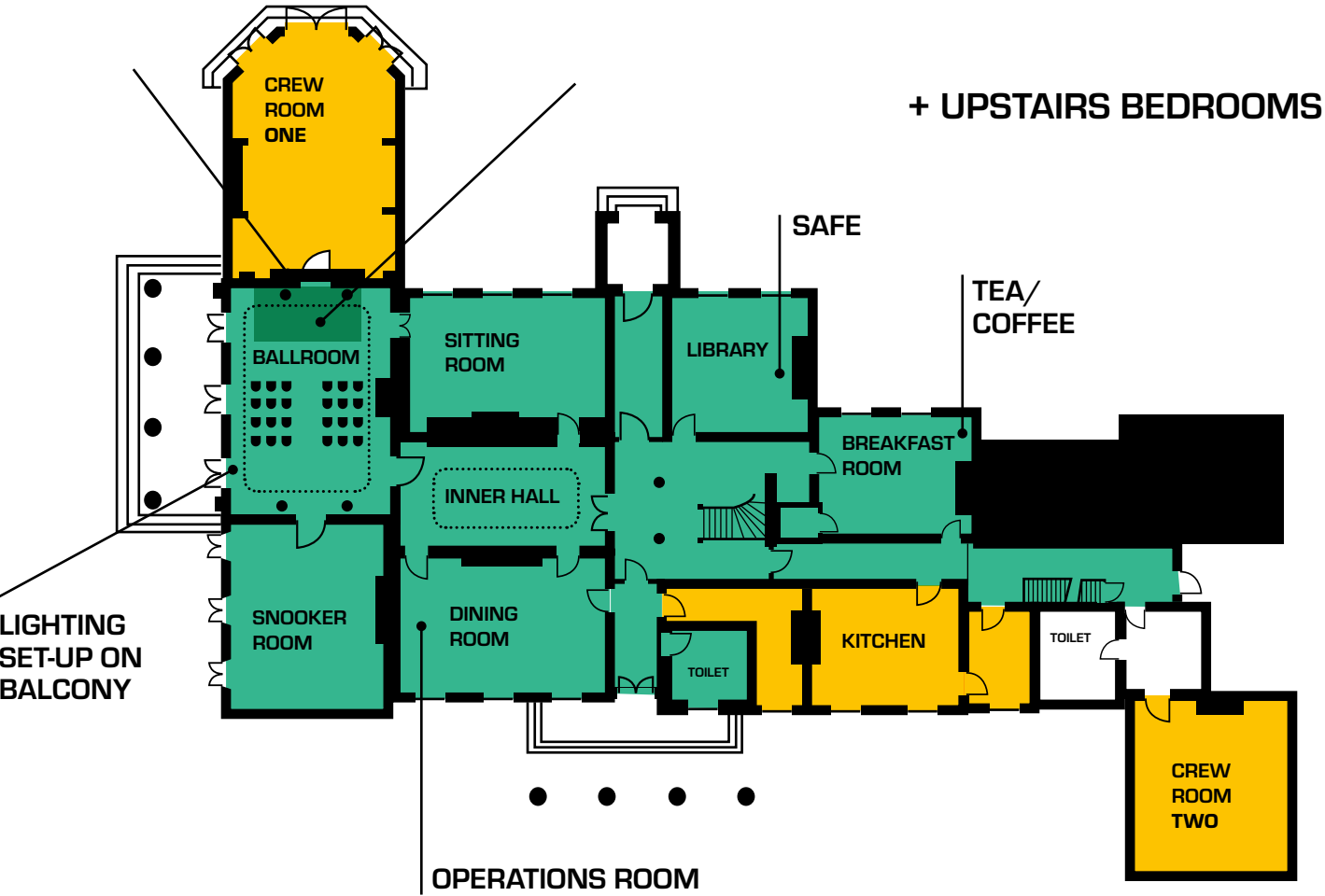
Green Knight, this is the Lady of the Lake. My horse has thrown a shoe.

Thank you Mr Lake, please remain where you are and one of our account managers will be in touch directly.

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IMF ARRIVAL


TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
	IMF Arrival	IMF teams begin to arrive. Security first, then medical, then some scientists. Check over the house, administer First Aid, clear bodies. Ask our team to sit in Drawing Room. Allow players to talk amongst themselves while the tech team are investigating the portal site/collecting up anything interesting. Tea/coffee/snacks available. Asked not to leave the building. Techs won't talk to players much - they need space to work. Lots of occult-techno-babble being thrown around. Re-open the cleared Dining Room to start setting up an Operations Base.	<ul style="list-style-type: none">• IMF uniforms• Technobabble briefing sheets• Scanners• Clipboards• Weapons• Radios		IMF Security Team Rob Rich C Keith IMF Medical Team Harry
02:00	Bedtime	The Security Commander lays out in a matter-of-fact way that the investigation suggests that Stepanov used 'a variation on the de Marigney method' to remove the diamond from the current timestream. Luckily, this isn't the first time the IMF have had to deal with 'dimensional concealment' and have an expert team who will be arriving in the morning to continue the mission. They ask the current team to please stay overnight so they can help brief the new team tomorrow and suggest they all now get some sleep.	<ul style="list-style-type: none">• IMF Ops Base set dressing• Move chairs back to dining room		Potentially some more IMF team to do a faster clean-up?



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IMF SPEECH AND INTERVIEWS

HOUSEKEEPING
// ANOMALOUS EVENT




ALL QUESTIONS MUST BE ANSWERED.
DO NOT FOCUS ON THE ANOMALY WHEN ANSWERING.

QUESTION	RESPONSE
1 Can you tell me your name?	
2 Where were you when the anomaly appeared and how close were you to it?	
3 What did you hear, before during and after the event? Is your hearing normal?	
4 How big was the anomaly? Did it have a clear edge? Was it in three dimensions?	
5 What colour was the anomaly. Did it change colour during the event?	
6 Were you under the influence of any drugs, alcohol or prior enchantment?	
7 Who else was near you during the event? Did you notice anything unusual about them?	
8 Can you indicate to me which of these symbols is red/green/yellow/blue	
9 Did the anomaly move during the event?	
10 Did you touch the anomaly, and what did you feel?	
11 Did you have any visual disturbances or headaches during and/or after the anomaly?	
12 What did you smell during/after the anomaly event. Can you smell anything now?	
13 Are you hungry now.	
14 Did you suffer vertigo, nausea, tingling, or tremors during the anomaly event?	
16 Where did the anomaly go? Did anyone go with it?	
17 What is the usual colour of your eyes?	



HOUSEKEEPING
// ANOMALOUS EVENT



SECURITY BRIEFING NOTES

On arrival:

- Check the security of the room.
- Ensure all enemy combatants are down
- Check on the health of the IMF team, if any are badly injured radio a summary of injury back to medical team on their way.
- Seek out Dr Edgevarnt as the leader of the team

INITIAL QUESTIONS

- Where is Stepanov?
- Where is the Diamond?

Team to confer on information received, then scan the area.
After taking readouts, team confer again.

Send one team member to telephone for more assistance.
(If overheard: they have a temporal situation and require CHRONOS support)

TEAM BRIEFING

Security leader to gather the IMF team together.

Relaxed matter-of-fact delivery:

- You have all done well, but it seems Stepanov had a backup plan that we had not considered him capable of, and so the mission is not yet over.
- Initial investigation suggests Stepanov used a variation on the de Marigney method to remove the diamond and himself from the current timestream.
- This is not the first time we have dealt with this sort of effect – we call it ‘dimensional concealment’.
- My team have contacted command, and they will send a specialist team.
- Unfortunately, due to the remote location they will not be able to get here until the morning.
- We therefore ask you all to stay here for the night so that you can be debriefed by the specialist team in the morning.
- Therefore, I suggest you all relax, get some rest and your mission will continue when the specialist team arrives.





MYTHOS: IMPOSSIBLE

// SATURDAY MORNING



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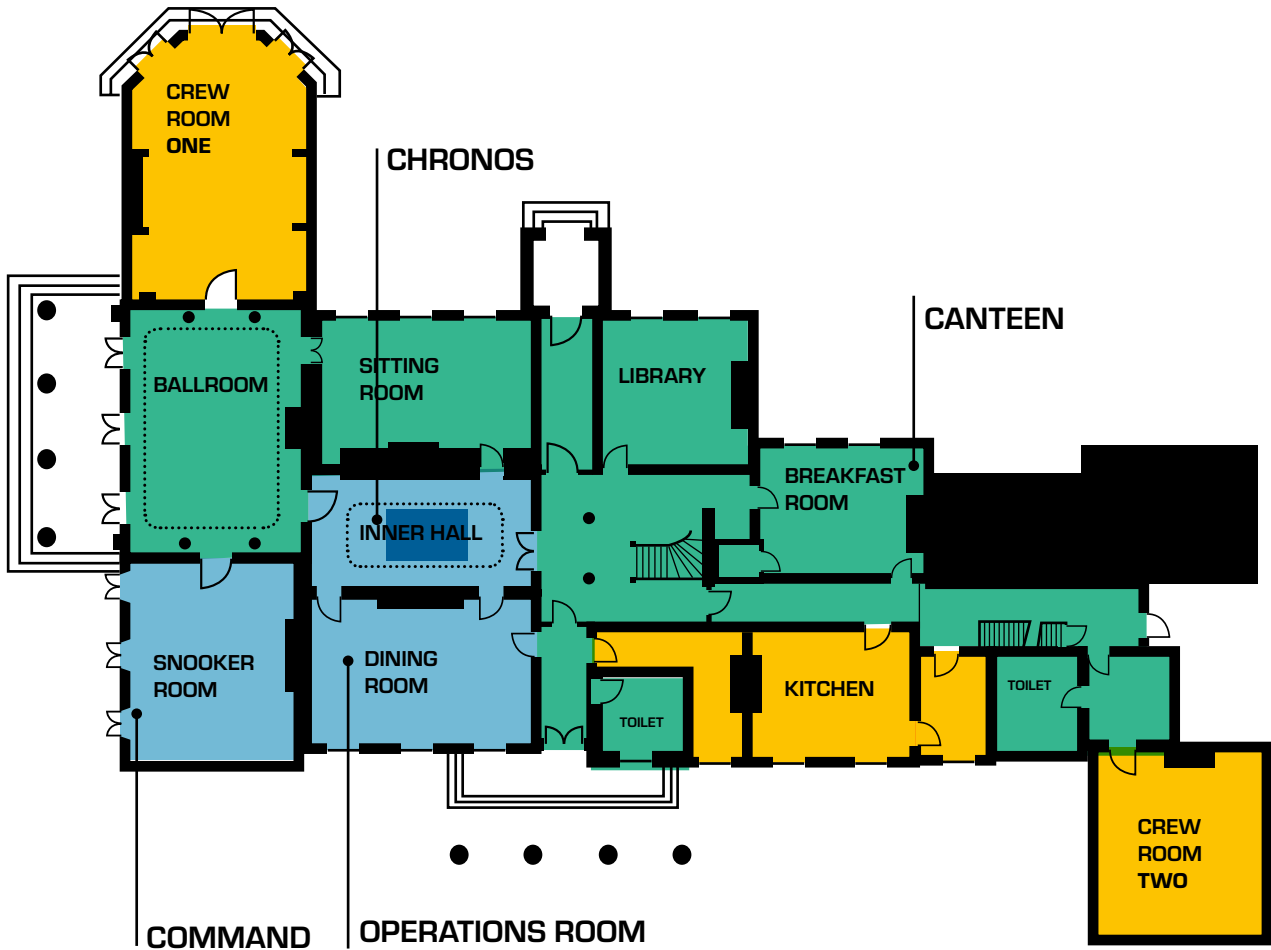
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SATURDAY WAKE-UP

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
08:00	Wake Up	<p>Players are awoken to sirens that announce the impending arrival of the Temporal Team. During the night/early morning the IMF team have set up an HQ in the dining room and canteen in the breakfast room. Lots of crates labelled JACOBS INSTRUMENTS CO. MORTENSON MK 6 are being unpacked around a big polytunnel structure in the Inner Hall.</p> <p>The CHRONOS device, overseen by Mr Jacobs.</p> <p>IMF staff are tidying away the cocktail bar from the Inner Hall, taking down the auction set-up from the ballroom, setting up the audio link for future missions.</p>	<ul style="list-style-type: none">• Time Tunnel (CHRONOS device)• HQ setting tech/ paperwork/ telephones/ clipboards/ racks of clothes/ reel to reel computers/ floorplan model/medical/Mission audio speaker <p>(See OPERATIONS ROOM)</p>	<ul style="list-style-type: none">• Sirens/CHRONOS noises• PA announcements• Audio link for missions	<ul style="list-style-type: none">• All crew in IMF roles (inc catering). Start early to pack away everything from Friday Night and clear the house ready to bring in CHRONOS and OPS.



NOTES

Good wake up call, moves the plot forwards swiftly

CATERING

Buffet-style continental breakfast in the Breakfast room. Tea and coffee self-serve, IMF set dressing, menus for later, napkins, trays etc. Includes cold meats, cheese, yoghurt and fruit, various bread and pastry, hard boiled eggs, porridge packets etc.

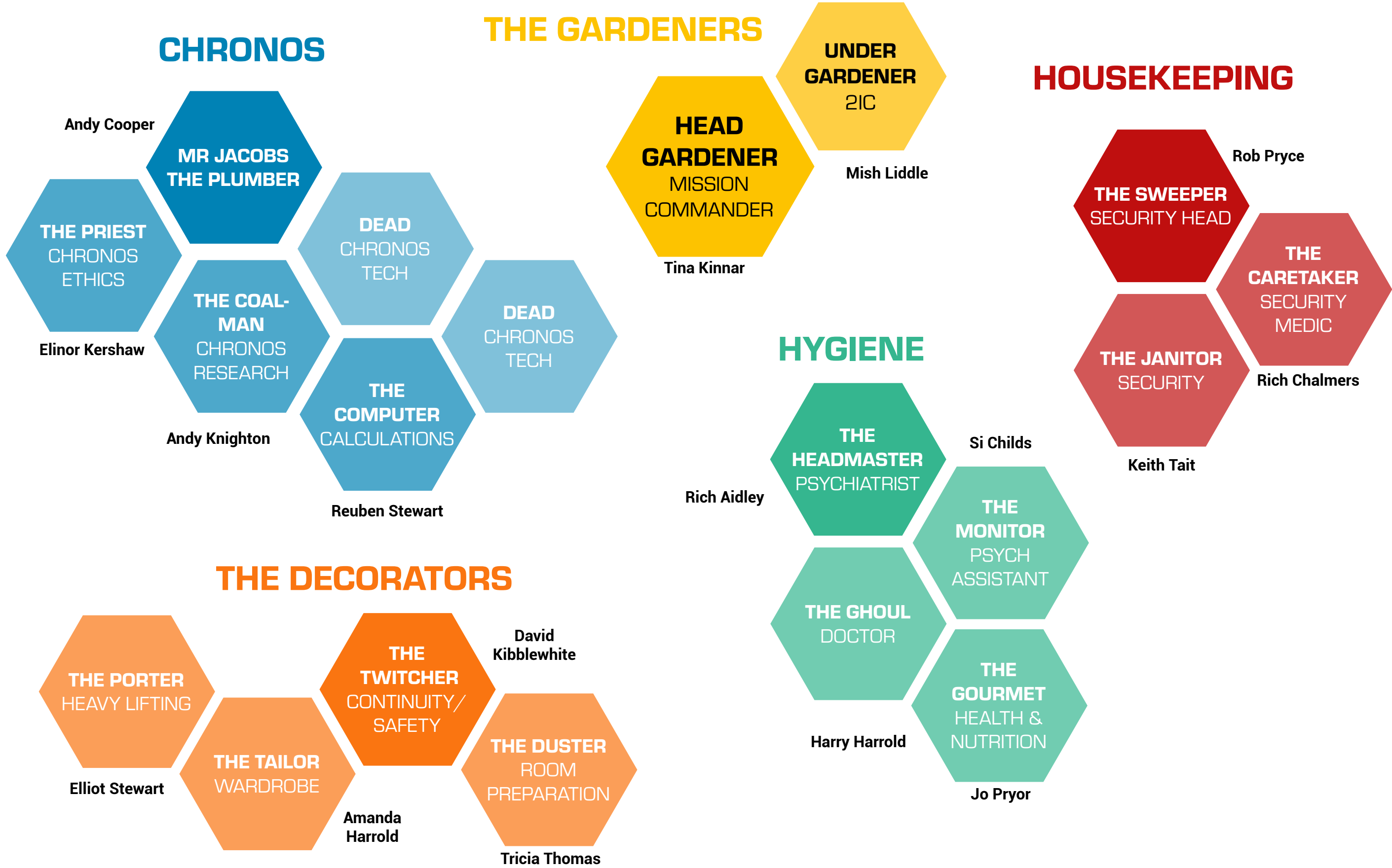
IMF Support Team mingling with players

🔊 MI061 CHRONOS INCOMING

Nora Black	REF
Si Childs	The Monitor
Andy Cooper	The Plumber
Rob Pryce	The Sweeper
Rich Aidley	The Headmaster
Rich Chalmers	The Caretaker
Rachel Cook	
Amanda Harrold	The Tailor
Harry Harrold	The Ghoul
Elinor Kershaw	The Priest
David Kibblewhite	The Twitcher
Tina Kinnar	Header Gardener
Andy Knighton	The Coalman
Mish Liddle	Under Gardener
Jo Pryor	The Gourmet
Elliot Stewart	Mr Porter
Keith Tait	The Janitor
Tricia Thomas	The Duster
Reuben Stewart	The Computer

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IMF TEAM ROLES



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IMF UNIFORM

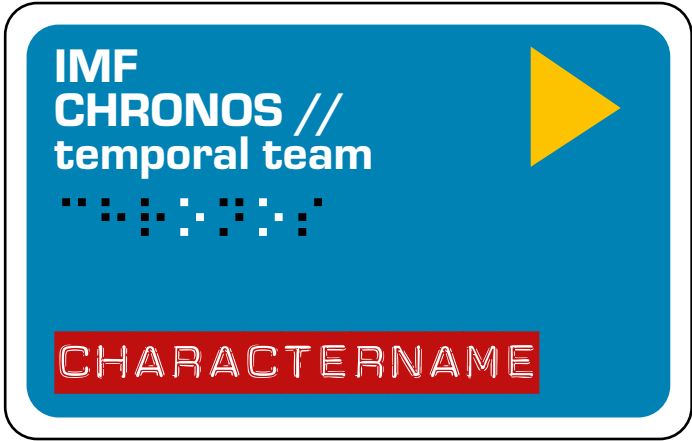
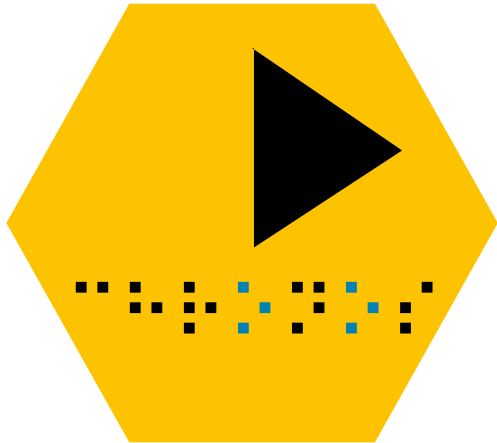
Long sleeve
cotton top
DYLON
PARADISE BLUE



Red leather
triangle belt



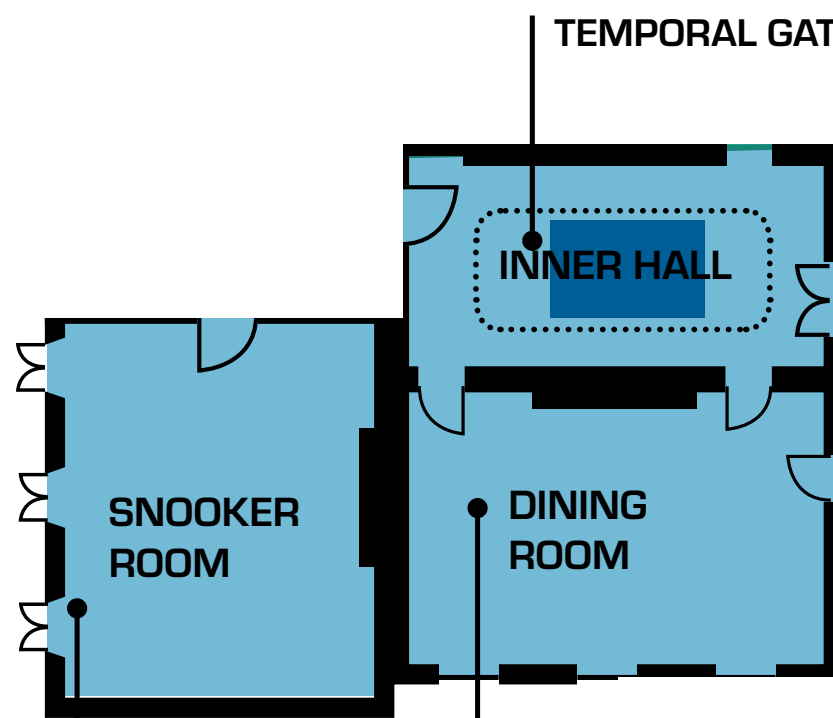
Plain smart
black trousers
(or skirt)



CHRONOS RFID card

IMF OPS ROOM SET-UP

- THULE 69
- 1993
- KIY
- 1144
- THE RITUAL



TEMPORAL GATE & WARDROBE

- racks of clothes
- THE TIME TUNNEL
- tubing
- goggles
- lighting
- portable speaker

COMMAND “THE POTTING SHED”

- picnic basket
- red telephone
- typewriter
- coffee service
- safe
- potted plants

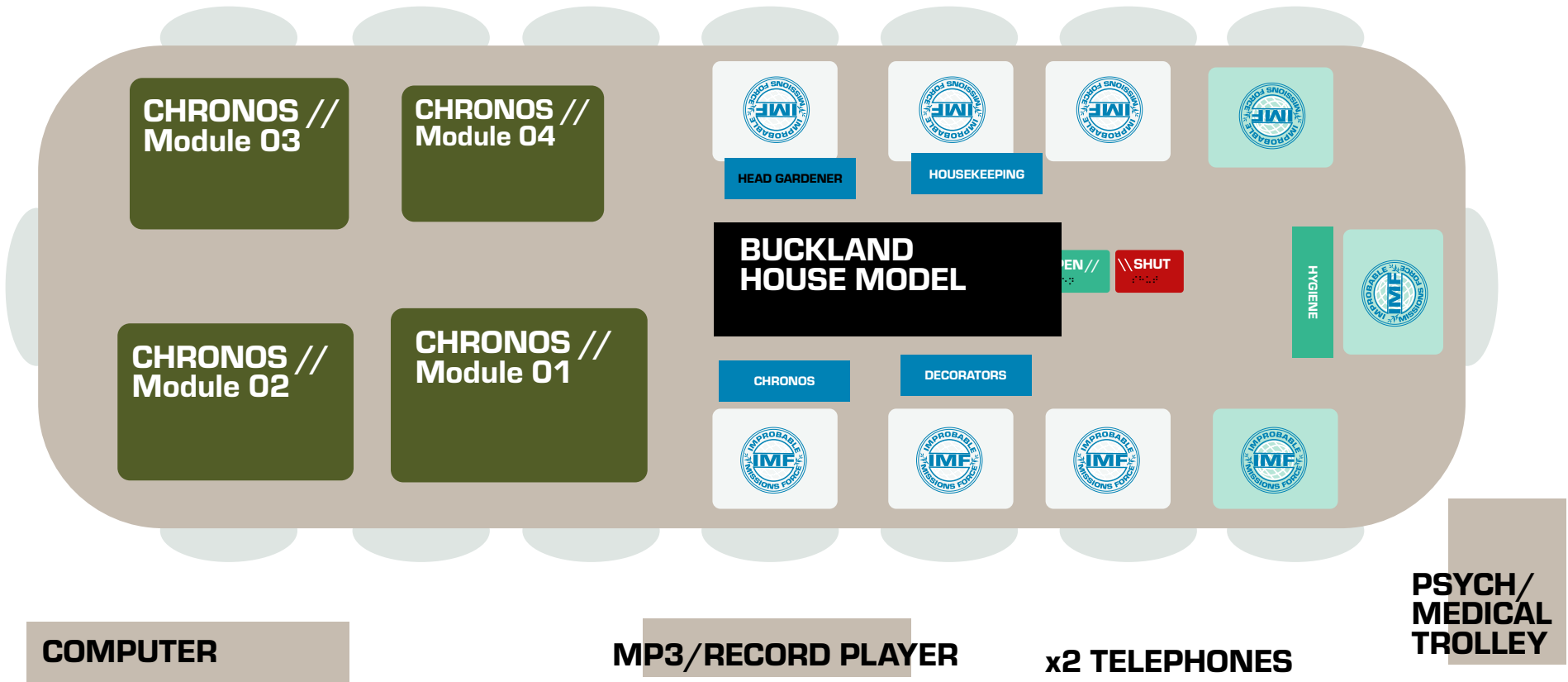
OPERATIONS ROOM

- CHRONOS modules
- paperwork/ clipboards/stationery
- telephones x 2
- floorplan model
- medical kit plus mystery drugs
- Psych memory baseline props
- MP3 player/speaker
- Babymonitor
- Reel-to-reel computer
- OHP + screen



OHP SCREEN

OHP



STATS

NPC GRID

IMF BRIEFS

1923

1942

THULE 69

1993

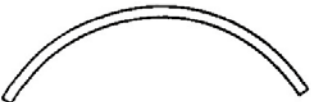
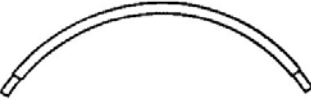
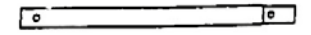
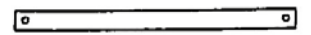

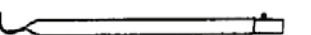
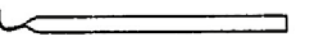
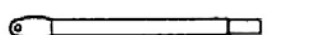




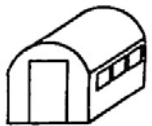
KIY

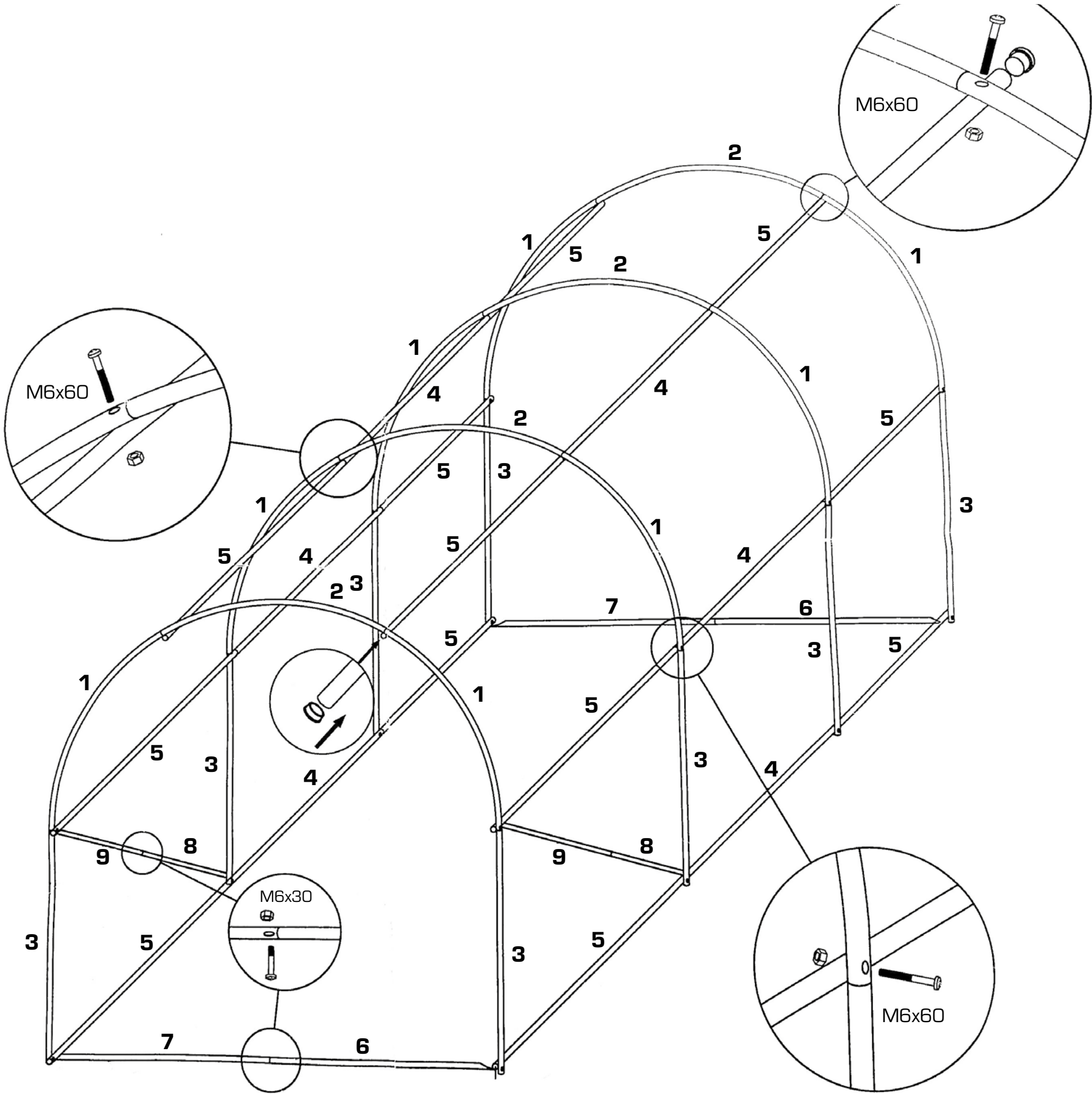
1144

THE RITUAL

CHRONOS

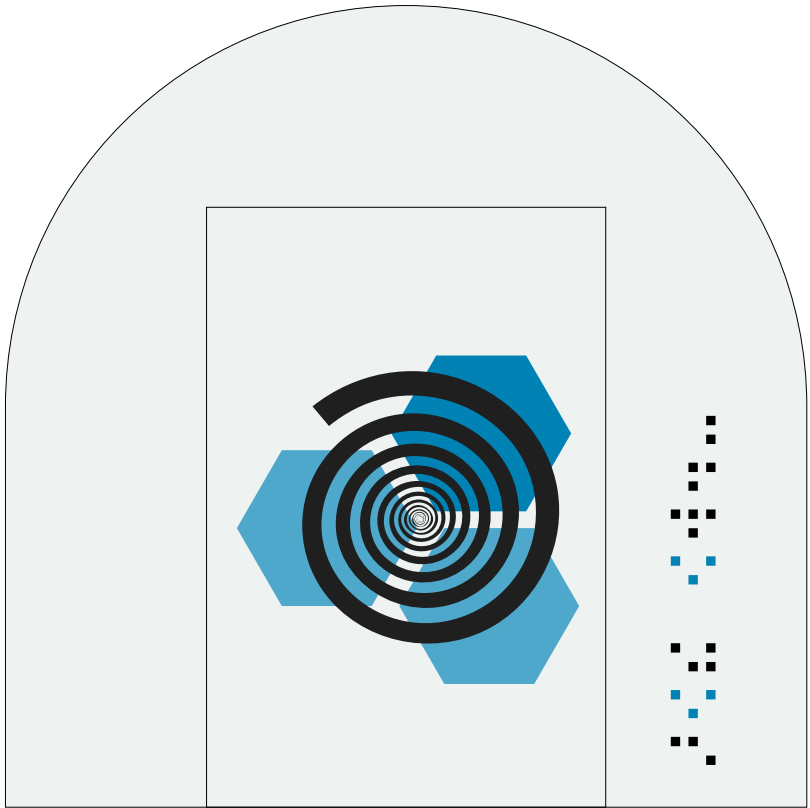
MORTENSON MK5 IM89445//
TEMPORAL GATE

#1		x8
#2		x4
#3		x8
#4		x6
#5		x12
#6		x2
#7		x2
#8		x2
#9		x2
	 M6x60	x24
	 M6x30	x4
		x12
		x1

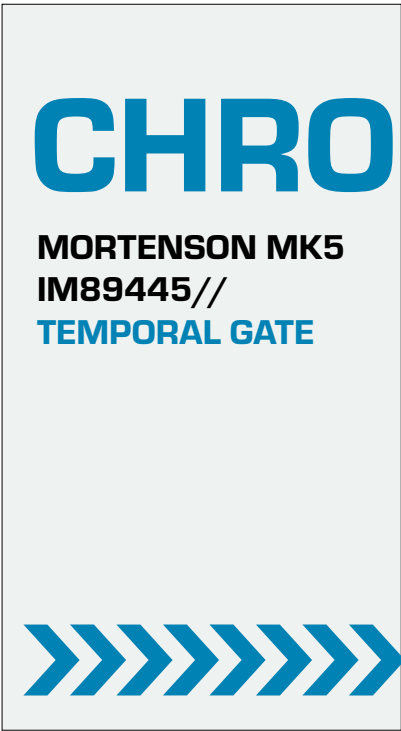


STATS
NPC GRID
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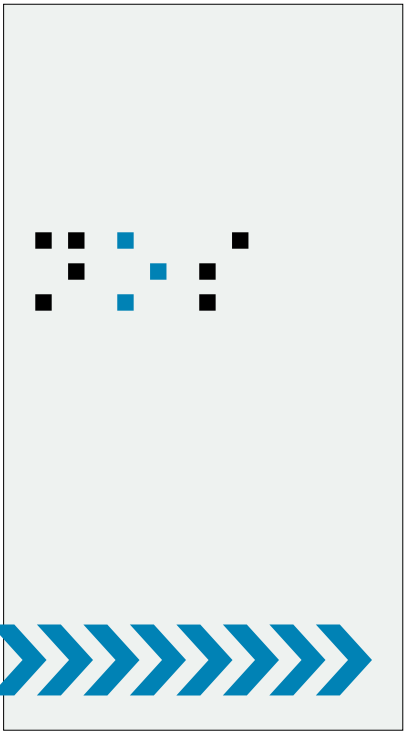
CHRONOS TIME TUNNEL



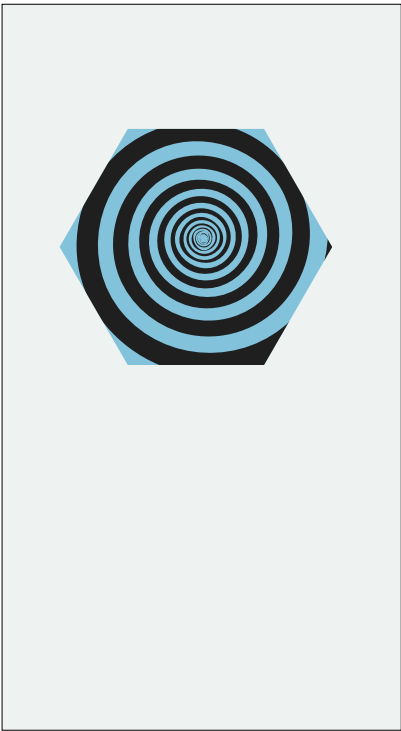
FRONT OUTER



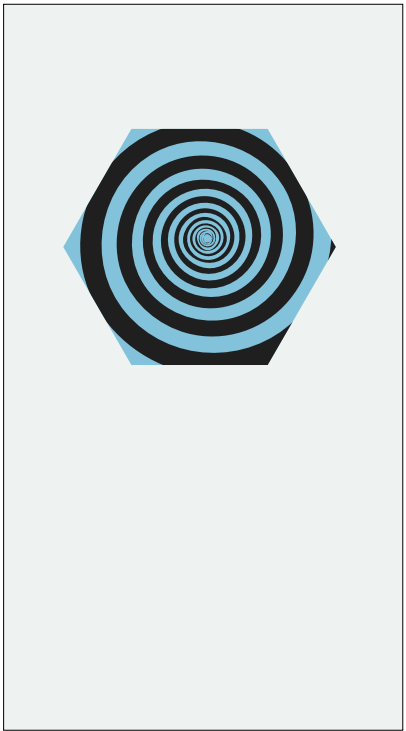
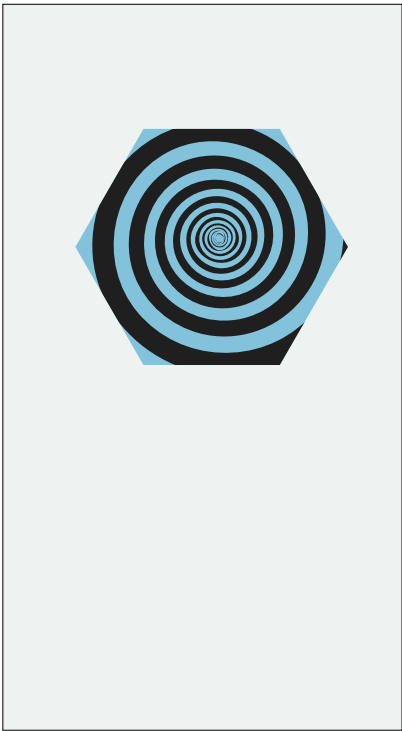
SIDES OUTER



- low-tack vinyl stickers, add on the day
- aluminium ducting
- cable ties
- speaker



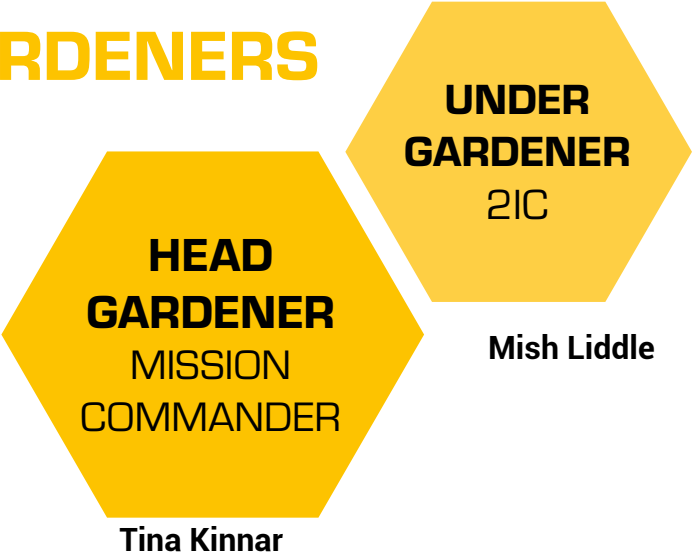
SIDES INNER



STATS
NPC GRID
IMF BRIEFS
1923
1942
THULE 69
1993
KIY
1144
THE RITUAL

COMMAND

THE GARDENERS



IDIOM: GARDENING

The Gardeners (always addressed as ‘Sir’) speak in terms of pruning, watering, roots and whether something would be happier in sandy soil. The Head Gardener prefers flower arranging in The Potting Shed, while the Under Gardener tends to discuss compost when speaking to technical colleagues.

