

THE CURIOUS MURDER OF ARTEMIS HUME

(A Dread Adventure)

CREDITS:

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Special Thanks goes to Kevin Kulp aka Pirate Kat for the original adventure as well as my introduction to Dread.

BLURB:

Twenty years ago, Artemis Finchley Hume, a rich woman, fell from the roof of the Hume estate located on Crow Island off of the coast of Fairhaven, Massachusetts. Many suspected murder but no evidence of foul play was ever found. Afterwards, her husband Oliver Hume shunned his wife's family and continued to enjoy the luxuries of the idle rich. Now he too has passed on. The surviving family members have all gathered for his funeral and reading of the will. Will the questions of Artemis's death be laid to rest? What other secrets will be revealed? Find out in... The Curious Murder of Artemis Hume.

For up to 6 players.

STORY:

During the Salem Witch trials in Massachusetts in the early 1690's, many innocents were falsely accused and some were even executed. However the real witch wasn't caught. John Hume made a pact with dark forces for eternal life, but that pact required him to displace the soul of a blood relative and take over their body. His cat acted as both a familiar for his witchcraft and as soul anchor for John. Invoking the pact required the skull from a previous victim where the newly displaced soul would be transferred. If any of these skulls were destroyed, then the soul inside would be free to return to their original body and possibly displace John into his cat. He laughed at the thought that others were paying the price for his devilry.

For the next 150 or so years he moved around the New England area, hopping from one relative to another and squandering whatever wealth he could acquire. Then he met Artemis Finchley. She was from a wealthy family and the fact she was blind made it easier for him to continue his grizzly immortality...

THE PCS

Here are the PCs and their relationships:

- **Daniel Hume:** Oliver's grandson and a bit of a dilettante.
- **Francis Hume:** Oliver's granddaughter and a modern young flapper
- **Agate Finchley:** Widow and Elderly Sister-in-law of the late Sir Oliver Hume
- **Bertram Finchley:** Agate Finchley's middle-aged son and nephew of Oliver
- **Camille Bellamont** (aka Cassie Corkington): Agate Finchley's lady companion and spiritual medium. She is also Gerald's sister.
- **Gerald "Corky" Corkington:** Daniel's constant companion and brother of Cassie - Camillie Bellamont

ACT 0: ANSWERING QUESTIONS

Before reading the below text box, have the Players answer their questionnaires. Ask the players to share any PC Relationship questions and answers with the group so they can have some input. Record their answers in Appendix 2. Then mention that the adventure will be run in a series of scenes, so they should be prepared for jumps in the story. Once all that is done, read the below.

It's evening at the Hume estate on Crow Island. The rain that was promised all through the grey and misty day is now falling; sadly befitting the morose occurrence which brings you all here. The boat ride from Fairhaven was rough due to the surge from the oncoming storm. After you arrive, you were shown your rooms where you take your time recuperating from your difficult travels.

You heard from the staff that Father Thomas was unfortunately delayed because Oliver's remains weren't yet quite ready for the trip. But he was confident that everything will be wrapped up shortly and that he and Oliver will arrive in the morning, hopefully before the storm worsens.

A bell gently rings summoning you and the other guests to dinner...

ACT I: DINNERS AND NIGHTMARES

The goals of this Act are to introduce the PCs and the NPCs, and to establish that all is not what it seems to be via the nightmares. This is mostly a roleplay act and only a 5 or so pulls should be made. This should be a fairly quick act.

Scene I - Dinner

Dinner will be served in the Dining Hall (*First Floor 4*). There are two empty place settings, one at the head of the table, presumably where Oliver sat, and one at the far end for Father Thomas. During the meal, the PCs will meet the NPCs and have an opportunity to interact with them. This is an opportunity for the players to do a little role playing.

After dinner, give each player the opportunity to do one thing before bedtime – interact with NPCs, explore, etc. This would be a good time for some pulls to notice some of the weirdness in the house (see **Appendix A**).

Also should you feel like it, perhaps add in something from **Appendix B**. But don't go overboard, there will be plenty of time for fun later on.

Scene II – A Restless Night

After the PCs finish their activities, it's bedtime. During the night, each PC will have a nightmare (See **Appendix C** for each PC's nightmare). Tell them that they all slept miserably due to suffering nightmares, which they can almost remember. A pull will allow them to remember it.

