

Betrothals and Betrayals

A LARP for 13 players

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Version 1.0

Lady Bathurst has invited a number of eligible young ladies and gentleman to stay at Albion Hall, in the hope of finding a suitable match for her only daughter. However, behind the polite conversation and pleasant surroundings lurks many a dark secret and hidden agenda...

Inspired by the works of Jane Austen and Susanna Clarke

The Situation

Lady Bathurst hopes to find an eligible husband for her only daughter Caroline. To this aim she has invited a number of suitable young gentlemen (and some token young ladies to balance to numbers) to Albion Hall. The game starts after dinner when the guests have retired to the drawing room.

Rules

Betrothals and Betrayals should be able to be run in 3 hours. There are no NPC roles (although the GM may dress as a servant if they wish to be inconspicuous. Player handout #1 describes the rules and should be given to all players before the start of the game. Special abilities of individual characters are described on the character sheets. There are some special circumstances requiring GM adjudication that might arise, these will be described in a later section.

The Cast

Lady Bathurst (F) *mistress of Albion Hall*
Caroline Bathurst (F) *daughter of Lady Bathurst, heiress to Albion Hall*
Mortimer Gray (M) *the local vicar*
Nathaniel Delaney (M) *an aloof young gentleman*
George Windham (M) *an amiable young gentleman*
Charlotte Windham (F) *George's sister; a very sophisticated young lady*
Mrs Baxter (F) *a somewhat foolish woman*
Emily Baxter (F) *a sensible young lady*
Anne Baxter (F) *a troubled young lady*
Louise Baxter (F) *a rather frivolous young lady*
Captain Lambert (M) *a dashing officer*
Lord Foxglove (M) *a mysterious nobleman*
Lord Ambergris (M) *a likewise mysterious nobleman*

If fewer than 13 players are available then Mrs Baxter and Mortimer Gray can be dropped with minimal disruption. It would also be possible to remove Louise Baxter by giving her monkey to Emily. Gender roles are fairly rigid in this era, however Lord Foxglove could easily be made Lady Foxglove (as gender is largely a matter of taste for fairies).

The attached character sheets contain descriptions of the character's abilities, backgrounds and possessions. The entire back-story to the game is contained in the character backgrounds and the GM should make sure to read all the character sheets before the game begins

Props

The following items will be needed:

- A cross for Anne to wear
- An amulet for Lady Bathurst
- A stuffed monkey (toy) containing a large “diamond”
- A demonology book (belonging to Emily Baxter). Player handout #3 should be inserted into the book.
- A bag of treasure for Lord Ambergris

Game timeline

Before the game begins the GM should find out whether any of the players would be prepared to give an in-game performance (e.g. singing, playing the piano or reading poetry). If any of the players respond positively then the player of Lady Bathurst should be informed of which characters have notable accomplishments and may be called upon to entertain the guests.

The game begins with the gentlemen joining the ladies in the drawing room after dinner. The GM may wish to arrange some amusements for the players in the early part of the game. Some suggestions are:

- Musical performances by player characters
- A card table (in which case you may wish to give the characters some money and provide rules for period card games)

There is not a formal timetable for the rest of the game. The “Special Events” section covers some of the events likely to occur that require GM intervention. The game is likely to reach a natural conclusion, however if it is necessary to stop the game due to time constraints before any conclusion then inform the player of Lady Bathurst to announce that she is tired and going to retire to bed (at which point polite guests should do the same)

Special Events

There are some events of a supernatural nature that will require a GM to resolve. Here is a list of likely events and their resolution. Unanticipated events will have to be handled using common sense and a sense of what will be most enjoyable for the players.

Lady Bathurst’s Amulet – if Lady Bathurst removes her amulet then her original personality (a naïve aristocratic woman who has no recollection of the past 20+ years) returns. If another player wears the amulet then they will be possessed by Lady Bathurst’s spirit (that player should be given Lady Bathurst’s character sheet). The exception is vampire and fairy characters who cannot be possessed.

Creating Vampires - Mr Delaney can create new vampires if he has a willing participant or is able to overpower his victim. Fairy characters cannot be turned (their blood will daze any vampire who drinks it). If Anne is turned into a vampire before Foxglove awakens her fairy nature, then her fairy nature is destroyed. Newly made vampire characters should be given a copy of player handout #5. If Lady Bathurst is turned the possessing spirit is forced back into the amulet while the original Lady Bathurst (a naïve aristocratic woman who has no recollection of the past 20+ years) becomes a vampire.

The Exorcism Ritual – this ritual requires holy water (which Mr Gray can obtain from his church or by blessing ordinary water). If the ritual is performed on Lady Bathurst the possessing spirit will be trapped in the amulet and her original personality (an unfortunate aristocratic lady who was possessed over 20 years ago) returns. The ritual is painful to vampires and fairies, but has no other effect.

Awakening the Fairy Nature – if Lord Foxglove attempts to awaken Anne Baxter’s fairy nature then give Anne’s player handout #4. (Note this will only work if Anne has not been turned into a vampire or married). If Anne has become engaged then this will become a binding promise that will prevent her from returning to the fairy realm. If Lord Foxglove attempts to awaken anyone else, the attempt will fail (and Foxglove will be too tired to make another attempt).

Fairy Bargains – fairies are supernaturally bound to keep their bargains, but they do not gain any additional abilities to enable to fulfil a bargain.

Lord Ambergris’ Glamour – the illusion surrounding Lord Ambergris will be broken by a declaration of love from Lady Caroline. This can either be Lady Caroline saying “I love you” to Ambergris or a statement that she loves Captain Wesley. When the glamour is broken give Lord Ambergris’ player the “Captain Wesley” nametag.

Obtaining “stuff” – the GM’s act as De Facto servants during the game. The players may request the servants fetch thing for them. If they ask for an item specifically listed on their character sheet as being in their room then the item should be retrieve as soon as possible. If it is something that is likely to be available within Albion Hall (and the request isn’t too dodgy) then the item should be obtained within 5 minutes. For items that characters are likely to have, but which require someone to be sent outside Albion Hall, then it should take 10-15min for the item to arrive.

