**SUFFRAGETTES**

*This is a Cthulhu-themed, horror role-playing scenario set in 1914. It is written with Call of Cthulhu in mind, but it can easily be adapted to Trail of Cthulhu or other games.*

**Notes**

The protagonists of this story are *suffragettes*, who were the radical, violent branch of the *suffragist* movement. The suffragists are, of course, the people who fought for the women's right to vote.

This is a story to be played by *adults*: there is (implied) sexual assault and one scene with brutal, physical violence against children. At the very least, the scenario *must be adapted* if any of the players is not an adult.

**Story structure (narrator only!)**

**Florence Archer**, sister of Elizabeth Archer (one of the Player Characters — “PCs” from now on), acted as *Emmeline Pankhurst’s* decoy in the last demonstration (on Tuesday, February 10th, 1914).

She doesn't have a very strong personality, and it was somewhat surprising that she decided to be the decoy for Emmeline. The reason is that she's grown increasingly tired of being treated like a worthless person, both by her husband (*Charles Oliver*) and her supervisor (*Henry Cornell*).

The tipping point came when Henry sexually abused her. That made Florence finally accept acting as a decoy for Emmeline, after much insistence. The decoy plan goes more or less as planned, and the police gets her instead of the real Emmeline. However, they do arrest Florence.

She tried a hunger strike, as advised, but is force-fed and all that. She is released after a couple of days.

After that, she didn't come back because a cult, whose leader works as a policeman, got her and kept her for a few days to make her mate with a monster worshiped by the cult. She will become pregnant, but the whole pregnancy will last only for about a week.

After a couple of days she will be left near some docks. The bulk of the story starts when she is found, badly scarred and weak.

She will be extremely embarrassed and humiliated of being pregnant, and cannot tell her husband. There could be
ramifications to this, like trying to get an abortion (\textit{ugly} procedure) or trying to escape, or the husband could turn violent.

She is traumatized by the experience and won't talk about it. The idea is to make the PCs believe that Henry made her pregnant, and possibly develop a subplot involving Henry, Charles, and/or the police.

In the end, the investigation will lead to the cult. But, in the meantime, Florence will get weaker, her features will change and, unless stopped, will finally have that baby, a horrible monster. The birth will kill her, plus if the creature is born and it's not stopped, it will finish a summoning ritual that will bring the cult's god, meaning everyone will die a gruesome death.

\section*{Characters}

This is a description of the Non-Player Characters. The recommended Player Characters are described in their own section at the end:

- **Florence Archer**: Elizabeth Archer's older sister, and Charles Oliver's wife. She is 25 years old and works in the factory supervised by Henry Cornell. Shy, feels that everyone pushes her down. Will avoid her husband at all costs.

- **Charles Oliver**: Florence's husband. He is 30 years old. Has a secret affair with Elizabeth, Florence's sister. Charles is a manipulative and selfish bastard, although loves Florence in his own way. He simply lusts after Elizabeth and tells her he loves her. He doesn't like the suffragettes a single bit, and tolerates Elizabeth's involvement mostly because he thinks she's young and foolish (which is, of course, partly true). When he finds out about Florence's involvement, though, he will become furious with Elizabeth.

- **Henry Cornell**: Florence's boss in the factory. He's an old (62 years old), bald, chubby, creepy man. He has sexually abused Florence. He is the owner of the factory, and is married to Alice Cornell, and has two sons, George and John. He has money and power, will deny everything, and nobody that matters will take Florence's word over his.
• **Mary Taylor**: Florence's coworker in the factory. Fairly old (47 years old), pretends to be Florence's friend but mostly patronizes her and tries to keep her from getting involved with the suffragettes. She's very conservative and against the women's suffrage. Knows about Henry's abuse without details, but won't help or defend Florence. If anything, she will be on Henry's side.

• **Robert Queen**: Tidy and disciplined policeman in London, leader of the cult. He is 40 years old and married to Mary Augusta Queen. Otherwise a good man, he doesn't tolerate any disrespect or disorder. Unfortunately, women's rights fall into “disorder” in his view, because he thinks women exist to be mothers, be submissive, and take care of men. This led him to start the cult of Father Dagon, and to alert the Deep Ones (sea monsters) to catch her when she was released from jail, so they could impregnate her and start the call to Father Dagon once the offspring is born.

• **Mary Augusta Queen**: Robert Queen's wife. She's a 35 year old writer. She is part of the cult, and also one of the most visible leaders of the anti-suffrage movement. She is a sort of tragic character, as she is scared of her husband, of society, of God, and of her own capabilities and desires. She lives as a slave of her fear. Since she joined the cult, she tries to appease Father by fighting against the suffragists.

• **Elise Samson**: Homeless girl, about 7 years old. Survives, with her sister Milly, thanks to the charity of some people. Their mother died of tuberculosis. Milly, who cannot walk properly, was taken by the Deep Ones one night. Elise saw everything, but couldn't help her and ran away. She will be traumatized by the time she meets the PCs. Margaret Walker, one of the PCs, knows her and has helped her in the past.
Scenes

Intro: “Votes for Women!”

