



NIGHTMARE
ON THE
NECROPOLIS EXPRESS



MR. GLYNN OWEN BARRASS



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aimed at adults

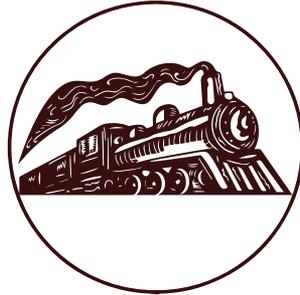
games with themes of terror, traditional horror,
drama, light sexual content, or violence

NIGHTMARE
ON THE
NECROPOLIS EXPRESS

by

MR. GLYNN OWEN BARRASS

Art by Ms. Stephanie McAlea
and Mr. Jon Gibbons esq.



STYGIAN FOX

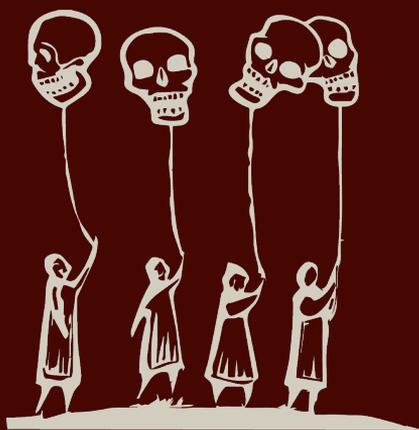


Where there is no imagination,
there is no horror.

- *Sir Arthur Conan-Doyle*

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INTRODUCTION

This scenario is suitable for 2-4 players and is set in the Gaslight period of Chaosium's 7th edition of the *Call of Cthulhu tabletop roleplaying game*. It is also suitable for play with the *Hudson & Brand, Inquiry Agents of the Obscure* sourcebook. It is possible to play this scenario to completion in one or two evenings

The investigators are contacted by Tommy Thompson, a conductor for the London Necropolis Company. Something sinister has been happening aboard the train used to transport the dead from London to Brookwood, and the staff are so terrified that they want to leave their position. A friend of Thompson's brother, a butler, knows the investigators and their interest in the outré. Tommy and the crew have pooled a little money together, and would like them to deal with this mystery, for the sake of men who cannot afford to leave their situations.



The London Burial Crisis, now years past its heyday but still a major issue, led to the exhumation of many old graves. West Norwood Cemetery, built around the middle of the century, has been the scene of renewed excavations after a discovery of unmarked graves in its northwestern area, dating back to medieval times. One such grave held the remains of a sorcerer of great power, a Sir Edward Cockayne. When the bodies were exhumed, one of the laborers, Young Barry, stole an amulet belonging to Cockayne. The sorcerer's spirit, enraged by the disturbance of his eternal slumber and the theft of something precious to him, lurks on the train, planning revenge against the railway and those that work for it.



THE MYSTERY'S
BACKGROUND

TOMMY'S TALE

The friend of Thompson's brother will arrange the meeting, wherever and whenever it is convenient for the investigators. This could be at the London Terminus, or even West Norwood Cemetery at the excavation site. If the Keeper is using the *Hudson & Brand* sourcebook, Tommy will turn up at their premises one evening. However the meeting with Tommy is arranged, he will turn up looking visibly nervous and shaken. He will tell the investigators the following:

"I'm a God fearing man, 'ave to be don't I wi' the job I do? Oh my yes. I go to church every Sunday, in me best with the missus and the sprats. I follow the bible too, much as a man is able, though I spend a few bob on the nags and 'ave a little tipple for me crook knee. I'd just 'ad a wee drink when the thing first 'appened on the train, but I wasn't 'eavy in me cups, never would be when on the job. Let me tell you though, anyone who works on that train of death day in day out, would want a wee nip when the train goes underground, closer to the place where some of the poor souls may be 'eading."

Tommy crosses himself and says
"Bless me lord".

"Sometimes you know, the dead move, nothing strange like, but the bodies fill with gasses, the rigor leaves 'em and 'as them flopping round... Yeah I could tell you a tale or five. But that ain't what 'appened that night. Oh no! I was just doing me rounds, pardon me sirs."

Tommy reaches into his jacket, removes a tarnished silver hip flask, takes a long swig, then, after wiping the top with his sleeve, offers it around.



Tommy Thompson

J.V. GORKOM JR. PROT

"I was doing me rounds, an' just 'eading to the rear carriage, when, bless me lord, I see something staring at me, wi' eyes like red balls of flame! It were enough to scare a man to death. I ran, ran like the devil 'imself were after me, got a few of the lads together, and after we 'ad a tippie to steady our nerves, went back there.

"Old Bob came with a pistol, and Young Barry with a shovel, the lad not much use for anything, but we coaxed 'im along. We gets there, an' it was gone! But since that night, we 'ave all seen something back there, felt its presence if you will, an' always after the clock strikes twelve. None of this 'appened until we started digging that old patch o' ground at West Norwood, a cursed place if any place 'd be.

"Now I've been told you good people 'ave dealt wi' spooks before. Would ye be inclined to join me on the train tomorrow night? Not out of the goodness of your 'earts but for money we've pooled together."

Tommy adds that the train leaves London Waterloo Terminus for Brookwood Cemetery each night at 11.20 p.m. He doesn't know anything beyond the above, but is quite suggestible. Any leading questions may have him embellishing his tale. He will leave once the interview is over.



NIGHTMARE ON THE NECROPOLIS EXPRESS

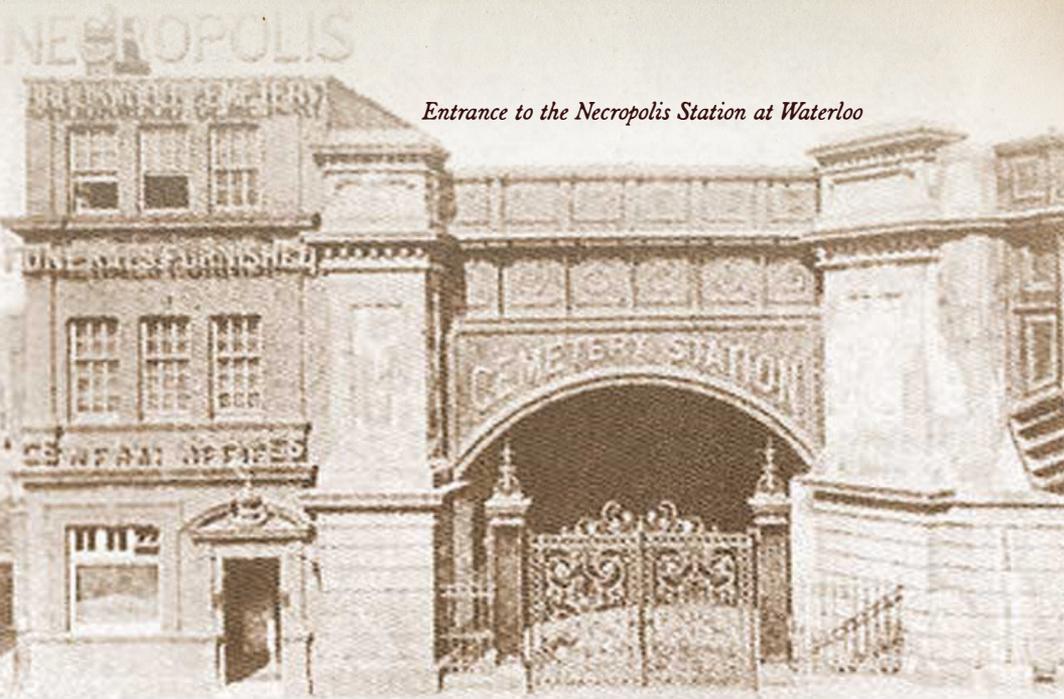
RESEARCH

If investigators head to a library, with successful Library Use rolls they can learn about The London Necropolis Railway [*Handout 1*], The London Burial Crisis [*Handout 2*], and the information on West Norwood Cemetery [*Handout 3*]. At the Keeper's discretion, an Investigator can recall the information on The London Burial Crisis with a successful History roll.

NOTE; The Newspaper Reference section in Chapter 6 of the Hudson & Brand source-book can also be of use to investigators here. They can discover the information with a successful Library Use roll.

The article concerning the West Norwood exhumations [*Handout 4*] can be found at a Library (Library Use skill roll) or Newspaper Office (Journalism skill roll). It will no doubt require a successful HARD Luck roll to find the article in the Hudson & Brand library but it is possible.

