

## **A Report in summary:**

Despatched, via Urchin, upon landing at London.

Outer wrapping:

*To Master N. Mustard, Apothecary, at the Sign of the Mortar & Pestle, Fylpot Lane, in the Parish of St Andrew Hubbard.*

Inner wrapping:

*To be despatched upon the instant to My Lord Secretary, etc, etc.*

## **A Summary Report on the Rainham Marsh part II**

From 'The Physic'

### **At the Raynham Round House upon a Monday morning.**

- 2 Lizards, 1 Snakewife
- 8 human casualties and 2 treatable.
- An unknown number, including a Catholic Priest, disappeared into the Marsh.
- 'Preacher' remembered very differently by all; the appearance likely a phantasm.
- None aware of their own appearance as Lizards.
- As evidence: salted heads: Snake-Woman (perhaps the preacher), and a Lizard.

### **At Albert-o-the-Marsh's Hut**

- Night time lanterns seen towards inner marsh.
- The Catholic Priest's Relic: *St Olga of Kiev's* hand: watchkeepers' uneasy after midnight.
- Mudboots advised for central marsh exploration

### **To the Central Marsh**

- The Scotchman finds Lizard and Boot tracks.
- Unseasonably warm and humid
  - Flora and fauna: unnatural in England
  - The 'marsh' firm underfoot. Mudboots redundant.
- Ruins & Lizards
  - Probes and skirmishes
  - Commend The Theatreman's boatman's (one 'Burt) handling the swivel-gun at a critical juncture.
- The Stair leading under the pool to the Underworld.

### **Under the Marsh**

- Familiar style caverns viz: underneath Waltham Abbey — but some parts older and richer? (The Plum's authoritative opinion)
- Snakewives and "Lithe" lizards
- Spiders of breadth and weight to catch a Man.
- Lizards' matchlock muskets raised against us.

### **The Ceremony Cavern**

- Lizards: guards, guns and spears.
- The Orrery.
- The Writhing Snakewives.

- The Plum identifies a Ritual of Containment and it should be maintained.
- Stand-ins: The Physic and The Theatreman step up in turn.
- The Creeping Cold
  - The Plum's knowledge defies the cold.
- Ritual tools discovered by The Scotchman
- Snakewife: "It is not enough!"

### **The Servant**

- Identified as The Servant, not the Master we had thought, by The Plum.
- An armed Snake, greater than a man in length, breadth and height, wields a blue steel bar of smiting.
- The Scotchman and The Theatreman's weapons make little impact, it seemed.
- A bloody shot by The Physic.
  - Fall of The Servant
  - The Physic inherits: now the new Servant, though the Master unaware, states The Plum.

### **The Cavern of the Unseen**

- The Space Un-seeable.
- The insensately Flailing Coils.
- The Sacrifice.
  - The Sacrifice, known to us previously.
- The long blood-sacrifice and its tools.

### **The Rescue**

- The Scotchman defends, The Theatreman attends, the The Sacrifice
- The Plum strikes.
  - Smites The Unseen Master (including the flailing coils) through smiting The Servant and impromptu, but doubtless learned calling of a Name amongst the Angelic Host.

### **The Collapse**

- Even as The Unseen (of the insensately Flailing Coils) flees the wrath the Angelic Host loosed by The Plum, that one collapses, and likewise for the unnatural caverns.
- The Scotchman and The Theatrical, last standing, carry the Physic, the Victim and the Plum individually and by stages through a rain of falling rock to safety, through repeated porterings until some recover.
- The continuing collapse mandates as rapid a withdrawal as two, then three, then four men may accomplish while carrying a Victim, eventually to the dependable 'Burt waiting with the skiff.

### **Departure from the Inner Marsh**

- A widening collapse.
- Channels filling as the land sinks.
- Cool English breezes sweep in, dispelling sweltering foreign stillness.
- Reeds thrust up, replace creeping vines.
- Currents reversed.

### **Return to Albert-o-the-Marsh's Hut**

- A week has passed since we parted 'yesterday'!
- Good folk from the parish of Avely render assistance at the Rainham Roundhouse and provide opportunity for proper Christian Worship to the Marsh Folk.

### **Unresolved:**

- No source of the boot print The Scotchman detected was found in the Incursion at the marsh's centre.
- The Sacrifice is in our care, but as yet uncomprehending of what has led to their state.