Lady Bathurst Elizabeth	Lady Caroline (Bathurst) Caroline	Mrs Baxter Margaret	Miss Baxter Emily
Miss Anne (Baxter) Anne	Miss Louise (Baxter) Louise	Mr Gray Mortimer	Mr Delaney Nathaniel
Mr Windham George	Miss Windham Charlotte	Captain Lambert John	Lord Foxglove
Lord Ambergris	Captain Wesley Robert		

Player Handout #1: Give to all players at start of game

Player Handout

The Situation

Today a number of guests arrived at Albion Hall for a visit of unspecified duration. The guests were shown to their rooms by servants and allowed to wander the ground during the day, although they were not formally introduced to one another until dinner.

Everyone has just enjoyed a fine dinner including turtle soup, boiled turkey, ham, pigeon pie, roast venison, plum pudding, rabbit, oysters and trifle (except for Mr Delaney who was rather rudely late). The ladies then retired to the drawing room for tea while the gentlemen enjoyed some port. The gentlemen have now rejoined the ladies in the drawing room, and the guests now have an opportunity to get better acquainted.

The Setting

The game is set in a version of Regency England where magic exists. However, most people are unaware of the existence of magic.

The Laws of the Land

The Marriage Act of 1753 prohibits the marriage of anyone under the age of 21 without the consent of their parents. However, the laws in Scotland are laxer and young couples have been known to elope to Gretna Green to marry without their parents approval. Marriage at sea is also an option.

The Rules of the Game

Betrothals and Betrayals is intended to be a mostly social game, with a minimum of violence. However, if necessary physical conflict should be resolve using paper, scissors, rock. Some characters have special abilities described on their character sheets.

Players will be wearing name tags. The name given in the centre of the name tag is their formal name that should be used by most characters. In the lower corner of the tag is their familiar name. Familiar forms of address should only be used by close friends, family members and lovers.

Invisibility – invisibility is indicated by crossing one's arms over the chest. If someone is doing this then act as if you can't see them.

Glamour – some characters have magical abilities known as Glamour powers. To indicate that they are using a glamour power they will state the word “Glamour...” followed by a description of what happens (e.g. “Glamour: you fall asleep”). Note that the “glamour” statement is out of character, so unless the effect is obvious no-one will know that a glamour power was used (except those with special abilities). Glamour effects cast on another character only last for 5 minutes. So in the example above the target of the spell would fall asleep for 5 minutes only.

Player Handout #2: Give to Delaney at start of game

St Andrew's Church, Gretna Green

7th June, 1806	Marriage of Hamish Ian McTaggart to Mary Anne Barnes witnessed by Alexander McTaggart Isabelle Barnes	HI McTaggart Mary Barnes Alec McTaggart <i>I Barnes</i>
14th June, 1806	Agnes McDonald laid to rest. Natural causes.	
16th June, 1806	Marriage of George Eustace Wilberforce Windham to Molly Jane Fairchild witnessed by William McTavish Margaret Anderson	<i>George Windham</i> Molly Fairchild W McTavish Maggie Anderson

Player Handout #3: Excerpts from Emily's demon hunting book

On Exorcism

To free a person from a malevolent spirit walking three times around the victim while reciting the following:

Crux sancta sit mihi lux

Non draco sit mihi dux

Vade retro satana

Numquam suade mihi vana

Sunt mala quae libas

Ipsae venena bibas

On the final word anoint the victim's head with holy water. The possessing spirit will then be evicted from the host.

Note: it is often necessary to restrain the possessed during this rite, as the possessing spirit is likely to resist by any means possible.

Player Handout #4: To be given to Anne Baxter if Foxglove successfully awakens her fairy nature.

Suddenly a flood of memories return to you. You are no mortal, but a fairy Princess. How you came to be raised by the Baxter family is a mystery to you, but the years spent in the mortal realm had suppressed your fairy nature. Only in your dreams were you able to see fragments of the truth. The question now is are you prepared to leave the mortal realm and return to your own kind?

As a fairy you have the following abilities:

Powers

Invisibility – you may turn invisible at will. This is represented by crossing your arms in front of your chest.

Sleepyhead – this is a glamour ability that causes the target to fall asleep for five minutes. To use it say “Glamour: you fall asleep”.

Immune to glamour – if another character attempts to use a glamour power on you, you may ignore the effect. However, you are aware that they have attempted to use glamour, so you may pretend to be affected. You can also see invisible characters.

Restriction

- As a fairy you are bound to keep any bargain you make (although you only have to keep the letter of the bargain). Any mortal that breaks a bargain with you will be struck by a powerful curse.

Player Handout #5: Give to any newly created vampire

You are now a creature of the night. You have been turned into a vampire and can now live only on blood and shall never see the sun’s light again. You also gain the following supernatural abilities:

Powers

Influence dreams – you have the power to alter people's dreams. Obviously they have to be asleep for this to work.

Invisibility – you may turn invisible at will. This is represented by crossing your arms in front of your chest.

Compel truth – this is a glamour ability. To use it say “Glamour: you will answer the next question truthfully”. The target must then answer your next question honestly.

Immune to glamour – if another character attempts to use a glamour power on you, you may ignore the effect. However, you are aware that they have attempted to use glamour, so you may pretend to be affected. You may also see invisible characters.

Embrace of the Vampire – you cannot yet create another vampire so soon after your own creation. In time you will learn

Restriction

You may not touch or use glamour upon anyone openly wearing a cross.

Lady Elizabeth Bathurst

Background

Although you are not a young woman, few would guess that you are over 160 years old. You were born Mary Finch, the daughter of the skilled (although largely unknown) alchemist and magician. Your father died and his laboratory was destroyed in the Great Fire of London in 1666. However, you were able to escape with some of his notes. You dedicated the following decades into piecing together his researches. Eventually your skill surpassed even your father's. You have developed a means to cheat death by transferring your soul to a magic amulet. Your soul is then able to take control of anyone who wears the amulet. You have used the amulet to acquire fresh young bodies whenever your current body becomes to age-worn. You have also selected your victims carefully to ensure that you've always inherited privilege and wealth.

