



THE ADVENTURE OF THE **Red Headed League**

Adapted By Bryce Whitacre

Based on the story by Sir Arthur Conan Doyle

AN OFFICIAL *BAKER STREET* ADVENTURE

OVERVIEW

While the investigators are enjoying a nice quiet Sunday Afternoon they are visited by a Mr. Jabez Wilson. Mr. Wilson was offered a job by a group of men known as the Red-Headed League. Mr. Wilson took the offer which was the very curious job of copying the Encyclopedia Britannica. Over the past few weeks he has worked on this task completing all the entries that start with the letter "A". Then suddenly he went to work one day and found a note on the door that read "THE RED-HEADED LEAGUE IS DISSOLVED - OCT 9, 1891." He returned to his other job of owning a pawn shop but decided to try to figure out what happened to the league.

committed to the investigators. After all, there's no law against shutting down a business. However, the Red-Headed league in its entirety is an elaborate ruse to have Mr. Jabez Wilson leave his pawn store for weeks. His new assistant is one of the criminals that created the fictitious league, in order to tunnel from the basement of the Pawn Shop into the bank vault across the street. The criminal syndicate gave Mr. Wilson 4 pounds a week to copy the Encyclopedia, (A small price to pay for the big score they are about to make.)

THE CRIME

At first it may seem that no crime has been

ADVICE FOR THE MASTERMIND

Masterminds should read the original story of the Red-Headed League to have all the details ready when the players inquire. Not much has changed in this version, except it's the players, not Holmes, who will solve the crime.

THE THREAT METER

Anytime the players take an extra round to investigate (going through the Observation, Reason, and Deduction rounds again) raise the Threat Meter. The effect goes immediately into play. The first threat is unknown to the investigators but the second and third threats should be explained when they occur.

1. The Red-Headed League hires a couple extra Nobblers for when they break into the bank vault.
2. Watson is called out of town on business for the rest of the case. His absence is felt as the Watson result on the Sherlock Die no longer works.
3. The case becomes much more difficult as things go against the investigators. 1s and 2s no longer work on the Sherlock Die.

Endgame Threat:

If the players increase the Threat Meter past 3, when they reach the bank vault they will find it empty. Vincent Spaulding and the rest of the Red-Headed League have gotten away.



SCENE 1: A MEETING IN BAKER STREET

Mr. Jabez Wilson arrives at Baker Street, introduces himself and gives the investigators the facts:

"I have a small pawnbroker's business at Coburg-square, near the City. It's not a very large affair, and of late years it has not done more than just give me a living. I used to be able to keep two assistants, but now I only keep one; and I would have a job to pay him, but that he is willing to come for half wages, so as to learn the business. One day the lad showed me a very curious advertisement.

TO THE RED-HEADED LEAGUE.

On account of the bequest of the late Ezekiah Hopkins, of Lebanon, Penn., U.S.A., there is now another vacancy open which entitles a member of the League to a salary of four pounds a week for purely nominal services. All red-headed men who are sound in body and mind, and above the age of twenty-one years, are eligible.

Apply in person on Monday, at eleven o'clock, to Duncan Ross, at the offices of the League, 7, Pope's-court, Fleet-street.

"Spaulding said he wished he was a Red Haired man. I took the article and placed it on my desk and thought it over. Then I decided I would apply. Business is slow during the day at the pawn shop and Spaulding could handle it. I went to Fleet-Street. From north, south, east, and west every man who had a shade of red in his hair had tramped into the City to answer the advertisement. Fleet-street was choked with red-headed folk, and Pope's-court looked like a coster's orange barrow. I should not have thought there were so many in the whole country as were

THE ADVENTURE OF THE RED HEADED LEAGUE

brought together by that single advertisement. Every shade of colour they were—straw, lemon, orange, brick, Irish-setter, liver, clay. Then when I was called up they looked over my head and asked if I could do light work, in fact the job was to copy out the “Encyclopedia.” I was to provide my own pens. I worked for the next few weeks at the job until last Friday when I arrived and found a note on the door, it said “THE RED-HEADED LEAGUE IS DISSOLVED – OCT 9, 1891.”. And that’s why I’m here, I want to know what happened to the league.”

At this point the players can ask 5 questions of Mr. Wilson. They can gain another set of 5 questions if they raise the threat meter. Here’s what Mr. Wilson knows.