- Agate – She watches her Sister being pushed off the roof...then *blink* she is the one falling and as she sees the ground rush up to hit her...Wakes Up! (Or use the answer(s) from Agate's question #1, #2, #3 and/or #7)
- Camille – In dimmed place, can barely see several figures chained, hears voices crying out in anguish (damned spirits?). As it lightens, the shadowy figures fade away and she realizes it was her voice and then she is all alone... Wake Up! (Or elements from Camille's question #1, #6, #7, and/or #8)
- Daniel – Locked in a very tiny darkened room lit only by the two windows on the facing wall, naked. He can hear the muffled screams and gibberings of prisoners in other cells begging for release. A "guard" approaches that seems very familiar... Wake Up! (Or incorporate Daniel's questions #1, #6, and/or #7)
- Bertram – Same as Camille (Or use answers from Bertram's question #6 and/or #7)
- Frances – Same as Daniel (Or use Frances answers #1, #5 and/or #6)
- Gerald "Corky" – Same as Camille (Or elements from Gerald's question #1, #6 and/or #7)

IMPORTANT NPCs

Here is a list of the NPCs that the players may interact with:

- The Corpse, **Oliver Hume** – The recently deceased shell of John Hume.
- The Butler, **Wadsworth** – Wadsworth was hired about six months ago. He is very competent and assumes he will be retained by the new heir.
- The Boatman / Handyman, **Jones** – Jones has been the in Oliver's employ for quite some time. He's a mechanical genius, but otherwise not too bright. Not too talkative either.
- The Cook, **Miss Peacock** – She had been working at the Hume estate for many years. She loves to gossip, but hasn't really seen anything. She just thinks Oliver was a strange creepy man and that he probably killed Artemis, who was such a sweet, kind thing.
- The Maid, **Yvette** – Like Wadsworth, she was hired a few months ago, before Oliver's passing. She is worried she will be let go, so she will try very hard to be a good maid. She is too young and naïve to attempt seduction.
- The Minister, **Father Thomas** – He is the local minister and so knows nothing as the Humes didn't attend church often. But he is curious and will try to get the other characters to gossip.
- Oliver's "Nurse", **Millie** – She is very attractive and an opium addict. While she had enough medical skill to administer "injections" to Oliver, he mainly used her for her body. She suffered through this, hoping to get something out of the will. She will attempt to ingratiate herself with (or seduce) Daniel and/or Frances to keep her position.
- The Solicitor, **Edward Granby** – He is here to administer Oliver Hume's Will.
- The Cat, **Tiddums** – John Hume's demonic familiar in the form of a cat. Tiddums will be nice to the Hume heirs and a complete ass to everyone else.

ACT 2: DEATH AND MONEY

This Act is where the mystery gets revealed and the evil spirit of John Hume begins his torment. Feel free to lightly sprinkle in a few spooky and/or creepy things (See **Appendix B** for some suggestions). Again this should be a fairly quick act.

Scene I – The Funeral

The next morning, Father Thomas will arrive as breakfast is wrapping up. He will mention that Jones, the Boatman, has taken Oliver's remains to the Main Hall (*First Floor 9*) for the funeral. Father Thomas will also tell the PCs that the funeral will be held later in the morning, giving him time to clean up and prepare.

At 10:30am, the PCs are summoned to the Main Hall for the funeral. Father Thomas appears to be distracted (a pull will reveal that he is very uncomfortable by the macabre nature of the house). He will quickly say some nice, generic words about Oliver (**Appendix C** has a sample eulogy if you want to read it aloud). The PCs will then be allowed to approach the coffin and view the remains. Anyone who wants to make a pull can notice a silver key attached to a necklace around Oliver's neck. The key unlocks the trunk located in storage in the basement (Cellar 5) as well as the door that leads to the fourth floor of the large tower.

While the funeral is progressing, Tiddums (the cat) will be obnoxious - stalking Father Thomas when he enters the room, yowling when he speaks, coughing up a hairball, etc. But he will be nice to the Humes, rubbing their legs, hopping into their laps, etc. He will eventually jump on top of the coffin. When the Daniel and Francis approach, Tiddums will sit up on the coffin lid and stare quietly at them. After everyone has paid their respects, Tiddums will jump into the coffin and rub Oliver's face and then hop out.

After the viewing the PCs will carry the coffin through the rain to the crypt. This would be a good opportunity to spook the PCs and maybe force some pulls to avoid dropping Oliver or just not freaking out; perhaps by something related to their questions, or blood dripping from casket, hearing moans or laughter, feel something grab their leg and almost trip, etc.

Afterwards, it will be time for lunch. Father Thomas will inform the party that he has to return to the mainland immediately to take care of his parishioners. He really just wants to get the hell out of here. Jones will leave with him to pilot the boat back. Neither of them return, at least not alive.