The story starts in the middle of an suffragette action in the afternoon of Tuesday February 10th, 1914. All PCs are in Colmore Row, between the Cathedral Square and the Grand Hotel. They carry one or two bricks to break windows, and their indian clubs to fight the police when they come. Florence Archer, Elizabeth’s sister, is going to act as Emmeline Pankhurst’s decoy. As planned, a voice shouts “Votes for Women!” and they all repeat the words as they throw rocks at windows, trying to make the maximum damage.

Emmeline Pankhurst then gives a speech somewhere visible in the Cathedral Square. When the police is about to arrive she escapes and Florence takes her place. As the police comes, they will start hitting demonstrators. Play out some fights to make the players think they have any chance. However, policemen can just keep coming, and the PCs will all end up knocked out. It will be a very bloody confrontation. They should not be able to avoid by any means that the police arrests Florence, but feel free to make them roll Disguise to see if they fool the police. If they fail, the police will realize Florence is not Emmeline, but arrest her out of spite anyway. They may arrest other suffragettes, but not any of the players.
Finding Florence

As Florence is not really the target, everyone in the WSPU (Women's Social and Political Union) assumed she would be released after a day or two, but after several days no one knows anything about her. It's not easy to ask the police as they are not in good terms with them, but if the PCs have a good way to approach it the police will claim they released her two days after. The delay prompts several rumors (see Handout 1).

Let the players try to investigate a little bit on their own, but try to make time pass quickly.

On Sunday, February 15th they will be walking around a wharf and will see a group of people looking at something, gasping and murmuring.

If they approach the group they will see Florence on the ground, completely wet and unconscious. She was brought up from the stairs by a man (John Smiley, if anyone asks; this is completely irrelevant, though) that had noticed her. When she wakes up she will be in shock, frightened, speechless, and looking everywhere. She is hungry, hurt and very weak. She will ask for food, and will barely recognize the PCs, as she's still in shock.

After a couple of minutes, if the PCs don't say anything, someone in the crowd will propose calling the police. If they don't react or cannot give a good reasoning why the police shouldn't be called (roll Persuade?), Florence herself will freak out and will ask the police not to be called (you can pretend that the first time she didn't hear it).

One would hope that the PCs will take her out of there. They are probably extremely interested in asking loads of questions, but the truth is that, at least for the moment, she will only manage the following:

- The police treated her really badly, the food was awful and not enough. She didn't manage to try a hunger strike as she was too scared.
- She doesn't know how long the police kept her. Maybe two or three days.
- If asked why she was close to the water, or what happened afterwards, will make her almost go into fetal position.
- She doesn't know what produced the wounds she has, and doesn't want to try to remember.
- She doesn't know what she has eaten or when it was the last time she ate, and the question makes her have a blank stare for a couple of seconds, and throw up.
- If asked about the terrible thing that happened, she will ignore/avoid the question. A successful Psychology roll
will reveal that she doesn't seem to consider it important.

If the PCs suggest she goes home, she will say that she doesn't want to, and repeat that “my husband cannot find out about this”. She won't say what she refers to.

At some point she will mumble something along the lines of "Mary told me it wouldn't end up well". At this point, Elizabeth should realize that “Mary” rings a bell as a coworker in Florence's job. They have met once or twice, but Elizabeth doesn't know much about the woman, apart from her name and physical appearance.

Living with Florence

As Florence refuses to go back to her husband, one of the PCs will have to take Florence to her place.

Although the natural choice would seem to be her sister, Elizabeth knows it is likely that Florence's husband Charles will go visit, so she should probably avoid it. Feel free to make Charles visit with a 33% chance every day, or simply ignore this subplot.

The PCs will have to come with some sort of plan or idea as to what to tell Mary so that she can tell Henry Cornell. Otherwise, Florence could easily lose her job, and Elizabeth can barely maintain herself.

This also means that the PCs will have to buy food for her, which is hard because things are already pretty tight. There are roughly two alternatives: working more or going by with less food.

- Working more (possible because piece work was common) requires a CON roll. If failed, the character will have a penalty in all rolls for the rest of the day.
- Not have enough food, requires a CON roll, but the penalty if failed will be cumulative.

After a day or two, whoever is living with Florence will notice that Florence has a small belly. If the PC tries to inquire about it, Florence will mutter “my baby”, protecting it.
Charles Oliver

It's not a particularly good idea to go meet Charles as a group, as he hates suffragettes. However, Elizabeth will probably meet him at some point. He will be very angry at her for putting “evil ideas” in Florence's head, and blames her for the fact that Florence is gone.

In fact, when Florence disappears, he will go talk to Elizabeth immediately. At that point, Elizabeth will genuinely have no idea where she is. However, he of course expects Elizabeth to tell him if she finds out anything.

Some possible reactions:

*If he finds out that Elizabeth knows where Florence is,* he will be furious and will demand she comes back home immediately.

*If he finds out that Florence is pregnant,* he will assume it's his and will want to find her and protect the baby.

The Police

The PCs might think of contacting the police for more information, before and/or after finding Florence.

The police doesn't have any incentive to help not only the PCs, but anyone supporting the suffragist movement. Thus, the best ways to find information are asking Charles, or disguising as a man.

Charles will know the following:

- The exact date she was released by the police (two days later: Thursday, February 12).
- If the PCs insist and make him ask the police, he can find out the name of the policeman who released her (Robert Queen).
- When he filed a missing person report (four days later: Saturday, February 14).

