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# The Wail of the Witch

*A murder in Salem leads the investigators to a dark secret centuries old.*

By Keith Herber

*Illustrated by John Sullivan*



## INVESTIGATORS' INFORMATION

The investigators' attention will be drawn to a recent article in the *Boston Globe*. The story reports that the body of a young woman was discovered inside the grounds of Fairfax Cemetery in Salem, Massachusetts. The grisly discovery was made at approximately 4:45 a.m. by a passing milkman whose attention was attracted by a "moving blue light" in the cemetery grounds.

The dead woman was identified as Amy Hanover, a free-lance writer presently residing in Boston. No marks of violence were found on the body and the cause of death was listed as heart failure by the county coroner, Dr. Sarnowski. No other pertinent facts are given.

## KEEPER'S INFORMATION

In Salem, Massachusetts, the year 1692, hundreds of people were condemned and hung as witches. Most of these people were innocent victims of a mass hysteria that also swept England and the rest of western Europe. The ironic twist to the Salem trials was that those who confessed to witchcraft (usually under torture) were pardoned of their crimes, while those who maintained their innocence were usually executed.

One exception to this pattern was the trial of Mercy Booth and her coven members. Though all confessed under torture, the crimes they were charged with were considered so heinous by their judges that they were condemned to immediate execution. They were allowed to be buried in unconsecrated ground. All records of the trial were either suppressed or burned.

Years later when the jurors of the witch trials published a public apology for their "errors," the first draft was said to have contained an exception in the case of Mercy Booth.

In truth, Mercy Booth and her coven worshipped Nyarlathotep in a secret room located beneath the basement of her home. Here they kept their secret rites and offered young children as sacrifices to Nyogtha. In an adjoining room, unknown to the members of the coven, Nyarlathotep showed Mercy how to construct a gate that would carry her through space and time to the "City of the Old

Ones" in Antarctica 100 million years in the past. It was through contact with these other beings that Mercy learned new arts of magic and increased her powers.

With the growing fervor of the witch trials around her, Mercy realized that her existence was in danger and made arrangements to circumvent her possible death. Entering into a contract with the ghouls who dwelt beneath Fairfax Cemetery, she made arrangements to have the tunneling creatures remove her coffin soon after burial and convey it to the secret room a half-mile north of the cemetery. Her spirit was freed from her body by the Old Ones who were waiting to escort her through the gate. There her body assumed its normal shape and she has continued to dwell there for over two centuries.

Mercy still visits this world, but here her body assumes a spirit form that can neither communicate nor affect physical objects. To accomplish these tasks, her spirit must temporarily inhabit her mummified corpse. From this body she can speak, move about, or cast spells.

In 1892, the block of houses containing Mercy's old home was demolished to make way for the construction of a group of apartment buildings. Workmen broke through the ceiling of Mercy's secret room and work was temporarily halted in the area. Professor Michael Hagerty of Boston University was called to the site to investigate the discovery. Hagerty was a recognized expert on American colonial history and was requested by the Salem town council to make a determination of the historical value of the find. While investigating the room, Hagerty was contacted by Mercy who promised to tell him great secrets if he could somehow manage to keep her room and her existence a secret. Hagerty soon announced that the room was of no significant historical value and work was continued.

Meanwhile, Hagerty secretly bribed the construction company with \$2000 to carefully cover the room and build over it. Using the ghoul tunnels as access to Mercy's room, Hagerty attended a series of meetings with Mercy over the next few months. Mercy finally convinced Hagerty to bring his wife with him on his next visit when she secretly planned to attempt to inhabit his wife's body. Unfortunately, Hagerty's wife took ill before the next visit and was unable to accompany him to Salem. When Hagerty arrived at the secret room without his wife,





Mercy flew into a rage and had Hagerty murdered by the ghouls who then dumped his body outside the cemetery.

