



## MINISTRY OF EXTRAMUNDANE AFFAIRS

### CASE FILE 1:

# *A Rum Do on Mill Road*

Something strange is happening in Cambridge. Local newspapers have reported bizarre occurrences for three consecutive nights, all of them centred around Mill Road. These are merely points of confusion or amusement for the people of Cambridge, but the Ministry believes the occurrences suggest a series of magical miscasts.

Normally an experienced team would be sent in to investigate, but what with the war on, all the experienced teams are all busy. A team of new recruits are being sent instead and jolly good luck to them!

*This scenario is well suited to introducing groups of 3-5 players to the Ministry of Extramundane Affairs. It has been written with the assumption that the GM is new to Ministry but has run other games in the past. Since it's designed as an introductory scenario, it's rather more 'on the rails' than usual so as to help keep things moving. The total play time is expected to be roughly two hours, assuming that the players have already created their characters.*

*If you have thoughts or feedback about this scenario, we would be most interested to hear it via Facebook/Twitter/our website. Your feedback can then play into future Case Files, or even prompt alterations to this one to the benefit of anyone else who plays it!*

# Before you Play

If this is the first session of *Ministry* you've run, then it seems reasonable to assume you haven't committed the rules to memory like some sort of superhuman sage. That being the case, it's worth directing you to the first three pages of the section in the rulebook titled *Playing the Game*, which covers how to start off a session, a list of the things you should have to hand and the rudimentary basics of the ruleset. It's also worth checking that the players also understand those basics, namely: how to take a Stat test, how to use their Skills, and how to spend Fortune Tokens. The rest can be covered as you go along.

## THE CONTEXT

*You can skip this bit if the players have played before.*

If the players have created a character, they will already be familiar with the broad context they're in. If they're using sample characters and have not read anything prior to the session, then the broad brushstrokes are this: it's 1941, and they are about to begin a new job working for a government ministry that the public have never heard of called the Ministry of Extramundane Affairs. They will be policing the hidden supernatural underbelly of the United Kingdom, and this will be their first mission in the field.

If they're using sample characters and haven't had a chance to read the bios on their character sheets, they should do so now.

Prior to being approved for active duty they have been put through some perfunctory combat training in Hereford with the Special Operations Executive (also known as the Ministry of Ungentlemanly Warfare... Google it if you don't believe us). This means they will know how to operate any of the weapons listed in the kit list, even if they're utterly rubbish with them.

In peacetime, new agents would be assigned to established teams. Right now, what with the war, most of those teams are off doing exceptionally dangerous things, and so these new agents are being put into a team together in the hopes that they'll just sort of muddle along.

The story will begin at Chapter House, the Ministry's HQ. Their characters will have been here before, during induction, and will recall a very long afternoon involving the completion of countless forms before being poked and prodded in the medical wing. You can describe Chapter House as much or as little as you like; it's described in detail in the [World of Ministry PDF](#). It's probably a good idea to keep things brief, though. Whilst there's plenty to say, it's all exposition that can be discovered over time in future sessions.

Don't forget to provide a little historical context as well. Right now, it looks like Mr Hitler's going to win the war. Barrage balloons hang over London, and seeing people left with nothing in the wake of a bombing raid is a common sight. Whilst it's starting to look like maybe the Nazis have given up on a ground invasion of the UK, signs have been removed from the roads to confound invaders and spies.

# Part 1: meet the team

Thursday 17<sup>th</sup> April, 1941. 9a.m.  
22 Threadneedle Street, London: Chapter House.

## THE PLEASANTRIES

*You can skip this bit if the player characters have already met, and the players have played before.*

The session starts with the player characters congregating in the hallway outside the office of their boss: Mr Pilgrim. Get the players to describe how they look and let them make introductions to each other as they wish, then choose an appropriate moment for the secretary on shift to usher them into Mr Pilgrim's office.

Upon entering the office, the players find themselves in a dark wood-panelled room. A large desk sits in the centre of the room, and there are a number of chairs set out in front of it equal to the number of agents in the team.<sup>1</sup> Mr Pilgrim is sitting behind the desk. The cut of his suit is about thirty years out of fashion. It's hard to tell his age; he looks to be anywhere from his late thirties to his mid-fifties.