Entrance to the Necropolis Station at Waterloo



While Hudson & Brand's newspaper and book library may not be as practical as the British Library, it would be far more comfortable. Markham will always have brandy to hand and Mrs Levi will be happy to cook her mediocre strudel.

As stated elsewhere, ownership of the volume *Hudson & Brand, Inquiry Agents of the Obscure* would be beneficial but is by no means necessary.

THE LONDON NECROPOLIS RAILWAY

The London Necropolis Railway was opened in 1854, and is owned by the London Necropolis Company (LNC). The LNC currently has a monopoly on London's burial industry. The railway's purpose, then and now, is to transport mourners and the dead between London and the LNC owned Brookwood Cemetery. The cemetery is located 23 miles southwest of London in Brookwood, Surrey, and is currently the largest cemetery in the world. Brookwood Cemetery was built to be large enough to accommodate all London deaths for centuries. The cemetery has been intentionally built far from London so urban growth isn't affected, and is completely dependent on the railway to connect it to the city. The First London Terminus station, located in Waterloo, houses two mortuaries, a boardroom, and funerary workshops. Corpses are brought to the terminus by river then stored in the basement. A steam-powered lift moves the coffins to the platform, ready for transport to the train. The train then transports corpses and mourners from London to Brookwood Cemetery. Live passengers are charged 6s in first class, 3s 6d in second class and 2s in third class. Dead passengers are charged £1 in first class, 5s in second class, and 2s 6d in third class.

HANDOUT 1

THE LONDON BURIAL CRISIS

London's dead have traditionally been buried in proximity to its churches. The population of London more than doubled during the first half of the century however, with the ranks of the dead growing alongside it. London boasted a population of just under a million in 1801, and by 1851, 2.5 million. The land allotted to bury the greater influx of dead hadn't been expanded, and hence the graveyards became congested far beyond capacity. Throughout the first half of the century, the water supply became contaminated, causing epidemics of smallpox, cholera, measles, and typhoid. The 1848–49 Cholera Epidemic took the lives of 14,601 Londoners, overwhelming the burial system even further. As solutions were few, the idea of a large cemetery some distance from London was devised, and thus the London Necropolis Company was born.

HANDOUT 2

WEST NORWOOD CEMETERY

West Norwood Cemetery was built in 1836 to deal with the London Burial Crisis, and consecrated for burial in 1837. It is one of the first landscaped burial places built in London. Its name comes from the Great North Wood near where it was built. The cemetery also goes by the name of 'The Millionaire's Cemetery' because of the impressive size and extravagance of the mausoleums and tombs. It covers around forty acres and is filled with trees. It also holds a huge underground catacomb.

There is an oak tree in the cemetery dating back to 1840. As well as the new cemetery, there are many older graves which were discovered when West Norwood was built. It has taken some years and planning, but the old graves, most of which have no gravestones or markers, are being reinterred at Brookwood. There is an old chapel that was built centuries before West Norwood's new cemetery.

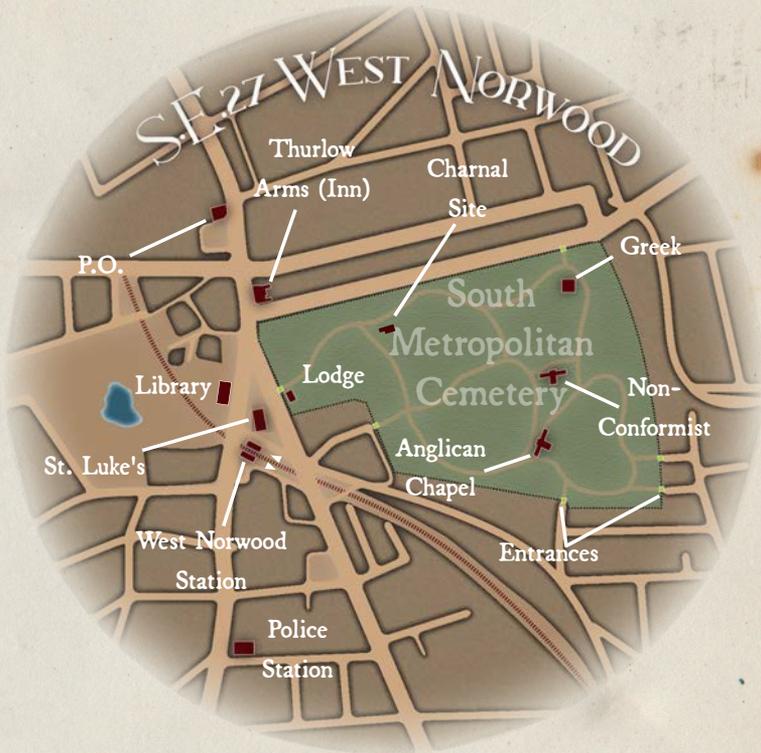
HANDOUT 3



THE UNQUIET

VISITING WEST NORWOOD

West Norwood is located in south London, in the London Borough of Lambeth, south-southeast of Charing Cross. It is a beautiful sprawling cemetery, lined with oak trees surrounding impressive burial plots. Investigators may want to visit the cemetery after their encounter with Tommy Thompson. If so, they can learn some important information and also gain a possible ally in the confrontation to come.



There is also the exhumation ground to visit, their actions there affecting events later in the scenario.

THE ANGLICAN CHAPEL

The chapel stands to the southern side of the cemetery. It is a one-story cobblestone building with a tall gable roof. Investigators can find Father Benjamin either inside the chapel or pottering about with his garden at the chapel's rear. If investigators ask about the old burial plots he mentions

MR. GLYNN OWEN-BARRASS

that there are burial records in the chapel basement. He will not be inclined to collect them unless an investigator succeeds with a Fast Talk, Charm, or Persuade roll. A successful Psychology roll informs the investigator that Father Benjamin is a little drunk. Indeed, a Spot Hidden roll reveals the bulge of a bottle in his jacket pocket.



If Father Benjamin is talked into retrieving the records, he heads into the chapel basement to get them while the investigators wait in a small room at the rear of the chapel. Searching the burial records is a long and arduous task, made worse by the musty, almost rotted condition of the records. It takes an hour to read each book (there are five). After each hour allow an investigator a HARD Occult or Cthulhu Mythos roll, should they have the skills. If they succeed, they recognize the name of one of the buried as Sir Edward Cockayne, an Occultist of some repute from the 16th Century.

NOTE: Father Benjamin will be around the Investigators as they perform their search, and will most certainly eavesdrop. He will be curious about what the Investigators are doing, and if told the story of why they are there, he will offer his help in exchange for a small sum for 'church expenses.' Enough money to cover five bottles of scotch should suffice (roughly 1s/zd for each bottle of Clydesdale & Co Lowland Malt).

THE EXHUMATION SITE

Located in the northwest of the cemetery is the charnel exhumation site. It is around half an acre in length and half that in width. As investigators approach, they first notice the smell, that of tainted earth and rotted wood. Then, they'll see the pit and hear the sounds of digging. There are two horses and carts on the eastern side of the pit. If this location is visited, a man is found sitting at a pile of coffins working on a respirator mask. There are two large wooden drums of disinfectant powder behind him, which combats the smell from below a little. Some distance away

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from this area, well back from the pit, three men in their shirtsleeves are playing a macabre version of skittles. They are using skulls for balls and bones in place of skittles. One of these men will be recognized later, on the train, as Young Barry. To the west of the pit lies a dead horse with foam at its mouth.

Four men are gathered in the centre of the pit's southern boundary, tending to a prostrate man obviously in need of medical aid. Three of the ambulatory men are wearing strange helmets-respirators to protect them from the poisonous miasma of the graves. The fourth man has a mask hanging from his belt and a handkerchief around his mouth. The masks have leather and metal face covers, glass eyepieces, rubber hoods, and metal canisters on their fronts.

If investigators get this close to the pit, have them make a CON check. Those failing begin to feel ill and are unable to go forward. Any Investigator wanting to give the sick man aid, using First Aid or Medicine, will be told by the unmasked man, Old Bob, that the man's respirator didn't work properly, and he had a fit in the pit. Whether aid is rendered successfully or not, Old Bob will ask the investigators to help the man get to the chapel, where he can rest for a bit.