PROPS

- Picnic basket
- Red phone
- Typewriter
- Coffee service
- Safe
- Files
- Pot plants/cut flowers
- Wellies



STATS

NPC GRID

IMF BRIEFS

1923

1942

THULE 69

1993

KIY

1144

THE RITUAL



MI080 BRIEFING SHEETS

CONFIDENTIAL

IMF IM64//
CHRONOS MISSION TEAM



HEAD GARDENER

WELCOME SPEECH NOTES

Thank you for staying here to handover the mission and for working with our technicians to understand what happened last night.

I am the Head Gardener – this is the Under Gardener, and I believe you’ve already met some of your CHRONOS colleagues.

The existence of the CHRONOS division may have come as a surprise to some of you, but I’m sure you understand the importance of keeping our latest technological advances secret. If you have questions, our Plumber, Mr Jacobs, will do his best to answer them.

Our scientists started work immediately last night as soon as the readings we took were sent to them, and I believe already have a possible solution to the retrieval of the diamond.

A temporal team will be sent to the identified anomaly. You can best help by continuing to work with the team here to build as full a picture as possible of what happened last night.

It wasn't deemed necessary to provide the field team with the full background of the Carcosa Diamond prior to their mission. This was highly classified information and was not considered relevant to the acquisition brief. We had not realised the Church of Starry Wisdom were still in any way active, and we were not expecting Stepanov to carry out such a reckless action.

Our medical team have a series of tests they wish to carry out to ensure you have no suffered any ill effects from your proximity to the anomaly.

CONFIDENTIAL

IMF IM64// 1923
CHRONOS MISSION TEAM



HEAD GARDENER

IDENTIFIED ANOMALOUS EVENT

Our scientists started work immediately last night as soon as the readings we took were sent to them, and already have a possible solution to the retrieval of the diamond.

The CHRONOS computer is able to scan and detect anomalous events and readings sent to the team indicated one at Buckland House in the early 20s.

The CHRONOS team will be arriving with a Coalman and Priest who already have the appropriate file material to hand over for the identified event, a séance that took place in 1923 here at Buckland

The event bears all the hallmarks of a De Marigney insertion – from the confused recollection, limited archival evidence and the fact that both Vera Rosakoff’s descendant and Lady Hamilton were in the room when the temporal concealment was initiated. With such clear positional criteria it would be straightforward for Stepanov to have placed the diamond within the 1923 event, although we cannot be certain at this time as to his motives. We believe there is a 97% chance that the CHRONOS anomaly detected in 1923 refers to this event and that the TARGET should be retrieved from the pseudo-timeline as soon as possible.

There should be no issue with an experienced team inserting themselves into the event to perform a limited-variant retrieval with minimal impact on the original timeline. You should study the available material carefully in order to change as little as possible in the delicate etheric bubble.

As you know, you cannot normally bring items back with you, but a de Marigney item should travel freely back through the etheric gate with the team, removing the anomaly and collapsing the loop.

CONFIDENTIAL

IMF IM602//
CHRONOS // DE MARIGNEY



REPORT REQUEST // HEAD GARDENER

DE MARIGNEY METHOD

When certain occult effects are manifested they can create a ripple in the timestream. This was long considered an unfortunate side effect but in certain circumstances this ripple can be used to form an eddy, or a recurring loop. This is known as the De Marigney* effect. If something is dropped into this loop it can sit hidden until the person who placed it there retrieves it. We also call this ‘dimensional concealment’. De Marigney loops are hard to access but not impossible, if you know how to spot them.

Documentation and recollection often gives such loops away – the caster has created an event that sits awkwardly in the timeline and can affect memories. It seems from our investigation that something may have gone wrong with Stepanov’s attempt to portal to Moscow and that he was forced to improvise – using the failure of his spell to create a de Marigney loop and hiding the diamond somewhere in the past. We don’t know why his portal spell might not have worked as intended, but the Carcosa Diamond is a very powerful object and trying to take it through a portal was not a good idea.

Shaping the timestream the way he did is difficult, It’s not a precise technique, so often people will use a focus to aim at. Something related or familiar to the caster, which allows the magical forces to coalesce. It will take Stepanov time to recover, but he is going to be making an attempt to get it back. We will need to do so before he can.

What we can know is that the loop will have been created in the past of Buckland House. The de Marigney method does not shift in location, only in time.

* Discovered by Etienne-Laurent de Marigny: occultist from the New Orleans, distinguished Creole student of mysteries and Eastern antiquities, known for his work “The Tarot: A Treatise” and his translation of the Seven Cryptical Books of Hsan.

CONFIDENTIAL

IMF IM309//
CHRONOS // 1942



HEAD GARDENER

IMPROVED MATCH EVENT: 1942

When our scientists first scanned the Buckland House timeline for anomalous events, the strongest reading was actually 1942, but we chose to investigate 1923 instead for two reasons. Firstly, the number of other unusual items at the location, plus various other classified factors at play made it impossible to be certain it was the Carcosa Diamond that was being picked up.

Secondly, we were not initially able to gain access to the files needed to properly research and assess the date. Now that we have those, and now CHRONOS has been more sensitively calibrated, it seems possible we were wrong about 1923 – confirmed by the inability of the team to bring back the diamond. Although our technicians assure me there is still something ‘wrong’ about that event and it still registers as an anomaly and Stepanov may have been involved in its creation.

We are now very confident that 1942 is the correct anomaly and our researchers are sending over documentation and records that support this.

Our researchers also feel it is imperative that the entire field team travel together to 1942. We know they are linked in some way to the feedback effect generated by the portal and we suspect that for a successful retrieval mission they all need to be in the same time. Readings taken during the last mission suggest that their presence in both times was causing significantly increased entropic fluctuations. CHRONOS was able to handle this, but the risk is serious enough to feel the team should travel to 1942 together.

The deteriorating medical readings from the mission team and increasing damage to the timeline suggest retrieval is becoming more urgent.

Additional research is being carried out on the possibility of a Temporal Block. It may be that the very nature of the Carcosa Diamond is preventing it from moving freely through the timestream and additional methods will be needed to retrieve it.

CONFIDENTIAL

IMF IM333//
CHRONOS // TEMPORAL TEAM INCIDENT



REPORT // HEAD GARDENER

FATAL INCIDENT

We planned to send a temporal team to re-examine last night’s portal and then travel to the suspected De Marigney event to retrieve the diamond.

We believe that Stepanov’s failed portal caused a massive distortion in the entropy field at Buckland House. We don’t fully understand why – but our instruments are picking up a feedback loop created by the portal ritual causing the localised entropy field to fluctuate unexpectedly.

Anyone arriving via Mortenson shifting has to overcome this. Unfortunately it seems that the CHRONOS device was unable to factor for this oscillating anomaly – in effect causing their physical bodies to attempt to fluctuate with the entropic field – and as you saw, the human body is not designed to do that. Essentially they hit the entropy barrier at considerable speed with multi-dimensional impact.

Travel in space is no longer possible. Travel in time is still possible [we think] for anyone who was close enough to the portal. We scanned the Mission Team and their readings were fluctuating in synchronisation with the localised field. We do not understand why, but we think this means they may be able to travel successfully within the time stream at Buckland House.

CONFIDENTIAL

IMF IM583//
CHRONOS // CARCOSA DIAMOND



REPORT // HEAD GARDENER // THE PLUMBER

It wasn't deemed necessary to provide the team the full background of the Carcosa Diamond prior to their mission. This was highly classified information and was not considered relevant to the acquisition brief. We had not realised the Church of Starry Wisdom were still in any way active, and we were not expecting Stepanov to carry out such a reckless action.

THE CARCOSA DIAMOND

The Carcosa Diamond has been said to be able to serve as a 'window to knowledge'. It has still not been accurately measured as it has certain refractive qualities and internal angles that interfere with even the most advanced measuring equipment.

EARLY REFERENCES

There are references to a 'dark shining crystal' and a 'blood red diamond' scattered through occult works on early civilisations including the Egyptians – specifically Nephren-Ka, with whom it was possibly buried. Although there is some uncertainty as to whether it was this, or another diamond, taken from an ancient giant idol in India that is the ‘Carcosa Diamond’ referred to as belonging to Rudolf II, Holy Roman Emperor /among other titles/, at his court in Prague in 1583.

DOCUMENTED OWNERS

Rudolph was interested in occult philosophy and his mineral collection, influenced by Dr John Dee. Dee was interested in using crystals to communicate with angels. References from this time include the diamond being contained in a special box, which may have been constructed by Dee, or may have been Egyptian. Certainly it was the star piece in a huge collection of crystals and other items.

After Rudolf’s fall, his successors did not appreciate his collection which gradually fell into disarray. 50 years after its establishment, most of the collection was packed into wooden crates and moved to Vienna. The collection remaining at Prague was looted during the last year of the Thirty Years War, by Swedish troops who sacked Prague Castle in 1648. Other items were sold off piecemeal to private collectors and it seems the diamond passed from merchant to merchant, eventually appearing for sale in Amsterdam, where it was purchased by Count Grigory Grigorievich Orlov for 1.4 million Dutch florins for it.

CONFIDENTIAL

IMF IM875.1//
CHRONOS // MISSION TEAM FITNESS



REPORT // UNDER GARDENER

MISSION TEAM SUITABILITY FOR TRAVEL

Travel in time is still possible [we think] for anyone who was close enough to the portal. We scanned the Mission Team and their readings were fluctuating in synchronisation with the localised field. We do not understand why, or even how this is possible, but we think this means they may be able to travel successfully within the timestream at Buckland House.

It also has some concerning implications for their health – our medical team feel that the level of fluctuation at a cellular level may not be survivable for more than a few days. In essence, their bodies no long seem correctly aligned with the timeflow at a baseline level, and this is unsustainable.

We are though somewhat short of Chrononauts. We believe that the mission team’s personal entropic fields have been altered in line with the localised field. This means that balancing them to the entropic feedback is possible, and we merely have to overcome the traditional entropy energy levels in order to engage a Mortenson shift.

The CHRONOS team consider it 97% certain that the Mission Team will survive the trip. A single incidence of Timeshock to the mentally or physically stronger team members should not be too dangerous – balanced against the need to fix the issue.

It is increasingly urgent that the IMF travel to retrieve the diamond – so the Russians don’t get it first, but more importantly because every moment it is in a place it shouldn’t be, it seems to be further damaging the timestream. We are uncertain as to why this is the case. Clearly the Carcosa Diamond does not like being held in a time loop. If we do not retrieve it soon, the spikes and fluctuations will become too extreme and the de Marigney loop may collapse entirely or seal itself. The outcomes are uncertain – but at this stage it should be relatively straightforward to travel to the identified event in 1923, retrieve the diamond and return here, collapsing the loop in a controlled manner and hopefully ending the local field issues.

We have every confidence the IMF can be relied upon to complete this mission and fix the timeline.

CONFIDENTIAL

IMF IM583//
CHRONOS // STEPANOV



LIMITED ACCESS PERSONNEL FILES // STEPANOV, VLADIMIR

SOURCES SUGGEST: Born late 1800s /we are aware of earlier references – these are not considered credible/ Son of a minor Russian noble who fought to protect the Tsarist regime, and died in an attack on a Communist militia camp.

Recorded involvement with the Theosophists, and in particular their sub-branch, founded in 1911. The Order of the Star in the East. At least a decade of training in magic and spiritualism. Contemporaries recall him as being obsessed with survival and avoiding his father’s fate.

FEE-1945:

Drifted in and out of Russia under a variety of assumed name and frequently spread rumours of his own death to avoid pursuit by the authorities still hunting down former aristocrats and Tsarists. Little involvement with criminal gangs and secret societies. From this period onwards we have multiple conflicting records and suspect he spread his identity out across several decoys.

In 1929, the Order of the Star in the East collapsed after Jiddu Krishnamurti, publicly rejected the status of leader. Letters from senior members of the Order make it clear that this event was used by Stepanov to create the Order of the Circle Reborn, with Stepanov as its Grand Magus. Pulling together a band of dejected former Star of the East followers, he created his own power base.

Under his leadership the order developed a philosophy combining Theosophy Gnosticism, focused on man’s ability to remake himself and the will to power. In line with other far-right movements, Stepanov fed a strand of nationalism into his philosophy, a deep belief in the superiority of the Russian people.

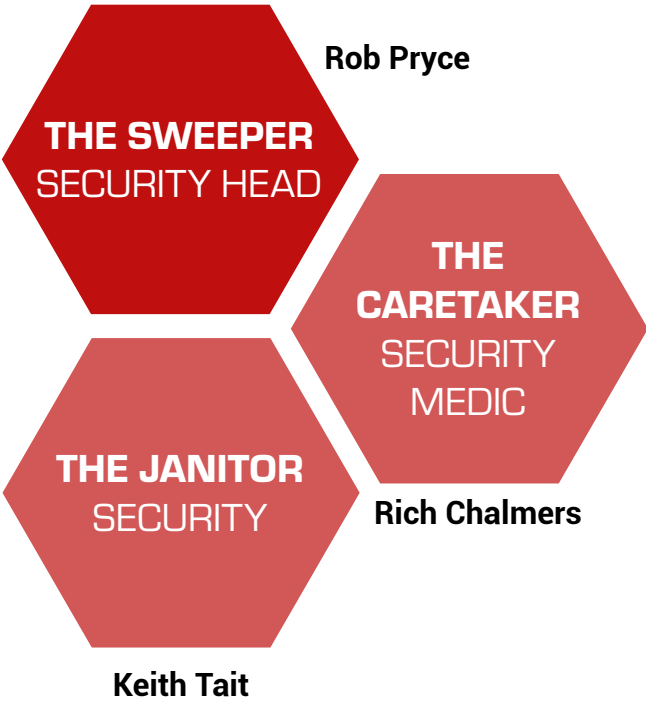
FILES REPORT: MAJOR SVETLANA YOLOKOV

‘As the threat of a violent death became less immediate, Stepanov started to fear old age. He became increasingly focused on any art, whether scientific, esoteric, or cosmetic that could fight off the impact of age. He came to believe that appearances could change a person from the inside out, and that by continuing to look young, he could support his own immortality. Financially, we believe much of the Circle Reborn’s resources went into supporting Stepanov’s medical treatments and quests for immortality. The Order of the Circle Reborn used the Second World War as an opportunity to worm their way into the heart of our system. Though they believed in a fascist ideology, they also believed the

STATS
NPC GRID
IMF BRIEFS
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1942
THULE 69
1993
KIY
1144
THE RITUAL

HOUSEKEEPING

HOUSEKEEPING



IDIOM: CLEANING

The security team talk in terms of sweeping, scouring, scrubbing, having a deep clean or a light dust. Tidy and neat, neat and tidy. Elbow grease, clean as a whistle, carpet beating and getting things so you can see your face in them or eat your dinner off them.

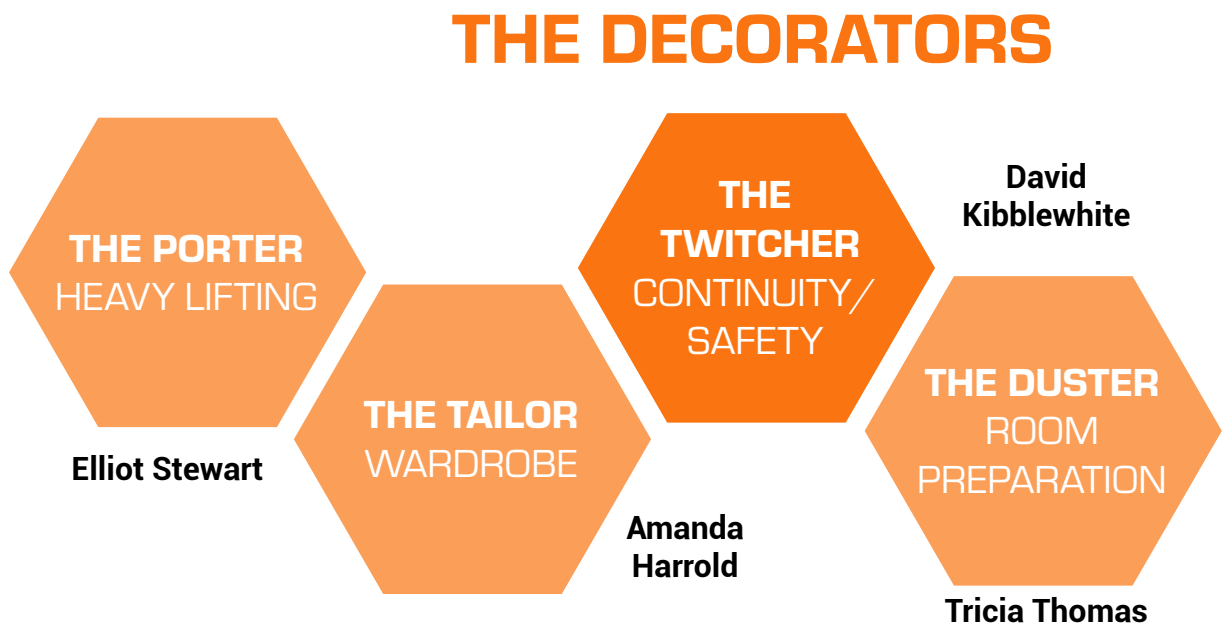
PROPS

Scanners and clipboards and guns, but most likely to be seen having a cup of tea and a chat – the security team are somewhat under occupied after being first on the scene on Friday night, (intentionally to allow Rob to be able to Ref and Rich to be able to go and set lighting), leaving The Janitor in charge. They can continue questioning players about 'the anomaly' and randomly 'sweeping' rooms.



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THE RITUAL

THE DECORATORS



IDIOM: THEATRICAL

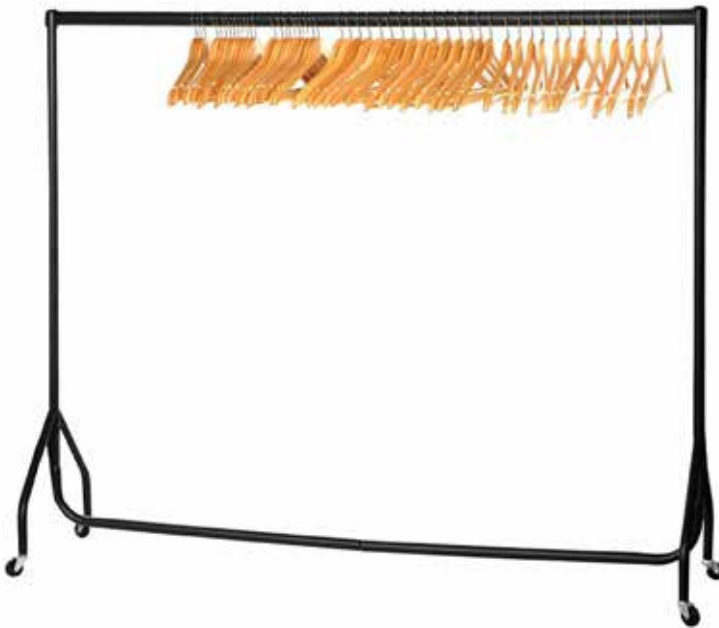
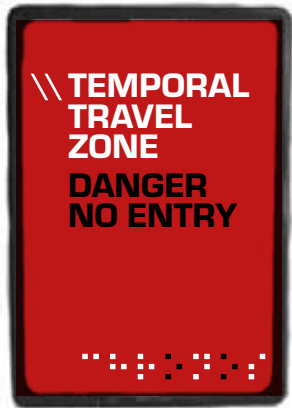
Upstage, downstage, waiting in the wings, makeup and wardrobe, dressing rooms, overture and beginners, stage fright, cues, prompts, break a leg, it'll be alright on the night... the Decorating team speak as if they are putting on a play.

PROPS

- Clothing rails
- Costume
- Iron/ironing board
- Sewing equipment
- Scanners
- Dictaphone
- Clipboards
- Cordons

- Signs
- Overalls
- Googles

NOTE: Costume only to be brought out as needed – so as not to give the game away for future mission eras.



STATS
NPC GRID
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THE RITUAL

TIME TRAVEL H&S

CONFIDENTIAL

+

IMF IM543//

CHRONOS / HYGIENE

IMPROBABLE

IMF

MISSIONS FORCE

TEMPORAL SIDE EFFECTS

The effects of the Mortenson Mk 5 CHRONOS temporal device upon a healthy human body can be divided into two broad fields, short term acute effects, and long term chronic effects.

SHORT TERM ‘TIMESHOCK’

Before a CHRONOS projection is spun up, careful measurements are taken. These are then interpreted by the CHRONOS team and used in the formation of the projection, allowing for the easy insertion of the chosen Chrononauts. In general this means that there is only a negligible effect upon Chrononauts on the outward journey.

However, when the Projection field collapses causing ‘Snap Back’, this is a less controlled environment. The parallel time fields will be largely balanced but there will always be some interference effects. We have noted that this can lead to side-effects on participants as the entropic spikes normalise.

The effects are known to include but are not limited to: Blurred vision; Tinnitus/ ringing in the ears; Slurred speech; Decreased motor function; Shortness of breath; Headaches ‘Pins and Needles’; Temporary deafness; Pain in extremities; Loss of circulation in limbs; Temporary blindness; Short term paralysis in limbs; Full-body short-term paralysis; Cardiac arrest.

Psychological effects can include: Disorientation; Anxiety; Hallucinations Panic; Acute Paranoia; Catatonia


These effects have in nearly all cases been temporary and can be dealt with through rest and medication.

BOOSTER SHOTS

+

BOOST

IMF IM856>>>



Severe Timeshock can be dealt with using the developed Boost compound, administered by injection within 5 minutes of onset. Side effects from the shot can include a burning sensation, loss of speech and involuntary movements. Boost should not be given to any one person more than twice in any 48 hour period.

LONG TERM

It is not recommended any Chrononaut take part in more than 3 missions in any 12 month period.

RULES OF TIME TRAVEL

1. You can only travel in time, not space
2. You cannot travel to the future
3. You cannot travel more than 50 years into the past
4. You cannot travel to a time/place you have already been in
5. You cannot bring an item back with you
6. You cannot send more people than the entropy limit of the mission
7. You travel at your own risk

LEAVE NO TRACE.

CHRONOS

// SAFETY

IMPROBABLE

IMF

MISSIONS FORCE

SAFETY BRIEFING FOR TEMPORAL OPERATIONS ONLY- SCENARIO 6

To be delivered in person by a member of the temporal operations team before any person crosses the temporal boundary.

Read the following text aloud immediately before activating the temporal event.

You are about to use the field operation temporal unit.

// All operatives must comply with Field Briefing 3 – Possible impact of temporal activity in the field). Please confirm.

// All operatives must comply with Field Briefing 4 – Actions affecting personal liability during temporal operations. Please confirm.

// All operatives must have understood the retrieval protocols agreed in their Mission Plan. Please confirm.

// Temporal Operations are routine, but the risks and impacts should not be trivialised.

// Any temporal impact will be minimised if you follow the temporal code.

The temporal code

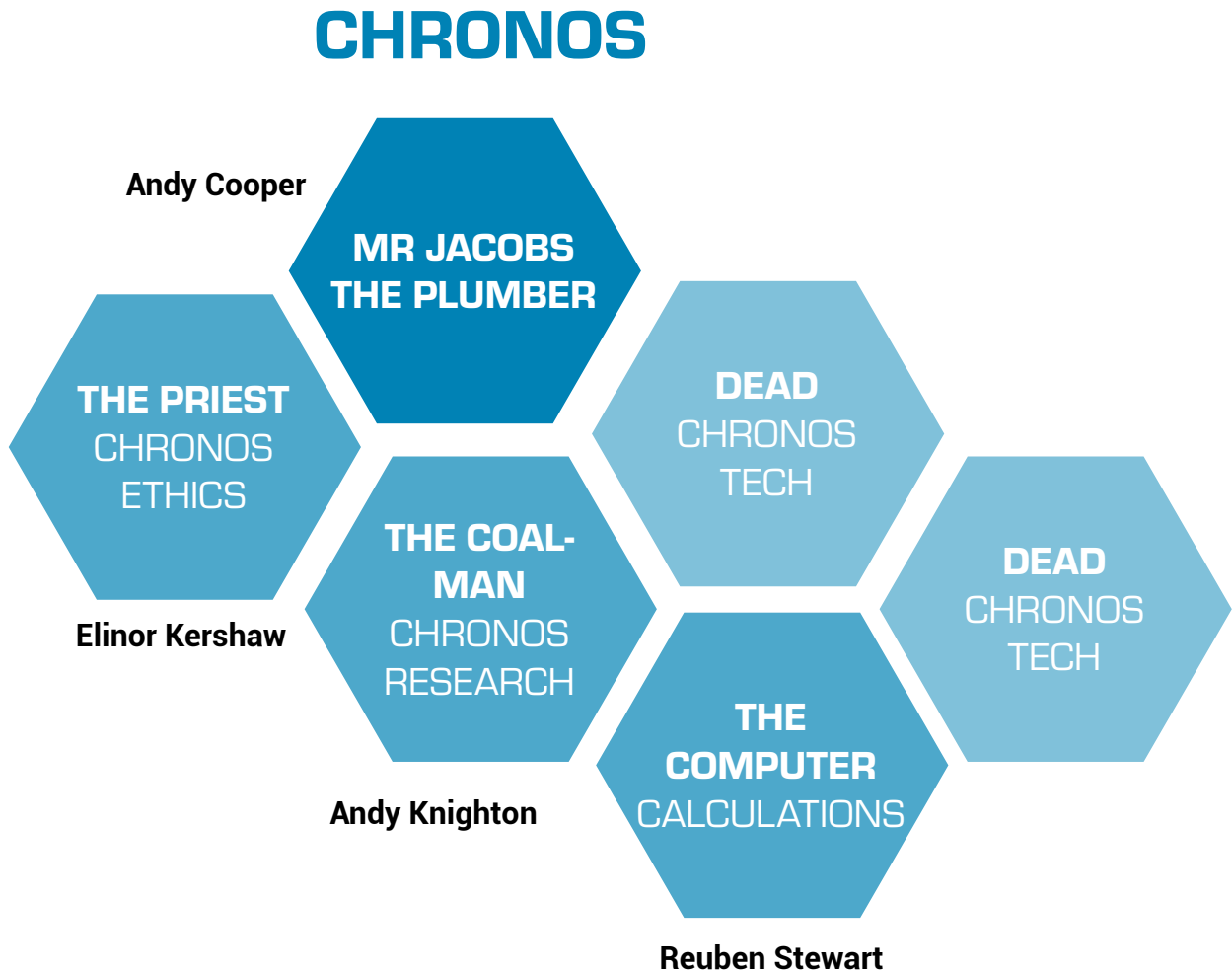
1. You are responsible for your own safety.
2. Never move outside of the area of temporal operations.
3. Do not take any object that has not been authorised in the mission plan as a temporal target or artefact across the temporal threshold.
4. Do not leave any object apart from an authorised temporal artefact in the temporal area of operations.
5. Do not engage in unprotected sexual activity in the area of temporal operations.
6. If you become separated from your operational team return to and remain close to the temporal gate.

IF YOU MISS YOUR TEMPORAL RETRIEVAL WINDOW REMAIN AS CLOSE AS POSSIBLE TO THE TEMPORAL GATE.

Follow the agreed retrieval protocol as set out in your mission plan retrieval contingency arrangements.

STATS
NPC GRID
IMF BRIEFS
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1942
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THE RITUAL

CHRONOS

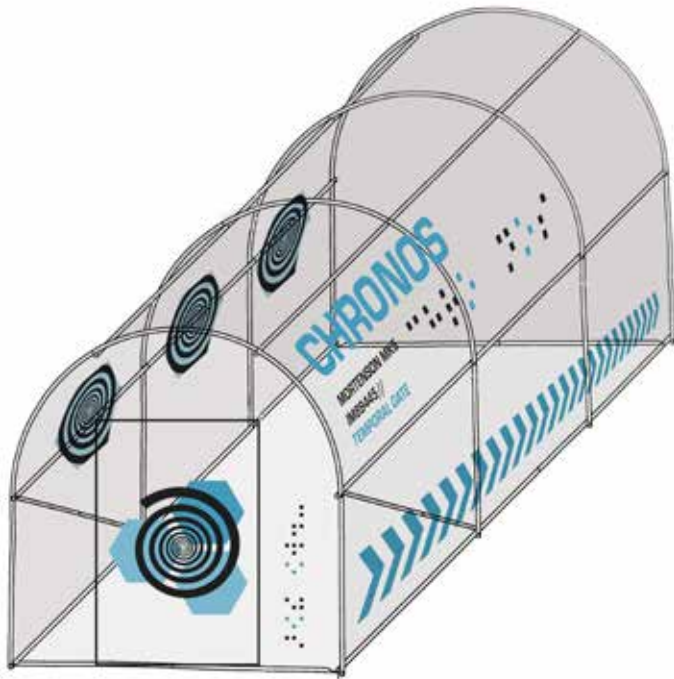


IDIOM: TECHNOBABBLE

The CHRONOS team talk a lot about temporal stability, aetheric fluctuations, temporal ethics, field generators, targets, transfers, encoding, entropy, and if all else fails, the Mortenson Variable Constant. CHRONOS 'spins up' rooms from the ether.

PROPS

- CHRONOS suitcases x 4
- Reel-to-reel computer (inc. 'fax' draw)
- Clicker
- Local field entropy measuring handheld device
- Lightbox
- Snap circuits
- Hexagon paper
- MP3 player & speaker
- Lab coats
- Polytunnel + lights, ducting and stickers
- Activation audio
- CHRONOS noises
- Mr Jacobs recordings
- CHRONOS manual
- CHRONOS lid prints
- Babymonitor



Energy Time Uncertainty Equation in Relation to the CHRONOS Machine

Author: Mr Jacobs, CHRONOS Programme Director

The uncertainty in the total Energy (E) of a system and the uncertainty of the measurement of Time (T) is given by:

$$\Delta E \cdot \Delta T \geq \frac{h}{2}$$

Where:

$$h = \frac{h}{2\pi} \quad h = \text{Plancks Constant}$$

The research of Prof. Mortenson created the Mortenson Dimensional Theory, which uses the *Mortenson-Jacobs Analytical Engine* to transform the uncertainty of the equation through the null dimensions to evaluate the *Mortenson Variable Constants* (M_{vca}) and the Entropy of the system (S). Substituting this into the equation we get:

$$E \cdot T = \frac{h}{2} \cdot \frac{M_{vca}}{S}$$

The CHRONOS machine is concerned with sending people back in time. To solve the equation for T we need to expand E. Within the closed system of the CHRONOS machine all of the energy can be considered to be kinetic energy, substituting this into the equation gives us:

$$\frac{1}{2}mv^2 \cdot T = \frac{h}{2} \cdot \frac{M_{vca}}{S}$$

Simplifying and resolving for T we get:

$$T = \frac{h M_{vca}}{m v^2 S}$$

The CHRONOS machine uses this principle and equation to permit the contents of the Temporal Cube to be transferred through the local timeline to a different time. However, Plancks constant cannot currently be changed and for any given set of contents of the Temporal Cube their mass and velocity will be unchangeable (experiments have show the contents need to me moving at a relatively slow pace across the tube for the machine to work). The Entropy of the system ranges from 0 to +ve infinity (in reality no system above absolute zero can have zero Entropy). This cannot currently be manipulated, only measured.

CHRONOS

MORTENSON MK5 IMB8445//
TEMPORAL GATE SYSTEM



MODULE OPERATING INSTRUCTIONS

Step 1 // Turn on machine at **Power Splitter** (MODULE 01) (ongoing task: continue to balance the power requirements)

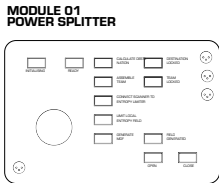
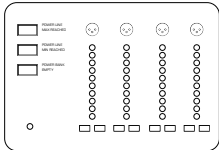
Confirm the following sequence:

- Initialising light on **MDFG** (MODULE 02) >> ON
- Calculate Destination light on **MDFG** >> ON
- Ready light on **Destination Encoder** (MODULE 03) >> ON

- Plug in **Entropy Field Encoder**
- Increase power to the **Destination Encoder** via the **Power Splitter**
- Press **Send Field Data** button on **Entropy Field Sensor**
- Sending light will flash on **Entropy Field Sensor**
- Receiving Data light will flash on **Destination Encoder** (pause 10-15 seconds)
- Receiving Data light OFF
- Data Received light on **Destination Encoder** ON

Step 4 // Load data into the Destination Encoder

- Plug in **Entropy Field Encoder**
- Increase power to the **Destination Encoder** via the **Power Splitter**
- Press **Send Field Data** button on **Entropy Field Sensor**
- Sending light will flash on **Entropy Field Sensor**
- Receiving Data light will flash on **Destination Encoder** (pause 10-15 seconds)
- Receiving Data light OFF
- Data Received light on **Destination Encoder** ON



MODULE 02 MORTENSON DIMENSIONAL FIELD GENERATOR

- Step 5 //** Disconnect **Entropy Field Sensor** from **Destination Encoder**
- Press **Calculate Destination** button
 - Simulation will run and **DESTINATION PROFILE** will be created
 - Printer will print out **DESTINATION PROFILE**
 - **Destination Encoded** light ON
 - Reduce power to the **Destination Encoder** via the **Power Splitter** **Power Down** signal (low)
- Step 6 //** CHRONOS Team use judgement to determine best possible destination
- Convert year into 16 bit binary word
 - Create **punch card** for the destination encoder for destination using the 16 bit word for the date
 - Compare mass limit to **mass conversion table** for number of team members

Step 7 // Encode destination

- Insert punch card into the **Destination Encoder**
- **Destination Locked** light ON
- Press **Send Destination** to **MDFG** button

Step 8 // Load Team Members

- Press **Assemble Team** button on the **MDFG**
- **Team Builder** (MODULE 04) turns on and displays welcome message, invites to add first team member
- Increase power to **Team Builder** - Insert ID Card of first member

Step 9 // Limit local entropy field

- Connect **Scanner** light ON
- Connect **Entropy Field Sensor** (MODULE 05) to **Entropy Limiter** (MODULE 05)
- Press **Limit Local Entropy** Field button to power up **Entropy Limiter** and begin limiting local field
- Increase power to **Entropy Limiter**

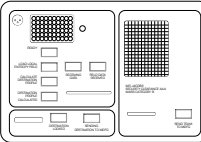
Step 10 // Generate Field

- Ensure all CHRONONAUTS are prepared and in position
- Press **Generate Mortenson Field** button
- Move power to **Temporal Gate** on **Power Splitter**
- **Temporal Gate** will power up. Audio instruction sequence and lights ON

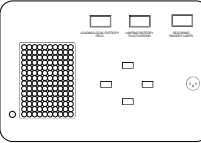
DURING TIME TRAVEL

- Open the communication channels
- Continue to limit the local entropy
- Monitor power usage
- Prepare return checklists

Mass Category	Minimum Chrononauts	Maximum Chrononauts
Chaffinch	1	6
Greenfinch	3	7
Goldfinch	7	13
Starling	13	17
Heathfinch	17	23



MODULE 03 & 04 DESTINATION ENCODER & TEAM BUILDER



MODULE 05 ENTROPY LIMITER



MODULE 06 ENTROPY FIELD SENSOR

STATS
NPC GRID
IMF BRIEFS
1923
1942
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CHRONOS MODULES (x4 SUITCASES)

MORTENSON MK6
IM89445//
TRAVEL SYSTEM

MODULE 01 //
power splitter

MORTENSON MK6
IM89445//
TRAVEL SYSTEM

MODULE 02 //
Mortensen Field
Generator

MORTENSON MK6
IM89445//
TRAVEL SYSTEM

MODULE 03 & 04 //
destination encoder
team builder

MORTENSON MK6
IM89445//
TRAVEL SYSTEM

MODULE 05 //
entropy limiter

MODULE 06 //
entropy field sensor

It is considered an act of gross misconduct and active sabotage against Great Britain and the Queen to operate CHRONOS without the proper training



STATS
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CHRONOS MODULES

Module 01 Power Splitter

Purpose: To maintain and control power distribution among the various module that comprise the CHRONOS device. To ensure CHRONOS can be mobile and installed where required it is designed to work from a standard domestic power supply. To ensure safe working of the device the power must be conditioned, smoothed and provided to the modules where and when required.