Mercy's next opportunity came just recently when she discovered Amy Hanover exploring the old tombstones in Fairfax Cemetery. Using her telepathy, Mercy duped the poor girl into showing up at the cemetery later that night where Mercy forcibly attempted to inhabit her body. Amy's heart was weak though, and the experience literally frightened the young woman to death, forcing Mercy to abandon the now useless body. Mercy now waits for the next victim.

## SCENES

### Amy Hanover's Apartment

This can be located simply by looking in the phone book. Upon arriving, the investigators will find the apartment occupied by Amy's distraught roommate, Rita Carson, a model. Rita is too upset to speak with the investigators at length, but will tell them that Amy was a very serious writer with a deep interest in occult subjects.

If a successful Oratory roll is made while talking with Rita, she will show them an old notebook of Amy's which she neglected to give to the police. Among the scribbled pages is one titled "Salem." Beneath this is written "Mercy Booth," followed by "1412 L." The only other item of interest is a check stub from *Occult Review* magazine in New York. A phone call to the publisher in New York will tell the investigators that Amy had sold two different articles to the magazine, both on the subject of witchcraft. Both of these back issues are sold out but a successful check at the library should turn them up. The first article is more or less standard work on the topic of witchcraft, but the second touches briefly on the subject of a mysterious coven of Salem witches that was reputed to be so evil that all transcripts of the trial were thought to have been destroyed. The leader of the coven was a certain Mercy Booth and was said to have been visited by a

tall black man thought to be the devil. She promises more in her next article.

### County Coroner in Salem

Dr. Sarnowski is an avid talker and will confide to the investigators that "if it wasn't a matter of professional ethics, I would have said the woman died of fright."

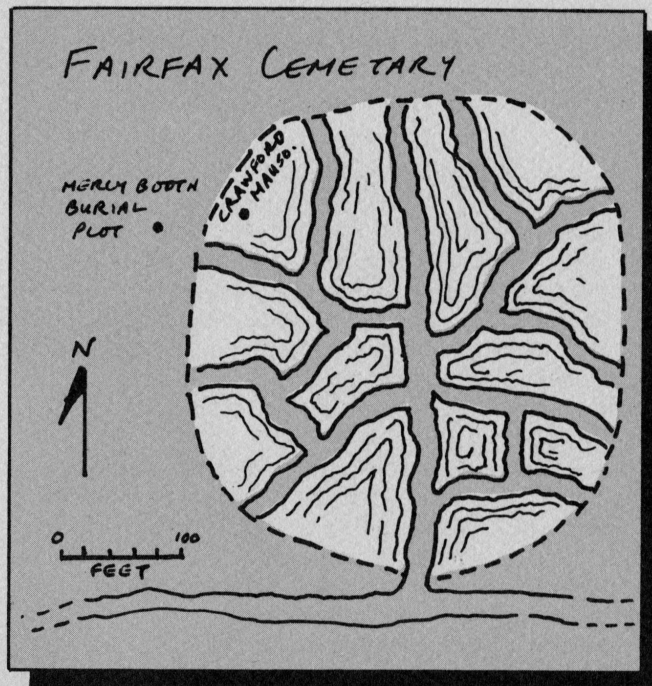
The doctor grew up in Salem and will tell the investigators that Fairfax has always had a reputation for "ghosts and goblins."

### Fairfax Cemetery

This is one of the oldest cemeteries in the area, and its ancient gnarled trees and eroded headstones bear quiet witness to this fact. Due to the fact that many local old families have ancestors buried here, the cemetery is in good condition, despite the decaying neighborhood. The cemetery is surrounded by a seven-foot tall iron fence, but the gate is never locked. On the western edge of the cemetery, just beyond the fence, is a small unkempt burial plot. It can be seen from any high ground within the cemetery.

At night, ghouls occasionally leave their tunnels to wander the grounds, and there is a 20% chance of spotting one on any given night. If no ghoul is seen, there is a 10% chance of seeing the glowing blue spirit of Mercy Booth.

In one corner of the cemetery is the Crawford mausoleum. Anyone making a Spot Hidden Object roll while investigating it will discover a muddy hole near the foundation that leads to the ghoul burrows.



