

A Handful of Dust

David Conyers

The
Witch
Cycle
PART II

A Delta Green Scenario for the Call of Cthulhu Role-Playing Game

And I will show you something different
your shadow at morning striding
Or your shadow
I will show you fear in a



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Introduction

An Overview

It is Monday morning, the 16th of July 1945. The dim pre-dawn advances across the vast desert as some of the world's greatest scientific minds and highest ranking officers in the United States military gather at a remote location many miles outside of Alamogordo, New Mexico. They wait just beyond the marked danger perimeter, believing that they are distant enough to be safe, assuming that the whole atmosphere of the earth does not ignite as a result of their deadly experiment. All eyes are glued a lone tower in the centre of the zone. They all know the site by its name: Trinity.

Rain has postponed the test once already. If the test cannot be completed before dawn, then the experiment will have to be postponed until the following night. Each delay delays the end of the War in the Pacific and the final defeat of the last Axis Power. With less than an hour to go the weather finally clears, a decision is made to proceed and the announcement is made. Sirens howl a last warning as the restricted area is cleared. At 5:30am the night sky is lit up as if by day. There is a flash of light from an expanding bubble of pure energy. From behind the blinding heat wave rises a huge cloud of vaporised matter that ejects radioactive dust into the atmosphere and down across the desert like black rain. The energy of the sun burns briefly on the surface of the earth as the first atomic bomb in human history is detonated. The world moves into the atomic age.

In the earth, deep in a well that leads to the underworld of Indian legend, something not of the earth stirs in its slumber. After millions of years in a death-like state a Great Old One is awakening. The stars are not yet right, it can feel that, but it knows that its time is near...

Background

Rhagorthua is a Great Old One trapped in a death-like state, waiting for the day when the stars are right and it can return. Its prison is a bottomless well in the desert of New Mexico. The Navajo, Apache and Hopi Indians believe the well is one of the many entries to the underworld from where all Indian tribes originated, although none would venture there again because of the evil nature of the inhabitant.

However, in the early morning of 16 July 1945, Rhagorthua was prematurely awakened by the Trinity atomic blast of the Manhattan Project. The Great Old One absorbed

twenty kilotons of atomic power and used that energy to partially free itself from its prison. It sent out radioactive winds bearing a call for someone to fully free it and still waits for assistance nearly sixty years on. But Rhagorthua is patient, and centuries mean nothing after aeons of imprisonment, it can wait a few decades more.

More than 30 years before these events and half a continent away in Arkham Massachusetts, a coven of witches was being reformed, and old members were being brought back from the dead to teach the new members the ways of their order. They called themselves The New Coven of Salem, many members of which were descendants of witches from the Salem Witch Trials of 1692 and those that followed later in Arkham of old. The New Coven worshipped Nyarlathotep in his guise as the Black Man. In return, the Outer God granted the witches powers and magic beyond their wildest dreams and the sane limitations of their minds.

In the latter part of 1939 the Arkham Police, with the help of two private investigators Harrison Zamsky and Roger Shaw uncovered the Coven's activities. After several raids and arrests the Coven was closed down. The leaders of the Coven disappeared and nothing was heard of them again until recently when the Coven seemed once again to undergo a resurgence in Arkham. (For more information on these events, Keepers are referred to the *Witch Cycle Part I – Devil's Children.*)

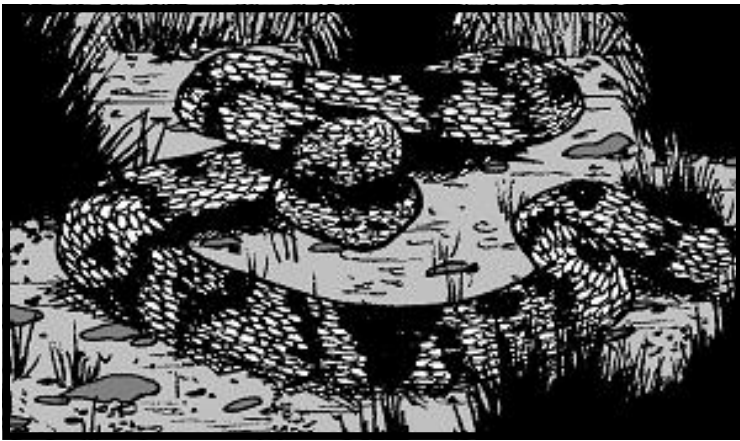
One of the surviving descendants of the New Coven of Salem was Maurice Calvin, who was only a young boy during the raids of 1939. After he was taken away from his parents during the arrests, he was sent to an orphanage in Arkham where he spent the remainder of his childhood. His parents died in prison, but Calvin secretly kept the Coven's traditions alive by continuing to worship Nyarlathotep on the dark nights on the witches' sacred days.

As an adult Calvin completed a degree in psychiatry at Miskatonic University in Arkham and for a time he led a relatively unremarkable life, running a small psychiatric practice. Occasionally he would sacrifice animals to Nyarlathotep and conducted rituals honouring the god's name, but he was reluctant to take more daring steps, such as sacrificing humans.

This all changed two years ago when he was contacted by a group of four new witches who were intent on reviving the old Coven. Calvin was informed by these

witches that he had inherited his grandparents' ranch just outside a small town called Powell in New Mexico, and sent him there to resurrect old Coven members with a potent spell gleaned from his grandparents' notes. Calvin agreed, sold his business and departed for the Southwest, happy to be back serving the Coven once more and assisting their return to glory. Months later when Calvin began to bring back the old Coven members Rhagorthua's senses on its wind learnt of the man's presence.

It was Calvin's knowledge of the Resurrection Spell (see *Call of Cthulhu* rulebook) that attracted Rhagorthua to him. If Calvin were to cast the resurrection spell over Rhagorthua's trapped body, then Rhagorthua would be released into the world once more and the return of the Great Old Ones would take one closer step to fruition. Knowing this, Rhagorthua increased the intensity of its windborne plea. This had the unfortunate side effect of driving insane the citizens of the nearby desert town of Powell and blowing back to dust anyone Calvin brought back to life.



Although he can perceive the Great Old One's cries Calvin can't quite understand them. He can tell that a powerful creature is trying to force him to do something, but he is wary. He has been resisting continuous calls, but soon his self-control will give in to his fears and he will strike out into the desert to cast his spell over Rhagorthua's Well, bringing the Great Old One back to life. Calvin will save himself from his nightmare, at the cost of his life and everyone else's in the vicinity.

General Notes

A Handful of Dust is a modern day *Call of Cthulhu* scenario designed for Delta Green agents. The adventure is assumed to take place in Summer, but this can be changed to fit in with the Keeper's campaign. The agents have been called to Washington DC by another Delta Green operative, Special Agent Jane Turner. She is tied up with other cases she can't get out of, so brings the investigators in to take over the Coven case. She is also a washed up operative and is looking to pass on this dangerous assignment to other recruits. After her briefing and initial investigations the agents are sent to Alamogordo, New Mexico, to further investigate evidence which suggests that the Coven is headquartered there.

When the agents arrive in New Mexico they find that the focus of their investigation keeps changing: from inquires into a religious cult, to murder, and a madhouse, until finally they find themselves running for their lives from an atomic inferno. The clues thrown at them make little sense on their own. While at first they seem to have no coherent order, eventually the agents should, with some dread, piece together that the ultimate outcome of the events may end in a terminal nuclear experience.

Dealing with Insanity

Insanity in *A Handful of Dust* is tied up with the calls on the wind from Rhagorthua. Each time an agent goes temporarily or indefinitely insane, they feel themselves drawn to Rhagorthua's calling, loosing an additional **1D3 Sanity loss** and gaining **+1% Cthulhu Mythos** for their pains. Insane agents must make a **POW x5%** roll every hour until they leave the area or be drawn to Rhagorthua's Well where they will to attempt to free the Great Old One. Those who know the spell: Resurrection will cast it, and those that don't will either throw themselves into the Well never to be seen again, or be sent back to find the spell. For dramatic effect, Keeper's should only have the agents drawn to the Well near the scenario's conclusion. Affected agents must succeed with **POWx2%** rolls if they wish to resist the compulsions when they near the Well at the climax of the adventure. Investigators who go permanently insane no longer care, and will do all in their power to return the might of the Great Old One to the earth.

Dealing with Death

The death of the agents does not mean that adventure has come to an end for them. Calvin has use for agents alive as well as the means to bring them back from the dead. Any agents killed in or around Powell are collected by Coven members and taken to the Ranch where the Resurrection Spell is cast over them. They are then locked away until Calvin is ready to interrogate and torture them, partially to learn why they are investigating him and partially for his own pleasure. Calvin may resurrect townsfolk from Powell, if it suits his needs. Resurrected agents do however face more complications than just the mere fact that they can be reduced to dust by a casual casting of the reverse spell, they are also vulnerable to the call of Rhagorthua whose winds can now blow them back to dust. Notes on what to do in such events occur throughout the scenario.

Dealing with Radiation Poisoning

Throughout the scenario the agents are exposed to radiation that might have the long term effect of debilitating or killing them. Radiation absorption is measured in **Roentgen Absorbed Dosage (RADs)**, which are cumulative throughout the character's life. Once characters have radiation poisoning

they can never be fully healed. In this scenario the characters absorb radiation every hour they remain in Powell (as a result of Rhagorthua's wind), and possibly in a sudden burst (from the climactic nuclear blast). The Keeper should keep track of how many **RADS** each character has absorbed and apply the relevant effects as detailed in the accompanying table.

New Mexico

New Mexico is America's fifth largest state located in the Southwest region of the country. Terrain varies from alpine tundra to desert with more than 75% of the land located above 4000 feet (1,300 metres). Most people in the state live along the Rio Grande Valley which stretches from Las Cruces right through to Albuquerque and on through to Colorado. The citizens are mostly Anglos, Hispanics and Indians in a kind of melting pot of cultures. Indians are of mostly Apache, Navajo and Hopi traditions. The economy is made up of government, trade, service and manufacturing industries. Agriculture is mostly livestock, alfalfa, chillies and cotton production. Of the one and a half million citizens, over a fifth of the population live in the state capital, Santa Fe. New Mexico was granted statehood in 1912.

RADS	Effect
0-60	Practically no effect.
61-100	Slight nausea and sickness.
101-200	Nausea, vomiting, diarrhoea, hair loss, livid skin spots, fevers and fatigue. Lose 1 HP per day for 25-CON days. Recovery period of 2+1D4 weeks.
201-400	Increased severity. Loses 1 HP per day for 30-CON days. Recovery period of 4+1D4 weeks.
401-600	Worsening symptoms. Loses 1 HP every six hours for 40-CON six-hour periods. CONx3% or less or permanent sterility and/or blindness. Recovery period of 10+2D10 months.
601-800	As above, plus malfunction of nervous system (-1D6 DEX) and circulatory system (-1D6 CON). Lose 1 HP per hour for 50-CON hours. CONx1% or less or permanent sterility and/or blindness. Recovery period of 1D4 years.
800+	Death is certain within a few hours. All the above symptoms, and loose 1 HP every ten minutes until death.

When the Second World War raged across Europe and Asia, New Mexico's economy boomed while the atomic bomb was being developed in secret at Los Alamos. Today New Mexico is known for the research corridor running through the Rio Grande Valley. Thousands of scientists are employed in the state's numerous research centres, including many associated with defence industries.

Resurrection Spell

Using the Resurrection Spell it is possible to bring back to life a corpse which has previously been reduced to its component salts and compounds by alchemical means. This process reduces a corpse into a fine, bluish-grey ash or powder that appears as common dust that can fit into a vial weighing only a few pounds (1 kilogram). If some of the dust is lost through spillage or other means, then the resurrection process results in a monstrous parody of the deceased. Mixing dust results in the two (or more) people brought back to life joined together in the most horrible manner. "Ye most liveliest awfulness".

The resurrection spell comes in two forms: the version on the left in the accompanying box brings a corpse back to life from its component salts, while the version on the right reverses the effect, returning a resurrected person to dust. Casting either spell takes two combat rounds. Preparing a body into component salts the first time requires a successful

To Life	To Dust
Y' AI 'NG' NGAH , YOG-SOTHOTH H' EE-L' GEB F' AI THRODOG UAAAH	OGTHRODAI ' F GEB' L-EE' H YOG-SOTHOTH 'NGAH' NG AI 'Y ZHRO

Occult skill roll and one hour's preparation time.

When using the spell to force someone back into dust, the caster must successfully match her or his **Magic Points** against the target's **Magic Points**. Using either spell costs the caster **3 Magic Points**. Resurrecting someone causes the caster a loss of **1D10 Sanity points** while returning someone to dust causes a loss of **1D6 Sanity points**. Being brought back from the dead by this spell leads to a **1D20 Sanity** loss for the target, more if they are incomplete or fused with another person in such cases **4D10 Sanity** loss is not unreasonable.

In this adventure the winds of Rhagorthua have a special effect on those who have been brought back to life by this spell. Such people when exposed to the winds lose a permanent point of **CON** every hour, as they are slowly blown back into dust. Corpses affected in this manner are eroded away until eventually they disappear altogether, the remains of their body mixing with the sands of the desert.



Prologue

FBI Headquarters

Washington DC

It's four in the afternoon. The weather outside is hot and muggy while inside the large grey building that is the headquarters of the Federal Bureau of Investigation the air-conditioners strain to keep everyone cool. The agents were called at home less than twelve hours ago for 'A Night at the Opera' and told to pack for about five days travel down in the Southwest, but first they are sent on the next available flight to Dulles Airport and then onto FBI Headquarters in Washington DC. There they are to meet with Special Agent Jane Turner. Any investigator who succeeds in a **Know** roll has heard of Turner, two years ago she and her partner were investigating a Satanist group calling themselves the White Cabalists. Her partner saw something he didn't like, so plucked out his eyes and ate them. The whole experience unsettled Turner who was lined up for a big promotion that never came through because of the effects of those events on her ability to perform her job. Her partner is still locked away in a mental institution somewhere, where he is quietly forgotten.

Once in the J. Edgar Hoover building, the agents are directed to a secure debriefing room. An administration officer, a faceless man of medium height who wears a grey suit and a colourless tie, identified by his pass as Michael Bullen, meets the agents. He hands them a thin file and asks them to read it while they wait for Turner, who will be with them shortly. The file beckons. Give the players *Handout #1*. Once they have read it, Turner will arrive.

Special Agent Turner is a tall, striking woman in her late thirties. She has shoulder length auburn hair and dresses in a classy business suit. She always gets straight to the point and demands the same professionalism from fellow agents. She asks each of them a little about their past experiences, testing to see how much they reveal of their knowledge of the supernatural and the Cthulhu Mythos. If asked about her experiences with the White Cabalists, she says she would rather not talk about it and leaves it at that. A **Psychology** roll confirms that she is very unsettled by her experience. The truth is she wants to get out of Delta Green business, but won't say so to the agents in so many words.



Section Chief

The Briefing

Turner motions the agents to sit down and asks if they have read the report. She reveals that she has an important assignment for them, and has been told through the appropriate channels that they have the right profiles for the job. Normally they would not meet face-to-face as per Delta Green protocol, but since this case landed directly on her official desk and she can't take it on due to other commitments she has to hand it over to them officially. Agents may be concerned about this break in protocol, and let them be. If Turner is confronted with this fact, she says the decision is out of her hands.