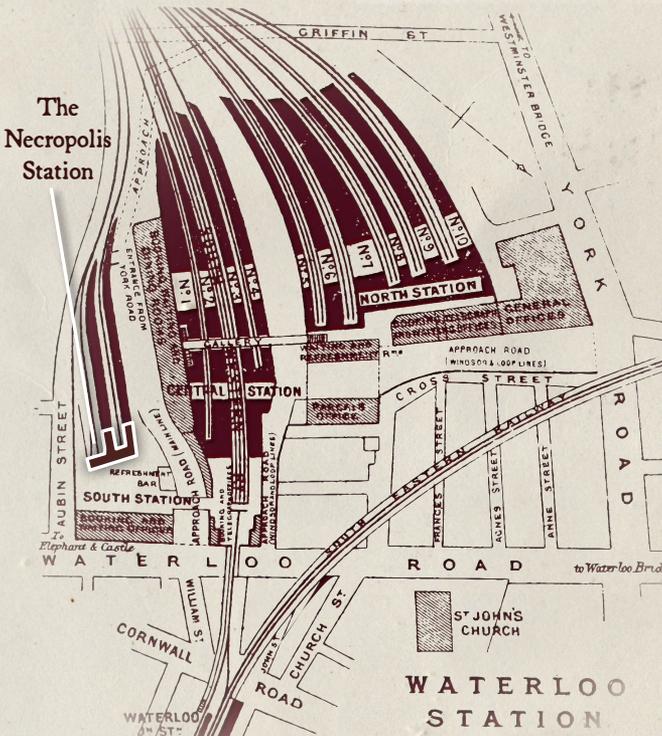
Investigators can see inside the pit from the gathering point, and it is a vision worthy of a Hieronymus Bosch painting. Within the pit, groups of men in respirator masks dig relentlessly. Some are seen shovelling skeletal remains, or dropping half-rotted coffins into mining carts, the latter stood on tracks that lead from the pit to the waiting horses on the eastern side. A masked man strolls around shovelling disinfectant powder around the pit from randomly placed barrels. A visible miasma hovers around the workmen.

All work at the exhumation ends at 6 p.m. sharp.

NOTE: If investigators wish to explore the pit they will need respirators. There are spare ones near the horses, but it will take a successful HARD Fast Talk or Persuade to get the man near the horses to surrender them. If they administered aid to the stricken man, just a regular success is required. They won't discover anything useful inside the pit, but in such close proximity to the mass exhumation—there are skulls and bones everywhere—is required, costing 1/1D6 SAN.



THE
GRAVEYARD
& THE MONSTER



The Necropolis Express usually leaves Waterloo at around 11.35 a.m. weekdays and Saturdays, 11.20 a.m. on Sundays, arriving at Brookwood at hour later. Because of the work being done at West Norwood, it is being utilized at night to relocate the West Norwood dead to their new homes without any disruption to the daily service. When the investigators arrive at the Waterloo Terminus, they find a nervous Tommy waiting for them. He escorts them through the station, upstairs and onto the platform. If Father Benjamin is present, Tommy is fine with it.

The Daily Telegraph— Friday 11th January 1889

A GHOST OF THE PAST RETURNS

The much lamented London Burial Crisis, which came to a peak earlier this century, was, we'd hoped, a thing of the past. Yet, as this reporter and many readers know, there is still a problem with overcrowded grave sites, and the horrid cadaverous vapours which made so many ill are still present around cemeteries, and still taint some venerable places of worship. The beautiful West Norwood Cemetery, a most recent addition to the new cemeteries built around London, is now the location of renewed excavations after the discovery of an ancient grave site that had been forgotten. Many gentlefolk will remember the bad old days when mass movements of graves to Brookwood Cemetery were a regular occurrence. It is a terrible reminder of history to witness these graves scooped into carts, the gentlemen hired to remove the charnels charging by the Hundredweight.



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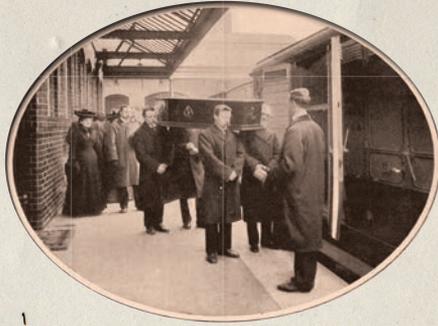
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NIGHTMARE ON THE NECROPOLIS EXPRESS

NOTE; Father Benjamin is visibly drunk at this point, no skill roll is required to see that. The only person who doesn't notice is Tommy, who is a little tipsy himself.

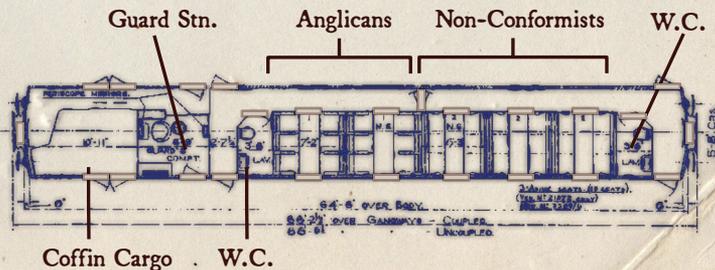
On the platform, the Investigators see the Necropolis Express, a non-descript green steam locomotive with seven carriages. Behind the locomotive is the first class cabin, a second class cabin, two third class cabins, and three hearse carriages. Near the last carriage, two laborers, Old Bob and Young Barry, are loading the last few boxes from today's West Norwood exhumations. They are wearing respirators but remove them in the train. When the loading is complete, the train departs. As the journey has no mourners, investigators may sit in whatever carriage they wish and explore the train if they desire.



DRIVER'S COMPARTMENT (Not pictured)

The cab houses the train driver Harold, and his secondman, Joe. It is located just behind the firebox, where fuel is shovelled to heat the boiler and make the train run. It is a hot, noisy place to be.

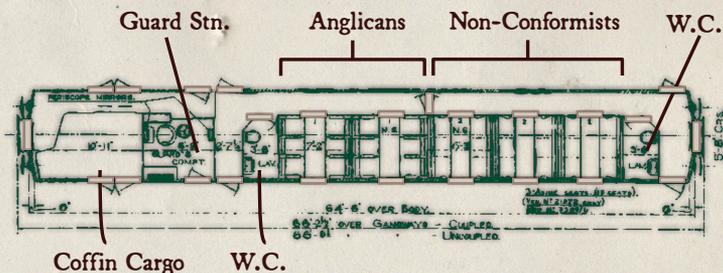
THE FIRST CLASS CARRIAGE (painted Blue)



NIGHTMARE ON THE NECROPOLIS EXPRESS

The first class carriage is separated into two compartments, the one at the front for Anglican mourners, the rear for Non-conformists. A sign on each door reads which class of passenger is allowed entry, including their religious status (i.e., 'First Class Only. Anglican Cabin'). Each compartment has 12 and 18 seats respectively, two rows of three in each cabin along a side corridor with both internal and external doors. The seats are plush blue velvet and very comfortable. The windows have blue curtains and the floor is carpeted in green. There are oil lamps between each window, all lit. For the mourner's identification purposes, the outside of the cabin is painted dark blue, to signify first class.

THE SECOND CLASS CARRIAGE (painted Green)

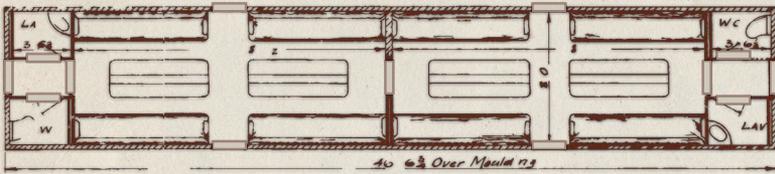


This cabin is again separated into two compartments, the one at the front for Anglican mourners and the rear for Non-conformists. A sign on each door reads the class of passenger allowed entry, including their religious status (i.e., Second Class Only. Anglican Cabin). Like the first class cabin, each compartment has 12 and 18 seats, two rows of three on each side adjoining a narrow corridor. The windows have green curtains and the floor is carpeted in green. There are oil lamps between each window, all lit. For identification purposes for the mourners, the outside of the cabin is painted dark green, to signify second class.

Tommy, Old Bob and Young Barry sit here during the outward journey, talking quietly and obviously quite nervous.

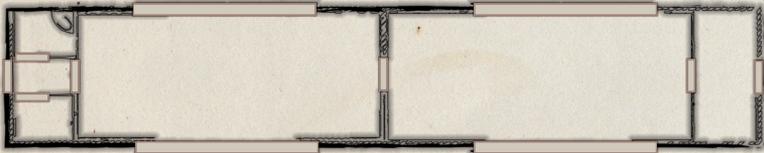
MR. GLYNN OWEN-BARRASS

THE THIRD CLASS CARRIAGES (painted Brown)



The first and second class cabins are so similar there is hardly any difference between them. The two third class cabins are quite a step down in luxury. They are separated into two compartments, like the cabins above. Each compartment has twenty wooden seats lined in rows of ten along the cabin walls. There are no curtains or carpets. They are spacious, however-their one saving grace. The oil lamps are unlit. The exteriors of the third class cabins are painted an earthy brown colour.