- He worked for 8 weeks for the league.
- He managed to work his way through all the “A” entries in the encyclopedia.
- He was told that for the necessity of the league being contacted during the day he could not leave the office building.
- His contact in the league was a Duncan Ross
- He worked every day for 4 hours -10AM to 2 PM
- His assistant at the pawn shop is a thin man that likes photography. He works hard. He’s known him for just about 10 weeks. He is small, stout-built, very quick in his ways, just shy of 30 years old.
- Duncan Ross occasionally checked in on Mr. Wilson
- He was paid
- Mr. Spaulding works for Half Wages in order to learn the business.
- Everything in his store is fine, he hasn’t been robbed, nothing is out of place.

Resolve Award:

Award each Investigator 1 Resolve for taking the case.

SCENE 2: POPE’S COURT, FLEET STREET

Investigating this scene will lead the investigators to speak with Mr. Jenkins the building manager that manages several of the offices. He can be asked 3 questions before the Threat Meter is increased to ask another 3. This is what Mr. Jenkins knows:

- The office was rented to an Duncan Ross, he explained that he was a freelance fact checker for Encyclopedias.
- He knows nothing of the Red-Headed League
- He was paid in advance for two months of the office space. Mr. Duncan said he wouldn’t need the offices past that time.

Resolve Award:

Award each Investigator 1 Resolve.

SCENE 3: MR. WILSON’S PAWN SHOP

When the players enter the pawn shop, they are met by Vincent Spaulding. An investigation scene happens as soon as Mr. Spaulding Welcomes them to the shop after emerging from behind a door.

Clue #1 – The worn trousers knees of Mr. Spaulding:

Lead A – Mr. Spaulding appears very poor. Possibly having those pants a very long time,
Lead B- The knees are worn as if he spent time kneeling and moving on them. (TRUE)
Lead C- It’s likely he gets trouser through the pawn store, as people sell their clothing to Mr. Wilson.

Clue #2 - Mr. Spaulding seemed momentarily blinded when he walked into the room.

Lead A- He was somewhere dark, perhaps a cellar. (TRUE)

Lead B- He was napping in the back room, clearly not doing his job.

Lead C – It’s almost, if a flash of light had blinded him.

THE ADVENTURE OF THE RED HEADED LEAGUE

Clue #3 – (This is a false clue) A curious spot in the store, now empty, where it seems lots of merchandise should be.

Lead A – It was moved across the room

Lead B- It was moved out the back door

Lead C – It was moved out a large window near the side of the store.

Clue #4 – (This is a false clue) – an interesting customer paying close attention to the investigators.

Lead A – He might be watching the investigators because he knows something of the league.

Lead B- He might be watching because he knows Vincent Spaulding

Lead C- He might be watching because he knows Mr. Wilson

Clue #5 – A large shovel and pickaxe with dirt and grime.

Lead A – These tools have recently been used, like in the past few minutes. (TRUE)

Lead B – These tools were recently sold to the shop and haven't been cleaned.

Lead C – These tools were just returned, maybe by a customer that just left.

Resolve Award:

Award Investigators 1 Resolve for completing this scene.

SCENE 4: OUTSIDE THE PAWN SHOP

If the players think of a tunnel, a quick Observation Test (3) reveals several structures as possible targets, none so much so as the City and Suburban Bank which abuts the pawn shop.

The players will then need to either gain entry to the shop to confirm the tunnel (something Vincent and the two nobblers will attempt to stop with physical force if needed). Even if confronted after a physical altercation there's not much that can be done since the bank walls have not been breached yet. No crime has been committed. The

best way for the investigators to catch the criminals is to convince the bank owners to let them camp on the other side and wait for the criminals. The criminals break in shortly before midnight.

APPENDIX:



Vincent Spaulding

Dodge & Defense: 4

Fight: 4

Oratory: 3 (Specialty in Lying)

Reason: 3

Observation: 3

Nobbler

Nobblers specialize in bodily harm. They are primarily employed by a Villain for that one single purpose. Their life-long career of hurting people provides them with a formidable Weapon Rank, and they may have two or even three weapon Specializations. A nobbler's Professional Skills are Dodge & Defense, Menace, and Weapon.

Special Ability: Nobblers are known for their ability with weapons. Therefore they are not restricted to the use of one Resolve when using the Weapon Skill.



Characteristic:
 "My boss sends 'is regards."

Dodge & Defense: 4

Vs. Blades

Vs. Brawling

Endurance: 5

Fight: 4

Menace: 4

Imposing Physique

Street Smarts: 4

Petty Criminals

Professional Crime

Strength: 5

Weapon: 5

Clubs

Knives

Baker Street Clue Card

Clue: *A large shovel and pickaxe with dirt and grime*

Lead:

These tools have recently been used, like in the past few minutes

Lead:

These tools were recently sold to the shop and haven't been cleaned

Lead:

These tools were just returned, maybe by a customer that just left