Your current body was that of Elizabeth Bathurst, wife of Lord Bathurst and mistress of Albion Hall. You planned to live as Lady Bathurst and then take possession of your daughter's body when you got too old. Unfortunately you found yourself unable to conceive an heir. To solve this problem you made a bargain with a local fairy (Lord Foxglove) to bring you a baby that you could claim as your own. Foxglove performed his commission admirably and provided you with your daughter Caroline. As payment for this service you have promised Lord Foxglove a future favour, which has yet to call due. Once your succession was secured you arranged for your tiresome husband to “accidentally” fall down the stairs.

You have been very particular about Caroline's upbringing, as you intend to take her life for your own. She has usually been compliant, but there was a recent incident where you had to intervene. Caroline had formed an unfortunate attachment for a lowly Captain Wesley of His Majesty's Navy. You were determined to put a stop to this undesirable affair. First you offered him money to stay away. When he refused you waited until he set back to sea then placed a powerful curse upon his ship, the HMS Guinevere. The Guinevere was duly lost at sea, so now with Captain Wesley out of the picture Caroline might be receptive to more suitable suitors.

Items

Magic Amulet – you wear this amulet at all times as it is what enables you to maintain control over your current body. If you remove the amulet the real Elizabeth Bathurst will regain control for the first time in twenty years. If someone else dons the amulet consult a GM.

Powers

Magic – you are a skilled magician. Unfortunately most of your spells require hours of preparation and ritual to perform.

Second sight – you can perceive the supernatural. If someone uses a “Glamour” effect on you, you will be aware that magic was used although you will still be subject to the effect. You can also perceive invisible characters.

The Others

Caroline Bathurst – your “daughter”. You plan to take possession of her body soon, so it is important that she marries well. Your husband's ghost used to visit her before you put up wards to keep him away. You're not sure what he has told her.

Mortimer Gray – the previous vicar, Mr Ramsey, began taking an uncomfortable interest in the supernatural. Therefore it was something of a relief when he started openly raving and could be retired to an asylum without raising too many eyebrows. As his appointment you appointed Mr Gray, a man of notably limited imagination and curiosity. He performs his function admirably.

George Windham – an amiable fool with plenty of money. In other words perfect marriage material.

Nathaniel Delaney – a wealthy young gentleman and friend of Mr Windham. While his wealth makes him an attractive candidate to marry Caroline you have detected the air of the supernatural about him, which could be trouble.

Charlotte Windham – Mr Windham's unmarried sister.

Mrs Baxter – the Baxter family live nearby in Thornley House. The three daughters will inherit nothing as the estate has been entailed and cannot pass to a woman. You invited the daughters to make up numbers and because they pose no threat to Caroline's marriage prospects.

Unfortunately their odious mother has invited herself along as well.

Emily Baxter – the eldest of the Baxter daughters.

Anne Baxter – the second Baxter daughter

Louise Baxter – the youngest Baxter daughter

Captain Lambert – a young army officer whose father is a family friend. A charming man, but not rich enough for Caroline.

Lord Foxglove – a fairy lord who does you favours. You still owe him for kidnapping a baby for you. It is important to humour him as fairies can place terrible curses on those who break their word.

Lord Ambergris – you have no idea who Lord Ambergris is, Lord Foxglove brought him along. You assume he is another fairy lord as you can feel magic in his presence.

Caroline Bathurst

Age: 18

You are the only child of Lord and Lady Bathurst. Your father died in a fall when you were but a baby and your mother has ruled your life for as long as you remember. As a child you would sometimes see a sad faced man with his head at an unnatural angle watching you. At first you were terrified and burst into tears when you saw him, but then you realised that it must be the ghost of your father. Unfortunately you made the mistake of mentioning this to your mother. She grew very angry and warned you not to speak of this to anyone, lest they think you mad. She then did something that stopped your father's ghost from reappearing.

Life in Albion Hall is very lonely. Fortunately the neighbouring Thornley House is home to the three Baxter sisters who are good friends to you. Your mother does not entirely approve, considering the Baxter's to be your social inferiors.

Several months ago you fell in love with a kind and chivalrous naval officer by the name of Captain Robert Wesley. However, when he approached your mother to request your hand in marriage she refused to consider it, claiming that the Captain was too low born and insufficiently prosperous. You argued that you were the heiress to a substantial fortune in your own right, so it didn't matter how rich the Captain was. However, your mother would not be moved. Captain Wesley had to return to sea, but he left you with his assurances that he would amass sufficient fortune to allay your mother's worries and that you would marry upon his return. Alas it was not to be. The Captain's ship, HMS Guinevere, was lost at sea. For weeks you wandered along the beach, hoping that at least his ghost would return to you, but you have not received even this small comfort.

Your mother has arranged the current gathering in the hopes of finding you a more suitable husband. You are determined to act graciously, even if your heart has been broken beyond repair.

Others

Lady Bathurst – your domineering mother. You have not forgiven her for ruining your chances of happiness with Captain Wesley, however you outwardly maintain the appearance of a dutiful daughter.

Mortimer Gray – Mr Gray has recently been appointed vicar after his predecessor Mr Ramsey went mad.

George Windham – Mr Windham is a wealthy bachelor who recently moved into the area. His company is pleasant, but he does not compare to Captain Wesley.

Nathaniel Delaney – a wealthy young gentleman and friend of Mr Windham. However, where Mr Windham is a genial character, Mr Delaney is aloof and disdainful.

Charlotte Windham – Mr Windham's unmarried sister.

Mrs Baxter – the Baxter sisters often complain that their mother is an embarrassment, and you suppose they may have a point. However, at least Mrs Baxter is kindly, and you cannot imagine her thwarting her daughters' happiness the way your mother has done to you.

Emily Baxter – Emily is the eldest of the Baxter daughters. You know that she had feelings for the previous vicar, Mr Ramsey, before he went mad. The two of you try to console each other over your lost loves.

Anne Baxter – the second Baxter daughter. Recently Anne has become very religious. While piety is all very commendable, you wonder if there is something troubling Anne that has brought about this sudden devotion.

Louise Baxter – the youngest Baxter daughter. Louise tends to be a bit silly and spend too much time thinking about clothes and officers. Still she is young, and with her two older sisters as an example she may grow out of her foolish ways.

Captain Lambert – a young army officer, his father is a family friend

Lord Foxglove – a peculiar nobleman who sometimes calls upon your mother.

Lord Ambergris – a strange nobleman that you have never met before.