Scene II – The Reading of the Will

After lunch it is time for the Reading of the Will. The storm noticeably worsens as everyone gathers in the Main Hall (*First Floor 9*). Once everyone is present, Edward Granby will pull out a record from a locked and sealed briefcase and play it on the gramophone.

Oliver can clearly be heard over the hiss and pops. The recording is clearly his will. After the legalese, he starts to cackle as he makes his final wishes known. He mocks Agate. He honors his dear, blind, clumsy wife's wishes and includes Agate in the will and bequeaths her one whole gold eagle (\$10). He then mentions it was a real shame she fell to her death and that it breaks him up to think about it – not as broken up as she was – but pretty bad though. The remains of the estate is given to Daniel and Frances, either both or whichever one survives by the end of probate. The only thing he bequeaths to Millie is some advice, suggesting she be real “good” to the heirs and they might keep her around.

Let the players know, that there is something strange about the pops, hisses and crackles that are heard from the recording. PCs who pull can hear something more: Camille Bellamont will hear pleas for release from the imprisoned souls of John Hume's previous victims; Daniel Oliver Hume and Frances Artemis Hume will each hear promises of glory and power from John Hume; the rest will just hear indistinguishable ghostly howls.

ACT 3: MURDER BY DEATH AND THE OFFER

This is where John's plans start to come together. He will unleash his full powers as he starts to kill the NPCs and then moves on to the PCs. His goal is to convince one of the grandchildren to take his offer, preferably Daniel, and then kill the other.

During this scene pressure the players and don't let up. Look for any excuse to have the PCs make pulls. This should be the longest act.

Scene III – Murders

Give each PC an opportunity to do something before skipping ahead to dinner. Millie will be visibly upset when she heads to her room. She has been hearing (seeing?) the ghost of John Hume, chiding her skills and luring her to suicide. When everyone gathers for dinner, they will hear a crash. If any PC makes a pull, they realize that the sound came from Millie's room. When the PCs arrive at her room, there is signs of what happened (Millie, overdosed on opium and died, knocking stuff over – hence the crash), but no body. John Hume's spirit has animated her lifeless body to begin his killing rampage. He will animate the other victims as they fall to enact his evil plan.

And of course the weather worsens.

At this point, start killing off the NPCs as it narratively makes sense. Let the PCs discover the bodies when it makes sense. Push and pull the players with horrific screams or sounds of struggle. Here are some suggestions for spooky discoveries:

- The PCs discover a victim with a very broken neck, their head very loose on the body
- Agate's dogs are eating the innards of another body.
- The PCs come across the severed head of a victim. The body is never found.
- A staff member is found standing with their back to the PCs. As they approach, it will fall, a cleaver in their face.
- In a closet (or really upon any door opening), a body falls onto the opener.
- A body will be seen falling. Either outside from an upper story or down the stairs.
- A victim comes stumbling in and grabs a PC, then collapses, vomiting blood. An axe or scissors lodged in their back.

As the PCs are attempting to find out what's going on, hit them with spooky things. For some ideas, see **Appendix B**.

In addition to the bodies, here are some other things they can come across with a pull or two:

- If Bertram uses photography and takes a picture of Tiddums, it will reveal a hazy artifact that appears to be some sort of spectral "leash" that leads to the fourth floor of the large tower.
- If Camille holds a séance, she will be able to contact Oliver (John Hume) or Artemis. Oliver will mock the PCs, while secretly whispering to Daniel and Frances. See the Offer below.
- The ebony trunk, next to Artemis's Hope Chest in the Cellar Storage room (Cellar 5), has been moved as indicated by an empty space with "dust shadow."
- Artemis's Hope Chest is locked. It contains a Braille typewriter and several Braille notes (a journal of sorts) from Oliver's late wife. It contains the following clues: Oliver proposed to her on the rooftop; she was suspicious about the paintings; the cat acted weird; she had nightmares about trapped spirits; she found the skulls in the basement (they were moved to a secret shelf in the library on the third floor of the large tower); Oliver began acting more and more cold to her; the last entry will mention that Oliver asked her up to the roof.
- Oliver's body will be discovered, apparently having been recovered from the tomb (the animated corpse(s) moved the body according to John's twisted will), and has been decapitated. If the PCs noticed the key earlier, it is missing now. An additional pull can be made if it is forgotten.