Warning: *Incorrect power distribution during CHRONOS use will cause module failure, domestic power fuses to blow and risk of CHRONOS temporal field collapse, fire and personal injury*

Module 02 Mortenson Dimensional Field Generator

Purpose: To control the CHRONOS device, generate and contain the Mortenson Dimensional Field and Temporal Gate. The design of the CHRONOS machine has been made to simplify the operation and enable operators to concentrate on the safety of the Chrononauts. Once in operation the machine guides and prompts the operators to ensure the correct process is followed to calculate the temporal destination, spin up the gate and maintain the Mortenson Dimensional Field

Warning: *Use by an untrained operator could cause machine failure, uncontrolled time effects, permanent changes to the timeline, release of quantised aether, fire and personal injury.*

Module 03 Destination Encoder

Purpose: To calculate the temporal gate target with the best possible probability of creating a stable and secure temporal dimension and the size of the team of Chrononauts with the best odds of successful temporal transfer and return. Input is made using the Entropy Field Sensor and data from the Mortenson Field Generator to calculate the best possible target and team size. Once calculated the CHRONOS operators must use their judgement to decide on the final target and encode this using a 16 bit binary word onto the punch card and insert this to be read by the encoder

Warning: *Using incomplete data from the Entropy Field Sensor will result in poor results and the potential to miss-place the Chrononauts, resulting in their death, being lost forever in time or worse, machine failure, uncontrolled time effects, permanent changes to the timeline, fire and personal injury.*

Module 04 Team Builder

Purpose: To enable the CHRONOS device to be calibrated to the size of the team attempting the temporal transfer. All Chrononauts will be assigned a mass category and palm security scan which will be updated daily. This will be recorded on their CHRONOS badge and must be carried at all times. Each team member going on an outbound journey must be added to the team via the badge and palm scanner.

Warning: *Sending too many or too few Chrononauts on an outbound journey will result in poor results and the potential to misplace the Chrononauts, resulting in their death, being lost forever in time or worse, machine failure, uncontrolled time effects, permanent changes to the timeline, fire and personal injury.*

Module 05 Entropy Limiter

Purpose: To reduce the effects of the actions of the Chrononauts whilst on an outbound journey through highlighting the changes to the local entropy field at the CHRONOS site. This process has been abstracted by Mr Jacobs to simplify the complexity of the task. Entropic anomalies will be shown on the entropy grid. The operator must ensure their entropy marker (green) is moved to cover the anomalies to allow the Entropy Limiter to process and resolve the entropic problem.

Warning: *Not limiting the entropy correctly or allowing an anomaly to exist for too long will cause instability in the temporal gate and will cause collapse of the temporal field resulting in miss-placement the Chrononauts, resulting in their death, being lost forever in time or worse, machine failure, uncontrolled time effects, permanent changes to the timeline, fire and personal injury.*

Module 06 Entropy Field Sensor

Purpose: To read and monitor the local entropy field in the area surrounding the CHRONOS machine. Entropy is the enemy of CHRONOS and needs to be allowed for in all calculations and constantly monitored during the operation of the machine. The sensor is automated and will read the local entropy field for downloading into the Destination Encoder as well as constantly monitoring the local entropy field for use with the Entropy Limiter. Connections to these machines are made with the attached cable.

Warning: *Not correctly monitoring the local entropy field will result in inaccurate destination calculations and an increasing number of entropic anomalies which will cause instability in the temporal gate collapse of the temporal field resulting in miss-placement the Chrononauts, resulting in their death, being lost forever in time or worse, machine failure, uncontrolled time effects, permanent changes to the timeline, fire and personal injury.*

STATS

NPC GRID

IMF BRIEFS

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CHRONOS OPERATION SEQUENCE

CHRONOS

MORTENSON MK5 IM89445//
TEMPORAL GATE SYSTEM



MODULE OPERATING INSTRUCTIONS

Step 1 // Turn on machine at **Power Splitter** (MODULE 01) (ongoing task: continue to balance the power requirements)

Step 2 // Power Up Cycle begins.
Confirm the following sequence:

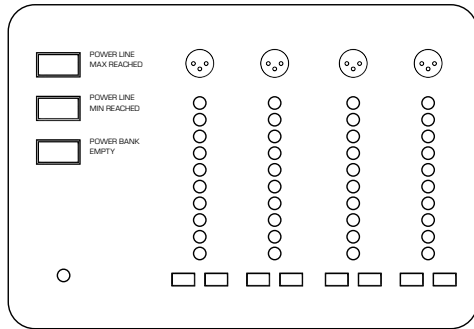
- **Initialising light** on **MDFG** (MODULE 02) >> ON
- **Calculate Destination** light on MDFG >> ON
- **Ready light** on **Destination Encoder** (MODULE 03) >> ON

Step 3 // Read local entropy field using the **Entropy Field Sensor** (MODULE 06)

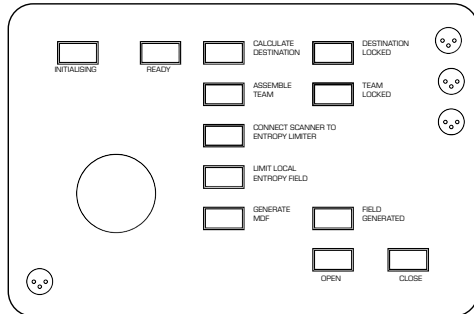
- Switch on **Field sensor** (Push toggle button)
- **Calibrating** light will pulse
- **Reading Local Field** light ON
- **Reading Local Field** light OFF
- **Data Ready** light ON
- Connect to **Destination Encoder** (MODULE 03)

Step 4 // Load data into the Destination Encoder

- Plug in **Entropy Field Encoder**
- Increase power to the **Destination Encoder** via the **Power Splitter**
- Press **Send Field Data** button on **Entropy Field Sensor**
- **Sending** light will flash on **Entropy Field Sensor**
- **Receiving Data** light will flash on **Destination Encoder** (pause 10-15 seconds)
- **Receiving Data** light OFF
- **Data Received** light on **Destination Encoder** ON



MODULE 01 POWER SPLITTER



MODULE 02 MORTENSON DIMENSIONAL FIELD GENERATOR

Step 5 // Disconnect **Entropy Field Sensor** from **Destination Encoder**

- Press **Calculate Destination** button
- Simulation will run and **DESTINATION PROFILE** will be created
- Printer will print out **DESTINATION PROFILE**
- **Destination Encoded** light ON
- Reduce power to the **Destination Encoder** via the **Power Splitter Power Down** signal (low)

Step 6 // CHRONOS Team use judgement to determine best possible destination

- Convert year into 16 bit binary word
- Create **punch card** for the destination encoder for destination using the 16 bit word for the date
- Compare mass limit to **mass conversion table** for number of team members

Step 7 // Encode destination

- Insert punch card into the **Destination Encoder**
- **Destination Locked** light ON
- Press **Send Destination to MDFG** button

Step 8 // Load Team Members

- Press **Assemble Team** button on the **MDFG**
- **Team Builder** (MODULE 04) turns on and displays welcome message, invites to add first team member
- Increase power to **Team Builder** - Insert ID Card of first member

- Display details on screen
- Hand placed on scanner/palm scanned
- Read confirmation message
- Add next team member or **Send Current Team to MDFG**

Step 9 // Limit local entropy field

- **Connect Scanner** light ON
- Connect Entropy Field Sensor (MODULE 06) to Entropy Limiter (MODULE 05)
- Press **Limit Local Entropy Field** button to power up **Entropy Limiter** and begin limiting local field
- Increase power to **Entropy Limiter**

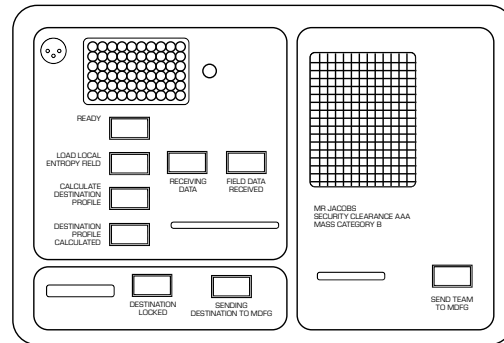
Step 9 // Generate Field

- Ensure all CHRONONAUTS are prepared and in position
- Press **Generate Mortenson Field** button
- Move power to **Temporal Gate** on **Power Splitter**
- **Temporal Gate** will power up. Audio instruction sequence and lights ON

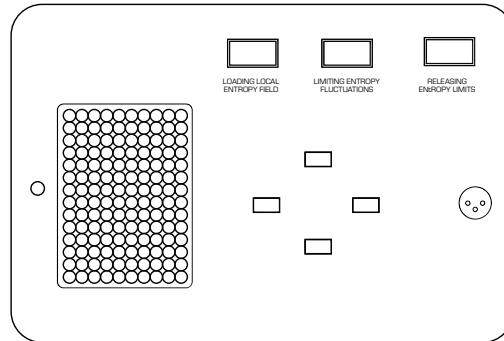
DURING TIME TRAVEL

- Open the communication channels
- Continue to limit the local entropy
- Monitor power usage
- Prepare return checklists

Mass Conversion Table		
Mass Category	Minimum Chrononauts	Maximum Chrononauts
Chaffinch	1	5
Greenfinch	3	7
Goldfinch	7	13
Bullfinch	13	17
Hawfinch	17	23

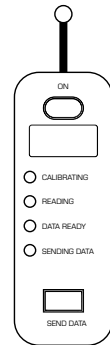


MODULE 03 & 04 DESTINATION ENCODER & TEAM BUILDER



MODULE 05 ENTROPY LIMITER

MODULE 06 ENTROPY FIELD SENSOR



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TEMPORAL GATE AUDIO

GATE ANNOUNCEMENT SEQUENCE

'Attention. Attention. All Chrononauts on today's mission please assemble in front of the CHRONOS Temporal Gate. Time to gate opening 4 minutes'

'All Chrononauts move to your designated position. Time to gate opening 3 minutes'

'CHRONOS Operators prepare to open the Temporal Gate'

'Chrononauts make direct eye contact with your designated temporal grounding spiral. Time to gate opening 2 minute'

'CHRONOS Operators Go or No Go?'

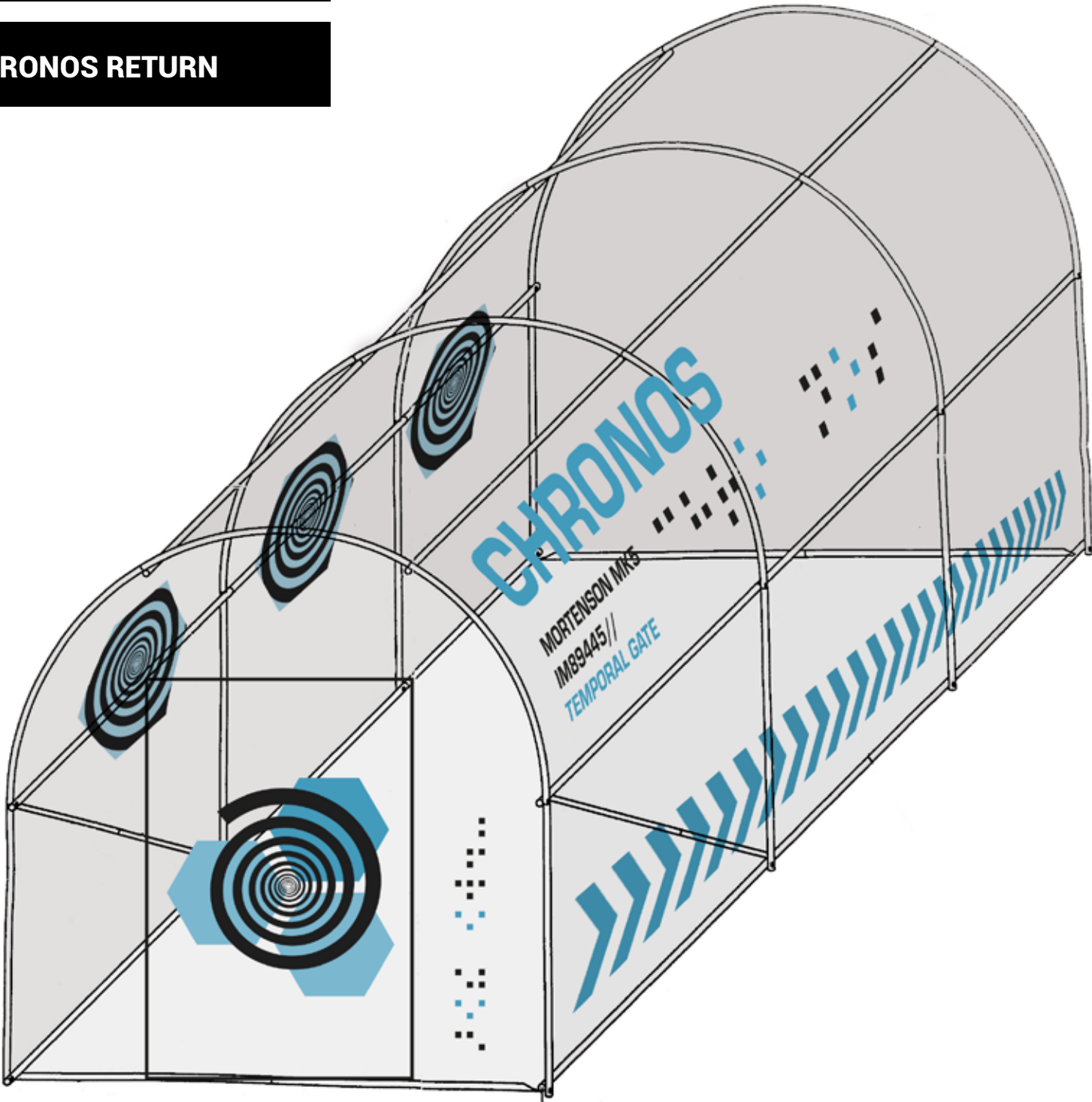
'Attention. Attention. All team members who are not travelling, must evacuate the Temporal Gate room to the operations room. Repeat. All team members who are not travelling, must evacuate the Temporal Gate room to the operations room. Time to gate opening 1 minute.

'Chrononauts prepare for gate opening and temporal shift. Do not attempt to leave the gate until the light turns green. Repeat. Do not attempt to leave the gate until the light turns green. Time to gate opening 30 seconds'

'Temporal Gate Opening in 5...4...3...2...1'

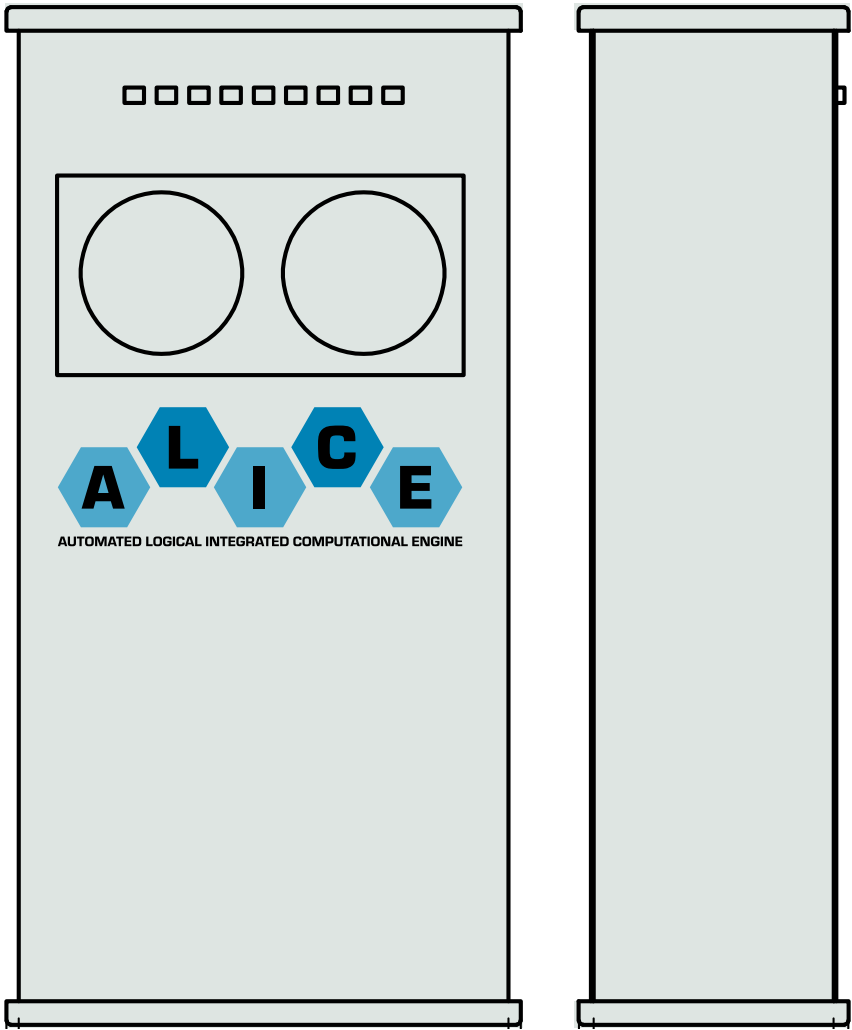
ACTIVATION AUDIO

- MI062 CHRONOS ACTIVATION
- MI068 CHRONOS RETURN



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THE COMPUTER



Research is delivered to players via a drawer in the Computer - dot matrix printouts, acetates and mp3 files on USB.



AUTOMATED LOGICAL INTEGRATED COMPUTATIONAL ENGINE



INTEGRATED LOGICAL SCIENTIFIC ANALYSER

- STATS
- NPC GRID
- IMF BRIEFS
- 1923
- 1942
- THULE 69
- 1993
- KIY
- 1144
- THE RITUAL

VIEWMASTER IMAGES

DS-08814

						
A1	A2	A3	A4	A5	A6	A7
						
B1	B2	B3	B4	B5	B6	B7
						
C1	C2	C3	C4	C5	C6	C7
						
D1	D2	D3	D4	D5	D6	D7

1920s

ALT 1969

1969

Post 90's

STATS
NPC GRID
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MEET THE TEAM

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
09:00 onwards	Meet the Team	<p>Interviews can continue, players can talk to IMF NPCs about what they do. Sense that everyone is waiting for CHRONOS to be up and running and the Temporal Team members to arrive. Mr Jacobs is missing some of his team and so will need to co-opt the more technical players, explaining to them that travel in time but not space is possible and the basics of how some equipment works.</p> <p>The support team think Stepanov has hidden the diamond in the past and are scanning, looking for anomalies that match the signature of last night and think 1923 is the time.</p> <p>The research team have put in a request and are now waiting on a delivery of files that will hopefully tell them more about the history of Buckland House/the Diamond around that date.</p>	<ul style="list-style-type: none">•IMF de Marigney briefing sheets•IMF CHRONOS briefing sheets		<ul style="list-style-type: none">• All crew in IMF roles (inc catering).
09:00 onwards	Temporal Team arrive	<p>Announcement that the Temporal Team are arriving/sirens and various lights etc flash inside the tunnel. But when it is opened there is just a horrible pile of fleshy goop that presumably used to be the team. Identifiable by some belongings that didn't melt and by having an IMF psychic look at it and get a flashback. SAN loss as it's quite horrible goop.</p>	<ul style="list-style-type: none">• Latex temporal team plus liquid• Biohazard bags• LRP shovel	Sirens/CHRONOS noises	



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BEGIN TO PLAN

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
09:00 onwards	Research documents	The first delivery of requested research arrives via FAX. From the diary/ records/photos they can see that in 1923 the Carcosa Diamond was present at a séance held by Lady Euphemia Hamilton in the Sitting Room, kept inside a box. The CHRONOS readings suggest this whole event is an anomaly, created by Stepanov, so a team needs to go to 1923 and retrieve the diamond.	•1923 research pack – diary, letter, newspaper, photo, audio recording, Crowley file, IMF summary		• All crew in IMF roles (inc catering).
09:00 onwards	You'll have to do it	Head Gardener calls everyone together to announce the Support Team have finished analysing readings and have a theory that what Stepanov did in his ritual has affected the timestream and also our players, at some kind of molecular/esoteric level – which means they are no longer properly part of time. This is cool because it means they can time travel without becoming goop (but bad because not being part of time will kill you). Head Gardener gives them the mission of retrieving the diamond so (a) the Russians don't get it first, as even now Stepanov is probably working on a way to get it back and (b) every moment it is in a place it shouldn't be it seems to be damaging space time.	•Notes for Head Gardener •IMF paperwork on the fact they will die if they don't do this.	Sirens/CHRONOS noises	
09:00 onwards	Time Travel H&S briefing	A hasty briefing on the H&S of Time Travel where the CHRONOS team explain that there are risks to time travel and going to the past could affect the future - which is why they must try and change as little as possible. Simply retrieve the diamond that they think shouldn't be there, and thus 'fix' the timeline. Explain the bubble collapse theory. Rules and limitations of Time Travel are laid out, including the Timeshock they will experience on return (dizziness / blurred vision / confusion / weakness).	•Time travel briefing (including Rules) •OHP slides •Timeshock paperwork	• OHP	• The Twitcher/ The Ghoul/The Headmaster

STATS

NPC GRID

IMF BRIEFS

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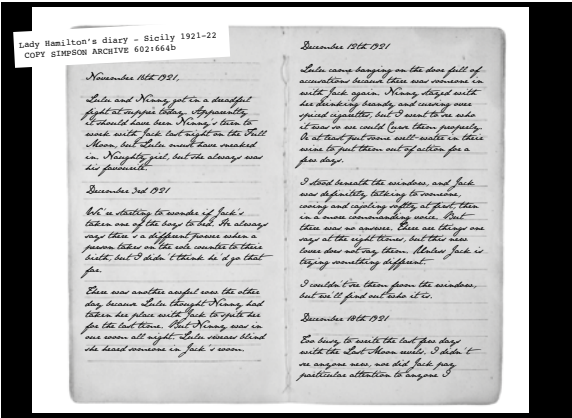
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THE RITUAL

1923 RESEARCH PACK

Lady Euphemia's Diary Acetate

Purpose: Confirms she took a gem from Aleister Crowley that could have been the Carcosa Diamond, and that she arranged to place the blame on Raoul Loveday



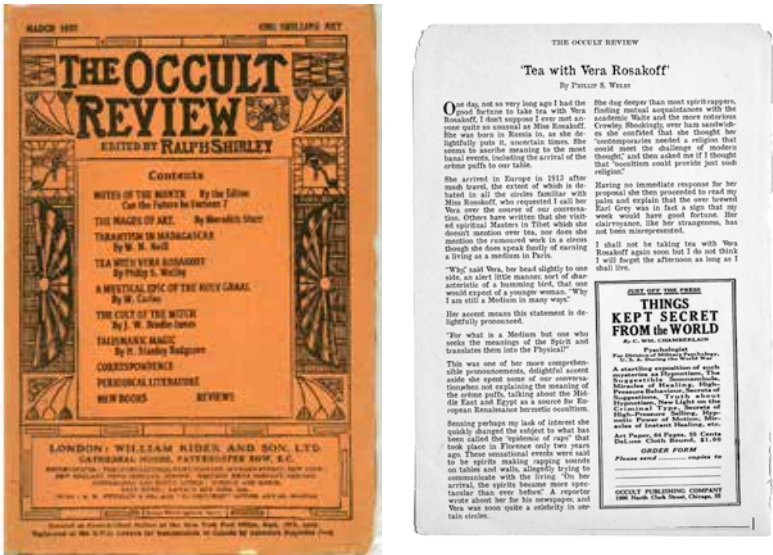
Picture Post Real item

Purpose: Background information on the Abbey of Thelema



Madame Rosakov article

Purpose: Background information on the medium



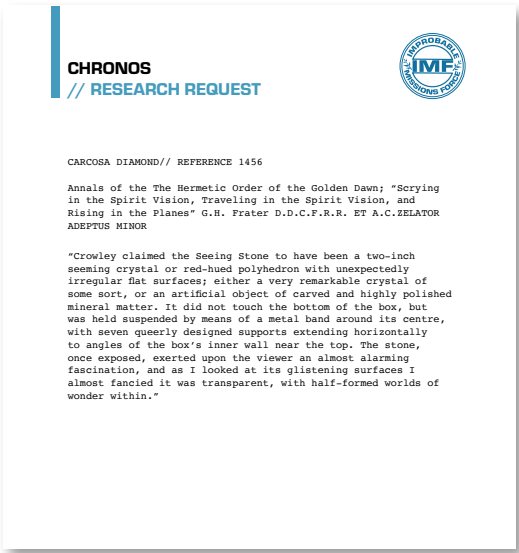
Madame Rosakov radio interview

Purpose: Lays out the details of how she began the Summoning, so they will be prepared to join in

MI085 MADAME ROSAKOFF

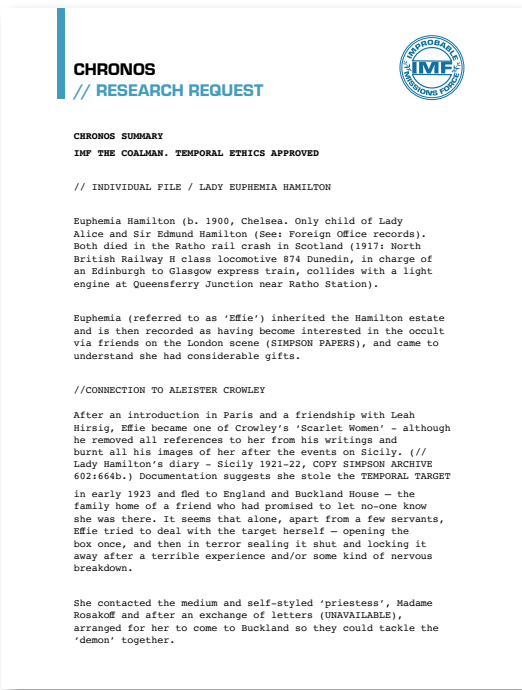
IMF Crowley/diamond file

Purpose: More Carcosa diamond story



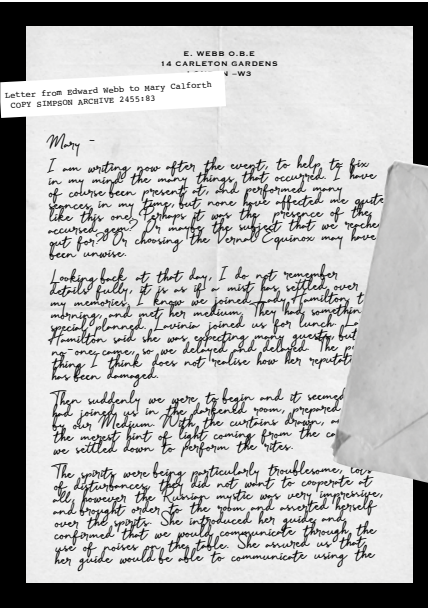
IMF research summary

Purpose: Provide an overview of the scenario and gives more information on Raoul's death.



Séance letter Acetate

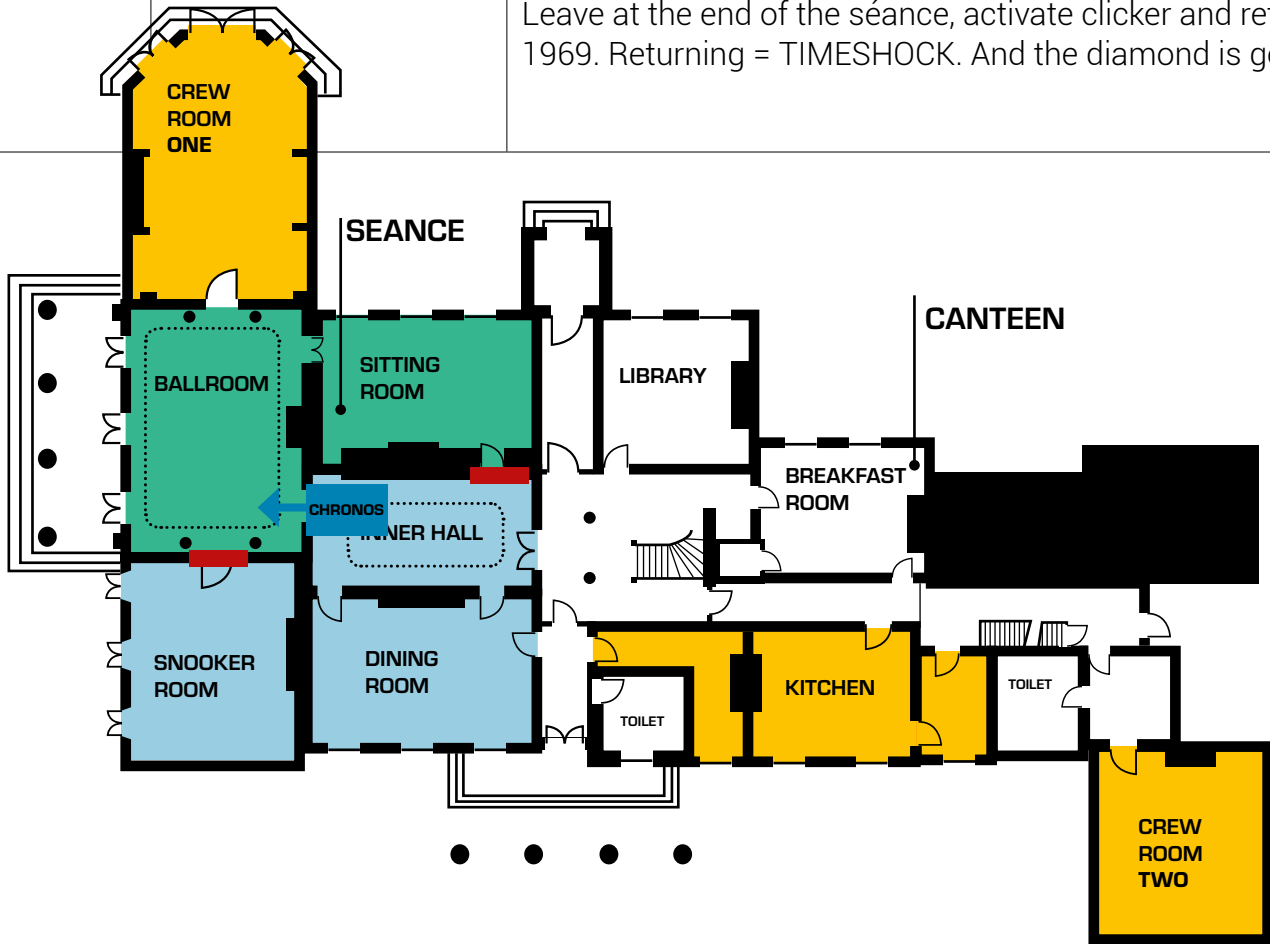
Purpose: Confirms the date to have been the Vernal Equinox (20th March, after lunch) and describes the Darkness, plus lets them know Edward Webb and Lavinia were there. Doesn't say which room - but Lady H told them on Friday night.



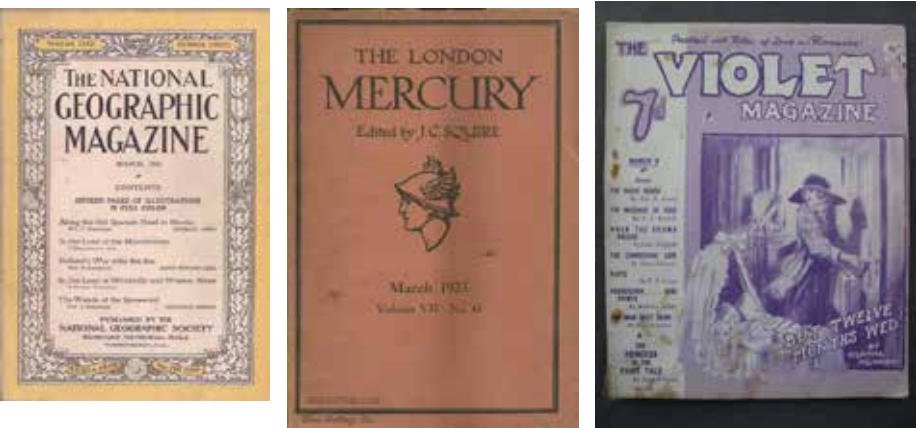
STATS
NPC GRID
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TRAVEL TO 1923

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
	Get ready	Support crew IC cordon off rooms (OC set-dress them for 1923). It is explained that the areas they are travelling to will be limited and this is marked out on the big floorplan. It is implied the device is 'spinning' these locations/times from the 'ether' and isn't powerful enough to recreate a whole universe, just the rooms they need. Players remaining in 1969 can't be in those same rooms while the mission is on because it risks the 'stability' (because they are essentially dimensionally radioactive and no-one wants a repeat of the 'goop' incident). About four players is probably enough for this mission. The Wardrobe Mistress can help them with 1920s clothing, the CHRONOS team provide them with a 'clicker' that will activate their extraction. The Medical, Psych and Continuity team establish their baselines.	<ul style="list-style-type: none">• IMF Ops Base set dressing• Player measurements• 1920s clothing (NPC and player)• Clothing rails• Clicker device• Cordon/signage• Memory check items• IC radio/audio feed	<ul style="list-style-type: none">• Audio feed	1923 SET UP TEAM <ul style="list-style-type: none">• Rachel• Elliot• Jo• Rich C• Elinor• Rob• Mish
11:00	Time travel	Enter the CHRONOS device, which has been set up so one end is the door into the Ballroom. When the green light comes on that means they can open the doors and step into 1923.		<ul style="list-style-type: none">• CHRONOS activation sounds/lights effect	
	1923	Players step into the 1923 set-dressed area. Music playing on a gramophone, a butler welcoming them and ushering them into the sitting room. Carry out their plan and steal the diamond from the centre of the séance under cover of darkness.. Leave at the end of the séance, activate clicker and return via CHRONOS to 1969. Returning = TIMESHOCK. And the diamond is gone.	<ul style="list-style-type: none">• Magic box• Carcosa diamond• Seance table set dressing• Electric candles• 1923 newspapers/gramophone• Tea service/butler outfit• Séance script• CHRONOS/OOC door stickers	<ul style="list-style-type: none">• 1923 music• Seance audio• CHRONOS FX	<ul style="list-style-type: none">• Rachel• Elliot• Jo• Rich C• Elinor• Rob• Mish



 MI106 1920s GENERIC MUSIC



STATS

NPC GRID

IMF BRIEFS

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1923 – THE SÉANCE

Nora Black	
Si Childs	
Andy Cooper	
Rob Pryce	Edward Webb
Rich Aidley	
Rich Chalmers	Madame's assistant
Rachel Cook	Lady Saffron
Amanda Harrold	
Harry Harrold	
Elinor Kershaw	Lady Hamilton
David Kibblewhite	
Tina Kinnar	
Andy Knighton	
Mish Liddle	Vera Rosakoff
Jo Pryor	Lavinia
Elliot Stewart	Butler
Keith Tait	
Tricia Thomas	

🔊 MI107 GENERAL SÉANCE

🔊 MI107 DIAMOND SÉANCE

NOTES

- Mish will be providing all the ritual props.
- General occult trappings
- Floor sheet with pentagram
- Audio
- Remote control candles
- 1920s newspaper
- 1920s music and gramophone
- Tea service
- Box and diamond.