Mr Mortimer Gray

Age: 28

You have recently been assigned to the parish near Albion Hall by Lady Bathurst herself. Your predecessor, Mr Arthur Ramsey, apparently went mad and started raving about “devil's walking in our midst” and other such nonsense. Fortunately you're far too sensible to give in to such fancies, and you feel it is your duty to ensure that any of the impressionable parishioners who have been frightened by Mr Ramsey's wild tales are led back to the path of sense and reason.

You have been very favourably impressed by the kindness shown to you by Lady Bathurst, as not all such Grand Ladies would entertain a mere clergyman, although you do pride yourself on your ability to make yourself amiable in any company.

You feel that it is important that a man in your position should marry, to provide a good example to the community. For you, it is most important that your wife should be of good character, wealth matters little by comparison. However, you are cognisant that one cannot expect perfection from the weaker sex and some minor defects of character may be gently corrected by a husband's guiding hand.

Others

Lady Bathurst – your patron. Lady Bathurst has treated you exceptionally well, and you are determined not to disappoint her.

Caroline Bathurst – a charming young lady, but clearly well above your station.

George Windham – Mr Windham is a wealthy bachelor who recently moved into the area.

Nathaniel Delaney – a wealthy young gentleman and friend of Mr Windham. You suspect that he may be a man of low moral character who is taking financial advantage of Mr Windham.

Charlotte Windham – Mr Windham's unmarried sister.

Mrs Baxter – Mrs Baxter lives in Thornley house with three unmarried daughters. The property has been entailed so the daughters will not inherit anything. You would be doing Mrs Baxter a great kindness to marry one of her daughters.

Emily Baxter – Emily is the eldest of the Baxter daughters.

Anne Baxter – the second Baxter daughter.

Louise Baxter – the youngest Baxter daughter.

Captain Lambert – a young army officer.

Lord Foxglove – a peculiar nobleman, who is a friend of Lady Bathurst.

Lord Ambergris – another nobleman who does not seem to be well-known in this area.

Nathaniel Delaney

You were once a noble in the court of Louis XVI, with enough wealth and power to indulge your every desire. Fortune obviously favoured you, for you were also given eternal life. One of your mistresses turned out to be a vampire, and she turned you into an immortal creature of the night.

For many years (un)life was good. Whatever you desired was yours for the taking. However, the Revolution brought an end to your carefree ways. You barely managed to escape to England with your head. Fortunately, your vampire powers made it easy to rebuild your fortune. However, now you are being more cautious, working through human pawns where possible.

At the moment George Windham is your key to British high society. You use him as a front, giving him money to buy property on your behalf, and he provides you with the right social contacts. Of course, you have taken steps to ensure his loyalty. Last year, during a sojourn in London, Mr Windham had a torrid affair with an actress by the name of Molly Fairchild. With judicious use of alcohol and glamour you enflamed Windham's passions to the point where he eloped with Miss Fairchild to Gretna Green. Soon after the hasty marriage, Windham began to regret his rash actions. You assured him that you would sort the matter out. This you did by paying off Miss Fairchild and stealing the record of the marriage from the church. Unbeknownst to Windham, you have kept the marriage record for future blackmail, should it become necessary.

In general you have not found England much to your liking. It lacks the sophistication of the French court. However, recently you have found something that has attracted your attention. While out in the woods one night you saw a beautiful young lady wandering in her nightgown. The resemblance to your first vampire bride, Angelique, was uncanny, and since that night you have been obsessed with finding out who that young lady was. You have since identified her as Anne Baxter. Given the opportunity you would turn her into a vampire to be your undying bride. Unfortunately she wears a cross most of the time, which prevents you from touching her.

Until recently, Mr Ramsey (the parish vicar) was something of a thorn in your side. He started talking about "demon's walking amongst us" and making some uncomfortable enquiries. You weren't sure how much he really knew, but you didn't want to take any risks. You started entering his dreams at night and sending him terrifying visions. Eventually his mind snapped and he was removed from the parish. You find his replacement, Mr Gray, much more to your liking.

Items

- You have a large amount of buried gold that you can use in an emergency. It will take some time to retrieve however (contact a GM).
- The record of Mr Delaney's marriage to Molly Fairchild

Powers

Influence dreams – you have the power to alter people's dreams. Obviously they have to be asleep for this to work.

Invisibility – you may turn invisible at will. This is represented by crossing your arms in front of your chest.

Compel truth – this is a glamour ability. To use it say "Glamour: you will answer the next question truthfully". The target must then answer your next question honestly.

Immune to glamour – if another character attempts to use a glamour power on you, you may ignore the effect. However, you are aware that they have attempted to use glamour, so you may pretend to be affected. You may also see invisible characters.

Embrace of the Vampire – you may create another vampire. This requires you to drain your victim completely with blood then feed them some of your own. Obviously this is something best

done in private. If you wish to attempt this consult a GM.

Restriction

You may not touch or use glamour upon anyone openly wearing a cross.

Others

Lady Bathurst – Lady Bathurst is the highest ranked Lady in the county. It could be advantageous to win her favour.

Caroline Bathurst – Lady Bathurst's daughter.

Mortimer Gray – the local vicar who is fortunately quite incurious.

George Windham – a wealthy young gentleman, who is your key to establishing yourself amongst the local gentry.

Charlotte Windham – Mr Windham's unmarried sister.

Mrs Baxter – the mistress of nearby Thornley House. Of no particular consequence.

Emily Baxter – Emily is the eldest of the Baxter daughters.

Anne Baxter – the second Baxter daughter. Anne reminds you of your beloved Angelique, and you are determined to make her yours.

Louise Baxter – the youngest Baxter daughter.

Captain Lambert – a young army officer.

Lord Foxglove – a foreign nobleman, who is a friend of Lady Bathurst.

Lord Ambergris – another foreign nobleman. He is under some sort of glamour effect.

A George Windham

Age: 24

Background

You are a most genial and sociable gentleman. Of course, you do have a very comfortable life with the fortune you recently inherited from your father. Your fortune is even set to increase, as your good friend Mr Delaney has been giving you money to invest on his behalf. (He apparently has a small fortune in gold bullion, but doesn't like to put his name to legal documents, preferring anonymity). There are just a couple of blights on your happiness.