If the small burial plot outside the grounds, which is near the Crawford mausoleum, is checked, it will be found to contain thirteen graves crowded together, each marked with a plain flat headstone. The stones are too weathered to read, but one has a small bronze plate on it. Although green with age, the inscription can be read "GRAVE OF MERCY BOOTH—Daughters of Salem Historical Society, 1901." The society's number and address are in the telephone book.



### Daughters of Salem Historical Society

This is a little two-story storefront in an older section of town. Over the door a weathered sign proclaims it to be the "Daughters of Salem Historical Society," while a sign on the door reads "Museum hours 10 to 4, Mon. to Sat., Admission 10 cents." The museum's proprietors are two spinster sisters in their mid-sixties, Henrietta and Olivia Thatcher. They live above the museum on the second floor.

Upon entering the museum, investigators will see the sisters behind a souvenir counter on the right. Behind the counter is a stairway leading up to the next floor. The museum itself consists of books pertaining to Salem and witchcraft, "witch items" such as cauldrons and brooms, and a number of old prints and paintings on the walls, all covered with a thick coating of dust. Boxes filled with old magazines and newspapers are stashed in convenient corners. These contain articles the sisters wished to save but never got around to clipping and filling. A locked door at the back of the museum opens to the basement stairs.

If asked about Mercy Booth, Olivia will tell the investigators that when she was a little girl her mother pointed to an old house on Lyle Street and told her that it was the house Mercy Booth was supposed to have lived. Olivia will further tell the investigators that the area was torn down some thirty years ago and new buildings erected on the location. She will not remember any more details pertaining to its specific location.

If asked about any personal occult experiences, Henrietta will tell them that she once saw a ghost at Fairfax Cemetery. On the day that she and Olivia went to supervise the workman installing the plaque on Mercy's grave, she glanced up suddenly and saw a blue shimmering form hovering near the Crawford mausoleum. Olivia will probably pooh-pooh the story because she thinks Henrietta has an overly active imagination, and anyway, "ghosts don't appear in daylight."

A Spot Hidden Object roll will allow an investigator to notice one of the prints on the wall. The title is "The Exe-

cution of Mercy Booth," and depicts a horrible old hag being led to the gallows. This is an accurate reproduction of the event and may allow investigators to identify Mercy if they should meet her. This fact will also be discovered if an investigator states specifically that he is examining all the pictures. A successful Library Use roll while examining the boxes of newspapers will turn up a story dated July, 1892. It tells of a secret room that was discovered beneath a block of old homes being demolished by the Da Chille Construction Company. Apparently, the room was decorated with a mosaic tile that contained what appeared to be strange writing. A Professor Hagerty was called in from Boston University to study the finding, but after several days at the site, pronounced it of no significant historical value and demolition proceeded. The block of apartment buildings was expected to be completed by late summer of 1893.

If access to the basement can somehow be gained, the investigators will discover a small locked room. Inside this room are many occult items, including a magic circle drawn on the floor in chalk. A successful Occult roll will show these items to somewhat childish copies of the real thing. The sisters are simply playing at being witches, but the investigators may not realize it.

### Da Chille Construction Company

If access to the company's records can be gained, a successful Accounting roll will show that in July, 1892, a sum of \$2000 was paid to the company by M. Hagerty for "special construction work." Hagerty's address in Boston is given.

### Professor Hagerty's Home

If the investigators are able to locate Professor Hagerty's home, they may not yet have discovered that he died in 1893. Mrs. Hagerty will tell them that he was murdered in Salem, his body discovered just outside of Fairfax Cemetery. Police surmised that the body had been bothered by wild dogs as it had a number of bite marks on it. She will tell them that her husband had been traveling to Salem on weekends for some time, researching a book that he was writing. She will tell them that she was supposed to accompany her husband on that last trip, but at the last moment came down with a cold and was unable to go with him. She has regretted it ever since.