If agents follow up later to A-Cell, twenty-four hours later they get feedback that while once Turner was a good agent, she is no longer considered stable enough to be returned to the field and now acts only on a consultative basis. At best the agents should consider her a Friendly. Nothing more will be said on the matter.

Turner explains that in light of recent information, the Planning Committee decided last Thursday night that the New Mexico end of the New Coven of Salem needed investigating. Five days ago Boston Police picked up a street vagrant who had assaulted two women in a park. The man has claimed that he is Donald Allen McLeod but his identity has not yet been confirmed. When questioned, he said he had travelled to Boston, Massachusetts from Powell, New Mexico. Powell is a small town fifty miles north of Alamogordo, near the US Military's White Sands Missile Range. Bus ticket stubs in his pockets and several eyewitnesses have confirmed this. He said he was travelling to Arkham to find the New Coven of Salem but little more has been learnt from McLeod, even after repeated interviews.

FBI Psychiatrist Doctor Aaron Furbanks has interviewed McLeod and is convinced that the man is incurably insane and his prognosis is delusion and psychosis. If the agents wish to talk to Furbanks or McLeod that can be arranged before they leave. Chief Turner goes on to inform the agents that they have been booked on an overnight flight for Alamogordo leaving at 11:00 pm. There they will be met by Detective Farrell of the Alamogordo Police Department providing them with a police vehicle, which they will use to drive directly to Powell to conduct a preliminary investiga-

tion into the current status of the cult. Officially they are not to take any action but to report back to Washington once they have any conclusive evidence on illegal activities. Unofficially she understands that this is an unofficial Delta Green operation and they need to do what they need to do. Covering paperwork will be provided if the investigation turns sour.

Since Turner has a busy schedule the briefing is wrapped up fairly quickly. A second **Psychology** roll suggests that she doesn't like talking about anything supernatural or occultist and has personal motives for not discussing the case further. Keepers should let her past with the White Cabalists remain a mystery. She answers any final questions they have and reminds them that they have only seven hours to follow up any leads here before they catch their flight. They can read the full report on the flight over (it's about fifty pages and mainly contains notes on the Arkham end of the case).

Research

Physical Evidence

In the basement of the FBI headquarters there are thousands of lockers, each holding files of evidence for later use in prosecutions or to further investigations into crimes taken from across the country. It is here that the agents can look over the possessions found on McLeod. The large female security guard with a hundred keys dangling from a chain attached to her belt opens the relevant locker for them – number 005687 – and places the tray with McLeod's belongings on a table for them to look over, but not before they sign it out. The agents can examine the following contents, all of which is covered in a surprising amount of dust:

- Three packets of toothpaste: two empty, one full.
- Two dead cockroaches.
- Twenty-three bus tickets documenting trips between various towns from Powell, New Mexico to Boston, Massachusetts.
- Fifty-three dollars and twenty-five cents in various bills and coins.
- Birth certificate for Donald Allen McLeod, born in Danver's General Hospital, Massachusetts April 23, 1893. If the agents take this document to Forensics to find out how old it is, they are told that it is about a hundred and ten years old, and has not been forged. This analysis takes 24 hours to get this result.

Doctor Aaron Furbanks

Furbanks is a senior psychiatrist working full-time for the FBI. He wears a neat suit and his hair is conservatively cut. Although helpful, he doesn't much like talking to uniformed police officers because often they believe he is too willing to be convinced criminals need professional help, paid for by state taxes, rather than to be punished for their crimes. Fur-

banks believes that all criminals can be cured of their unfortunate conditions using psychiatric methods. He luckily knows nothing of the Cthulhu Mythos and would probably change his mind in this belief if he knew the truth.

Furbanks interviewed McLeod when the man was first brought to Washington DC, two days ago. He is one hundred percent convinced that the man is insane. McLeod is suffering from delusion, psychosis and an acute case of mysophobia (a fear of dirt). He eats toothpaste, believing that it stops him dissipating into dust. Strangely enough, although the man is constantly covered in dust, he resists cleaning regardless of his fears. Despite all efforts to the contrary, duty officers have been unable to clean him effectively, so they've stopped trying. Furbanks doesn't believe that the man is really called McLeod; he probably found the birth certificate and has taken the name as his own. The man may be suffering from amnesia or psychotic delusion brought on by some kind of mental trauma. Furbanks has not been able to determine any reason why McLeod fears dust and dirt.

The doctor agrees to accompany the agents when they interview McLeod if they request him to be present, but this may restrict what questions they can ask related to their knowledge of the Mythos. Furbanks warns that normal interrogation techniques should not be used because the man does not respond rationally, and it would be seen as an act of brutality to treat a mentally insane patient in such a manner. It's not McLeod's fault he's crazy.



Doctor Aaron Furbanks

Phoning Detective Yeats

Detective Amanda Yeats is the FBI officer investigating the Arkham end of the New Coven of Salem. If the agents decide to call long distance to the Arkham Police Department they have a 35% chance of catching Det. Yeats in her office. Another attempt at the same percentage chance can be made once every hour. At first she is annoyed when questioned about her case by people she doesn't know, but if they indicate that they are the fellow agents starting a new line of investigation in New Mexico, she becomes happy to share information since they may later assist her.

Unfortunately Yeats cannot add a lot to the information in the New Coven file the agents have already viewed. Yeats does indicate that she thinks this cult is more dangerous than her superiors believe and she warns the agents to be careful once they reach Powell. She's convinced they've killed in Arkham to protect their secrets and she believes they'll be just as ruthless in the Southwest, even more so where it's easier to hide bodies in the desert.

Yeats has only two real clues. The first is that the new members of the coven are supposedly coming from a place called 'The Ranch', which is somewhere near Powell, as far as she can tell. The second is that the crime scene unit col-

lected a box of blue-grey dust that is still being analysed by the labs, and asks if the investigators know what it could be. If by some chance the investigators follow up on this lead, and know the Resurrection spell, then there are plenty of opportunities to bring back to life monstrous deformities that bare no resemblance to human beings, and loose lots of Sanity for their pains. See the following section 'Forensics on the Dust' if forensic tests are conducted on the substance.

Interviewing McLeod

Locked up in an isolated cell in the basement, McLeod looks like a common street hobo in his late forties or early fifties. He is dressed in an old suit and a dirty shirt that hangs out around his middle. His long hair and beard are unkempt where he is going bald. The first thing the agents will notice is that the floor and walls of his cell are covered with a grainy dust they cannot identify except that it matches the dust on his possessions.

Interviewing McLeod is difficult. He doesn't listen to questions, preferring to ask his own. 'Where is the New Coven of Salem to be found? Who are all the people who come to talk to him? Why has he been locked up? Why do the lights flicker?' (They don't). If asked about Powell, McLeod says he came from 'The Ranch' but does not elaborate. His memory of events seems disjointed and he has trouble remembering conversations as he's having them.

Anyone who touches McLeod finds that his or her hands are now covered in dust, as if it were coming right off of the man himself. There is little else in the way of useful information to be gained from McLeod because, as Furbanks said, the man is completely irrational. The only clue they might discover is if an Idea roll made



Donald McLeod

The Truth About McLeod

The birth certificate McLeod carries really is his own. He was born more than a hundred years ago. In the 1930s he was a member of the original New Coven of Salem. He escaped arrest during the Police Raids of 1939, but died a few years later in a shoot-out at a drug store he was trying to rob. Last year some of the New Coven members dug up McLeod's remains from his unmarked grave and then posted them to Calvin in New Mexico to bring him back to life. McLeod left Powell for Arkham after he realised that the winds were blowing him to pieces. Unfortunately he did not get away fast enough, and within a month or two there will be nothing left of him. Subconsciously he knows this, and this knowledge has driven him further into insanity.

while interviewing McLeod indicates that the man's speech patterns are somewhat archaic. He doesn't recognize modern slang.

Forensics on the Dust

Investigators may wish to book forensic tests on the blue-grey dust. The dust can either be obtained from McLeod's body, his possessions or from Detective Yeats in Arkham. Each sample produces almost identical results. A report given to the agents is summarised by the following points:

- The components are organic in nature.
- Except for hydrogen and oxygen from water molecules, which is missing in the dust, the ratio of elements exactly match those found in mammals, especially those found in humans. Base compound analysis produces the same ratios.
- The dust seems to have undergone a combined process of burning, drying and grinding, but in what order and how this was achieved remains unclear. The only guess the forensic scientists are willing to make is that the dust was once a person that has undergone some form of cremation.

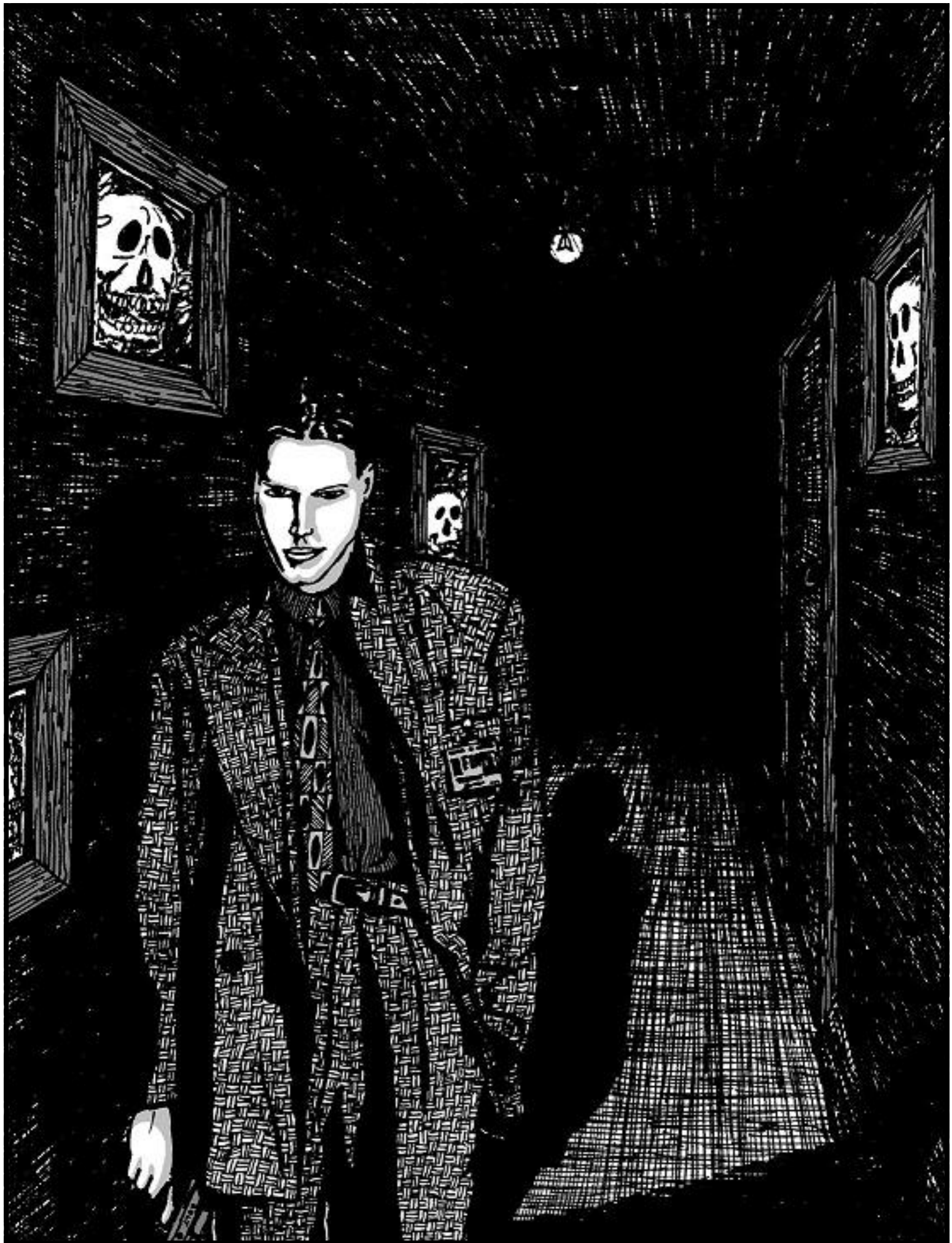
Unless investigators specifically request for radioactivity tests be conducted on the dust, it won't happen. If they do, it will be reported that the dust is highly radioactive. Following on from this, the investigators may run tests on McLeod. Doing so reveals that he has been subjected to high doses of radiation, enough that he should be dead right now. McLeod has no explanation for this. If forensics are asked what kind of radiation, it is identified as high dose beta (b) and residual gamma (g) radiation usually found as a result of severe nuclear power plant contamination or atomic weapons fallout

Other Files

None of the criminal offences recorded on the FBI's computers can be traced to Donald Allen McLeod, and indeed there is no reference to a man of that name in the 1930s or 1940s. There might be something filed in the paper files in the basement, but the search would take days that the agents do not have.

The Flight Out

At nine o'clock Michael Bullen catches up with the agents. He gives them their tickets and tells them it is time to go. There is a car waiting outside to take them to the airport. The flight takes about eight hours, including the changeover in Memphis, Tennessee. They can call Turner later if they have any other questions but will find that she is only available 20% of the time. If they see her again, Turner wishes them luck as they depart for Dulles International Airport.



Part One

Powell

Highway 54, New Mexico

After an unexpectedly long stopover in Memphis, the agents arrive in Alamogordo at eight o'clock the next morning. Any agent reading the file on the New Coven of Salem cover to cover finds that it's a pretty routine report – there's not much in it that is relevant to their investigations in New Mexico, as the file is almost entirely concerned with the Arkham end of the case. The agents exit the airport into a warm morning. Thankfully the air is dry in New Mexico, compared with the muggy weather they left behind in Washington.

Detective Nigel Farrell

As the agents exit the terminal, a large man with grey hair and a cheery smile saunters over to greet them. Farrell checked the agents' dossiers over the police intranet viewing their photo IDs and has been waiting patiently for them to arrive since early morning, eager to make them feel at home in the southwest. Nigel Farrell is a big man. His face wears a perpetual casual grin. While from a distance he looks just like a friendly uncle waiting for a family reunion, it is obvious to any passerby that he has a revolver in a hip holster. Farrell talks more than he listens and is always telling everyone his theories on everything including the ethics of gambling on Indian reservations and who'll win the next match at the Superbowl. He expects everyone to use first names, as it promotes a more relaxed working environment.

Farrell provides the agents with a map of New Mexico (*Handout #2*), so they can find their way around. He then walks them outside into the heat where he has their unmarked police car waiting. The agents have been provided with an unremarkable Ford sedan. They will soon discover that although the car is in otherwise perfect working order, the air-conditioning doesn't work. Farrell drives a carefully maintained Thunderbird that is parked nearby. He gives the agents directions to the Alamogordo Police Station and a cell phone number 2-255-2848548 on which he can be contacted twenty-four hours a day. He indicates the agents are welcome to use his police facilities to follow up any leads.



Detective Nigel Farrell

Farrell knows only a little about why the agents are here. He knows that they are investigating a religious cult with connections to a similar cult in New England. He desperately wants to be put in the picture and so asks them lots of questions. He is eager to impart whatever information he considers relevant hoping to get some in return. Agents will find Farrell unreliable because he never seems to remember facts clearly, putting into question his viability as a detective.

Alamogordo Police Station

The local station is a two-storey brick building containing dozens of offices, most of them shared by several police officers. If the agents decide to work here, they must share two desks between them in an office with Farrell and two Sergeants: Alex Touchine, an observant, reserved Navajo Indian officer and the overworked and chain-smoking Bronwyn Sumpter. Neither have much respect for Farrell, likewise believing that his memory is too faulty for someone in his position. Neither have any useful knowledge on the agents' case.