THE PRIMARY HEARSE CARRIAGES



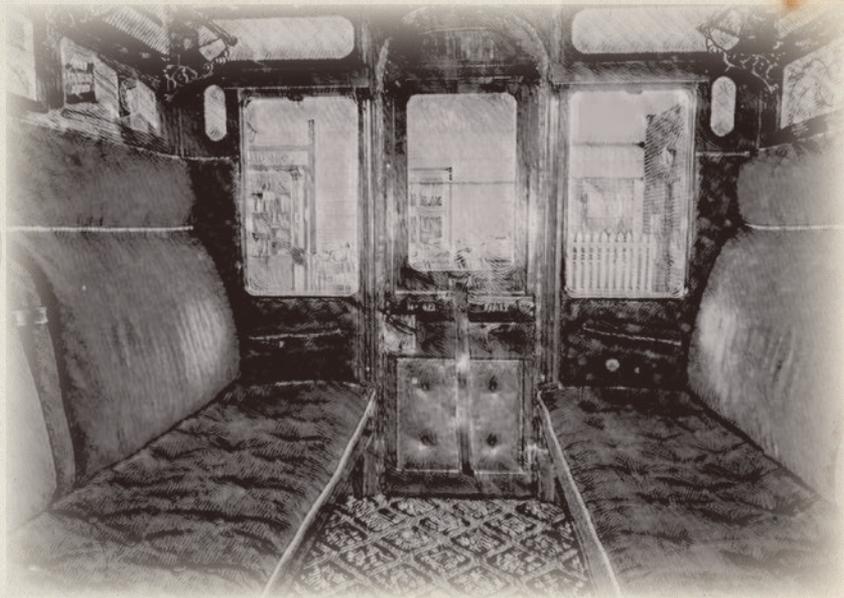
A typical hearse carriage, despite its grandiose name, is little more than a panelled box subdivided internally. A hearse carriage holds up to twelve coffins, six on the top level and six on the bottom. The door panels on the hearse carriages are marked by class, matching the colours of the mourners' cabins. The top level of each carriage is marked for An-



NIGHTMARE ON THE NECROPOLIS EXPRESS

glicans, the bottom for Nonconformists. There are three hearse carriages attached to the train, one for each class of passenger. As the deceased are being moved from West Norwood, the current dead aren't separated by class or religion. The hearse carriages hold thirty-six wooden crates, each one containing the exhumed remains of the West Norwood dead.

If a box's contents is examined, either before loading or after, a mixture of earth, rotted wood, and skeletal remains is found inside. Keepers may mix this up if they wish, and have an intact coffin discovered, or even a strangely whole, partially mummified corpse. The reek of the contents will call for a CON roll, a failure meaning a loss of 1D6 Constitution for 24 hours.



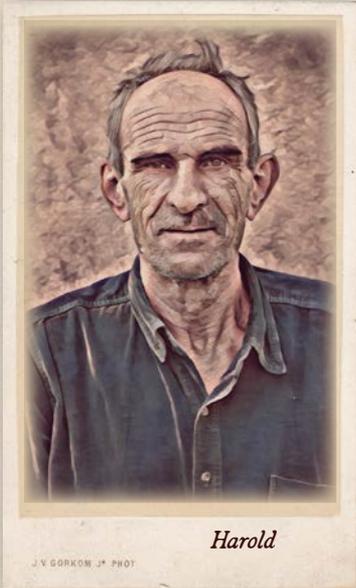
INTERVIEWS

The investigators may wish to speak with the crew: get their side of events or attempt to discover some clues. This is what they find upon interviewing each person.

HAROLD & JOE

While the train is running, neither Harold nor Joe will be up to

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much conversation. For a start, they are busy driving the train and keeping the steam up, and secondly, the noise within the cab makes conversation difficult, to say the least. When the train arrives at Brookwood, they will be willing to speak to the investigators.

Harold tells the investigators he didn't see the presence at the rear of the train, but has felt it, and suffered nightmares every night since it started. He believes digging the dead up from their eternal rest is just asking for trouble. He will probably leave this job if the others do, unless the train is blessed by a priest.

Joe doesn't believe any rubbish about a spook haunting the train. He has seen nothing and heard nothing. The problem is superstitious men imbibing a different kind of spirit than the one supposedly lurking in the train. The men should keep their Hail Marys for church and drink less on the job. Perhaps things would move more smoothly then.

OLD BOB

Old Bob is accustomed to digging up the dead. He says he was around during the heyday of the burial crisis, and has

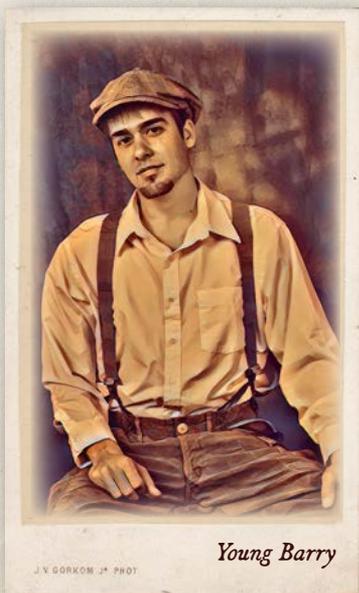


NIGHTMARE ON THE NECROPOLIS EXPRESS

seen things that would make the investigators toes curl, begging the pardon of any ladies' present. The younger generation, and at this he nods towards Young Barry, have no respect for the dead. He says they steal from the corpses, so it's no wonder the dead become restless. He admits he drinks from his flask while digging, and while travelling the god-forsaken train. It helps with his nerves and constitution. This doesn't mean anything they've seen is down to drink. He saw the glowing eyes and felt the ungodly presence, always after midnight, and doesn't know what to do now but try hold on until the work is finished.



YOUNG BARRY



Barry appears far more nervous than the others. He stammers and claims ignorance about the presence at the rear of the train. He gives only short 'yes' and 'no' answers to questioning. A successful **HARD Psychology** check reveals he is afraid of something. It will be impossible to get anything useful out of him until the return trip.

On the outward journey the train is completely free of mysterious happenings. The crew will be nervous when the time reaches midnight, so try to build up an atmosphere of tension through their attitudes and actions. There will