If a successful Debate or Oratory is made, the widow will give the investigators her husband's notes and strange metal statue. The statue is made of an odd shiny metal and is broken off on the base. A Cthulhu Mythos roll will tell the investigators that it is a statue of an Old One. Professor Hagerty's notes will reveal the following facts:

1. Mercy's coven was accused with over a dozen ritual murders even though the victim's bodies were never found.
2. Mercy was also accused of having meetings with the Devil.
3. Many witnesses testified to seeing her in the company of a tall black man, and one old man of questionable sanity claimed he saw her walking one night with a "terrible familiar, shaped like a barrel with ridges, and a starfish where its head ought to be."

### HENRIETTA and OLIVIA THATCHER

These two old spinsters are the founders and sole members of the "Daughters of Salem Historical Society." Founded in 1899, the society is dedicated to the preservation of lore and artifacts pertaining to the Salem witch trials of the late 1600's.

Henrietta, the younger of the two, is quite talkative and subject to flights of fancy. By contrast, her older sister, Olivia, is a stern, schoolmarm type and often reprimands Henrietta for her garrulous behavior.

The sisters first became interested in the occult as young girls when their mother told them that they were descended from some of the families accused in the Salem witch trials. For years the women have experimented with spells and potions in a locked basement room but have yet to produce any positive results. This behavior has all been quite innocent, but someone discovering the paraphernalia in the basement may be led to think otherwise.



## Lyle Street

The old homes that once stood here were replaced in the early 1890's by two blocks of three-story apartment buildings. Originally intended to be occupied by the growing middle class, they have become rundown in recent years, and are now tenanted by less than savory characters.

When the street is first visited by the investigators, there will be about a dozen people on the sidewalks, plus a fruit vendor, a milk wagon drawn by a black horse, and a truck with a large pump mounted on the back operated by two men.

If the pump truck is examined closely by the party, a black hose will be seen running from the pump to a basement window in the building addressed 1412 Lyle Street. If questioned about this, the men will tell them that they come here every couple of months or so to pump out the sewer drain in the building. Apparently the pipe is cracked somewhere under the flooring and every so often, the smell builds up and the tenants start complaining. The workman thinks the landlord should have the thing fixed, but is probably too cheap to spend the money.

If the basement is investigated, the investigators will certainly notice the smell of raw sewage, but mixed with this odor is a taint smell of something else, something worse. The area of floor around the drainpipe is wet and cracked, and can be easily broken away by a determined person with a sledge hammer. After this portion of floor is broken away, it can be seen that the pipe is indeed cracked. It drains into area A of Mercy Booth's secret room.

## The Ghoul Tunnels

Damp and slimy, a charnel stench hangs in the air; a litter of cracked bones and filth covers the floors of the passages. Ancient tree roots reach down from the ceiling and the dipping water forms puddles where bloated, faintly luminous fungus grows. Beneath the cemetery, shattered coffins jut out from the sides of the tunnels—it is in these places that the bones are most numerous.

The tunnel system is terribly complex and stretches south all the way to Boston. Investigators wishing to make a map must state their intention before journeying into the tunnels. Only when the investigators wish to return, following their map, should the actual Map Making roll be made. At this point, the investigators will discover if their map is accurate or if they are lost in the tunnels. Anytime the investigators become lost, they must make a Luck roll to blunder upon an exit in 1D6 hours. This exit can be the

## THE GHOULS

The ghouls who inhabit the tunnels fear Mercy Booth and the things she keeps locked behind the door. Investigators meeting ghouls may use a Contact Ghoul spell to attempt to establish a rudimentary communication. Although unlikely to help against Mercy herself, clever investigators may be able to at least coerce a ghoul into leading them to where they want to go.

point that they entered at or, at the keeper's option, almost any point in Salem or Boston. Possibly the investigators may find themselves in the basement of a posh women's health spa or some other embarrassing situation.