The agents have full access to all files and computer databases. Skill rolls are required to locate any useful information. It shouldn't take the agents long to work out that there is little here that will help them. Their best bet is to drive up to Powell and look around for themselves. Farrell cannot lend them any officers, as they are under-staffed as it is, but he offers them whatever other support Alamogordo can provide.

Information in Alamogordo

Library Use: The agents uncover a corporal's report on the questioning of a witness who saw a man fitting Mcleod's description board a bus bound for Albuquerque a month ago. There is nothing remarkable about this report.

Computer Use: Agents looking under missing persons discover a file which was opened the previous night by Corporal Harry Kirwell. Mrs Judith Donald reported that her nineteen-year-old daughter, Demi, and her boyfriend, Gary Loaden, went camping at the base of the Sacramento Mountains eighteen days ago. They were driving in Mrs Donald's 1988

What Detective Farrell Knows

Powell: A small town of about a hundred citizens. It has a Sheriff's office, but Farrell cannot remember the Sheriff's name (Checking the records brings up the name Guy Jacobs, a local citizen). Most of the citizens are Anglo-Saxon cattle farmers. Powell is a real desert town and nothing ever happens there. The most interesting thing that did occur was that they got front row seats for the Trinity atomic blast back in '45. The army didn't realise at the time how much light the blast would produce and it scared the hell out of the local citizens, who thought the sun had risen an hour early.

Missing Persons: There has been a rise in the number of disappearances in the region, especially out in the desert near Powell (This will be a surprise to Farrell). Most of the missing persons are hitchhikers or holidaymakers from other states, so it has been hard to get an exact figure on how many people are missing. There has been a rise of at least 20% in the last few months, though they suspect it is probably much higher.

The Journalist: There was a journalist in Alamogordo recently conducting research on a book on the Manhattan Project. His name was Horn, or something like that. Farrell notes proudly that his great uncle was a Brigadier involved in the Manhattan Project and the journalist sought him out to discuss the man.

Ford Station Wagon, registration DVR 341. Neither have criminal records.

Computer Use: Agents looking for missing vehicles find that a late 80s Ford Station Wagon has been impounded in Socorro. Investigating, the agents discover that it had been totally gutted by fire when it was found at the end of a three-mile (5 kilometre) dirt road off Highway 380. Farrell recommends against a trip to Socorro, telling them that they get this kind of stuff all the time. More conclusive evidence will show up if they wait for it. Other officers are handling that case, and would appreciate any information the agents forward to them. If the car is investigated, nothing of any value is found.

Computer Use: There is no information on the New Coven of Salem in the Alamogordo files.

The Road North

The route to Powell takes the agents north along Highway 54 for about sixty miles (100 Kilometres). The trip is long, hot and boring, and the road is arrow-straight for most of the trip. White Sands Missile Range can be seen far to the west while the Sacramento Mountain Ranges ornament the eastern horizon. The road runs through a flat semi-desert. Occasional

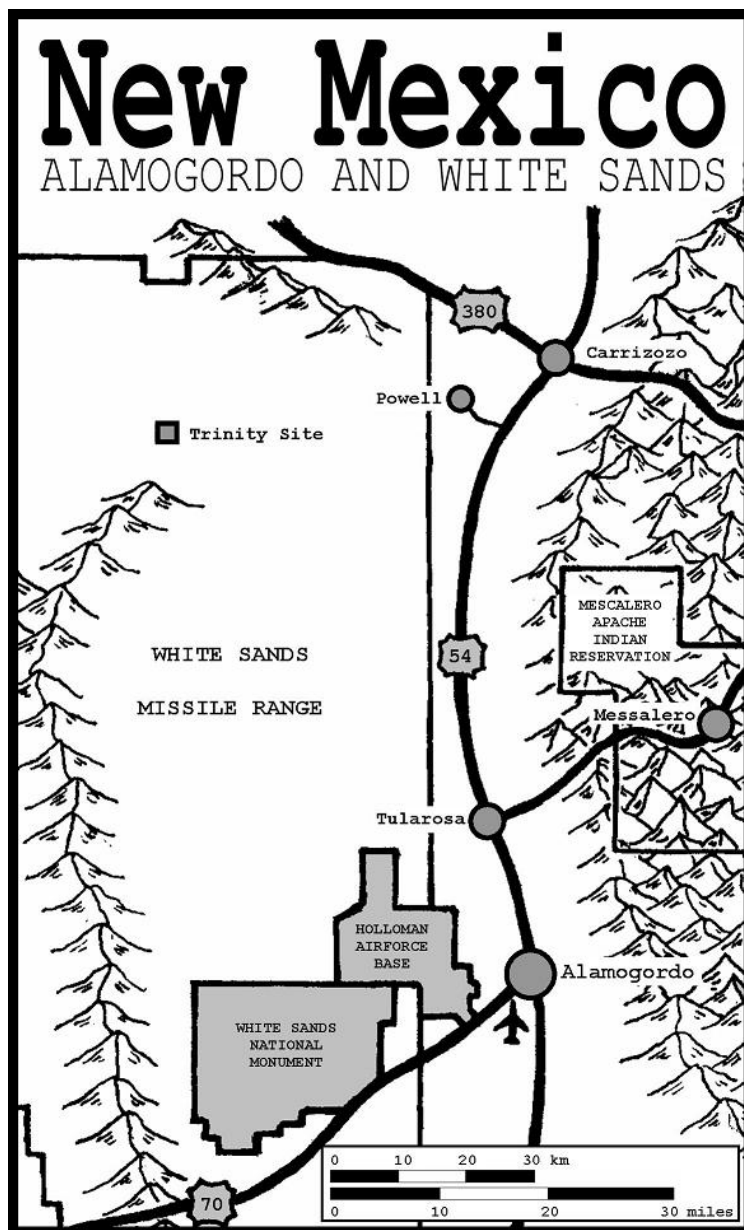
ranchers can be seen amongst the arid landscape and rattlesnakes skitter from the road as the agents' car speeds past. It takes about an hour and a half to reach the turn-off to Powell. A Spot Hidden roll is required to recognize the obscurely marked dirt road. If the agents miss the turn-off, they have to double back.

The Dirt Road

The road to Powell is dusty and full of potholes. A failed Drive Automobile roll results in a flat tyre. Crows soar overhead and cattle graze in the distance. The agents are left to speculate what these animals feed on and where they get their water. The uneventful trip in unbearable heat takes ten minutes.

The Radioactive Winds

Rhagorthua blows his winds across the desert and in Powell the agents can feel its strength. Give the agents occasional **Listen** rolls. Those who fail only notice the wind, while those



who succeed can hear a faint moaning or whispering on the steady breeze. Agents who rolls less than **one-fifth of their Listen** skill can clearly hear voices calling them, pleading for help in deep, resonating whispers that seem to come from inside their heads. Once the pleading is heard, the agents can determine which way the wind is calling from by making **POW x1%** rolls. A roll every ten minutes is required to follow the strange trail. If the calls are followed for long enough, they lead the agents to Rhagorthua's Well.

The Winds are the source of the insanity that grips Powell and the voice is Rhagorthua telepathically linking with the minds of those who stray to close too its Well. And it's worse at night, when people are asleep. While the agents are awake and outside they must roll **Sanity every few hours or lose 1 point**. While they are sleeping, or are unconscious for other reasons, they must roll **Sanity and lose 1/1D6 points**. Agents remember terrible dreams of a dark, bottomless pit, and voices calling their names over and over again, pleading for them to set free the creature of the Well.

To make matters worse Rhagorthua's wind is radioactive. The effects have increased considerably in the last few weeks, to the point where the agents accumulate **1D4+1 RADs** every hour they are in Powell. See the Introduction for details of the effects of radiation poisoning on the human body.

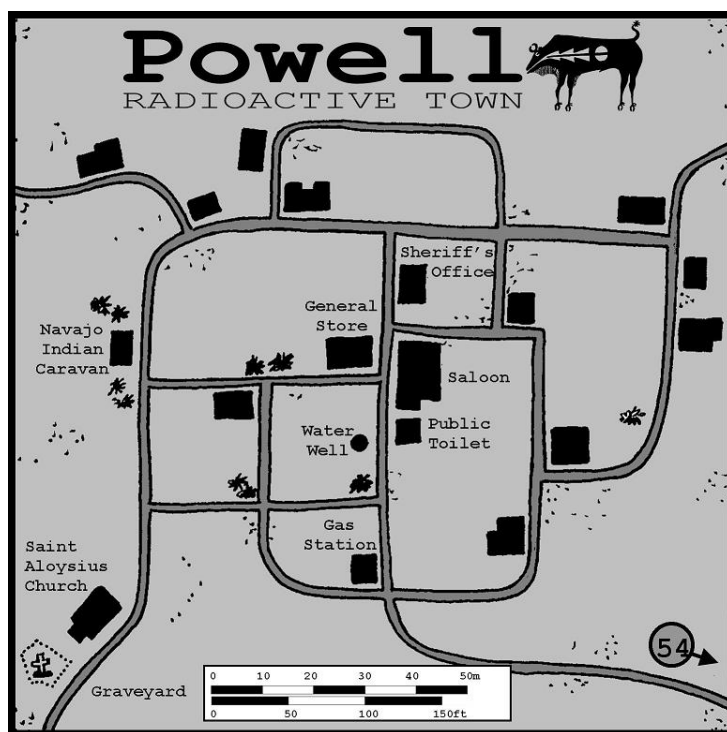
Powell

On the map, the features of Powell are exaggerated for clarity. The town sprawls between dusty streets, and the vegetation is sparse. Pick-up trucks and tumbleweeds are the local scenery. A few citizens walk the streets but most of them ignore the agents. The most notable buildings are the Gas Station, the Saloon, the Sheriff's Office, the General Store, an Indian Camp and a Catholic Church; all are described below.

Rhagorthua's winds have been blowing in Powell for almost a year now, but their intensity has increased markedly in the past few weeks. The once ordinary citizens are now irreversibly insane. Most suffer from Panzaism, a condition which prevents them from consciously seeing any of the supernatural events surrounding them. *Ever wondered about Dana Scully?* Certain citizens are in even worse shape, suf-

fering from criminal psychosis or schizophrenia. Many have allowed their living conditions to degrade to unhealthy and unhygienic levels.

Recently, the radiation has begun to have an effect on the citizens as well. An agent who makes a **First Aid** or **Medicine** skill roll realizes that most of the townsfolk are suffering from the symptoms of long-term exposure to radiation such as loss of hair, livid skin spots, sores and welts, decaying teeth and bleeding gums. Nothing can be done for them now – it is far too late for treatment.



The Body at the Well

The first thing the agents notice when they arrive in Powell is the dead body of a young man lying next to the town well. The body is dressed in a light-coloured suit, and large blood stains cover the man's chest and back. Mongrel dogs lick the dried blood while clouds of flies lay their eggs in the corpse's mouth, nose, chest and ears.

A closer inspection indicates that the man was killed with a firearm. The bullet entered his chest, shattered his spine on the way out and buried itself in the well wall. A **Know** or **Rifle** skill roll identifies the bullet as a .458 Winchester Magnum, a round used in powerful elephant guns. A **Spot Hidden** roll is required to locate signs of the bullet's path, as it ricocheted off the rim of the well. A **Rifle** skill roll can be used to determine the direction the shot must have been fired from: directly north, up the main street. There are no buildings in that direction as far as the eye can see, but the man could have been shot by a sniper from as far away as a mile or more.

The man has a wallet containing several hundred dollars, a freelance journalist press card, a driver's licence, several video store membership cards, two library cards, and a photo of a woman with two children. The cards identify the



man as Simon Aaron Horn of 23 Kent Street, Chicago. His pockets contain five dollars in loose change and a nondescript hotel key labelled '#3'. The key opens room three in the Saloon (see below).

While the agents examine the body, several people walk past, but all of them ignore the body. It is as if they don't even see it. If the agents stop anyone and ask what happened to the man, no one seems to know, or care. At best they will suggest the man is sleeping and should be left alone, if they see that much.

Gas Station



Anton Miccor

This ramshackle place advertises 'Cheap Gas and Good Mechanic.' Agents who enquire discover that there are no spare tyres available (they've been hidden, on orders from the Sheriff). The gas station is run by a young man wearing a baseball cap and sporting a five-day beard. He has a grubby T-shirt on under his overalls. His name is Anton Miccor, and he spends his time listening to alternative thrash music. Despite the signs, a tank of gas here costs almost

twice the amount charged in Alamogordo. Most of the time Anton listens more to his music than to his customers. When he does pay attention it's usually to make jokes at customers' expense.

If the agents get rough with Miccor he screams for help and about ten heavily built citizens stroll up to protect him. The situation rapidly deteriorates unless the agents attempt civility. Anton knows nothing about the body and only notices it for the first time when the agents point it out to him accepting with morbid fascination that there is a corpse in

town. However he is confident the Sheriff will take care of it. He has not heard of anyone called Simon Horn and all he can say about 'The Ranch' is that it's a place out of town where no one goes, but does not know why. He doesn't actually know where it is. If investigators check the receipts in the station, they'll quickly discover Simon Horn bought gas here the previous day around lunchtime.

The Saloon



Harvey Powell

The Saloon is a run-down wooden building, falling apart at every corner. The advertisements for coke and ice creams faded years ago and have never been replaced, and the tin roof is almost rusted through. Inside the agents can hear a number of voices over a constant wash of old Country and Western greatest hits. Once the agents step inside everything goes quiet. A dozen people look over to see who has arrived studying the strangers as if they are aliens. After a

few minutes the crowd goes back to talking, but now the tones are hushed. No one offers the agents a seat or even a hello. Almost all of the men carry revolvers, rifles or shotguns, as do some of the women. Most patrons show the early signs of radiation poisoning such as sores, bleeding gums and thinning hair. Only the juke box in the corner seems not to resent the agents' arrival.

Harvey and Wendy Powell own the Saloon. Their ancestors first helped to settle Powell back in 1848 at the end of the Mexican War as noted by the Calvary sabres lining the walls. Harvey is an old man with skin like wrinkled parchment. His hair is short and spiky and he always has a cigar in his mouth. He says nothing but will serve the agents with very slow and precise movements. Wendy Powell is about a decade younger than her husband and twice as heavy. Her hair is cut short and she wears glasses. She behaves much like her husband, and at times it is almost as if they are the same person living in two separate bodies.

The agents can get accommodation for the night, but the saloon only boasts three rooms, one of which is taken (by the dead Simon Horn), so some sharing may be required. Asking about the dead man gets the agents nowhere. Neither Harvey nor Wendy seems to know anything about Horn unless they are forced to check their books, in which case they will see that he booked in three days ago. The rest of the crowd would rather play cards, and drink beer and whisky, than help the agents.

Room Three

All three rooms are much the same with a bed, a side table, a cupboard and a Bible. Anyone who visits room number three finds that the sheets have not been changed. A strange sensation steals over visitors to the room. A **Listen** roll alerts the agents to a buzzing, machine-like noise, very different from





the wind outside, coming from the floorboards under the bed. Looking there, an agent who makes a **Spot Hidden** roll finds that one of the boards is loose. Under the loose floorboards, the agents find a Geiger counter, a note pad with some writing on it (*Handout #3*), and the stem of a desert bush with five crow feathers tied together with white string. The Geiger counter has been left on and has been making the faint buzzing noise as it registers the constant background radiation. It is a hand-held, pocket-sized model that can be used for the rest of the scenario.