*To Farnborough
& Aldershot*

Brookwood

Brookwood Station

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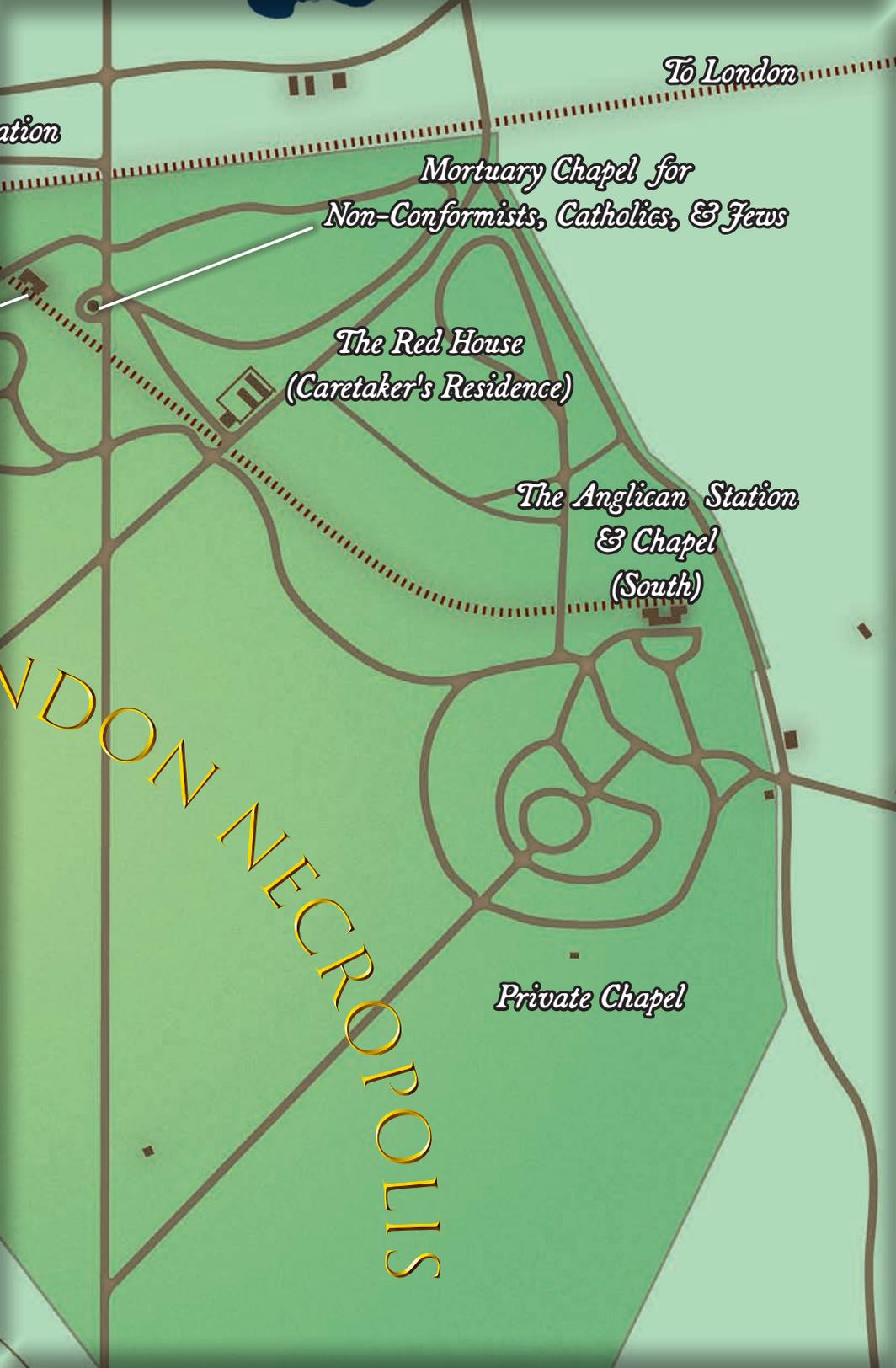
The Parsee Chapel

*The Station & Refreshment Rooms for
Non-Conformists, Catholics, & Jews
(North)*

THE LONG

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To London

ation

Mortuary Chapel for
Non-Conformists, Catholics, & Jews

The Red House
(Caretaker's Residence)

The Anglican Station
& Chapel
(South)

Private Chapel

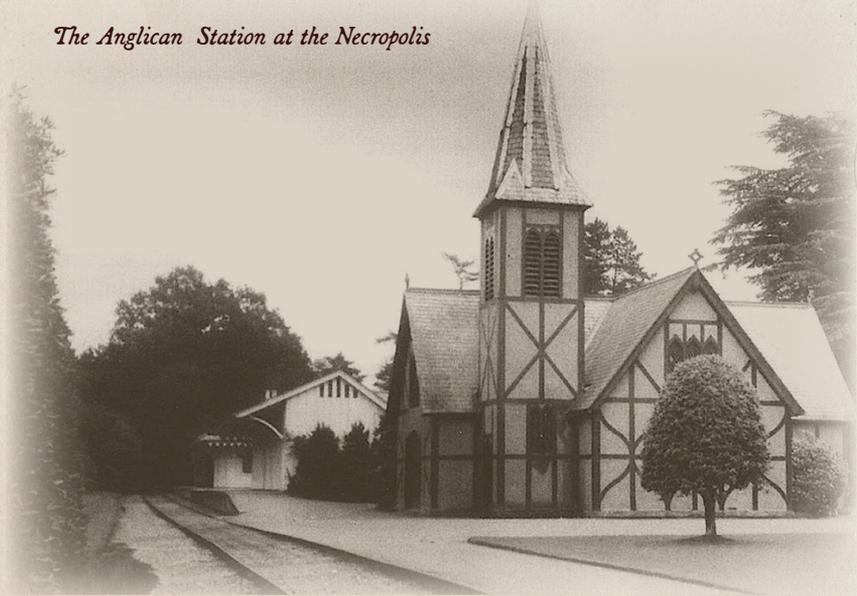
LONDON NECROPOLIS

be strange, creepy sounds aplenty to keep the investigators on their toes. Father Benjamin will be quite inebriated by the time the train reaches Brookwood, and it might be advisable to take him outside for some fresh air.

BROOKWOOD CEMETERY

As mentioned previously, Brookwood Cemetery, or the London Necropolis, is the largest cemetery in the world, and big enough to store London's outflux of dead for many centuries to come. The branch lines are flanked by giant sequoia trees, as are the major roads and paths of the cemetery. There are two stations inside the cemetery, the North Station for Nonconformists, Roman Catholics, and Jews, and the South Station for the burial of Anglicans. When coffins arrive at their respective sta-

The Anglican Station at the Necropolis



tions, the staff remove them to the appropriate chapel. While this occurs, the mourners are escorted to their appropriate waiting room.

Upon its arrival, the train will back up to the North Station. Usually, the carriages holding the dead are uncoupled and transported by teams of black horses to the appropriate cemetery stations. In the case of the Norwood remains, the boxes are removed by Old

NIGHTMARE ON THE NECROPOLIS EXPRESS

Bob, Young Barry, and workers waiting at the station. They are left on the platform until the next morning for the day shift to deal with.

NORTH AND SOUTH STATIONS

Each station is a one-storey building built around a square courtyard. Each has an open side adjacent to the railway line with wings extending to the train platforms. The stations hold first class reception rooms, ordinary reception rooms, and paupers waiting rooms, for their respective class of mourners. There is a first class and an ordinary refreshment room in each, and apartments for LNC staff. Each station has oil lamps and coal ranges used for lighting, heating, and cooking.

The investigators can check out the North Station, walk through the cemetery, or look around the South Station. They may want to speak to Harold or Joe, who have gone to the North Station refreshment room for a drink and a bite to eat. When the train is emptied of its contents, Harold and Joe get on again for the return trip to London. Unloading the train takes around an hour and a half.

THE FIRST INCIDENT

While unloading boxes at the North Station, Young Barry takes a funny turn and drops one of the boxes. The box falls apart, and its contents spill out onto the platform. The investigators hear his screams from quite a distance, and when they reach the platform, assuming they go investigate, they find him being consoled by Old Bob. He is then led to a refreshment room to clear his head. If investigators ask Barry what happened, he tells them, in a stammering voice, that he heard whispering coming from the box he carried.

NOTE; Investigators may want to examine the contents of the box he dropped, in which case, they find the remains of two corpses mixed with earth and wood. They are mummified with age, with parts missing. The contents are thick with antiseptic powder so they don't smell too badly.

The men unloading the boxes may be talked into letting the investigators burn the remains, but it takes a HARD Persuade, Fast Talk, Intimidate, or a regular Charm roll, the latter only from a female Investigator. Whatever is done, the corpses make no noise in the Investigators presence, and it is a red herring regardless. Due to this event, three boxes are accidentally left on the train, which leads to the next incident in the scenario.

THE RETURN TRIP TO LONDON

When everyone is back on board, the train moves off. Things then turn sour rather quickly. The crew are in high spirits, even after Young Barry's recent breakdown back at Brookwood. The fact that there was no ghostly visitation this time around makes everyone think they are a thing of the past, possibly due to Father Benjamin's and the investigators presence. Young Barry, Old Bob, and Father Benjamin sit in the second from last cabin, the investigators may sit where they will. Tommy Thompson will remain with the investigators.

As the train begins its journey to London, Sir Edward Cockayne uses his powers to give the remains in the first funeral carriage life, taking the body parts and combining them into hideous things. They break through the boxes and the carriage panels, combining to become something even more monstrous. The completed Abomination then climbs along the hearse carriage and enters the closest third class cabin. It makes a lot of noise when entering the cabin, which alerts those in the next cabin along. If investigators aren't there, have them make a HARD Listen roll to hear the commotion from any cabin further along. If they're in the driver's compartment however, it will be too noisy to hear anything. Old Bob will go see what is happening in the cabin, and horrified, flees towards the front of the train.

NOTE: If investigators administered aid to Old Bob's stricken co-worker earlier in the scenario, he will remain to help if they try to fight.

The Abomination will make its way towards the front of the train, attacking anyone that gets in its way. When it is first spotted, Young Barry will break down in fear rather than make his escape, shouting:

'The Abomination'



by Mr. Jon Gibbons esq.

"I'm sorry! I'm sorry!" It is at this point, if an investigator successfully rolls a **HARD Intimidate**, he then admits he stole a gold amulet from the exhumations, and has it hidden in the first class cabin. Barry will then flee towards the front of the train. If investigators aren't present for the breakdown, change it so that Barry suffers it when they encounter him.