Scene II – The Offer

As the story is coming to a head (perhaps after all of the NPCs have been killed or time is running out), John will make his offer. He will start by whispering to Daniel, and then Frances if Daniel refuses. In either case, he will promise them eternal life and power if they complete his ritual. Of course he won't mention that the ritual imprisons their spirit in a skull and his spirit moves in. If that doesn't work, he will claim that if they don't complete the ritual, the souls of the entire Hume family, including theirs, will be forfeit, which is a bit of a lie – only his soul is at risk. If that fails, he threatens kill the other PCs if they don't cooperate. By that point, he will be speaking through the mouths of the corpses he has animated.

If they still refuse, then he will attempt to herd the PCs to the Ritual Room (*Large Tower Fourth Floor*) with the undead.

Scene III – Final Confrontation

Regardless whether one of the heirs agree to the Offer or they are herded there, they should wind up in Ritual Room (*Large Tower Fourth Floor*). The storm will, of course, be at its strongest, lashing the house with a high preternatural fury. Everything will be setup for the ritual – the small chest from room Basement room 5 will be there (unlocked with the key from Oliver's body), Oliver's freshly severed head, an inkwell filled with his blood, an occult dagger, and other occult paraphernalia.

There John's spirit manifests. If the Offer still has not been accepted, John will beg and plead, promising whatever he can to convince them. If that still doesn't work, then Tiddums will reveal its true form in all its horrifically demonic glory and attack, along with the animated corpses of those John has killed during the story. Only Daniel and Frances will be spared.

If an heir is willing, John will guide them through the grisly ritual and the game ends as everyone dies and John Hume lives again.

APPENDIX A THE HUME ESTATE

The Hume Estate is pretty big. On the outside, there is a nice ornamental lawn in the front and a garden in the back with a gazebo and a hedge maze. Nearby is the carriage house, where the butler resides, and on the shore several hundred yards away is a boat house.

Below are the rooms in the house. Some of them have important Story-related details called out. Otherwise use your imagination. The interior is nicely appointed in the Victorian/Edwardian style. Strangely enough the house is also decorated with many bizarre and possibly occult items. They can be found all throughout the house. Below are some examples, but feel free to add more as desired:

- Several African Death and Fertility Masks,
- An Obsidian Dagger ordained to Mictlantecuhtli,
- A copy of the *Malleus Maleficarum*.
- An Absinthe Fountain,
- The Rouchomovsky Skeleton (A Russian, Fully Articulated Gold Skeleton In a Silver-Gilt Sarcophagus),
- A Cintamani Stone,
- A Hand of Glory,
- Several Shrunken Heads (one of them belongs to an old maid. If Daniel or Frances makes a pull, they will recognize it as the maid who worked here when they were young)
- A voodoo doll in a glass case. Making a pull allows the PC to notice it strongly resembles Artemis Hume.
- All of the family paintings have the same style and brushstroke pattern (i.e. were painted by the same person)

When I have run this in the past, I've used *Steve Jackson Games - Floor Plan 1: Haunted House* as a map for the house. Numbers in parenthesis correspond to locations on that map.

Cellar

- (1) Wood Storage
- (2) Boiler Room
- (3) Laundry
- (4) Storage
- (5) Storage – There is an old Hope Chest that Agate will recognize as Artemis's. Next to it is a trunk, also locked, made of ebony with silver fittings.
- (6) Pantry
- (7) Wine "Cellar"

First Floor

- (1) Porch/Servants' Entrance
- (2) Kitchen - There are stairs leading up to the 2nd Floor.
- (3) Small Dining Area
- (4) Dining Hall
- (5) Hallway
- (6) Pantry/Storage Room
- (7) Front Porch
- (8) Entry
- (9) Main Hall
- (10) Billiards Room
- (11) Atrium

Second Floor

- (1) Servants' Quarters – This is where the maid, Yvette, and the Cook, Miss Peacock lives.
- (2) Master Bedroom – Daniel and Francis both share this room.

- (4) Bedroom – Agate and Camille are quartered here.
- (5) Parlor
- (6) Servants' Quarters – Jones lives here.
- (7) Balcony
- (8) Second-floor Landing
- (9) Bedroom – Edward is quartered here.
- (10) Study
- (11) Bedroom – Corky is sleeping here.
- (12) Bedroom – This is Bertram's room.

Small Tower Third Floor

- Reading Room

Small Tower Fourth Floor

- Reading Room – There is a pull down ladder that leads to the roof.

