

Flame from Space

**THE FLAME FROM SPACE
IS AN ADVENTURE DESIGNED FOR EXPERIENCED
INVESTIGATORS
WRITTEN USING THE CTHULHU HACK BUT EASILY
ADAPTABLE TO ANY SYSTEM**

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Published by Matakishi's Tea House
www.matakishi.net

Flame from Space

INTRODUCTION

This is an adventure suitable for experienced investigators. The investigators witness a horrible death and follow clues that reveal an imminent invasion of the Earth by **Fire Vampires**. As they probe deeper into the mystery they are confronted by ever more bizarre and dangerous situations that will test their sanity to its limit and perhaps beyond. If they manage to foil the cultists on Earth they will still have to travel into space to confront the **Fire Vampires** on their comet home.

PLOT SUMMARY

The investigators witness the murder of a fellow investigator by **Fire Vampires**.

They follow clues and discover that an 40 year old ceremony that wasn't foiled has born fruit and a comet, the home of the **Fire Vampires**, has entered our Solar System.

The investigators are drawn to the sight of a Kentish village that has been destroyed where they discover an active cult preparing for the final vile ritual that will call **Fthaggua** down to Earth from his dark fortress on the comet.

In a final bid to save the planet and the human race the investigators travel to Norby's comet to confront the horrors in their own lair.



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THE METEOR

The investigators are driving along a country road early one evening when the sky is lit up by a roaring ball of fire that streaks across their field of view and lands behind a copse of trees to their left with a ground shaking explosion of sound and light.

The investigators' vehicle is rocked violently by the explosion and only a successful **DEX** save by the driver stops it ending up in a ditch. If the driver fails to avoid the accident everyone suffers **1D4-1** damage.

The trees screening the investigators' view of the impact site are burning.

The impact site is a field. The crops have been destroyed, either uprooted by the shockwave or burned by the heat. Right next to the actual impact point, which is now a flaming crater about ten metres across with a swirling vortex of flame rising from it, stands a man. He is facing the crater so the investigators cannot see his face and waving his arms about whilst chanting something unintelligible at the top of his voice;

either gibberish or an unknown tongue, it's not clear which.

The man continues his chanting and waving, oblivious to the fact that his lower legs are on fire, occasionally consulting a large book he is holding until a crimson burst of lightning separates itself from the flaming mass and engulfs him.

The man dies with a horrific scream and after a few seconds the fiery shape launches itself into the air and screams upwards until it is lost to sight above the clouds.

Seeing this requires a **sanity roll**.



The man dies with a horrific scream

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The man's corpse is burned beyond recognition. Even his bones have been fused into shapeless blobs. Surprisingly the book seems unaffected by the heat and lies a short way off on the ground. It is a copy of **De Vermis Mysteriis**

De Vermis Mysteriis was written by the Flemish sorcerer and alchemist Ludwig Prinn in 1542. It is a large book, with over 700 pages, and describes the author's travels in the Middle East and his occult research.

This version describes the **Fire Vampires** of **Fthaggua** which resemble crimson bursts of lightning. They gain sustenance by draining energy from intelligent beings; the subject so affected bursts into flames as if experiencing spontaneous combustion. The Fire Vampires also absorb all memories from the targeted victim. Since the minds of the Fire Vampires form a collective "hive mind", all knowledge gleaned from a slain being is shared by every member.

Fthaggua is the regent of the **Fire Vampires**, and like his minions, gains energy and knowledge from the intelligent creatures they slay.

With the knowledge so accumulated, **Fthaggua** and his servants can better plot their attacks on the sentient races of the universe, whom they regard as mere sources of food.

Fthaggua dwells in a huge building on the surface of a mysterious comet called **Ktynga**. He can guide this comet throughout the cosmos searching for intelligent civilizations to feed upon.

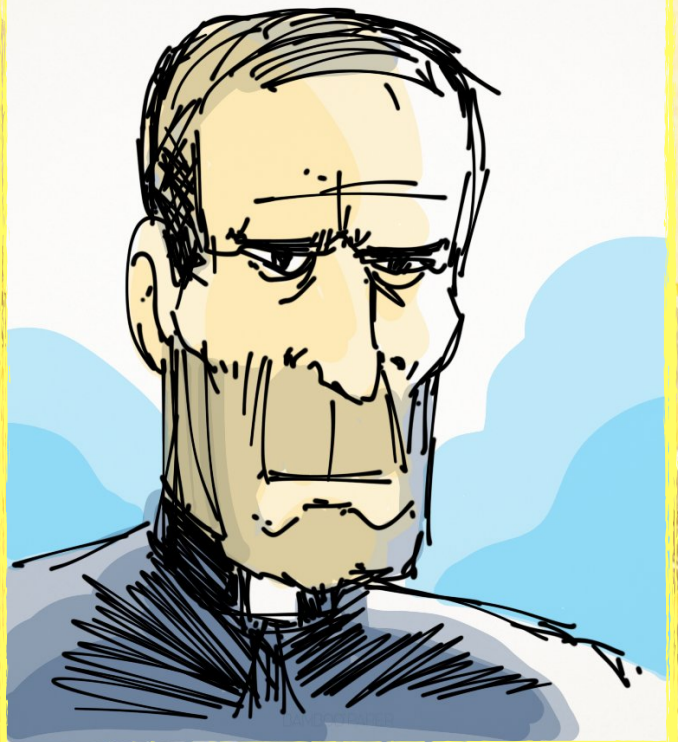
The comet will visit our Solar System four-centuries from now.

Spells:

Summon Fire Vampire

Banish Fire Vampire

Zebediah Whipple



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Flashlight roll: the dead man was attempting to cast **Banish Fire Vampire**.

Flashlight roll: Norby's comet is a bluish comet that is currently travelling through the Solar system. Astronomers believe it originated somewhere near Arcturus.

Flashlight roll: Arcturus, is the fourth-brightest star in the night sky, and the brightest in the northern celestial hemisphere. Relatively close at 36.7 light-years from the Sun, Arcturus is a red giant, an ageing star around 7.1 billion years old.

THE CAR

Parked by the gate into the field is the man's car. In the boot is a sawn off shotgun covered in mystical writings and runes with a box of 50 shells, a large fire axe, also covered in mystical writings and runes and a peculiar device made of lenses and jointed metal levers.

Both the shotgun and the axe are **enchanted magical weapons**.

Business card (player handout)

Digby Fotheringhill

Antiquarian Books and Esoteric Memorabilia

17 The Mews

Lorchester

A letter addressed to **The Reverend Zebediah Whipple** with an address in Woking, Surrey. (Player handout).

Dear Reverend Whipple,

Thank you for the gift of the whistle, let's hope I never have to use it. In reference to your enquiry, Arcturus is 37.9 light years from our solar system. If Norby's comet originated from there it would have begun its journey billions of years ago and could not possibly have been influenced by anything on Earth, magical or otherwise. I remind you again that no object can travel at or above the speed of light. I will be receiving the satellite photographs soon and will be sure to let you know if they show a structure on the comet or, indeed, any little spacemen.

Yours,

Dr. Jeffery Hinchliffe

Chief astronomer, Bayfordbury Observatory

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Flashlight roll: The device is not made from Earthly alloys. This requires a **sanity roll**.

The device was made by a member of the **Great Race of Yith**. It allows translation of languages viewed through the lenses. The only drawback is that it plugs directly into the brain through a microscopic, self drilling armature. This is painful and costs **1HP** each time the device is used.

Flashlight roll: The car is registered to a **Reverend Zebediah Whipple** originally from New England, now living in Woking in Surrey.

INVESTIGATING WHIPPLE'S ADDRESS

The house is a ruin. Apparently destroyed in a gas explosion around the time the investigators saw Whipple die in the field. The houses to either side in the street have suffered superficial damage. There is evidence that Whipple had an extensive library but nothing of it has survived.

THE OBSERVATORY

Flashlight roll: There is a presentation about Norby's comet including some excellent close up photos showing 'unusual surface details' being held at the **Bayfordbury Observatory**.

Bayfordbury Observatory is the University of Hertfordshire's astronomical and atmospheric physics remote sensing observatory, and one of the largest teaching observatories in the UK. It is located in the relatively dark countryside of Bayfordbury, Hertfordshire, 6 miles from the main university campus in Hatfield.

Jeffery Hinchliffe is showing the comet photos from the satellite for the first time at the talk. He discusses the sparks, they could be bright ice but they can't be fire which some have claimed. He stops at the picture of the building. Mutters "*he was right*" incredulously and then is consumed by the fire Vampire. Hinchliffe screams "**Fthagga is coming!**" as he dies it isn't his voice. Seeing this requires a **sanity roll**.

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The **Fire Vampire** will attempt to escape. If it is killed it will release Hinchliffe's memories which will allow any investigator that receives them to make rolls about astronomy with **advantage** from now on.

HINCHLIFFE'S OFFICE

Searching Hinchliffe's office reveals the **letter from Whipple** (*player handout*) and the **whistle** with a **note** and an earlier letter asking about the distance to Arcturus and mentioning a ceremony 37 years ago that was designed to summon the comet.

Note (Player handout)

"Be careful, they know I'm on to them I have fought them before. This whistle confounds them, use it if you spot one but be quick, they are incredibly quick."

Letter (player handout)

"In 1952 a cult in the village of Witheringhurst summoned the fire vampires using an ancient text. Their ceremony sent a message to the star Arcturus. Their message was heard. Now the comet they summoned has arrived. Whether the summoning was instantaneous and the comet travelled at the speed of light of the summons travelled at the speed of light and the

comet arrived instantaneously is not clear. The comet is home to a malignant being and his minions that mean to do us great harm. They reside in a great structure on the comet, when you see it you will know I'm telling the truth. You must warn the authorities, they will listen to you."

Flashlight roll: 36 years and 9 months, 36.7 light years. The distance to Arcturus.

A strange whistle

A thin reedy object made from the stem of some unearthly plant. It has been drilled for finger holes and can be played like a recorder. Its sound is unsettling and extinguishes small fires nearby (nothing bigger than a candle or cigarette). It confuses Fire Vampires so that investigators gain the **initiative** when fighting them.



A strange whistle

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Fire Vampires, flaming minions of Fthaggua

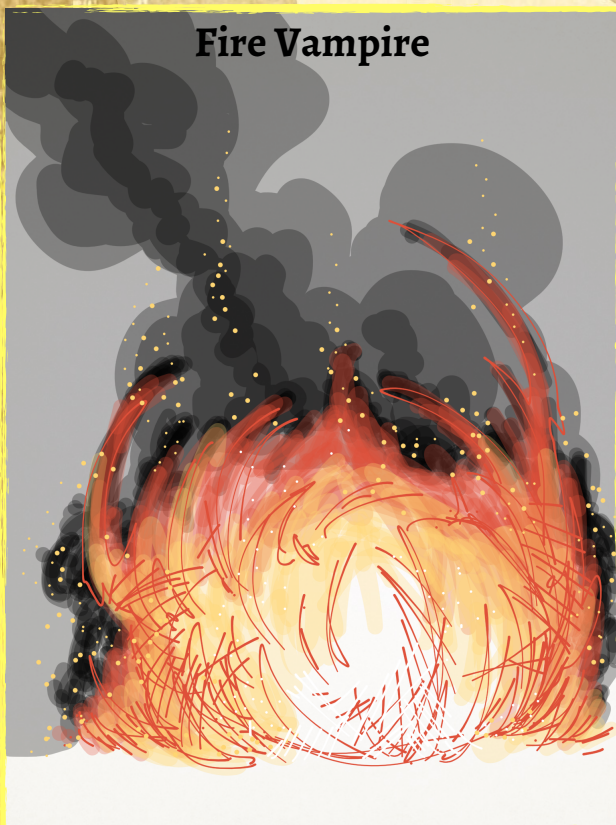
HD2 HP N/A

Competence o (fire vampires can only set things on fire)

Damage 2D6 + ignite flammable items

Fire vampires absorb the knowledge and memories of those they kill. This information is shared by their hive mind.

Fire Vampires take no damage from physical attacks but are killed by water or fire extinguisher foam or other oxygen denying methods. They can be smothered by non flammable coverings.



Fire Vampire 'cloaks'

The **Fire Vampires** that are on Earth from the comet bring a protective shell with them that allows them to survive in vacuum, their 'cloaks'. The inactive cloaks are 2cm wide balls of blue energy which radiate no heat but a little light. They can safely be carried in a pocket or by hand. A cloak will be left behind each time a Fire Vampire dies on Earth. The cloaks activate automatically in vacuum and form an invisible life sustaining shell around the carrier that lasts for several hours.

Fire Vampire memories

When a **Fire Vampire** dies it's most recently acquired memories spill out and may lodge in nearby beings. A failed **INT** save collects a memory fragment. If only one person gets a fragment they get all the memories, if two people get a memory fragment they get half each etc. Divide it evenly among all eligible subjects. The vast majority of inherited memories will be general impressions of the comet, **Fthaggua** and **Cthugha**. Details are provided in **'Visiting Digby Fotheringhill'** which follows.

VISITING DIGBY FOTHERINGHILL

Digby is an old gentleman who knows lots of interesting stuff. His small house is brimming with interesting ornaments and overflowing with ancient books. He can reveal the following and is eager to talk to like minded people: Whipple bought **De Vermis Mysteriis** from him.