So what choices do the investigators have? The cowardly way out would be to leap from the train, which will result in severe injury or even death. Leaping from the train will incur **2D6+6 damage**, halved if a successful **HARD Jump** roll is achieved. They can either jump from a carriage's outer door or from the area between the carriages.

An enterprising investigator may want to uncouple a cabin to halt the Abomination. Uncoupling is difficult and time consuming on a moving train however, and it will not be accomplished before the Abomination reaches them. Let them try if they must, but give them plenty of chances to withdraw as the Abomination nears.

The investigators may want to stand and fight the monster. In which case, Tommy will help, and possibly Old Bob. Have Tommy make an Idea roll, and if successful, he thinks to lock the doors between cabins.

LONDON NECROPOLIS COMPANY.—It
is intended to OPEN the CEMETERY on the 13th NOVEMBER, and this Company will undertake Funerals on and after that date.
A Train, conveying Funerals and Mourners only, will start from the Westminster-road Station daily, at 11.20 a.m.
Forty-eight hours' notice of any intended Funeral must be given at the Office of the Company, 2, Lancaster-place, Waterloo-bridge, where full particulars of the general arrangements may be obtained.
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This Company has also contracted with eminent and responsible Undertakers and Statuaries; so that the public may either employ their own Undertakers or Statuary, or by one payment obtain all the requirements of a Funeral.
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By order,
RICHARD CHURCHILL, Sec.

Announcing the commencement of services, 1854

NIGHTMARE ON THE NECROPOLIS EXPRESS

Investigators may come to this conclusion themselves. Tommy has the keys. There is a door at the front and rear of each carriage, that the Abomination will then need to break down as it makes its way through the train, with an opposed STR roll. The carriage doors have a STR of 50, versus the Abominations 75 STR.

The Abomination won't pause except to fight or knock down a locked door. The carriages are each thirty feet long, and it will take the Abomination 6 combat turns to move through a carriage. It takes 1 combat turn to pass between a carriage outside the train, and 1 turn to knock through a door. From its first appearance at the end carriage, it will take the Abomination 28 combat turns to reach the driver's compartment (6 x 4 combat turns for the carriages, plus 4 combat turns for the outside areas in-between. Add 1 combat turn for every locked door (up to 7 doors can be locked, and this is assuming the Abomination knocks a door down on its first try.) These numbers become important if investigators search the first class carriage for the stolen amulet.

Father Benjamin will throw Holy Water at the approaching horror, Old Bob has his revolver but with limited ammunition. If investigators played their cards right, they know to search the first class carriage for the amulet.

NOTE; Young Barry has forgotten where, exactly, he hid the amulet. It is tucked between the third pair of seats to the left in the Anglican section of the first class carriage. Not only will it take a successful Spot Hidden roll to find it, but the investigators will need to inform the Keeper exactly where they are looking. The amulet can only be found if an investigator is in the Anglican section, searching that side.

The amulet is a heavy chunk of gold, large enough to fit in the palm of one's hand. It has wear and tear and is almost shapeless to the casual eye, but is remarkably detailed when held in the hand. It resembles a kind of ophidian or dragon balanced on the end of its tail, with a pair of wings stretched above its head. If an investigator has the amulet in his/her hand, the Abomination will make a beeline towards them. It will attempt to take the amulet and leap off the train. If the amulet is thrown

from the train, the Abomination goes after it. The Abomination will also jump from the train if the amulet is given to it.

CONCLUSION

If the Abomination leaves the train, either pursuing or holding the amulet, nothing more will be heard from it. Tommy and his friends will continue working for the LNC, glad the horror is behind them. Perhaps however, Sir Edward Cockayne will reappear at some point to trouble the investigators in a new, more suitable body. He may even require their aid in some occult endeavour.



If the Abomination is destroyed but the amulet isn't found, after around a week or so, Sir Edward will start haunting the train again. The investigators will hear later that the train crashed, with everyone aboard killed.

If investigators keep the amulet, Sir Edward will move his haunting to its vicinity, with dire consequences should nothing further be done. Destroying the amulet, by melting it down perhaps, will end the sorcerer's existence, on this Earthly plain at least.

REWARDS

For stopping Sir Edward Cockayne (either by throwing the amulet from the train, or by giving it to the Abomination), investigators receive 8 Sanity points. If they destroyed the Abomination without finding or

NIGHTMARE ON THE NECROPOLIS EXPRESS

doing anything with the amulet, the earn 4 Sanity points. In either case, deduct one Sanity point for each NPC that died in the scenario (possibly turning a SAN gain into a SAN loss).

The investigators receive a whopping 20 pounds from Tommy and his co-workers for ending the haunting, even if they only destroyed the Abomination. They will have the money on their consciences when the men die a week later.

DRAMATIS PERSONAE

TOMMY THOMPSON, TRAIN CONDUCTOR, AGE: 52

Tommy is short and average looking. He has a thick head of brown, hair going grey above his ears, and a handlebar moustache. He is quite shrewd and intelligent, and has a winning way about him, getting along with folks from all classes. His accent is stereotypical London Cockney. Tommy is very superstitious and crosses himself a lot.

STR 47 CON 40 SIZ 50
INT 80 POW 60 DEX 32
APP 50 EDU 60 HP 9 BUILD 0

MOV 5 SAN 59

Damage Bonus: 0

Magic Points: 12

ATTACKS



MR. GLYNN OWEN-BARRASS

Fighting (Brawl) 57% (28/11), damage 1D3

SKILLS: Accounting 50%, Charm 41%, Credit Rating 20%, Fast Talk 51%, First Aid 60%, Listen 56%, Mechanical Repair 46%, Navigate 46%, Spot Hidden 45%

QUOTE: *"It ain't right, I'm tellin' ya. It's unnatural."*

HAROLD, TRAIN ENGINEER, AGE: 45

Harold is tall, burly, and has a wrinkled face more weathered than his age would indicate. He smiles a lot even when he isn't happy. He has short cropped, grey hair. Harold has a thick Cornish accent and is very deaf, which accounts for his lip reading skills. This also accounts for his extremely loud way of speaking.

STR 68 CON 53 SIZ 95 INT 55
POW 80 DEX 55 APP 60 EDU 65
HP 14 BUILD +1 MOV 6 SAN 80

Damage Bonus: +1D4

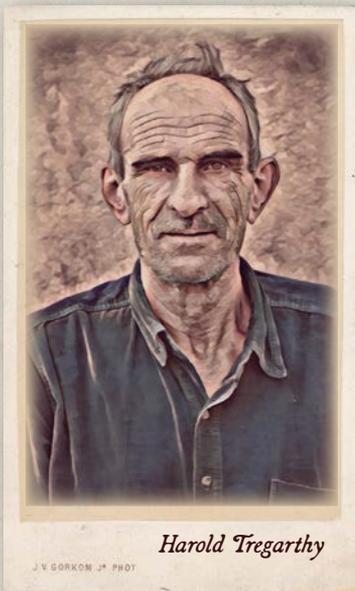
Magic Points: 16

ATTACKS

Fighting: Small Knife 48% (24/9), damage 1D4 + 1D4

SKILLS: Credit Rating 31%, Mechanical Repair 64%, Navigate 47%, Operate Heavy Machinery 60% Read Lips 60%, Science (Engineering and Physics) 49%, Spot Hidden 62%

QUOTE: *"Pardon?", "Speak up my love. I'm as deaf as that floorboard.", and "Us Cornish folk know a thing or two about spirits be it man or maid!"-*



NIGHTMARE ON THE NECROPOLIS EXPRESS

JOE, TRAIN ENGINEER, AGE: 27

Joe is of average size, and has a severely pockmarked face. His hair is black and greasy, and he has the beginnings of a tatty beard. He squints and smacks his lips when talking, and scratches his beard incessantly. Joe will stare lewdly at any female investigator present. If he is involved in a fight, he will use his work shovel.