The first is your sister Charlotte. Despite having a generous allowance she has managed to accumulate substantial debts in London. You have insisted that she come to live with you in the country, where you can restrain her spending somewhat. Unfortunately this means that you have to live with her incessant complaints about the dullness of country life.

The other is a regrettable incident that happened several years ago during a sojourn in London. You were briefly besotted by Molly Fairchild, a popular actress at the time. In a fit of youthful indiscretion you eloped with her to Gretna Green where you were married. Shortly after, you realised the shame your union would bring upon your family and that your father would likely disinherit you. Fortunately Mr Delaney kept his wits about him. He broke into the church and destroyed the record of your marriage and then paid Molly a generous sum to disappear and never mention the incident. You are extremely grateful to Delaney for saving your reputation, but you do worry that he might someday let something slip. The best solution to both your problems would be to arrange a marriage between Delaney and Charlotte. If Delaney were related to you by marriage he would never risk allowing the scandalous news of your marriage to an actress to escape. It would also release you from the burden of having to deal with Charlotte's debts.

Others

Lady Bathurst – the Lady of Albion Hall. She is a Lady of rank and refinement, and it would be good to maintain her good graces since you have bought property nearby.

Caroline Bathurst – the daughter of Lady Bathurst. She seems to be a sweet and gentle creature

Mortimer Gray – the local vicar. You feel a little uncomfortable around clergymen these days as you have a guilty conscience regarding your marriage to Miss Fairchild.

Nathaniel Delaney – a good friend and true gentleman. Like any proper gentleman Mr Delaney never rises before evening.

Charlotte Windham – your sister. As much as you love her, you can't wait to pass on responsibility for her to some other gentleman.

Mrs Baxter – the mistress of nearby Thornley Manor. A rather lively character

Emily Baxter – the eldest of the Baxter daughters. You suspect that she might be quite intelligent, but see no reason to hold that against her

Anne Baxter – the second Baxter daughter. She seems quite worried. Maybe you should try to cheer her up?

Louise Baxter – the youngest Baxter daughter. A charming, if somewhat forward, young lady

Captain Lambert – a young army officer. Always good to see a man doing his bit for the Empire

Lord Foxglove – a nobleman who seems to be on good terms with Lady Bathurst.

Lord Ambergris – another nobleman. Nobody seems to know much about him.

Charlotte Windham

Age: 19

Background

You are a sophisticated young lady, far more at home in the fashionable London social scene than here in the dull provinces. Unfortunately, your brother George is making a fuss about the fact that you have a few debts and has forced you to stay with him in the country until matters have been sorted. Honestly, if he wasn't so miserly with your allowance then the whole issue would never have arisen. In the meantime you risk dying of boredom out here in the country, deprived of any worthy society.

There is one small consolation, in the form of George's friend Mr Delaney. You find Mr Delaney fascinating, he is both handsome and cultured. More importantly, from what George tells you, he also possesses a vast fortune. You intend to make good use of this opportunity to impress Mr Delaney with your charms. Make sure to point out any shortcomings in any potential rivals for Delaney's attention, after all, all's fair in love and war.

It's likely that George will want to get married soon. Unfortunately he has a habit of falling in love with the most unsuitable women. You must give him firm guidance to prevent him from marrying too far beneath himself. It will also be imperative to ensure that his future wife is sympathetic and understands the need for a young lady to have a generous allowance. The last thing you need is to have someone else encouraging George to curb your expenses.

Others

Lady Bathurst – the Mistress of Albion Hall. A wealthy and aristocratic lady, although somewhat old fashioned.

Caroline Bathurst – a wealthy heiress. Perhaps she could make a suitable wife for George?

Mortimer Gray – the local vicar. A ridiculous little man.

Nathaniel Delaney – George's friend. You are sure that his aloof manner is a sign that he is a man of discernment, only interested in the society of the highest calibre. Obviously you would be a perfect match.

George Windham – your brother. He is usually quite sweet, but since he inherited the family fortune he's become a little too concerned about your spending habits. You need to convince him to increase your allowance (at least until you find a wealthy husband).

Mrs Baxter – a vulgar woman with no taste or manners. Pretty much what you'd expect in the country.

Emily, Anne and Louise Baxter – these young ladies have no fortune, no style and no consequence.

Captain Lambert – he's definitely quite dashing. You'd happily flirt with him, but you're not sure that he has nearly enough money to support you in the style to which you aspire.

Lord Foxglove – a nobleman who seems to be on good terms with Lady Bathurst.

Lord Ambergris – another nobleman. Nobody seems to know much about him.

Mrs Margaret Baxter

Age: 45

Background

Life is most vexatious. If it weren't enough that you had three daughters to find husbands for, your own husband went missing on business in India nearly two years ago. Recently his effects were sent home and you know that it is only a matter of time until the courts officially declare Mr Baxter dead. Unfortunately, Thornley House is entailed so that it cannot pass to a female, so when Mr Baxter is officially declared dead the house will pass to some odious cousin leaving you and your girls homeless. Your only hope is to find a wealthy husband for at least one of your daughters who will be able to support you in comfort in your old age. Of course, it's not easy for penniless girls to find good husbands, but that's what mothers are for. When Lady Bathurst invited your daughters to visit Albion Hall you decided to join them, just to make sure that they don't miss any opportunities. Make sure you talk to all the eligible young men and find out how much they're worth.

Others

Lady Bathurst – the Lady of Albion Hall. You must say, it is a bit gloomy, perhaps you could give Lady Bathurst a few tips on how to brighten the place up a bit?

Caroline Bathurst – Lady Bathurst's daughter. Albion Hall isn't entailed, so she'll get to inherit unlike your poor girls

Mortimer Gray – you know that Emily had taken a bit of a shine to the previous vicar, Mr Ramsey. Such a shame he was a lunatic. Still maybe there'll be a spark of romance with this new vicar.

Nathaniel Delaney – a friend of Mr Windham's. You've heard rumours that Mr Delaney has a secret fortune.

George Windham – a wealthy young man who has recently bought some property in the county.

Charlotte Windham – Mr Windham's sister. She looks to be very well-dressed. Maybe she has some old dresses that would fit your girls?