- He knows the background to the comet and **Fthaggua** if players don't want to read the book.
- He knows about **Fire Vampires** and their cloaks.
- He knows Whipple tried to stop the original ceremony in Witheringhurst 37 years ago but failed.
- He knows Whipple was going to summon a **Fire Vampire** and interrogate it to try and learn what they were planning.
- He will surmise the closeness of **Fthaggua** may have allowed the **Fire Vampire** to overcome Whipple's attempt to control it.
- He has a strange **whistle** given to him by Whipple.

THE ATTACK IN THE STUDY

A **Fire Vampire** will attack as Digby is talking to the investigators.

Digby's study is full of books and very flammable.

However, Digby is a dab hand with a soda syphon, and it's doubtful the creature will survive the encounter.

The **Fire Vampire's** memories will leak into the investigators. If they make their saves Digby will get them.

The Fire Vampire memories:

The **Fire Vampire** has no recent victim memories (unless it has just killed an investigator, in which case use their memories as well.)

It will Impart an impression of the large building on the comet and an idea of its geography. Nothing concrete but enough so that later, if the recipient of the memory reaches the comet, they can find important rooms in the building. The overall impression is of a cyclopean structure of thick, dark stone honeycombed with a warren of tunnels and rooms forming a complex 3D pattern. The whole place is lit with the flickering light of the

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thousands of **Fire Vampires** that inhabit it.

Fthaggua appears as an unsteady orb of blue flame several metres across. He is the high priest of **Cthugha** and is probably also his servant, or possibly his offspring, it's not clear. Seeing this vision of **Fthaggua** requires a **sanity roll**.

Cthugha is a Great Old One, an elemental spirit of fire, its homeworld is the star Fomalhaut. *"The dully gleaming orb which floated before his dreaming vision was not the Sun. Ugly dark blotches mottled the dull orange surface and great columns of spinning flame arced around the rim. He watched the titan sunspots drift slowly across the hideous disc, at times growing larger and merging into great gaping chasms in the fiery atmosphere, while at others dwindling almost to nothingness.... Something was stirring deep within that fiery atmosphere; something monstrous that roared an insatiable anger against the chains of the Elder Gods which had bound it there for an eternity"* Gaining this glimpse of **Cthugha** requires a **sanity roll**.

Digby Fotheringhill



A huge building on the surface of a mysterious comet



THE BURNED VILLAGE

As the investigators head to the village of Witheringhurst the **Fire Vampires** will strike it.

If the investigators avoid all the previous encounters the village's fate should still draw them in as it's reported widely in the newspapers and on television.

Newspaper report (player handout)

Reports are coming in that the Kentish village of Witheringhurst has been engulfed by a conflagration caused, it is believed, by a subterranean gas pocket igniting. Authorities have sealed off the area and declared a state of emergency as they attempt to bring the fire under control and search for survivors.

APPROACHING THE VILLAGE

The two roads that give access to Witheringhurst have been closed by police road blocks backed up by army units. The army has thrown a cordon around the area which they are patrolling vigorously. The authorities know there's something strange going on but are in the dark because no one who has entered the area has returned to report. They will not be receptive to civilian 'help' from the investigators.

WHAT HAS HAPPENED BEFORE THE INVESTIGATORS ARRIVED

Firefighters responded to the outbreak of fire reported from near the village. No alarms were raised from within Witheringhurst.

Contact was lost almost immediately with the fire fighters, ambulances and police who were first on the scene. Further police patrols also went missing.

A helicopter sent to overfly the area inexplicably crashed.

The area is now quarantined while the government decides what to do next.

Investigators will have to dodge four man army patrols to reach the village. The patrols have orders to arrest trespassers not kill them but will respond to lethal force in kind and call reinforcements.

If any investigators are arrested they will be taken to the nearest roadblock and driven to the next town by the police. They will not be charged unless they're repeat offenders.

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British soldier, backbone of the Empire

HD2 HP15 competence 14

Damage 1D6+2 SLR rifles and sten guns



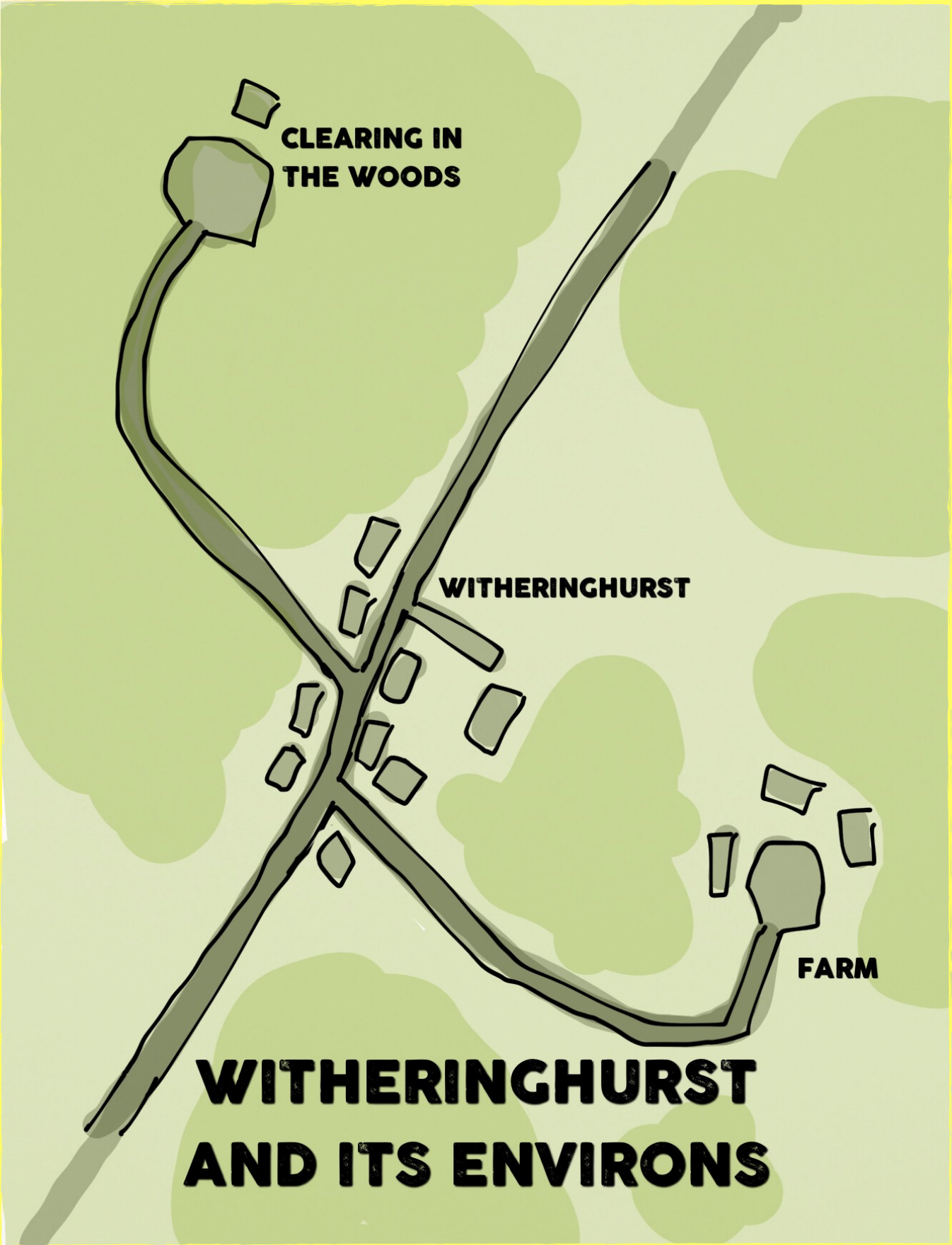
Four man army patrols

CREEPING HORRORS

Once the investigators start to get nearer to Witheringhurst **creeping horrors** will start to manifest themselves. These are small incidents of strangeness that will begin to infiltrate the investigators' minds and ramp up their levels of uneasiness.

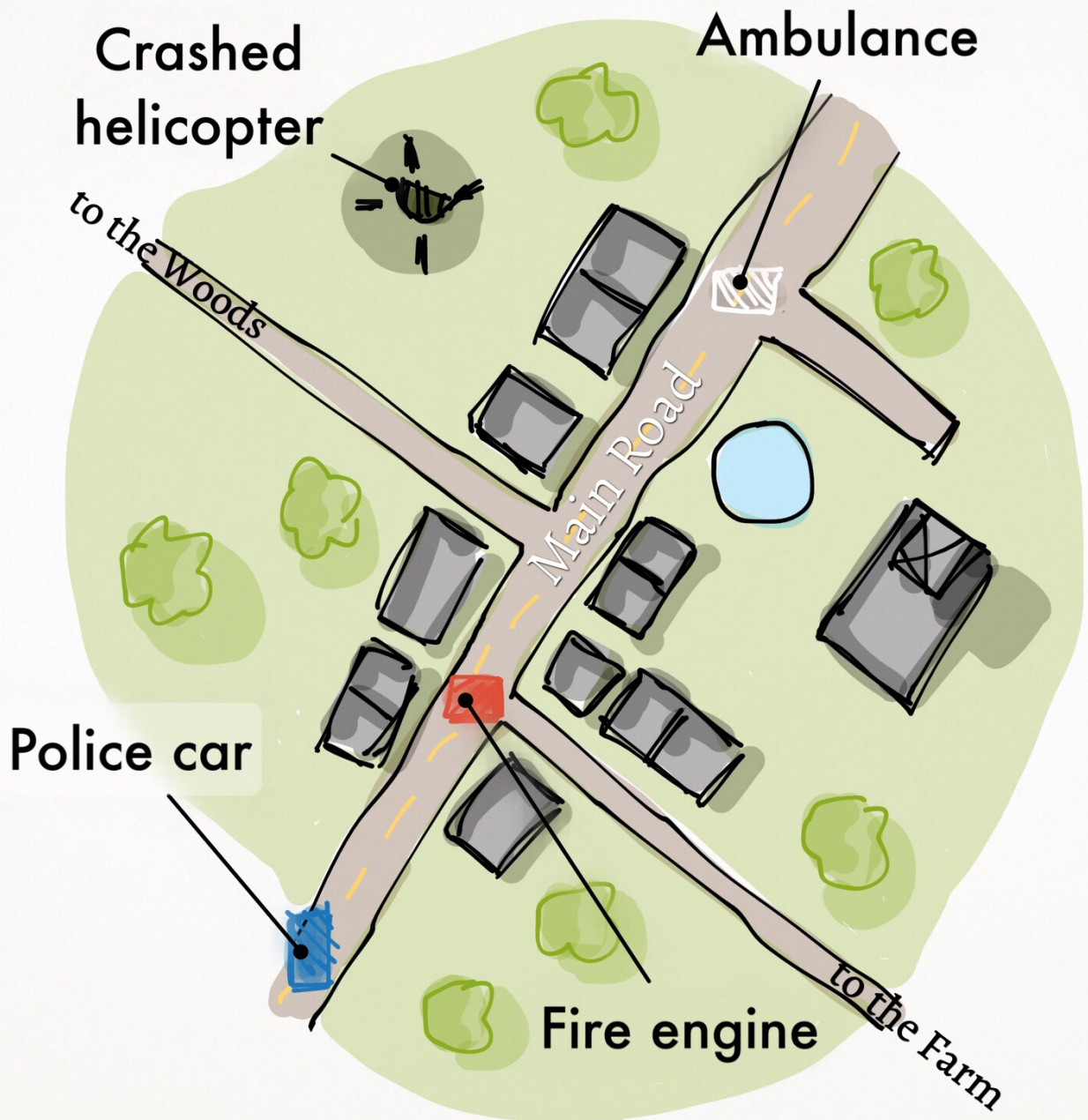
These effects only last a split second, just enough to cause uneasiness. They should be infrequent and occur when they can increase the investigators' stress levels if possible.

- Sparks of light or flame in an investigator's peripheral vision
- A sudden sense of great heat
- The investigator is standing on a cold rocky plain with the darkness of space around them and a view of Earth far off in the sky
- Deja vu
- An investigator sees themselves through the eyes of one of their companions
- A strong smell of burning



**WITHERINGHURST
AND ITS ENVIRONS**

WITHERINGHURST VILLAGE



WITHERINGHURST

All the buildings are smoking ruins. Each one has been gutted by fire from within. The church is blackened but intact.

There are three vehicles on the main through road. To the north an ambulance smoulders, its crew killed by fire. The ambulance is undamaged and full of medical supplies. In the centre of the village a fire engine stands abandoned but unburnt. There is no sign of the crew but a feeder hose has been laid out to the village pond, presumably to supply more water to fight the fires. To the south a police car has crashed.

Flashlight roll: It was evidently trying to leave the village at speed when the occupants were incinerated.

The village still has **Fire Vampires** in it. There is a 50% chance of encountering one each time a building is investigated. Once a **Fire Vampire** has been alerted to the investigators' presence it will summon others in the vicinity. One **Fire Vampire** for every two unvisited buildings (round down) will answer the summons.

THE SURVIVOR

There is a single survivor in the village, a lone soldier from a patrol that was attacked early on. He is hiding near the pond. He has a rifle which he uses to shoot the church bell and summon dead villagers to attack any **Fire Vampires** that approach him. He does his best to keep himself wet with the pond water which has made him ill. The investigators may well hear him coughing before they spot him.