If the PCs disguise as a man and pass a Disguise roll (assuming they have a disguise appropriate for the questions), they can find out the release date and the missing person filing date; for the name of the policeman they’ll need a Fast Talk or Persuasion roll.

If they fail the disguise roll, the police that is part of the cult will be alert. This implies a couple of things:

- If they haven't had the dreams, they will have them that night.
- When they find the cult, the cultists will be ready.

Mary Taylor

She doesn't particularly want to help or talk to suffragettes, and the only PC she has seen before is Elizabeth.
The PCs will have to run after work to try to find Mary on her way to work (maybe make them roll *Luck* to see if they arrive on time). Only Elizabeth knows how she looks, so she definitely has to be in the group looking for her.

This is what she knows:

- Henry Cornell, the supervisor, is usually very close to Florence, and it's rumored that he has made advances.
- She is not sure for long it has been going on, but he has fancied her from the start, three years ago.
- She knows, or at least suspects, that Henry has abused her, but will hesitate to openly say so to the PCs: first because she doesn't know them, and second because they're "scoundrels" against tradition.

She will, in addition, sort of defend Henry:

- She will say that he wouldn't do anything like that, and that it's no one else's business how he treats his employees.
- She also thinks that if Florence didn't like it, she wouldn't work there.
- Florence seems to *not* have a clear idea of what she wants (why else would she even consider joining the suffragettes?), so maybe Florence wanted something with Henry, but changed her mind or realized that it's wrong because she has a husband.

Mary is a hypocrite: poses as Florence's friend, but doesn't defend her and criticizes her behind her back. She doesn't have many friends and is jealous because she is younger and has a husband, plus Henry has shown interest in her.

One important thing the players should tell her is that Florence won't be able to go to work for a couple of days because she's very sick. You can make the assumption that she will lose her job if they don't say that, and she will probably keep it (*option*) if they do.

Another *option*: Mary might call the police or make Florence lose her job.

**Henry Cornell**

The PCs are not likely to actually meet him, but it would be useful to think of a couple of interesting possibilities in advance.

- Confronting him sounds like a bad idea, as Florence would lose their job, and they don't have proof of anything.
- Reporting him to the police is possible, but it won't do much good because of lack of proof. Florence's word against his won't work, especially since now she's a suffragette.
- Breaking into the house is theoretically
possible, but very hard. If they try, it could be “Country Estate” from “This Old Haunted House, Too” (p. 50). There won't be anything special in the house, and it will be a bit harder to enter, because it has a big, open entrance before the actual building.

The Samson Sisters
When it's appropriate, the PCs will meet them in the street. Some ideas:

- If the PCs go back to the same place where Florence disappeared.
- Several days after they find Florence, possibly when the fish market scene (see below).
- When the PCs are stuck, or going the wrong way, and need a nudge.

At some moment when the PCs are in the street, this will happen:

_A little girl around 7 years old is sitting in a street corner. Her clothes, old and starting to be too small for her, don't keep her from shivering in the cold. She sits, absent-minded, nibbling on what appears to be a piece of old bread. Her dirty, blond hair covers her face as she uses her other hand to beg. Then, some thoughtless pedestrian kicks her cup and the few coins inside it tinkle as they fall to the ground. As she desperately tries to recover them she raises her face: it's Elise Samson._

At that point, Margaret will recognize Elise. She looks even worse than normal: thinner, pale, confused and scared. But, where is her sister Milly?

If they go talk to her, an angst-filled, horrified Elise will explain that “some big, ugly men that came from the water” took Milly. She tried to help her, but got scared and ran away. She heard water sounds, as if they threw her to the river, but when she came back to look, there was nobody there. She breaks down and cries.

She will also say that she saw, together with those “men”, another man dressed like a policeman. If the PCs find a way to make her see Robert Queen, she will claim that he's the policeman talking to the big men.

If the PCs decide to stay in the area one night, see the “The Big, Ugly Men” section.

In general, Elise can be used by the narrator as a versatile informant for the PCs, as she is living in the streets anyway.

The Fish Market
This can happen more or less at any time, as long as Florence is out in the street.

While they're walking in the street Florence will have a seizure and throw up. She will look around in fear, as if trying to figure out
if she's in danger. It will apparently be out of the blue.

If the PCs try to understand what produced it, or what their surroundings are, they're in the middle of the street, one block away from the river. There are a couple of small street stands selling food, and people walking by (plus Elise Samson, if they haven't already met). If they specifically ask about the kind of food, it's vegetables, some fruit, and of course fish.

The reason will be that she will see fish in a fish market, and have flashes of what happened. But the PCs don't have any way to confirm it as Florence's reaction is mostly unconscious and she doesn't want to talk about it. She will want to leave, but she can keep walking: no need to rest or go home. She can go close to the river without problems, too, if the PCs try or ask.

**The Big, Ugly Men**

If the PCs stay in the area at night, they'll see those “men” (they are creatures similar to Deep Ones).

A group of 3 or 4 (1D4 + 1 if you need the exact number) will come by the docks, as if they had come directly out of the water.

They are very tall, humanoid creatures. Their skin is repugnant and scaly, or maybe their clothes are made of an unknown fabric.

They are certainly not European. In fact, their faces barely look human. Or maybe they wear masks? They make splashing, watery sounds, and their breathing is alien. *Nothing good can come from getting close to them.* Everyone watching will lose 1D8/8+1D8 SAN.