### ***Mr/Ms Pilgrim: the GM's mouthpiece***

*As the GM, you should absolutely make Mr Pilgrim your own; as the closest thing to being your voice in the story world you should change anything and everything about him/her to be what you envisage as the leader of this strange government organisation.*

## MR PILGRIM'S BRIEFING

Mr Pilgrim greets the agents, congratulates them on being cleared for field duty, and gets straight down to business. On his desk he has three recent editions of the *Cambridge Herald*, and proceeds to explain there's been some funny goings on in Mill Road.

- Sunday 13<sup>th</sup> April: people from Mill Road wake to find that all their food has suddenly gone off, and are soon knocking on the doors of local grocers asking for more. This is particularly problematic given the limited allowances of ration cards.
- Monday 14<sup>th</sup> April: people from Mill Road and the surrounding area complain that every dog started barking just after 10p.m. the previous evening and didn't shut up for six hours. Many of the dogs are barely able to make noise the next day, but are still unusually agitated. The local papers have various takes on it, including a column discussing the 'Dogs' Parliament at Mill Road' and other such humorous pieces.
- Tuesday 15<sup>th</sup> April: Mrs Anne Granger of 77 Mill Road goes to the police in the morning and informs them that her home was invaded by a 'pale man' in the small hours of the night. When she confronted him, he left quickly, though she later retracted her statement and asserted that she must have been confused.

Mr Pilgrim suggests that the 'pale man' may refer to a spirit, and that the other two happenings are common occurrences when someone miscasts. There are no registered ritualists or occultists in that part of Cambridge, so Mr Pilgrim's suspicion is that it's a latent neuromancer or evocationist. Whilst those can be dangerous, they're usually unaware of the Ministry and would probably be grateful for assistance with their condition.

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<sup>1</sup> The chairs in Mr Pilgrim's office are a hotly debated topic among Ministry agents. Regardless of how many people walk into the room, the number of chairs laid out is always correct, yet there are no spare chairs anywhere in sight. Four-agent teams have left the room, looked over their shoulder as a team of three open the door to go in, and suddenly one of the chairs has gone. Where the chairs go and where the chairs come from is something no-one in Chapter House seems to know. Except Mr Pilgrim, of course. He seems happy to keep the knowledge to himself; it's just one of the many things about him that don't seem to make sense.

The team's orders, therefore, are to establish whether these events are miscasts, and if they are, to take action in accordance with any relevant laws concerning the extramundane. Should there be any uncertainty about said laws, Mr Pilgrim will advise the team to find the nearest telephone line, call Chapter House, and ask to speak to the Preternatural Criminality & Justice Department.

Mr Pilgrim will advise the team to begin their investigation by visiting Anne Granger at number 77 and have some sort of cover story to explain their presence. By way of helping the team out, he will suggest the following cover story:

- The team are officers from military intelligence trying to find out if the Luftwaffe dropped some sort of prototype biological weapon that makes food go off and check that residents are okay. This in particular would give the players an excuse to "check Mrs Granger's house for any signs of chemical deposits," allowing them to reassure her that all is well, but also allowing them to check her and the house for any signs of paranormal activity. If the team wish to use this cover story, they'll need to requisition uniforms – RAF would make the most sense – from the Quartermaster in Chapter House's basement.

Finally, and most emphatically, Mr Pilgrim will remind the team that the extramundane must be hidden from the public if at all possible. If there is a way to help someone rationalise what if anything they saw, then that's what's best.

With that, Mr Pilgrim bids the team good luck and suggests they head down to the basement level to requisition any uniforms or other equipment they might need, then head to the garage and hop in their Austin 8.

## THE QUARTERMASTER & THE GARAGE

Should the team need to visit the quartermaster for any special issue kit (see the kit list), then you the GM can decide how you'd like to portray the mythic guardian of the treasure. A common portrayal is of a double amputee veteran of the Ministry called Sergeant Locke, sporting a well-groomed white moustache of the sort that was popular during the Great War. He tends to be unflappable in the face of any nonsense from field agents and will always ensure the paperwork is done "right and proper." Just like Mr Pilgrim, you should find your own voice for him. Previous incarnations have involved a polite yet banterous cockney and a jovial Scotsman telling agents to "[proverbial] off" when making frivolous requests for serious equipment.