Large Tower Third Floor

- Formal Library – The stout door that leads up to the Fourth floor is strongly locked. There are several occult books mixed in among the normal ones. There is a hidden shelf behind one of the book cases where John placed the skulls of his relatives. There is an empty spot, marked with Oliver's name.

Large Tower Fourth Floor

- Storage/Ritual Room – Oliver Hume used this room for his occult works. This is where the ebony trunk from the cellar has been moved.

APPENDIX B: HAUNTINGS

Here are some ideas for creepy things to happen. Sprinkle them in lightly in Act I, increasing in Acts II and III.

- The apparition of Artemis Hume can be seen through a window falling from the roof. A pull for those who want to notice some faintly glowing lines that lead into the house (leading to the voodoo doll in *Second Floor 10*).
- Out of the corner of your eye, you catch a reflection from a window and it shows something very disturbing. A strangely familiar old man, wearing a centuries old suit, looking peering inside with a... hungry look. When you look at the window you just see the storm, lashing the window with rain. (Allow a pull to recognize the apparition from the painting of John Hume in the house.)
- You notice an ornate snow globe. What draws your eye, is that the snow covered house is the Hume Estate, but older, more decrepit. You then realize the “snowflakes” are actually small skulls, silently screaming. When you look at it again, it is just a normal snow globe.
- A sudden draft or gust of wind bears an odor of rotting flesh, as if to a charnel pit. It goes as quickly as it came. Investigation reveals that while it seemed to originate from the basement, nothing is found.
- The rain falling onto the roof has an odd sound to it; rather than it being the regular sound of rain, there seem to be some sort of hidden pattern in the sound of the raindrops. Listening closely you think you hear the sounds of people begging and pleading, but no words are intelligible.
- Out of the corner of your eye, you see a small shape, as of a mouse or rat, scuttling out of sight. Tiddums, the cat bursts by you. Moments later you see Tiddums, with the small creature. For a moment you think that the mouse is actually a miniature person, but then Tiddums leaves the room.
- In the bed in this room a writhing figure can clearly be seen to be under the sheets, although no part of it is visible. When the bed is approached, the figure sags, and the sheets gradually flatten to the bed with a whispering sound. When they are moved, there is nothing underneath them, and the mattress is solid, so that nothing could have passed through it. Nothing can be seen under the bed either.
- A dripping noise can be heard coming from the room next door. When investigated, a red liquid is dripping from the ceiling and pooling on the floor below. This is obviously fresh blood, and you know deep down that it is human. The source of the blood is never found and when the pool is out of sight, it disappears.
- Daniel or Frances suddenly find that their hands are covered with fresh, dripping blood. All attempts to wash off the blood, or otherwise remove it, fail to work, and the blood that drips off their hands stains whatever it drips on to. Shortly afterwards, the blood suddenly disappears from both their hands and the stains it made vanish too.
- When Daniel or Frances look into a mirror, they see their normal reflection, but they get the distinct impression that it is a different person, and for the briefest moment the reflection gives an evil grin and then all returns to normal.
- When you enter a room, you notice a pattern of several dots, dabbed in blood, on the wall. Investigation reveals that it is braille and spells out "Beware of Hume." The words fade away after being seen.
- As you glance around the room, you realize that there are more shadows of people in this room than there are actual people. They seem to be writhing, in either agony or ecstasy, you are not sure. When you look again, all is normal.
- After a big flash of lightning and crash of thunder, the lights flicker and dim. Suddenly the radio set in the room turns on and all that can be heard is static. Careful listeners will hear in the noise, what sounds like the howls of the damned.

Here are some suggestions after the murders start in Act III.

- One of the bodies winks at Camille, who is psychic. No one else will see it.
- After Millie’s body is discovered, her body will be “rediscovered” in the bedroom of any PC who responded to her flirtation while alive.
- The phone to the Boathouse will ring. All that can be heard is silence, followed shortly afterwards by heavy breathing, then finally sounds of destruction (the boat is destroyed).
- Tiddums jumps out and scares the PCs. Perhaps he was hiding under a bed or other piece of furniture.
- If Agate has forgotten about her dogs, then a very self-satisfied Tiddums is feasting on one of her dog’s corpse.
- Tiddums is discovered eating the bloody organs of one of the corpses. This would work well for Father Thomas.
- The bodies go missing quickly after being discovered because John Hume animates them.

APPENDIX C: QM NOTES

Agate Finchley,

1. You now rely on Camille's ability to talk to spirits. What happened, many years ago, to make you realize that the spirit world is real?
2. As children, how did your sister go blind, and why do you blame yourself?
3. You are obsessively convinced that your sister was murdered by her husband. Why?
7. What scares you the most?