Wendy Powell

Using the device the agents can determine that the room, indeed the whole town, is being continually flooded with around **5 RADs** an hour though there is no way to determine where the radiation is originating. The stem with feathers was given to Simon Horn by the Indian elder Jack Pena, who lives in the small Indian camp on the other side of town. The feathers have had spiritual magic cast over them which frees the bearer from the nightmares brought by the wind. Anyone who holds the fetish need make no **Sanity** rolls to avoid the effects of the wind.

Sheriff's Office

The Sheriff's office looks like something out of a cowboy movie, except for the four-wheel drive Police Ranger parked behind it. Inside, there are a few desks, a CB radio, some very old wanted posters, a filing cabinet and a holding pen (the bars have **STR 40**). Sheriff Guy Jacobs and his wife Gloria live in a small room behind the office.

Guy Jacobs has been enforcing the law in Powell for fourteen years now. He is a tall man with the kind of muscles one only gets from years of hard work, rather than those built working-out in a gym. He wears a large cowboy hat, a five

o'clock shadow and mirrored sunglasses. On his hip he holsters a .375 Magnum revolver, and on the wall is a .30-06 Springfield rifle and space for a much larger (elephant) gun on a rack bolted to the wall. His face is covered with a few welts from radiation exposure.

Guy Jacobs was once a sane and respected Sheriff, but a year ago he was taken by Dr. Calvin to the Ranch where Jacobs was locked in the dark with the horrible Conglomerate creature (described later). The experience drove him irreversibly insane. Days later when the resurrected witches released him they soon convinced Jacobs to join their Coven. Upon returning to Powell, Jacobs shot his deputy and took over leadership of the town. A task which became easier as time passed and the winds slowly sent everyone insane.

As soon as the agents arrived in Powell, Jacobs phoned Calvin and informed the Doctor of their arrival. Calvin wants Jacobs to keep the agents in town at all costs, killing them if necessary. Jacobs has slowly been spreading the word around town not to let these strangers go. The agents may decide that Jacobs killed Horn, but the truth is that his wife Gloria, who is a crack shot with a rifle, is the real killer. Guy Jacobs is in contact with his wife through a CB radio (but he does not use the normal police bands).

When the agents meet Jacobs he is relaxed and unhurried. He says he knows about the body outside, and it is being taken care of. He tells the agents not to worry about it, and indicates that they should stay clear of the crime scene. If they touch the body again he warns them that he will arrest them for interfering with evidence. He refuses to acknowledge their FBI or other legal department status. Meanwhile, he says they should enjoy their time in Powell while they can. Jacobs is a psychotic and has no qualms about inflicting



Sheriff Guy
Jacobs

pain or murdering the agents if they become bothersome, but considering the strength of numbers alone, investigators will find it easy to over power the strange sheriff. He claims to know nothing about the Ranch even if he is interrogated.

Gloria Jacobs



Gloria Jacobs

Gloria Jacobs is Guy Jacobs' beloved wife. She was brought up on a cattle ranch in Arizona where she taught herself how to shoot, and is now one of the best marksmen in New Mexico. Gloria is a tall woman with long dark hair. She wears jeans, cowboy boots and a loose jacket. Wherever she goes, she always takes her .458 Winchester Magnum hunting rifle. Like her husband she shows the early signs of radiation poisoning.

Gloria is not around the first time the agents visit the Sheriff, indeed they are unlikely to meet her at all until they visit the ranch. She is out along the dirt road placing metal caltrops in small cardboard boxes and burying them in the road, so that if the agents try to escape from Powell they ruin their tyres as they drive over them. Once that task is done Gloria watches the agents through binoculars and reports everything to her husband by radio.

Gloria has set up several sniper positions, including the one from which she shot Simon Horn. If the agents search, they can locate such positions, but the only signs they find of the sniper are cigarette butts, disturbed earth and boot prints that lead nowhere unless a **half Track** skill roll is made. Gloria avoids confronting the agents unless they assault her husband. If they try to leave town she starts shooting, not to kill but to scare them back to town. They may encounter her if a

posse is required to deal with the agents (see below).

General Store

This is yet another run down building, covered with faded advertisements. Rabbits hang on a line outside the store covered in flies. Closer inspection reveals that the rabbits haven't even been gutted, and are rotting where they hang. The stench is overwhelming. Inside, dirt and dust cover the goods, none of which seem to be arranged in any particular order; fly sprays are sandwiched between flour and sugar, and leaking dog food cans spill over into the toothpaste section. Cockroaches and mice scurry away as the agents move around and the whole place smells like rotting meat. Looking in the refrigerator it is easy to determine that the power has not been connected for some time: everything is rotten and maggot infested. A **CON x5%** roll is required to avoid throwing up while they shop.

The store is run by Natalie and Hub Roach who are a very sickly-looking middle-aged couple. Their individual form of insanity is that they don't see the mess and cannot understand that what they sell is unhealthy and likely to be poisonous. They don't know anything about the dead body outside, nor do they seem to know anything about 'The Ranch'. They are anxious to sell anything the agents are willing to buy. Items which may or may not be useful to the agents include mouldy chocolate, whisky, first aid kits, shovels, pocket knives, melted bubble-gum, super-glue, rifle ammunition, saws and hammers.

St. Aloysius Church

St. Aloysius Church is a single-storey white-walled late 19th century church built by the Spanish. Out the back is a grave-



yard that has fallen into disrepair while inside the Catholic church it is dark and cool. The interior is fairly simple without elaborate pews or other furniture. Recently all the interior furniture has been broken and thrown around – windows are smashed or boarded over and paintings in blood line the wall (**Sanity loss 0/1**). The blood paintings vary, many of them not making any sense at all. Written on one wall are the words ‘Rhagorthua – the Father of all Winds.’ On another is a roughly scrawled picture of a skeleton throwing its arms in the air while a fireball erupts from a hole in the earth. Another picture is of a woman throwing sand into the air at the base of a tree stump.

The Church’s caretaker is Father Pecos Trujillo, a priest who looks more like a traditional Mexican bandit than a holy man. Father Trujillo has recently succumbed to the insane messages carried on the winds. When Trujillo went insane, he renounced his god and began to paint his pictures on the walls in his own blood, scraping his fingers across the stone until they bled. He has been dead for at least a day when the agents find him, lying in his own urine, fingers bloody. A closer inspection reveals that all that remains of the tips of his fingers is the bone (**Sanity loss 0/1D2**).

The Graveyard

The graveyard is overgrown and unkempt. Weeds invade everything. The oldest grave is that of Louis Powell, who died in 1853. An Idea roll suggests to the agents that the graves were well maintained up until about July last year. A **Spot Hidden** roll locates a number of earthen graves, long overgrown with weeds, that could be anywhere between six months and five years old. There are a surprising number of these graves for a town of this size. Digging the earthen graves takes about an hour each. The agents discover that in the shallow graves, none of the dead were buried in coffins. A few of the graves are empty altogether. Crows fill the agents’ field of vision, sitting on the gravestones while they search, hoping for the chance to peck at some rotten flesh.

Telephones

There are two telephones in Powell, one in the Saloon and one in the Sheriff’s office. The Sheriff’s phone is connected directly to Calvin’s Ranch, and Calvin is the only one who answers it, hanging up as soon as he realises the caller is not one of the Jacobs. The phone in the Saloon works intermittently and is the only line out, or was until Rhagorthua’s winds increased in intensity. Cell phones likewise do not work here and the police radio’s range is too short to call for help.

The Indian Camp

On the edge of Powell is an old, broken-down caravan. The wheels and axles have rusted away and a tarpaulin substitutes for the veranda. Next to the caravan are two tents, one large and one small, and a couple of old car wrecks lie between a

few dead fireplaces. An Idea roll gives the agents the feeling that once a lot more people used to live here. This is the home of Jack Pena and his Navajo mother Darlene Navasie.

The Feathers in the Grass

Surrounding the camp in a rough circle are bushes with black feathers tied to their stems by white string. These bushes have had spiritual magic cast over them by Pena to stop the voices of the wind carrying into his camp. The result is that while anyone is within the circle they are immune to the effects of Rhagorthua’s calling. The agents notice something different in the wind if they make a Listen roll. It is because of this magic that the Navajo here have remained sane while the people of Powell have not. Destroying the bushes destroys the magic.

Darlene Navasie

This little lady is almost a hundred years old, and looks it: she is frail and slow and extremely short sighted, even when she wears her glasses. She spends her time doing what she has done for ninety years – making pottery with traditional designs featuring animals, people and abstract patterns. Darlene lives at one end of the caravan. She speaks only a little **English**, and the agents must make **Idea** rolls to understand her strange sentences. She tries to communicate that it is nice to have visitors who aren’t rude, and that she hopes the agents do not die soon, as she believes that the world is about to change. A **Spot Hidden** roll allows the agents to notice that the pot she is making at the moment is decorated with pictures of crows tied to T-shaped poles.



Darlene Navasie

Jack Pena

Jack Pena once owned a farm here, where he raised cattle, and grew corn and wheat, defying the rules of farming in the semi-desert. When Rhagorthua’s winds swept the land, the cattle died and the crops withered. Jack, who is about eighty years old, is an elder of the Navajo people and knows many things about this world and the spiritual planes.



Jack Pena

Jack sits in his caravan most of the time. He used to watch the television but Rhagorthua’s calling has possessed it so he leaves it turned off these days. He talks in a soft voice which occasionally requires that agents make a **Listen** roll to understand what he says. Jack asks one of the agents for their wristwatch as a gift. If they give it to him he’ll reveal

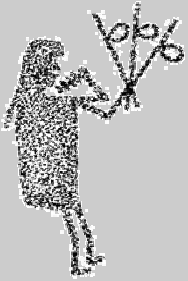
a lot more about what is going on in Powell. (Agents with digital watches should not be surprised to find that they no longer function).

A Gift

If the agents have been kind to Jack and Darlene, the elder takes them outside and cuts off the stem of a bush for each agent. Feathers are tied to the stems, and Pena says that the

What Jack Pena Knows

When the agents have settled down and are ready to listen, Jack Pena tells a story of the Indian people, their legends, and the fate of Powell.



Long ago, before white men arrived in America, all the Indian people were created from the earth in a vast subterranean paradise, where they lived happily for many years. Some called this paradise Quivira, N'Kai or Yoth, but places have many names. One day many demons moved into paradise and turned it into a hell. The Indians decided it was time to leave, and fought their way to the

surface. Since that time they have lived in the Dancing Ground of the Sun.

Even today it is possible to find entry to what was the ancient Indian paradise, but only horror and destruction awaits those who try to return. There is one such entrance in Powell, through a well in the desert that is home to the demon spirit Rhagorthua. The demon is very powerful now, since he was brought back to life some sixty years ago. Soon everything they can see will change forever and none will survive. Pena tells the agents that the best thing they can do is to drive away and never come back, otherwise their fates are sealed. However, it may already be too late for that.



If the agents gave him a wristwatch or another item of financial or personal value Jack Pena tells more, because he appreciates gifts. In 1948 two private detectives came to Powell looking for magic and dark secrets to help them fight demons which had invaded their homes in New England. The detectives had been following a trail of clues which would lead them to 'The Ranch,' but before they reached their destination, they stumbled across the Well of Rhagorthua and were swallowed whole. Rhagorthua consumed their bodies. Since that time their tortured souls have roamed the desert seeking a way to free the demon god. If the agents see these ghosts, they must be wary of what they say but they should also listen to what they say, for their wisdom can be profound even though they are now guardians of the underworld.

agents must be careful to keep them intact, to preserve the magic power. He says if they carry the fetishes with them, Rhagorthua's spirit cannot harm them. While they hold the grass, Rhagorthua's winds will not drive them mad, unless they later go temporarily insane in which case the grass loses its effect.

If the agents express interest in locating the Ranch, Pena warns them that the ranch is where the key to freeing Rhagorthua lies. He directs them to follow the northwest road out of town for about a mile until they reach the Black Stump. Once there, they should take a handful of dust and throw it into the air. Then they will be shown the way to the ranch.

Events in Powell

More strange events will occur while the agents are in Powell. Several such events are presented below, in the order that they are most likely to occur. Innovative Keepers are invited to invent their own events to add to this list.

The Punctured Tyres

To ensure the agents are unable to leave town, Guy Jacobs pays a few young children to slash the tyres of the agents' car. The children attempt to do the deed while the agents are inside a building, but opportune **Luck** and **Spot Hidden** rolls might allow an agent to catch a glimpse of the vandals through a window.

The Pick-Up Truck

An open-backed pick-up truck with about five men with guns drives up to the town well. The Sheriff steps out to talk with them for a moment, then satisfied with what is said returns to his office. The men say nothing to the agents unless they are threatened, in which case they produce rifles and shotguns and tell the agents to move on.

The men pick up the body of Simon Horn, throw it in the back of the truck and drive off towards Calvin's ranch. These guys are tough, and if the agents attack them, they are unlikely to survive such a battle. The agents might be able to follow the truck to the Ranch if they succeed in **Sneak** and **Drive Automobile** skill rolls. Otherwise three consecutive **Track** rolls are required to follow the truck's tracks all the way to the Ranch.

The Posse

If it seems that the agents are not going to find their own way to the Ranch, this event should be used to force them in that direction. Eventually Guy Jacobs loses patience with the agents' snooping. He summons Gloria to lead a mob of a dozen armed citizens and in half an hour they have organised a rowdy posse and armed them with picks, shovels, rifles, shotguns and a couple of assault rifles. The posse crowds into

a couple of trucks and tracks down the agents. If the agents resist they are likely to be killed and their bodies taken to the Ranch for resurrection and eventual interrogation and torture. Agents who allow themselves to be taken without a fight are beaten, thrown in the back of a truck, and driven at gun-point to the Ranch, where they are locked up until Calvin can see to their interrogation.

The Black Stump

If the agents head out of Powell along the northwest dirt road, they come to a burnt black stump about a $\frac{3}{4}$ mile (1

kilometre) out of town. The stump is covered with twisted roots and gnarled limbs. It is monstrous in appearance, like a demon transformed and trapped in a shell of wood.

Agents who have spoken to Jack Pena should remember that they are to throw dust or sand into the air. As the sand falls the ghost of a near-naked Navajo corpse is briefly visible. Its dried, lifeless finger points north. The effect lasts as long as there is sand or dust in the air costing **1 point of Sanity** if the roll is failed.

Then looking north, agents who make a **Spot Hidden** roll can see a large building on the horizon. The Ranch is 2 $\frac{1}{2}$ miles (4 kilometres) from the Black Stump.



Part Two

Calvin's Ranch

Powell, New Mexico

There are several methods in which the agents can reach Calvin's Ranch. The first is by following the trail of clues found around Powell that lead to the Ranch. To do this they must first spend time avoiding or eliminating the Jacobs and the posse. The second possibility is less desirable if the agents are killed while in town. If they are dead then they find themselves soon brought back to life, resurrected in the cells in the basement of Calvin's Ranch. The agents could also be brought to the Ranch alive if they do not resist the posse, but they still find themselves locked in the same basement cells as if they had been killed. Any way it happens, the agents will find most of the answers to the mysteries of Powell are hidden in Calvin's Ranch.