If Florence is present (that'll need *Persuade* or *Intimidate*, or a hard success in *Fast Talk*), she will automatically roll for a bout of madness. The shock is too big, she is guaranteed to lose enough sanity for that.

If the PCs hide and watch, a policeman will come and talk to the men. The PCs will recognize him as Robert Queen if they have met him. Somehow, the PCs can only understand what the policeman says, but not the replies of the men. They can hear them, but they cannot quite make sense of the sounds.

After a couple of minutes, the meeting will end and they will all part ways. If they follow the men, they will have disappeared in the water. Did they just dive into the water? How do they breathe? If they follow the policeman, he will go back home.

If discovered, the creatures will run back to the water. Unless the PCs do something smart, they will not be completely sure of whether those creatures are human or not.
Robert Queen

If the PCs talk to him and he doesn’t suspect that they connect them to the cult or the Deep Ones, he will try to blame the rape on Florence, or maybe will say that it was probably Charles, but he is her husband (and, according to him, that will mean it's not rape).

If the PCs discover where he lives (eg. by following him after a meeting with the Deep Ones), they could try to break into his house.

You can use the “California Mission Style” house map in “This Old Haunted House, Too”.

If they search the house, they will find a copy of a book with the title “Cthaat Aquadingen” (see *Call of Cthulhu* 7th edition, p. 227). They will need *months* to read the book, because they can hardly read, there are many difficult words, they don’t have time, they aren't familiar with the subject matter, etc. They will likely give up before reading half of it.

The Abortion

Florence does **not** want an abortion and will never mention such a thing.

If the PCs try to convince her with *Persuasion* or similar and they succeed, she will be “convinced” enough to look for a person to do the operation, but will change her mind before starting the procedure, *turning violent* if they try to force her.

If they fail, she will become aggressive, escape from the apartment and disappear. That very same night, whoever is living with her will have the “visit”, and some other character will have the dream/nightmare (see *The Visit and The Nightmare* below).

Unfortunately, an abortion is the only way Florence will survive. *If the offspring is born, she will die in the process.*

The Visit and The Nightmare

These events can be triggered in different ways:

- If Florence escapes after being pressed to take an abortion, it will happen that same night.
- If the PCs have entered someone else's house, or strongly suspect someone (and feel sort of conspiranoid), you can feed their paranoia by making this happen.
- It will happen on Wednesday 18th at the latest.

Whoever is/was staying with Florence will have the following “visit”:

They will wake up in the middle of the night and see an old, menacing-looking woman by
the bedroom door frame. The PC will realize she cannot move at all, except for the eyes (is she drugged?). The woman will smile sadistically and walk towards the PC.

The PC will notice some weird features on the visitor (bulging eyes), and the face will ring a bell, but she won't be able to figure out who this person is.

The woman will sit on the PC and start suffocating her, while she talks about how things end up badly for women who go against The Father.

When that happens, the PC will feel she cannot breathe and is dying, at which point the intruder will vanish (the PC will stop feeling the pain, will look and won't see the intruder any more)

The person is Mary Augusta Queen, which they will recognize later, when they meet her in person. The whole experience requires a sanity roll, and the character will lose 1D6/6•1D6 SAN points.

At the same time Margaret, or some other religious PC, will have the nightmare described in Handout 2. That experience also requires a sanity roll, 1D6/6•1D6 points.

**Florence's midnight trip**

The night after the visit and the nightmare, Florence will wake up at midnight and leave the house.

Whoever is with her will wake up and realize when she's already by the door, ready to leave. If she shouts or tries to keep Florence from leaving, Florence will ignore her and just keep walking, maybe even run a bit.

Florence will go to the place where Robert Queen met the men. It doesn't matter if the PCs have never been to the place and have no idea what it is.

On arrival, Florence will look confused, as if looking for something that should be there. She won't be able to explain why she felt she needed to go to that place. Everything will be some vague “I needed to be here” or “Something was going to happen here” or “This place... called me”.

After a minute or two, she will give up and voluntarily go back to the house to sleep.

**The Speech**

On Sunday, February 22nd, the PCs will presumably be out in the street at some point (it's their only full free day). Florence will insist if they don't think of it themselves. They will see a gathering of people, with a woman giving some kind of speech. The woman talking will be recognized by Margaret Walker from the visit/assault.

Among the audience there is a woman they do know, Leonora Cohen. She is another
suffragette, but middle class. She doesn't usually talk to them but they have met before. Leonora will make several very condescending comments, possibly “Oh, you wouldn't know her. She's an author. She writes books, you see? Novels. She's reading an extract of her last book.”

Then Mary Augusta will keep reading her extract:

And of course we were frightened at first. The angels our Father sent us felt alien, with their inhuman appearance, unknown language, and terrible strength. Because of course angels are not human! But after the necessary leap of faith, we learned how to communicate with them. It was inside us all along, we just had to let go and embrace our Father-given power. In hindsight, how could we not see they were angels? They could walk on water, clear evidence of their godliness. And how could we not remember the multiplication of fish? They had a plan for us, to save us. If we would only listen. They helped us connect with Father.

Leonora will insist with her condescending comments: “By the way, that was a metaphor. Oh, my, forgive my rudeness. A metaphor is a comparison, you see? She doesn't mean that. No need to be scared, she hasn't lost her mind. Although, look at her appearance. Since she married that policeman she looks terrible.”