## THE FIRST STAT TEST: NAVIGATING LIKE A CHAMP.

Now it's time to get to Cambridge. Since all the UK's road signs have been taken down, the first challenge for the team is the simple act of getting to Cambridge. One of the team will have to navigate using the Ordnance Survey maps provided in the car. They can do this by passing a Knowledge test. Taking stat tests is covered in the rules, but for convenience:

- If they can roll equal to or under their Knowledge score on a D10, they pass.
- If they have any skills that are contextually relevant, such as navigation or cartography, they can combine one of those skills with their Knowledge, improving their chances of passing the test.

If the test is passed, they'll reach Cambridge in 2½ hours. If the test is failed, the journey takes them longer – they'll get there an hour late. Obviously this makes little practical difference, but may result in some ungentlemanly jests.

If the navigator rolls a *stunning success* (i.e. passing by more than four) then they happen to recall recent bomb damage has made a particular London road useless and they pre-emptively avoid it, shaving the travel time down to 2 hours.

Should the navigator roll a *dreadful failure* (i.e. failing by more than four) then you might want to have them turn up in the wrong city entirely, or anything else that seems both believable and humorous. Ultimately this roll won't have any impact on the ability of the team to get the mission done, but it might impact on the working relationship between the agents, and their respect for each other. Or lack thereof.

Either way, they'll eventually reach Mill Road, and their mission can begin in earnest.

## Part 2: On Mill Road

### MEETING ANNE GRANGER

Assuming the players follow Mr Pilgrim's advice, they'll now be outside 77 Mill Road. It's in the middle of a short row of red brick houses.

#### Portraying Anne Granger

Library assistant Anne Granger is a lower middle-class mother of three whose husband is in Africa with the army. She's worried about him, stressed by her three children, and even more stressed by having made the mistake of mentioning the pale man to the police, since people will almost certainly think she's crazy. Worse, next door in number 79, Jack Timmerson and his friends are often up late, drunk, and making quite a bit of noise. She'll mention that last fact at the first opportunity.

#### ***Train tracks are for cads!***

*If for some reason the players choose not to go straight to Anne Granger's house at number 77, and investigate elsewhere, you have two choices: either make those lines of enquiry comically fruitless, or (assuming you've read the whole of this document prior to running the session) improvising your own path through the rest of the investigation. Having been given such a specific lead, most players will take the bait. Usually.*

Like many people of the time, she's unthinkingly deferential to authority figures and will co-operate with anyone in uniform so long as what they're saying makes some sense.

#### Getting Anne to spill the beans

Have the players take an Awareness test, adding any points they have in medicine or investigation. Anyone who passes will notice a burn mark peeking out from the cuff of her blouse. She'll be evasive, but with a little persistence will admit that it was the pale man. The players will get the following information out of her:

On the night of Monday 14<sup>th</sup>, at about midnight, she woke to see a translucent man in Victorian clothes standing over her bed. He looked confused and scared. When he reached out for her she raised her arms to protect herself, and as his spectral hand gripped her wrist, it was so cold that it burned her skin. She screamed and closed her eyes, then all of a sudden the man disappeared. Were it not for the burn, she would have assumed she dreamt it. Now she's not sure what to think, and will clearly be hopeful of the players suggesting a rational explanation.

#### Arcane deductions

Having learned about the spirit, the players can take a Knowledge check. If any of them have skill points in phantasmology, arcane lore, are evocationists/neuromancers, or are otherwise capable of miscasting, then they can add the relevant skill to their Knowledge for this test. If any of them pass, they'll know that spirits can be summoned by miscasts, but only over a very narrow area. The caster would have been very close to Ms Granger's bedroom.

