

# The Watcher Files

November 21<sup>st</sup>, 1932 P.M.

## Reports from the Watcher-Lead Team of the Gingerbread Hall

### The Case of the Escaped Bank Robber

As previously reported in the ***Case of the Escaped Bank Robber***, the team was engaged in pursuit of an escaped bank robber, a criminal Wonder named 'Ringmaster'.

When the team caught up with the Ringmaster, he was bound to a chair in the center of an abandoned barn. The situation was designed as a trap with the Ringmaster as bait and hostage.

After some initial reconnaissance Jeeves was designated as the team member to extract the prisoner. He was reinforced with protections provided by the Foetus. Jeeves collected the prisoner which triggered the emergence of tentacled 'Horror' from the ground under the barn. Said Horror was very large, large enough that its tentacles burst through the roof of the barn. It was also fundamentally alien in a way that disturbed the mind.

#### Action Report

Combat ensued.

The action began with Jeeves make an impressive leap out of the structure (backward and through the open hay loft) while shielding the prisoner. Other team members closed in or prepared their defenses.

The Horror closed with and attacked Jeeves. Unusually and disturbingly, it was able to make four simultaneous attacks. One hit Jeeves but was deflected by the protections provided by the Foetus. One of the Horror's attacks seemed to go wrong, allowing some team members to counterstrike. Both the Shadow and the White Ghost were able to take advantage with ranged attacks that inflicted some visible damage.

The Foetus closed in order to maintain his protections on Jeeves. Might Mite attempted a high-speed impact attack but was not successful. Jeeves – realizing the prisoner/hostage was still at risk choose to leap further away from the Horror. Dust Devil attempted a long-range mini-cyclone attack but missed. The Shadow closed to closer range.

With Jeeves having withdrawn, the Horror turned its attention to the Foetus. It was able to strike that worthy three times. The Foetus was badly injured, knocked unconscious, and his body was thrown over fifty yards away. This also had the affect of removing the Foetus's protection from those on whom it was provided. The Watcher, seeing the Foetus's peril, picked him up and transported him away from the danger zone.

With a clear path available to him, the Mighty Mite was able to deliver one of his high-speed impact attacks. The Horror was hit hard but was still standing. The White Ghost also hit it again with a cosmic attack. The Dust Devil's mini-cyclone attack again missed.

Jeeves, having successfully removed the prisoner from danger, leaped back into the fray. His attack was foiled by the Horror grappling and crushing him. A new aspect of the Horror's abilities was revealed in that Jeeves lost a small amount of his prodigious strength.

Mighty Mite was circling looking to align his next was attack. The White Ghost attempted another cosmic attack and this time missed. The Dust Devil closed to achieve a better range for his attacks.

The Horror, still having Jeeves in its tentacles, crushed and attacked him again. The combination of attacks rendered Jeeves unconscious.

Anxious to stop the Horror from inflicting further damage on a team member, the Mighty Mite launched himself at the Horror. Unfortunately, the angle was ill suited, and the speedy Mite struck the ground with considerable force rendering himself insensible.

Further ranged attacks are delivered by the White Ghost and Dusty Devil. Both hit and both did damage. The Shadow uses his mental influence to cause the Horror to pause and drop Jeeves unconscious form.

In the pause inflicted by the Shadow, both the White Ghost and the Dust Devil deliver additional attacks. While the White Ghost's cosmic attack works as usual, this time the mini-cyclone delivered by the Dust Devil has no effect. It seems his previous attack had only been slightly successful by a considerable stroke of luck.

However, this latest attack drew the Horror's attention to the Dust Devil. The Horror closed on the Dust Devil and struck him with multiple tentacles despite the blinding dust storm that surrounded the Wonder. Dust Devil was moderate injured and thrown back by about twenty yards. He too lost some degree of strength from the attacks.

Finally, the Shadow was able to deliver another of his lightning attacks which was successful. The Horror's stamina was overcome, and it succumbed. Its physical form imploded and disappeared leaving no body.

### [After Action Analysis](#)

Though this analysis was not conducted until later, it is reported here for continuity.

It seems that the Horror, despite its uncanny nature, did not adhere to the normal properties associated with a Wonder. There was no trace of its presence before its manifestation and it did not leave a body. It was able to attack simultaneously multiple times. Its attacks inflicted a reduction on strength that did not regenerate in the normal way.