“The ritual began with Madame performing a Lesser Banishing Ritual of the Pentagram with candles etc, before moving onto a summoning of great power, during which the room became suffused with a red light”.

The box was then opened and the ‘demon’ addressed, at which point the room was plunged into darkness - and could not be lit - doors were locked, electric switches would not move, the candles refused to burn, matches refused to strike – the darkness was absolute and terrifying. Strange awful noises were heard and the participants began to scream in utter terror with a sense of staring into the void of space”

Anyone with Ceremony will recognise: The Kabbalistic Cross form of LBRP with vibrations of Ater, Malkuth, Vegeburah, Vegedulah, Leolahm Amen.

Magician in the East Quarter draws pentagram, performs sign of the enterer, utters YOD HEH VAV HEH performs sign of silence

Magician in the South Quarter draws pentagram, performs sign of the enterer, utters EHEIEH performs sign of silence

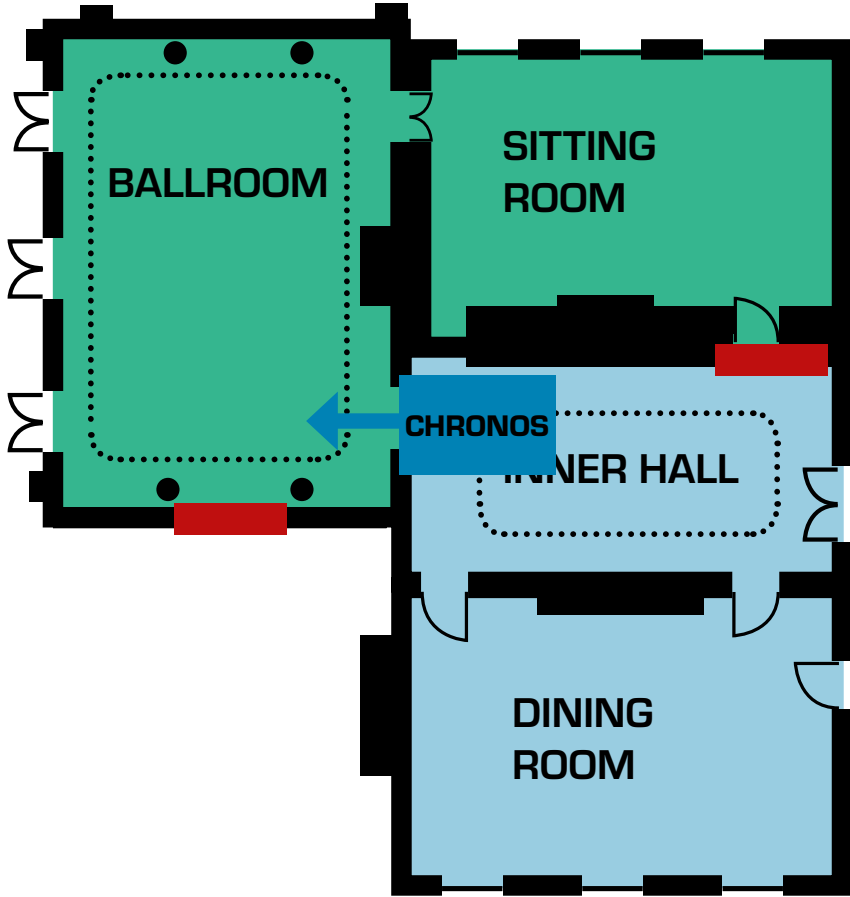
Magician in the West Quarter draws pentagram, performs sign of the enterer, utters ADONAI performs sign of silence

Magician in the North Quarter draws pentagram, performs sign of the enterer, utters AGLA performs sign of silence

Vera chanting encircles and links the pentagrams.

Then all join together in welcoming the angels to protect the circles: before Raphael, behind Gabriel, right Michael, left Uriel

Lady H does her thing and the lights go out after she shouts: **CHORONZON**



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WHERE NEXT

 MI068 CHRONOS RETURN


TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
11:00	Why didn't it work	Support team examine the box while those who travelled are debriefed and checked over. Conclude that the diamond has somehow been 'locked' - it can't Time Travel (much in the same way the Temporal Team couldn't). Players/support team need to put together a short tech/ritual they will need to carry out on the diamond before trying to move it through time. Research also suggests another way to resolve this might be it travelling in a special container.	Briefing sheet for Locked theory Suggestions sheet for Unlocking ritual Send through Carcosa Diamond File part 1		Refs on phone support NPCs for research 1923 NPCs pack away and return house to normal, then re-open doors and rejoin IMF in uniform.
11:00	Where next?	CHRONOS are picking up more anomalies – the next most powerful one is in 1942. Paperwork is sent through for 1942 (plus players can do personal research). In 1942 Buckland House was an occultish WW2 research base. It was heavily guarded and people there will notice strangers. The diamond is on Devlin's desk in ECHO section, but the box they need is on the other side of the base in a pressurised room. The box is quite a long way physically from their access point, so will have to be stolen without anyone noticing/ or they will have to fight their way out. Luckily they have very detailed records for a relevant day in 1942 than includes an inspection team and an air raid. A lot of the material is heavily redacted. The CHRONOS team feel it is essential everyone goes on this Mission, as that may have been part of the problem last time. Stress they know it's too many people, just try and not get in the way.	KEEPSAKE paperwork bundle, inc. floorplans/memos/reports/air raid details Detaching ritual WW2 uniforms/kit Weapons	MP3 player Light box and OHP	1942 crew set-dress travel area – Rachel – Harry – Tina – Andy – Keith – Trish

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DETACHING RITUAL

CONFIDENTIAL

IMF IM953//
CHRONOS // TEMPORAL BLOCK



HEAD GARDENER // THE PLUMBER >>

TEMPORAL BLOCK

Latest research suggests the very nature of the Carcosa Diamond is preventing it from moving freely through the timestream and additional methods will be needed to retrieve it. If the diamond itself has intrinsic temporal properties this could go some way towards explaining what occurred when Stepanov tried to take it through a portal. Unfortunately without the diamond to examine, we cannot develop this theory further, but there are other known incidents of temporal blocking, or this could be something Stepanov himself put in place.


We have developed a two-step process to overcome temporal blocking, whether caused by the diamond or by Stepanov himself (intentionally or otherwise.)

Essentially the diamond needs to be detached from the timeline before transportation through the gate, using a focused energy flow technique, and then transported in a suitable container which will allow it to pass through the entropy barrier.

A supplementary file outlining the energy flow technique is being forwarded to you now.

CONFIDENTIAL

IMF 871//
CHRONOS // QI ENERGY METJOD



HEAD GARDENER // THE PLUMBER >>

TEMPORAL BLOCK ENERGY FLOW DIVERSION

1954 Institute of Shanghai University: SHIBASHI trials detected Professor Lin Hou-Sheng projecting low-frequency, infrared ray modulations and electromagnetic waves from his palms while performing specially developed Qigong movements.

Subsequent experiements and refinements have been sucessful in using gigoing to divert and re-align etheric energy flow. Lab 27 have tested the following sequences and believe they will be suitable for your purposes if carried out by an experienced practitioner.

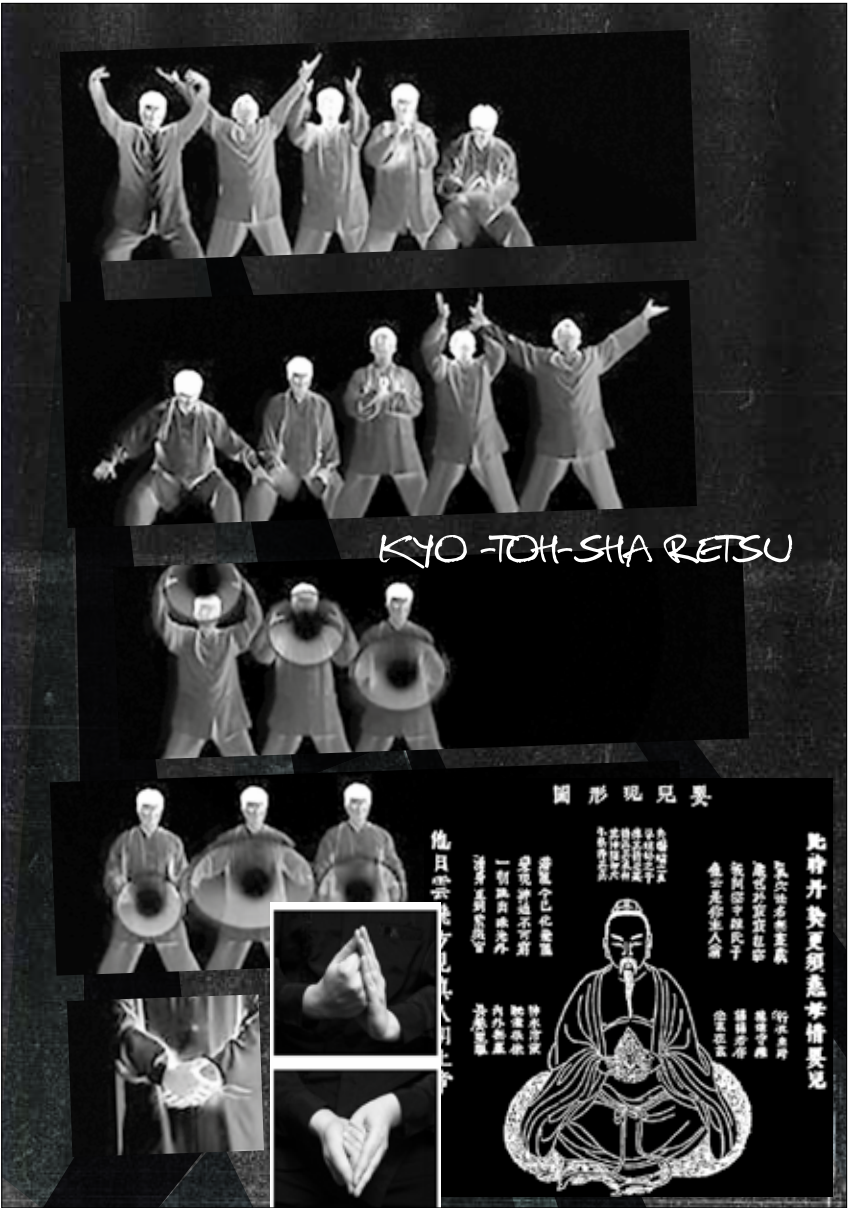
Qi, is a term that refers to the energy that is stored inside your body and gives your soul life. It can also be called the life force or soul energy. Qi gong moves towards the free flow of energy.

The attached exercise depicts Lǚ zu jiu ji fa, a technique used to free blocked Qi channels.

Before commencing, prepare the mind and body with a controlled breathing sequence, then cause the qi to begin flowing. When the flow can be clearly felt, re-align and direct it using basic movements. Protect and wrap the qi with the mantra.

In order to cause this to occur according to your desires, you simply need to imagine where the energy is and where you want it to go, and the Qi will behave accordingly, following the motion of your mental image. With time and practice, you will be able to feel this movement of Qi as if it was a wind flowing through your body.

As you inhale, visualise white light coming from all around you, penetrating all the pores of your skin, flowing into your body. As you exhale, all of this white energy is condensed into a concentrated ball of light in the middle of your body just below the level of your navel. Gather Qi by breathing normally, deeply, and calmly. Take in Qi from all around you concentrate it in yourself.



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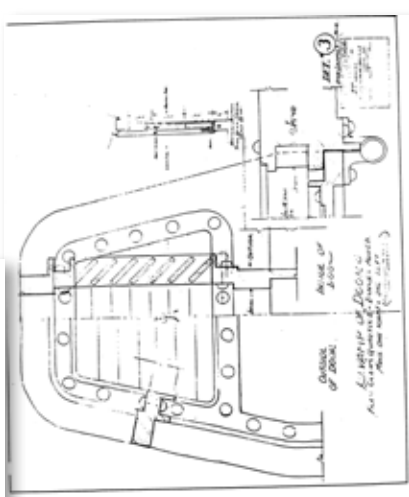
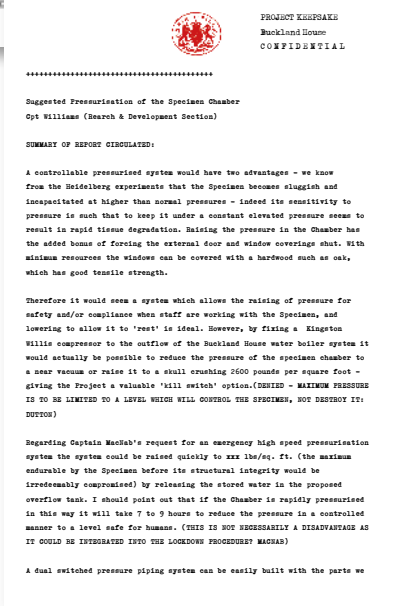
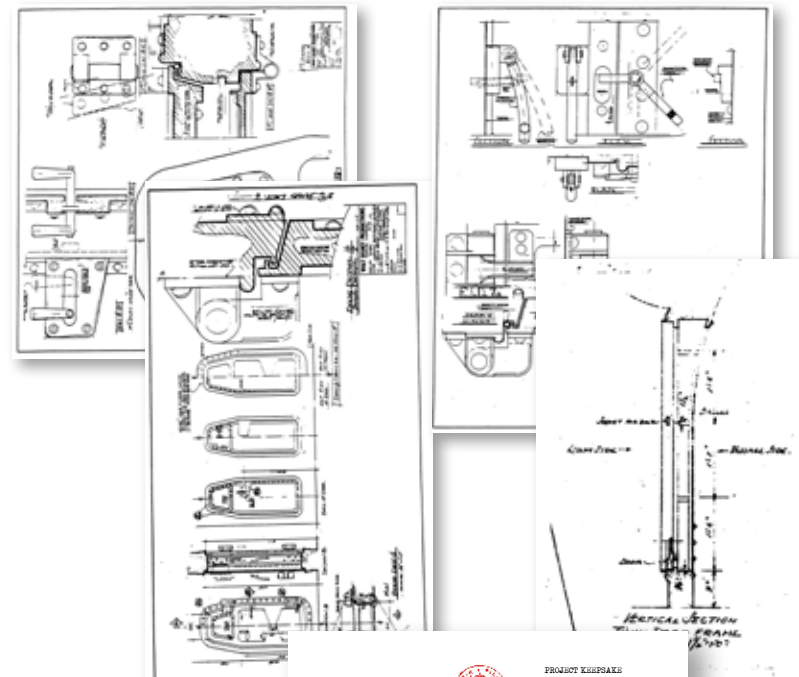
1144

THE RITUAL

1942 RESEARCH PACK

Red Zone Door Specs

Purpose: Allow explosives experts to work out how to open the door.



Original photos
Acetate

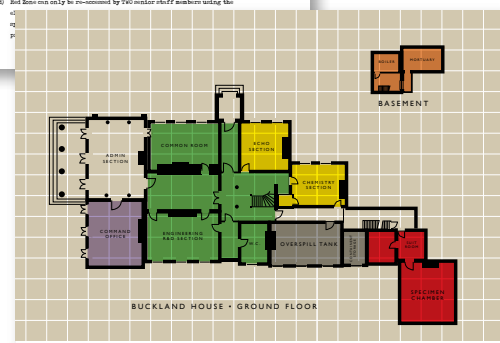
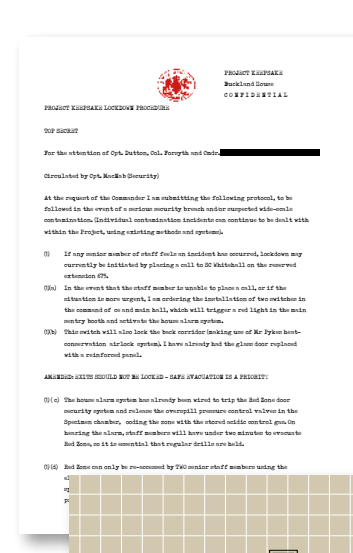
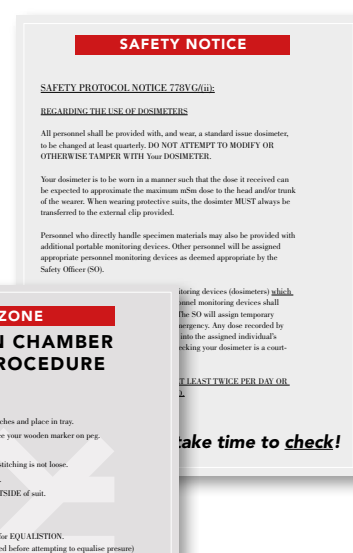
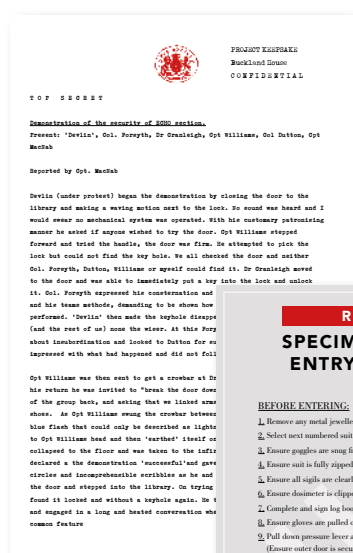
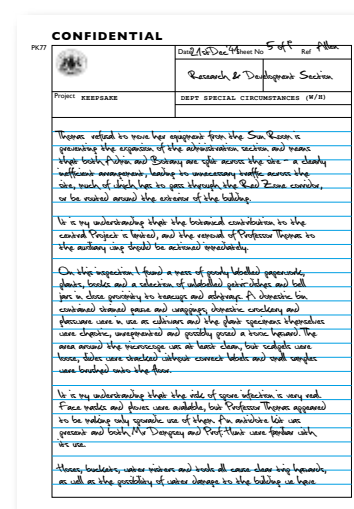
Purpose: General feel for KEEPSAKE layout – plus confirmation of diamond on desk in ECHO section



Original reports

Acetate

Purpose: General feel for KEEPSAKE layout and security arrangements



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1942 RESEARCH PACK

IMF research report
Audio IMF Agent

Purpose: Give an overview of the situation.

Memory recording
Mrs Tempest Stuart
Audio

Purpose: Suggest the Carcosa Diamond was in ECHO section – or it is in the anomalous event created by Stepanov.

AUDIO DATA 78: TEMPEST STUART.
CLEARANCE ULTRA

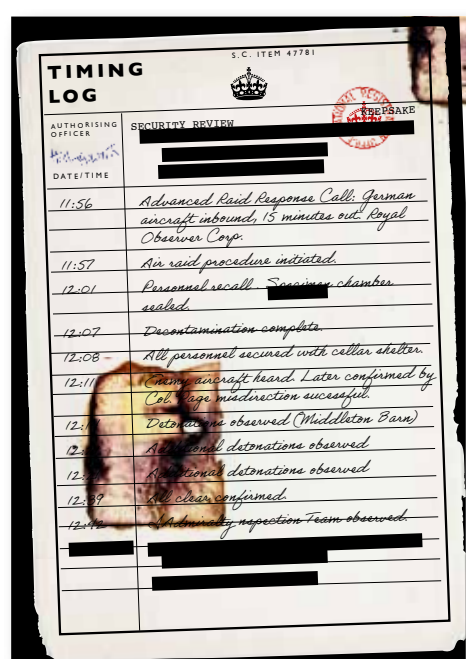
Oh, Echo Section. My dear, that takes me back. Of course, we were never to speak of it... and yet here we are again I knew, you know. I mean we all knew what was happening AUDIO REDACTED

Devlin - yes, Devlin was our leader. We were based in, I think it must have been a library. Yes it was definitely the library, because I remember the view - we were allowed to look out of the back of the house in the early days. And we used to spend a lot of time in their on focus work. It took me a terribly long time to remember how to AUDIO REDACTED

The inventory? Oh well you'd know better than me. Gosh we had a lot of things - a skull, that was the first real skull I'd seen, a lot of those irons with the sigils on them. Let me think... a sandtimer, of course there was so much from the British Museum, a big red crystal, a lot of cards - oh and then the summoning AUDIO REDACTED

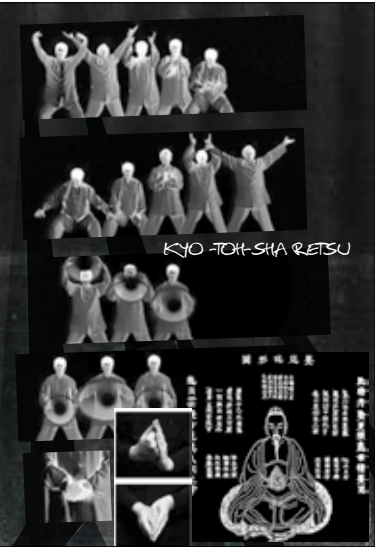
IMF research bombing times
Print

Purpose: Allow explosives experts to work out when they can get away with blowing open the door



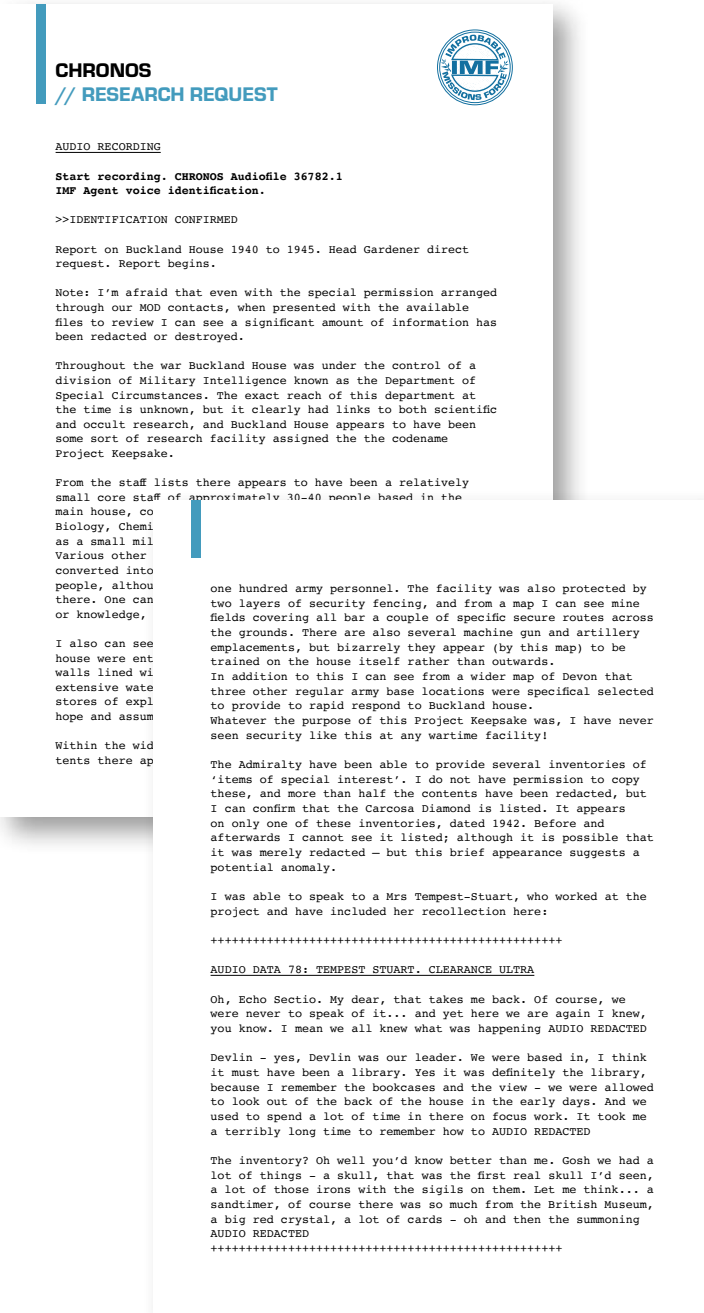
Detaching ritual

Purpose: to be able to take the diamond with them



Devlin Personnel File
Audio

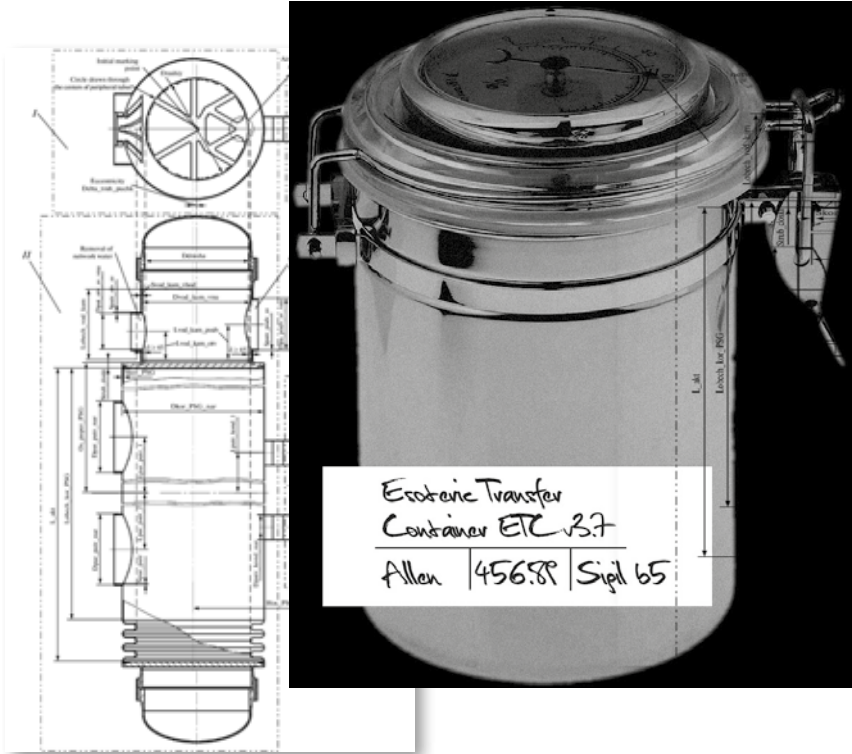
Purpose: Allow them to know things about him



IMF research Esoteric Transfer
case
Print (inc diagram/photo)

Purpose: Know what they are looking for in the suit room

"From the inventory there is also mention of something described as an ETC (Esoteric Transportation Case), which appears to have been used to transport important items of a certain type within some kind of esoteric safety field. The case is listed as being stored within the Red Zone suit room."



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1942 LARGE FORMAT PRINT

ROOM _____

FLOOR _____

A.R.P.

ON RECEIPT OF AN
AIR RAID WARNING
GO TO ROOM _____
WEST CELLAR/MORTUARY FLOOR
VIA
WEST (SERVANTS) STAIRCASE

P2214 E

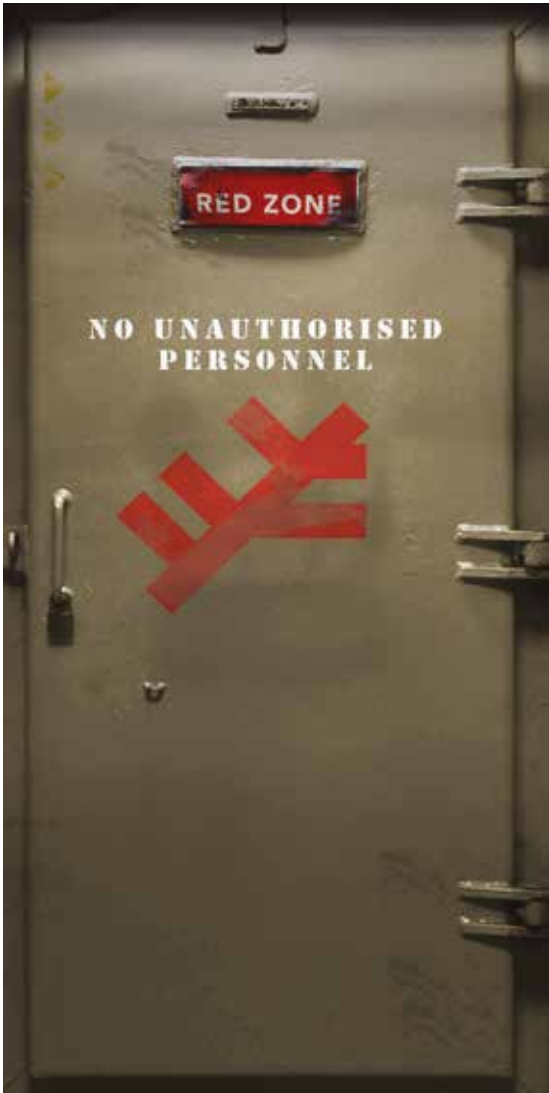
ECHO SECTION

Y

CHEMISTRY
SECTION


MORTUARY

CREW ONLY





KEEP
CALM
AND
CARRY
ON



*You never know
who's
listening!*

CARELESS TALK
COSTS LIVES

W  D

AIR RAID
SHELTER

MAX PERSONS 20


By Order WAR OFFICE


AIR PUMP


ONLY FOR USE BY
AUTHORISED PERSONNEL!


W.O. Code No. 35771/b


INTERNAL DOOR LOCKS
ZONE A | GROUND FLOOR


 MAIN HALL

 ADMIN

 COMMAND

 CHEMISTRY

 R&D

 BOTANY

ONLY FOR USE BY
AUTHORISED PERSONNEL!

W.O. Code No. 3281

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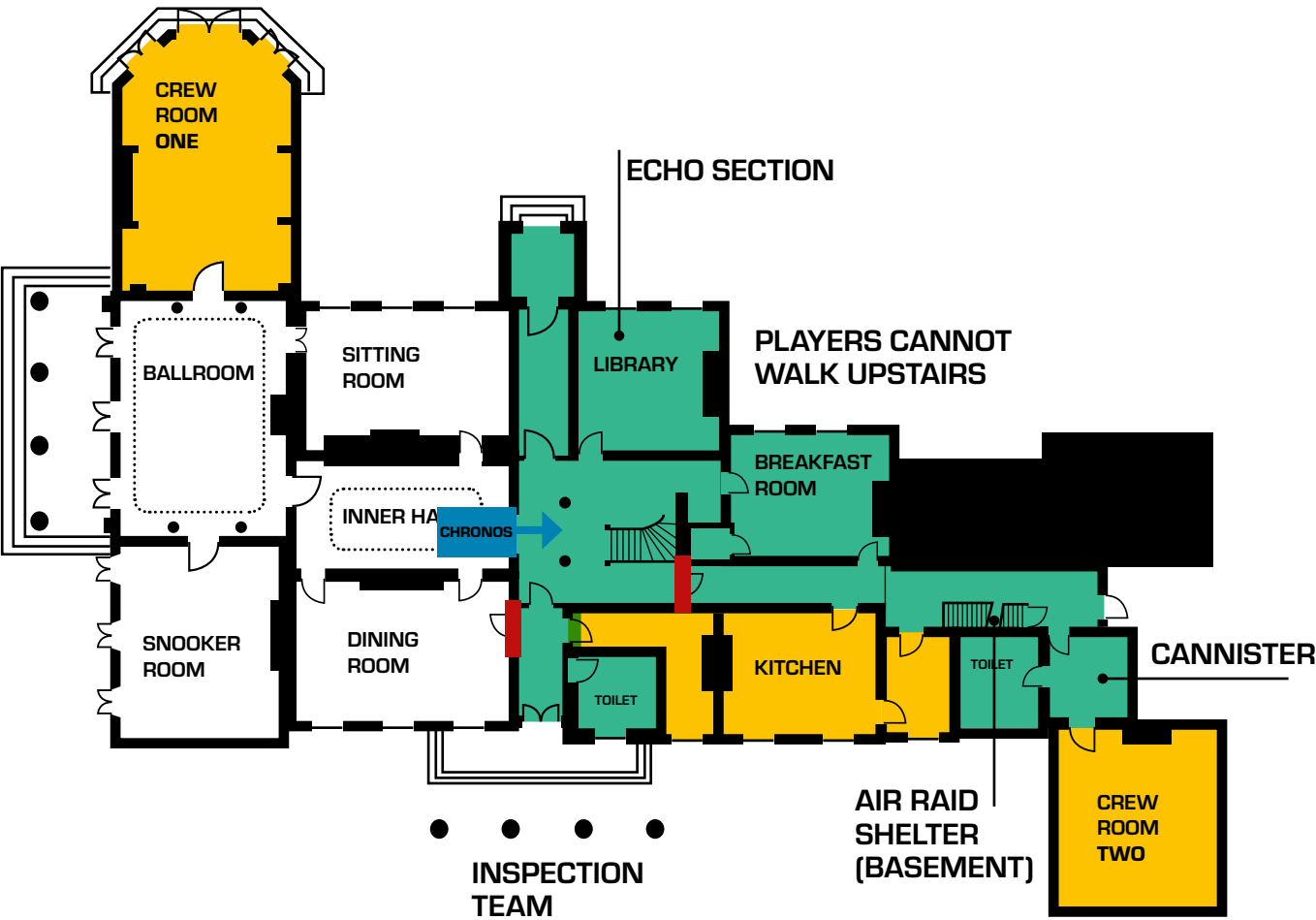
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THE RITUAL

1942

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
12:00	1942	<p>Reposition CHRONOS and travel to 1942. Sound of Hounds in the audio.</p> <p>Arrive as everyone is going down to the Air Raid shelter. Split up - one team to go out front to head off the Inspection Team, one to work on the door to ECHO section, one to stand watch, one to go towards the Specimen chamber to get the box.</p> <p>Problems: Specimen chamber team come under psychic attack, something rifling through their minds, not sure when they are/reliving memories.</p> <p>ECHO section door very hard to open, when they do Devlin is inside waiting for them, will magically attack them/restrain them. Will have to be dealt with/persuaded to let them take the diamond/do the ritual.</p> <p>They only have until the All Clear sounds.</p>	<ul style="list-style-type: none">• Criss-cross tape• Alarm system buttons• KEEPSAKE signage (inc. Air Raid Shelter)• Chemistry kit• KEEPSAKE paperwork• Flag• Specimen chamber doors + challenge• Clipboards• ID cards• Container• Carcosa diamond• Devlin office set dressing• Outdoor barrier/barbed wire	<ul style="list-style-type: none">• Air raid siren• Singing from basement• All clear• 1940s radio• CHRONOS sounds 1 (Hounds)	<ul style="list-style-type: none">• Devlin• 2 x inspection team• King in Yellow• 4 x other crew to see running to cellar (and then right back to 1969) <p>All other crew set dress ALTERNATE 1969 and get into kit.</p>



🔊 MI127 1940s RADIO

🔊 CTCL LOCKDOWN ALARM

🔊 MI126 AIR RAID

🔊 MI126 ALL CLEAR

Nora Black	
Si Childs	
Andy Cooper	
Rob Pryce	
Rich Aidley	WALK THROUGH
Rich Chalmers	WALK THROUGH
Rachel Cook	Captain DeRoy
Amanda Harrold	
Harry Harrold	Devlin
Elinor Kershaw	
David Kibblewhite	
Tina Kinnar	Mrs Banks
Andy Knighton	Cmdr. Grace
Mish Liddle	
Jo Pryor	
Elliot Stewart	
Keith Tait	WALK THROUGH
Tricia Thomas	WALK THROUGH

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1942 – GETTING THE ESOTERIC CANNISTER

Aim: open Red Zone door without anyone knowing

The research pack explains the concept of the pressurised chamber and the submarine doors. They will have to travel via the Chemistry section as the corridor has been blocked.