An Outward Appearance

The Ranch is an old building which seems to have had portions added to it over the years. A rough estimation would indicate that the original building is over a hundred years old. It is made of white stone and is of Old Spanish architectural design. All the windows are barred with only a few streaks of light shining from within at night. The Ranch is built on a huge mound of rubble that stretches far beyond the fence that surrounds the Ranch, as if the rubble is all that remains of an ancient burial mound.

The fence is high and made of sharp iron spikes that once deterred intruders but now are rusting and falling to pieces, making it easy for anyone to squeeze through. At the southern end of the Ranch there is an iron gate that long ago fell off its hinges and was never fixed. The gravel path from the gate leads to the main entrance.

The Crow Totems

In front of the Ranch stand four ominous poles. Each is surmounted by a solid crossbar forming a T shape. Hooks and nails fasten gruesome decorations to the poles: black feathers, scraps of well-worn clothing, and chunks of rotting meat. The poles have many scratches and boils as if the wood itself has skin diseases and they are stained with blood and urine.

A single black crow is tethered to each pole by long lengths of twine. Unable to escape, the crows flutter frantically, uttering hideous shrieks as they batter themselves

against the totems and are baked by the merciless sun. By late in the day the birds hang, unmoving, croaking softly until they finally die. Calvin has created the Crow Totems to protect himself and his most valued followers. The totems have each been enchanted to protect a particular person: Guy Jacobs, Gloria Jacobs, Lance Brickshaw and Dr. Calvin.

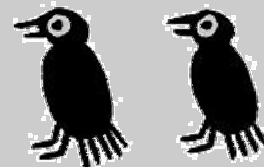
It is only through the power of the totem that Lance, who was resurrected some time ago, has avoided being blown to dust by the winds (Lance is described in the Animal Laboratory, below). This effect will also pass onto Guy and Gloria Jacobs if they too have been brought back from the dead.

The agents are unable to do Calvin any serious harm while the power of his totem protects him. It is only when he leaves the Ranch, following Rhagorthua's call, that the agents are able to attack him. Guy and Gloria Jacobs are similarly protected when they stay in the Ranch.

As long as the totems are properly tended any non-magical force cannot harm those protected so long as they

New Spell: Enchant Totem Barrier

This spell creates a totem pole that holds the life force of an individual absorbing all non-magical damage that comes to that person. To create a totem pole, first one must be erected, then a ceremony that proceeds from dusk till dawn must be performed, during which time portions of the caster's blood, flesh, skin, hair and nails are smeared on the pole and nailed into place. So brutal is this ceremony that the caster loses **1D4 Hit Points** and if they fail a **Luck** roll, they also **permanently lose a point of CON**. The chant invokes the names of many Outer Gods including Yog-Sothoth, Azathoth and Nyarlathotep. At the end of the ceremony the caster loses **1D10 Sanity points** and **2 permanent points of POW**. To ensure that the poles remain enchanted, a living animal the size of a rodent or larger must be bound to the pole at all times, otherwise the poles immediately lose their protective effects.



remain within a mile (1.6 kilometres) of the totems. When they are attacked, the protected party takes no obvious wounds. Instead the totems are further scarred, as small scratches appear on them hence their appearance. When the tethered animal dies, the totems must be renewed with a new living animal each morning, before sun rise. So strong is the magic cast upon the totems that it is virtually impossible to destroy them, but if 10 or more points of magical damage are done to them, they cease to function. Spells such as *Fist of Yog-Sothoth* and *Shrivelling* do normal damage, as do enchanted weapons and attacks from monsters not native to the earth. An Elder Sign or the spell 'Eye of Light and Darkness' immediately and permanently dispel their effects.

The down side of the Totem poles is that they in essence hold the POW or life force of the caster. If the pole is destroyed, then the caster also dies. Similarly if the caster moves more than 10 miles (16 kilometres) from the poles, they loose 1 Magic Point per hour that will not regenerate normally. If these Magic Points reach zero, then the caster dies from no apparent cause and the totem ceases to function.

Inside the Ranch

The Ranch is powered by electricity, but few of the halls and many of the rooms are not fitted with electric lighting making the interior dark and claustrophobic. Ceilings seem to sag downwards and cobwebs fill almost every corner. The whole building is very dusty and hot with fetid air from lack of circulation. The interior of the Ranch has a constant background radiation, exposing the inhabitants to **10 RADs** for each hour spent in the vicinity. All the windows have **STR 40** while the back door is bolted and padlocked with **STR 30**.

Rooms that the agents can explore are described below. Bathrooms are smelly and covered in grime while closets and old paintings line walls and alcoves. Dark corridors bend and twist. Dust covers everything. Some of the dust once belonged to resurrected Coven members who succumbed to the winds.

Secret Corridors

Secret passages exist all over the Ranch. When agents are exploring a region of the Ranch carefully there is a 20% chance that a secret door is close by. A secret door is discovered on a successful **Spot Hidden** roll and requires a **Locksmith** roll to successfully open. These passages could lead anywhere in the Ranch, even between floors. Some secret passages are already shown on the map.

Ground Floor

Porch

At one end of this wooden porch is a hanging cane chair rattling in the wind. If anyone sits in it, the chair collapses. The front door is solid oak and opens with a deep creaking noise.



On the inside of the door there are five sliding bolts that each give the door another **STR 10** (cumulative **STR 50** if all are employed).

Parlour

This room is for visiting guests – there are old chairs in here with stuffing falling out at the seams. On a coffee table is a tray with wine glasses but the wine evaporated long ago and now only crusty stains and dust remain.

Library

This room is covered wall to wall with shelves but only about half the shelves have books. Those of interest are listed below.

The Thaumaturgical Prodigies of the New England Canaan by Reverend Ward Phillips c.1789; has a bookmark at a page containing a woodcut of four females dancing around the Black Man of witch ceremonies. The description is of witches from the Old Coven of Salem, and names them as Bridget Bishop, Sussana Martin, Alice Parker and Margaret Scott. *Sanity loss 1D3/1D; Cthulhu Mythos +4 per-*

centiles; average 8 weeks to study and comprehend/16 hours to skim. No spells. Provides checks to History and Occult skills. More on what can be found in this tome is described in *Devil's Children*.

True Magick by Theophilus Wenn, c. 17th century opens naturally to the spell Resurrection (*Handout #4*). The book says that this spell can be used to bring someone back to life if the dead person has been previously reduced to their components salts. A bookmark is placed on a page describing the effects of another spell. This spell creates totem poles that protect the caster from physical harm while within the totem circle. *Sanity loss 1D4/1D8; Cthulhu Mythos +6 percentiles; average 24 weeks to study and comprehend/48 hours to skim*. Contains the spells Resurrection, Enchant Totem Barrier, Call Forth Spirit of the Air (Summon/Bind Star Vampire), Call Forth Winged One (Summon/Bind Byakhee), Speak with Dark One (Contact Deity/Nyogtha) and Summon/Bind the Demon (Summon/Bind Servitor of the Outer Gods). Provides a check to Occult skill.

Witchcraft, Magic and Alchemy by Emile Angelo Griflot De Givry, 1870, in French and English. There is a book mark on a page with an underlined sentence that says 'The power created by man is the life force of the gods, stored until their time is right and it is no long required, thus the gods are free again.' *No Sanity Loss; Occult +1 percentile*. No spells.

Malleus Maleficarum by Jakob Sprenger and Heinrich Kramerstrans, 1486, in Latin. This text was used by Inquisitors to identify and torture witches. The book has handwritten notes in the margin, giving tips on ways witches should disguise themselves from Inquisitors. *No Sanity Loss; Occult +3 percentiles*. No spells.

Dark Room

This room is used to develop photos hence it has two doors in an airlock configuration to ensure no light gets in. Photographs that have been hung up to dry in here are black (the effect of high levels of radiation on film).

Computer Room

In here, one wall has a long bench across it with four functional computer terminals. Normally they are used by Calvin to keep his records and finances but currently they are possessed by the calls of Rhagorthua. Terminal screens keep changing, switch on and off and generally behave in a weird fashion.

First computer: shows colourful fuzzy graphics of two men dressed in fedoras and pin striped suits behind a screen of static trying to look through into the room beyond the screen, or so it seems.

Second computer: again a static interrupted screen which shows sands racing across the desert into a well opening up

into the earth.

Third computer: displays what seem to be random patterns and sounds. A successful Listen roll indicates that the sounds are a simulation of the calls in Rhagorthua's wind.

Fourth computer: appears normal. However, if anyone touches it they get an electric shock for **1D4 damage**.

Animal Laboratory

This room is set up like a vivisection laboratory with small cages containing rattlesnakes, rats, crows, mice and an eagle, many of which are used on the totem poles outside to keep them effective. In jars along one wall are labelled substances such as ground cactus, crushed gravel, mashed fly, and alcohol. In one corner there is a latrine bucket that smells from recent and ongoing use.

Dressed in a laboratory coat over a dirty T-shirt and shorts is a young man with a goatee beard, wiry hair and bare feet. His skin is dry, flaky and pockmarked. As if growing through his left foreleg there is a metal pin connected to a chain which in turn is bolted to the wall. The chain is long enough so the man can move around the room and into the adjoining Animal Room (see below) but that is all.

The man is Lance Brickshaw. He is quite unperturbed to see the agents and answers any questions they have without thought to consequences of such a course of action. He was once a student studying under Calvin and joined him here to help resurrect the New Coven of Salem witches, for long ago he too was swayed by the will of Nyarlathotep and sent here on that god's bidding. Unfortunately the wind keeps blowing all the resurrected apart so he experiments by mixing other substances with test animals' dust for more lasting results. So far nothing really works that well, except maybe cactus.

Lance died in a shooting accident with Jacobs a few months back and can be reduced to dust if the agents know the reverse of the Resurrection spell. The pin through his leg is so that Rhagorthua's call won't force him to leave, running to the Well to bring the Great Old One back to life (that is why Jacobs shot Lance in the first place – his will has already been broken by Rhagorthua's call). Lance does not really care what the agents are up to so he won't help or hinder them or report them, nor does he ask for assistance or freedom. The totem Dr. Calvin made to protect him is all that keeps Lance from being destroyed by the Wind.



Lance Brickshaw

Animal Room

This room adjoins the Animal Laboratory. In here the windows are open so the wind can pass freely through the bars. However, the bars (**STR 40**) are spaced closely enough to

gether so that no one can get out. In cages are resurrected rattlesnakes, cats, rats, mice, lizards and crows. Some have been completely reduced to dust while others are in the process of being blown away. One rat has shards of glass protruding from his body like thorns while a lizard has the same skin effect but with rusty nails (**Sanity loss 1/1D3**). All the animals go crazy whenever anyone enters the room, fluttering, hissing and clawing madly. If any agent gets too close, administer **1D2 points of damage** from animal attacks.

Art Gallery

Four very bizarre paintings, if they can be called that, hang on the wall. The paintings are made of stretched human facial skin with dabs of bright paint to lips, noses, ears and mouths (**Sanity loss 1/1D4**). The paintings are titled, *Albert Calvin 1892-1939*, *Margaret Calvin 1894-1939*, *Judith Calvin 1852-1939* and *Henry Calvin 1848-1939*. They are Maurice Calvin's parents and grandparents respectively. He brought them back to life when he was sent their components from Arkham, but once they had returned they tried to take over the running of the Ranch so Calvin had them killed and turned their facial skins into art. He has covered their features in some kind of resin so that they do not blow away like everything else.

Store Room

There are lots of empty crates from Arkham kept here. Some have been broken up while others remain intact. They all appear to be of fairly recent manufacture. These crates have been used to ship the Coven members' components down to Powell. One crate looks like it was dropped as there are the broken remains of about forty empty glass vials inside it and a pool of dust at the bottom of the crate. It is up to the Keeper to decide what might be resurrected from this mess if investigators are insane enough to try the spell here.

Kitchen

In here knives, ladles, egg beaters and all sorts of kitchen utensils hang from hooks in the ceiling, low enough so agents can knock their heads on them. When the door into the kitchen is opened the utensils rattle in the breeze. The kitchen is used regularly so it is not as dusty as other parts of the house.

Pantry

The pantry is full of food, both tinned and packaged, as well as fresh vegetables and meat kept in a large refrigerator. There is enough food here to feed a dozen people for weeks. A lot of the food is frozen meat, what kind of meat is not exactly obvious. If agents are able to test it later using forensics they will learn that the meat is that of cattle and humans.

Dining Room

A large oak table fills the room and is big enough for ten guests. On the walls are dusty dark paintings of countryside. An **Idea** roll indicates to the agents that they are of New England, while a **Spot Hidden** roll shows that none of the paintings have been signed. On closer inspection a second **Spot Hidden** roll finds that there are extremely tiny naked people depicted dancing around a tall black man in the forests. The black man seems to be holding two smoking sticks in his left hand.

Games Room

A billiards table dominates this room and all the balls are in the pockets. There is a dartboard on the southern wall and a successful **Spot Hidden** roll alerts the agents to the fact that it swings away from the wall to reveal a cavity with a withered human head propped in it. There are hundreds of tiny dart marks across its face (**Sanity loss of 1D3 points if failed**). If investigators look closer and succeed in a **Spot Hidden** and an **Idea** roll, they will determine that the entire body has been bricked up in the wall beneath the head, promoting the thought that the person was alive when they were used as a target (optional additional **Sanity loss of another 1D3** if roll is failed).

Basement

Prison Cells

The large stone room is cool and dark. It is divided into nine cell blocks each separated by heavy iron bars (**STR 60, Locksmith at -20%**). If the agents have been killed or captured at any stage, they find themselves resurrected and wake in one of the cells. They are naked, lying on their clothes that were thrown in with them. All their other possessions are missing. If they arrived here as a result of being killed, they each lose **1D20 Sanity points** for being brought back to life in such a horrible way. Such a massive amount of Sanity loss may prompt them to go in search of Rhagorthua.