The Horror also seemed to have particularly high resilience against attacks of kinetic nature. Might Mite's successful attack delivered significant energy but less damage than would be expected. Dust Devil's attacks also work kinetic energy, and one was foiled entirely and the other worked (somewhat) only through extreme luck. On the other hand, the cumulative strikes of the energies wielded by the White Ghost and Shadow were able to bring down the Horror.

It is also noted that Foetus's role as defensive enhancer was inadvertently nullified by his accidental positioning at the front line. Some discussion of group tactics may be in order.

## Post Action Recovery

The immediate focus after the combat was on treating the injured. The Dust Devil's medic skills and powers were able to restore consciousness and vitality to first Jeeves and then to the Foetus. However all three Wonders continue to suffer a sustained reduction in their strength as a result of contact with the Horror's power.

## Prisoner Interrogation and Site Examination

An immediate debrief of the rescued escapee, Ringmaster, was conducted.

Ringmaster claimed that two men arranged his removal from prison. He was unable to identify the men other than both wearing bowler hats (an archaic fashion choice). In his account the 'Bowler Hat Men' simply asked the guards to allow him to leave, asked him and his partner Gisele to accompany them, and asked one of the guards to drive the four of them to this remote location. Everyone cooperated with these requests.

Once arrived at this barn, the Bowler Hat man/men asked Ringmaster to sit in the chair and wait. He was tied and hooded. Other than these requests the Bowler Hat men did not speak to either him or each other. Ringmaster claimed not to know where the Bowler Hat men or his partner Gisele went after they left the barn.

Ringmaster wasn't sure why he complied with these requests. Mental control powers are suspected.

Ringmaster was in the barn perhaps a day. When rescued Ringmaster warned Jeeves not to move him but he wasn't sure why.

Ringmaster said that the Bowler Hat men were not involved in the bank robbery for which he was originally arrested. He claimed he was hired by a "Mrs. Smith". He further claimed there was no interest in the safety deposit vaults and the objective was solely for money. He also claimed that the 'circus act' aspect of the bank robbery was his and Gisele's pattern of operating and not introduced by either Mrs. Smith or Bowler Hat Men.

Further investigation at the site of the trap (the remainder of the barn) was also conducted. There proved to be no indication of tunneling or other entrance that could have been used by the Horror. There were strange symbols scratched into the dirt floor. The White Ghost and Might Mite committed these marks to memory, there being some reluctance to reproduce the writing.

In one interesting development, Jeeves noticed a scent of a person who had been at the room in the Hotel Alexandra where Sir Cartwright's body had been discovered. This appears to connect this case to the ***Case of the Half-Eaten Man***.

There was also some speculation based on previous information that "Mrs. Smith" may be estranged wife of Sir Hamish. This would potentially connect this case to that of the ***Case of the Assassinated Body Double***.

## Prisoner Returned

The team then transported the prisoner Ringmaster back to the special holding facility at Stony Mountain.

During the transport, they team encountered a roadblock of RCMP officers with special weapons. The officers escorted the team back to prison.

After turning the prisoner over to authorities, the team debriefed with the warden of the prison and senior RCMP officer present.

The warden confirmed the presence of the Bowler Hat men and the participation of the guards. This was especially concerning as all visitors are required to wear neutralium bracelets which should have protected the guards from mental influence by Wonders. (Note: It is not clear if the mental influence could have been used to avoid the requirement to don said bracelet.)

The body of the guard who was seconded as the get-away driver had been found in his burned-out truck. Autopsy was pending.

### Further Investigations

The team was returning to Gingerbread Hall to pursue additional inquiries in Assiniboia.

Further reports to follow.

## Questions Raised by Mighty Mite

So .. .to try and clarify my own confusion about how players are in this 'game' ...

- 1) Us (pretty sure about this one)
- 2) Sir Hamish (the real one, wants to go slow on Wonders' Rights)
- 3) Sir Hamish's wife (wants to go fast on Wonders' Rights, possibly working with/controlled by 5?)
- 4) RingLeader + Giselda (mercenary Wonders, recently controlled by 5? 3?)
- 5) The Bowler Hat people (recovering relics and casting Dark Magic, possibly working with/controlling 5?)
- 6) Mysterious Individual/s feeding us information (at odds with 5?)