If the players wonder if Florence looks similar to Mary Augusta (bulging eyes), they will think not. Or, on second thought, they will think that it's maybe possible that they look similar. They had attributed it to stress and tiredness but after several days of resting and not doing much she looks worse and worse, and her eyes more and more bulging.

The ritual

On Sunday 22nd at night, Florence will again leave the house. This time, she will say “They keep calling me”. Whoever stays with her should be compelled to call the rest when this happens. If not, Florence will shout something (eg. “Get off me head! Get off me head!”) once in the street, and the other PCs will hear it.

Florence will go again to the same spot, but this time she will find what she was looking for: it's the door to what seems to be a warehouse of some kind.

Strangely, none of the PCs will remember the door being there, even if they have been there before. This is due to something magical, similar to the spell Cloud Memory from Call of Cthulhu 7th edition (p. 250).

It seems to be some kind of warehouse, and the door lock is easy to pick for anyone that has Locksmith or an equivalent skill
(anything other than fumble is fine, it will just take longer).

When opening the door, a very intense fish smell will hit the PCs, but the warehouse doesn't seem to contain any fish. They lose 0/1 SAN points. Once inside, if they close the outside door, they will start hearing a humming. Possibly voices.

It's pretty obvious that the building is not used as a warehouse now, and there has been some changes and "renovations" to adapt the building. There is a somewhat improvised room built in the middle. It doesn't have a roof, and light emanates from it. The light source seems to be fire. There is a door.

As they stay longer in the warehouse, and pay more attention, they'll hear the humming better. It's indeed voices, seemingly chanting something, but it's impossible to understand what they say. Maybe they are speaking in tongues.

There are a number of things scattered around the floor, mostly building and carpentry tools, including a couple of ladders tall enough to peek inside without opening the door.

If they peek inside the room, they will see it's full of people dressed with strange tunics, and the strange big, ugly men that talked to Robert Queen. There is a font in the middle of the room, similar to a big baptismal font.

A success in Spot Hidden will reveal that both Robert and Mary Augusta Queen are present (automatic success if the PCs are looking for them).

They all chant in apparent gibberish, but all the same, and Milly Samson is there, being held by one of the "ugly men". She looks starved and exhausted. Scared but resigned.

After a moment, Robert Queen says the following:

_We have worked hard to reunite with our Father, the unique and original. All the steps have been carefully prepared and carried out, and there is only one thing left to do. The most solemn, the most respectful to His wishes. Brothers and sisters, we are going to call The Son. Prepare for The Reunion._

Then, he turns to the creatures and produces inhuman sounds, similar to those they made. As if talking to them in their twisted language.

Then, the creature that holds Milly lifts her by the head with its two hands and places her above the font, like awaiting instructions. She fights and swings tiredly, fully knowing there's nothing she can do.

After a few moments, the man says "For the Father", and the creature crushes Milly's head with its hands. Blood and pieces of skull and brain fall into the font, filling it.
Feel free to adapt and/or tone down the above, according to who your players are. For example, something less brutal, like an unusual, curved knife, might be better for some groups. You could even make Robert Queen notice the PCs and stop the ritual.

Any PCs watching this will lose 2D6/12•2D6 SAN. Anyone just hearing it will lose 1D6/6•1D6 SAN.

At this moment, Florence will start feeling very strong contractions, and will fall to the ground. It should be evident enough to the PCs that the people in the room must have heard it, and indeed they seem to stop the ritual and start moving towards the door.

The birth

If the process starts, Florence will change her mind about protecting the offspring. She will panic as she feels the creature is trying to kill her.

If they are inside the warehouse when this happens, the cultists will try to subdue the PCs and wait for the birth.

After some moments the PCs will start to see the head of the creature, and it will be extremely evident that it's not human. The PCs can try and kill the creature (as the head is exposed). However, it won't be easy:

• Each attack failure will mean that Florence is hurt instead (only one character can try at a time), but the damage will be half.
• Fumbles will give normal damage to Florence.
• The creature has 10 Hit Points.

If the creature is born, Florence will die (2D6/12•2D6 SAN loss for Elizabeth, 1D10/10•1D10 SAN loss for the rest), and the creature it will run to the font inside the warehouse with the goal of eating the brains in the font.

If the creature is not stopped, it will eat them and the leader of the warehouse group will say “Father! Come to us!” and a couple of seconds later the ground will start shaking violently. Something in the far will produce a big wave in the river that will rapidly approach the warehouse. As it comes closer, a gigantic hellish head will come out, together with a swarm of creatures similar to the big, ugly men, like an apocalyptic army from the darkest pits of Hell. Margaret Walker will recognize the nightmare monster in the hellish creature... just in time to die and witness the beginning of the end of the world. Feel free to play this out and give the players the illusion that they have any chance whatsoever.

If the creature is killed (even if not in the warehouse), the big, ugly men will feel it, will kill the humans in the warehouse and
will escape to the water to never come back. Anyone hearing the massacre will lose 2D6/12+2D6 SAN.

**Timeline**

- **Tuesday, February 10th, 1914** - Demonstration, Florence Archer is arrested.

- **Thursday 12th** - Florence is released by the police, and kidnapped by the cultists and the Deep Ones.