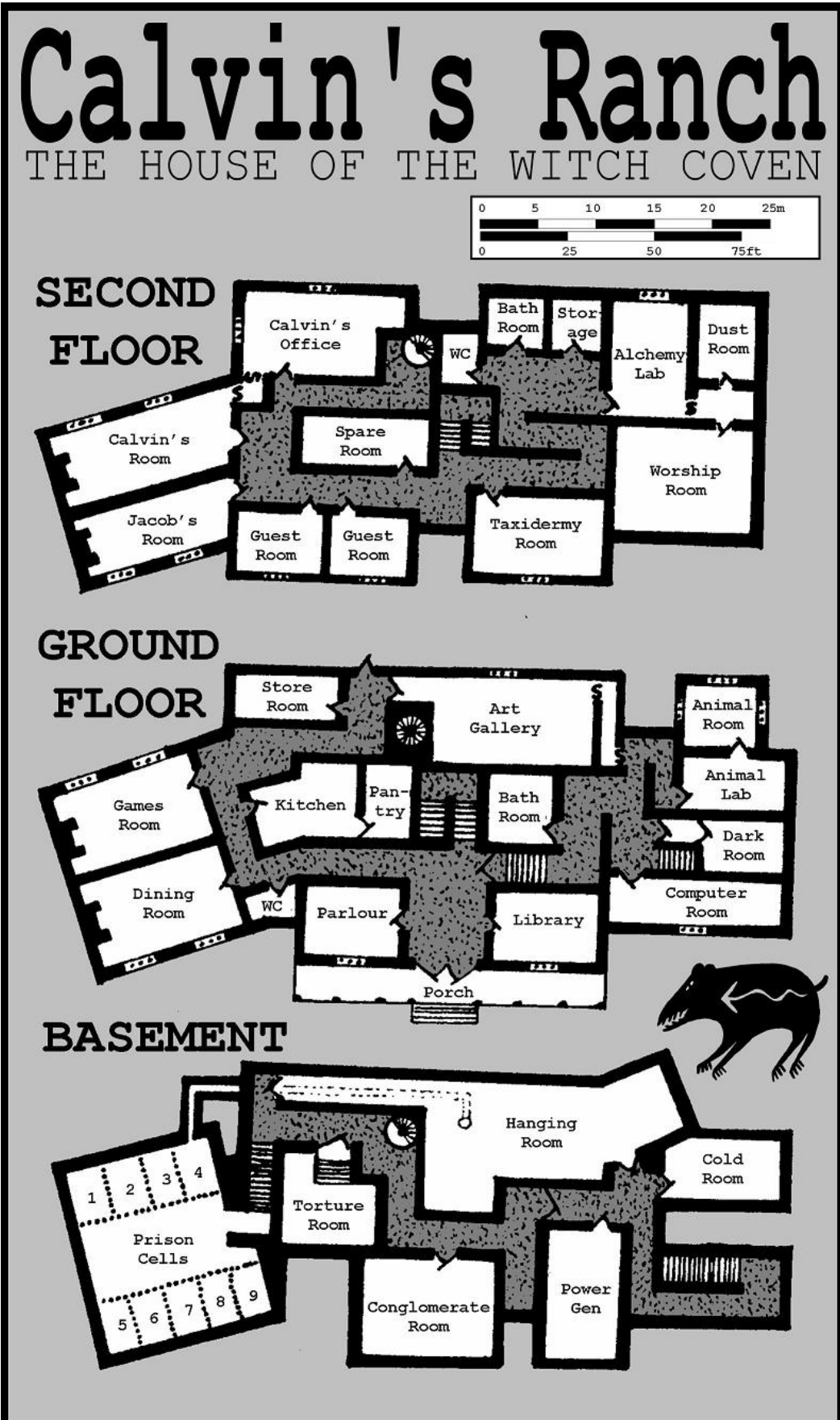
Only one other cell is occupied. Jack Pena sits in the centre of the cell across from them with his arms crossed over his shoulders never moving from his seated position. He greets the agents telling them that their pain will be short since soon Rhagorthua will destroy them all. Pain is worse than death, but unlike death pain is only temporary. Jack Pena knows they are in Calvin's Ranch. He indicates he was captured and tortured by the Jacobs couple and now he is waiting for the world to end. 'Nothing lasts forever' he says, 'only the earth and the mountains and the Great Old Ones who live beneath them.'

If the agents are locked in their cell Jack Pena tells them that there is a way out through a secret passage (the house has many) that Calvin never found. They have to lift a

stone in the centre of the floor (**SIZ 10**) which leads to a small stone tunnel about 1 ½ feet (half a meter) across. Agents who crawl down it must roll greater than **SIZ x3%** or they find themselves stuck. They get three attempts or become stuck permanently (**Sanity loss of 1/ID4 points**) and there is no turning back. The only way permanently stuck

agents can get out is to be reduced to their component salts, scraped out and resurrected (again) prompting further **Sanity** loss. The tunnel leads to the Hanging Room.

On a hook beside the stairs up to the ground floor are a set of keys on an iron ring for locking the cells. If the agents free Jack Pena they find that his hands have fused with his shoulders and his toes are now connected to his knees and he cannot move from this position, where he sits in his own excrement. Portions of jack Pena were lost when he was brought back to life, evident by large pockmarked holes in his body that should have caused his immediate death. This causes a **Sanity loss of 1/ID6 points**.



Torture Room

This dark room looks like something out of Medieval Europe with chains on the walls to hang prisoners, a rack for stretching victims, an iron maiden, and smouldering irons. Chained to a heavy chair in one corner is a dead naked female Indian with a wooden box enclosed around her head. If the lid is opened it reveals the head of the Indian which is now home to hundreds of spiders who have built webs and killed the woman with a multitude of poisonous bites (**POT 8, Sanity loss of 1/ID4 points**). A **DEX** roll should be made by the agent opening the box to avoid being bitten.

Conglomerate Room

One of the crates of de-resurrected Coven members sent to Calvin from Arkham was dropped on the way down and all the components mixed. When Calvin brought them back to life they became a mass of human flesh and organs all joined together in a horrific mess. The strength of their combined wills has allowed them to resist Calvin's attempts to return them to dust. Now the Conglomerate lives in its own dark cell where Calvin hopes it will starve to death. Unfortunately for Calvin, he doesn't know it is keeping itself alive by eating rats, spiders, insects and itself. Agents cannot force their way into this room as the Conglomerate blocks the door but they can view it through a peephole. **Sanity loss** for



seeing the Conglomerate creature is **1/1D10 points**. Although it looks frightening, it is not dangerous and can be killed using vast amounts of firepower doing 200 hit points of damage or more.

Hanging Room

This room is kept below zero to preserve the twenty naked bodies bounded by chains that hang from the ceiling. Most of the cadavers have long cuts across their bodies and the blood that spilt out froze quickly. An **Idea** roll suggests that they died where they hung. These people are the hitchhikers, tourists and locals who have disappeared in the region lately. Darlene Navasie is the most recent corpse to be hung in this room. Calvin keeps these bodies here so he can use them to experiment on with the Resurrection Spell.

Frozen cobwebs in corners shatter like glass if they are touched. A **Spot Hidden** roll finds a grill in the floor that can be lifted (**SIZ 10**) that leads to the Prison Cells.

Power Generator

In here is a diesel generator that powers the Ranch. An **Operate Heavy Machinery** roll or a sturdy axe can be used to disable it, but the agents then find themselves in total darkness. Steel barrels in one corner contain fuel to run the generator.

Cold Room

This room is used for storing perishable goods such as extra

food that cannot be fitted into the Pantry upstairs. The outside door can be bolted shut (**STR 25**).

Second Floor

The Jacob's Room

This locked room (**STR 20**) contains a large double bed for Gloria and Guy Jacobs when they stay at the Ranch. Hundreds of .375 Magnum, .30-06 and .458 Magnum rounds litter the floor. Some wine glasses and an empty bottle of red wine lie broken on the floor. A case of dynamite is concealed under the bed.

Calvin's Room

A four-poster bed fills this locked room (**STR 20**) and white curtains hang across the barred window. Thousands of dried lizard skins and corpses of flies are nailed to the wall. On the side table next to the bed is a bottle with unmarked tablets and a note pad. A **Pharmacy** roll or a **halved Know** roll identifies the tablets as sleeping pills (a vain attempt by Calvin to stop his dreams of Rhagorthua). The notes are his personal ramblings (*Handout #5*).

Calvin's Office

The only things in this room are a filing cabinet, a desk and a Doctorate in Psychology from Miskatonic University, awarded in 1959 to Maurice Eugene Calvin, hanging on the

wall. The filing cabinet is full of records of experimentation with the Resurrection Spell and the problem with the winds that Calvin believes are coming from a sacred Indian well in the desert. He has not been able to locate the Well but he believes it to lie north of the Ranch.

A successful **Library Use** roll allows the agents to find his latest notes that show that he failed to torture an Indian by the name of Lisa Martinez in order to find the Well's location. He plans to torture Darlene Navasie next. Once the Well is found he will get Jacobs to blow it up with his dynamite. On the table is a Top Secret CIA document that recently came Calvin's way (*Handout #6*). A **Spot Hidden** roll locates a secret passage behind the filing cabinet to Calvin's Room, requiring a **Locksmith** skill roll to spring it open.

Spare Room

There is nothing in this room but old furniture and crates filled with uninteresting household items that have no use in the Ranch. It would take several hours to properly explore this room.

Guest Rooms

The two guest rooms are twin share. Two sets of O-rings are found at each end of the bed frames. A successful **Idea** roll allows the agents to realize they could be used to attach chains to secure people to the beds. If one mattress is turned over it is found to be soaked with blood that dried long ago.

Taxidermy Room

In his spare moments Calvin practices a bizarre form of taxidermy by sowing together different parts of animals and humans creating his own motionless monsters. One is of a dog's body with ostrich feet and an anteater's snout instead of a head; another is a monkey's head on the front end of a calf which ends with four human arms. The last stuffed creature is a man and woman's head sown onto two bobcats that have been joined together along one side. All of the stuffed creatures are lifeless but are very unnerving (**Sanity loss of 0/1D6 points**).

Alchemy Laboratory

This is where Calvin conducts his experiments. An operating table is in the centre of the room and next to it is his experiment notebook. The book mentions that in his last experiment he used ground cactus and says that the results have been very promising, as well as unexpected, for keeping the Resurrected subjects together. The medicine cabinet is filled with hundreds of vials identified by an **Occult** roll as primary components for alchemical experimentation. A secret door is normally hidden inside a cabinet on the east wall but is visible now as it is slightly ajar. A **Locksmith** roll will spring it fully open (**STR 20** to break down). The secret door is the

only entrance to the Dust Room.

Dust Room

On a multitude of wooden shelves are vials of the component salts of the dead Coven members sent from Arkham. They are stored here until Calvin can find a way to bring them back to life more permanently. All are of New England witches, each labelled with their name and the year they died. Dates range from 1658 to 1939. On the back wall is pinned a note with the Resurrection Spell written on it (*Handout #4*).

One vial that is set aside from the others in a special glass cabinet is marked *Anne Putnam 1692 AD*. If she is brought to life the agents find themselves with a rather attractive naked redhead girl. She is surprised to see the agents and asks to be returned to her former state or she will scream. She is a spoilt girl who believes she is a favourite of Nyarlathotep and so expects everyone else to treat her as a high-ranking member of the Coven; her word is her command.

Anne Putnam was involved with the Salem Witch Trials of 1692 and was later convicted and hung. Centuries later she was brought back to life to rejoin the Coven to worship Nyarlathotep in his guise as the Black Man only to be killed again, this time by the Arkham Police during the raids of 1939. Now she is Calvin's mistress and confidante. She knows he is having bad dreams and fears that they might all die forever if he doesn't find a way to stop the reborn from falling apart in the wind.

If other people are brought back to life they are either witches (both male and female) or humanoid monsters, with limbs and other body parts either missing or in the wrong places, that savagely attack the agents (**Sanity loss 1/1D6**). A door out of this room is the only entrance to the Worship Room.

Worship Room

This room is devoid of all furniture. The walls, floor and ceiling are splattered with blood dried in the shapes of occult symbols. In the centre of the room is a two-foot ($\frac{2}{3}$ metre) high obsidian statue of a tall black man with an idiotic grin and Caucasian facial features. In one hand he holds two smoking sticks. A successful **Occult** roll helps the agent to identify it as depicting the Black Man of witch ceremonies. Those with knowledge of the Cthulhu Mythos will recognise this to be one guise of Nyarlathotep, The Crawling Chaos and Messenger of the Outer Gods. In here Calvin and the witches conduct ceremonies to Nyarlathotep at least once a month. Occasionally they use a human sacrifice, often resurrecting a dead victim from the Hanging Room to do the job. Nyarlathotep only comes in person on rare and important occasions and is very unlikely to make an appearance in this adventure. Nyarlathotep is not really concerned whether or not a nuclear explosion is detonated, either way madness and



Anne Putnam

destruction will occur and his plans see fruition regardless.

Dwellers in the Ranch

Several individuals wander about the Ranch freely and could be encountered almost anywhere.

Doctor Maurice Calvin



Doctor Maurice Calvin

A near-bald overweight man with small eyes, wire frame glasses and pink lips, Calvin walks around absent-minded ignoring almost everything around him. Calvin only has one goal and that is to revive the New Coven of Salem. To achieve that he has to experiment with the resurrected subjects until the Coven members stop blowing to pieces in Rhagorthua's winds. He has no morals in the way he treats others in order to achieve this end.

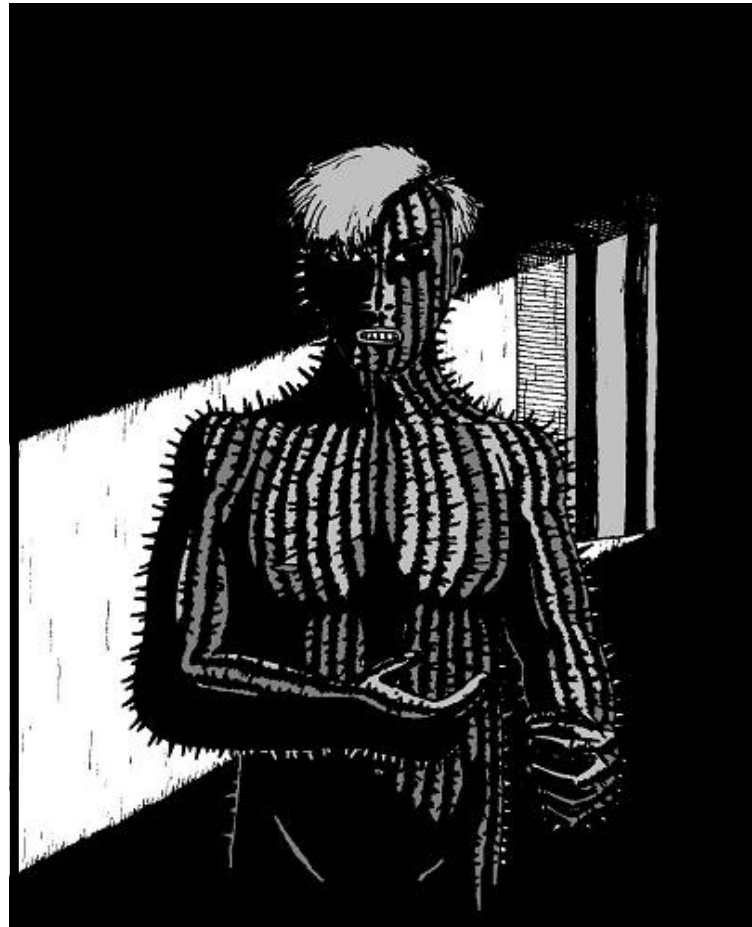
The agents are unable to harm Calvin as long as he stays within a mile (1.6 kilometres) of the Crow Totems. Calvin has never died and hence cannot be reduced to his component salts and compounds by the reversed Resurrection Spell.

Calvin knows about Rhagorthua and the Well but is not sure of its location and wishes to find it before he is forced there against his will to cast the Resurrection Spell and wake the Great Old One. If he finds the Well before then he will get one of the Jacobs to bury it with dynamite even though he subconsciously knows this will have little effect. Meanwhile Calvin is on the verge of succumbing to Rhagorthua's calls, and agents loose in his Ranch will be just enough of a stressful situation to tip him over the edge. If the agents stumble across Calvin he tries to flee, then summons Guy or Gloria to capture or kill the agents.

Simon Horn – Cactus Man

Calvin's latest experiment was to mix the component salts of his de-resurrected victims with other substances as a kind of glue to stop them falling apart in the wind and the most successful mixture to date has been ground cactus. The journalist Simon Horn is Calvin's first human subject. Horn wanders about the Ranch naked, green skinned, prickly and unsure what to do.

If he finds the agents he wants to help them. Simon believes he is normal and cannot be convinced of his prickly appearance, as he cannot see himself. All he wants to do is get away and tell the police what is happening here and then go on national television with a story about crazy vivisectionists in the middle of the New Mexico desert. So long as investigators do not physically assault him, he will be of no



harm to them.