From the front door, it's clear that the stairs are on the left, meaning her bedroom would be on the right of the terrace. The source of the miscast would either have to have been inside Ms Granger's house, or next door in number 79. Since there's nothing to find in Ms Granger's house, this should lead the team to investigate her neighbour Jack Timmerson.

## 79 MILL ROAD

The house next to Anne Granger's is clearly not well maintained, and the ground floor curtains are pulled shut.

If the Ministry team knock on the door of number 79 any time before 3pm, Jack Timmerson will be alone in the house, asleep, spectacularly hung over, and not where he's supposed to be (i.e. at work on the railway). He's in his early twenties and could charitably be described as scruffy. Has dallied in petty theft for years to support his drinking habit. He also tried to join the Brethren of the Union of British Fascists, but they turned him away, telling him he's a liability. During his dalliance with the BUF, he witnessed some odd things, what with some BUF cells being quite willing to use proscribed methods to further their cause. As such, Mr Timmerson learned of the existence of the extramundane. He didn't understand any of it, but he's been curious ever since.

If the team approach the house after 3pm, Timmerson's friends will have made their merry way back to the house. They are:

- **Fred Withersall, 21.** Works as a cleaner at RAF Bourn. Timmerson's childhood friend. Wanted to be a pilot but has repeatedly failed the aptitude tests.
- **Harry "Two Pies" Jones, 17.** Disowned son of the butcher; has tried various jobs about town but never keeps them for long, and is often accused of indolence. Will do anything to impress his older friends, and they take advantage of him for it.
- **Bob Lindell, 32.** Works for the railway, doing track maintenance with Timmerson. Jokingly referred to as 'Old Bob' by the others. Bob never married – he's socially rather awkward – but likes to say that his young friends need steady old hands to keep them safe.

The way in which this scene goes down will depend entirely on how the team approach it; if they knock on the door, Timmerson will answer it (albeit slowly) and will proceed to do a very obvious job of trying to shut the living room door to prevent anyone seeing through into the incriminating room beyond. He will also try and say he has to go, and that he's late for work, being scared that the team are there to arrest him for theft.

If the team effect a covert entry during the day, then the only thing of interest is the living room – everything else in the house is untidy but mundane.

In Timmerson's living room, there is a chalk circle drawn on the floor and three large, old, leather-bound books:

- *Folk Rituals of Anglia* is half-under one of the armchairs.
- *De Fauna Occluda* is lying open next to the circle.
- *A Historie of the Esoteric Treaties* is lying discarded in the corner of the room.

It goes without saying that Timmerson isn't supposed to have these books, nor does he understand how to use them properly. If the books are found Timmerson will readily confess, hoping it'll make things less bad for him. He and his friends stole the books from a big house outside town whilst swiping more mundane items (silver cutlery, jewelry, that sort of thing) and, while drunk, thought it would be amusing to do the rituals.

From their perspective nothing happened, and it was all a harmless lark... until everyone else on the street started talking about all the strange occurrences. He'll claim they haven't touched the books since, and don't know what to do with them, although he's still been flicking through the pages, and is secretly keen to try another. It's much more exciting than anything else in his life, and he's hoping he can use the books to impress the BUF and get back in.

Turn the page for a timeline of events from Timmerson's perspective.

## A timeline of events from Jack Timmerson's perspective

- 10<sup>th</sup> April: broke into big country house with Fred, Two Pies and Old Bob. Stole a load of jewelry, silver cutlery, sundry foods, and three funny-looking books (reminded him of things he'd seen with the BUF).
- 11<sup>th</sup> April: spent the night drinking with the lads and talking about the books.
- 12<sup>th</sup> April: bought chalk and candles from Wilson's General Goods. Got to drinking at home with the lads. Tried the first ritual from *Folk Rituals of Anglia*, a cantrip to cure "milde maladies". Couldn't pronounce the words right. Found out the next day that everyone's food had gone off, but assumed it was a funny coincidence.
- 13<sup>th</sup> April: more drinking at home after a night at the pub. He and the lads had a crack at a cantrip to make dogs more obedient. Tried it on Two Pies' terrier, but it had no effect on him. Every other dog in the street started barking, but the boys were at this point almost blackout drunk and didn't pay it much heed.
- 14<sup>th</sup> April: the boys were getting worried about the things they'd been hearing about town, and tried to fix it by performing a ritual to ward off evil spirits. Inevitably they got it wrong and summoned spirits instead. Bob got cold burns on his arm while fending them off, and has been concealing the wound beneath his shirt sleeve. The boys agree to stop using the books.