- **Saturday 14th** - Charles realizes Florence is not in jail and files a missing person report. He also visits Elizabeth and tells her about what has happened.

- **Sunday 15th** - The PCs will find Florence in the morning in the wharf area. This is when the story really starts.

- **Monday 16th** - The PC Florence stays with will notice that she has a small belly. Margaret Walker will probably meet Elise Samson in the street and will hear about the big ugly men.

- **Tuesday 17th** - If they don't know already, the rest of the PCs will notice that Florence has a small belly.

- **Wednesday 18th** - Most people that see her will notice Florence's belly. Unless it has been appropriate to do it earlier, the PCs will have the nightmares.

- **Thursday 19th** - That night, Florence will leave the house by herself and go to the meeting point between Robert Queen and the men (it's irrelevant if the PCs know anything about that place at all).

- **Sunday 22nd** - The PCs will see Mary Augusta giving a speech. A ritual to call Father Dagon will be performed at night, which will trigger Florence giving birth to the creature and dying in the process. This is simply a reference date: it *could happen before*, and maybe *after*, but the narrator should try very hard to *not* postpone the date.

**Final notes**

One of the ideas in this scenario is to make the players feel helpless. Remember that they are working-class women in 1914 London: they need their jobs, they cannot simply take days off to try to figure out what happened to Florence or where she is, and most of the society is against them, including the middle-class suffragettes that patronize and look down on them.

Reading up on the suffragette movement and life in the 1910s in London for the working-class will help set the tone for the story. See the **Resources** section at the end.
Player characters

The following are the suggested characters for the players. You can create your own, but make sure that the group is balanced and that they have certain skills (social skills, jiu-jitsu, some subterfuge, etc.) and of course that they have a connection to the story. In particular, one of them should be very close to Florence, possibly family.

Finally, the story is written for female, working-class protagonists. If at least most player characters don't fit that description, you will be changing the feel of the story quite a bit, but it might work nonetheless.
Elizabeth Archer

Young suffragette (18 years old). The charmer. Florence Archer's sister. Shop keeper at a 5 and 10-style shop.

Elizabeth is the youngest of two sisters. She had to start working years ago to support the family and ended up moving to London, where she was lucky enough (some would say charming enough) to get a relatively comfortable job in a small general shop. In there she sells mostly things she cannot afford herself, like newspapers, candy and some syrups. She likes having time to daydream about a better life, but she also gets the odd lewd comments. Elizabeth joined the suffragettes not long ago, after a WSPU member talked to her after a male client was rude to her. She wants to be able to vote so clients treat her with respect.

It came as a surprise that her sister Florence decided to join the suffragettes, especially after Mary Taylor, Florence's co-worker, had been talking so negatively about the group. And indeed Florence seemed distant and a bit different after her decision. When Elizabeth asked about it she was vague but hinted that something horrible had happened.

Elizabeth has a secret affair with Charles, Florence's husband. He comes often to visit while Florence is still working. Elizabeth loves her sister and doesn't want to think too much about it.

Margaret: Good heart, but bitter because she's old and lonely. Typical old, religious person.
Dora: Takes herself a bit too seriously. Misses being called “baby suffragette” by the press.
Margaret Walker

Older suffragette (36 years old), very religious. Tough and very good in combat, nicknamed “God's Hand”. Works as a milliner (hat maker).

Her mother was a widowed seamstress who raised three children alone. Life was hard. Her mother would say “Margaret, if only we women had a say in things”, but they hadn't. A drunken lout of a man had a vote simply because he was a male. Margaret vowed she would try, with the help of God, to change things. Her discipline turned her into one of the best martial artists in The Bodyguard, to the point that it gained her the nickname “God's Hand”.

After her mother died last year, the only things Margaret has left are the fight for suffrage, her fellow suffragettes, and God. All for the same goal.

Elizabeth: Very young, doesn't understand how important the suffrage movement is. She should be more modest and go more to Church, and stop flirting with men.

Dora: Brave, principled woman that has been fighting the good fight for years. It's a pity that she is estranged from her family because of it. She has many skills that have proven essential for the suffragettes.
**Characteristics**

- **Name:** Margaret Walker
- **Player:**
- **Occupation:** Miller or miller (hat maker)
- **Age:** 36
- **Sex:** F
- **Residence:** London
- **Birthplace:** London

<table>
<thead>
<tr>
<th>STR</th>
<th>60</th>
<th>36</th>
<th>12</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEX</td>
<td>70</td>
<td>36</td>
<td>14</td>
</tr>
<tr>
<td>POW</td>
<td>80</td>
<td>40</td>
<td>16</td>
</tr>
<tr>
<td>CON</td>
<td>50</td>
<td>25</td>
<td>10</td>
</tr>
<tr>
<td>APP</td>
<td>50</td>
<td>25</td>
<td>10</td>
</tr>
<tr>
<td>EDU</td>
<td>40</td>
<td>20</td>
<td>8</td>
</tr>
</tbody>
</table>