STR 50 CON 80 SIZ 75 INT 55
POW 55 DEX 40 APP 30 EDU 70
HP 15 BUILD +1 MOV 7 SAN 55

Damage Bonus: +1D4

Magic Points: 11

ATTACKS

Fighting: Shovel 60% (30/12),

damage 1D8 + 1D4

SKILLS: Credit Rating 35%,
Mechanical Repair 59%, Navigate 67%, Operate Heavy
Machinery 63% Science (Engineering and Physics) 54%,
Spot Hidden 58%, Throw 73%

QUOTE: *"Alright, Darlin' which cloud you fall off?", "Don't worry about the pox scars, that's manly skin that is.", and "Pah! It's all fluff and nonsense this ghost talk."*



OLD BOB, LABOURER: AGE 61

Small and a rat-like in appearance, Bob has a heavily wrinkled face and wisps of white hair combed over a bald, liver-spotted scalp. He is jovial and acts gracious around those that he considers his 'betters.' Bob is an ex-soldier and loyal to people who assist him and his own. He has two front teeth missing and speaks with a pronounced lisp.

STR 48 CON 83 SIZ 45 INT 40
POW 30 DEX 54 APP 45 EDU 70
HP 12 BUILD 0 MOV 6 SAN 23

Damage Bonus: 0

Magic Points: 6

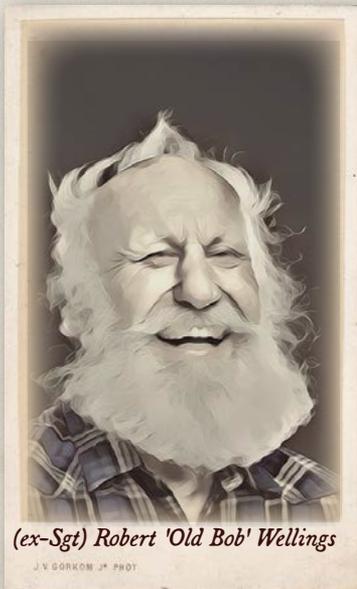
ATTACKS

Fighting Shovel 42% (21/8),

damage 1D8 + 1D4

Firearm (.455 Webley WG Revolver)

54% (27/10) damage 1D10+2*



NOTE; Bob only has three rounds of ammunition in his revolver

Skills: Credit Rating 24%, Firearms (Revolver) 54%, First Aid 57%, Jump 56%, Mechanical Repair 48%, Throw 60%, Operate Heavy Machinery 46%, Spot Hidden 63%

QUOTE: "Come now, young lad. We'll see the sunrise again if we fight like Bengals!" and "This reminds me of the time I fought the Ashanti."

NIGHTMARE ON THE NECROPOLIS EXPRESS

YOUNG BARRY, LABOURER: AGE 19

Barry has an acne covered face and a large boil on his nose. His hair is brown and a little greasy. When he speaks, he reveals yellow teeth going to brown. He speaks quietly and avoids eye contact if there are women present. If he's in a crowded room, or if he encounters anyone in a vulnerable state, he might attempt to pick a pocket. He keeps his shovel with him on work days, including on the train.

STR 63 CON 70 SIZ 52 INT 60
POW 25 DEX 35 APP 20 EDU 60
HP 12 BUILD 0 MOV 8 SAN 24

Damage Bonus: 0

Magic Points: 5

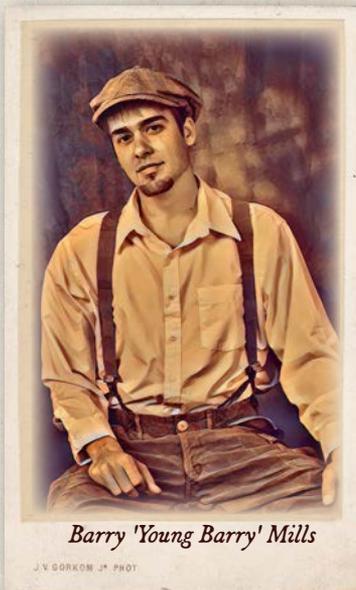
ATTACKS

Fighting (Brawl) 52% (26/10),
damage 1D3

Fighting: Shovel 49% (24/9),
damage 1D8

SKILLS: Credit Rating 23%, First
Aid 55%, Jump 49%, Mechanical Repair
57%, Throw 47%, Operate Heavy Machinery 48%, Ride Horse 65%,
Spot Hidden 69%

QUOTE: "It weren't me honest!", "They won't be needin' that.", and
"I'm a quick learner I am!"



MR. GLYNN OWEN-BARRASS

FATHER BENJAMIN, CLERGYMAN: AGE 72

Tall, thin, and frail-looking, Father Benjamin has a full head of white hair and wrinkled features. He moves slowly, 'dodderingly,' some might say. He has piecing blue eyes. Although a pious man, the demon drink has long been his master, though it is an addiction he fights with much prayer and good deeds. Benjamin has a cultured, clipped accent, slightly slurred from decades of drinking.

STR 43 CON 20 SIZ 70 INT 70 POW 50
DEX 37 APP 35 EDU 65 HP 9 BUILD 0
MOV 3 SAN 50

Damage Bonus: 0

Magic Points: 10

ATTACKS

Holy Water (Throw) 46%, (23/9)
Damage 1D4*

*When used against The Abomination only. There is enough Holy Water in the bottle for 8 shots.

SKILLS: Accounting 45%, Charm 59%, Credit Rating 41%. History 65%, Language (Latin) 65%, Library Use 60%, Listen 60%, Occult 41%, Psychology 50%, Throw 46%

QUOTE: "Look my dear fellow, I will do what I can but I'm not our saviour! If I was I'd be turning water into wine!"



Father Benjamin

J.V. GORRUM, JR. PHOTO

NIGHTMARE ON THE NECROPOLIS EXPRESS
SIR EDWARD COCKAYNE'S GHOST, AGE: 219

Sir Edward Cockayne only manifests occasionally, and then as a pair of glowing eyes or a dim, misty form. His ghostly form is vulnerable to neither magic nor exorcism, but if his amulet is destroyed or exorcised, his spirit will dissipate. He has been draining Magic Points from his victims on the train, and having enough now for his needs, has created the Abomination.

POW 30 INT 80

Sanity Loss: 0/1D4 Sanity points to see Sir Edward's ghost



THE ABOMINATION, AGE: VARIOUS

This monstrous travesty is an amalgam of body parts that Sir Edward Cockayne drew together through force of will. It has the upper torso, head and arms of a semi-rotted, semi-mummified corpse, though there are two sets of arms connected to each socket. It is connected just below the navel to another torso which is more rotted and skeletal in appearance. The lower torso has a head, legs in the arm sockets, and a third leg protrudes from the rear between the torsos.

MR. GLYNN OWEN-BARRASS

STR 75 CON 97 SIZ 170 INT 80
POW 80 DEX 50 HP 27
BUILD +3 MOV 4

Damage Bonus: +2D6

Magic Points: 16

ATTACKS

Attacks per round: 3

Brawl (Bite) 60% (30/14),

Damage 1D3 + 2D6

Brawl (Claw x 2) 50%, (25/10),

Damage 1D3 + 2D6

Armour: Ignore damage except to the heads (there are two), one penalty die on rolls to target a head. The Abomination is immune to fire damage.

Sanity Loss: 1/1D8 Sanity points to see The Abomination.

Quote: "Uuuurrrghhh!"



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NIGHTMARE ON THE NECROPOLIS EXPRESS



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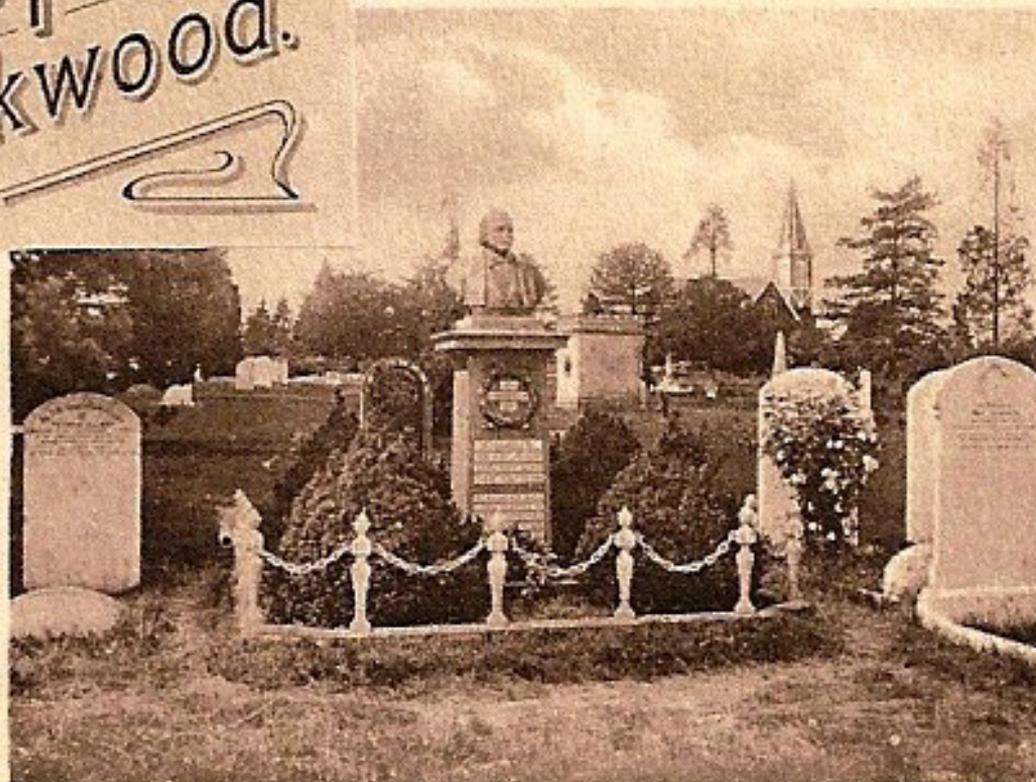


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ndon
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Awaiting the Tube to Waterloo and thence, to adventure and mystery!