## Part 3: The Brethren of the Union make their move

In a rented room in 82 Mill Road, a cell of three Fascist sympathisers have been eagerly waiting for a Ministry team to attend the scene. They know young Mr Timmerson, and as soon as they read about the strange goings on in the papers, they suspected he was doing something stupid and is working his way towards a second futile attempt at joining the Brethren.

Rather than approach him, they rented the closest room they could find and have been watching and waiting, hoping that the overstretched Ministry will send some inexperienced agents. Rounding up some newly-minted government personnel will be a major success for their cell.

As soon as they see more than one person that isn't one of Timmerson's friends gain entry to number 79, they'll make their move. Their intention is to capture or at least kill the agents, and to do so without firing a gun and attracting the police. If and when they've subdued the agents, they'll interrogate them in Timmerson's house and get them into cars once it's dark. It's hardly a solid plan, but then, this is a cell of fascist thugs.

The BUF cell members are:

- **Tom Slater**, 39, sworn to the Brethren, zealot. Occultist of very limited knowledge, but decent stealth and combat (unarmed, knives, pistols, crossbows).
- **Elsie Jacobs**, 33, apportionist. Spent most of her life thieving. Will avoid combat and focus on disarming.
- **James Andrews**, 28, a thug with knuckle dusters.

They will attempt to gain entry to the house as soon as the Ministry agents are fully within the property, since they don't want their attack to be visible to anyone on the street. James Andrews will be the first one through the door, and won't be able to resist announcing his presence by grinning hungrily at the nearest Ministry Agent and greeting them with the BUF's motto: "Heil Hitler, and God save the King!"

### GOOD HEAVENS, A COMBAT ENCOUNTER!

Indeed, old sport. Head to the chapter on combat rules and follow the instructions on kicking off a round.

Pretty much all the rules you need for combat are covered in the subsequent 10 pages, and are for the most part summarised by the Action Scene Reference Sheet, which you can download [here](#), or just head to the downloads section of [www.twobeardgames.com](http://www.twobeardgames.com).

Have at it, and give those dastardly BUF types a bloody good seeing to.



## STATS AND RULES: THE BUF CELL

### Tom Slater: the fascist zealout

Mr Slater is wiry, vindictive and thinks of himself as an intellectual. Greatly respects Mr Hitler's vision.

Ranged	Melee	Reflexes	Sorcery	Physique	Knowledge	Influence	Awareness	Courage
3	3	4	0	4	4	4	5	4

Skills: *Unarmed 3, Knives 3, Pistols 2, Crossbows 2, Silent Movement 2, Fascist Oratory 2*

Equipment: *knife (this weapon is lethal, so anyone hit by it automatically fails their Physique test to avoid injury).*

Injuries: *as a wannabe rabble rouser, Mr Slater is much happier to dish out pain than to receive it. As soon as he's hurt, he'll stop fighting and will cradle whichever bit of him got a knock.*

### Elsie Jacobs: the unpleasant surprise

Ms Jacobs is your garden variety racist, but with one key difference: she has an Oddness about her.

Ranged	Melee	Reflexes	Sorcery	Physique	Knowledge	Influence	Awareness	Courage
2	2	4	2	3	3	3	4	4

**Apportationist Prodigy:** *Ms Jacobs is a freakishly good apportationist, and has 5 Skill points in it (combined with her Sorcery, that's a 7). Her job is to disarm the Ministry agents. To do so, she can make a Cast action; if she can pass a Sorcery test, any object of up to about 10 kilos in weight within two metres will teleport from its current location into her hand, unless it's too big to reasonably hold in one hand. That means weapons, books, et cetera are all fair game. For every extra metre of distance to the target, she'll suffer a -1 Sorcery penalty. Since she's not much good in a fight, she'll usually pass said weapon to Slater or Andrews.*

Injuries: *as soon as she's hurt, she'll stop fighting and will cradle whichever bit of her got a knock.*

### James Andrews: the team thug

Mr Andrews has the physical and emotional presence of a bull. He loves nothing more than an excuse for a punch-up, and probably doesn't even care *that* much about the BUF's goals, rather, he enjoys what the Brethren ask of him.