**Hit Points**

- **Max HP:**
  - Dying: 00
  - Unconscious: 03
  - 06: 07
  - 12: 13
  - 16: 17

**Temp. Insane**

- 08: 09
- 10: 11
- 12: 13
- 14: 15
- 16: 17
- 18: 19
- 20: 21

**Indef. Insane**

- 01: 02
- 03: 04
- 05: 06
- 07: 08
- 09: 10

**Sanity**

- 01: 02
- 03: 04
- 05: 06
- 07: 08
- 09: 10

**Out of Luck**

- 01: 02
- 03: 04
- 05: 06
- 07: 08

**Magic Points**

- 00: 01
- 02: 03
- 04: 05
- 06: 07
- 08: 09
- 10: 11
- 12: 13
- 14: 15

**Investigator Skills**

- Accounting (05%)
- Anthropology (05%)
- Appraise (05%)
- Architecture (05%)
- Art / Craft (05%)
- Charm (10%)
- Climb (20%)
- Credit Rating (05%)
- Cthulhu Mythos (50%)
- Disguise (05%)
- Dodge (half DEX)
- Drive Auto (20%)
- Elec Repair (10%)
- Fast Talk (10%)
- Fighting (Brawl) (10%)
- Firearms (Handgun) (10%)
- Firearms (Rifle/Shotgun) (10%)
- First Aid (05%)
- History (05%)
- Intimidate (05%)
- Jump (05%)
- Language (Other) (05%)
- Language (Own) (EDU)
- Law (05%)
- Library Use (05%)
- Listen (05%)
- Locksmith (05%)
- Mech. Repair (05%)
- Medicine (05%)
- Natural World (05%)
- Navigate (05%)
- Occult (05%)
- Persuade (05%)
- Pilot (05%)
- Psychology (05%)
- Psychanalysis (05%)

**Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Unarmed</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
<th>Damage</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammec</th>
<th>Mall</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Combat**

- **Damage Bonus**
- **Build**
- **Dodge**
Dora Thewlis

*Somewhat experienced suffragette, 24 years old. Radical and confrontational. Good with subterfuge and sabotage. Makes a living by making sacks and weaving.*

Dora tries to live by WSPU's motto “deeds, not words”, and always carries a badge of Emmeline Pankhurst to remind herself of it. When she was 17 she was arrested and patronized by the judge and the press, and even nicknamed “baby suffragette” by the press. After the middle- and upper-class part of WSPU, that is, most of it, didn't support her then, she turned bitter towards them. However, achieving votes for women was too important to leave WSPU. Over time Dora's friendships with most of them faded, and nowadays Elizabeth and Margaret are two of her very few friends inside WSPU, and almost at all.

She is often seen as vulgar and unladylike by others, especially men. But she is proud of herself and her freedom, and will fight tooth and claw for it.

**Elizabeth:** Her charms have opened us many doors, but sometimes she's too naïve. Fortunately for her, she will grow up in a better, equal world.

**Margaret:** Her strength and faith in the movement has helped us tremendously. She's a lovely woman but a bit obsessed with religion.
**Characteristics**

<table>
<thead>
<tr>
<th></th>
<th>STR</th>
<th>25</th>
<th>10</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>DEX</td>
<td>36</td>
<td>14</td>
</tr>
<tr>
<td></td>
<td>POW</td>
<td>40</td>
<td></td>
</tr>
<tr>
<td></td>
<td>CON</td>
<td>25</td>
<td></td>
</tr>
<tr>
<td></td>
<td>APP</td>
<td>30</td>
<td></td>
</tr>
<tr>
<td></td>
<td>EDU</td>
<td>25</td>
<td></td>
</tr>
</tbody>
</table>

**Temp. Insane**

|   | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99
|   | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99

**Sanity**

|   | 00 | 01 | 02 | 03 | 04 | 05 | 06 | 07 | 08 | 09 | 10 | 11 | 12 | 13 | 14 | 15 | 16 | 17 | 18 | 19 | 20 | 21 | 22 | 23 | 24 | 25 | 26 | 27 | 28 | 29 | 30 | 31 | 32 | 33 | 34 | 35 | 36 | 37 | 38 | 39 | 40 | 41 | 42 | 43 | 44 | 45 | 46 | 47 | 48 | 49 | 50 | 51 | 52 | 53 | 54 | 55 | 56 | 57 | 58 | 59 | 60 | 61 | 62 | 63 | 64 | 65 | 66 | 67 | 68 | 69 | 70 | 71 | 72 | 73 | 74 | 75 | 76 | 77 | 78 | 79 | 80 | 81 | 82 | 83 | 84 | 85 | 86 | 87 | 88 | 89 | 90 | 91 | 92 | 93 | 94 | 95 | 96 | 97 | 98 | 99

**Investigator Skills**

- Accounting (05%)
- Anthropology (01%)
- Appraise (05%)
- Archaeology (01%)
- Art/Craft (05%)
- Charm (15%)
- Climb (20%)
- Credit Rating (00%)
- Cthulhu Mythos (00%)
- Disguise (05%)
- Dodge (half DEX)
- Drive Auto (20%)
- Elec Repair (10%)
- Fast Talk (05%)
- Fighting (Brawl) (15%)
- Firearms (Handgun) (20%)
- Firearms (Rifle/Shotgun) (25%)
- First Aid (10%)
- History (05%)
- Intimidate (15%)
- Jump (20%)
- Language (Other) (01%)
- Language (Own) (EDU)
- Law (03%)
- Library Use (20%)
- Listen (20%)
- Locksmith (01%)
- Mech. Repair (10%)
- Medicine (01%)
- Natural World (10%)
- Navigate (10%)
- Occult (05%)
- Oper. Hv. Machine (01%)
- Persuade (03%)
- Pilot (01%)
- Psychology (01%)
- Psychoanalysis (01%)
- Ride (05%)
- Science (01%)
- Sleight of Hand (10%)
- Spot Hidden (05%)
- Stealth (20%)
- Survival (10%)
- Swim (20%)
- Throw (20%)
- Track (10%)