Signaller Saunders

**Signaller Saunders- Sig
Jiffy to his mates**

Royal Corps of Signals

HD2 HP14 Competence 14

Damage 1D6+2 SLR rifle

Sanity D8

He has an inoperable radio hidden near the pond which he can fix if he finds a suitable battery.

“We were just doing a recce, walking slowly- checking for movement or survivors. We’d reached the end of the street and were about to check the church when Geoff and Bilky exploded and these fire things were on us. I shot at one in the air and the bullets went right through it. Although they didn’t hurt the fire thing they hit the church bell and made it ring and seconds later these burning people were running out of the houses towards us. I thought things had got worse but the people threw themselves at the fire things and seemed to extinguish them. I jumped in the pond and stayed out of it. When it was all over the burning people just walked back into the houses. I’ve tried to leave but the fire things always spot me. I’ve used the burning people to get away from them twice now but I can’t move too far from the bell.”

THE CHURCH

The church has withstood the fires quite well. All the wooden furniture has been burned to ash but the building’s structure is intact. There is a bell in the bell tower but the bell rope and the tower stairs are gone.

If the bell is rung the familiar sound summons the burning husks of the slain villagers who will attack any **Fire Vampires**.



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Burning husks of the dead

HD N/A HP N/A Competence o

Damage N/A

These creatures are animated constructs of ash and fire. Their sole purpose is to extinguish Fire Vampires and regain their memories. They can not communicate with the living and only exist because of the baleful influence of **Fthaggua** and the magical energies being raised at the farm. Ringing the bell will summon 1D4+4 burning husks.

If a burning husk grabs a **Fire Vampire** it will kill it in a single moment whilst suffering no damage itself. There is a 20% chance the **Fire Vampire** will release enough of the husk's shared memories for it to feel complete in which case the husk will crumble to ash with a wail.

Once the immediate vicinity is clear of **Fire Vampires** the husks will shamle back to their houses and collapse into ash until they're called again.

Seeing burning husks for the first time requires a **sanity roll**.

THE FIRE ENGINE

The fire engine is in perfect working order and its water tanks are full. The keys are in the ignition and two hoses are attached and ready for use. A third hose has been laid to the village pond to syphon off more water.

It takes at least three people to operate a hose and use it to spray water. One to turn the tap on the engine and two to aim and hold the hose. At least one of the two holders must pass a **STR** test or they will be unable to aim the water jet.

The fire engine engine needs to be running for the pumps to work. Turning the engine on will set the siren going unless an investigator thinks to check and turn it off first. The siren will summon both **Fire Vampires** and ghostly firemen.

Ghostly Firemen

HD N/A HP N/A Competence 0

Damage N/A

These creatures are the personification of the recently killed firemen's sense of duty and courage. Like the burning husks they exist in the village because of the interactions between **Fthaggua's** influence and the magical ceremonies at the farm and they attack and extinguish **Fire Vampires** without suffering any damage themselves.

Unlike the burned husks they do not die when a **Fire Vampire** releases their memories, instead they return to life. There is only a 10% chance of this each time they extinguish a **Fire Vampire** but if it happens, all investigators who witness it can **regain a sanity die**.

There are four ghostly firemen who will all appear from nearby buildings when the fire engine siren sounds. If there are no **Fire Vampires** in the vicinity they will cluster around the fire engine. If the fire engine begins to move they will climb aboard and stay with it.

Ghostly fireman



If they move beyond the range of the magic animating them (beyond the farm or the clearing in the woods) they will dissipate and not return. Seeing ghostly fireman for the first time costs a **sanity roll**.

Resurrected fireman

HP2 HD16 Competence 15

Damage 1D6 fire axes

Sanity D10

Grateful for a second chance they will stick around to see the job gets done.

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HELICOPTER CRASH SITE

The crashed helicopter is a smoking ruin spread over quite a large area. The two man crew have been killed by Fire Vampires which caused the crash.

Flashlight roll: Searching the wreckage reveals an undamaged set of good binoculars and a first aid kit in the wreckage.

THE CLEARING IN THE WOODS

The clearing is circular and about 20 metres across. There is a path to the south that leads to Witheringhurst. There is a small caravan with an aerial attached to its roof at one edge of the clearing and a little structure by the north edge built from dry stone. This is the shrine to **Cthugha**. The shrine is like a stone igloo but with an entrance high enough not to require stooping.

The shrine is tended by two cultists from the farm. They live in the small caravan whilst on guard duty. They will attempt to subdue any interlopers and secure them for later use in the rituals at the farm.

Their caravan contains a little food and water, spare ammunition for their shotguns and a radio set to communicate with the farm. If hard pressed or outnumbered the cultists will stay in the caravan and shoot from the windows while they call the farm for help on the radio. Reinforcements large enough to outnumber the investigators two to one will arrive 15 minutes later in an old noisy truck.

Any gunfire in the woods will immediately summon two **Fire Vampires** who will come to the aid of the cultists.

Cultists of the Flame, deluded servants of Cthugha

HD2 HP12 Competence 12

Damage 1D6 knives and shotguns

Fire Vampires, flaming minions of Fthaggua

HD2 HP N/A

Competence 0 (fire vampires can only set things on fire)

Damage 2D6 + ignite flammable items

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CTHUGHA'S SHRINE

Inside is an altar made of a single block of stone. On the altar there is a flame burning in a bowl made from part of the upturned skull of a child. The flame is blue and doesn't appear to have any fuel, it just sits in the bowl flickering away. There is a strange murmuring in the room which, if an investigator concentrates, resolves itself into a low voice endlessly repeating the phrase

*"Build the man and burn him, burn him with your young, the flames will draw **Fthagua**, **Fthagua** will come, He will call **Cthugha**, and then your task is done."*

After this is some sort of exhortation in an unknown tongue before the whole thing begins again. It soon becomes clear that the voice is emanating from the blue flame. Realising this costs a **sanity roll**.

The flame cannot be extinguished. It will stay exactly where it is, approximately a metre above the ground even if the skull is removed or the entire structure is demolished.

- It will instantly consume anything

combustible that it touches (who knows why it doesn't burn the child's skull?)

If a person touches the flame it will transform them into a being of blue fire, killing them instantly. The fire being will stand and recite the phrase in their old voice and then shrink back to the original flame. Witnessing this requires a **sanity roll**.

When the time is right the cultists will transport this flame to ignite their wicker man at the farm using the wand of flame that Christopher Tew the cult leader has.



Cthugha's shrine

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THE IMPOSSIBLE STAIRS

At the back of the shrine room, behind the altar, are a set of uneven stone steps going up.

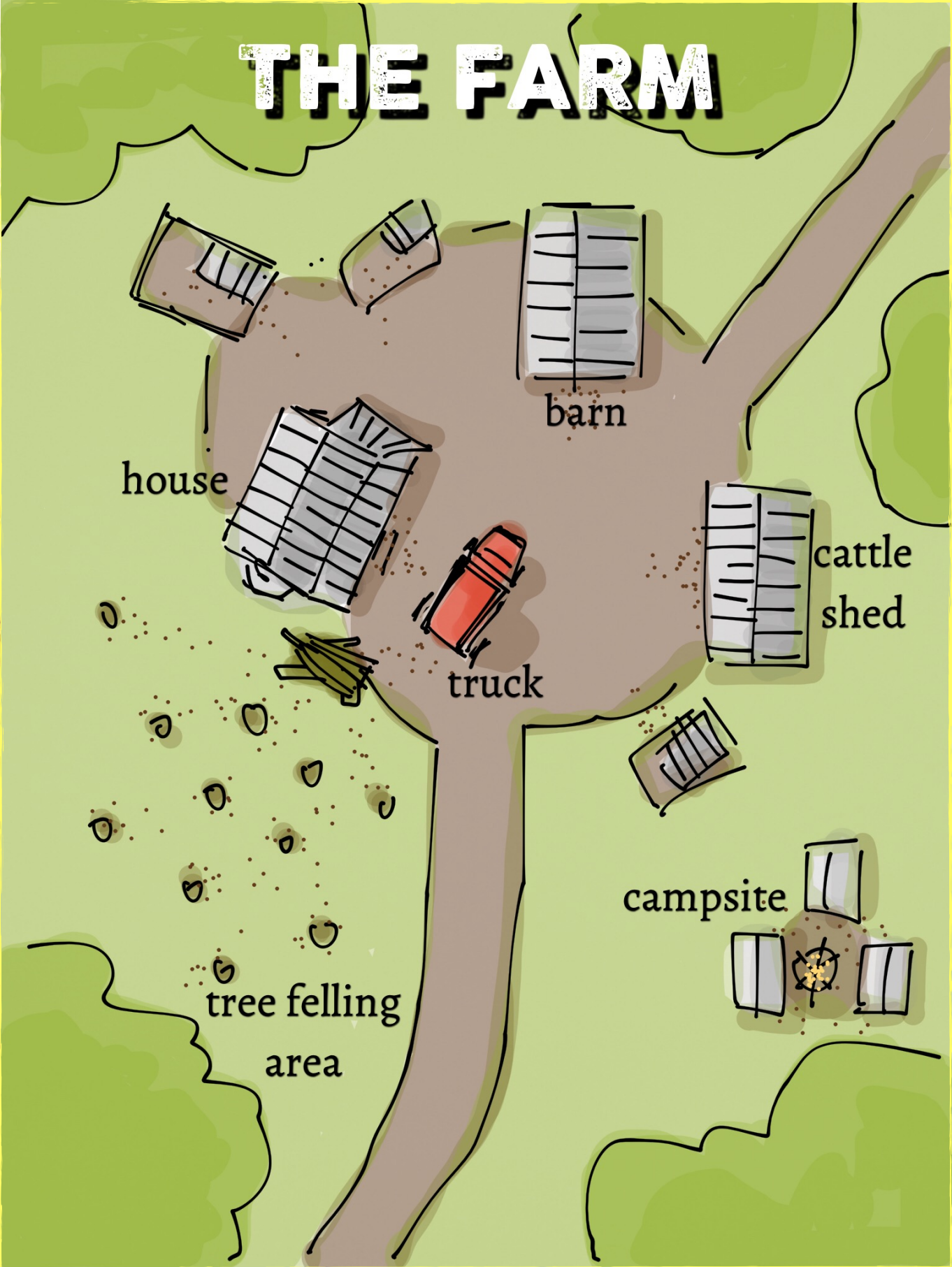
Impossibly, they go beyond the dimensions of the shrine room,

rising up and up in their narrow tunnel until they would be above even the surrounding trees yet, there is no sign of them outside the shrine. Realising this costs a **sanity roll**.

CTHUGHA'S SHRINE



THE FARM



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SPYING OUT THE FARM COMPLEX

Watching the farm from a distance reveals the following:

During the day:

- The farm house has a pair of guards armed with shotguns patrolling the front. They are not particularly alert unless something instigated by the investigators has alarmed the complex.
- The barn is guarded by another pair of shotgun armed guards. These are much more alert.
- The cattle shed has people coming and going quite regularly.

Flashlight roll: More enter than leave. The ones leaving are all **Flame Cultists** who can't resist testing their new powers by incinerating random objects. They all head off along the path to the north east.

- The surrounding woods are being cut down by a large group of people and a truck is collecting logs and driving off along a recently made track leading north east through the trees. After about an hour the truck returns empty to be loaded again.

Flashlight roll: There are about 25-30 active cultists at the farm. Most are armed with axes and farm implements, a few have shotguns.

At night:

- The tree felling stops and the workers retire to a campsite among the trees where they've erected tents.
- A **Spider of The Moon** will emerge from the cattle shed and scuttle into the trees. Seeing a Spider for the first time requires a **sanity roll**.
- Moving lights (**Fire Vampires**) can be seen moving amongst the trees to the north east.

Second night after the village is burned:

- Everyone will leave the tents and head off to light the wicker man.

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THE PLAN

Following instructions from the **Fire Vampires** the cultists have constructed a huge **wicker man** close to the farm. They intend to set this on fire once it's filled with their own children who will have the honour of being the first to feed **Fthaggua** with their life force. The fire will be lit by **Christopher Tew**, the mutated leader of the cult and the **Flame Cultists** using their flame blasts which will effectively transfer some of **Fthaggua's** essence into the ritual inferno.

This process, along with the chanting of the appropriate spells and incantations and the further sacrifice of a few captured interlopers who will be thrown into the flames, will allow **Fthaggua** to awaken and journey to Earth.

Once **Fthaggua** arrives he will take over control of the ceremony and begin to summon **Cthugha**. He'll start by sacrificing the cultists to the fire.

Once **Cthugha** arrives on Earth it's game over for the human race.

WHERE IS CHRISTOPHER TEW?

Tew spends his time supervising the construction of the **wicker man**.

Very occasionally he returns to his basement rooms for a short rest.

There is only a 5% chance of meeting **Tew** away from the **wicker man**.

Christopher Tew, chosen of Fthaggua

HD5 HP40 Competence 16

Damage 4D6 flame blast.

Tew can emit the flame blast from his eyes or his mouths (he favours both at once).

He takes **double damage** from fire extinguishing methods (water, foam etc). He takes **no damage** from fire.

Tew appears as a humanoid shape barely containing raging blue flame. Seeing him for the first time requires a **sanity roll**.

Tew is the leader of the cult having been gifted with the '**Touch of Fthaggua**' at the original ceremony 37 years ago. Since then he has hidden himself in his adapted basement awaiting the arrival of his god and slowly collecting more followers over the years.