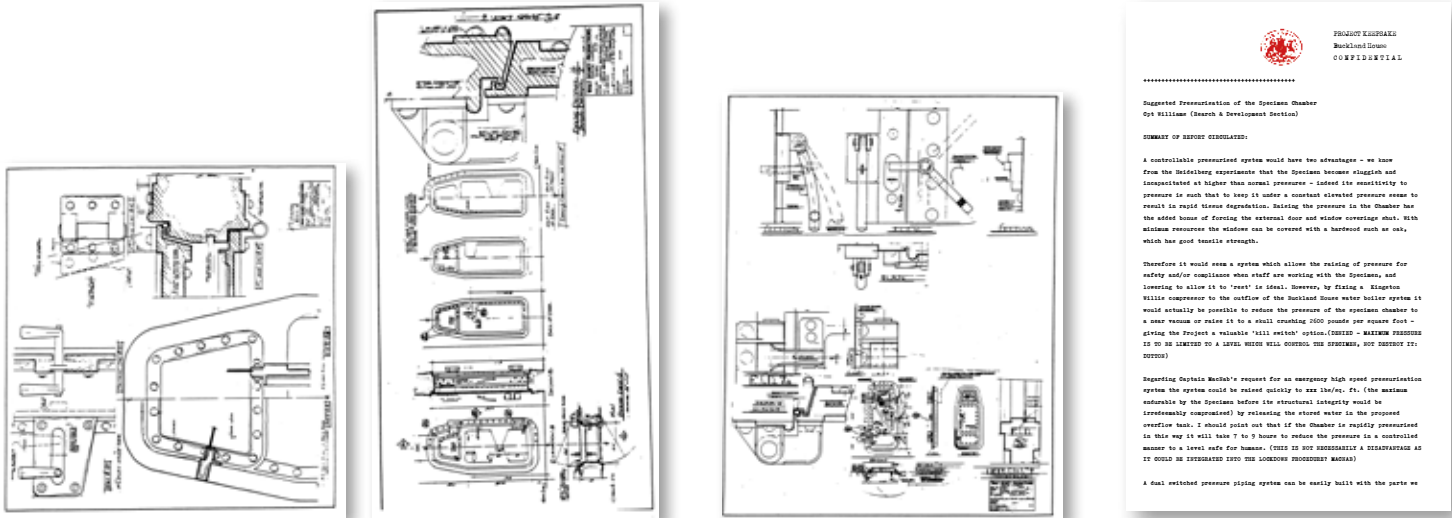
They can't just blow the whole thing open because (a) the huge noise would give them away and take the wall down, (b) that's not what happened - the doors should be able to be closed again.

Spec drawings of the doors are included in the research pack and BILLY and FRANK and ANNE MARIE will work out they can use the pressurisation in their favour, with three very precisely-placed charges - one on each hinge, that will cause just enough of an explosion to break the door seal, but leave the doors intact.

The designers of the doors have mostly focused on something getting out from inside.

Even with their careful placement of charges, their explosions will be quite loud, and there is an air raid shelter full of people just next to them at the bottom of the stairs. They need to time their smaller detonations to when the barn nearby is due to be hit in the air raid.

The antechamber will contain protective suits and goggles, safety posters, the door to the Specimen chamber (which they can not and !should not! open), and some cardboard boxes with various items in, including the Esoteric Transport Cannister.



PSYCHIC ATTACK

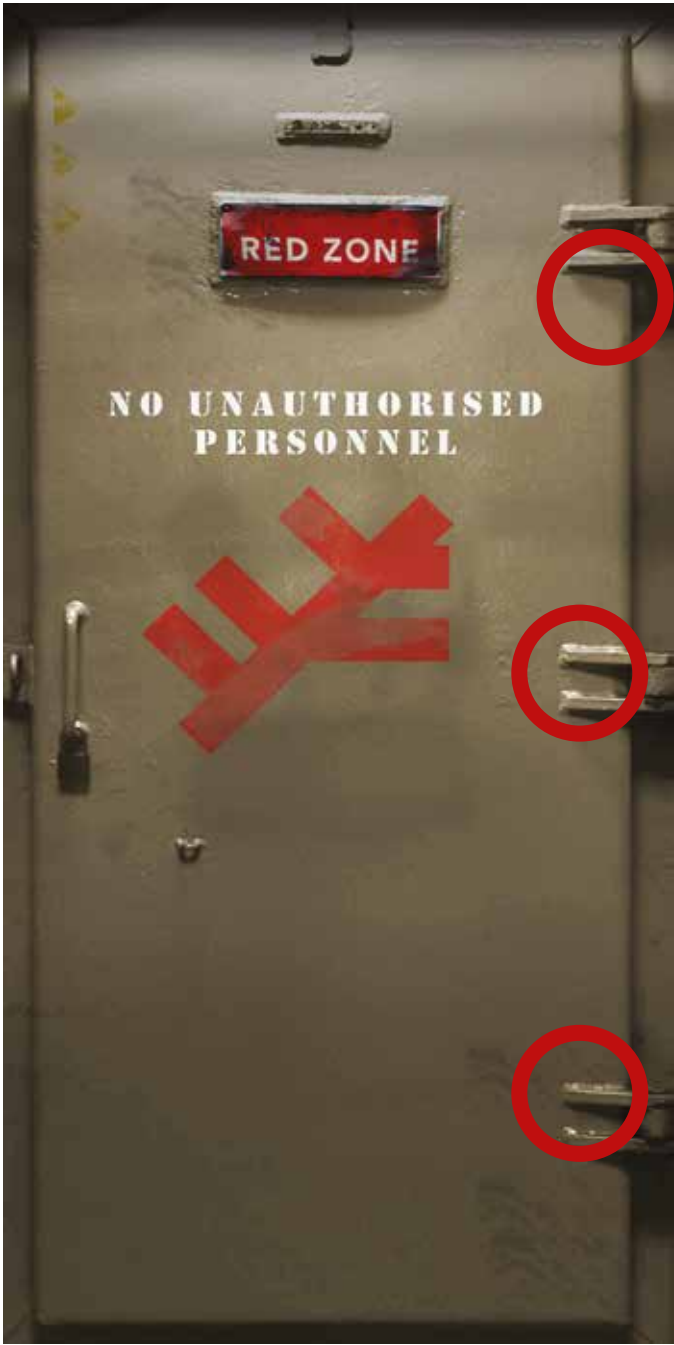
Triggered by the first detonation on the first hinge, and strong enough to drop weaker players to the floor by the time they get in to the antechamber.

OOO: Attack by the specimen is an RP psychic attack where your memories are being searched, leaving you unsure when and where you currently are.

🔊 MI120 BOMB DROP

🔊 MI125 DOOR EXPLOSION

🔊 MI128 AIR RAID CHATTER



WD

AIR RAID
SHELTER

MAX PERSONS 20

By Order WAR OFFICE



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1942 – PERSUADING DEVLIN

Aim: create the atmosphere of an Oxbridge tutorial session

Set room with chairs arranged ready (take extra chairs from breakfast room).

Magical door lock will take serious skill. Key from Auction will be helpful, but not essential.

Enter room to find Devlin waiting for them with the air of a tutor ready to speak with students. They should recognise him from his file. He has sufficient OC charisma and personal magical skill that his suggestion to come in and sit down will be followed.

TRUST POINT 1

How interesting... You got through the door.

Devlin set up the magic lock on his door so he could sense it being tampered with and the mind of the person doing it. Might be fascinated by Chubb Locke and his non-Oxbridge background. But will very much respect him as a ‘craftsman’.

- Why would **I** get in an air raid shelter? I know when I shall die, and it is not today!
- Tell me your story... Time travel? How intriguing... Not my field. How does it work?

TEST THEIR CREDIBILITY – TUTORIAL SESSION

Tell me about this item...

Can you tell me anything about me?

Here's a test of magic...

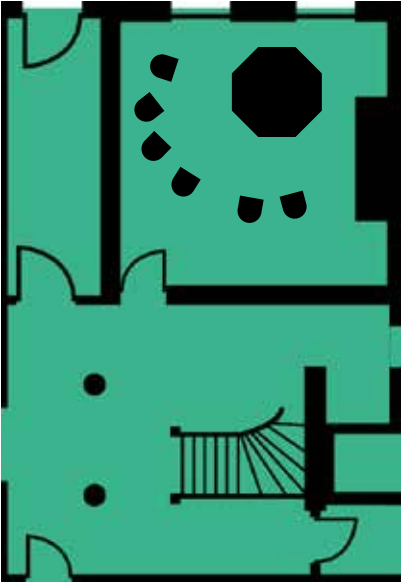
Have any of you got telekinesis? Moving objects?

Let's think of a test of magical theory....

TRUST POINT 2

If they mention Professor Mortenson directly or say Mortenson in any way. Devlin knows all about the 1890s events at Willesden. He will also happily accept that they are using aetheric technology. But think it a rather crude approach.

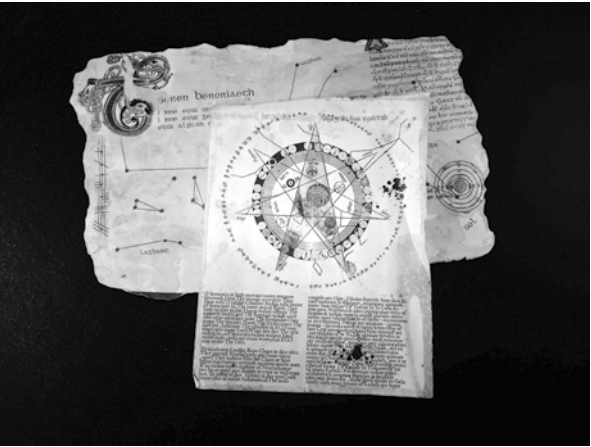
If they mention Stepanov. But the Russians are on our side! Devlin has a file about Stepanov - he knows him. Surely he must be an old man in their time? He will start to ask questions about their timeline and then realise - no! I mustn't know this... I imagine you must be very careful to make only the smallest changes - to leave no trace. But we do need to talk. I shall wipe my memory at the end of this.



“I wrote it down, so I wouldn't *have* to remember it.”



Practical, English magic. Formulaic magic – but you need to have the gift and you need the strength of your Will to be enough.



Devlin has the Willesden paperwork that was auctioned.

TRUST POINT 3

Any mention of the Department of Special Circumstances. Also being able to remember things they read in the files about PROJECT KEEPSAKE.

AIR RAID

There is an air raid going on and they will hear the explosion of that AND the door being blown. Devlin will be completely unbothered by air raids, but the explosion will lead him to ask **What are you friends doing down the corridor? The esoteric transfer canister?** – I'm just glad someone finally worked out a use for it! We had everything sent here and we still don't know what half of it does. What do you mean they're trying to blow open the door - you FOOLS!

THE DIAMOND

He's not entirely sure why he has it or where it came from. So much has been sent here that he's slightly lost track of the inventories. If they explain to him that it shouldn't be there, that it has been inserted/concealed in this time by Stepanov he will be concerned, and start to wonder if he *could* have been tampered with like that. He does really like having it on his desk.

There might be a last minute moment of resistance: I do my best thinking with this.... Why shouldn't I keep it?

Which becomes a more alarmed: take it away! I'm going to wipe my memory now.

PSYCHIC ATTACK

That damned creature is trying to get into my head again. Remain calm and use your spinners - of you don't have Spinners, or mantras... and the things you know! This is awful - and shouldn't be able to happen - the doors are secure!

Oh you fools!

Talk them through it.... All of you, group together... Listen to my voice..

OOC: Attack by the specimen is an RP psychic attack where your memories are being searched, leaving you unsure when and where you currently are.

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1942 – THE INSPECTION TEAM

Aim: inspection team arrive in the middle of all this

Players are aware that there are really too many of them on the mission. If 3 or 4 go to blow the door and some go into Devlin's office, the rest should be trying to just hide out or wait as close as possible to the CHRONOS gate. Hopefully there will be some enjoyable tension in this.

The team may have picked up on the Inspection Team reference and have decided to *come* as the Inspectors, but soon after arriving in 1942 but after the air raid siren has finished, the real inspection team will arrive and players will need to deal with them.

Drugging/hypnotising/tying up and putting in a cupboard are all acceptable outcomes, as are just distracting the Inspectors. Who are quite distractable.

Commander Grace: Admiralty, ex-Operation SeaCircle - here to inspect the pressurised containment system and submarine doors. Tends to drift off into long naval anecdotes and waffle on at length.

Mrs Banks: DoSC – here to conduct an audit of the recent updating and refurbishment works. Very keen to have a cup of tea, use the lavatory, run a finger along any dusty surfaces, wants to know the cost of everything in sight.

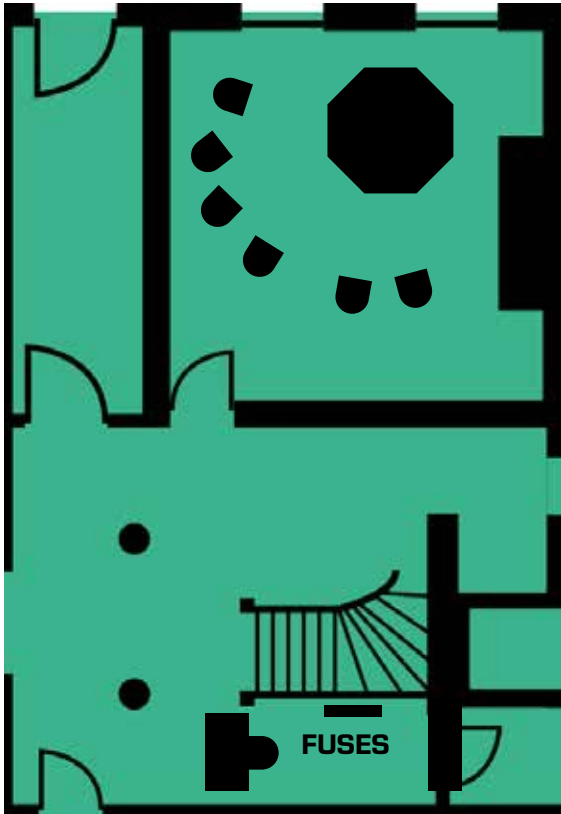
Captain DeRoy. Captain of whatever service we have kit for. Has a clipboard and is very keen to ask the players a lot of questions about themselves.

The Inspection team have lost their own paperwork en-route (although they do have identification) and there has been a confusion about the date and time.

PSYCHIC ATTACK

Triggered by the first detonation on the first hinge, and strong enough to drop weaker players and the inspection team.

OOC: Attack by the specimen is an RP psychic attack where your memories are being searched, leaving you unsure when and where you currently are.



DESK LOCKDOWN ALARM



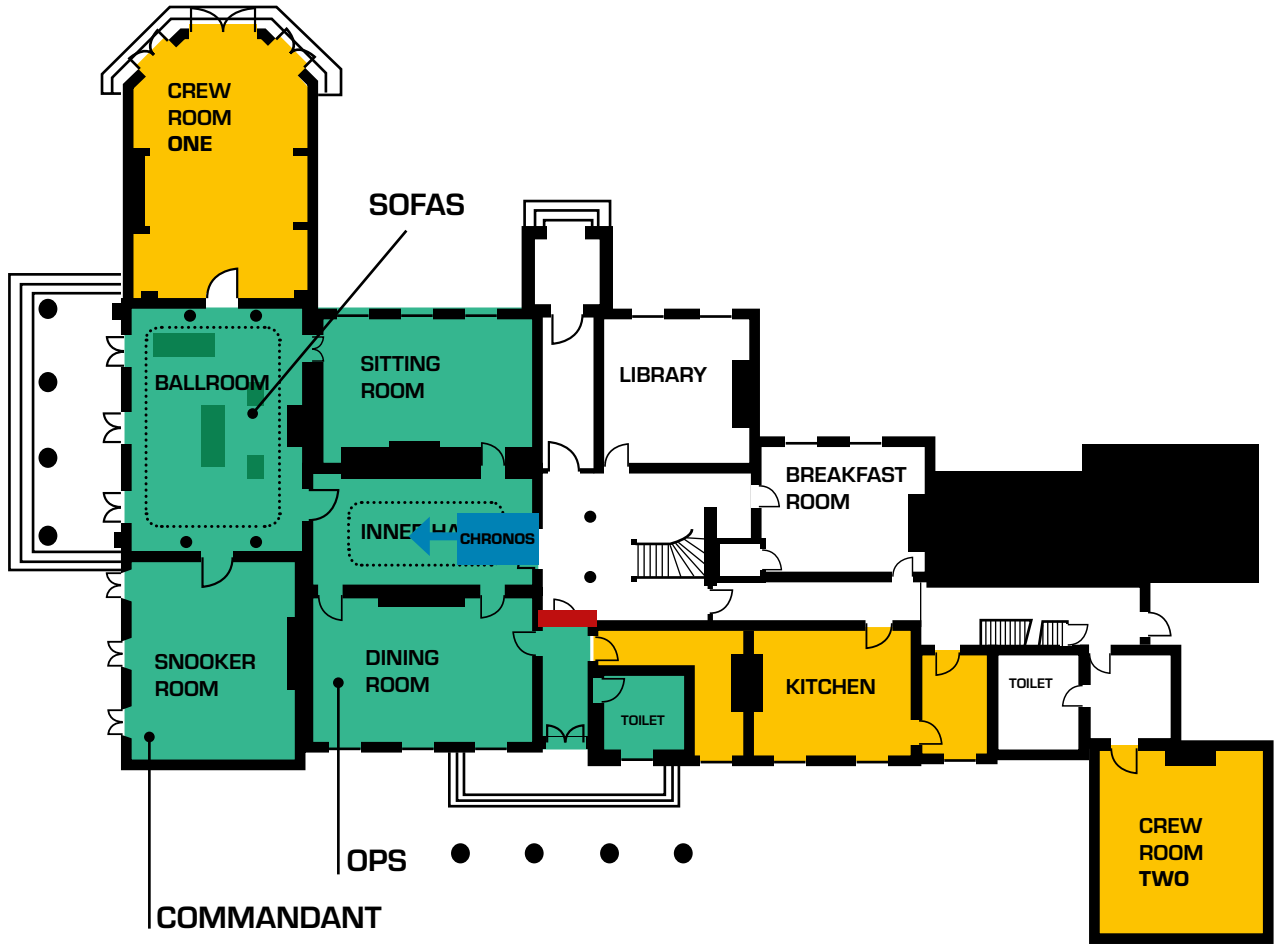
Nora Black	
Si Childs	
Andy Cooper	
Rob Pryce	
Rich Aidley	
Rich Chalmers	
Rachel Cook	Captain DeRoy
Amanda Harrold	
Harry Harrold	
Elinor Kershaw	
David Kibblewhite	
Tina Kinnar	Mrs Banks
Andy Knighton	Commander Grace
Mish Liddle	
Jo Pryor	
Elliot Stewart	
Keith Tait	
Tricia Thomas	

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ALTERNATE 1969

MI129 CHRONOS INCOMING GERMAN

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
13:00	ALTERNATE 1969	<p>The players arrive in 1969 and exit CHRONOS to be met by an armed IMF team wearing swastika versions of the IMF logo. They have travelled to an alternate 1969. They are hit hard by TIMESHOCK and during this period are disarmed, split into two groups and the diamond and their clicker are removed from them. They also hear the Hounds and higher SPR team members begin to see things sometimes in angles and corners from this point onwards.</p> <p>Because our team took the diamond from KEEPSAKE, the Nazis won the war and developed CHRONOS. Their version is more advanced, because it has been developed by Lazlo Kovács. In our timeline he died in the war and Mr Jacobs built CHRONOS working from Kovács' notes. The Nazis were not expecting them, but immediately put down their weapons and rush in to offer medical and psych care as their Commandant arrives to welcome the team. They seem initially friendly – the war was over a long time ago, Hitler is long dead, everything is apparently fine – taking players into the Sitting Room and having lunch delivered. They say they will help our team back to their timeline as soon as they can work out how to do it, so it is essential they stay where they are and try not to affect anything.</p>	<p>1969 Nazi set dressing - stickers/large format/uniform badges/flag</p> <p>Alternate history briefing sheet</p> <p>Lazlo Kovács backstory and IC file</p> <p>NAZI med and psych kit</p> <p>German-brand snacks</p> <p>Paper sandwich bags</p> <p>German magazines</p> <p>German CHRONOS paperwork</p> <p>Syringes of improved medication for Timeshock</p> <p>Move sofas from sunroom to ballroom</p> <p>Cleaning products</p> <p>Battery</p> <p>Torture devices</p> <p>Weapons (re-use cultists)</p>	<p>CHRONOS FX (plus Hounds)</p> <p>German music CD</p>	<p>Crew in Nazi IMF roles, Mish is now The Commandant.</p> <p>David is Lazlo Kovács.</p>



CHRONOS

MORTENSON MK8 IM89788//
REISESYTEME



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ALTERNATE 1969

On Midsummer's Day June 1942 the Thule Society raised a Black Sun, and the war was over in a day. Without the Carcosa Diamond, Britain were unable to stop them. It is never specified exactly what a Black Sun is/was.

They promptly removed Hitler, accepted the surrender or withdrawal of all other countries and concentrated on the consolidation of the United Reich.

The concentration camps were ended - the Thule believe firmly in the superiority of the Aryan race but see no need to commit genocide. All can work and serve the Reich.

Most of Europe, including the UK has been part of the United Reich since that time. It has been overall prosperous without the huge cost of the war.

Japan/China/Asia have withdrawn into themselves, America has collapsed back into States. In political opposition to the Reich is the Commonwealth - Canada/Australia etc

There is an ongoing land war in Africa. It is implied summoning a Black Sun requires a deep connection to your land.

Russia attempted to do something similar and something awful happened. No-one goes there.

The occult is much more open, technology has gone slightly differently.

They haven't yet been to the moon but are very close - they've been more interested in everything to do with dimensional travel - from the starting point of the Iron Phoenix programme, then working with Lazlo Kovacs on CHRONOS.

In our word Lazlo and Mr Jacobs were friends and colleagues before the war, working on the theory behind CHRONOS. In the late 30s Mr Jacobs pleaded with Lazlo to come over the the UK, but he didn't feel he needed to as his worth to the Reich

would keep him safe, deposite his homosexuality. In the early days of the war the two were still in contact and Mr Jacobs tried everything he could to get Kovacs out, to no avail. His letters became increasingly bleak until all contact stopped. After the war Jacobs was able to find our Lazlo had died in Buchenwald in 1944. He never forgave himself and contined working on CHRONOS to honour his friend.

In Alternate 69, Lazlo was never sent to a camp and has been considered useful enough to the Thule that they are happy to disregard his Hungarian ancestry and homosexuality in favour of his genius in etheric theory.

Lazlo had theorised the existence of the Carcosa Diamond - although he calls it the Entropic Prism – and immediately recognises what the team are carrying. He had always thought that at some point another team from another dimension might appear. He is determined that the Thule and the United Reich *must* not have the diamond - it would enable them to take full control of this world and then begin attacks on all the other dimensions. This is also his opportunity to finally get free - all I ask is that you take me with you!

Lazlo was always certain time travel forwards should be possible, and so he has continued working towards this, and has solved the technical issues but kept this a secret from his German masters. His CHRONOS wiring always contained modules that would be needed for this and so although Mr Jacobs has not used them, with the right knowledge their CHRONOS can be made to do this.

Jacobs dismissed forward travel out of hand and has spent the last 25 years trying to solve the problem of travelling further backwards (past the entropy spike of WW1).

Nora Black	
Si Childs	Doctor Weber
Andy Cooper	REF
Rob Pryce	Hauptmann Schneider
Rich Aidley	Dr Meyer
Rich Chalmers	Technician Müller
Rachel Cook	
Amanda Harrold	Technician Schmidt
Harry Harrold	
Elinor Kershaw	Technician Fischer
David Kibblewhite	Lazlo Kovacs
Tina Kinnar	
Andy Knighton	
Mish Liddle	Commandant Laubdecke
Jo Pryor	
Elliot Stewart	SS officer
Keith Tait	>>Sergeant Watson
Tricia Thomas	



STATS

NPC GRID

IMF BRIEFS

1923

1942

THULE 69

1993

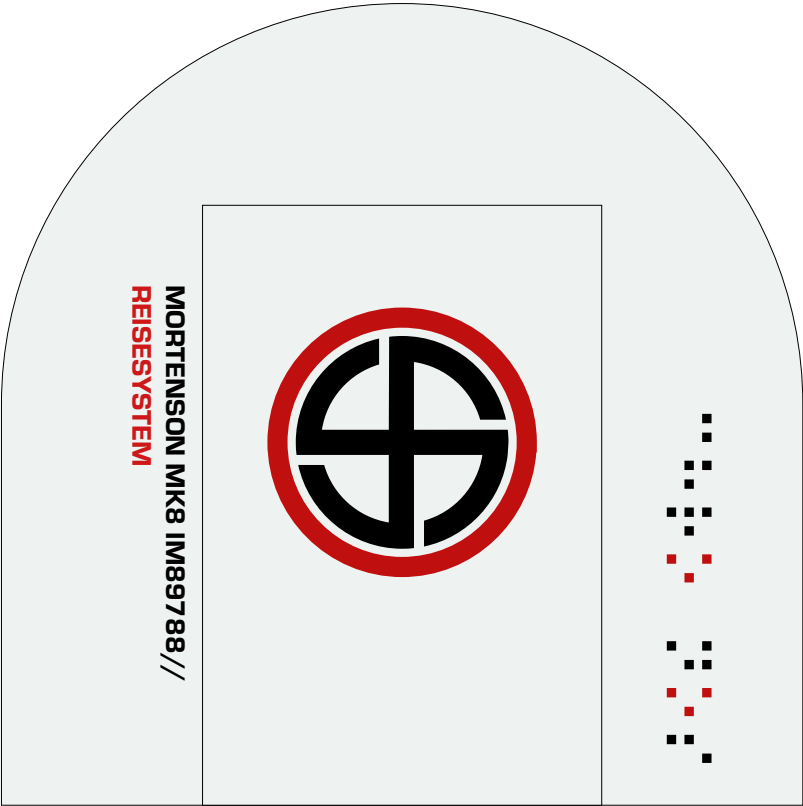
KIY

1144

THE RITUAL

CHRONOS ALTERNATE

 MI138 CHRONOS GERMAN

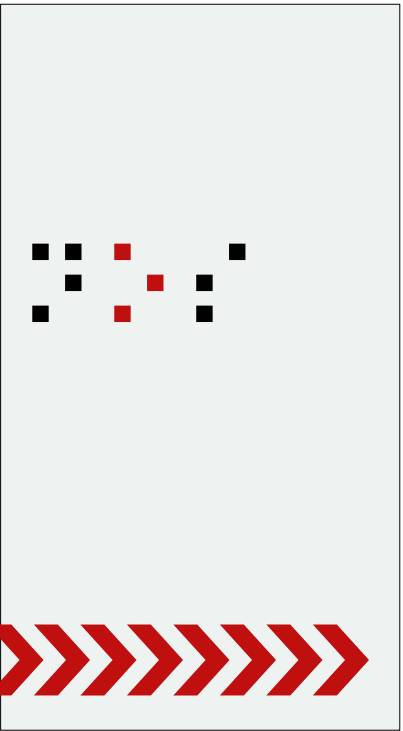
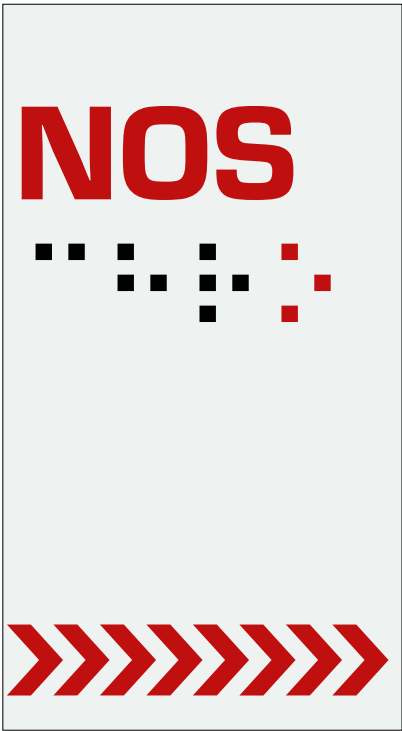


FRONT OUTER

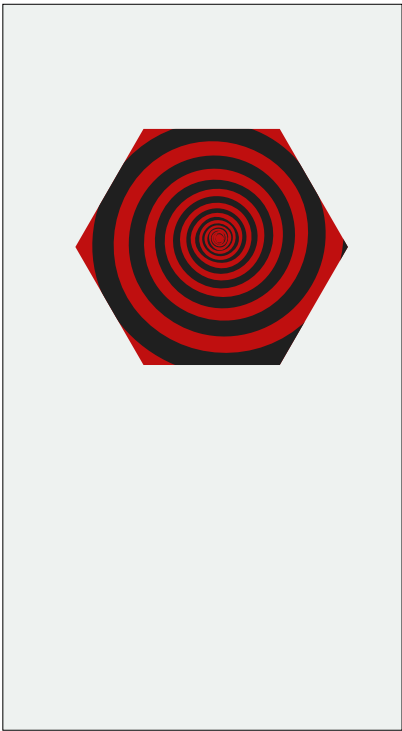
- low-tack vinyl stickers, add on the day
- aluminium ducting
- cable ties
- speaker



SIDES OUTER



SIDES INNER



GATE ANNOUNCEMENT SEQUENCE

'Beachtung. Beachtung. Alle Chrononauten der heutigen Mission versammeln sich bitte vor dem CHRONOS Reisesysteme. Zeit bis zur Toröffnung vier Minuten

„Alle Chrononauten bewegen sich zu Ihrer bestimmten Position. Zeit bis zur Toröffnung drei Minuten

„CHRONOS-Operatoren bereiten sich darauf vor, das Reisesysteme zu öffnen“

„Chrononauten machen direkten Blickkontakt mit Ihrer zugewiesenen temporalen Erdungsspirale. Zeit bis zur Toröffnung zwei Minuten'

„CHRONOS-Operatoren gehen oder nicht?“

'Beachtung. Beachtung. Alle Teammitglieder, die nicht reisen, müssen den Raum des Reisesysteme in den Operationsraum evakuieren. Wiederholen. Alle Teammitglieder, die nicht reisen, müssen den Raum des Reisesysteme in den Operationsraum evakuieren. Zeit bis zur Toröffnung ein Minuten.

„Chrononauten bereiten sich auf die Toröffnung und die zeitliche Verschiebung vor. Versuchen Sie nicht, das Tor zu verlassen, bis die Ampel grün wird. Wiederholen. Versuchen Sie nicht, das Tor zu verlassen, bis die Ampel grün wird. Zeit bis zur Toröffnung dreizig Sekunden'

'Zeitliche Toröffnung in 5...4...3...2...1'

- STATS
- NPC GRID
- IMF BRIEFS
- 1923
- 1942
- THULE 69
- 1993
- KIY
- 1144
- THE RITUAL

ALTERNATE 1969






IMF
IM456//




BENZEDRINE

Kontrollierte Substanz




IMF
IM432//




ACTRIN

Kontrollierte Substanz




IMF
IM319//




IBUHEXAL

Kontrollierte Substanz



IMF
IM222//



REDOXON

Kontrollierte Substanz



IMF
IM222//



VITAMIN X

Kontrollierte Substanz



IMF
IM222//



CYANIDE

Kontrollierte Substanz



Erholung

IMF IM856>>>



Schützen


IMF IM856>>>



MORTENSON MK8
IM89778//
REISESYSTEME

MODULE 05 //
entropy limiter


Entropiebegrenzer
UNITED REICH TECHNIK



MORTENSON MK8
IM89778//
REISESYSTEME

MODULE 01 //
power splitter


Stromverteiler
UNITED REICH TECHNIK



MORTENSON MK8
IM89778//
REISESYSTEME

MODULE 02 //
Mortenson Field
Generator

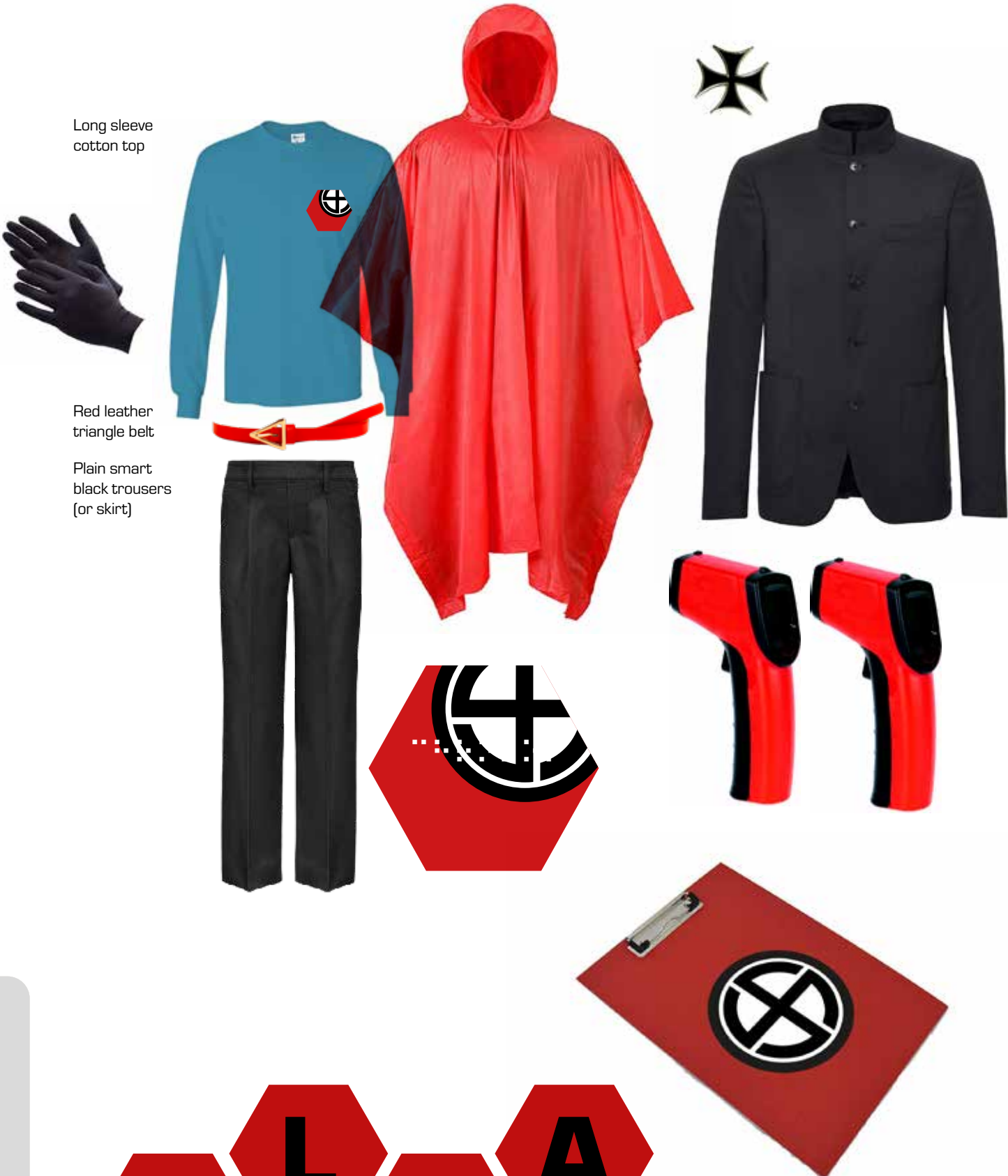
Mortenson-Feld Generator
UNITED REICH TECHNIK



MORTENSON MK8
IM89778//
REISESYSTEME

MODULE 03 & 04 //
Destination encoder
and team builder

Zielencoder und Teambuilder
UNITED REICH TECHNIK



INTEGRATED LOGICAL SCIENTIFIC ANALYSER

STATS
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ALT 1969 NARRATIVE ARC

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
		Players can interact with the Alternate team, learning that their CHRONOS is able to do things theirs can't - such as potentially travel to the future. They are all checked over and some have interviews with the Commandant. Lazlo Kovács will make contact with them to tell them the truth – that the Carcosa Diamond is an item of terrible power and could be used by the Alternates to merge and collapse dimensions to take over everything. They've been searching for it for years – he's working for them unwillingly – they absolutely must get away and take him with them to their timeline. He can't explain everything now, but there is much more to this than Stepanov, he thinks their whole theory is wrong.			Crew in Nazi IMF roles, Mish is now The Commandant. David is Lazlo Kovács.
		Players will need to overpower the Nazis, take back their weapons, the diamond, their clicker and anything else they can get their hands on, and operate CHRONOS with Lazlo's help to go back to 1942 and replace the diamond and then back to their own 1969.		CHRONOS FX (plus Hounds)	1942 combat crew. One of whom is Captain Hazlewood-Fox.