Emily Baxter – your eldest daughter. While she's not bad-looking she does tend to read too many books, which is not an attractive trait in a young lady. You did have hopes that she might marry the former vicar Mr Ramsey. Unfortunately it seems that he was a lunatic, and had to be placed in an asylum. Isn't that just your luck!

Anne Baxter – your second daughter. If it wasn't bad enough that Emily spends all her time reading, Anne's taken to incessant praying. Oh how these girls try your nerves.

Louise Baxter – your youngest daughter. As luck would have it is your youngest daughter who seems to know the most about making herself pleasing to men. You just hope that her two moping older sisters don't put off any suitors

Captain Lambert – you've always had a soft spot for a man in uniform, they look so dashing.

Wouldn't it be wonderful if he took an interest in one of your girls, he'd make such a handsome son-in-law.

Lord Foxglove, Lord Ambergris – you don't know very much about these noblemen. They're probably foreign. While the idea of moving to a foreign land doesn't appeal that much to you, it would definitely be a step up for your daughters if they managed to snare one of these Lords.

Emily Baxter

Age: 20

Background

You currently live in Thornley House with your mother and two younger sisters. However, Thornley may not be your home for much longer as the property has been entailed so that it may only be inherited by a male heir. Your father went missing on business in India almost 2 years ago. His affects have recently been returned to England, so it will only be a matter of time before the courts declare him dead.

However, you are not terribly worried by your lack of financial prospects. You are well-educated and should be able to find a position as a Governess with little trouble. It is another matter entirely that causes your heartache. You had formed a deep attachment for Mr Arthur Ramsey, the local vicar. You would certainly have agreed to marry him, if only he'd asked, even though it would mean a rather modest lifestyle. However, something happened to Mr Ramsey. He started talking about "devils living amongst us", then he started having the most terrible nightmares. You did your best to comfort him, but it got to the point where he refused to sleep. Eventually his health and sanity deteriorated to the point where he had to be committed to an asylum for his own safety. Before he left he begged you to take his book on demon hunting "for your own protection". You agreed for his peace of mind, but you wonder if it wasn't this book that was responsible for Arthur's madness in the first place.

Now your sister Anne has started acting strangely. You've found her sleepwalking out in the woods on several nights. She has also confessed to having disturbing dreams. You have agreed to keep Anne's problems a secret, but (although you try not to show it) you worry that maybe whatever happened to Arthur is happening to Anne.

Items

- Arthur's demon hunting book. This is currently in your room. If you need to refer to it you may ask a servant (GM) to fetch it for you.

Others

Lady Bathurst – the mistress of Albion Hall and a most formidable lady.

Caroline Bathurst – as neighbours you have become very good friends with Caroline. She is almost like a sister to you. You know that Caroline had fallen in love with Captain Roberts of the Royal Navy. However, her mother had forbidden the marriage and Captain Robert's ship was lost at sea.

Mortimer Gray – the new vicar bought in to replace Mr Ramsey. He lacks the intelligence and wit of his predecessor

Nathaniel Delaney – a friend of Mr Windham's. He tends to keep to himself.

George Windham – a wealthy young gentleman who has recently bought property in the area

Charlotte Windham – Mr Windham's sister

Mrs Baxter – your mother, who is well-meaning but can be incredibly tactless and embarrassing.

You know that Lady Bathurst did not actually include your mother in her invitation, but she has come along anyway. Such appalling manners

Anne Baxter – your younger sister. You have a great deal of affection for Anne. You know she is frightened by what is happening to her, and has turned to religion in the hope of stopping it.

Louise Baxter – your youngest sister. Louise has a tendency to be somewhat frivolous and silly, but hopefully she'll grow out of it. You and Anne try to keep an eye on her to prevent her from doing anything too foolish.

Captain Lambert – an army officer

Lord Foxglove – a nobleman, who is a friend of Lady Bathurst.

Lord Ambergris – another nobleman about whom very little is known.

Anne Baxter

Age: 18

Background

You currently live in Thornley House with your mother and two sisters. However, Thornley may not be your home for much longer as the property has been entailed so that it may only be inherited by a male heir. Your father went missing on business in India almost 2 years ago. His effects have already been sent back to England, so it will only be a matter of time before the courts declare him dead and you and your family will be forced to leave Thornley House.

Recently you have begun to have disturbing dreams. Sometimes you are walking through hauntingly beautiful landscapes which are both utterly alien yet strangely familiar, other dreams are most improper and involve naked dancing in the woods with all sorts of creatures: humans, animals and hybrids of the two. What is worse, some nights you awaken to find yourself sleepwalking in the woods. You fear that the Devil is sending you these dreams to lead you into sin and you have taken to frequent prayer in the hope that God will deliver you from your torment. So far it has not worked and you spend many hours agonising over what sin you could have committed that has given the Devil this foothold in your soul. Your sister Emily knows of your problem and tries to help, but you are not sure there is much she can do.

Items

- A small cross that you wear at all times

Others

Lady Bathurst – the mistress of Albion Hall and a most formidable lady.

Caroline Bathurst – as neighbours you have become very good friends with Caroline. She is almost like a sister to you. You know that Caroline had fallen in love with Captain Roberts of the Royal Navy. However, her mother had forbidden the marriage and Captain Robert's ship was lost at sea.

Mortimer Gray – the new vicar replacing Mr Ramsey. You hope he can give you the moral guidance you need to overcome your current affliction

George Windham – a wealthy young gentleman who has recently bought property in the area

Nathaniel Delaney – a friend of Mr Windham's.

Charlotte Windham – Mr Windham's sister

Mrs Baxter – your mother, who is well-meaning but can be incredibly tactless and embarrassing.

You know that Lady Bathurst did not actually include your mother in her invitation, but she has come along anyway. Such appalling manners

Emily Baxter – your older sister. Emily was in love with the previous vicar, Mr Ramsey, who unfortunately went mad and had to be committed to an asylum. You hope that one day she will find love again

Louise Baxter – your younger sister. Louise has a tendency to be somewhat frivolous and silly, but hopefully she'll grow out of it. You and Emily try to keep an eye on her to prevent her from doing anything too foolish.

Captain Lambert – an army officer

Lord Foxglove – a nobleman, who is a friend of Lady Bathurst.