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INVESTIGATING THE FARM HOUSE

Guarded by two cultists armed with shotguns.

The farm house is built from stone but all the rooms are lined with metal so that Tew's heat doesn't cause too much damage. Any furniture that isn't metal is scorched. Metal furniture is heat damaged too. Tew lives in the basement which is completely fire proofed with asbestos.

Upstairs, well away from the heat, the investigators can find older documents and photos of the original ceremony and the building of **Cthugha's shrine**.

Flashlight roll: Photographs showing a ritual being conducted in the clearing in the woods where **Cthugha's shrine** now stands. These are clearly old photos on old Kodak photographic paper.

Flashlight roll: Calculations showing when to expect the comet, made at the time of the original ceremony.

Flashlight roll: Hand-written instructions on building the **Cthugha shrine** with incantations and spells which date from the

original ceremony. A cryptic note scrawled at the end says "*When the comet arrives, the way will open.*" The central spell is a form of **gate spell**. An investigator can learn it from the notes as normal.

Flashlight roll: The diary of **Christopher Tew** detailing his delight at being '**touched by Fthaggua**' during the original ritual and his gradual transformation into the monster he is today. It tells of having to hide away from others and plan and recruit in secret over the intervening years. It ends 16 years ago as the pages become too burned.

Flashlight roll: A drawing of a **wicker man** annotated with a rhyme (*player handout*) and hints that another, bigger ceremony will happen once the comet arrives.

The basement is a single room with a metal toilet in the corner. This is Tew's living room and it's clad in asbestos. Despite this it still shows signs of scorching. What little furniture there is, a metal bed frame and a metal camp chair, are extensively discoloured from heat. There is a 5% chance Tew will be encountered here, he spends most of his time at the **wicker man** site.

Flame from Space

INVESTIGATING THE BARN

The barn is guarded by two shotgun wielding cultists

Nothing and nobody goes in or comes out of the barn. The doors are secured with a large, new padlock.

Approaching the barn the investigators will become aware of a horrid stench.

Inside the barn are the sacrifices for the **wicker man**. They have been here since the village was incinerated with no provision for food, water or waste removal.

There are 16 children from the village, a policeman who was first on the scene originally and a team of two investigators- colleagues of **Reverend Whipple**.

Getting the children away to safety will allow any involved investigator to **regain a sanity die**.

PC Biddle, village bobby

HD3 HP20 (currently 12)

competence 14

Damage 1D8

Whilst normally a quiet man, PC Biddle is enraged at how his community has turned on its own children and wants revenge on

Christopher Tew and his followers.

Alan Weis, lawyer

HD3 HP20 (currently 10)

competence 15

Damage 1D8

Weis is an investigator into the mythos. He has a good knowledge of it through academic study but not much practical experience. He has been badly affected by his recent experiences and his sanity is fragile, D6 (down from D10).

Jeremy Thompkins, Mechanic

HD4 HP28 (currently 15)

competence 14

Damage 1D8+4

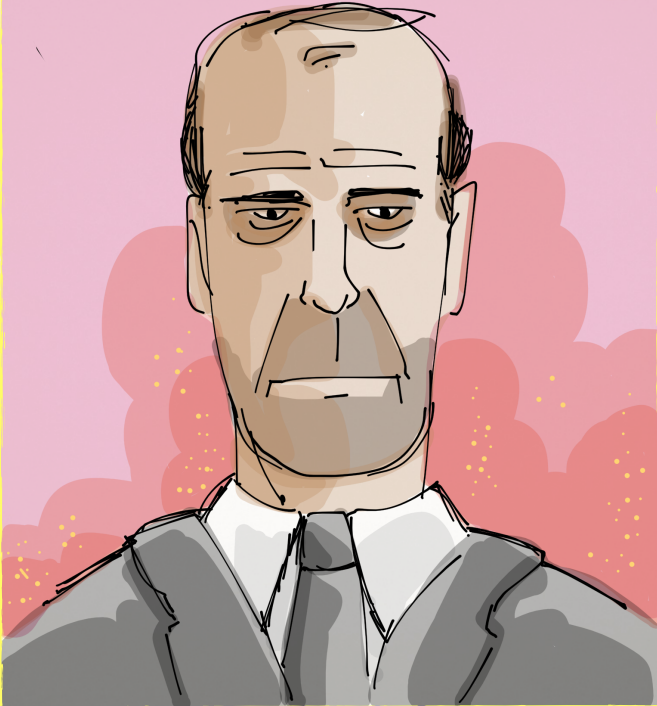
Sanity D8 (down from D12)

Thompkins is an investigator into the mythos. He has had several run-ins with lesser mythos creatures and come out on top. He is confident that he will be able to rectify this situation given the chance to come face-to-face with whatever or whoever is behind it.

All the adults know **Christopher Tew** is responsible for the cult, the **Fire Vampires** and the impending slaughter of everyone in the barn.

Flame from Space

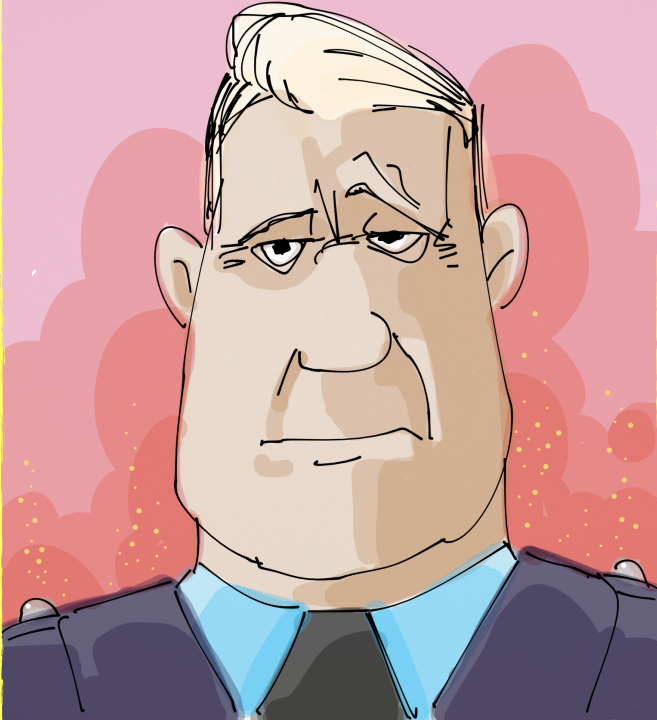
Alan Weis



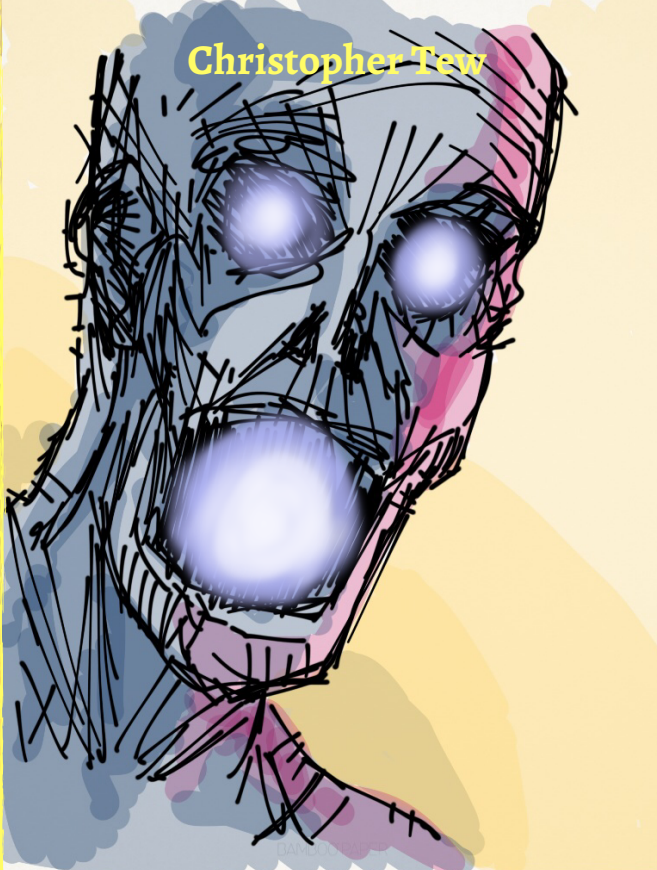
Jeremy Thompkins



PC Bidle



Christopher Tew



Flame from Space

INVESTIGATING THE CATTLE SHED

The cattle shed is unguarded. Quite a few cultists from the wood chopping detail enter the shed but few return. Those that do are excited and quickly move off along the north east path that leads to the wicker man. All these lucky people have survived the transition into **Flame Cultists** and some can't resist incinerating random objects lying around with their new powers.

There are no animals in the cattle shed but there is a very strange musty smell given off by the **Spiders of the Moon** who work underneath it.

At the rear of the shed is a recently excavated tunnel leading down into the new basement area that the spiders have made.

The basement houses the **portal** and a strange looking generator for it housed in a separate room. Two spiders work here to maintain it. Seeing a **Spider of the Moon** for the first time requires a **sanity roll**.

Spiders of the Moon

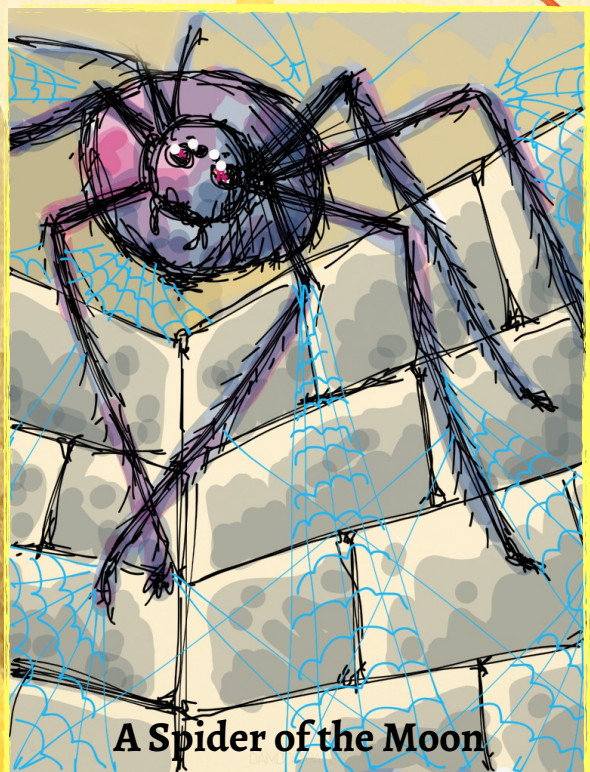
HD1 HP6 competence 12

Damage 1D4 venomous bite + **CON** save or paralysis.

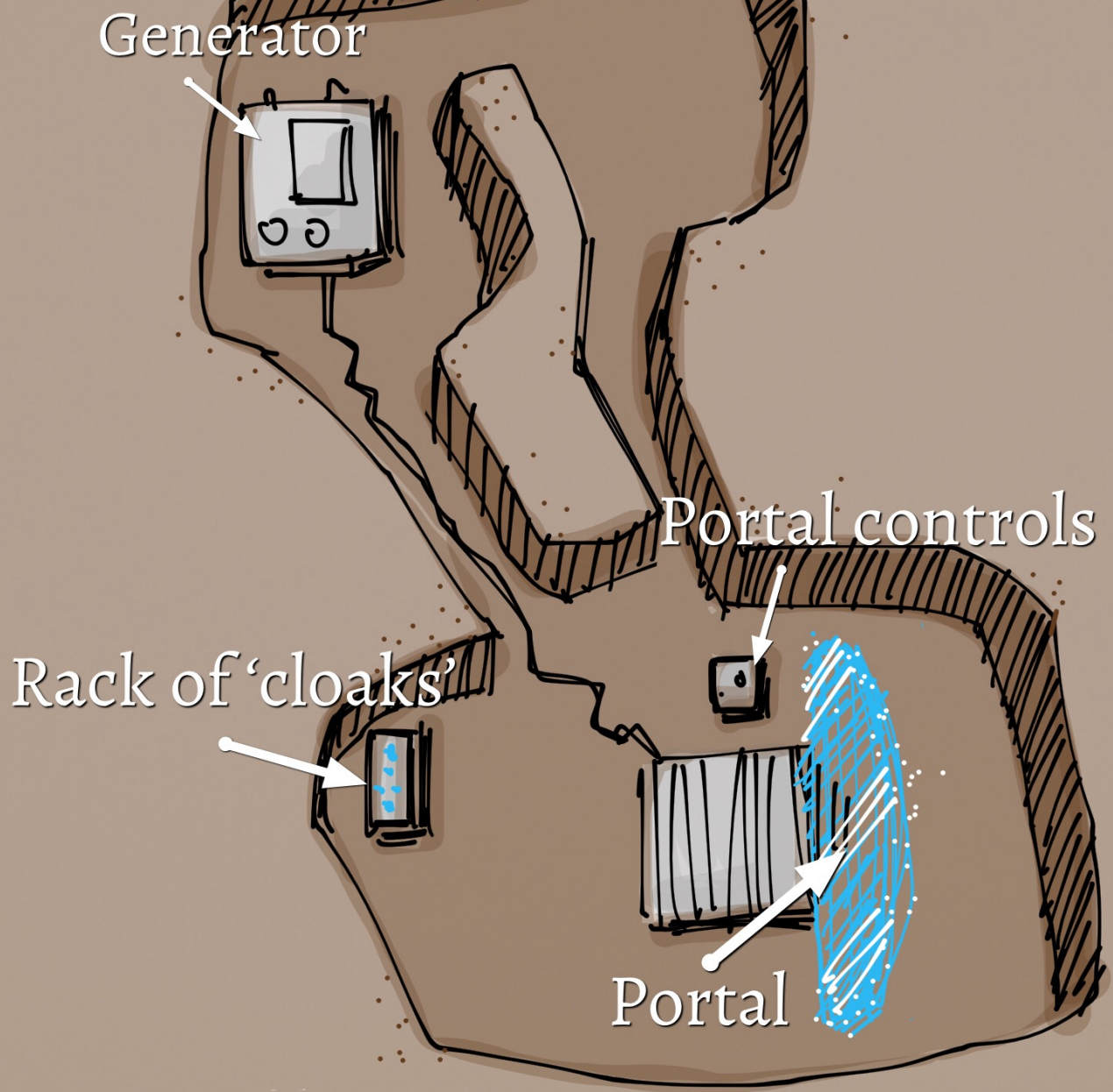
Entangle with webs: **STR** save to break out.