Ranged	Melee	Reflexes	Sorcery	Physique	Knowledge	Influence	Awareness	Courage
2	5	5	0	5	2	3	5	5

Skills: *Unarmed 2, Strength Training 3.*

Equipment: *a pair of knuckle dusters (target's Physique suffers -1 when attempting to resist injury).*

Injuries: *as a professional meat head, Mr Andrews uses the normal injury table and will continue to give it a bloody good go even when in considerable pain. See below for easy reference:*

1. Roll D10 for location			2. Cross out box	3. apply effect	
Ranged	Melee	Location		1 <sup>st</sup> injury	2 <sup>nd</sup> injury
1	1	Head	[ ] [ ]	Go prone. Miss next turn. Pass an immediate Physique test or fall unconscious. Prowess & Awareness halved.	Unconscious. Pass Physique test to avoid death.
2-6	2-3	Body	[ ] [ ] [ ] [ ]	Reduce your Physique by 1, then take a Physique test. If you fail, you are incapacitated and are bleeding out.	
7	4-5	L arm	[ ] [ ]	Ranged and Melee stats halved.	Incapacitated & bleeding out
8	6-8	R arm	[ ] [ ]	Ranged and Melee stats halved.	Incapacitated & bleeding out
9	9	L leg	[ ] [ ]	Go prone. All movement distances halved.	Incapacitated & bleeding out
10	10	R leg	[ ] [ ]	Go prone. All movement distances halved.	Incapacitated & bleeding out

## Part 4: In Closing

This is very much the point at which the conclusion is up in the air, and as the GM you'll need to decide how best to end the story. Usually it turns into a closely fought brawl, someone almost inevitably panics and fires a gun, at which point the police come running and the winning side have to try and explain who they are and what's going on without getting arrested. Assuming the Ministry's team triumphs over the BUF cell, and if the team are undercover as military intelligence, they can accuse the BUF of being Nazi sympathisers who will be taken away for questioning. They can even requisition the assistance of the police in apprehending them whilst they arrange for prisoner transport. If they have a different cover story, they might need to be creative about how they get out of the situation!

If the team manage to get themselves arrested, the Ministry will send a more experienced field agent – Harriet Smythe – to bail the team out. For expediency, it's fine to have that happen 'off camera' and smash-cut back to Chapter House with everyone looking sheepish (or not, of course, since some people are entirely lacking in shame).

### **What shall we do with the drunken failers?**

The final decision the team will need to make – assuming they dealt with the BUF cell – is what to do with Timmerson and his friends. They've broken extramundane law by casting unscanted rituals, but then, they probably didn't really understand that the law even existed. The team are well within their rights to bring them in and leave them at the mercy of the Ministry's Preternatural Criminality and Justice Department (the PCJD), or could merely give them a warning and tell them not to be so stupid in future. Equally, they could hand them in to the police, as they have also committed the mundane (but significant) crime of breaking and entering. Of course, it might be tricky to explain all the details to mundane law enforcement without blowing the team's cover...

### **Whose books were they?**

It won't be hard for the chaps and chapesses of the Ministry to help the team deduce the origin of the books. All three were the registered property of Marlowe College, Cambridge's centre for arcane study. They were checked out of the college library by Dr Richard Clevedon and taken to his house near Hexton. He has since reported a break-in to the police, although being a scatter-brained academic he hasn't actually realised that the books are missing; it was his wife who noticed the stolen silver and jewellery. Besides, what would a common thief want with a book of spells?

### **Home for Tea and Medals!**

With the team having heroically apprehended some dreadful fascist hooligans (plus a quartet of bungling fools) it's time to retire to St Jude's Commonwealth Club and bask in their success. Head to the final page of the rules document and run through the XP generation process.