Lord Ambergris – another nobleman. Nobody seems to know much about him.

Louise Baxter

Age: 16

Background

You currently live in Thornley House with your mother and two older sisters. However, Thornley may not be your home for much longer as the property has been entailed so that it may only be inherited by a male heir. Your father went missing on business in India almost 2 years ago. Your father's affects were returned not that long ago and you went through them carefully, hoping that he might have bought some silk for you. Alas, to no avail. However, you did find a stuffed monkey amongst his things. You kept this as you remember asking for a pet monkey before your father left, so he'd probably bought it for you (he did always get things a bit mixed up). However, it will only be a matter of time before the courts declare him dead and you and your family will be forced to leave Thornley House.

Unlike your sisters, you're not one to spend your time moping when things go wrong. You have only recently entered society and you intend to make the most of it. You enjoy pretty dresses, gossip, flirting with handsome men and generally being the centre of attention. You've no doubt of your ability to attract a husband when the need arises, but your two older sisters are on the verge of becoming old maids. You'd better help things along for them, otherwise they could damage your prospects.

Recently you've spotted Anne sneaking back into the house at night. Has she been secretly meeting a lover? Emily seems to know what's going on, but the two of them are keeping it to themselves. Still, you are determined to get to the bottom of this matter.

Items

- A stuffed monkey from your father. This is kept in your room, so you'll need to ask a servant (GM) to fetch it for you.

Others

Lady Bathurst – the mistress of Albion Hall and a most formidable lady.

Caroline Bathurst – Lady Bathurst's daughter. She's good friends with you and your sisters, but (like your sisters) is a bit boring.

Mortimer Gray – the new vicar, bought in to replace Mr Ramsey when he went looney.

George Windham – a wealthy young man who has recently bought property in the area.

Nathaniel Delaney – a friend of Mr Windham's. Quite good looking, but not very friendly. Still, you like a challenge

Charlotte Windham – Mr Windham's sister. You've heard she's spent a lot of time in London. You'd love to hear all about London high society and the latest fashions

Mrs Baxter – your mother. She does tend to fuss a bit, but she can usually be relied on for money when you absolutely have to have a new bonnet.

Emily Baxter – your eldest sister. She's a little too serious for her own good. She used to be in love with the vicar Mr Ramsey (typical), but then he turned into a lunatic.

Anne Baxter – Anne has recently taken to praying and being virtuous all the time, which makes her even more boring than Emily. Still maybe the whole thing is a cover for her secret liaisons at night?

Captain Lambert – a handsome army officer. What could be finer than a young man in regimentals?

Lord Foxglove – a nobleman, who is a friend of Lady Bathurst.

Lord Ambergris – another nobleman. He's quite mysterious, no one seems to know anything about him.

Captain John Lambert

Age: 32

Background

Although you have a taste for fine things, you were born with neither a great fortune (being but the younger son of a gentleman) nor an inclination to hard work. Fortunately you have a gift for charming your way into other people's confidence (and pockets). Your father did not approve of your slothfulness, and eventually purchased you a commission in the army, hoping that military discipline might change your ways. While your career in the army has not cured you of your many vices, your posting in India did keep tales of your exploits from your father's ears. He has since passed on, leaving his fortune to your older brother. You have little to do with your family now, but sometimes it can still be useful to drop their names in the right circles

Fortune has always favoured you, and while in India you managed to strike up a friendship with one of the Maharajas. One evening he got quite drunk, and during a game of cards you managed to win a fabulous gem known as the "Star of India" off him. The following day it became obvious that the whole thing was going to become something of a "political situation". You decided it would be best to hide the gem and deny all knowledge. You secreted the Star inside a stuffed monkey that you hid amongst the effects of a Mr Alfred Baxter who had been missing (presumed dead) for a couple of years. Mr Baxter's things were shipped back to England, and you followed shortly after. It should be a simple matter to charm your way into his widow's confidences for long enough to retrieve the monkey. Failing that there are three daughters – if you can't manage to seduce at least one of them then it would be a very poor show.

It would also be worthwhile to keep your eyes open for a wealthy heiress while your here. While the Star of India would make you rich beyond your wildest dreams, you've learnt that it always pays to have a couple of extra cards up one's sleeve.

However, if you were free to follow your heart, you would pursue Miss Windham. From what you have seen of her she is witty and urbane, and seems to be something of a kindred spirit. Unfortunately her brother is likely to settle only a modest sum upon her when she marries.

Others

Lady Bathurst – the mistress of Albion Hall and an old friend of your father's, so it was not difficult to get an invitation to stay.

Caroline Bathurst – the heiress of Albion Hall. Whoever marries her will inherit a fortune

Mortimer Gray – the local vicar

Nathaniel Delaney – a friend of Mr Windham. Seems a bit dour, but rumour has it he is also very wealthy.

George Windham – a wealthy young gentleman, who seems a little naïve. Just the type you like to play at cards

Charlotte Windham – Mr Windham's sister. You can see in her a kindred spirit. She is the type of woman you would want to marry if you were ruled by your heart, but unfortunately she does not possess a sufficiently large fortune for your needs.

Mrs Baxter – Mr Baxter's widow. You'll need to find a way of retrieving the stuffed monkey from Mr Baxter's effects, preferably without letting her know why you want it

Emily, Anne, and Louise Baxter – the daughters of Mr & Mrs Baxter. None of them stand to inherit anything, but courting one of them could be a useful route to regaining the Star of India

Lord Foxglove – a nobleman, who is a friend of Lady Bathurst.

Lord Ambergris – another nobleman.

Lord Foxglove

Background

You are a fairy lord and one of the favoured courtiers of the Rose Queen. You frequently do business in the mortal world as you find mortal affairs fascinating.

Some time ago you made a bargain with Lady Bathurst, a mortal sorceress. She asked you to acquire a baby for her, in return she offered to perform a service for you in the future. Acquiring a baby was simple enough. There was a baby girl nearby in Thornley Hall that you swapped for a fairy changeling and presented to Lady Bathurst. You have not yet called your payment due from Lady Bathurst.