Double damage from fire.

Spiders of the Moon bodies are just under one metre across with relatively short legs. They resemble hunting spiders from Earth and come in a variety of dark colours. They speak in hisses and body posture which is very hard for other species to understand or copy so they communicate with writing when they need to. They are a highly advanced race, much prized for their engineering skills.



THE CATTLE SHED BASEMENT



Flame from Space

Next to the portal is a rack containing Fire Vampire 'cloaks' and a warning sign (*Player handout*) with instructions since the spiders are difficult to communicate with.



Fire Vampire 'cloaks'

The inactive cloaks are 2cm wide balls of blue energy which radiate no heat but a little light. They can safely be carried in a pocket or by hand.

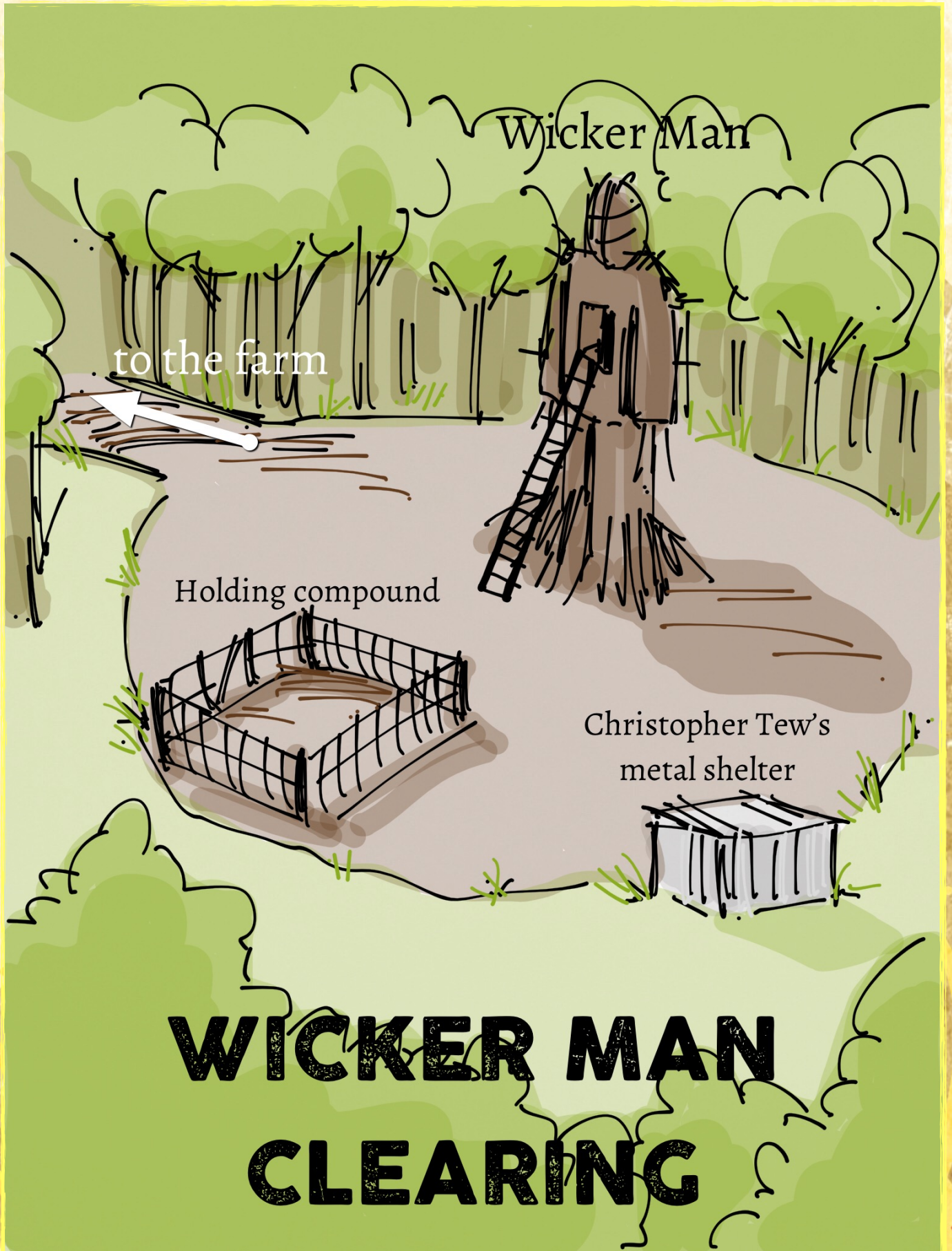
The cloaks activate automatically in vacuum and form an invisible life sustaining shell around the carrier that lasts for several hours. The portal here takes travellers on to the surface of the comet so everyone must have a cloak to survive the journey.

THE PORTAL

The portal is constantly open. Stepping through transports the traveller onto the surface of Norby's comet Near the Redoubt. Using the portal to reach the comet and seeing the Redoubt requires a **sanity roll**.

The portal can be switched off with the controls if the labelling can be read. The portal can be permanently disabled if the generator is damaged. The **Spiders of the Moon** can turn it off if they can be convinced to.

The gravity in the Redoubt is about half that on Earth but outside on the surface of the comet it is almost non-existent. All physical activity outside the Redoubt is at **disadvantage**.



Wicker Man

to the farm

Holding compound

Christopher Tew's
metal shelter

WICKER MAN CLEARING

Flame from Space

THE WICKER MAN CLEARING

The road from the farm cuts through the wood for nearly a kilometre before it ends in a clearing.

The cleared trees from the road construction, the edges of the clearing where it's been enlarged and the tree felling at the farm have been used to construct a huge **wicker man** which stands amidst a pile of kindling.

At the edge of the clearing is a metal hut where **Christopher Tew** sleeps when he's not supervising the building of the **wicker man**.

There is also a rough compound ready to accept the sacrifices who will be kept there before they're herded up the ladders into the body of the **wicker man** at the start of the upcoming ceremony.

There are four **Fire Vampires** and four **Flame Cultists** in the clearing at all times. There is a 95% chance that **Christopher Tew** will be present too.

If the ritual is underway there will be **1D10+5** human cultists present as well. Four of these will be armed

with shotguns, the rest with knives or improvised weapons.

Cultists of the Flame, deluded servants of Cthugha

HD2 HP12 Competence 12

Damage 1D6 knives and shotguns

Fire Vampires, flaming minions of Fthaggua

HD2 HP N/A

Competence 0 (fire vampires can only set things on fire)

Damage 2D6 + ignite flammable items

Flame cultists of Fthaggua

HD3 HP20 Competence 14

Damage 2D6 flame blast

The cultists can emit the flame blast from their eyes or their mouths (or both).

They take **double damage** from fire extinguishing methods (water, foam etc). They take **no damage** from fire.

Flame from Space

THE RITUAL AS INTENDED

If nothing happens to stop it the ceremony will proceed as planned on the third night after Witheringhurst was attacked by the **Fire Vampires**. The sacrifices will be collected from the barn at dusk and taken to the **wicker man** clearing in the back of the truck, There will be a lot of crying and pleading as the children see their parents for the first time in three days. The parents, all confirmed cultists will be unmoved, they believe their children are about to be blessed. Any adult captives will realise what's about to happen and must make a **sanity roll**.

The cultists will assemble in robes and light several small bonfires around the clearing as it gets darker and the transformed **Flame Cultists** with **Christopher Tew** at their head and **Fire Vampires** accompanying them will process around the clearing chanting. They will oversee the children being forced up the ladders and into the hollow centre of the **wicker man**.

Any other captives will be securely bound and thrown in amongst the kindling at the **wicker man's** feet.

As Norby's comet comes into view above the horizon the ritual will reach its climax with the **wicker man** being lit by **Tew** and the **Flame Cultists**. It will burn blue with a ferocious heat but no smoke. Anyone inside it or amongst the kindling will suffer an agonising death without the 'mercy' of being suffocated before the flames reach them. Witnessing these deaths will require a **sanity roll**.

The deaths of the sacrifices will send a beam of fire stretching up to the distant speck of the comet overhead. Shortly the form of **Fthaggua** will be seen descending this bridge to the Earth surrounded by a cloud of **Fire Vampires**. Seeing this will require a **sanity roll**.

When **Fthaggua** reaches Earth he and the **Fire vampires** will begin their ritual to summon **Cthugha**. This will start with any nearby humans including **Tew** and the **Flame Cultists** being fed into the fire.

Cthugha will arrive on Earth through a dimensional rift eleven hours later.

Flame from Space

IF THE RITUAL IS STOPPED

In order for the ritual to fail either no one must die in the **wicker man** or **Christopher Tew** and all the mutated **Flame Cultists** must be killed or incapacitated. If the wicker man is set alight by normal fire rather than their **Fthaggua** fire the ritual will fail.

If the investigators have sent the comet away the ritual will fail.

Killing **Christopher Tew** will allow all involved investigators to **regain a sanity die**.

Killing all the **Flame Cultists** will allow all involved investigators to **regain a sanity die**.

Freeing the children before the ritual can be concluded will allow all involved investigators to **regain a sanity die**.

Foiling the ritual but allowing any of the children to be killed will require every investigator to make a **sanity roll**.

The Wicker Man



REDOUBT OF FTHAGGUA

Arriving from Cthugha's shrine

The steps seem to rise for hundreds of metres. They are steep and there is no light in the tunnel. Eventually they emerge into a cold dry room of impressive proportions.

The room is made from a dark, rough hewn stone fused somehow so that there are no visible joins between walls, floor and ceiling. It is square, about twelve metres across and three metres high. There is a dark, trapezoid opening, an exit, opposite the top of the stairs. The room is dimly lit from cold light shining in through a high window in one of the walls.

If an Investigator looks out of the window (they'll need a boost) they will see inky black space. There are no stars visible (unless it's night time) but the Earth hangs in the void, far away, seemingly about the size of a two pence piece (25mm). The investigators have found their way to Ktynga, Norby's comet, and into the lair of **Fthaggua**. Realising this requires a **sanity roll**.

Arriving from the farm

The investigators arrive via a portal identical to the one at the farm. It is on the surface of the comet near the Redoubt. There is an entrance into the Redoubt close by. Arriving this way requires a **sanity roll**.

The room the investigators enter is designed to be welcoming to the cultists from the farm. The room is made from a dark, rough hewn stone fused somehow so that there are no visible joins between walls, floor and ceiling. It is orientated horizontally and is of comfortable human dimensions. Someone has thoughtfully provided wooden chairs.

It is close to **Fthaggua's room of contemplation**. If the investigators arrived in the Redoubt from the farm this will be their start point. There is a single **Fire Vampire** in this room at all times to lead cultists to **Fthaggua**. It will assume any humans it meets here are friendly so, if the investigators want it, they will have the **initiative** and roll with **advantage** for their first attacks.

Flame from Space

There is a 50% chance that 1-2 cultists are here armed with knives.

There is a 10% chance of meeting a **Flame cultist** freshly created by **Fthaggua**.

FLAME CULTISTS

Cultists that survive touching **Fthaggua** become **Flame Cultists**. Like **Christopher Tew**, the leader of the cult, they carry the flame of **Fthaggua** inside them as an energy source they can manipulate. Their eyes and mouth glow with blue fire and heat emanates from them constantly.

Flame Cultists of Fthaggua

HD3 HP20 Competence 14

Damage 2D6 flame blast

The cultists can emit the flame blast from their eyes or their mouths (or both).

They take **double damage** from fire extinguishing methods (water, foam etc). They take **no damage** from fire.

It is the destiny of the **Flame Cultists** to light the wicker man as the culminating act of the ceremony to wake **Fthaggua** by expending their life essence in a blazing inferno of cosmic fire. They're looking forward to it.



Flame from Space

EXPLORING THE REDOUBT

The Redoubt is a massive building hundreds of metres tall and hundreds of metres to a side. It is honeycombed with passages and room with seemingly no rhyme or reason behind the design. Some passages are vertical or too steep to climb others are flatter but only a very few are truly horizontal. Rooms are irregular in shape and most seem to have no function. Occasionally the hum and vibration of machinery can be heard and felt from deep within a wall and sometimes the sound of rushing water or some other liquid booms through the structure although the source of this is never seen. Unpleasant scuttling sounds can sometimes be heard from behind a wall.