There are three possible points of entry to the tunnels. The most likely spot is the slimy hole that can be discovered behind the Crawford mausoleum. Failing to find this, the investigators may break directly into Mercy's secret room from the basement of the apartment building and discover an entrance to the system below. Really desperate investigators may try to dig up Mercy's grave. This action will cause the grave to collapse into the tunnel along with any investigators who may be digging at the time.

Assuming that the investigators enter at the Crawford mausoleum, they will be faced with a bewildering choice of passages that twist off in all directions. From this point, Mercy's basement is a quarter of a mile almost due north. The witch's burial ground lies 200 yards west. Investigators attempting to travel north have an 80% chance of discovering the door to the secret basement in 1D3 hours. Those attempting to travel east or west stand a 45% chance of wandering by the door in 1D4 hours. Those going south have a 10% chance of blundering into it in 1D6 hours. For every hour spent exploring the tunnels, there is a 35% chance of encountering 1D3 ghouls. These figures can be adjusted to use for investigators entering at the other sites.

The above information is intended as a guideline only. The keeper should be sensitive to the dramatic elements of the game and handle encounters accordingly. Possibly the spirit of Mercy Booth would be seen lurking in the shadows, or the investigators may discover the body of a person recently reported missing. Be sure to keep the tunnels full of shadows and scurrying noises.

A successful Spot Hidden Object in the area below the mausoleum will reveal a small book wedged among the tree roots near the entrance. The pages are loose and it is covered with mold and mildew, but on the inside cover the investigators will be able to read the name Michael Hagerty, followed by a Boston address. Successful Read English rolls while perusing the rotting pages will reveal the following facts:

1. The mosaic scriptures found on the walls of the secret room is medieval Arabic and is some sort of prayer to a god called Nyogtha.
2. Hagerty tells of a presence in the room and a voice speaking in his head. The voice identified itself as Mercy Booth.
3. He writes of paying the Da Chille Construction Company \$2000 to carefully reseal the room and to continue construction around it.
4. The journal tells of several meetings in the room after it was resealed and the pending revelation of the "secret."
5. The last entry talks of making plans to bring his wife to the next meeting.

The area beneath the witch's burial ground is reached by a short, fairly straight, tunnel leading off from the main network. A Spot Hidden Object roll in this area will reveal the fact that while there are twelve broken coffins to be found in this area, the thirteenth is missing. It appears as



though it had been carefully removed from below sometime in the past.

A quarter mile north of the mausoleum, built directly into the side of a tunnel, is a heavy oak door that opens into Mercy's basement. It is locked and has a resistance factor of 14.

### Mercy Booth's Basement

**Room A.** This is Mercy Booth's private chamber and was unknown even to the members of the coven. It is constructed of plain stone and is furnished sparsely. Near the door to the ghoul tunnels lies an open, empty coffin of cheap construction. At a large wooden table, a human figure cloaked in rough brown robes sits facing a wall covered with strange lines and arcane symbols. Its back is to the doors.

The door opening to the ghoul tunnels is locked and has a resistance factor of 14. The door in the west wall opens easily and is concealed only to those in room B. A close look at the coffin lid will show the name "M. Booth -1692" branded into the wood.

If the investigators walk around to the front of the table to view what is there, they will see the mummified, parchment-like body of an old hag propped up in the chair. Her face is hideously distorted—dried tongue protruding from her mouth, and the head hanging to the side in a grotesque angle. Her outstretched skeletal hand rests atop a small black book on the table. Next to the book is a roll of animal skin with writing on it. A successful Zoology roll on this skin will reveal it to be of human origin. If a successful Read English roll is made, it will be apparent that the scroll is a contract between Mercy Booth and the ghouls, dated in 1692. It calls for the ghouls to deliver her body, immediately after burial to this room. In return, Mercy promised to help deliver certain individuals to the