TATP

High explosive triacetone triperoxide can be made from the IC cleaning products found in the toilet. Will need a timer/battery/ignition source but should be able to build a bomb this way.



SS OFFICER

SS Officer in a modern version of the uniform will play a very dark version of the colour and shape sorting tests the players have become used to. All their answers will be wrong and lead to another player being electrocuted. The electric device can be used as part of a bomb or similar.

"They didn't even ask me any questions."



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ALT 1969 NARRATIVE ARC

Aim: stop the players from just staging an uprising right away and overwhelming NPC through weight of numbers (although if it happens, it happens!)

ARRIVAL – DAZED & DISARMED

Arrive very dazed and confused - DROP call and take all their weapons, diamond in cannister, clicker etc. Language being used is 'contain', 'containment' etc. Firm but not evil or threatening.

KEEP YOUR DISTANCE – UNDER ARMED GUARD

Split into two groups - in sitting room and ballroom. Wearing plastic protection gear - very concerned about staying well apart because of possible temporal crisis. So they are under 'arrest' but very much in a 'stay back - we're trying to help you but you must stay back!' way. Gradually send people close with scanners. Send in medical help and sandwich lunch.

SHAME THEM WITH KINDNESS

No evilness at all. Stress that they are all British. Commandant was born in Sheffield. In your world are you still at war with Germany? The same is true here. They are *not* Nazis - they are Thule Party and members of the United Reich. No Hitler, no concentration camps. How is their world doing? They very much want to help them back to their own timeline and are working on it as fast as they can. Make them doubt themselves – did they see the 'near-Swastika' and make assumptions...

KEEP THEM SEPARATED

Never allow all players to be in the same place together . Keep them in 4 groups of 4 - send some to talk to German technicians, some to be assessed by psych and medical, some 'relaxing' in the common room and some talking to the Commandant in her office (where the safe is). She is more than happy to answer their questions about her world at length. Commandant interviews become very slowly more fishing for information about their world and the best ways to attack it.

WE'RE WORKING ON IT

Assure players technicians are working hard on what happened. There's a dimensional stability problem. Everyone is very keen to get you home, because being here s risking our own dimension. Germans talk a lot more about Dimensions and a lot less about time. Introduce players to the 'genius' Lazlo Kovacs, who will slip a note and then engineer time alone with key team members.

HELP ME, BUT NOT YET

Lazlo will immediately say 'we have to get out of here, they are evil, they want to expand the Reich into every dimension. What on earth were you thinking of bring the Entropy Point with you. Start with an assumption they are experts and is horrified to discover how limited their understanding is. Totally unconvinced about Stepanov and think the very idea of de Marigney is absolute nonsense.

“We have to get you back, and you have to put that diamond back where you found it”. Something is going horribly wrong with time - Lazlo doesn't know what, but moving the diamond and changing the past is definitely not helping. Leave your own past alone!

Can only take them back via the route they used to come here - we are *in* 1969. If they want their 1969 back they have to go back and fix what they broke in 1942. The diamond was clearly meant to be there.

Make it very clear they will only get one chance and that they will need to take over CHRONOS and get what they need from the safe, but will have to be very fast because outside of these couple of rooms there are a LOT more troops that are being held back. There is a huge research base here: PHOENIX FACILITY 3. They have had a research base here at Buckland since the war when it was the first landing site for the Iron Phoenix teleportation teams.

SS OFFICER

Once the confirmation is in that the alternates are baddies, there's no reason to hold back. The Commandant has been stalling, waiting on the SS to arrive. SS Officer to enter snooker room via french windows, so he comes as a surprise when the Commandant takes a group of 4 people in. Mental torture and electric shock follow - this needs to build slowly and there needs to be at least one heavily armed guard in the room. It's fine if players take this as the moment to rise up, but we want the scene to happen a bit first.

TAKE OVER CHRONOS AND OPEN THE SAFE

Diamond, clicker and paperwork and then leave.

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ALT 1969 – PAPERWORK



MI147 GERMAN PAPERWORK

UNITED REICH // PHOENIX FACILITY 3

IMF CHRONOS
//STATUS UPDATE

FAO: COMMANDANT LAUBDECKE

TIME ANOMALIES REPORT // EXECUTIVE SUMMARY

Over the past three months the number of anomalies being encountered in CHRONOS monitoring has been increasing – risking the ongoing mission aim. In the past 12 hours an unknown trigger event has caused further damage to dimensional stability. This damage is ongoing and as yet the scope is not fully understood.

As requested by Berlin, a comprehensive review is being undertaken using all possible resources from both the science and esoteric divisions. Initial investigations suggest some kind of disconnecting and unravelling of the etheric strands – the flow of time seems to be weakening, creating this instability. I apologise for the metaphorical language but I can say with more certainty that our actual calculations and observations suggest the rate of this damage is increasing exponentially and there is a real and credible risk that without some form of corrective action that the timeline may become so damaged as to render existence as we know it untenable. It is unknown what the actual manifestation of the damage to the timeline will be to us, but all models and hypothesis point to an ending of our physical reality and existence.

CHRONOS TEST REPORT – 78861//4

OPERATIONAL DATE: 12/11/69

LOCATION: TEST SITE PHOENIX FACILITY 3

CHRONOS COORDINATES: - 65221 +9851

STANDARD MONITORING DEVIATION:

ENTROPIC OSCILLATION 78+/-

ETHERIC P-VALUE >0.01

MORTENSON CONSTANT = U_{DET}

MEASURED DEVIATION RESULTS:

ALPHA VARIANT: +78

BETA VARIANT: -2.89

OMEGA VARIANT: 86%

UNITED REICH // PHOENIX FACILITY 3

IMF CHRONOS
//STATUS UPDATE

FAO: COMMANDANT LAUBDECKE

UNKNOWN CRYSTAL REPORT // EXECUTIVE SUMMARY

THE 'CARCOSA DIAMOND' – INITIAL EVALUATION AND REPORT // DR FRANK WILCEK

Examinations confirm the object retrieved from the ANOMALOUS TEAM to match descriptions of the crystal described in archive material as the Carcosa Diamond. We have no record of the artefact post 1923, but current temporal uncertainties in the archive materials make this hard to verify.

A full study over several weeks will be required, but we have conducted a series of rapid tests and circulated findings to UReich experts in as many fields as possible. An initial summary is included below. These are daylight results – it appears the diamond responds entirely differently in the absence of any light source.

PHYSICAL PROPERTIES:

CHEMICAL CLASSIFICATION	SILICATE
COLOUR	RED (CURRENTLY DISPUTED. COLOUR APPEARS REDUCED ON FURTHER EXAMINATION)
STREAK	RED
LUSTER	VITREOUS, SUGARY, EARTHY.
DIAPHANEITY	OPAQUE, TRANSLUCENT, TRANSPARENT.
CLEAVAGE	PERFECT OCTAHEDRAL CLEAVAGE IN FOUR DIRECTIONS.
MOHS HARDNESS	10+
SPECIFIC GRAVITY	3.4 TO 3.6
DIAGNOSTIC PROPERTIES	CLEAVAGE, MONOCLINIC CRYSTAL FORM.
CHEMICAL COMPOSITION	UNKNOWN
CRYSTAL SYSTEM	ISOMETRIC UNKNOWN

UNITED REICH // PHOENIX FACILITY 3

IMF CHRONOS
//STATUS UPDATE

FAO: COMMANDANT LAUBDECKE

ANOMALOUS TEAM // MEDICAL REPORT

Note: All subjects have been exposed to higher levels of background radiation that we would consider normal. It seems possible they have lived in an environment containing elevated levels of radionuclides and the associated health risks.

Interview confirms subjects have participated in 2-3 temporal shifts in the past 24 hours without recommended preparation processes, leading to a temporary reduction in number of white blood cells, potential loss of appetite, fatigue, greater susceptibility to infection and greater long-term risk of leukaemia and lymphoma.

All subjects have been scanned as far as possible within the limitations of our equipment. Their temporal field readings are fluctuating in an unpredictable but seemingly structured way. Their physical bodies no long seem to be correctly aligned with the timeflow at a baseline level, and this is unsustainable. We do not understand why or how this is the case, but it seems certain that at some point these fluctuations will begin to increase exponentially, leading to them experiencing complete cellular breakdown.

I would estimate less than 12 hours survival if they cannot be in some way realigned with the etheric timeflow. An improved medication regime of Vitamin X and REDOXON may help stabilise their conditions, but there is very little we can do for them. I therefore suggest any interrogation or further study is carried outas a matter of urgency.

Special note on Dr Kaur

Our medical team report Dr Kiran's pregnancy has been unaffected by temporal travel. As reported in CHRONOS testing P53, the fetus is seemingly shielded from Temporal Return Syndrome by mechanisms that are not yet fully understood.

UNITED REICH // PHOENIX FACILITY 3

MORTENSON MK8
IM89788//
REISESYSTEM

CHRONOS MK 8 //

Draft Evaluation Report

The minor changes to the Mark 8 version of the CHRONOS machine have provided the following improvements to the device and operational parameters.

- 5% decrease in destination calculation time
- 2% increase in entropy limiter accuracy
- 8% increase in power efficiency
- 3% increase in Temporal Field stability

After a full evaluation cycle we continue to safely send Chrononaut teams into past time periods.

We still cannot currently move beyond the entropic mountain of 1916. This is theoretically possible but we cannot calibrate the Entropy Limiter to enable it to nullify the entropic anomalies quickly enough. Work continues on this challenge.

Following the MK 7 evaluation and recommendations reported previously, the power to the Mortenson Field has been increased. By adding in the fuse between connections 34 & 38 on sub panel 8A we have rerouted the aetheric outflow from the Mortenson Field back into the aetheric pre pressure chamber. By creating an additive feedback loop within the aetheric system the field strength appears to be both more stable, 15% stronger and more controllable.

All indications point to meeting the requirements to make future travel possible. This has been theoretically possible since we solved the Mortenson Field Matrix calculations and began work on the MK1 machine.

We request permission to begin human trials with limited, short duration, short travel time. Ethical discussions continue to look at the intrinsic dangers of interacting with an as yet unresolved time line and will continue alongside the field trials.

There are no additional budget requests for this phase of the project.

Jacobs – I don't fully understand what you've done, but it's clear you have made a change somewhere, that although we must undo it, has give me this window across time to speak with you.

The theory on this Stepanov seems wrong to me – I don't doubt the de Marigney effect, but I do very much doubt one man has caused the fluctuations we are seeing. Keep looking for the anomalies – I believe they will hold the answer for you – and don't be so afraid! Remember we built CHRONOS as an experimental tool, not an unchanging instrument. Dare to look beyond, and that is where you will find me.

Layla

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BACK TO HQ VIA 1942

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
		Return to 1942, it seems no-one is around. Allow them to get all the way 'in' and replace the diamond, but then sound the All Clear and crew come up from the cellar. Immediately raise the alarm 'They're back!' Gunfight back to the hall. Their clicker will take a while to work but they will finally make it back through.	Army jumpers Army shirts Maroon berets	All Clear KEEPSAKE alarm CHRONOS FX (EXTRA LOUD/ STRUGGLING)	

🔊 MI127 1940s RADIO

🔊 CTCL LOCKDOWN ALARM

🔊 MI126 ALL CLEAR

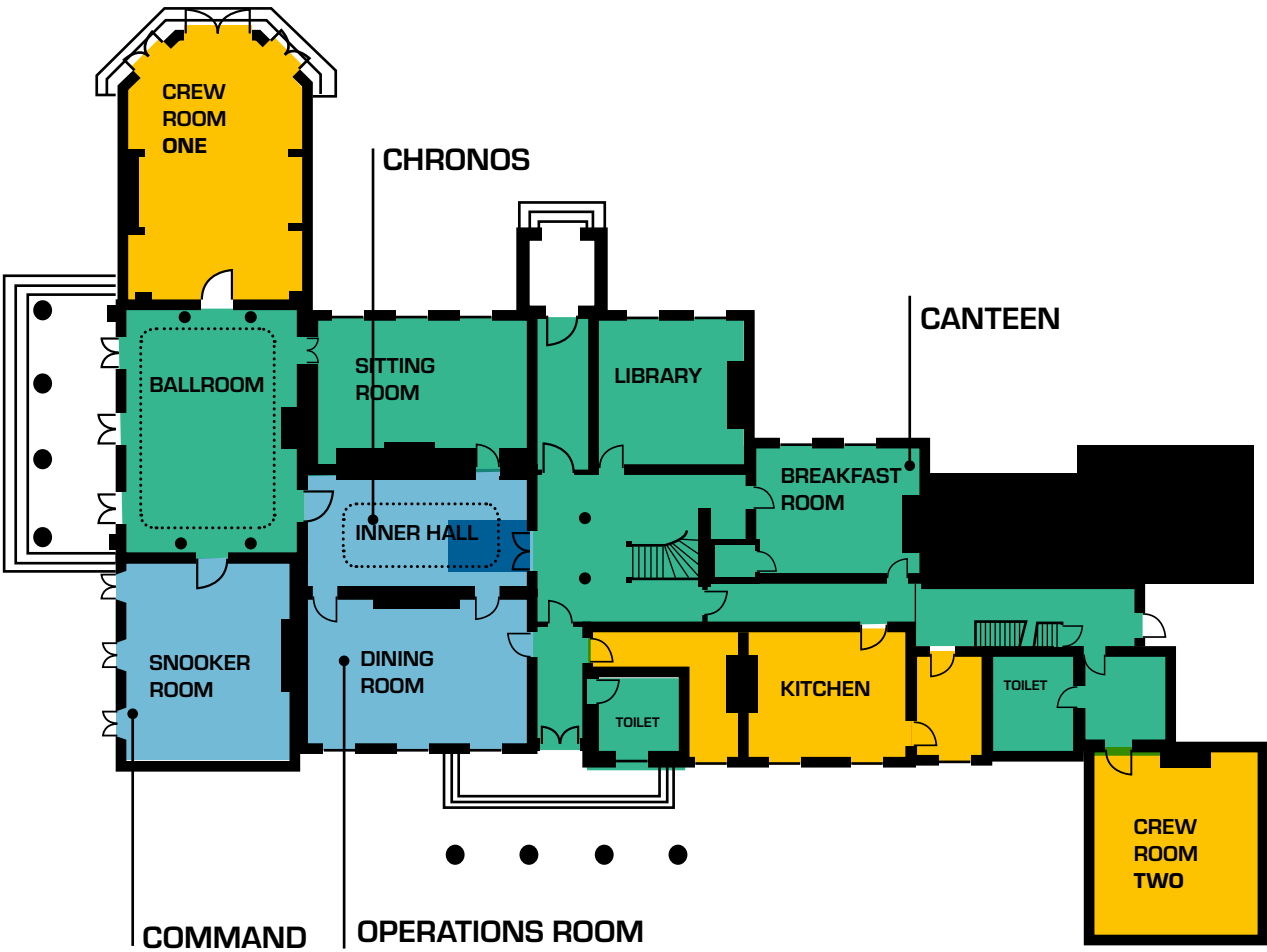


Nora Black	Mary Simpson (optional)
Si Childs	
Andy Cooper	REF
Rob Pryce	Generic WW2
Rich Aidley	Generic WW2
Rich Chalmers	Captain Hazlewood Fox
Rachel Cook	
Amanda Harrold	
Harry Harrold	Devlin
Elinor Kershaw	
David Kibblewhite	Lazlo Kovacs (if not dead)
Tina Kinnar	
Andy Knighton	
Mish Liddle	
Jo Pryor	Generic WW2
Elliot Stewart	
Keith Tait	Generic WW2
Tricia Thomas	
Reuben Stewart	Generic WW2

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HOME AGAIN

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
		Arrive to find the IMF HQ has been partly packed away – they have been gone for 24 hours and the Support Team lost their signal and had given up. Some the team have gone. IMF opinion is that the Diamond is lost, Stepanov has succeeded and the Mission is over. Players need to convince them this is not the case – share the additional information they have on the diamond and the urgency of the mission (collapsing timelines) – as well as their own impeding deaths of course! Higher SPR players are having Haunter/Hound visions. Lower BOD players are starting to suffer the effects of repeated Time Travel. Use CHRONOS to look for the anomaly – can't find it in the past, but they can see it in the future. Mr Jacobs will be very emotional to hear about Lazlo, and very much on the Players side when they show him Lazlo's files. Technical team players work on CHRONOS to allow future travel while The Tailor puts together extrapolated 1990s outfits. This Mission is player-led. Lots of stress from Mr Jacobs et al about the dangers/ machine might blow/ could damage space-time etc	Cardboard boxes/packing material Silver capes/tunics etc CHRONOS German research Lazlo instructions	Hound sound FX	Crew back into IMF roles unless their character has left. If so, join rapid take down WW2 and re-open house.



Nora Black	REF
Si Childs	The Monitor
Andy Cooper	The Plumber
Rob Pryce	The Sweeper
Rich Aidley	
Rich Chalmers	
Rachel Cook	
Amanda Harrold	The Tailor
Harry Harrold	The Ghoul
Elinor Kershaw	The Priest
David Kibblewhite	
Tina Kinnar	Head Gardener
Andy Knighton	The Coalman
Mish Liddle	
Jo Pryor	
Elliot Stewart	
Keith Tait	
Tricia Thomas	The Duster
Reuben Stewart	

Nora Black	REF
Si Childs	REF
Andy Cooper	
Rob Pryce	REF
Rich Aidley	Hound
Rich Chalmers	FX
Rachel Cook	The King
Amanda Harrold	
Harry Harrold	
Elinor Kershaw	Clubber
David Kibblewhite	Clubber
Tina Kinnar	
Andy Knighton	Hound
Mish Liddle	Clubber
Jo Pryor	Clubber
Elliot Stewart	DJ Carcosa
Keith Tait	Clubber
Tricia Thomas	
Reuben Stewart	Clubber

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1990

Liao is a mind-altering substance distilled from the black lotus. Centuries ago, a Chinese alchemist named Liao discovered the formula for this substance. During his use of Liao, Lao Tze envisioned the universal concept of Tao that served as the foundation of his philosophy. The formula for Liao travelled from the East and reached the Saracens. While a captive of the Saracens, Ludvig Prinn learned of it from his teacher Emendid Kejir, and Prinn dutifully copied the formula into De Vermis Mysteriis. Considered rare for many years, Liao is increasingly seen as an ingredient mixed with other drugs to provide different mind-expanding effects.

The drug allows the user to perceive the past, usually from the viewpoint of his ancestors. This may extend far back along the evolutionary chain with a higher dosage, but the user should be careful that they avoid certain beings that can travel to the future and exact their vengeance.



MI153 1993 RAVE MIX

MI154 SCREAMS

MI130 HOUNDS ATTACK

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IMF BRIEFS

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THE RITUAL

HOUNDS



NOTES

- IC They have no colour
- Injuries are like paper cuts - cut with an 'edge'
- Doors don't stop them - ideally we want players leaving all doors open and just patrolling/dealing with the fact they *will* be attacked - people going everywhere in pairs etc
- Lurk in shadows and 'scan' head from side to side. May not attack if player standing very still... but might.
- Slight velociraptor vibe...
- 3 x full suits - crew head entirely free in black mask

Damage 1 hit = 1 hit

NO VOCALS

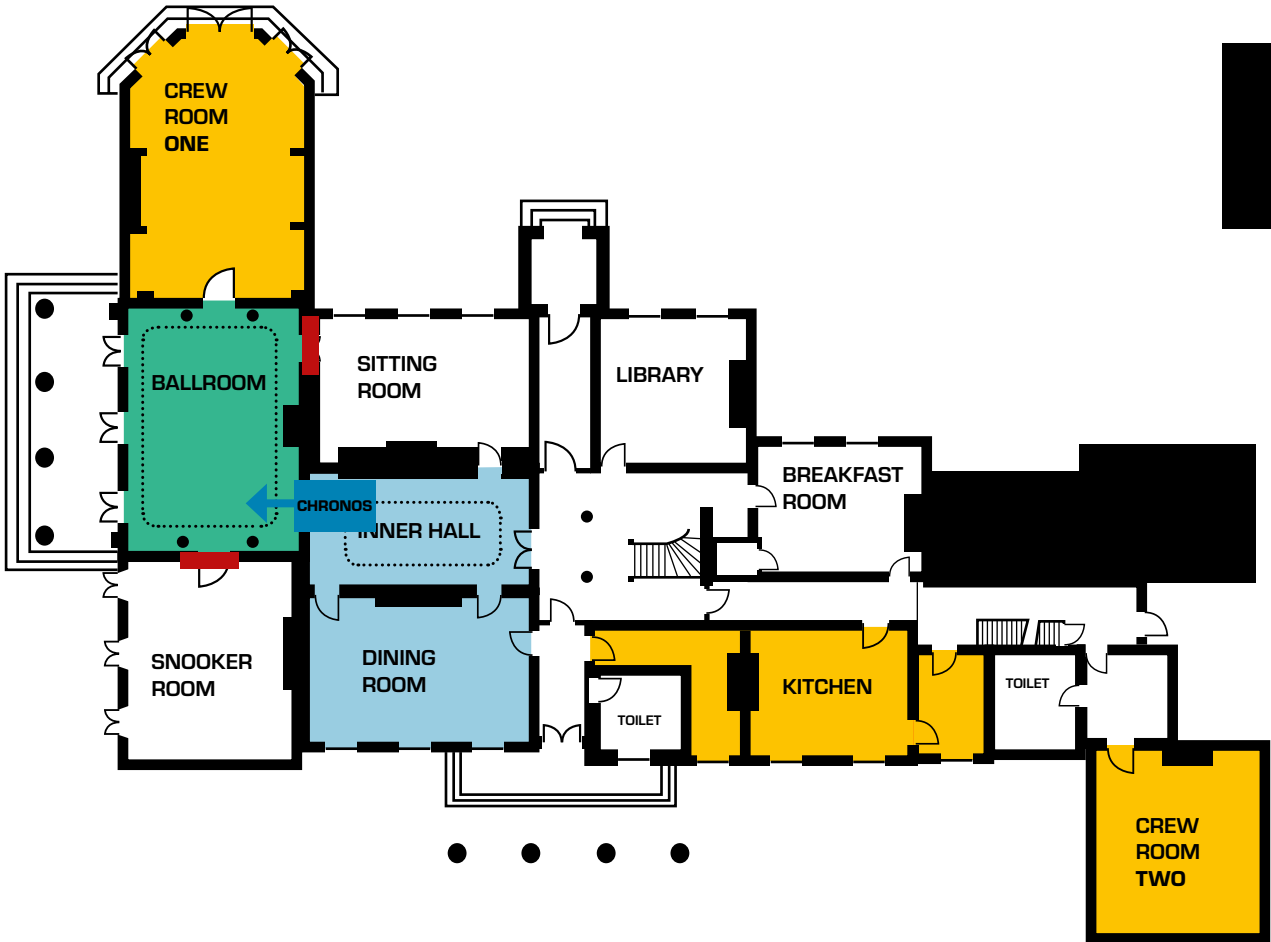
Cover this in briefing



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THE COURT OF THE KING IN YELLOW

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
		Return to 1969, injured – possible death – to find Hounds also ending an attack on the IMF HQ. All NPCs are dead/dying. Head Gardener will give them her IMF security clearance code. She also says she should have warned them, and mentions files in the safe. This gives them access to files about the Hounds. They can call the IMF and be told 'keep going - we're having some problems here but we'll support you any way we can'. They can put in research requests about the King in Yellow and recalibrate CHRONOS to look for the King's signature once they realise the King has been everywhere they have. Continuing to suffer Time Travel exposure problems. Fear of another Hound attack. CHRONOS finds what could be a signal in 1973. They will need to operate it entirely themselves.	<ul style="list-style-type: none">• Code/key• Hound files• King in Yellow information (phone calls/player information packs)		
	THE COURT OF THE YELLOW KING	Travel to what they expect will be 1973 but is in fact a journey to insanity. The Court of the Yellow King is a full mythos experience. The Chameleon welcomes players to the Court. The ballroom is filled with hanging fabric, projected psychedelic swirling lights and a wall of sound – White Rabbit. Motionless bodies in nightwear lie around in a heap in front of the King's 'throne'.	<ul style="list-style-type: none">• Hanging fabric• KIY robes• Crew nightwear kit• Court KIY briefing sheets	<ul style="list-style-type: none">• Psychedelic projection• Yellow lighting• White Rabbit• I am the Walrus• Wall of sound• Hound noises	Rachel – King in Yellow Elliot – Chameleon Bodies: Harry/Elinor/ David/Andy K/Mish/ Keith/Trish Andy C and Rich C – FX



Head Gardener security code:
9 6 Gamma 1 East Rose 4

Nora Black	
Si Childs	
Andy Cooper	
Rob Pryce	
Rich Aidley	HOUND
Rich Chalmers	FX
Rachel Cook	The King
Amanda Harrold	
Harry Harrold	BODY
Elinor Kershaw	BODY
David Kibblewhite	BODY
Tina Kinnar	
Andy Knighton	BODY
Mish Liddle	BODY
Jo Pryor	
Elliot Stewart	Chameleon
Keith Tait	BODY
Reuben Stewart	BODY

STATS

NPC GRID

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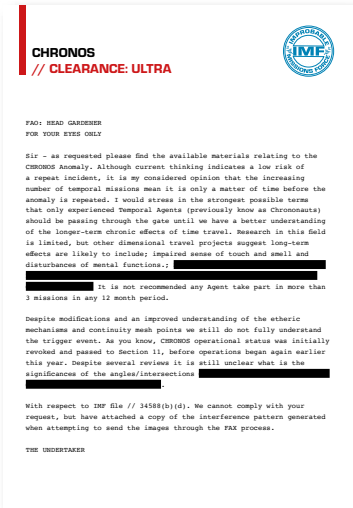
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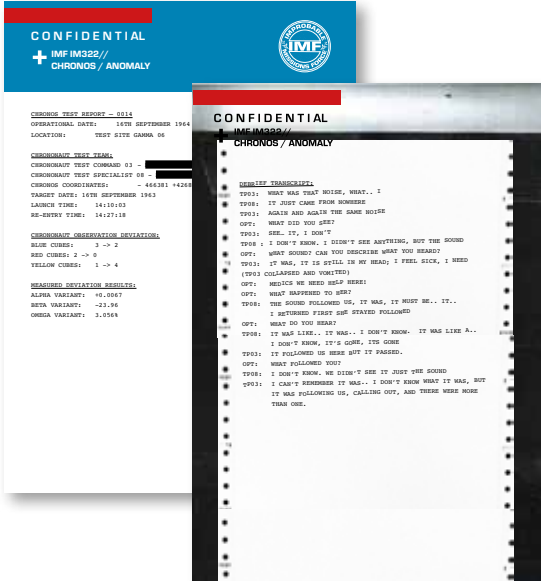
THE RITUAL

HOUND FILES

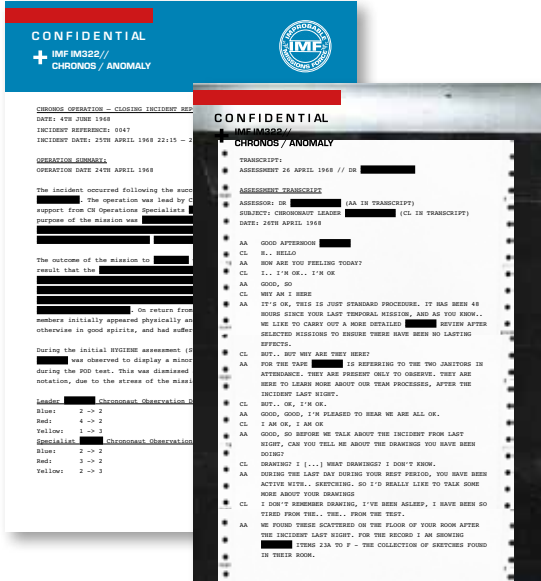
Cover letter to the Head Gardener re: the anomaly Print



Mission report transcripts Print

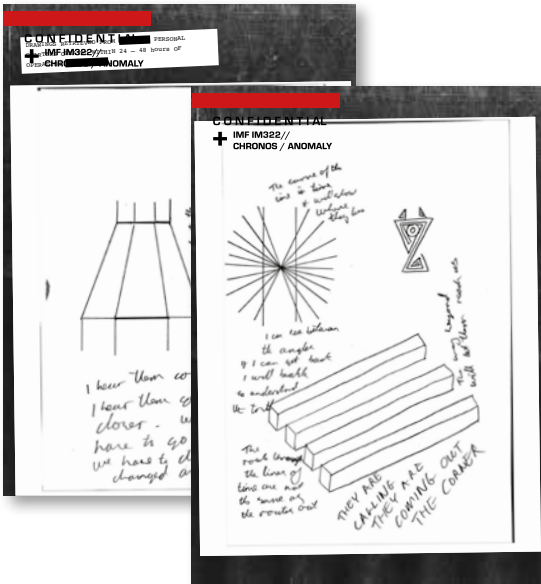


Audio recording interview MP3



MI168 HOUND INTERVIEW

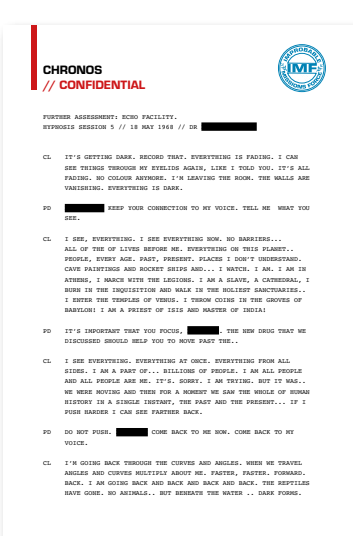
Chrononaut sketches Acetate



Patterns found when trying to fax the sketches Acetate



Hypnosis session Print



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KING IN YELLOW INFORMATION

They can put in research requests about the King in Yellow (using the Head Gardener's ULTRA clearance code) and recalibrate CHRONOS to look for the King's signature once they realise the King has been everywhere they have.

 MI185 KIY ARCHIVE FILE

 MI85 KIY AUDIO ARCHIVE

IMF CHRONOS
// RESEARCH PROJECT Y



ARCHIVED

THE KING IN YELLOW

SEE ALSO "MASKED ONE", "YELLOW PILGRIM", "UNSPEAKABLE ONE" AND THE "TATTERED KING"

Sir, I would like to add this note to indicate I still feel there is valuable research to be carried out in this area. I understand that no more funding is available but I should like to stress I think this is a mistake. I have not yet been able to prove the existence of the research subject, but it seems evident to me that some creature/ person unknown can be found in the literature and linked to the sightings reported by the Temporal Team before the 1936 incident. We need to research this 'King' (cf. Señor Amarillo) before encountering them again.

AGENT 17

LITERATURE REVIEW

No references directly quoted in sacred books or tomes, (inc. Unaussprechlichen Kulten). I postulate that it is possible that the rigid laws condemning the use of sacred names have favoured the emergence of a particular sect that venerates a more accessible figure, not only humanoid in appearance, but who agrees to be named and treated with a title - King.

Historical review determined that the earliest writings naming the Yellow/Pale/Tattered King originate in Europe, Dynastic China and India in the same time - C13-14th. In common in all sources is the fact that the King is treated as a figure of authority, requiring reverence and devotion from their servants (sometimes also referred to as Dreamers). Older references are disputed. To my eye it seems clear that both the Western Nile inscriptions and the frieze in Persepolis are depictions of the same figure.

NB: LABIB HABACHI'S REFUSAL TO PUBLISH HIS PHOTOGRAPHS OF THE CARVINGS AT NAG EL-HAMDULAB HAS LIMITED MY RESEARCH IN THIS AREA

ARCHIVED

Cpt. Gordon McWorters "Travels in the Persian Desert: From Irem to Persepolis", 1911. Unpublished. Notes retrieved from All Saints Asylum, Winson Green, Birmingham.

Their words are heard directly in the mind, causing an indescribable sense of insignificance before a cosmic presence.

Some people feel a uncontrollable ecstasy or a sense of utter doom, when they hear the King. It is not uncommon for some to faint, fall to their knees, cry loudly, or suffer epileptic seizures. The King's voice is described as the whisper of thousands of people speaking at the same time.

The legendary stare of the King causes a wave of uncontrollable panic and primitive terror.

The Yellow King offers the cultists a choice, The bargain of the King is absolute and not be entered into lightly and the price unclear. A wave of sensations and emotions, many of them absolutely inhuman, affects those who are close, struck by a confluence of sweeping stimuli. Many do not support the experience and simply detach themselves from reality, sometimes forever. Others find themselves disturbed, gifted by visions and prone to outbreaks. There are those who crave to repeat the experience, plunging into eternal servitude. After bestowing blessing or offering a glimpse of more, the King simply disappears.

Others claim that to contemplate the true face of the Yellow King is to come face to face with the principle of cosmic decay, the deathly march of time that will one day devastate all reality in the inevitable collapse of the our universe.



LeRoy DeJaune



1896 Margravine Horia König

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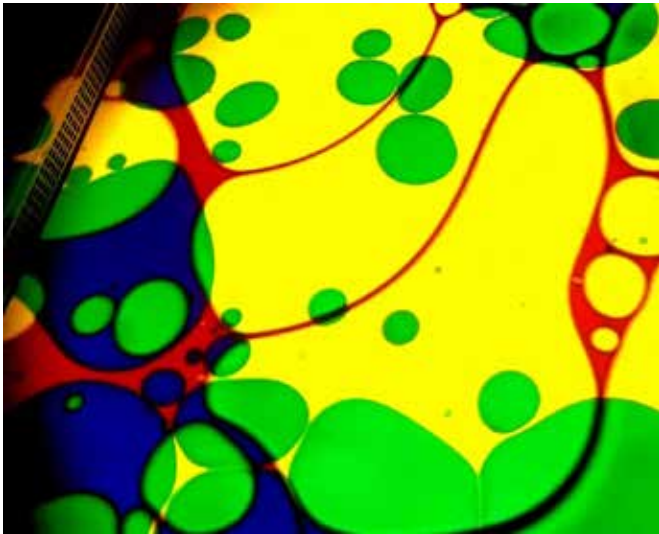
Senor Amarillo 1936



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THE COURT OF THE KING IN YELLOW

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
	THE COURT OF THE YELLOW KING	<p>So. You have questions? A conversation happens, but anyone might speak. Players are starting to lose their sense of self. "I am he as you are he as you are me and we are all together" Any time a player speaks and the King doesn't want them to, a wall of sound shouts YELLOW at them in hundreds of voices.</p> <p>The King will tell them that the Carcosa Diamond is Outside of Time. They have no idea what happened to Stepanov, he was an idiot, that's not the problem. As long as the Diamond is Outside of Time everything is unravelling, all of time and space collapsing into one chaotic 'now', and then the Haunter and the Old Ones will come... and this will be inconvenient.</p> <p>What would you say if I told you, you could have a chance to fix this – to do it all over again? Not with your machine. What if I said I could put you back in your bodies again at the Auction, just as you were – what would you do differently? You're not ready yet. And you need the Diamond from the past to have a Diamond in the future.</p> <p>When you're ready, let me know.</p>	<ul style="list-style-type: none">• Hanging fabric• KIY robes• Crew nightwear kit• Court KIY briefing sheets• Sandtimer (Jo)	<ul style="list-style-type: none">• Psychedelic projection• Yellow lighting• White Rabbit• I am the Walrus• Wall of sound• Hound noises	<p>Rachel – King in Yellow</p> <p>Rich A – Hound</p> <p>Elliot – Chameleon</p> <p>Bodies: Harry/Elinor/ David/Andy K/Mish/ Keith/Trish</p> <p>Andy C and Rich C – FX</p>



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THE COURT OF THE KING IN YELLOW

REFS

- Andy – sound FX
- Nora – player feelings
- Si – player plot expo
- Rob – anything else

ENTRANCE

Ref (Nora) in the Time Tunnel with players, carrying portable speaker. Stop CHRONOS sound and play WHITE RABBIT. Walk into the room with the players, bringing the music.

The King is at the opposite end of the room. The Chameleon is by the throne, other crew are lying on the floor in nightwear.