Camille Bellamont

1. You started life as an Englishwoman named "Cassie Corkington," and now you're calling yourself "Camille Bellamont" and pretending to be French. As a teenager, what happened to make you run away from home and become a con-artist?
6. What scares you the most?
7. What did you learn about Oliver that has you questioning his death?
8. You know in your heart that spiritualism is rubbish, but you did have one experience that could have been supernatural. What was it?

Mr. Bertram Finchley

6. What has made you believe in spirits?
7. What scares you the most?

Daniel Oliver Hume

1. What's your most vivid memory of your grandfather Oliver?
6. How did your parents die, and why do you blame yourself for it?
7. Why would you give your own life for your sister's?

Frances Artemis Hume

1. What's your most vivid memory of your grandfather Oliver?
5. Why are you afraid of the dark?
6. What would you do without your brother?

Gerald "Corky" Corkington

1. Why do you blame yourself for your sister, Cassie, running away from home those many years ago?
6. What are you scared of?
7. What is your secret indulgence?

APPENDIX D: CHARACTER QUESTIONS

Mrs. Agate Finchley, Widow and Elderly Sister-in-law of the late Oliver Hume
The year is 1925.

1. You now rely on Camille's ability to talk to spirits. What happened, many years ago, to make you realize that the spirit world is real?
2. As children, how did your sister go blind, and why do you blame yourself?
3. You are obsessively convinced that your sister was murdered by her husband. Why?
4. You used to be rich. How did you run through your estate, and what do you do to maintain the illusion of wealth?
5. Your middle-aged son Bertram still lives at home with you. Why?
6. When you pass over, how do you expect to die?
7. What scares you the most?
8. Describe and name your dogs. Why did you bring them?

Camille Bellamont, French Lady Companion to Agate Finchley and amateur Spiritualist
The year is 1925.

1. You started life as an Englishwoman named "Cassie Corkington," and now you're calling yourself "Camille Bellamont" and pretending to be French. As a teenager, what happened to make you run away from home and become a con-artist?
2. How did you learn how to pretend to be a psychic?
3. Once you've conned Mrs. Finchley out of her estate, how do you plan to spend it?
4. In your role as Mrs. Finchley's companion, what activity do you hate the most?
5. Why do you still keep tabs on your brother, Gerald, despite running away from home?
6. What scares you the most?
7. What did you learn about Oliver that has you questioning his death?
8. You know in your heart that spiritualism is rubbish, but you did have one experience that could have been supernatural. What was it?

Mr. Bertram Finchley, Son of Agate Finchley and Nephew of the late Oliver Hume
The year is 1925.

1. What secret of the Hume estate do you know from your childhood?
2. You carry a camera with you most of the time. What first triggered your interest in photography?
3. What's your worst habit?
4. Why don't you like your relatives very much?
5. What made you consider hospitalizing your mother?
6. What has made you believe in spirits?
7. What scares you the most?
8. Why are you thinking about having a go at Camille, your mother's French companion?

Daniel Oliver Hume, Grandson of the late Oliver Hume and Dilettante
The year is 1925.

1. What's your most vivid memory of your grandfather Oliver?
2. You've dallied with many charming and elusive women. Why are you still single?
3. Does it bother you that you and your sister are the last living blood members of the Hume family line? Why or why not?
4. Why are you often late to your job?
5. Why is it important to you to inherit your grandfather's fortune?
6. How did your parents die, and why do you blame yourself for it?
7. Why would you give your own life for your sister's?
8. What hobby are you proudest of?

Frances Artemis Hume, Granddaughter of the late Sir Oliver Hume and Flapper
The year is 1925.

1. What's your most vivid memory of your grandfather Oliver?
2. When did you realize it all meant nothing?
3. What part of being rich do you enjoy the most?
4. What's in your handbag?
5. Why are you afraid of the dark?
6. What would you do without your brother?
7. What happened to draw you closer to Agate than your own mother?
8. Why is it important to inherit your grandfather's fortune?

Gerald "Corky" Corkington, Companion of Daniel Hume and British dilettante
The year is 1925.

1. Why do you blame yourself for your sister, Cassie, running away from home those many years ago?
2. What do you take pride in?
3. What did you learn about Oliver that has you questioning his death?
4. You feel like Frances could be your sister too. How are you planning to take care of her in the future?
5. What do you currently have in your pockets?
6. What are you scared of?
7. What is your secret indulgence?
8. How did you learn Braille?