

Lights Out in London

Scene 1: Anarchy in the Skies

Zeppelin flight over Atlantic, just after sunset, a black-winged biplane soars by mounted with a strange golden dish underneath. (References to Zeppelin layout are to Graff Zeppelin floorplan.)

Each round a new aspect gets applied to the ship. The current round number is the difficulty of any rolls to remove any aspect. Must be in the correct zone to remove the aspect.

- Round 1: Electrical Errors (Engineering, Leadership, Science)
- Round 2: Smell of Smoke (Alertness, Engineering, Science)
- Round 3: Panicked Passengers (Intimidation, Leadership, Rapport)
- Round 4: Falling Fixtures (Athletics, Engineering, Might)
- Round 5: Twin Traumas (Athletics, Leadership, Might)
- Round 6: Wrecked Windows (Any appropriate)
- Round 7: Groaning Gondola (Any appropriate)
- Round 8: Absolute Anarchy (Any appropriate)

Meanwhile, Der Totenengel is flying around the ship, causing chaos. A ladder (border 1) in the Funkraum leads down to Max's plane. A dogfight that successfully takes out the Engel's plane causes the pilot to turn invisible and bug out, and ceases the addition of new aspects (though remaining ones must still be dealt with).

Scene 2: Chaos at the Party

Retirement party for Lloyds adjutor in the White wing (opened 1914)

Characters have been called in to provide security for the festivities after a number of suspicious activities and probes lately

The Star of Eden is being presented as a retirement gift (priceless, as Love points out)

Sir Winston and Mr. Edward are in a heated argument about the merits of Blake vs. Calvert, and the PCs can take sides in the social combat to gain favor with either.

Suddenly the lights go out and when they come back up, adjutor is missing as is the Star! Each point of spin on Investigation (DC 0) can be used to gain a "right on their tail" aspect or the equivalent.

Scene 3: Panic in the Streets of London

Chase on double-decker bus to catch the masked men that have kidnapped the adjutor. The attackers wear working-class clothing and masks assembled from various rags and hose.

The fight begins with two minions per PC. Two minions drop off nearby buildings each round to add to the battle. The primary strategy of the minions is to try to add the "Off Balance" aspect to PCs and then use that to maneuver them off the bus.

Any PC that falls can commandeer a horse or car to catch back up.

Once all the minions are dispatched (0 in a single round), the whirl of plane engines is overheard.

Scene 4: Pandemonium at the Crosswalk

The bus is out of control and heading down the street as the whirl of plane engines indicates the oncoming hex plane and its golden disc, everyone must abandon the bus before it explodes!

Athletics, Alertness, or other skill to reduce the falling damage; each shift reduces the hit from 10.

Scene 5: Discord in the Plot

The adjustor wasn't kidnapped for the Star... someone else must have stolen it in the confusion. But he recognized the strange hex field and the gold, and can tell the story of the theft of the apple of Eris some 30 years ago...

Apple of Eris, Orb of Set, Scepter of Loki, Raven's Sun, all names given to a presumably fist-sized golden orb that seemed to constantly shift in size and exact shape. Stolen some 34 years ago, the Century Club was hired to track it down, but came back empty handed. The thief must have come back for Mr. Gallows for reasons unknown.

Research can be made into the recent history of chaos cults, and the PCs find mention of one single Discordian organization that appears behind all the others.

Scene 6: Bedlam at the Airfield

Research leads the band to a small airstrip outside of London where the biplane resides. Wielding an anti-hex, the party can disable the chaos dish, and send the angel of death into hiding. In the buildings, they find evidence that the entire operation was to find a series of men, signed by Troy Paris.

“Der Totenengel”

Skills:

- 5: Stealth
- 4: Deceit, Pilot
- 3: Endurance, Engineering, Guns
- 2: Alertness, Athletics, Empathy, Intimidation
- 1: Investigation, Leadership, Rapport, Resolve, Survival

Stunts: Deceit (Takes One to Know One, Clever Façade), Pilot (Personal Aircraft), Stealth (Quick Exit, Vanish)

Aspects: Inevitable as Death, Unexpected Surprise, An Unknown Variable, “Vengeance will be mine!”, Proserpina of the Hades Sky

Aka Emma Astrid *Freifrau* von Richthofen, Emily Aster Wright-Hedley, Angela du Morte

Elizabeth Love

Skills:

- 5: Burglary
- 4: Athletics, Sleight of Hand
- 3: Art, Rapport, Stealth
- 2: Contacting, Engineering, Fists, Gambling, Investigation
- 1: Academics, Empathy, Endurance, Resolve, Resources

Stunts: Athletics (Contortionist, Human Spider), Burglary (Hatpin Maestro), Sleight of Hand (Bump and Grab, Sucker Punch)

Aspects: Daddy's Girl, A Hanging Doom, A Girl's Best Friend, Save Me!, “Like I was never there”

	Arthur Gallows		Edward Price-Morgan
Arthur Gallows, Retiring Lloyds adjustor <ul style="list-style-type: none"> • “Too old for this shit” • Run the numbers • Flattery will get you nowhere 		Edward Price-Morgan, Lloyds financier <ul style="list-style-type: none"> • “Money is no object” • “Fool for a pretty face” • “Buy low, sell high” 	
	Sir Winston Lambrick		Jacob Lester
Sir Winston Lambrick, Landed gentry <ul style="list-style-type: none"> • “I’ll buy that” • “It must be mine!” • Bad leg • Keen Eye 		Jacob Lester, Security consultant <ul style="list-style-type: none"> • “Not on my watch!” • Not paranoid enough • Card Shark • Family Problems 	
	Emily Aster Wright-Hedley		Elizabeth Love
Emily Aster Wright-Hedley, Museum owner Deceit 4 to open up, or <ul style="list-style-type: none"> • Vengeful • Queenly 		Elizabeth Love, Art lover <ul style="list-style-type: none"> • Daddy’s Girl • A Hanging Doom • A Girl’s Best Friend 	