Players are not allowed to talk or go forward. King helped down from throne by Chameleon and walks to the player end. Music fades.

Chameleon returns to near throne and sits holding large sand timer.

KING WELCOME SPEECH

I asked you here because I've watched and you have erred, significantly... I've watched and witnessed that you are trying to rectify your mistakes. You are doing a terrible job. Time is collapsing..... this is an inconvenience.

Si: pick a player to speak through. Thanking the wonderful King for their generous invitation etc

KING Q&A

- A If the King is happy to answer - Rachel talk.**
- B If the King does not want to answer/wants to shut things down – Si or Rachel raise hand. Play one of 3 x wall of sounds**
- C If the King isn't sure of the answer – point to players and Si will ‘speak through them’**

Throughout, Nora reffing psychedelic insanity.

Wall of sound is also for use when a question is repeated, irrelevant, overly details or when we just don't want to give an answer.

The Chameleon will make a big deal of turning the timer. **Each turn = damage/RP pain/RP sanity**

LIKELY QUESTION TOPICS

Who are you? Where are we?

- What do you see? Interesting.
- I am the King
- What was I doing - I was watching

Why don't you deal with the diamond

- You wouldn't want that
- There is an etiquette. I can't tell you directly what to do, I can only offer ...(what) we will come to that
- Did I orchestrate 1969? No.

The Chameleon

- She is the Chameleon. She is my master of ceremonies. Don't you feel welcome?

Stepanov

- He was dead the minute he stepped outside of time with the stone. Forget about him. He didn't hide anything. He caused this, but he cannot fix it.

The Diamond

- The stone? Is what you might call a singularity. It balances time. You understand how everything tends to chaos? The stone holds all the opposite of that force.
- Your universe, your dimension, keeps it in the shape it is. It pushes on it, it contains it and that ensures that time can flow properly.
- Stepanov made a terrible mistake. He took

- it outside of time and now it is beginning to open, expand. All the barriers are weakening and breaking. Other ..beings have taken notice, you do not want that.
- It must be returned so that time can flow correctly and things can resume their proper shape.
 - If not, everything will become the infinite. Past, present, future, all are one for the oldest being. The Old Ones are locked outside, but if everything collapses, they will return.
- I can do nothing to help you until the stone is returned to time.**

Dying

- You aren't dying, your bubble of the universe is. You aren't attached to time anymore. You are fading, becoming not. But you know this.

The Hounds

- Well, that's what happens when you travel in time untidily, damming, splitting, blocking ripping, snagging. They mark the path for their masters to follow. You are drawing attention that you will regret/are regretting.

THE OFFER

What would you say if I told you, you could have a chance to fix this – to do it all over again? Not with your silly machine. **If you return the stone to time for me**, what if I said I could put you back in your bodies again at the Auction, just as you were – what would you do differently? No, don't tell me. You're not ready yet. And you'll need the Diamond from the past to have a Diamond in the future.

I can do nothing to help you until the stone is returned to time.

When you're ready. When there's nothing else left. Let me know.

King walks back to their throne. Music restarts.

- MI166 WHITE RABBIT
- MI166 I AM HE
- MI166 YELLOW
- MI166 LAUGHTER

NOTES

- Room set dressed with 90m yellow silk. Double gold Isis wings at one end behind the King. Platform or steps for them to stand on.
- Costume from Amanda - yellow robes, dip dyed black. Black makeup on hands and feet. Spiky crown.
- Yellow wash lighting and oil wheel projector. Blockrocker cued with 3 x wall of sounds.

SLEEPERS REACT

All sleepers sit up for the King welcome speech and clap before lying down again.

If The Chameleon hears the key words below he will repeat them. Sleepers on the floor should do the same.

DIAMOND/YELLOW/KING/TIME

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YELLOW DINNER

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
	Yellow Dinner	Players return to 1969 to find a dinner waiting for them, with a big yellow ribbon, yellow roses and all yellow food. There is a card attached with a note from the King that is just the name of a ritual and one phrase (decide on the day depending on what hint we think they need).	Yellow food Yellow ribbon and roses Card of the King in Yellow		Crew take down KIY set and have dinner while the players do.

MAIN DISHES

Coronation Chicken
Saffron Rice
Chickpea & Yellow Pepper Tagine

SIDE DISHES

Yellow Salad
Yellow Tomatoes
Grated Carrots
Mashed Potato
Cheese
Corn / Babycorn
Yellow Beetroot
Piccalilli Chutney
Mustard
Corn Bread
A lemon

Dessert

Trifle
Jelly
Custard
Whipped cream
Sliced Peaches
Lemon Pie
Pineapple Slices
Mango Chunks
Battenburg - just yellow

Yellow crown biscuits



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THE WORLD IS GOING DARK

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
	THE WORLD GOING DARK	<p>After dinner Players need to start trying to work out what the Ritual is. In the occult world there are people who have heard of it. It has never been successfully performed and it needs a lot of elements to be exactly right. Players will have to call in favours and research requests from all over.</p> <p>At the same time the world for them is collapsing, phone calls stop working so more esoteric communication methods are needed. Asking the dead, speaking via telepathy, using hypnosis on Mr Brock to see if he can recall ever having it. Certain items will be needed. Everything has to be described down the phone to them after the Fax stops working.</p> <p>While this is happening, Hound attacks continue and the rooms of the house go dark and vanish one by one.</p>	<ul style="list-style-type: none">• The Ritual divided into pieces (with multiple routes to get each one and a briefing sheet for each)• Hounds	<ul style="list-style-type: none">• Underwater audio	Hound attacks Phone calls Gradual closing off and re-dressing house.

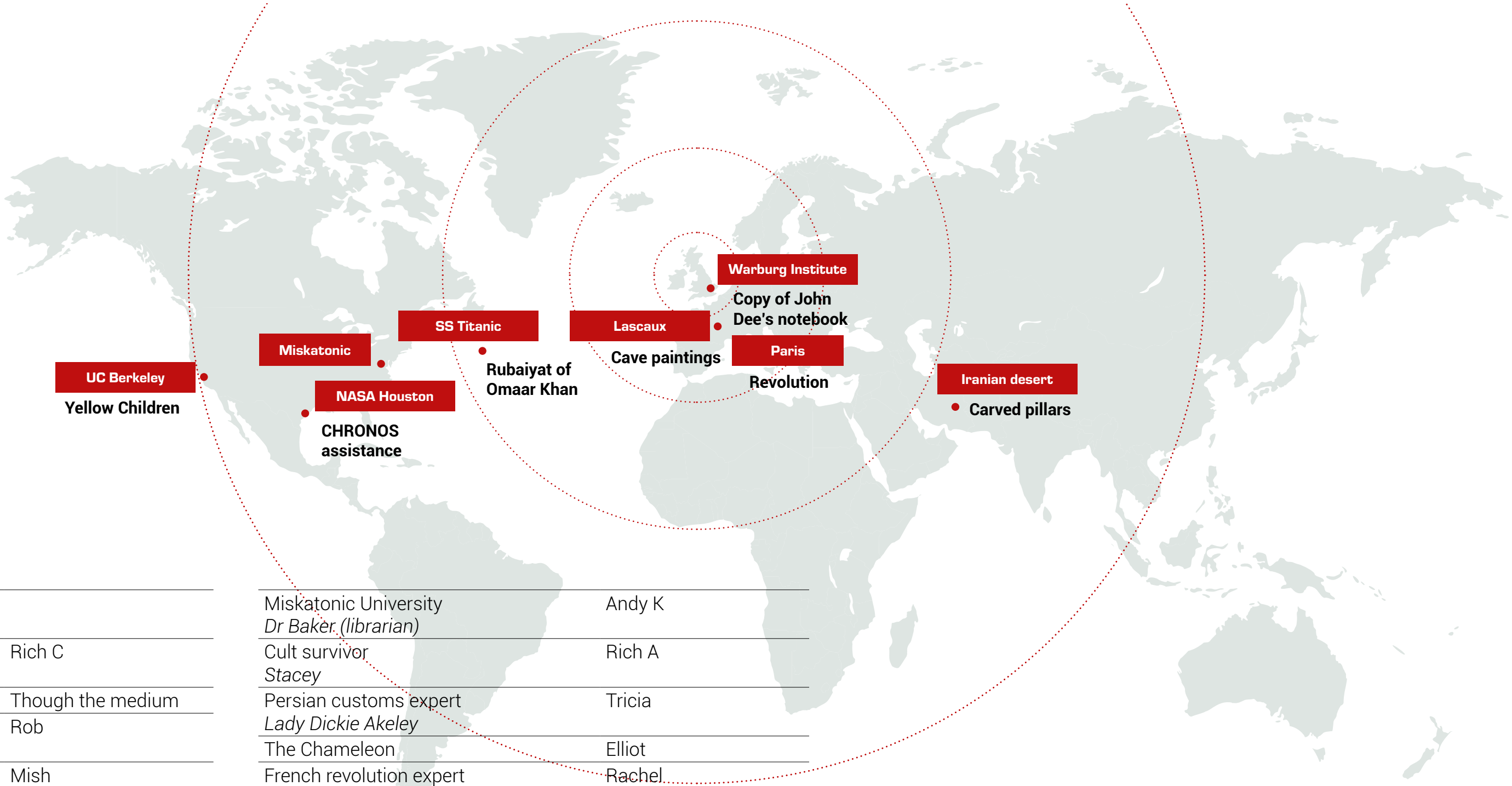


Past, present, future, all are one for the Haunter. He knows where the Old Ones broke through of old, and where They shall break through again. He knows where.

You hear the flapping of wings in the dark.

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THE WORLD IS GOING DARK



NASA	
IMF HQ <i>Agent 17</i>	Rich C
Jack Parsons/Margot Lambert	Though the medium
Atlantic Records <i>Julian Cavendish</i>	Rob
The Warburg Institute <i>Professor Caton</i>	Mish
Harvard Widener Rare Books Collection	Tina <i>Mrs Warner</i>
Titanic scholar <i>Derek Bell</i>	Keith
Cave painting expert Emily Sanderson	Elinor

Miskatonic University <i>Dr Baker (librarian)</i>	Andy K
Cult survivor <i>Stacey</i>	Rich A
Persian customs expert <i>Lady Dickie Akeley</i>	Tricia
The Chameleon	Elliot
French revolution expert <i>Claudette Mauvais</i>	Rachel
Theatrical expert <i>Adrian de la Touche</i>	Harry

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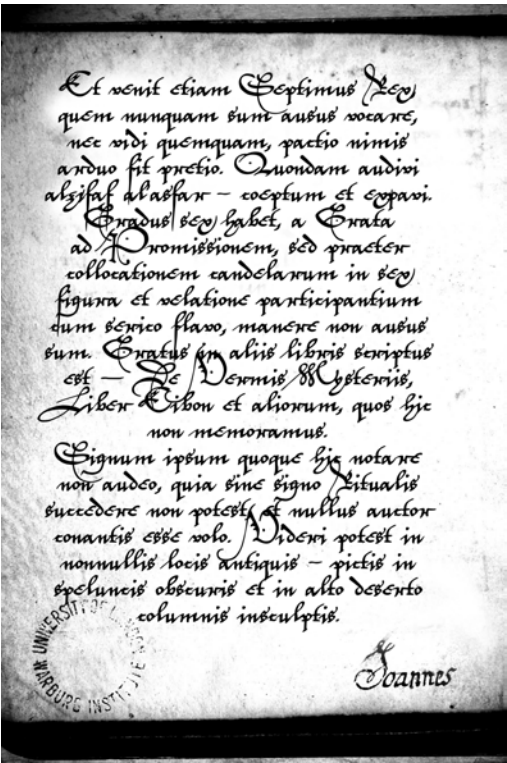
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THE KING IN YELLOW RITUAL

GETTING STARTED

WHERE IS IT: John Dee's notebook	HOW YOU WOULD KNOW HINT: IMF have a reference in their files	HOW TO GET IT: Contact the Warburg Institute/have a scan sent through	CHARACTERS: IMF telephone The Warburg Institute <i>Professor Caton</i>
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The card of the King in Yellow left with dinner ends with the phrase '*alzifaf al'asfar*'. (This would be a good time for someone to reveal 'Arabic' as their unexpected expertise. If not we'll give it someone anyway. This translates as Yellow Wedding.)

The IMF researchers can tell them that is a 'lost ritual', that has never been successfully done. They have only one reference to it in their files - a page in *Libellus Veneri Nigro Sacer* (The Little Book Sacred to the Black Venus), by John Dee. Written in 1580, it is a grimoire of ritual magic outlining a series of spirits which the operator may employ by making use of their sigillum or characters and invocations. The only copy is with the Warburg Institute in London, attached to the British Museum.

On one page, Dee refers to a 'seventh Lord' who he has never dared summon, nor seen anyone do so, for the bargain offered comes at too steep a price. Dee says he once heard the spell - the *alzifaf al'asfar* - begun and was filled with dread. It has six steps, from the Welcome to the Promise, but he dared not stay past the placing of the candles in the six-sided shape and the veiling of the participants with yellow silk. The Welcome has been written in other books - De Vermis Mysteriis, the Book of Eibon and others that he will not mention here. The sign itself he also does not dare mark down here, for without the sign the ritual cannot succeed and he does not wish to be responsible for any person attempting it, but he knows it can be seen at some ancient sites – painted in dark caves, carved on pillars in the deep desert and seen on stones that fall from space.

1 | THE WELCOME

WHERE IS IT: De Vermis Mysteriis The Book of Eibon The Book of Dead Names	HOW YOU WOULD KNOW HINT: John Dee	HOW TO GET IT: Mr Brock's memory Phone calls	CHARACTERS: Miskatonic librarian <i>Dr Baker</i>
---	---	---	---

No-one has the Book of Eibon or the De Vermis Mysteriis. But both are based on The Book of Dead Names, or the Kitab al-Azif, written by Abdul Alhazred. The only copy of that is held by Miskatonic University. It does contain a great deal of information on summoning various creatures. Miskatonic University have it, but their copy is missing the pages on Summoning and Welcoming The Unspeakable Ones. The last person who viewed it before the damage was done was Jack Parsons.

Parsons is dead and all his notes were destroyed in the explosion of his home. Whatever he and Margot tried to do drove her insane.

A SÉANCE

Jack will want to speak to Margot and Margot only. He'll take a while but will eventually give them the words.

Remember... we drew the hexagram together and you placed candles placed at the points. The nature of the being vibrated at each point...The coloured silk... your beauty veiled... and then the words

O circle of stars, marvel beyond imagination, soul of infinite space, before whom time is ashamed, the mind bewildered, and the understanding dark, we invoke thee...

To love you is better than all things... under the night stars in the desert we burned incense, called serpents, searched for truth..

They could also try Margot and get pretty much the same result. Ref via talking to the Medium. General séance noises, candles etc.

THE WORDS:

We have prepared your throne
Your court awaits you
Come Unspeakable One, for you are welcome
Come for we invite you.
Make ritual gestures of welcome*
yadkhulu makan 'asfar, yadkhulu makan 'asfar

**For them to decide on themselves.
Possibly link to their Qi Gong experience.*

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THE KING IN YELLOW RITUAL

2 FORSAKING ALL OTHERS			
WHERE IS IT: Description of the French Revolution An unperformed play	HOW YOU WOULD KNOW HINT: Research any rituals that include yellow silk/yellow veils	HOW TO GET IT: Phone around Mr Brock's head	CHARACTERS: French revolution expert Theatre expert <i>Adrian de la Touche</i>
<p>There is a reference to yellow-clad figures that could fit. In Helen Maria Williams ‘Letters from France’ – a first-hand account of the Revolution, she speaks of the appearance of many cults and strange short-lived religions as the insanity of the Terror washed through Paris. In a letter removed from all but the very first edition of her work, she describes figures in yellow veils who began for a few days to appear at the steps of the Guillotine, crying out for a new master to take them. It is unclear whether these poor souls were former aristocrats driven mad at the thought of a world with no Kings, or revolutionaries looking for a new leader. She describes the chill that spread through all those watching as the “crowd parted to let the veiled figures through, the gay yellows of their silks mingled with the scene of carnage; the glowing festoons appearing tinged with blood; and in the background of this festive garb the guillotine arose before the disturbed imagination.”</p> <p>It was said these yellow figures had spent the night before stripping themselves of all allegiances – ending marriages, breaking oaths, and recognising no earthly law or authority over them, nor fealty owed to any higher power. Each knelt down and removed their veil, giving their true names and crying a “phrase such as the Moors call out in prayer, and which I am told is the ‘accord jaune’.”</p> <p>I have heard there is a play which features this, but it's not my field.</p>			
CALL A THEATRICAL EXPERT: Ah – Elizabeth Inchbald's tragedy The Massacre, written in 1792 but never performed. Critical opinion is somewhat divided as to whether Inchbald intended the play to ever be produced as a performance, but her early death and insanity meant the play was never staged, and there are only a handful of copies of the work. In her - highly romanticised - portrayal of the Guilllotine in Act 1, Scene 3, she describes THE CHORUS OF LIBERTY, IN YELLOW saying:		THE WORDS Behold, I come to you the servant of no master. (remove veil and kneel) No allegiance have I, no ties that bind. Forsaking all others, and of my own free will. I enter into this contract. <i>la shay' akhar, kulu shay</i>	

3 SPEAK NOW OR FOREVER BE SILENT			
WHERE IS IT: Part of a ritual performed by The Yellow Children in Antelope Valley, California.	HOW YOU WOULD KNOW HINT: Dr Hayes and Dr Kaur deprogrammed the survivor.	HOW TO GET IT: Telephone Stacey in California before the lines go down	CHARACTERS: Cult survivor Stacey
<p>Both Dr Hayes and Dr Kaur* worked to deprogram Stacey, the only survivor of The Yellow Children. It was 2 or 3 years ago, but from what they remember, the cult's leader Karl Staten had brought back a ritual with him from the Hippy Trail.</p> <p>Karl had some kind of experience in the desert in Iran and came home to start up the Yellow Children, who were attempting to use the ritual to ask a being they called the Neon Emperor to take them into new bodies in space before a comet hit the earth. Dr Hayes had always assumed their name was a Yellow Submarine reference as they were heavily into the Beatles and also very keen on Nembutal (Pentobarbital) - the yellow pills that supposedly inspired the song name.</p> <p>The whole cult took a drug that one of their members had cooked up, hoping to gain the group telepathic link they would need to survive their ascendance. Sadly it turned out to be so toxic that all but one of them died. It took months of patient deprogramming to encourage Stacey to move on with their life and convince them they could no longer feel the consciousnesses of their fellow cult members inside their head.</p> <p>*If both dead, should be able to re-jig this to be something any number of other players have heard of.</p>			
TELEPHONE STACEY AND PERSUADE THEM TO REMEMBER THE RITUAL. MAKE THEIR OWN WAY TO LINK MENTALLY AS A GROUP. GREEK URN RESIDUE/MODERN DRUGS/PSYCH SKILLS Stacey struggles to remember the scroll the leader had and has a tendency to sing Yellow Submarine. Once upon a time, or maybe twice, there was an unearthly paradise... We sailed on to the sun... As we live a life of ease.... Every one of us (every one of us) Has all we need (has all we need) In our yellow submarine We all live in a yellow submarine...		THE WORDS: If any person here is not willing to make their promise to the King, Speak now or be forever silent. (Enter one another's minds and souls and know the truth.) We are all one, we are all together <i>kuluna wahid, kulu shay</i>	

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THE KING IN YELLOW RITUAL

4 THE SIGN			
WHERE IS IT: Cave paintings, desert ruins. Also on Delta album cover	HOW YOU WOULD KNOW HINT: Julian dropping hints that Delta did a deal with 'something' for the success of Black Rainbow End. Or you've seen it yourself at an ancient site.	HOW TO GET IT: Fax Hypnotise someone to remember what it looks like. Make a phone call, or just know the album really well.	CHARACTERS: Atlantic records <i>Julian Cavendish</i>
The sign The Lascaux Caves, are a cave complex inside SW France adorned with the most famous and impressive cave paintings worldwide, estimated to be around 17,000 years old. Many of the paintings are located far away from the entrance, with the most famous painting is Great Hall of the Bulls in which deer, horses, and bulls are displayed. Those who have the right connections can travel further into the caves, where in the very darkest and furthest spaces are paintings not seen by the public that show creatures not of this earth, and high up in corner at the very back, a strange symbol that archaeologists are still arguing over the meaning of.			
The words that go with it - Black Rainbow End sleeve notes. There is a little yellow symbol on the sleeve notes and a dedication 'FOR THE KING' next to 'Marry Me'. The last lines of the track are 'With this sign I mark myself yours, my soul belongs to you, my lord (baby, baby, baby).' Then they sing something that sounds a bit like 'Aleesha, always far' - which our Arabic speaker will know should be al'ishara al'asfar - yellow sign.			
HYPNOTISE A PLAYER WHO HAS BEEN TO THE CAVES OR THE PYRAMIDS ETC SO THEY CAN RECALL THE SYMBOL OR SEND A FAX CALL ANYONE WHO MIGHT HAVE A COPY OF BLACK RAINBOW END AND ASK THEM ABOUT THE SLEEVE NOTES/LYRICS. OR IT MIGHT BE ON THE NANITE ROCK, BUT YOU'D NEED TO DO SOMETHING WITH IT TO GET IT TO SHOW CLEARLY ENOUGH		THE WORDS (Making the mark of the yellow sign up your face) With this sign I mark myself yours. My soul belongs to you, my lord. <i>al'ishara al'asfar, al'ishara al'asfar</i>	

5 THE LIBATION			
WHERE IS IT: LEAVE THIS ONE OPEN	HOW YOU WOULD KNOW HINT: LEAVE THIS ONE OPEN	HOW TO GET IT: <i>LEAVE THIS ONE OPEN</i>	CHARACTERS: Persian customs expert <i>Lady Dickie Akeley</i>
<p>The crucial step in any ritual in which you are attempting to make a deal is the binding agreement or libation – where a sacred liquid is offered to the god: blood or wine in exchange for a wish.</p> <p><i>"Thus the libation accompanies a prayer which aims at obtaining security. It is at the moment of beginning a dangerous enterprise for oneself or for others that a liquid offering is poured to the god – an offering which should guarantee the interested party that he will return safe and sound."</i></p> <p>I've found a reference for you that seems as though it might be part of this. In the first edition of the Golden Bough, Frazer includes a footnote on a Persian custom where a bitter drink is shared when important bargains are agreed. I wouldn't have thought anything of it, but yellow cups are always used and the cry of <i>ahtaram alsafqa</i> given after the terms have been stated.</p> <p>I have another older book that talks about the 'black drink for the yellow guest' - and a carving that suggests it is a drink made from the black lotus. Which I'm sure you know is central to Persian culture. Interestingly most Persian ritual in fact is based on Zoroastrianism - one of the oldest religions.</p>			
THEY HAVE BLACK LOTUS IN THE FORM OF THE LIAO FROM THE RAVE THEY HAVE LITTLE YELLOW CUPS FROM THE DINNER BLACK COLOURING FX			THE WORDS: <i>ahtaram alsafqa</i>



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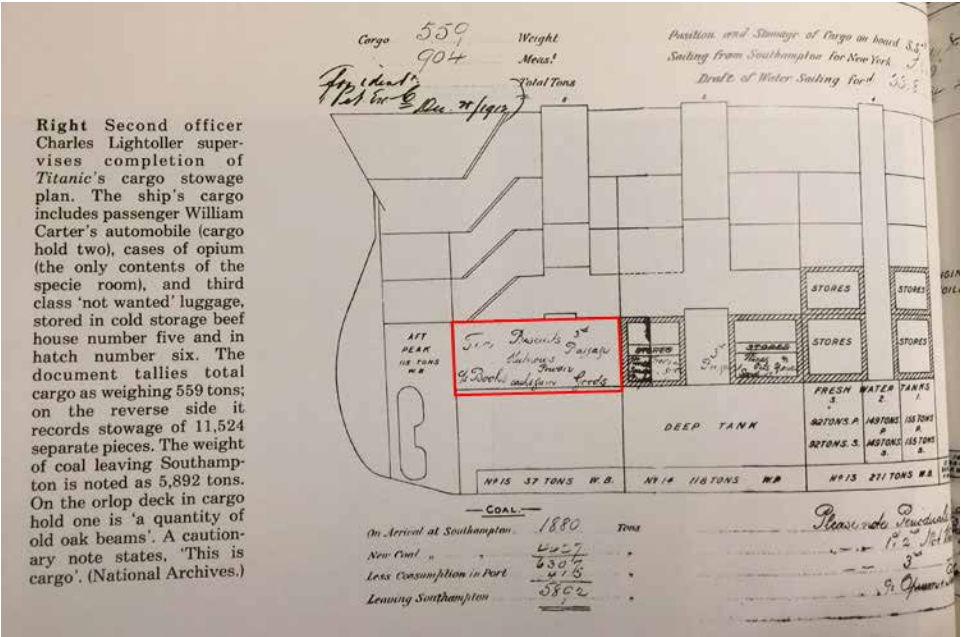
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THE KING IN YELLOW RITUAL

6 THE PROMISE			
WHERE IS IT: Found only in the specific edition of the <i>Rubáiyát of Omar Khayyám</i> that went down with the Titanic.	HOW YOU WOULD KNOW HINT: Entirely lost books are few and far between. The Titanic accounts for some/ immediately think of the Widener collection.	HOW TO GET IT: Remote viewing	CHARACTERS: Harvard Rare Books Widener Collection <i>Mrs Warner</i> Titanic expert <i>Derek Bell</i>
<p>Several rare books were lost to the sea that night. Including pieces of parchment from the Torah owned by Hersh L. Siebald, a very rare first edition of Francis Bacon's essays, owned by recent Harvard graduate Harry Elkins Widener, and with several other rare books he'd just acquired for his home library, went down with the ship. One of these was a unique edition of The Rubáiyát of Omar Khayyám. The Widener Rare Book Collection at Harvard was set up in his memory.</p> <p>The Rubáiyát of Omar Khayyám is the title that Edward FitzGerald gave to his translation from Persian to English of a selection of quatrains attributed to Omar Khayyam (1048–1131), dubbed "the Astronomer-Poet of Persia".</p> <p>The edition "boasted over a thousand precious and semi-precious jewels and thousands of separate leather inlays. Enclosed in an oak slipcase, the Rubaiyyat's ornate cover of Moroccan leather was inlaid with a depiction of three peacocks, their tail feathers spread dramatically, including gold embroidery in the details, as well as a Persian ud, similar to a lute, designed of inlaid wood and ivory. The small and delicate jewels which encrusted the book's binding included more than 1,000 emeralds, rubies, amethysts, and topazes, each set separately in gold.</p> <p>On March 29, 1912, just twelve days before the "unsinkable" Titanic set sail on her maiden voyage, the book's British owner consigned the bejewelled Rubaiyyat to Sotheby's rare book auction in London. Following the auction, Sotheby's packed the book and arranged for it to be transported to its buyer in the United States on White Star Line's newest grand lady, the Titanic, bound for New York.</p> <p>The lost edition supposedly contained an additional quatrain described as the Wedding Promise, following on from the usual Stanza V, which itself is slightly different in this edition, reading:</p> <p>V</p> <p>"Irem indeed is gone with all its Pillars, And Jamshyd's Sev'n-ring'd Cup where no one Knows; But still the Vine her ancient ruby yields, And still a Garden by the Water blows"</p>			
REMOTE VIEW THE BOOK INSIDE THE TITANIC VI "And now the King walks with the Dreamers Our lifeblood's promise ready to receive As with the Dagger born of Emptiness We give freely all we Shall Ever Be" ON THE FACING PAGE, INSIDE AN ELABORATE HEXAGONAL FRAME, A PICTURE OF SOMEONE USING A DAGGER AND THE WORDS.		THE WORDS I give freely to the King, all that I was, all that I am and all that I may be. <i>kulu ma'akunah, kulu ma'ana, kulu ma sa'akun</i> (Turn the Dagger of Emptiness on yourself) We bear witness and commend this soul to the King. <i>Ku kulu, kulu shay</i>	



MI188 TITANIC UNDERWATER

STATS

NPC GRID

IMF BRIEFS

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KIY

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THE RITUAL

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 MI171 CHRONOS EXPLOSION

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
	THE WORLD GOING DARK	<p>Mr Jacobs was reading a book that includes a section on the legend of Sir William who met an angel who gave him a falling star – which he built Buckland House on. There is a photo of a church wall painting and the angel looks like one of them in their 1990s kit.</p> <p>Realise that they need to go and be the Angel and they can do it by opening the other end of Stepanov’s portal tunnel in 1144, catching the Diamond and giving it to Sir William. It requires a huge power increase of CHRONOS to make it work and they know it will be a one-way trip. One player can go – prepare their mind and body with psych/drugs. CHRONOS explodes as soon as they are sent. To speak with Sir William they will need to use Latin or Old French. The trip will kill them as soon as they have completed the handover. The Diamond is now built into the cellar at Buckland House, but they cannot get it in their time because the cellar isn't there anymore.</p>	<ul style="list-style-type: none">• Buckland House history book, including the Angel story• Portal ritual• 1990s tabard + tinfoil cloak• Sir William kit• Carcosa Diamond• Remaining smoke in a can	<ul style="list-style-type: none">• Packet sparklers• CHRONOS explosion	<ul style="list-style-type: none">• 1 player• Sir William (Harry)• 2 ref



WHY 1144

Hint from the King that they need the 'diamond from the past' .

Explainer to players:

The diamond has been floating out of time this whole time. Opening the other end of the portal will allow them to 'catch' it. Opening the portal won't work at any other time because it is already in Buckland House and the fluctuating field problem stops it. If they ask teams somewhere else in the world to try it also fails for them. Fluctuations again..

They need Buckland House, but the earliest moment that it *isn't there*. The moment the signal vanishes from CHRONOS for their location.

To get CHRONOS to do this is going to need some work on the computer - phone NASA.

When the computer finishes calculating, the book that was used to prop it up is also found – confirming the date AND showing how the diamond arrived at Buckland house.

.1144 ENCOUNTER

- Sir William kit up and go outside first.
- Player time travel using CHRONOS - set to open into the entrance hall. Cover camera with hand if they are bringing it.
- Take player outside to somewhere the house is not obvious and uncover camera.
- Do their portal spell and get the diamond (FX sparkler circle)
- 'Hear a horse approaching'. Player will be suffering from timeshock/ dying.
- Sir William rushes over. Cry 'an angel!'etc. Player will hand over diamond and hopefully say something he can understand (Latin/ medieval French both OK).
- They appear to Sir William and to themselves to be fading away.
- Astounded God has chosen him, he gives praise, promises to do as the angel said, then exits stage left to his invisible horse.

TRANSLATION POSSIBLES

You have been chosen.
This jewel is holy.
It contains the Light of Heaven.
God commands you.
Build the foundations of your home upon it.
I am an angel of the lord.

Electus es.
Haec gemma sancta est.
Lumen coeli continet.
Imperat tibi Deus.
Fundamenta domus tuae super eam aedifica.
Ego sum angelus domini.

Tu as été choisi.
Ce cristal est sacré.
Il contient la Lumière du Ciel.
Dieu vous commande.
Construisez les fondations de votre maison dessus.
Je suis un ange du seigneur

PORTAL WORDS

Hypnosis will let them recall Stepanov's words and then just change the last line.

I call upon the powers of the circle, in which all are as one.
I call upon the spirits cast into the void of death.
I call upon the ancient laws writ across every atom of the cosmos.
I call upon blood and land, the terrible thread that binds mankind.
Let beginning become end.
Let lie become truth.
Let past become present become future.
Let the story I weave become the reality I live.
Let this place become every other, tied together by my will.

Powers of the circle, bring it to me!
Powers of the circle, bring it to me!

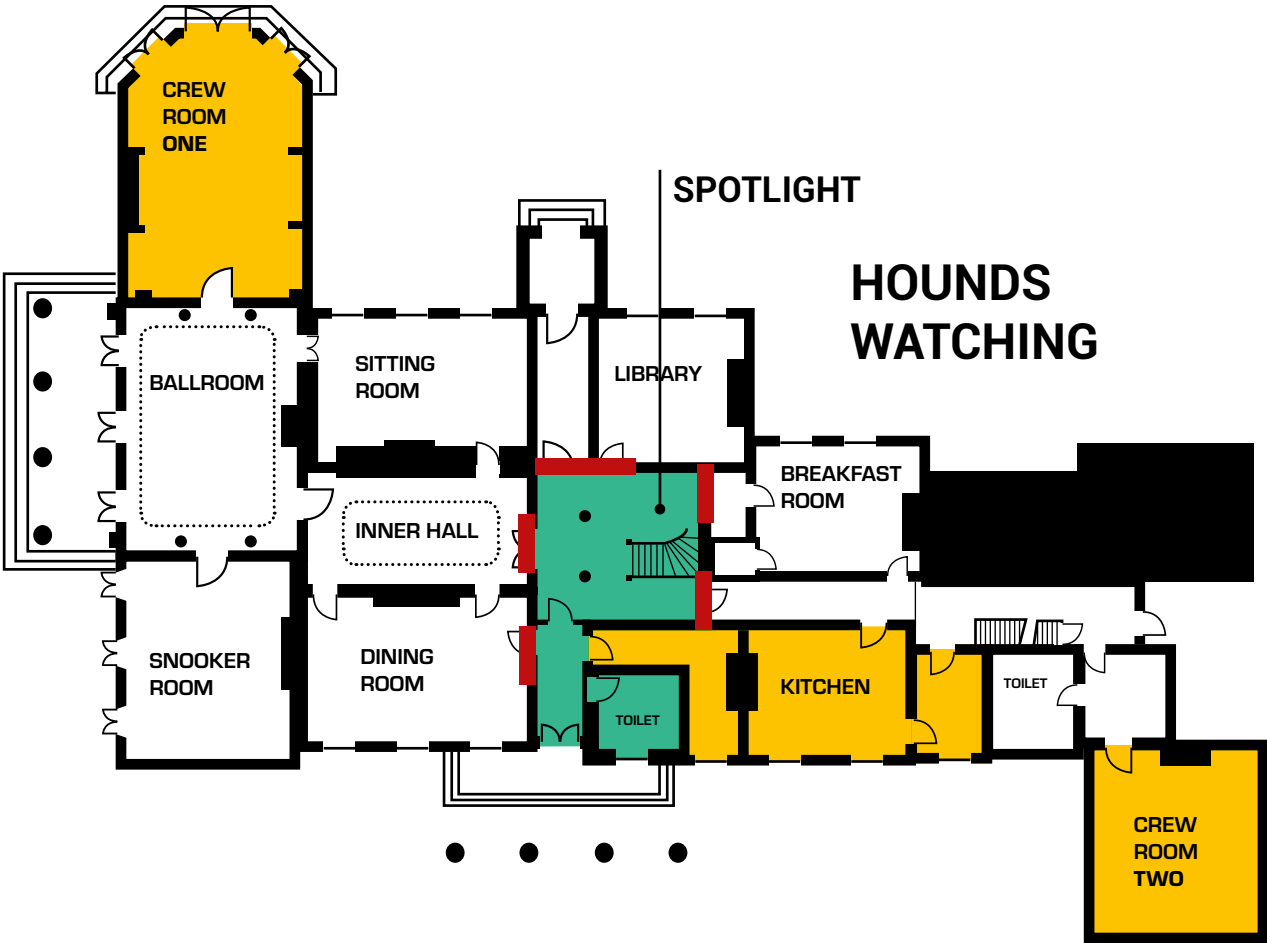
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THE RITUAL

THE FINAL RITUAL

MI190 YELLOW WEDDING MUSIC

MI189 YELLOW WEDDING WIND

TIME	EVENT	DESCRIPTION	PROPS	F/X	CREW
	THE WORLD GOING DARK	Once the remaining players have been to 1144 and got all the pieces of the ritual, the only thing left to do is carry it out. The only room left is the Entrance Hall. It is clear the rite involves them all killing themselves and giving their souls into the possession of the King in Yellow – and hoping they will stick to their half of the bargain. Each player must die one at a time. Hounds will watch from the shadows but not interfere once the ritual starts.	<ul style="list-style-type: none">CandlesYellow silkDagger of EmptinessLiao	<ul style="list-style-type: none">Audio	



AFTERMATH

All players lying in a heap on the floor. House has been prepped ready for re-run. Give them a few minutes in the dark then open all the doors and Friday just re-starts up around them. Chameleon welcomes them, no-one really reacts to them all lying in a heap on the floor. They should have been expecting this to happen. Give them new character cards as and when.