**Weapons**

<table>
<thead>
<tr>
<th>Weapon</th>
<th>Unarmed</th>
<th>Regular</th>
<th>Hard</th>
<th>Extreme</th>
<th>Damage</th>
<th>Range</th>
<th>Attacks</th>
<th>Ammc</th>
<th>Mall</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

**Combat**

- Damage Bonus
- Build
- Dodge
"It's strange that the police are keepin' 'er fer so long. Dis must mean that we are winnin', dey are scared of us, and dey are comin' at us harder and harder. We must strike back and teach 'em!"

"I 'ave 'eard rumours of a place. Dey call it secret detraction centre if me memory serves well. It's made to keep the worst criminals there. Dey are probably keepin' all suffragettes there from now on."

"Some say that the leaders fink we made a mistake by usin' Florence to fool the police. She is inexperienced an' uneducated, they say, not the appropriate kinda person fer the job. Yer know 'ow dey talk. Dis failure is dangerous because now the police 'ave 'er an' dey could easily force 'er to say everyfin' she knows."

"P'raps she died in jail. She could 'ave, you know? After all, she's not very strong an' 'as not 'ad enough trainin'. The police don't play it soft when interrogatin'. Some people even call it torture, but it's such a tasteless word. If she 'ad died, though, she would probably 'ide 'er body and pretend they released 'er just a couple of days ago, and that dey don't know anyfin' else 'bout it."
Handout 2

Dream

The Creator is calmly and lovingly looking over the Earth. He follows the steps of a smiling, pregnant woman.

Suddenly, the woman’s expression changes, as if she felt pain. She’s alone at home. It seems that the offspring is going to arrive in this world. She prepares herself, as best as she can, for the delivery. Frantically, she gathers a towel, wets some soft cloth and gets some sheets for the baby. She has barely finish gathering everything she needs when she cries in pain.

She lies down to prepare herself, sweating and screaming. The offspring is starting to come out. Her belly has an unnatural shape. She screams louder and louder, and the offspring has its head out now. It’s covered in blood.

Suddenly, The Creator’s face turns to a worried frown. With a gesture, He seems to direct the offspring out of the woman, ripping her in two and killing her instantly, painting the whole room in red.

The Lord seems sad, but doesn’t react to the inhuman offspring. Did He expect it? Did He order it? He turns, as if to talk to someone else. Who could be in Heaven with God? His expression turns embarrassed and worried. Who is He talking to? He calls it “Master”.

But there is only a nightmarish creature in front of Him. Its shape is most blasphemous: a sort of giant fish with an obscene jaw, leprous skin and tentacles. The Lord, docile and submissive, mutters something before the creature, as if searching for its approval. Is He scared of it? The creature, callous, produces a sound of approval, as if The Lord had correctly carried out a morbid assignment. With a gesture, the creature seems to dismiss Him.

The Lord weeps, helpless, and bends in front of the creature. The creature makes a gesture and a grunt, and the Lord is suddenly revealed to have chains in His feet. He is slapped, sheepishly turns the other cheek, and is slapped again. He weeps.

The offspring, now completely outside of the woman’s body, is now revealed to have an abominable, fish-like head. The door of the house opens and you appear. You then notice the woman and the blood, ans scream. Meanwhile the offspring watches, ready to jump on you.

You wake up covered in sweat.
Resources

• Wikipedia:
  
  o  https://en.wikipedia.org/wiki/Suffragette for general information,
  
  o  https://en.wikipedia.org/wiki/Dora_Thewlis and https://en.wikipedia.org/wiki/Leonora_Cohen for specific people the player characters are based on,
  
  
  o  https://en.wikipedia.org/wiki/Bartitsu for the martial art, and
  
  o  https://en.wikipedia.org/wiki/Sleep_paralysis for the inspiration for “The Visit and The Nightmare”.

• Jujitsu Footage from possibly the early 1930s: https://www.youtube.com/watch?v=wmP1uKOVTr4

• Life In Britain In 1914: http://www.localhistories.org/life1912.html


• Escapes and Adventures: http://suffrajitsu.com/escapes-and-adventures/


• When Did it Become Allowable to be Pregnant in Public? https://thesocietypages.org/socimages/2016/04/27/when-did-it-become-allowable-to-be-pregnant-in-public/


• Don Kenn's fantastic drawings of monsters: http://donkenn.tumblr.com/archive

• Tabletop Audio's fantastic audio tracks: http://www.tabletopaudio.com/
Credits

This scenario was written and illustrated by Esteban Manchado Velázquez. The font is “Old Style” by the H.P. Lovecraft's Historical Society:
http://www.cthulhulives.org/toybox/PROPDOCS/FreeFonts.html

The character sheets were prepared with “Character Suite”, which uses the RiseHandStar font by Tharique Azeez:

https://github.com/emanchado/character-suite

https://fontlibrary.org/en/font/risestarhand