Openings between areas are of varied sizes and shapes but all are geometric, square, triangular, rhomboid etc. There are no curves in the structure- everything is straight lines and flat planes (allowing for the irregularities of the rock it's build from).

The structure is unlit and very cold. Some residual heat seems to be caused by the many **Fire Vampires** that live here and some light comes in to the outer layer of rooms from outside through apertures of varying size. These openings have nothing blocking them and yet the air and heat does not escape. Investigators can freely exit the Redoubt using them but outside is the hard vacuum of space.

The gravity in the Redoubt is about half that on Earth but outside on the surface of the comet it is almost non-existent. All physical activity outside the Redoubt is at **disadvantage**.

USING FIRE VAMPIRE CLOAKS

Once the investigators have seen the cloaks in action at the farm they will realise their purpose and can use them to move around on the comet's surface. The cloaks activate automatically in vacuum and deactivate when not needed.

Flame from Space

CREEPING HORRORS

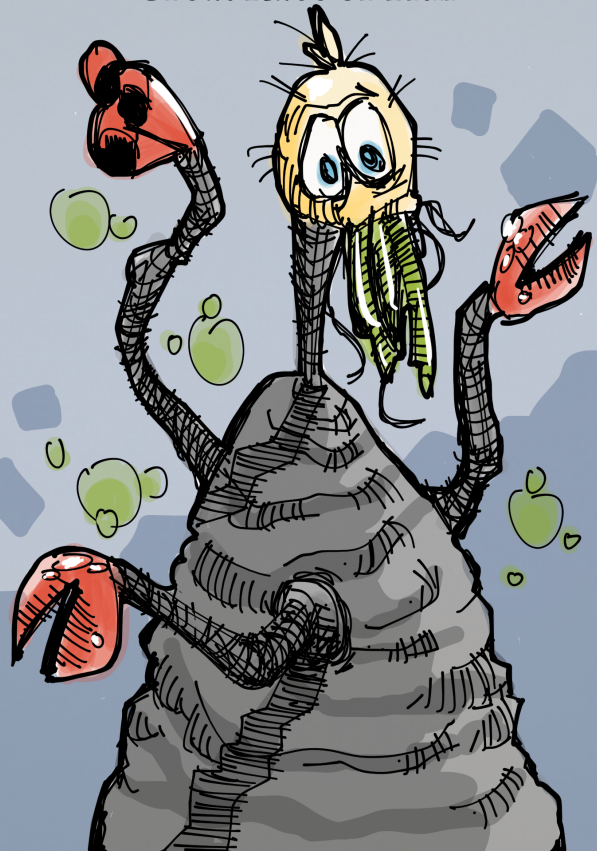
Creeping Horrors are magnified whilst on the comet and should include things such as:

- The investigator is suddenly without air and can't breathe.
- There is the sound and rush of air escaping from the room they're in.
- The investigator is suddenly freezing cold.
- The investigator is completely alone.
- It is too dark to see, the investigator has gone blind.
- There's no sound, the investigator has gone deaf.
- The investigator is being watched.
- Something is coming.
- The investigator is suddenly very hot.
- The investigator is outside the Redoubt on the surface of the comet.

FIRE VAMPIRES

There are many **Fire Vampires** in the Redoubt but meeting them is infrequent because of the sheer size of the structure. There is a 20% chance of meeting 1-4 **Fire Vampires** each time the investigators enter a new location. **Fire Vampires** can be spotted in advance because of the light (and heat) they give off. **Fire Vampires** in the Redoubt do not carry cloaks unless they are preparing to travel to Earth or move around outside the Redoubt.

Great Race of Yith



Flame from Space

ENCOUNTERS ON THE COMET

these can be dropped in where appropriate to keep things interesting as the investigators explore the Redoubt and possibly the comet's surface.

THE GREAT RACE OF YITH

A solitary **Yithian** will be glimpsed from an aperture moving about on the comet's surface.

Seeing a **Yithian** for the first time requires a **sanity roll**.

If it sees a human the **Yithian** will wave and head towards them in order to communicate.

The **Yithian** has a human mind and wants to save Earth. It also wants to return to Arcturus so it can eventually reconnect with its original human form. There is a colony of **Yithians** there and it is studying their books whilst in his **Yithian** body. The **Yithian** is an unwilling stowaway, it was exploring the Redoubt when the comet suddenly started its journey to Earth.

The Yithian knows:

- Where the control room in the Redoubt is.
- How to set the controls for a return journey to Arcturus.
- That the **Fire Vampires** become dormant when the comet travels through space.
- That the energy pieces in the lighted rooms are particles of Fomalhaut, the home of **Cthugha**.
- That the **Fire Vampires** force the **Spiders of the Moon** to manufacture machines for them.

Great Race of Yith, inquisitive scientists from Earth's prehistory

HD9 HP36 Competence 19

Damage 1D6 Lightning gun (D8 usage)

Disadvantage in **DEX** saves

Knows the following spells:

Starry Ward. 2AP/level (18)

Sleep. 4D6 HD of creatures INT save or sleep for 2D4 hours.

This **Yithian** has the brain of Jeanette Stonehouse (Nettie to her friends), a teacher of English from Liverpool in the 21st century.

Flame from Space

THE CONTROL ROOM

This should only be stumbled upon by chance as a last resort. An investigator with **Fire Vampire** memories will know this room exists and know its general location. Getting to it will involve a circuitous route since the investigators can't fly and use the vertical tunnels like **Fire Vampires** can.

The control room is at the top of the Redoubt and contains the instruments that monitor and instruct the comet's great star drives. It is not a particularly large room but there are always four **Fire Vampires** here.

There are operator consoles dotted around the room. The controls are labelled in an unknown language. Investigators with **Fire Vampire** memories can make an **INT** save to get an idea of what's what. The Yithian goggles from Whipple's car allow their wearer to read them perfectly. The controls are operated by applying heat.

To set the controls to Arcturus requires an **INT** save (with the

goggles, an **INT** save at **disadvantage** without them) and a **DEX** save to apply the correct heat (from a lighter perhaps). The **Yithian** can operate the controls easily. To set the controls randomly for 'somewhere else' requires either an **INT** save or a **DEX** save and the comet's destination will be completely random.

When the controls are activated there is a notable change to the Redoubt. The sounds of fluids and machinery increase and the whole structure, indeed the whole comet, begins to vibrate. This vibration steadily rises in pitch and tempo for nearly an hour before the engines kick in and the comet begins to accelerate to light speed.

During this time all the **Fire Vampires** become more and more lethargic and burn ever dimmer before finally becoming comatose minutes before the engines start. The investigators will only have this time to get off the comet or they will be taken along with it.

Flame from Space

THE IMPOSSIBLE STAIRS

The entrance to the impossible stairs that link the Redoubt to **Cthugha's shrine**. If the investigators reached the Redoubt from the farm they will need to know where this is in order to leave. If they arrived in the Redoubt from the shrine this will be their start point.

THE CULTISTS' ROOM

This room is designed to be welcoming to the cultists from the farm. It is orientated horizontally and is of comfortable human dimensions. Someone has thoughtfully provided wooden chairs. It is close to **Fthaggua's room of contemplation**. If the investigators arrived in the Redoubt from the farm this will be their start point. There is an aperture leading outside to the portal.

There is a single **Fire Vampire** in this room at all times to lead cultists to **Fthaggua**. It will assume any humans it meets here are friendly so, if the investigators want it, they will have the **initiative** and roll with **advantage** for their first attacks.

There is a 50% chance that 1-2 cultists are here.

FTHAGGUA'S ROOM OF CONTEMPLATION

Fthaggua is here, sleeping, awaiting his call to cross the magical bridge to Earth when the wicker man at the farm is ignited and the ceremony there is complete.

Fthaggua appears as a ball of cold blue flame six metres across. Seeing him for the first time costs a **sanity roll**.

Flashlight roll: **Fthaggua** is dormant.

There are always **Fire Vampires** in attendance here, 2 per investigator, and often cultists from the farm visit. 50% chance of 1-2 cultists armed with knives.

Fthaggua will not wake until the ceremony at the farm is completed when he will cross to Earth and begin his path of fiery destruction across the planet.

Cultists present will be allowed to touch **Fthaggua**. There is a 50% chance they will be incinerated and die instantly but, if not, they will take some of **Fthaggua's** essence into them and burn with his cosmic flame internally.

Flame from Space

FLAME CULTISTS

Cultists that survive touching **Fthaggua** become **Flame Cultists**. Like **Christopher Tew**, the leader of the cult, they carry the flame of **Fthaggua** inside them as an energy source they can manipulate. Their eyes and mouth glow with blue fire and heat emanates from them constantly.

Flame cultists of Fthaggua

HD3 HP20 Competence 14

Damage 2D6 flame blast

The cultists can emit the flame blast from their eyes or their mouths (or both).

They take **double damage** from fire extinguishing methods (water, foam etc). They take **no damage** from fire.

It is the destiny of the **Flame Cultists** to light the wicker man as the culminating act of the ceremony to wake **Fthaggua** by expending their life essence in a blazing inferno of cosmic fire. They're looking forward to it.

THE LIGHTED ROOMS

Some rooms can be seen from the comet's surface because of their light radiating out of apertures.

There will be 1D6-2 **Fire Vampires** in each lighted room.

These rooms are where the **Fire Vampires** fortify themselves, essentially they're cafeterias for them.

Each lighted room contains a fist sized particle of Fomalhaut the star that contains **Cthugha**. The radiation from these pieces of star energy is harmful, **1D4** damage every minute an investigator is in the room.

However, each minute an investigator stays in the room they may make either a **STR** save or a **CON** save (their choice) with a success improving the stat by 1.

Flashlight roll: Fomalhaut is the brightest star in the constellation of Piscis Austrinus and one of the brightest stars in the sky. It is a class A star on the main sequence approximately 25 light-years from the Sun.

Flame from Space

SPIDER TUNNELS

Some walls have small irregular openings about one metre across in them. These openings are notable because their irregularity is so at odds with the geometric styling of everything else in the Redoubt.

The openings can be found in any surface, walls, floors or ceilings. Each opening leads to a narrow tunnel and these tunnels honeycomb the already chaotic Redoubt adding another layer of confusion and mystery.

A normal adult can slowly make their way through these tunnels but it is a claustrophobic and tiring experience.

The tunnels are used by the **Spiders of the Moon** (not our Moon, they are native to the Arcturus system) to go about their business. The **Spiders of the Moon** are enslaved and forced to work for the **Fire Vampires** to manufacture machines for them. They comply out of fear as they have no access to water with which to combat the **Fire Vampires** and are themselves very vulnerable to flames.

SPIDER WORKROOMS

Eventually the spider tunnels lead to spider workrooms where the manufacturing takes place. These are large irregular spaces filled with machines that do the actual work. There are smelters and fabricators of all kinds that transform the materials drawn from the centre of the comet into useful appliances for the **Fire Vampires**.

Investigators are unlikely to encounter a **Spider of the Moon** in a tunnel (5% chance per tunnel section) but workrooms will always contain 2D6.

The **Spiders of the Moon** are will not be immediately hostile. They will be happy to help anyone who's combating the **Fire Vampires**. Seeing a **Spider of the Moon** for the first time requires a **sanity roll**.

Flashlight roll: The spiders have small devices that emit heat (but not flame) so they can adjust the controls on the machines they make for the **Fire Vampires**.

Flashlight Roll: There are 'cloaks' available in each workroom.

Spiders of the Moon

HD1 HP6 competence 12

Damage 1D4 venomous bite + **CON** save or paralysis.

Entangle with webs: **STR** save to break out.

Double damage from fire.

Spiders of the Moon bodies are just under one metre across with relatively short legs. They resemble hunting spiders from Earth and come in a variety of dark colours. They speak in hisses and body posture which is very hard for other species to understand or copy so they communicate with writing when they need to. They are a highly advanced race, much prized for their engineering skills.



ESCAPING FROM THE COMET

The **impossible stairs** will stay as a viable exit until the very end when the igniting engines will sever the magical connection. Anyone on the stairs when this happens will be killed as the magical space they occupy ceases to exist.

Likewise the **portal** to the farm will function until the engines start. Anyone unlucky enough to be using the portal at this particular instant will be killed.

CONCLUSION

If the investigators manage to send the comet away they can each **regain a sanity die** for a job well done.

They know the comet is destined to return however, and this knowledge may haunt their dreams for a long time to come.

If they fail and **Fthaggua** comes to Earth he will summon **Cthugha** which will take time as the ritual is long and requires a lot of sacrifices. Maybe it can be stopped before it's too late. Maybe not. Regardless, that's another story for another time.

PLAYER HANDOUTS

Dear Reverend Whipple,

Thank you for the gift of the whistle, let's hope I never have to use it.

In reference to your enquiry, Arcturus is 37.9 light years from our solar system. If Norby's comet originated from there it would have begun its journey billions of years ago and could not possibly have been influenced by anything on Earth, magical or otherwise. I remind you again that no object can travel at or above the speed of light.

I will be receiving the satellite photographs soon and will be sure to let you know if they show a structure on the comet or, indeed, any little spacemen.