4 PROPERTY OF THE KING IN YELLOW

TITLE:	FIRST NAME:	SURNAME:	LUCKY
MR.	EDWARD	BROCK	
ALIASES:	BADGER EDDIE	CLEARANCE	INTERNAL X
	EDWARD COMSTOCK	TOP	CONTRACTOR
KNOWN SKILLS	Artefacts Acquisition (5) (Knowledge, Contacts – academic/ underworld)		BOD 13
	Big Guy (2)	MYTHOS 1	MND 9
	Ceremony (2)		SPR 11
UNEXPECTED EXPERT			

THE YELLOW WEDDING

alzifaf al'asfar

Candles at 6 points and the participants 'veiled in yellow silk'

- i

We have prepared your throne
Your court awaits you
Come Unspeakable One, for you are welcomed
Come Yellow King, for we invite you.
(Cover face, diamond at forehead, hands down palms out in welcome)
yadkhulu makan 'asfar, yadkhulu makan 'asfar
- ii

Behold, I come to you, the servant of no master.
(remove veil and kneel, name yourself)
No allegiance have I, no ties that bind.
Forsaking all others, and of my own free will.
I enter into this contract.
la shay' akhar, kulu shay
- iii

If any person here is not willing to make their promise to the King,
speak now or be forever silent.
(become of one mind)
We are all one, we are all together
kuluna wahid, kulu shay
- iv

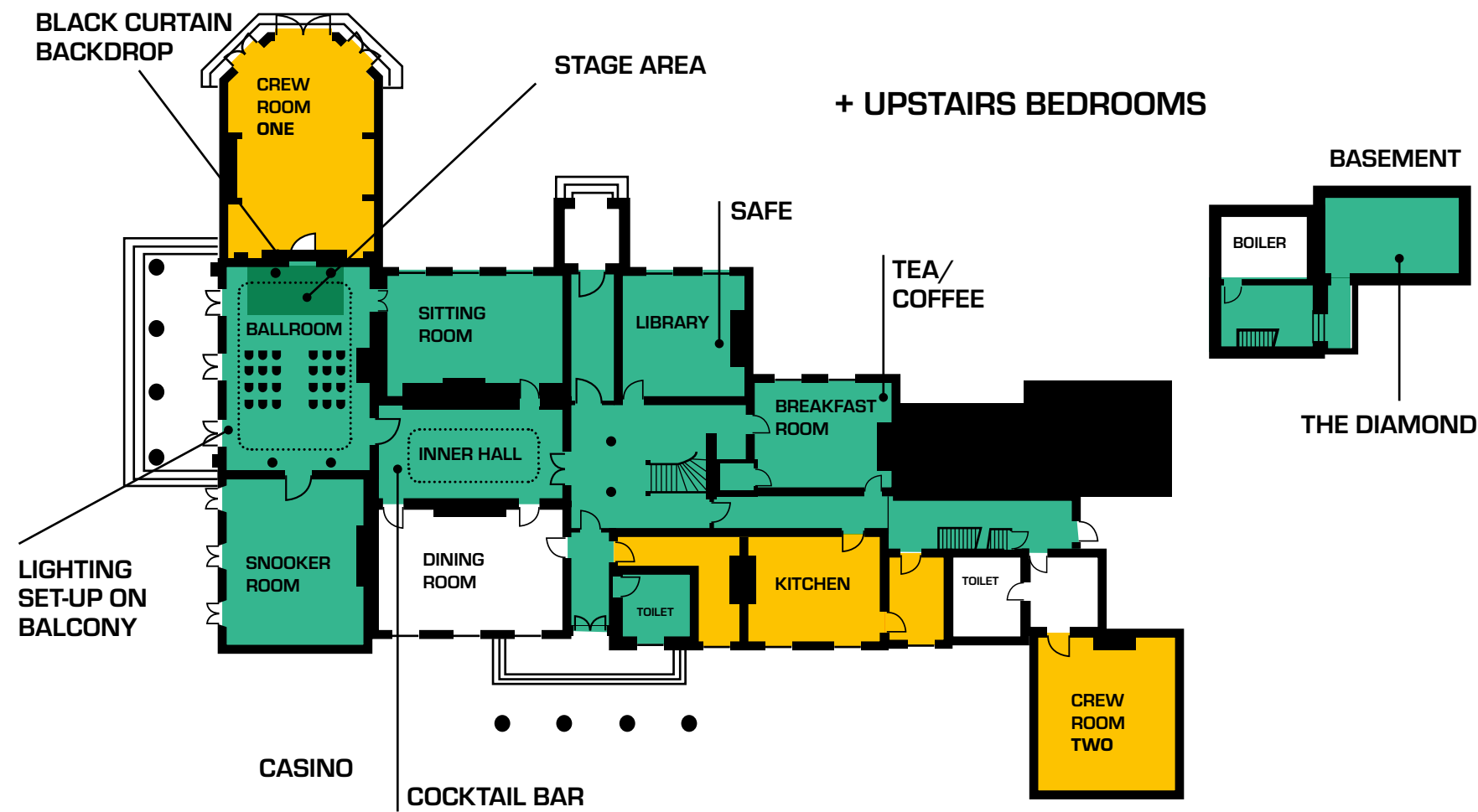
With this sign I mark myself yours.
(draw the yellow sign upon your face)
My soul belongs to you, my lord.
al'ishara al'asfar, al'ishara al'asfar
- v

The offer is accepted
(drink the wine)
ahtaram alsafqa, ahtaram alsafqai
- vi

I give freely to the King, all that I was, all that I am and all that I may be.
kulu ma'akunah, kulu ma'ana, kulu ma sa'akun
(use the dagger of emptiness)
We bear witness to this Promise and commend this soul to the King.
Ku kulu, kulu shay

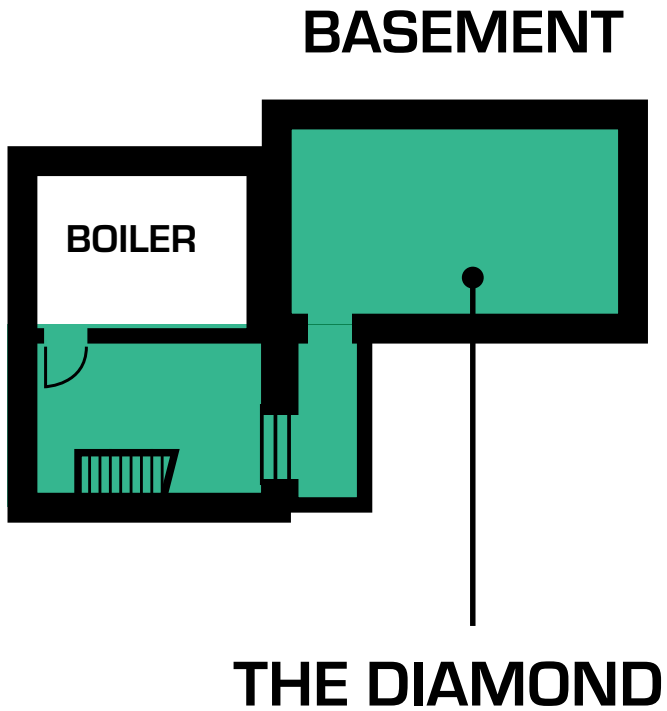
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FRIDAY ALL OVER AGAIN



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THE CELLAR



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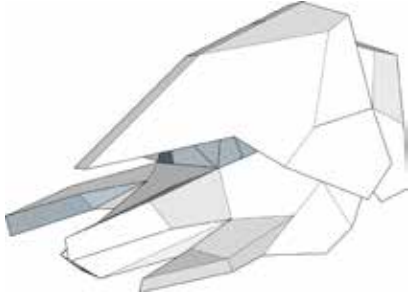
KIY

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THE RITUAL

HOUND MASKS



WINTERCRAFT




Juno the Hunter

Designed by Steve Wintercrafter

This mask can be built by simply taping the edges together or by using the tabs to glue the edges together.

**Choose**



Untabbed Construction

Choose this construction technique if you are short of time, or are looking for a quick and easy project. Building this mask without tabs is much quicker and although the finished mask will still look awesome it will not be as neat.

Build time approx: 2 hours

Tabbed Construction

Choose this construction technique if you have plenty of time, are looking for a more substantial project and want to achieve the best possible finish. Building this mask using tabs will take longer but the finished mask is stronger and will look neater.

Building time approx: 2-3 hours


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JUNO THE HUNTER v3.0

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NOTES

- Construct from card or craft foam in greys/blacks.
- 16 sheets of A4 or 5 sheets of A3
- Gradually move to more and more crew in black wearing them as Friday evening progresses.
- Not for combat





[DOWNLOAD TEMPLATE HERE >>](#)

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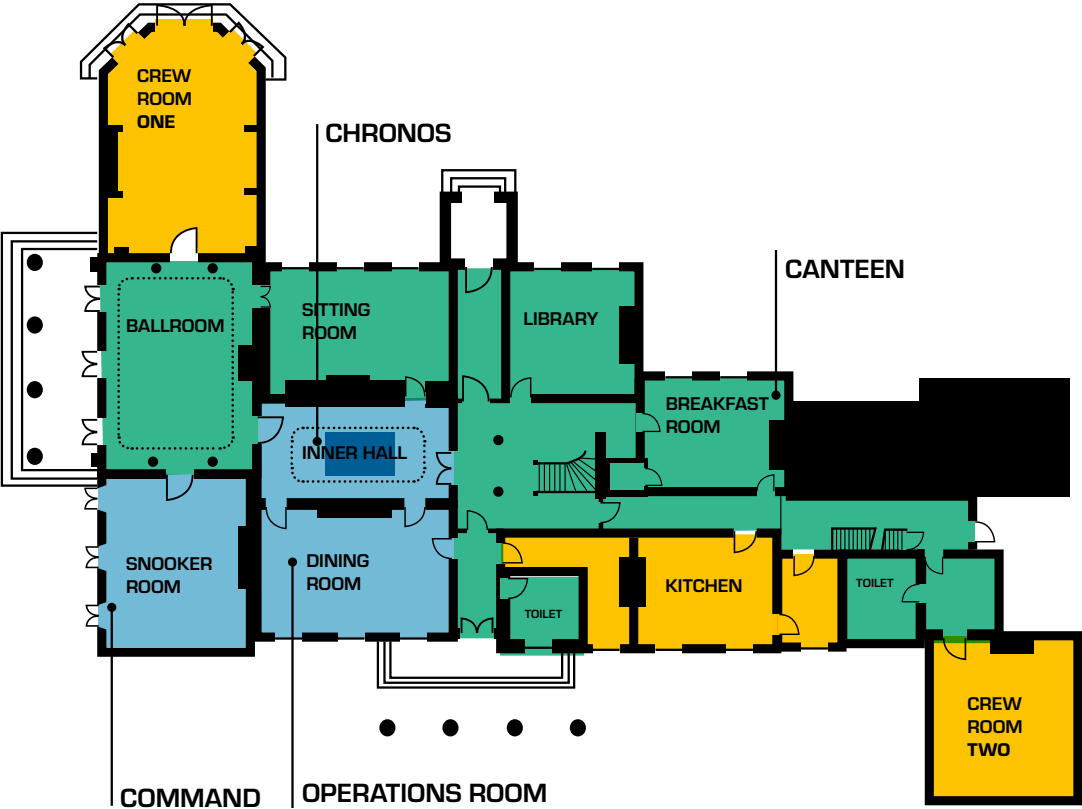
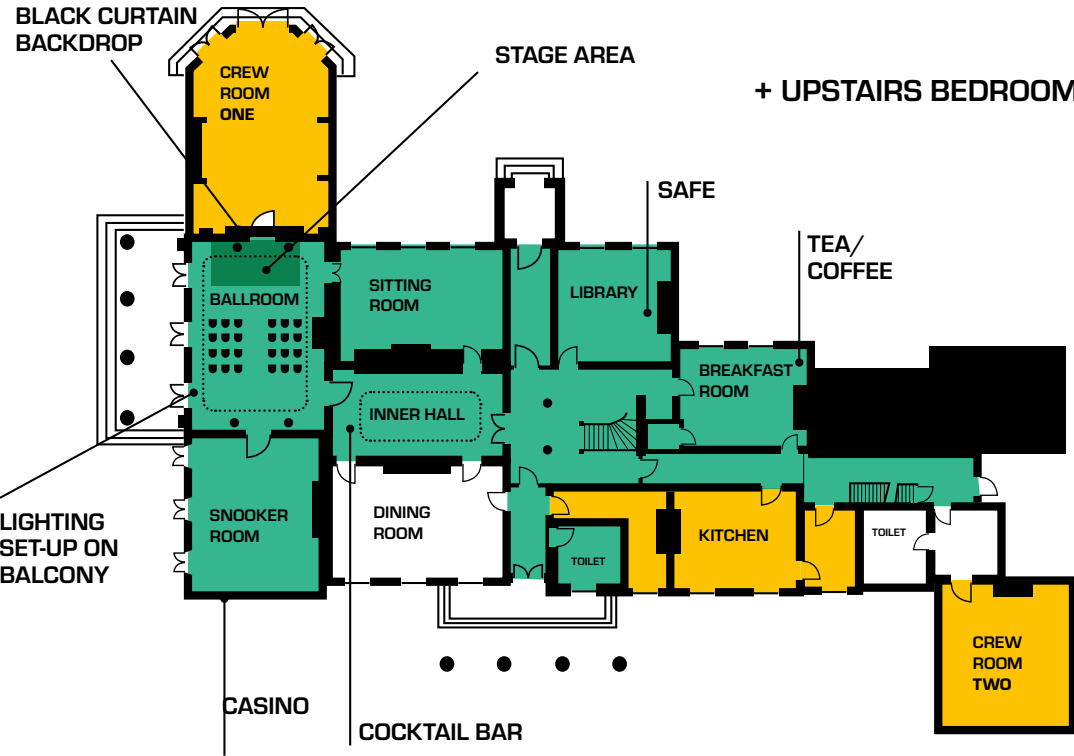
COSTUME LIST

COSTUME		RESPONSIBLE
Friday Party	The Chameleon outfit	Amanda
	Fez and sashes for auction staff	
	All Friday night NPC outfits	Crew own
	3 x Church of Starry Wisdom headbands	Amanda
IMF	16 x IMF blue tops, red belts and ID badges	Amanda/Nora
	Black trousers/skirts/shoes	Crew own
	Medical coveralls/gloves	Nora
1923	Rack of 1920s outfits for ~6 players	Amanda/Nora
	Lady Hamilton	Elinor own
	Madame Rosakov	Mish own
	Madame's assistant	RichC own
	Lavinia	Jo own
	Edward	Rob own
	Butler outfit	Amanda
1942	8 x generic army jumpers/belts	Amanda/crew own
	16 x 1940s clothing for players	Amanda
	40s civilian clothes	Tina own
	Navy uniform Cmdr. Grace for Andy K	Amanda
	Military uniform Captain DeRoy for Rachel	Amanda
	Devlin	Harry own
ALT 69	Nazi ID badges/black gloves/red ponchos	Nora
	SS officer	Amanda
1990	Silver tabards and accessories	Amanda
	King in Yellow t-shirt	Nora
	Silver foil sheets/leggings/swim hats etc	Nora
	Clubber outfits	Crew own
KING IN YELLOW	KIY big outfit	Amanda
	Nightwear (plain white or light colour)	Crew own
1144	Sir William	Harry own

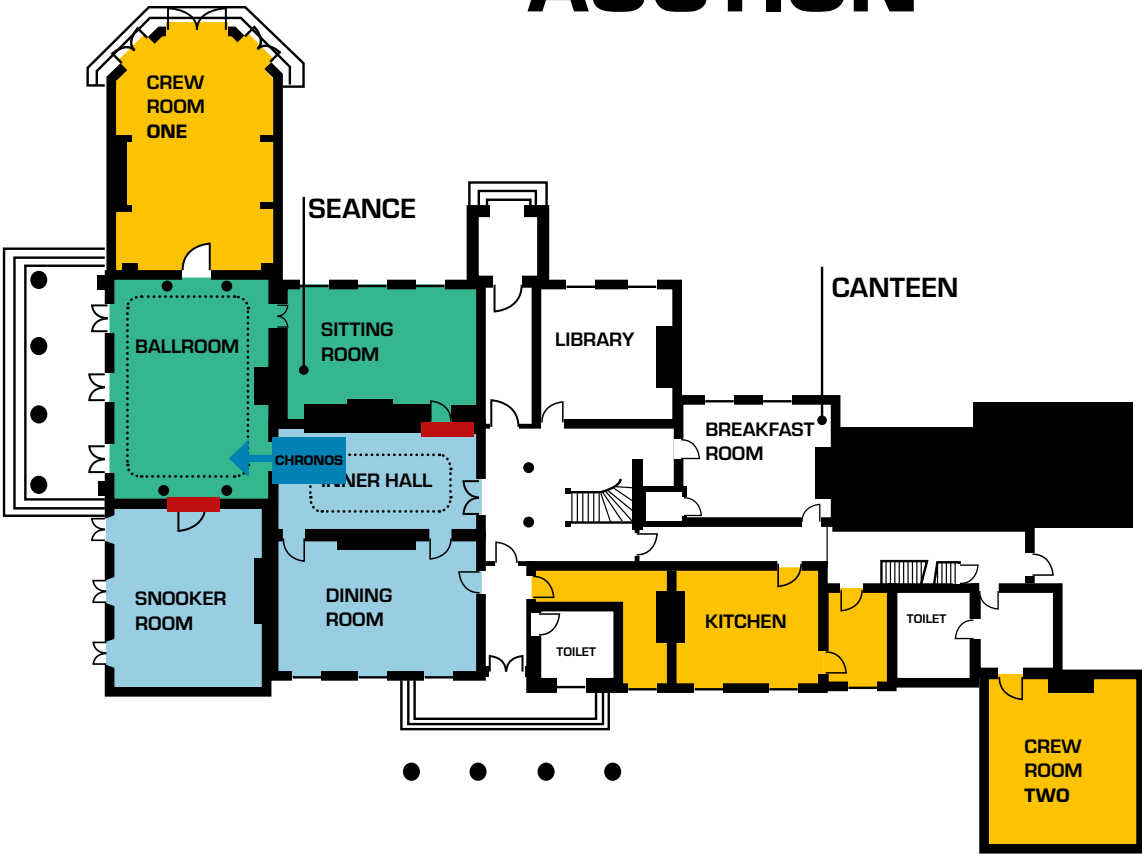


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FLOORPLANS

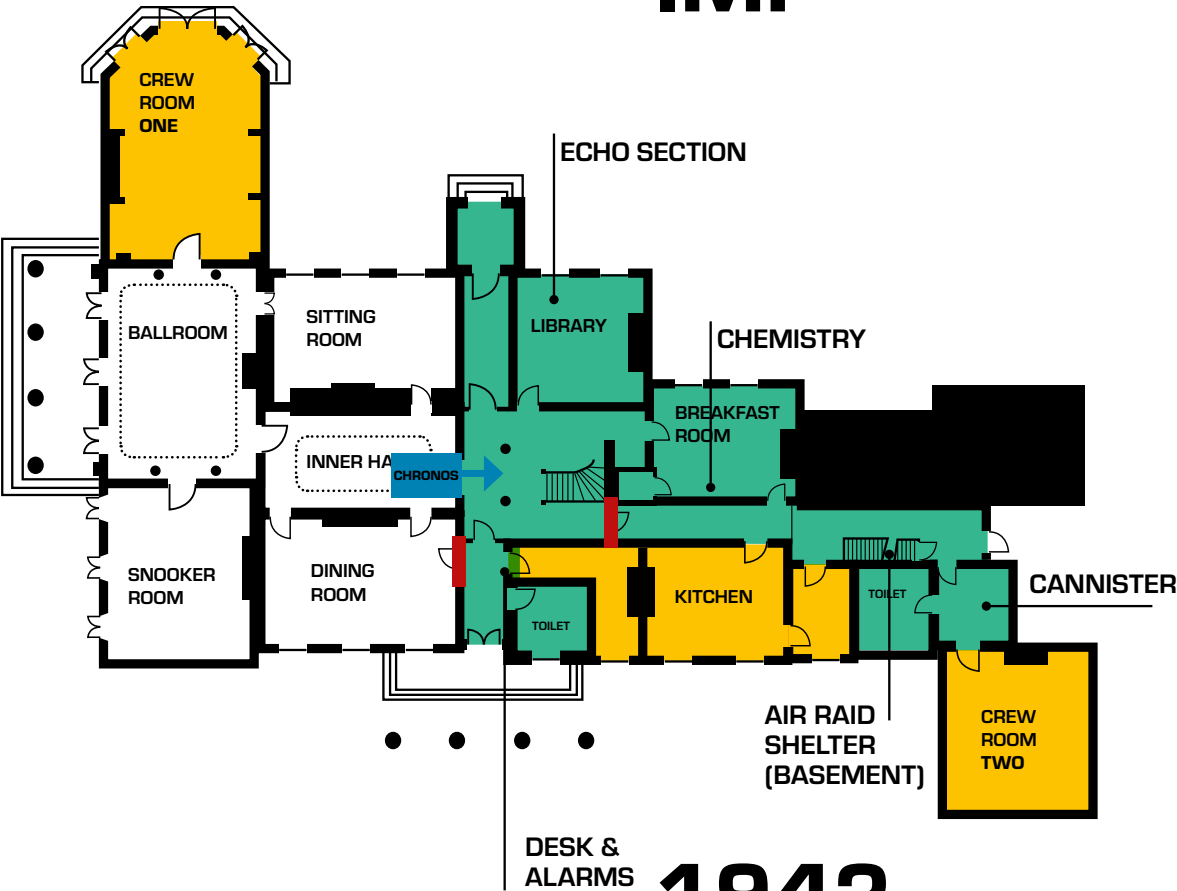


AUCTION



1923

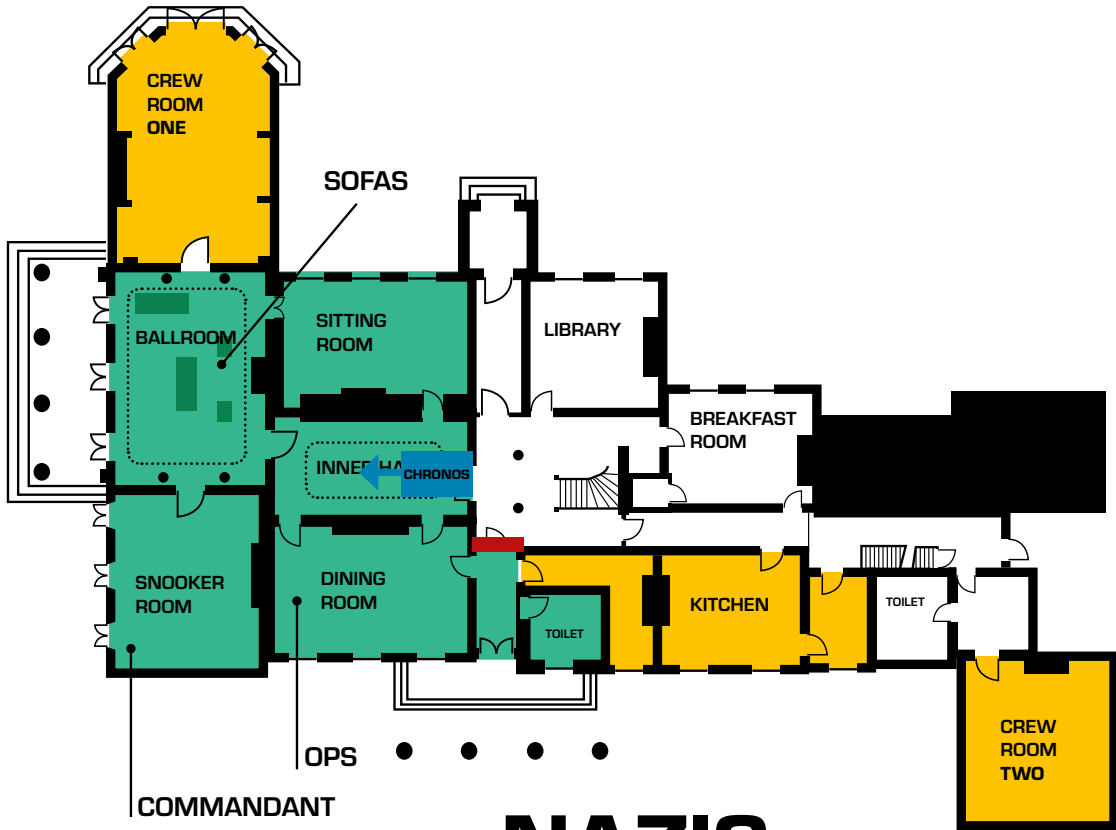
IMF



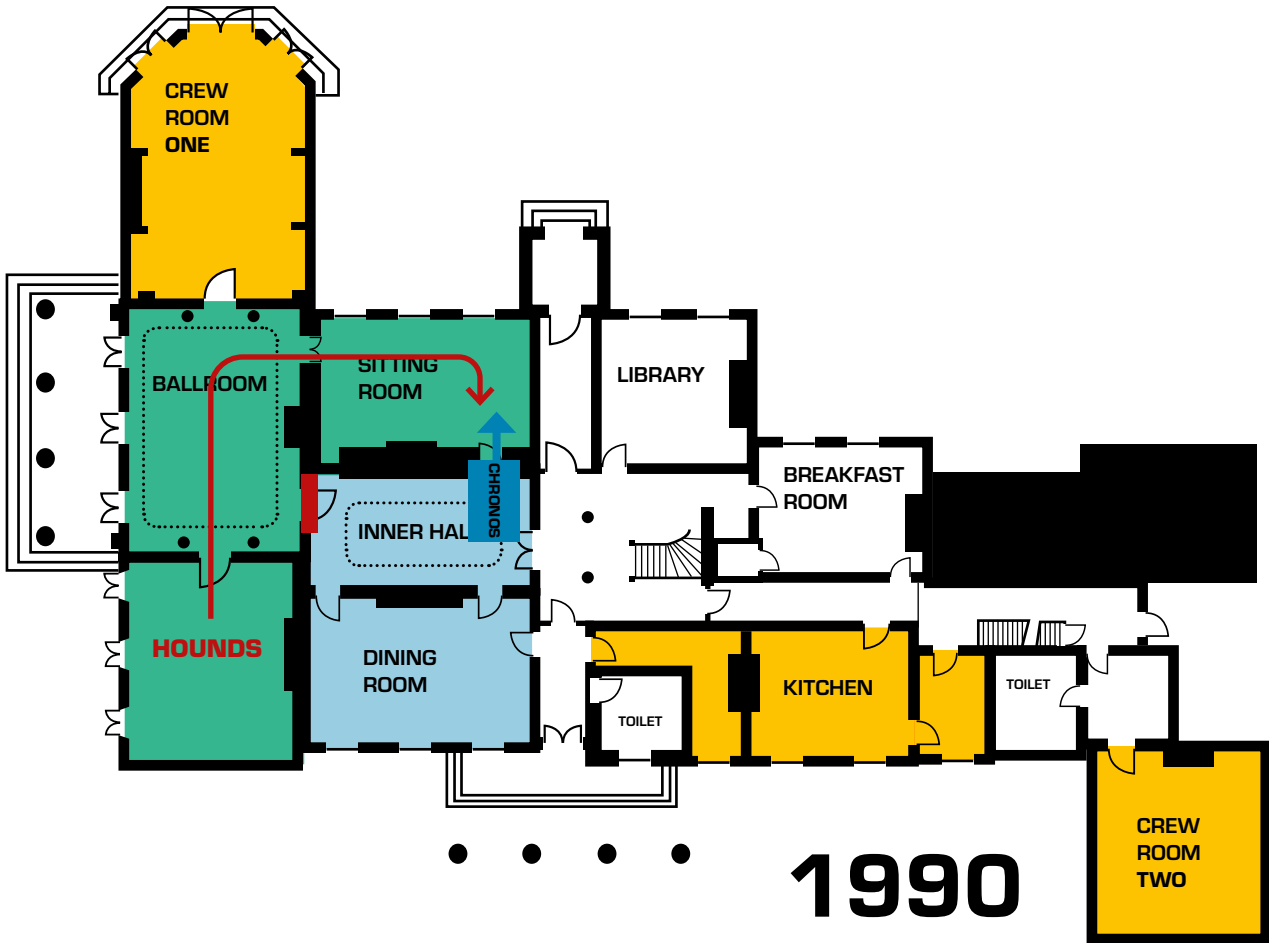
1942

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FLOORPLANS



NAZIS



1990



KING IN YELLOW

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PROPS LIST

OHP projector and screen
Acetate
Character cards
Pelliccis table dressing
Pellici's music
1960s general set dressing
Auction catalogues
Casino set dressing (roulette/tarot/chips/ashtrays)
Buffet and cocktail bar (cocktail kit/ice bucket/trays napkins/umbrellas)
Cool room (record player/LPs/Indian throws/hook-ah/lanterns/Rizlas/weed)
Background music (casino/bar/general)
Auction catalogue
Auction items
Auctioneer costumes (fez/sash)
Friday night NPC kit
Fusebox & blade fuses
Laser grid + spray
Fingerprint scanner
Safe (+ sigil)
Safe room audio
Wiring diagrams/spec paperwork
Auction display case
Gong
Balcony lighting rig
Balcony audio setup
Ballroom record player + Paint it Black vinyl
2 x Pandora box
2 x Carcosa diamond
3 x Starry Wisdom headbands
Guns
Wands
Freeze spell FX (sound and light)
Portal FX (sound and light)
Slo-Mo fight audio
Emergency code for Sandy
Replicator
Scanner
Replicator audio
Black velvet stage setup
IMF uniforms (top/badge/belt)

IMF scanners
IMF weapons
IMF clipboards
IMF question sheets
CHRONOS incoming audio
CHRONOS travel audio
Time Tunnel (polytunnel/stickers/ducting/lights)
ALICE reel-to-reel computer
CHRONOS modules
CHRONOS RFID cards
CHRONOS manuals
IMF ops setup (phones/table names/mats/paper)
IMF command picnic basket
Clothing rails
IMF signs and stands
Floorplan model
IMF medical and psych (viewmaster/medicines/lab equipment/memory props)
Mission Babymonitor
Clicker
Goggles/aprons
IMF briefing sheets
Timeshock presentation
Lightbox
MPs and audio player
Punchcards
Latex temporal team
Biohazard bags and shovel
1923 research pack
1920s clothing rail
Cordons and signage
Séance set dressing
Séance lighting
1923 set dressing (gramophone/music/newspapers/tea service)
Butler costume
Séance audio x 2
Magic box
Temporal lock briefing sheet
Qi gong instructions
1942 research pack
WW2 costumes
ETC container

Specimen chamber doors
Suit room set dressing
Hallway set dressing (radio music/flags/taped windows/desk/telephone/sign-in book/paperwork/posters/fuseboxes)
Chemistry set dressing (boxed up laboratory/dust-sheets/ERNIE)
ECHO set dressing (occult general/Mortenson papers/Carcosa Diamond)
KEEPSAKE signage (inc air raid shelter)
Inspection team kit and ID cards
Air raid audio (alarm and all clear)
Air raid chatter audio
Explosion audio
Bomb drop audio
Lockdown alarm
THULE 1969 set dressing (stickers/clipboards/medicine/signage)
THULE uniforms (badges/gloves/ponchos)
THULE scanners
SS uniform
Electrical torture kit
Cleaning products
German set dressing (magazines/music/biscuits)
German paper lunch bags
Note from Lazlo
THULE reports
Army jumpers
Silver 1990s kit
Hound audio
DJ Carcosa posters
Glowsticks
Whistle
THE King t-shirt
Liao sweets
Clubber costume
1993 Rave audio
1993 Rave lighting
3 x Hounds
King in Yellow information pack
Head Gardener Security code
Yellow fabric
King in Yellow costume

Staging
Oil projectors
King in Yellow audio x 3
Nightwear
Sandtimer
Hound information pack
King in Yellow speech and offer
Card of the King
Yellow dinner set dressing (roses/ribbon/table-cloths/candles)
6-part Yellow Wedding ritual sheets
Diamantine dagger of emptiness
History of Devon Houses book
Buckland church angel painting
Sparklers
CHRONOS explosion noise
Sir William kit
Paper hound masks
Diamond inside a brick
Character cards replacement

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CATERING OVERVIEW

MEAL	TIME	PREP (+ TRISH & JO)	PUT AWAY (+JO)	OVERVIEW
Friday Breakfast		All	All	May not be possible to provide depending on delivery time. Simple toast/cereal etc
Friday Lunchtime				Pizzas
Friday Dinner	19:00	Elinor Dave K	Rich A Mish	Pellicis's restaurant: Italian – meat and vegan bolognese, pasta and GF pasta, garlic bread, green salad, parmesan, black pepper. Tiramisu or Black Forest gateau
Friday Canapes	21:00	All available to help	n/a	Canapés – Vol aux vents, cheese & pineapple on sticks, cocktail sausages
Friday Bar foods	21:00	n/a	n/a	Glacé cherries, cocktail olives, lemon slices, cheesy nibbles, umbrellas
Friday Bedtime	01:00	n/a	n/a	Ovaltine, hot chocolate, simple biscuits
Saturday Breakfast (players)	08:00	Rachel Amanda	Elliot Keith	Continental breakfast (yoghurt, muesli, cornflakes, toast, dried fruit, cold meat, cheese, bagels, grapefruit, hard boiled eggs, porridge packets, condiments and spreads)
Saturday Breakfast (crew)				Bacon/sausage rolls (inc. veggie option)
Saturday 1923 Tea	11:00	n/a		Biscuits and posh tea tray
Saturday Lunchtime	13:00	Andy K Reuben	Rich C	German packed lunch: white/brown/GF bread, sandwich fillings (see form responses), crisps, cake, fruit, squash.
Saturday Dinner (players)	20:00	Harry Tina	All	Yellow meal: Coronation Chicken, Saffron Rice, Chickpea & Yellow Pepper Tagine plus variety of yellow side dishes
Saturday Dinner (crew)	20:00			Jacket potatoes + toppings (ham, baked beans, coleslaw, tomatoes, lettuce, cottage cheese, ketchup, vegan sausages, tuna, cucumber). Ice cream, fruit pie.
Saturday Canapes	23:00	All available to help		Canapés – Vol aux vents, cheese & pineapple on sticks, cocktail sausages
Saturday Bar foods				Glacé cherries, cocktail olives, lemon slices, cheesy nibbles, umbrellas
Saturday Snacks				Flapjacks, simple biscuits, sausage rolls
Sunday Breakfast	08:00			Toast, cereal
Sunday Brunch	11:30	Any/all	Players	Bacon, sausages, eggs, hash browns, baked beans, tomatoes, mushrooms, vegan sausages, bread, cereals, waffles + leftovers

ALLERGIES/DIETARY

- **Mish:** Nuts
- **Elinor:** Aspartame/ascesulfame sweetner/food colouring
- **Tricia:** Shellfish
- **Rob:** Blackcurrants
- **James:** Hazelnuts and walnuts
- **Joe:** Gluten
- **Xenia:** Persimmon

- **Mantaj:** Pregnant (soft cheese/ cured meat/raw egg/shellfish)

- **Dave:** Vegan
- **Alex:** Vegetarian
- **Andy** K: Vegetarian

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SANDWICHES

	Alex	Chris H	Chris S	Dan	Debs	James	Joe	Jono	Mantaj	Martin	Roy	Roz	Stef	Tim L	Tim P	Xenia
BREAD																
White		X	X						X	X	X			X		
Brown	X			X	X	X						X	X		X	
GF							X									
Other								ANY								WRAP

FILLING																
Ham					X	X	X				X	X				X
Cheese	X					X			X				X			
Chicken		X	X											X		
C/beef				X						X					X	
Tuna																
Other								ANY								

EXTRAS																
Cucumber	X			X			X		X	X	X		X		X	X
Tomato	X					X		X		X	X	X			X	X
Sweetcorn			X						X							
Mayo	X	X	X				X				X		X	X		
Pickle						X		X	X	X						
Mustard	X							X	X	X	X					X
Lettuce	X					X	X	X	X		X	X	X	X	X	X

CRISPS	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
CAKE	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X	X
FRUIT	X		X	X	X	X	X	X	X	X	X	X	X	X	X	X

OTHER		No salad, no fruit					Cake if GF							Not banana or pear. No fruit or cream cake		Wrap or bagel - intolerant to yeast
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FOOD ORDER