Gloria and Guy Jacobs

If either of these two have been killed earlier they are now alive and well inside Calvin's Ranch. Either way, these two characters may be encountered on the Ranch. If the Jacobs' find the agents, they are 'very disappointed' to see that the agents are wandering around unattended. They threaten the agents with their firearms, and attempt to herd them down into the cells. If this proves too difficult they are not above shooting the agents if they feel threatened. Killed or captured agents are again brought back to life in the cells in the basement.

The Reanimated Detectives

Harrison Zamsky and Roger Shaw are two local ghosts. Their corpses lie at the bottom of Rhagorthua's Well but their spirits are free to roam the desert searching for anyone who knows the Resurrection Spell to bring the Great Old One back to life. They spend most of their time at Calvin's Ranch working subconsciously on Calvin so he will do their dirty work.

The Detectives wear 1940s suits with braces, ties and fedoras. Their skin is dried and wrinkled like old parchment and they make crinkling noises when they move. They ap-

pear to have physical bodies but this is only an illusion. Seeing the Detectives costs **1D4 Sanity points** if the roll is failed.

The Detectives are of two minds about how to treat the FBI agents. During their lives Shaw and Zamsky fought the minions of the Cthulhu Mythos and they had their failures as well as their successes. Now they are caught midway between conflicting viewpoints: the Rhagorthua spirit that possesses them drives them to bring the Great Old One back to life, while that goes against everything they fought for while they lived. On the other hand a nuclear explosion will finally grind the New Coven of Salem to a halt and end their own seemingly endless torments. With these conflicting loyalties, the Detectives can be met as either hostile or friendly towards the agents.

Background on the Detectives

Zamsky and Shaw were long-time investigators of the bizarre and frightening world of the Great Old Ones and Outer Gods. In 1948 while looking into a lead on another case they came to Powell where they met their death when they stumbled into the Well of Rhagorthua. The two fell into Rhagorthua who consumed their bodies and from their minds learnt about the existence of the Resurrection Spell which could bring the Great Old One back to life. Neither of the two detectives knew the spell so Rhagorthua sent their spirits back to the surface to search for it. It was only decades later the Detectives found the spell in the mind of Doctor Calvin when he first moved to Powell. Learning that the spell is close at hand Rhagorthua has increased the intensity of its winds calling Calvin.

For further background on Zamsky and Shaw and their experience with the Witches of Arkham, Keepers are referred to *The Witch Cycle Part I – Devil’s Children*.

The Detectives as Allies

When the Detectives are met as allies they are playing dominos in the dark while seated on old sun chairs around a coffee table. Everything they touch: the seats, dominos and table, are apparitions like themselves. When they talk to agents, it is as if they are looking through them, or see the agents as aspirations themselves.

Zamsky and Shaw say they are the messengers of Rhagorthua and now they wait for their second death. They



Harrison Zamsky

say Calvin is the solution as well as the problem and that the agents are going to die sooner than they think. They have played their part and will soon reap their reward. If asked about the winds they reply that they come from Rhagorthua and only Calvin can stop its terrible effects. In their saner moments, Zamsky and Shaw tell the agents that their best chance is to drive away and never come back, but it may even be too late to do even that.

The Detectives as Enemies

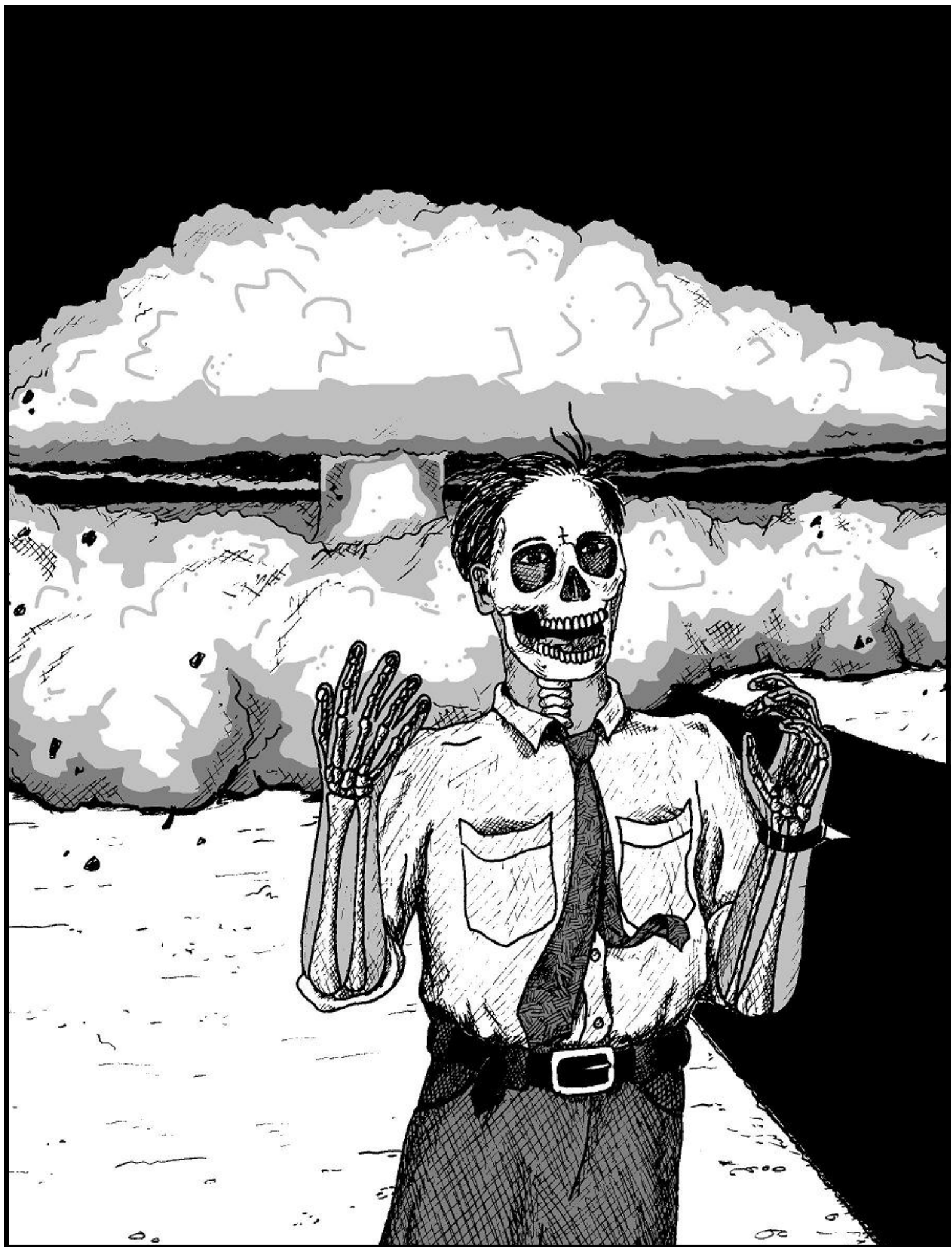
When the Detectives wish to harm the agents they do not speak to them. Suddenly they will appear out of nowhere and attempt to possess one or more of the agents. Each round, match Zamsky and Shaw’s **POW of 13** against the agent they are trying to possess. If the Detectives win then they can make the target do whatever they desire, such as stabbing themselves or shooting other agents. An agent can try to break free of the possession each round. The Detectives only attack for 1D6+2 rounds, until they become exhausted. Possession by a ghost loses the agents **1/D6 points of Sanity**. It may frighten and confuse the agents even more if Zamsky and Shaw are friendly the next time they meet.

The Call of Rhagorthua

Eventually Calvin gives in to the calls for help from the wind and steps outside his Ranch quickly making his way north into the desert. His mind has finally been taken over by Rhagorthua as the Great Old One shows him the way. The agents hear a commotion going through the house as Calvin screams: ‘I have to set it free before I go completely insane!’ and ‘Everything is lost but I don’t care any more!’ Anyone looking out a window sees him racing off north into the desert. Outside the wind has started to pick up, now sounding more like a triumphant howl.

The Hurricane Winds

Finally someone is coming to bring Rhagorthua back to life and Rhagorthua is using all the strength it can muster to ensure Calvin succeeds in the resurrection. The intensity of the winds rises to what seems like hurricane force causing sand, dust, tumbleweeds, crows, mice and stones to get sucked through the air and finally into the Well as if it were some kind of whirlpool in the desert. Calvin is moving with almost inhuman speed, due to the direction and force of the wind pulling everything towards the Well. If they follow Calvin, the agents find that soon they too are fast being pulled along by the wind, although Calvin has a good head start. If the agents don’t follow Calvin to try to stop him, they will soon be dead, witnessing an atomic explosion that disintegrates them and everything else seconds later.



Epilogue

Well of Rhagorthua Powell, New Mexico

It is two miles (3 kilometres) from Calvin's Ranch to the Well of Rhagorthua, a trip that takes about fifteen minutes, because of the pull of the wind. Agents have no trouble finding the way despite the low visibility due to flying dust and debris as they are pulled inexorably towards the Well by the wind. So long as the agents do not jump off the ground they are not sucked into the air with the rest of the debris.

If the agents turn back now, they will be fighting the wind's force of **STR 15** every few feet or so. If anyone has been brought back to life with the Resurrection Spell they are slowly being blown away into dust at the rate of **1 point of CON per five minutes**, faster if they try to resist the pull of the wind. Large pockmarks appear in their skin where they have disintegrated into dust causing a **Sanity loss of 1/ID6** the first time it is noticed.

If the agents have the Geiger counter with them (they will not if they were captured and imprisoned), they can see the radiation is increasing as they approach the Well, reaching **40 RADs** at its edge. A Spot Hidden roll allows the agents to see the ghosts in the wind, Zamsky and Shaw attempting to stop them once more before they reach the Well.

Well to the Underworld

The Well is a deep hole in the desert dropping away into darkness. Everything from the racing storm pours into this black pit. Calvin stands on the edge with his arms out wide trying to recite the Resurrection Spell above the noise of the wind. Guy and Gloria Jacobs may be here to lend him a hand if the agents have not already disposed of them.

The wind sucks any bullets that are fired straight into the Well without harming anyone. The agents have to fight their opponents in hand-to-hand combat. They have six rounds to stop Calvin before he casts the spell. If Calvin is killed then the Jacobs (who may be dissolving in the wind if they have been killed earlier and resurrected) try to recite the spell themselves.

Rhagorthua Resurrected

If anyone manages to cast the spell over the Well, then the Great Old One awakes. It has no further use for the atomic energy it has stored since the Trinity blast that kept it semi-

alive for the last sixty years, so it releases it in a massive explosion. The last thing the agents see is a flash of white light. For an instant they feel their skin and flesh burn away before they die. The agents have been caught in the heart of an atomic explosion. Everyone in Powell dies, if not straight away then within days, from radiation poisoning. The blast is seen as far away as Alamogordo and all the electronics in the region are knocked out from an electromagnetic pulse produced in the blast. A satellite over the American continent tracks an unidentified object as it moves rapidly from the blast site into the Sacramento Mountains, only to lose it a few hours later. Rhagorthua is free and the time of the Great Old Ones draws near. The agents are never heard of again.

The Agents Kill Calvin

With Calvin and his companions killed any agent who has gone temporarily, indefinitely or permanently insane since their arrival in Powell and knows the Resurrection Spell has to make a **POW x2%** roll each round or try to recite the spell themselves. The other agents must then try to stop their companion or Rhagorthua will be released with much the same effect as above.

If these agents are finally restrained or dispatched, Rhagorthua realises that it has lost its chance for now. The intensity of the wind dies down as if in defeat. A few seconds later, the Well explodes with a loud roar throwing out several tonnes of rock, dirt and soil, scattering it hundreds of feet into the sky. Any agents who died and were brought back to life now find themselves blowing away rapidly, becoming nothing more than dust, to be lost forever in the wind. Other agents must make **Dodge** and **Luck** rolls or take **1D6 damage** from falling debris.

After a while the storm produced by the exploding Well dies down. Surviving agents find themselves wandering lost in the desert completely caked in dirt and sand. Those who survived this adventure should be rewarded with **1D8 points of Sanity**, but this may be small consolation considering that they may now have extensive radiation poisoning, the effects of which will only be evident in the following weeks and months. Meanwhile, Rhagorthua still waits, waiting for the day when the stars are right and it can be free again.

Statistics

The Major Protagonists

Combat is a likely event in Powell. Below is a list of statistics for some of the people the agents might confront during their stay in New Mexico.

LANCE BRICKSHAW

Resurrected Thrall of Rhagorthua

STR 12 DEX 10 INT 14 Idea 70%
 CON 10 APP 13 POW 12 Luck 60%
 SIZ 12 SAN 0 EDU 15 Know 75%

Hit Points: 11

Magic Points: 12

Damage Bonus: +0

Armour: (cannot be harmed within 1 mile of the Ranch)

Skills: Computer Use 50%, Cthulhu Mythos 5%, English 75%, Fast Talk 25%, First Aid 60%, Fist 50%, Grapple 30%, Handgun 20%, Hide 25%, Jump 30%, Kick 30%, Knife 30%, listen 40%, Persuade 20%, Pharmacy 70%, Psychology 30%, Spot Hidden 40%.

Weapons: Fist 50%, damage 1D3

Spells: Resurrection

DOCTOR MAURICE CALVIN

Cult Leader of the Witch Cult

STR 12 DEX 8 INT 16 Idea 80%
 CON 10 APP 8 POW 15 Luck 75%
 SIZ 18 SAN 0 EDU 20 Know 99%

Hit Points: 14

Magic Points: 15

Damage Bonus: +1D4

Armour: (cannot be harmed within 1 mile of the Ranch)

Skills: Bargain 35%, Chemistry 25%, Computer Use 45%, Cthulhu Mythos 20%, Electrical Repair 40%, English 99%, Fast Talk 35%, First Aid 75%, Fist 55%, Grapple 25%, Handgun 50%, Hide 65%, Library Use 80%, listen 75%, Mechanical Repair 20%, Occult 45%, Operate Heavy Machine 20%, Persuade 25%, Pharmacy 65%, Psychoanalysis

50%, Psychology 80%, Sneak 40%, Spot Hidden 60%.

Weapons: Fist 55%, damage 1D3+1D4

Spells: Contact Nyarlathotep, Enchant Totem Barrier, Flesh Ward, Resurrection, Shrivelling.

SIMON HORN

Cactus Man

STR 18 DEX 17 INT 12 Idea 60%
 CON 20 APP 3 POW 10 Luck 50%
 SIZ 16 SAN 0 EDU 13 Know 65%

Hit Points: 18

Magic Points: 10

Damage Bonus: +1D6

Armour: 2 points of fleshy cactus skin

Skills: Art: Writing 45%, Bargain 45%, Conceal 50%, Dodge 60%, Drive Auto 35%, English 65%, Fast Talk 45%, Fist 65%, Grapple 60%, Hide 25%, Jump 35%, library Use 35%, Listen 70%, Persuade 50%, Photography 40%, Sneak 40%, Spanish 10%, Spot Hidden 40%.