However, when you returned to the fairy realm you realised that the changeling you'd used for the swap was actually Princess Buttercup, the Rose Queen's daughter. Fortunately the Rose Queen was distracted by a new lover, and didn't notice her daughter was missing for quite some time. However, now she has started asking questions about Princess Buttercup, so you decided the best course of action would be to retrieve the Princess from the mortal world and hope the Queen never realises she was missing.

Things have become even more complicated. It now seems that there are three young ladies living in Thornley Hall and you are not sure which of them is Princess Buttercup (you've never quite worked out how time works for mortals). As the Princess has been living amongst mortals for almost all her life, her fairy nature has been suppressed. However, it is likely that her true nature is expressing itself in some small way, possibly as visions, uncanny luck or other odd occurrences. You need to find out which of the Baxter daughters is the Princess and ensure she does not become engaged – such a promise would become a binding bargain for a fairy. Worse, if she undergoes the marriage ceremony she will be permanently transformed into a mortal.

However, your sojourn in the mortal realm does not have to be all work. You frequently enjoy dalliances with mortal ladies, so you will be keeping your eyes open for any opportunities. Also on your way to Thornley House you met a gentleman calling himself Lord Ambergris who was travelling to Albion Hall. What intrigued you, was the fact that this gentleman was under a powerful glamour of disguise. You decided to help him gain admittance to Albion Hall by introducing him as a friend of yours. Whatever happens is bound to be interesting.

Powers

Invisibility – you may turn invisible at will. This is represented by crossing your arms in front of your chest.

Steal memory – this is a glamour ability that temporarily prevents the target from remembering a single fact (e.g. their name, the fact you stole their purse) for five minutes. To use it say “Glamour: you cannot remember...” and the fact that they will be unable to remember.

Immune to glamour – if another character attempts to use a glamour power on you, you may ignore the effect. However, you are aware that they have attempted to use glamour, so you may pretend to be affected. You can also see invisible characters.

Awaken fairy nature – this power awakens a dormant fairy nature by transferring a large amount of glamour power into the target. This effect is so draining that you will only be able to attempt it once. See a GM if you use this power.

Open fairy portal – by turning around three times Widdershins (anti-clockwise) you can return to the fairy realm. You may take one other person with you if you hold their hands. This can be used as a means of escape, but the Rose Queen will be expecting to see you upon your return so you'd better have the Princess with you (or a really good excuse)

Restriction

- As a fairy you are bound to keep any bargain you make (although you only have to keep the letter of the bargain). Any mortal that breaks a bargain with you will be struck by a powerful curse.

Others

Lady Bathurst – a mortal sorceress. You may request a favour of her as payment for your previous service (acquiring a baby for her).

Caroline Bathurst – the baby you stole from Thornley Hall, who has been raised as Lady Bathurst's daughter.

George Windham – some foolish mortal

Mortimer Gray – a rather dour gentleman.

Nathaniel Delaney – you can sense some sort of glamour power surrounding him, but it does not seem to be fairy.

Charlotte Windham – a pretty mortal lady.

Mrs Baxter – the mistress of Thornley House. She seems to have kept Princess Buttercup safe.

Emily, Anne, and Louise Baxter – the daughters of Mr & Mrs Baxter. One of these ladies is the Princess Buttercup, but you are not sure which. You can use your fairy glamour to awaken Princess Buttercup's fairy nature and take her back to the fairy realm. However, you only have enough power to do this once, so you need to make sure you pick the right one.

Captain Lambert – a mortal.

Lord Ambergris – he travels under a fairy glamour that disguises his appearance. Obviously there is an interesting story here and you are curious to see what will happen next.

Lord Ambergris

Age: 27

Background

Your true identity is Robert Wesley, former Captain of the HMS Guinevere in the Royal Navy. You and Caroline Bathurst were in love. Unfortunately Lady Bathurst did not approve of the match, even going so far as to offer you money to stay away from Caroline. However, you refused to be bought off by Lady Bathurst and set to sea, determined to win glory and fortune so vast that Lady Bathurst would have no choice but to agree to the marriage.

Unfortunately when you set sail the Guinevere was beset by a terrible storm. The waves seemed like hands trying to drag the ship under and the wind sounded like the screams of condemned souls. You mentally prepared yourself to go down with your ship, but a large wave swept you overboard.

When you awoke you were on a tiny island being nursed by a mermaid called Coral. At first she was offended when you spurned her romantic advances, but when you told her the tale of your True Love her heart melted. She agreed to help you return to England, but she warned you that the storm that sunk the Guinevere was the work of Dark Magic and that it would be safest to travel in disguise until you discovered who was responsible. To this end she cast a glamour on you that changed your appearance and also gave you a bag of treasure salvaged from shipwrecks.

Once back in England you assumed the identity of "Lord Ambergris". Your intention was to return to Albion Hall and convince Caroline to elope with you. However, you were not certain how you would gain admittance, but by a stroke of good luck you met Lord Foxglove in the course of your travels. He claimed that he was a good friend of Lady Bathurst and that he could get you an invitation to Albion Hall. You doubted this at first, but it seems that Lord Foxglove was as good as his word.

Items

- Pouch of treasure

Powers

- You are under the effect of a glamour that disguises your appearance. In order for your true appearance to be restored your True Love (i.e. Caroline) must declare her love for you. (If this occurs see a GM to update your nametag)

Others

Lady Bathurst – Caroline's mother. She seeks to stand between you and Caroline, but you will not be thwarted

Caroline Bathurst – your true love and soul mate. If you cannot get Lady Bathurst to agree to your marriage then you shall convince Caroline to elope with you.

Mortimer Gray – the local vicar. Possibly he could help with your marriage plans, but you are uncertain of his allegiance to Lady Bathurst.

Nathaniel Delaney – a guest of Lady Bathurst

George Windham – a guest of Lady Bathurst

Charlotte Windham – a guest of Lady Bathurst

Mrs Baxter – the mistress of Thornley Hall (neighbouring Albion Hall). Her husband went missing in India several years ago.

Emily, Anne, and Louise Baxter – daughters of Mrs Baxter and friends of Caroline. They could be potential allies.

Captain Lambert – you don't care much for army officers, they tend to be fools with more money

than talent.

Lord Foxglove – a strange gentleman, but he seems to be on good terms with Lady Bathurst and he has been helpful to you so far.