Yours,
Dr. Jeffery Hinchliffe
Chief astronomer,
Bayfordbury Observatory

Be careful, they know I'm on to them I have fought them before. This whistle confounds them, use it if you spot one but be quick, they are incredibly fast

DIGBY FOTHERINGHILL

ANTIQUARIAN BOOKS AND ESOTERIC
MEMORABILIA

17 THE MEWS
LORCHESTER

PLAYER HANDOUTS

In 1952 a cult in the village of Witheringhurst summoned the fire vampires using an ancient text. Their ceremony sent a message to the star Arcturus. Their message was heard. Now the comet they summoned has arrived. Whether the summoning was instantaneous and the comet travelled at the speed of light or the summons travelled at the speed of light and the comet arrived instantaneously is not clear.

The comet is home to a malignant being and his minions that mean to do us great harm. They reside in a great structure on the comet, when you see it you will know I'm telling the truth. You must warn the authorities, they will listen to you.

INFERNO!

Reports are coming in that the Kentish village of Witheringhurst has been engulfed by a conflagration caused, it is believed, by a subterranean gas pocket igniting. Authorities have sealed off the area and declared a state of emergency as they attempt to bring the fire under control and search for survivors.

PLAYER HANDOUTS

Signaller Saunders' story



"We were just doing a recce, walking slowly-checking for movement or survivors. We'd reached the end of the street and were about to check the church when Geoff and Bilky exploded and these fire things were on us. I shot at one in the air and the bullets went right through it. Although they didn't hurt the fire thing they hit the church bell and made it ring and seconds later these burning people were running out of the houses towards us. I thought things had got worse but the people threw themselves at the fire things and seemed to extinguish them. I jumped in the pond and stayed out of it. When it was all over the burning people just walked back into the houses. I've tried to leave but the fire things always spot me. I've used the burning people to get away from them twice now but I can't move too far from the bell."

PLAYER MAP



**WITHERINGHURST
VILLAGE**

PLAYER HANDOUTS

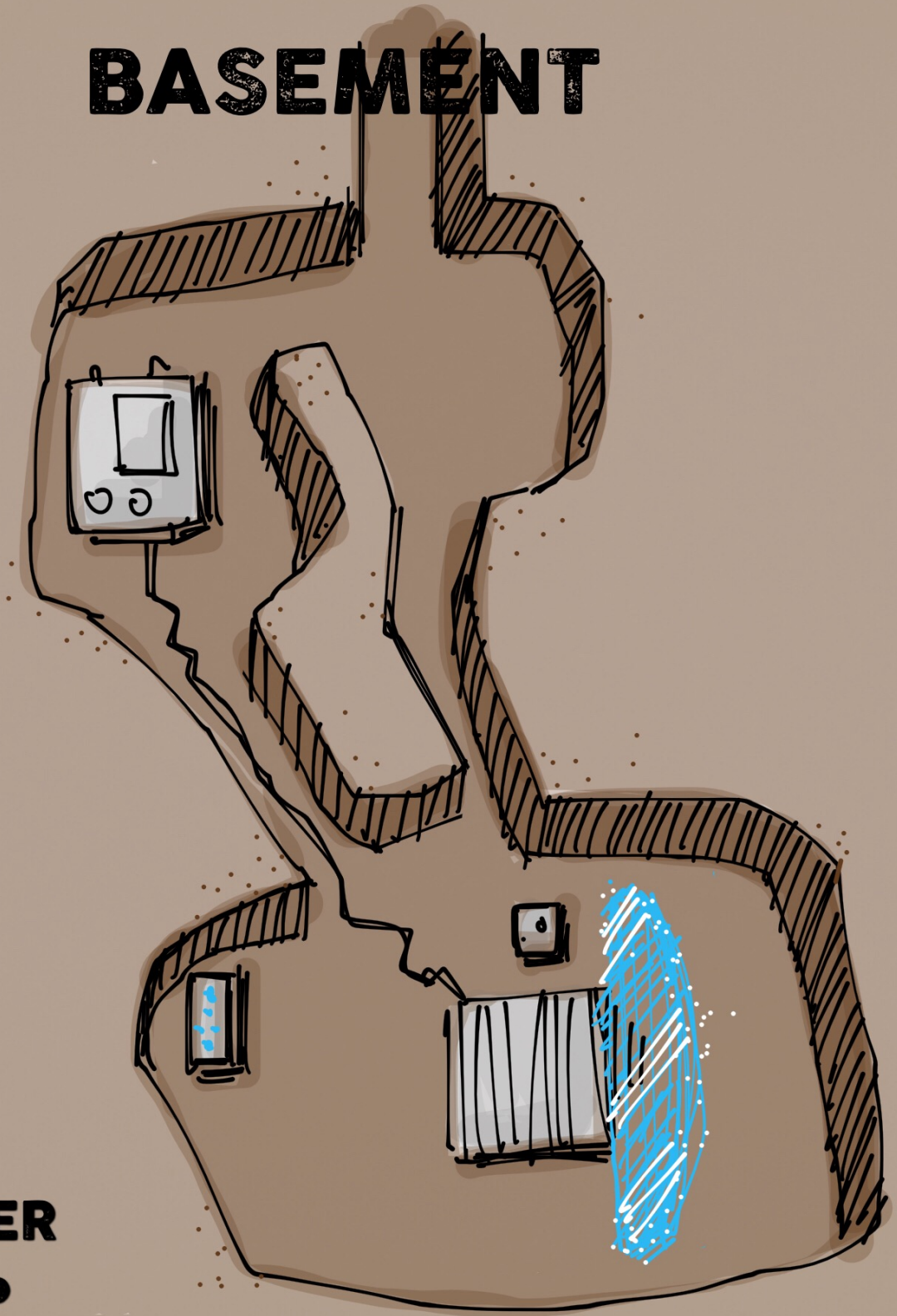


WARNING

Remember to take an energy ball
with you when you use the portal
This is the **ONLY WAY** to stay alive
on the other side