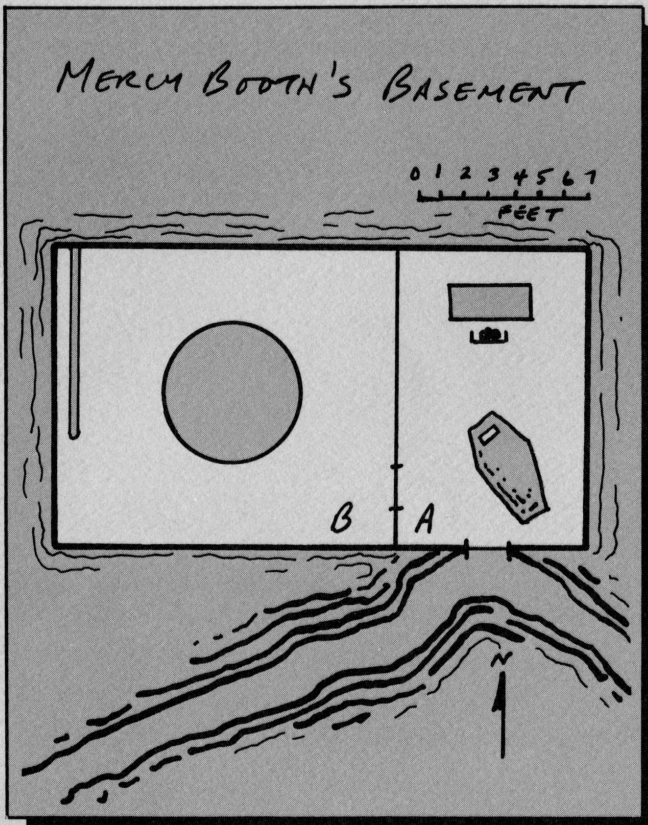
ghouls. Discovering either of these facts will cost the investigators one point of SAN if their SAN roll is unsuccessful.

A successful Read English on the small black book will show it to contain two spells, Contact Old Ones and Create Gate. Both these spells can be learned by an investigator making his INTx2% roll. If the body is disturbed in any way (and removing the book will disturb the body), Mercy will instantly become aware of it, and will probably come to investigate.

Anyone knowing the spell Create Gate will recognize the back wall as a possible gate to somewhere. Anyone stepping through this gate will lose three temporary points of POW and one point of SAN while being transported to the City of the Old Ones in prehistoric Antarctica.

**Room B.** This is the tiled mosaic room discovered by workmen in 1892. The walls and ceiling are covered with strange whirls of fabulous colors and rusting iron sconces adorn the walls. Incongruously, a six-inch iron pipe juts through the ceiling and runs along the top corner of the west wall before disappearing out the north wall. From a large hole in the elbow of this pipe drips a mixture of water and raw sewage that has collected to a depth of nearly four inches on the floor. Anyone entering this room must make his CONx5% roll or be overcome by nausea and unable to take any action for 2D10 minutes.

If the mosaic walls are examined, a red band containing writing will be discovered running all the way around the room. It is written in Arabic, and a successful Read Arabic roll will show the writing to contain the spell Summon/Dismiss Nyogtha. It is a very accurate rendering and a successful Idea roll will allow the spell to be learned. A successful Spot Hidden Object roll will reveal a secret door in the east wall. If the scummy water is swept back, the investigators will discover an iron disc, six feet in diameter, set flush into the floor. It has a resistance factor of 24, and if pried up, it will reveal a jagged cavern leading straight down through the earth. An odor worse than the sewage drifts up from this cavern.





## MERCY BOOTH

Mercy appears in this adventure in three different forms, each form differing in abilities. Mercy only assumes human form when dwelling in the world on the other side of the gate. If seen here, she will appear as a bent old hag with long, crooked hands, tipped with dirty fingernails. Her voice is harsh and cracked, and she walks with the aid of a short cane. Her stats in this form are as follows:

|     |   |     |    |     |    |     |    |     |    |
|-----|---|-----|----|-----|----|-----|----|-----|----|
| STR | 8 | CON | 12 | SIZ | 9  | DEX | 12 | CHA | 3  |
| SAN | 0 | INT | 16 | POW | 21 | EDU | 28 | HP  | 11 |

When passing through the gate into this world, Mercy's spirit assumes the form of a mass of slimy, slightly iridescent, blue bubbles. When in this form, Mercy cannot communicate, cast spells, or affect physical objects. She can only move about and listen. She can slip through small cracks or under doors, but cannot pass through solid matter. Viewing Mercy in this form requires a successful SAN or incur 1D6 SAN point loss.