NIGHTMARE ON THE NECROPOLIS EXPRESS

THE TRAIN ENGINE AND ITS CARRIAGES

This engine has been deliberately left without stats as it's better the train goes at the Keeper's pace than at the pace of some numbers on a page.

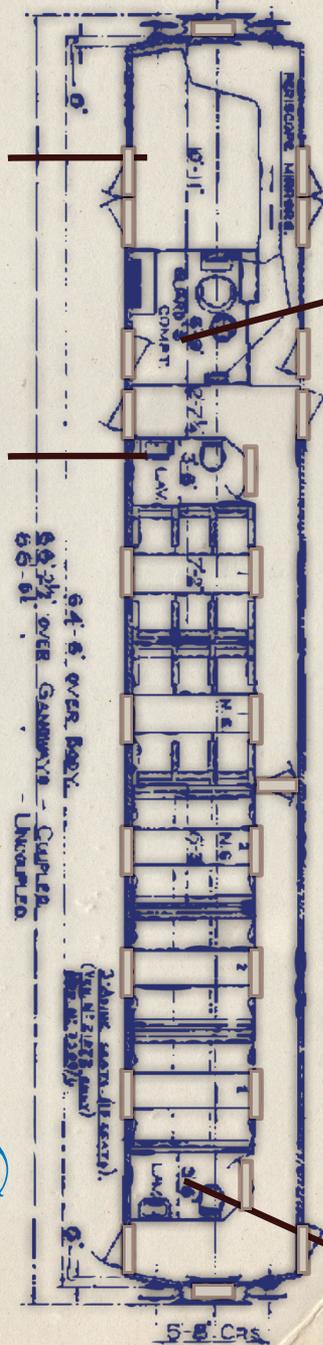
The sequence of the carriages is thus:

1. The Engine (not shown)
2. The Coal Tender (not shown)
3. The 1st Class Carriage (pictured right)
4. The 2nd Class Carriage
5. A 3rd Class Carriage
6. A 3rd Class Carriage
7. A Hearse Carriage
8. A Hearse Carriage
9. A Hearse Carriage

Coffin Cargo

W.C.

1ST CLASS



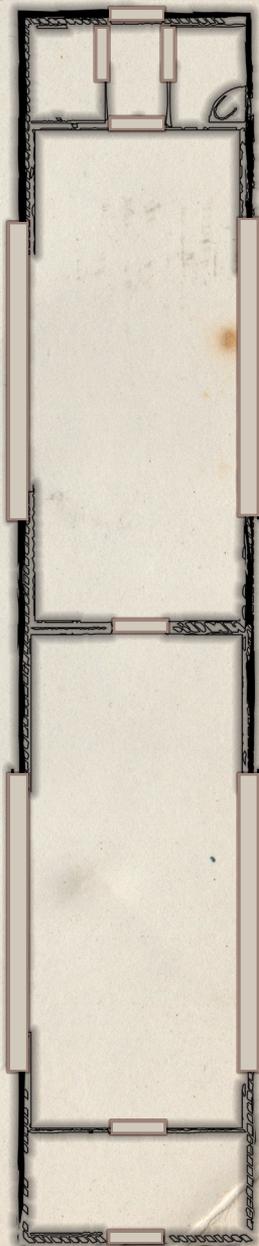
Guard Sm.

Anglicans

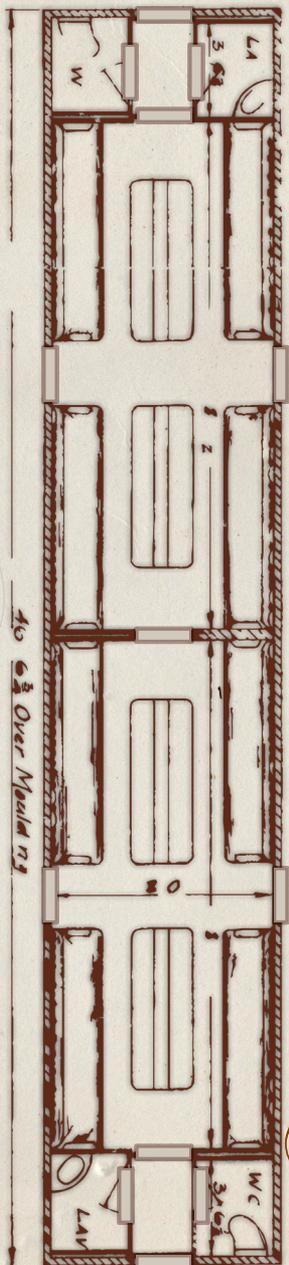
Non-Conformists

W.C.

HEARSE CARRIAGE #1



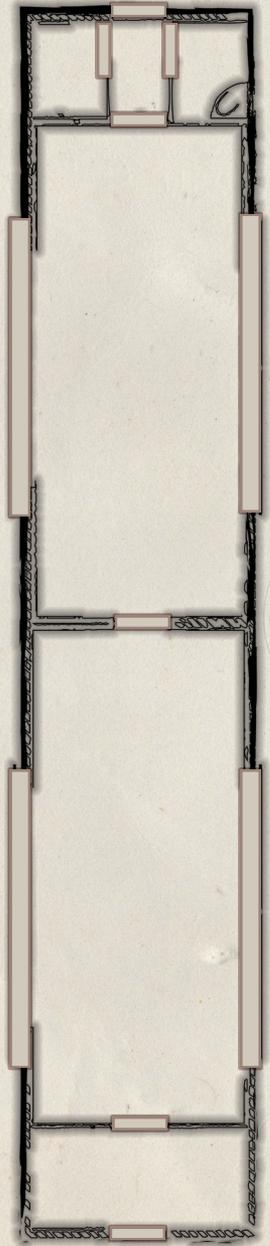
3RD CLASS



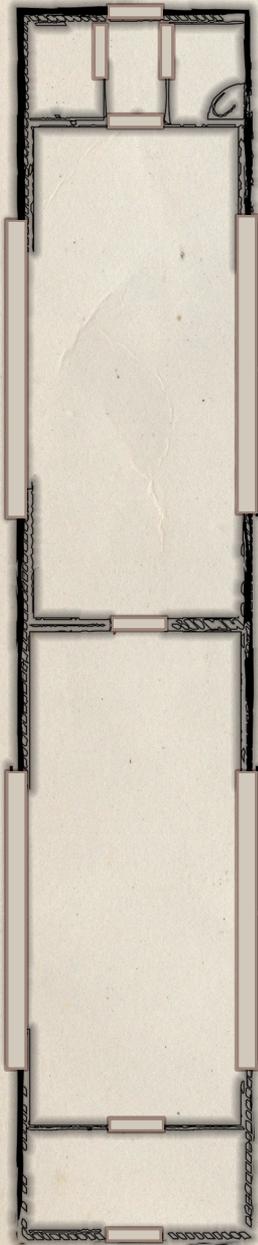
4 to 6 1/2 Over Meal 12



HEARSE CARRIAGE #2



HEARSE CARRIAGE #3



SCENARIO NOTES



STYGLIAN FOX

*An unquiet and dangerous adventure
aboard the Necropolis Express 'departing' from Waterloo to
Brookwood daily.*

*There is far too much activity in the carriages of the dead
for the investigators. Can they solve the mystery of the train
of the dead?*

*'Nightmare on the Necropolis Express' is an adventure
for Cthulhu by Gaslight, a Victorian setting for the
7th edition of Chaosium's horror roleplaying game
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