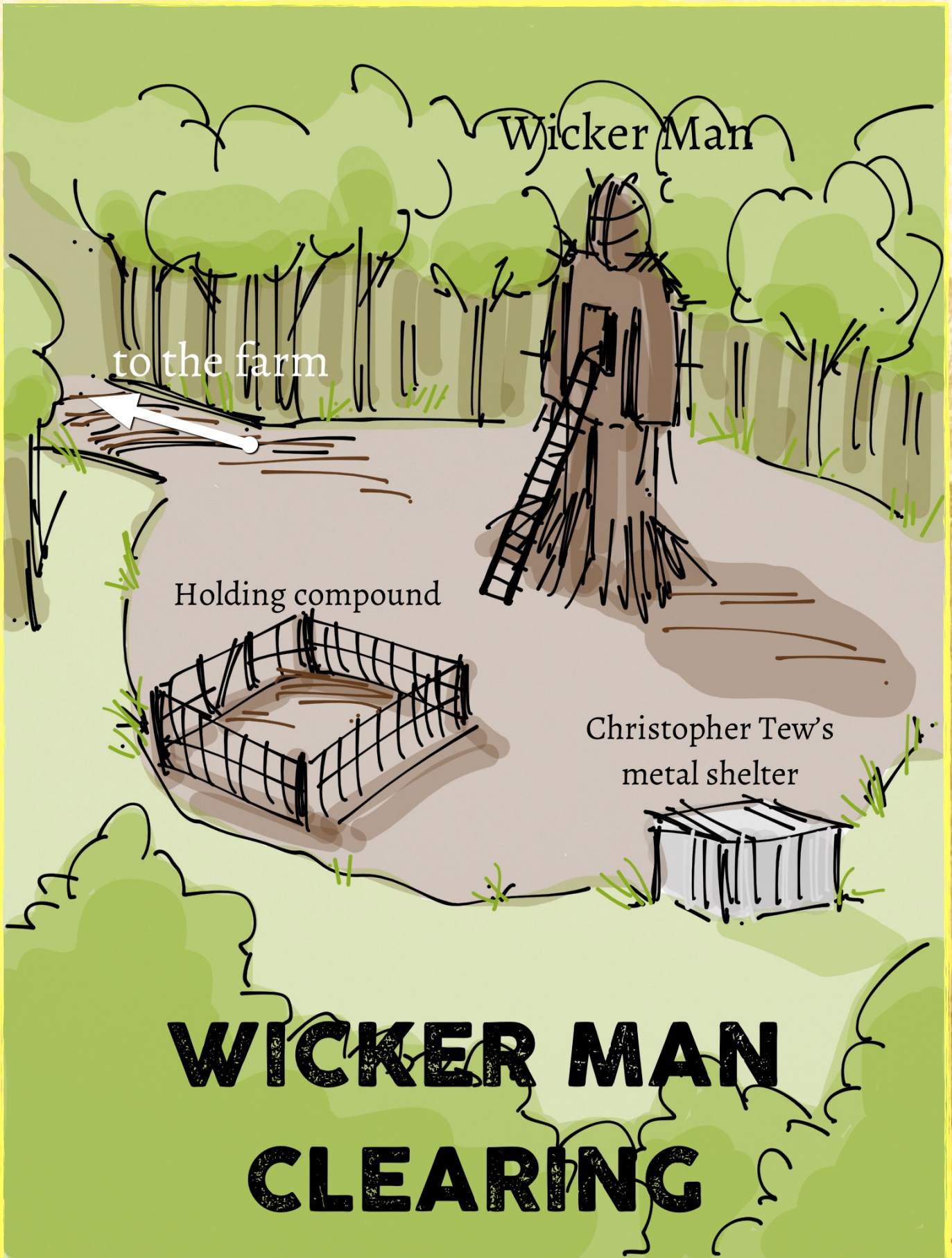
PLAYER HANDOUTS

THE CATTLE SHED BASEMENT



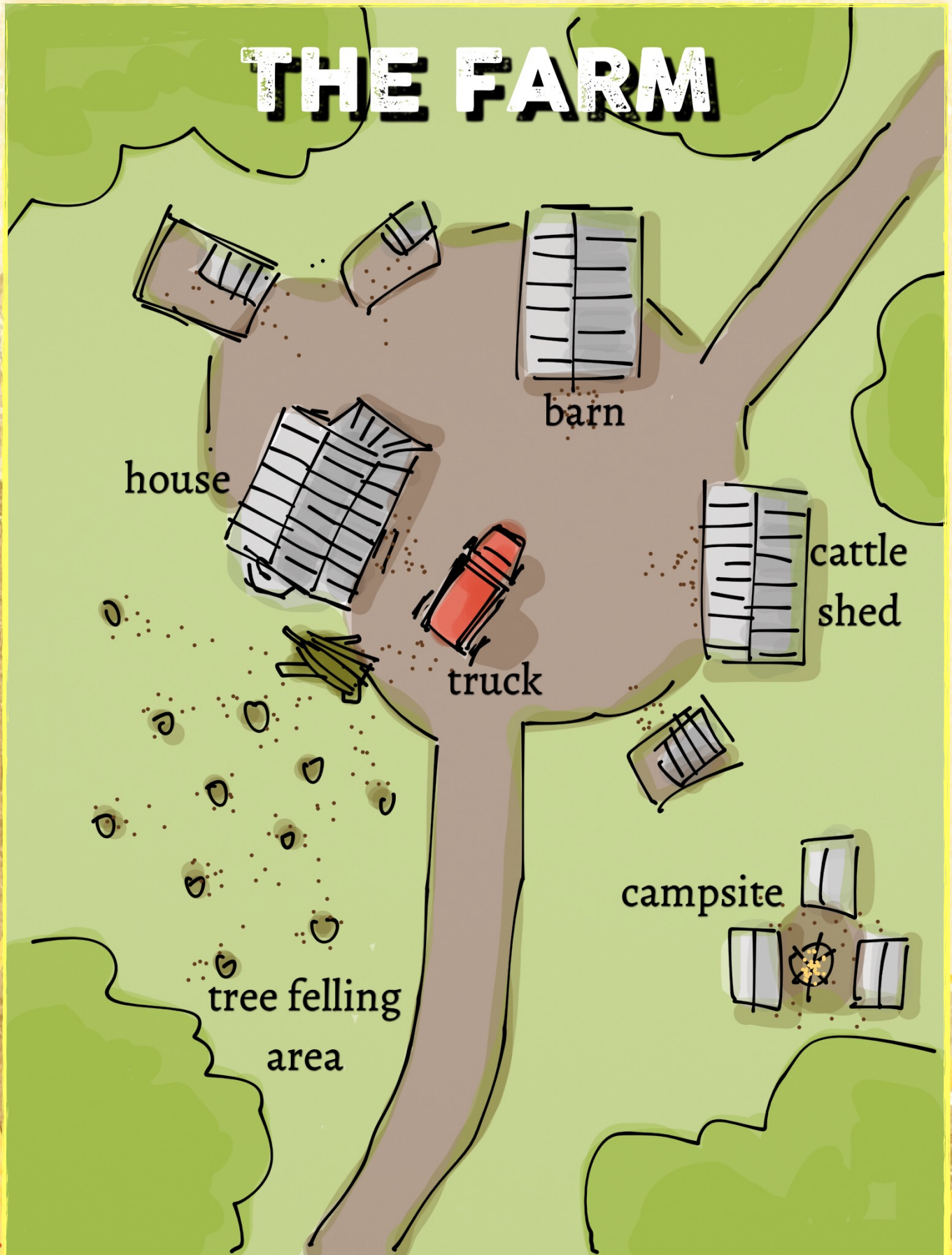
**PLAYER
MAP**

PLAYER HANDOUTS



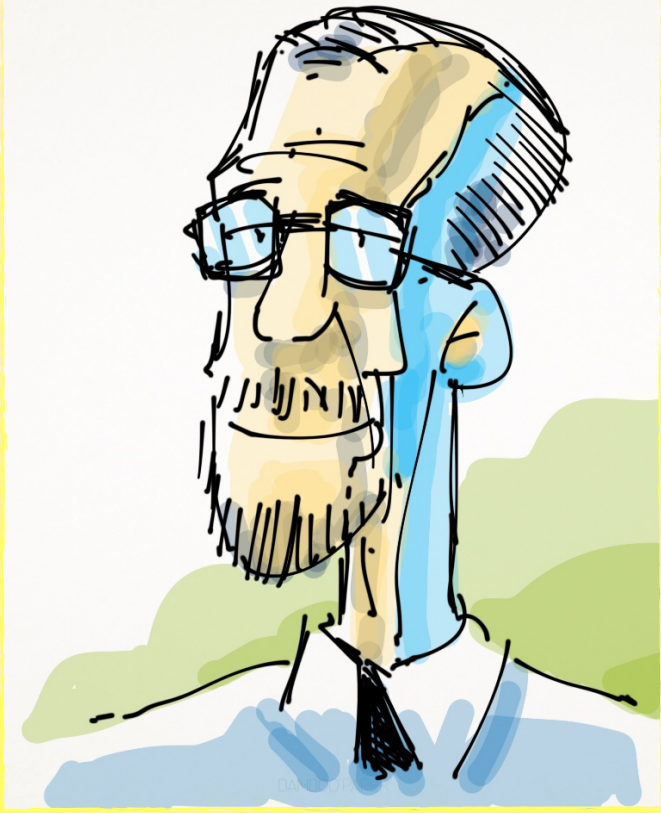
WICKER MAN CLEARING

PLAYER HANDOUTS

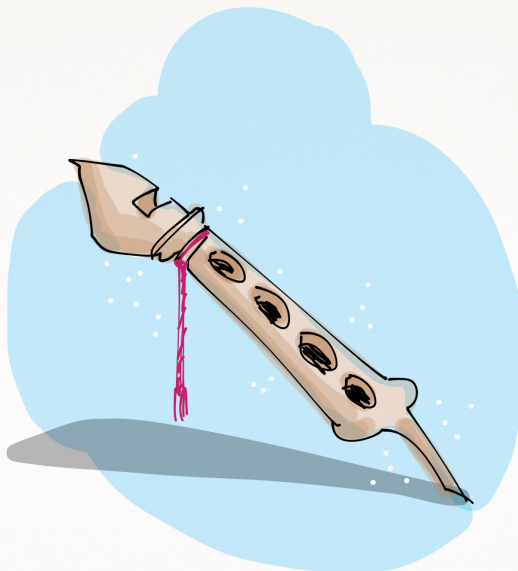


PLAYER HANDOUTS

Digby Fotheringhill



Zebediah Whipple



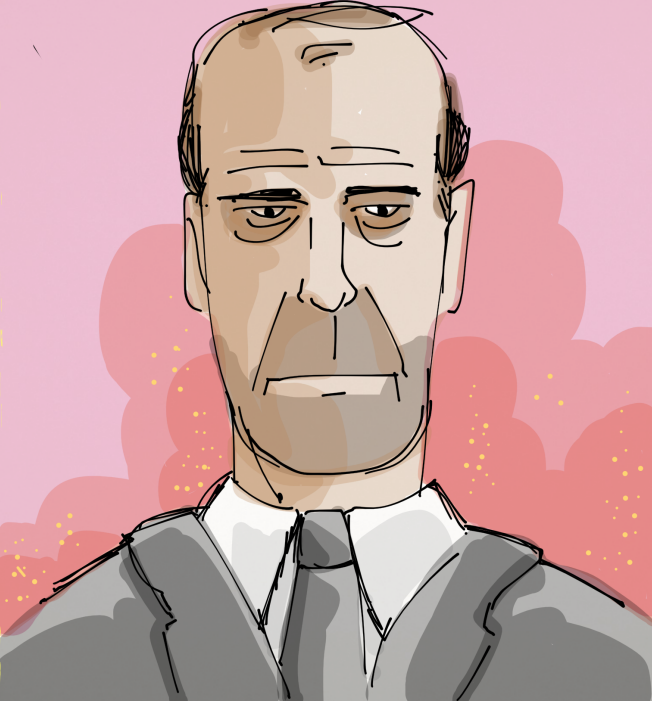
A strange whistle

Ghostly fireman



PLAYER HANDOUTS

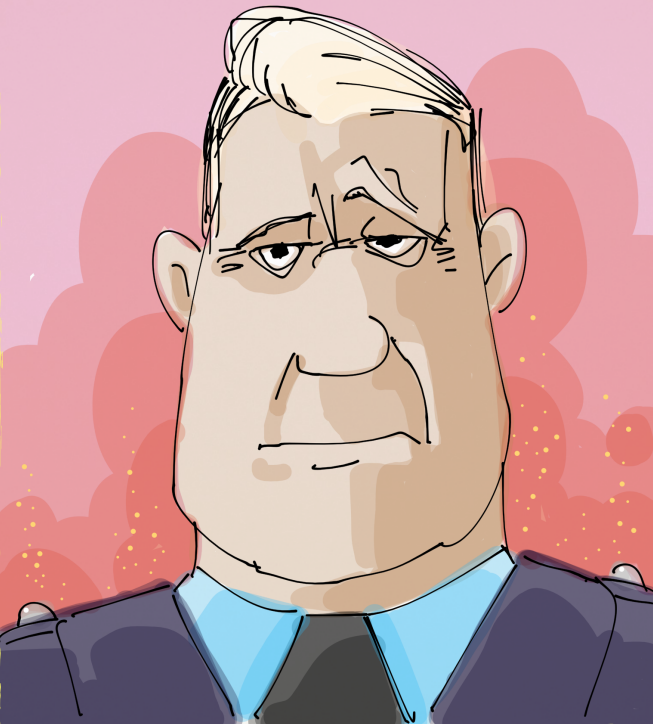
Alan Weis



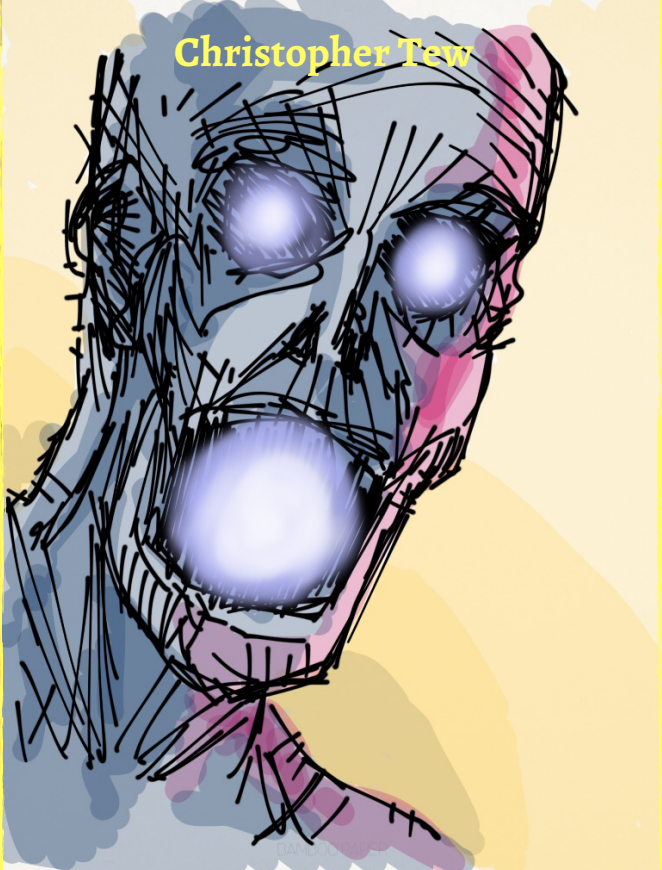
Jeremy Thompkins



PC Biddle



Christopher Tew



Flame from Space

PLOT ELEMENTS

Reverend Zebediah Whipple

An investigator killed by a **Fire Vampire**

Links to:

Digby Fotheringhill, antiquarian bookseller

Dr. Jeffery Hinchliffe, astronomer

Digby Fotheringhill

Antiquarian bookseller and occultist
He knows the background to the **Fire Vampires**

Dr. Jeffery Hinchliffe

Astronomer

He is studying **Norby's comet**

He links to:

Witheringhurst village

Witheringhurst village

A village consumed by fire and placed in quarantine

Contains Several threats and allies

Threats: **Fire Vampires**

Allies: **Ghostly firemen, Signaller Saunders**

Links to:

Cthugha's Shrine

The farm

Cthugha's Shrine

A shrine to **Cthugha** in the woods

Links to:

Norby's comet

The farm

Home of **Christopher Tew** and his fire cultists

Contains several threats and allies

Threats:

Fire Vampires, Cultists, mutated

Flame Cultists and **Christopher Tew**

Allies:

Prisoners of the cultists;

PC Biddle, a policeman

Alan Weis, lawyer

Jeremy Thompkins, Mechanic

Spiders of the Moon

Links to:

Norby's comet

The wicker man

Norby's comet

A comet that has entered the solar system that is home to **Fthaggua** and the **Fire Vampires**

Contains several threats and allies

Threats:

Fire Vampires, Flame Cultists, Fthaggua

Allies:

Spiders of the Moon, a member of the **Great Race of Yith**

Links to:

Cthugha's Shrine

The farm

Flame from Space

DESIGN NOTES

I've written this adventure in a nebulous 1980s British setting but it can easily be adapted to other times and places.

I have left things pretty much as written in *The Cthulhu Hack* with the exception of adding a **Competence** number to each NPC. This represents their respective skill level if they ever need to do something outside their usual remit of attacking the investigators. For example the **cultists** have a competence of 12, if one of them needed to drive a car or cook a meal this would be the attribute score they would need to roll under to succeed.

This adventure is designed for a group of experienced investigators. There are numerous routes to each encounter and clues are plentiful. However I have not addressed why or how the investigators came together originally, this will be up to the Games master.

- Generally I'm not a huge fan of fighting in horror games, running away should be the order of the day.
- However this adventure contains

threats that can only be confronted and overcome with violence even though they are very dangerous. If your investigators like to fight they have several opportunities here. If they don't there are several allies available to the investigators to help spread the load.

There is a report of one of the play-test games with many photos of the action here:

<https://www.matakishi.net/flame-from-space.html>

FURTHER ADVENTURES

If you enjoyed this adventure why not try the others in the series:

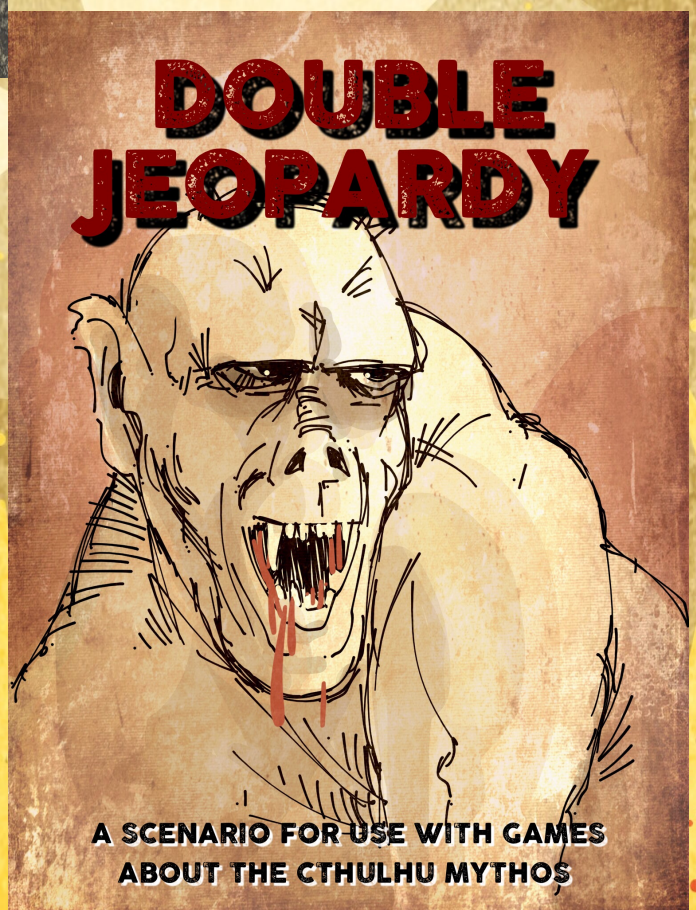


THE CHAOS BEYOND THE GATE

A strange clinic, a horrifying secret and unrelenting horror from another reality.

DOUBLE JEOPARDY

Bizarre doppelgängers, mysterious disappearances and a dangerous relic from an alien being.



Flame from Space



Flame from Space



Flame from Space

My thanks to:

David Black who created The Black Hack from which all of this flows.

Paul Baldowski who wrote The Cthulhu Hack.

Graham Walmsley who wrote Cthulhu Dark and reignited my interest in horror role-playing games.

Mark Bush, Giro Maioriello, Karl Saunders, Michaela Ward and **Felix** my inventive and resilient players.

And of course **you** for buying this book, I hope you and your players have fun with it.



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Published by Matakishi's Tea House
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