Weapons: Fist 65%, damage 1D3+3+1D6
 Grapple 60%, damage 1D6+3+1D6

GLORIA JACOBS

Insane Marksman

STR 13 DEX 16 INT 13 Idea 65%
 CON 15 APP 15 POW 13 Luck 65%
 SIZ 12 SAN 0 EDU 10 Know 50%

Hit Points: 14

Magic Points: 13

Damage Bonus: +1 D4

Armour: (cannot be harmed within 1 mile of the Ranch)

Skills: Bargain 45%, Climb 50%, Conceal 60%, Cthulhu Mythos 5%, Dodge 45%, Drive Auto 75%, Electrical Repair 20%, English 60%, Fast Talk 35%, First Aid 40%, Fist 65%,

Grapple 40%, Handgun 60%, Hide 85%, Jump 30%, Kick 55%, Knife 60%, Listen 50%, Mechanical Repair 35%, Natural History 50%, Navigate 40%, Operate Heavy Machine 50%, Rifle 99%, Shotgun 60%, Sneak 75%, Spanish 20%, Spot Hidden 85%, Track 65%.

Weapons: .458 Winchester Magnum Rifle 99%, damage 1D10+1D8+3, 1/2 shot/round, 3 shots
Fist 65%, damage 1D3+1D4
Bowie Knife 60%, damage 1D4+2+1D4

Spells: Resurrection

SHIRIFF GUY JACOBS

The Wrong Arm of the Law

STR 15	DEX 14	INT 14	Idea 70%
CON 16	APP 12	POW 15	luck 75%
SIZ 14	SAN 0	EDU 10	Know 50%

Hit Points: 15

Magic Points: 15

Damage Bonus: +1D4

Armour: (cannot be harmed within 1 mile of the Ranch)

Skills: Bargain 40%, Conceal 50%, Cthulhu Mythos 5%, Dodge 70X%, Drive Auto 40%, English 65%, Fast Talk 70%, First Aid 30%, Fist 70%, Grapple 70%, Handgun 70%, Hide 35%, Jump 40%, Kick 50%, Knife 65%, Law 25%, Library Use 25%, Listen 55%, Locksmith 45%, Mechanical Repair 35%, Natural History 50%, Navigate 45%, Operate Heavy Machine 20%, Persuade 50%, Psychology 50%, Rifle 65%, Shotgun 65%, Sneak 55%, Spanish 15%, Spot Hidden 85%, Track 45%.

Weapons: .30-06 Springfield Rifle 65%, damage 2D6+3, 1/2 shot/round, 5 shots
.375 Magnum Revolver 70%, damage 1D8+1D4, 1 shot/round, 6 shots
Bowie Knife 50%, damage 1D4+2+1D4
Fist 70%, damage 1D3+1D4

Spells: Resurrection

POWELL POSSE

Use these statistics for all

STR 14	DEX 12	INT 12	Idea 60%
CON 13	APP 13	POW 10	luck 50%
SIZ 13	SAN 0	EDU 10	Know 50%

Hit Points: 13

Magic Points: 10

Damage Bonus: +1D4

Skills: Dodge 25%, Drive Auto 35%, First Aid 35%, Fist 60%, Grapple 60%, Handgun 40%, Hide 20%, Jump 20%, Kick 40%, Knife 40%, Listen 35%, Rifle 50%, Shotgun 50%, Sneak 40%, Spot Hidden 50%, Throw 35%, Track 25%.

Weapons: 12-gauge Pump Action Shotgun 50%, damage 4D6/2D6/1D6, 1 shot/round, 5 shots
.30-06 Bolt Action Rifle 50%, damage 2D6+3, 1/2 shot/round, 5 shots
AK-47 50%, damage 2D6+1, 2 shots/round or burst, 30 shots
Fighting Knife 40%, damage 1D6+1D4
Fist 60%, damage 1D3+1D4

ANNE PUTNAM

17th Century Witch and Modern Mistress

STR 8	DEX 12	INT 15	Idea 75%
CON 12	APP 16	POW 14	Luck 70%
SIZ 10	SAN 0	EDU 10	Know 50%

Hit Points: 11

Magic Points: 14

Damage Bonus: +0

Skills: Bargain 50%, Cthulhu Mythos 30%, Dodge 45%, English 70%, Fast Talk 50%, First Aid 40%, Fist 50%, Hide 40%, listen 60%, Natural History 35%, Persuade 45%, Psychology 55%, Sneak 25%, Spot Hidden 40%.

Weapons: Fist 50%, damage 1D3

Spells: Contact Nyarlathotep, Dread Curse of Azathoth, Resurrection.

Handouts

For Game Play

Handout #1 - FBI Report

FEDERAL BUREAU OF INVESTIGATION

*Edgar J. Hoover Building
Corner 10th and Pennsylvania Ave
Washington DC*

WARNING: THIS IS A RESTRICTED DOCUMENT. UNAUTHORISED PERSONS VIEWING, COPYING OR POSSESSING THIS DOCUMENT WILL BE PROSECUTED UNDER THE OFFICIAL FEDERAL SECRETS ACT (1991).

FBI FILE CODE: A

DATE:

SUBJECT: NEW COVEN OF SALEM

An unregistered religious cult founded in 1910 (estimation) in Arkham, Massachusetts by a Louise Martin and Joan Scott. It was closed down after several successful raids during March and April of 1939 by the Arkham Police Department. The Coven consisted of about 80 members with an inner circle of thirteen. Twenty-eight arrests were made, nine from within the inner circle. Twenty-one were charged and imprisoned. Evidence was found of Satanism, the use of illicit drugs, ritual murder and several cases of incurable insanity.

(See NEW COVEN OF SALEM: ARRESTING OFFICER'S REPORT, CHIEF LUTHER HARDEN, 25TH APRIL 1939. FBI FILES CODE H)

In the last few months there has been a resurgence of the Coven in Arkham led by four new leaders (identities still unknown). Several suspected coven members have been questioned but so far no arrests or charges have been made and it is not yet evident if there have been any illegal activities within the Coven. Detective Amanda Yeats of the Massachusetts Branch of the FBI is investigating the case.

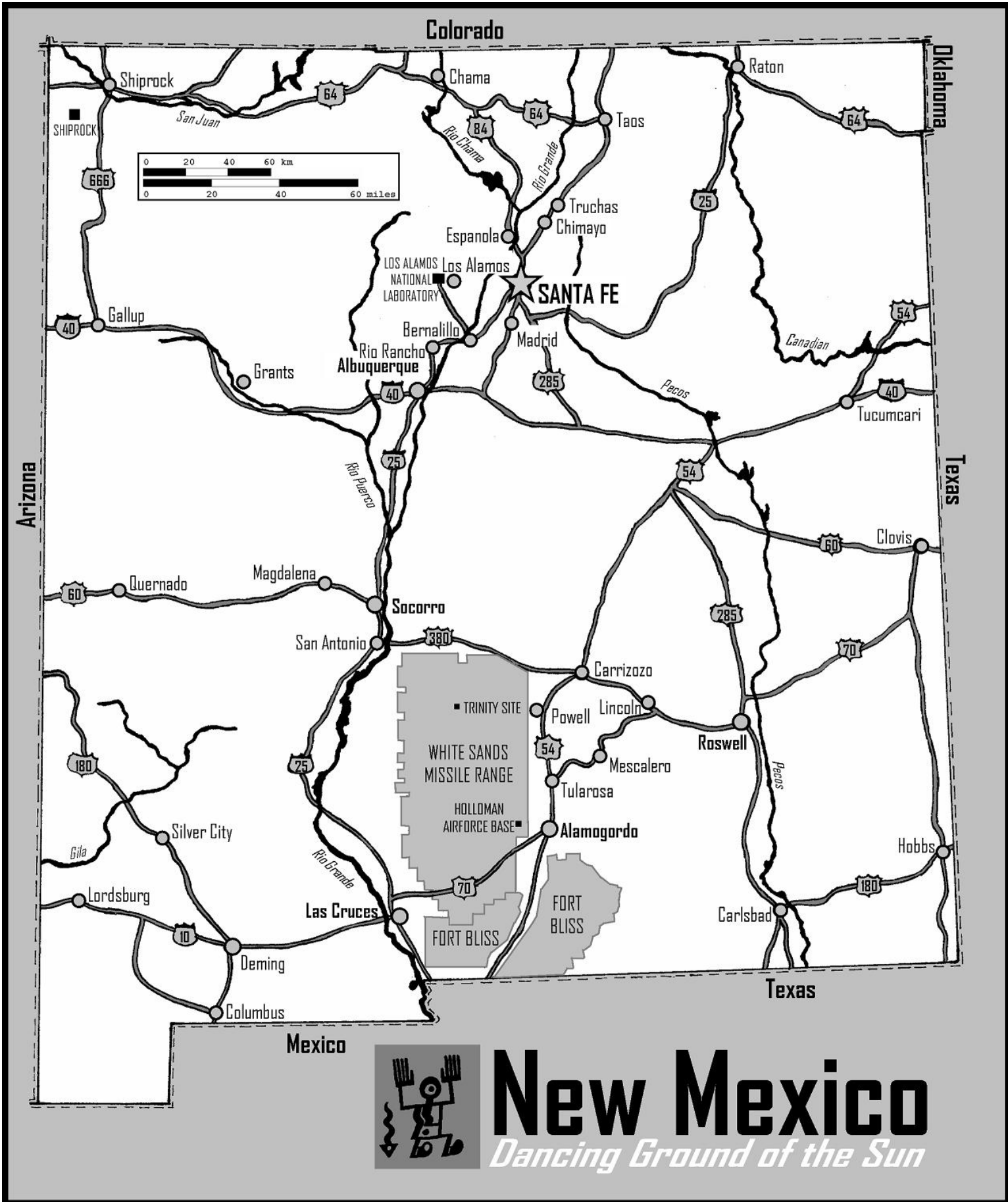
(See NEW COVEN OF SALEM: COVEN OF NEW SALEM, DETECTIVE AMANDA YEATS. FBI FILE CODE H)

It is suspected that the cult has a following of approximately thirty individuals. The only known pattern of membership is two-part: firstly some of the members seem to be grouping together in Alamogordo, New Mexico, then moving to Arkham. It is suspected that the Coven restructuring is being coordinated from near or within Alamogordo (see APPENDIX A).

While no charges have been made against known members, three suspects are under 24-hour surveillance. The increase in the number of missing persons in Arkham is currently being cross-referenced for any connections with the Coven.

(See MISSING PERSONS: ARKHAM ANNUAL REPORT, DETECTIVE SAMUEL DOBSON. FBI FILE CODE E)

Handout #2 - Touring Map of New Mexico



Handout #3 - Simon Horns' Notes

DATE	MRads
7-9	85/min
7-10	89/min
7-11	88/min

OKAY?
SAFE?

The Sheriff + Wife
Don't seem trustworthy.

To Run is to Die

~~Jack~~ JACK PENA
HAS ANSWERS

Too late to run now!

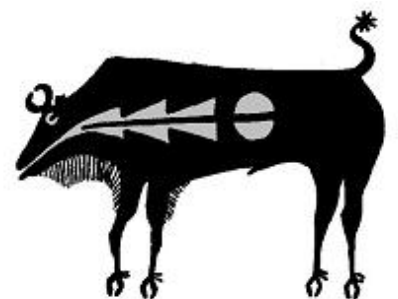
He says the answers are in "THE RANCH."

Handout #4 - Resurrection Spell

90

Y'AI'NG'NGAH,
YOG-SOTHOTH
H'EE'L'GEB
F'AI THRODOG
UAAAH

OGTHRODAI'F
GEB'L-EE'H
YOG-SOTHOTH
'NGAH'NG AI'Y
ZHRO



Handout #5 - Doctor Calvin's Notes

EVERY NIGHT I DREAM I'M STANDING IN THE DESERT ON THE EDGE OF A DEEP WELL. THE WELL'S DEPTHS REACH THE UNDERWORLD WHERE THE GREAT OLD ONE WAITS SLEEPING.

IT HAS BEEN CALLING ME!
THE DREAMS ARE ALWAYS THE SAME

Five.....

THE TABLETS I'VE BEEN TAKING DON'T HELP AT ALL.

Four.. ...

IT SAYS I HAVE THE KNOWLEDGE TO AWAKEN IT!



THE BLACK MAN SAYS THE TIME IS NOT RIGHT ONLY TO SAY THEN THAT THE TIME IS RIGHT.

HE MOCKS ME!



Three.....

Time is running out and soon when I finally give in to IT it will change everything. The dreams are always the same....

Two.....

IN THE END ALL I WILL HAVE IS A HANDFUL OF DUST.

Handout #6 - CIA Document

General Walter Bedell Smith
Director
CENTRAL INTELLIGENCE AGENCY
Langley, Virginia

23rd September 1950

TOP SECRET

General Smith,

Following up on my reports of the 24th May and 16th August 1950, it seems that Professor Fermi's initial conclusion was correct. Doctor Oppenheimer calculated the yield from the Trinity blast after analysing the explosive force to be 19% efficient (July 1945) but later tests on this same data at the Los Alamos Laboratories, New Mexico show that the blast should have had a far higher yield. Approximately 41% efficient, or more than double the yield that was produced in the Trinity blast.

So far the physicists at Los Alamos have not been able to account for the other 22% of the yielded blast energy. Initially we did think our calculations were incorrect but they have stood up to repetitive, independent testing. Strangely enough it seems that this phenomenon has not occurred in other atomic tests.

Suggestions for this energy loss include transfer of energy through seismic waves into the earth or the heating of the upper atmosphere. So far this is all speculative as we are talking about the equivalent of 20,000 tons, or more, of TNT. Fermi and Oppenheimer both tell me that losing this amount of energy is like losing an elephant in a bathtub. They say they would have had to have seen it. Any thoughts on the matter?

I return to Los Alamos on the 29th of October with Fermi to complete my reports. We can discuss the matter further then.

Yours Sincerely,

LR Groves

General Leslie R. Groves



A Handful of Dust

David Conyers

The Witch Cycle PART II

"And I will show you something different from either
Your shadow at morning striding behind you
Or your shadow at evening rising to meet you
I will show you fear in a handful of dust."

- T. S. Eliot, *The Wasteland*



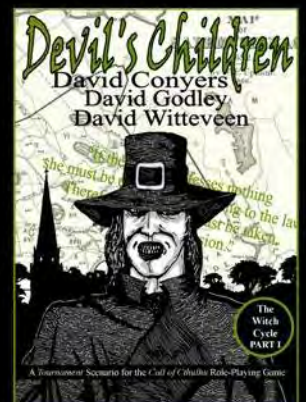
A Delta Green Scenario for the *Call of Cthulhu* Role-Playing Game



Upon completing a degree in engineering, DAVID CONYERS began his career in Western Australia on remote Outback mining and pipeline construction projects. He then took time off to backpack through Africa and Europe before returning to Melbourne where he now lives. Since then he has worked in marketing and communications. David is the co-author of PAGAN PUBLISHING'S DEVIL'S CHILDREN and has written for DARCSYDE PRODUCTION'S TRAUMA and the upcoming HAWKMOON role-playing game. His articles have featured in the magazines THE BLACK SEAL, BOOK OF DARK WISDOM, DREAMING IN R'LYEH and THE WHISPERER, and online at YOG-SOTHOTH.COM. Right now he is writing a CALL OF CTHULHU supplement for CHAOSIUM INC.

A HANDFUL OF DUST is the second part in THE WITCH CYCLE, the first being DEVIL'S CHILDREN, also available from YOG-SOTHOTH.COM. Both adventures are independent and can be played separately.

PART I



Yog-Sothoth.com
Devoted to Call of Cthulhu

<http://www.yog-sothoth.com>