The third form of Mercy Booth is the most terrible. If she has a need to speak to someone directly or cast spells, she can inhabit her ancient corpse. From here Mercy can move about and affect the physical world. Viewing Mercy in this form automatically reduces SAN by one point, those failing their SAN rolls will lose 1D8 points. Her stats in this form are as follows:

|     |   |     |    |     |    |     |    |     |    |
|-----|---|-----|----|-----|----|-----|----|-----|----|
| STR | 8 | CON | 20 | SIZ | 9  | DEX | 6  | CHA | 0  |
| SAN | 0 | INT | 16 | POW | 21 | EDU | 28 | HP  | 15 |

**ARMOR:** The dried husk of a body has a natural 4 points of armor and all impaling weapons do minimum damage due to the fact that there are no internal organs or blood supply to damage. The body is quite flammable, however, and will burn completely away in two rounds, forcing Mercy's spirit to flee.

The following characteristics are constant no matter what form Mercy is in:

**SKILLS:** Mercy has high skills in most knowledge fields, particularly those pertaining to the natural sciences. Her combat skills are fairly low and she usually carries no weapons. Exact percentages are left to the discretion of the keeper.

**SPELLS:** Summon/Bind Byakhee, Summon/Bind Hunting Horror, Contact Ghoul, Contact Old One, Call Nyogtha, Contact Nyarlathotep, Shriving, Voorish Sign, Elder Sign, Create Gate, Telepathy, Spirit Transfer.

All the above spells are as described in the *Call Of Cthulhu* rulebook with the following exceptions:

**Call Nyogtha.** Mercy has a long established contact with Nyogtha. To call Nyogtha, she need expend only one point of POW and chant for one minute for a 100% chance of successfully calling Nyogtha.

**Telepathy.** Sometimes referred to as "Thought Projection," to accomplish this spell, Mercy must expend one point of POW to establish contact with an individual anywhere within a mile of her basement. Mercy cannot hear the other person's thoughts but can only speak to individuals, leaving cryptic clues, hints, or giving instructions.

**Spirit Transfer.** Using this spell, Mercy can attempt to force another person's spirit from its rightful body.

Mercy's spirit can then permanently inhabit the new body and attempt to assume that person's identity. Whichever spirit loses possession of the body is forever lost and will dissipate. Casting this powerful spell requires one round of time, ten points of POW, and a SAN loss of 2D10 points. Once the spell is cast, Mercy's spirit must engage in a POW vs. POW struggle with the intended victim. Anyone witnessing this struggle will see two masses of bubbles flowing in and out of the jerking, convulsing body. When one of the spirits wins, the witness will watch one of the masses of bubbles dissipate into nothingness with a long echoing moan. Watching this scene will require a successful SAN roll or incur a 1D6 SAN point loss.

### Role-Playing Mercy Booth

Mercy has dwelt for a long time in the City of the Old Ones and wishes to return to this world again. To accomplish this, she has been looking for a suitable body to inhabit. She wants a young, healthy female with low POW. The low POW is necessary because after casting the spell, Mercy's POW will be low and if she loses the struggle, her spirit will be lost forever. Consequently, she has been moving very slowly and carefully, waiting for the right opportunity.

In playing the character of Mercy Booth, the keeper should keep this goal in mind. She probably has enough power at her command to destroy most parties of investigators if she wishes. What keeps her actions in check, however, is her fear of discovery. If her corpse should be destroyed, she will be unable to cast spells in this world, preventing her from ever attempting to inhabiting another human body. Destroying the gate between the two worlds would either trap her forever in the City of the Old Ones, or leave her stranded in this world in spirit form. Mercy realizes these possibilities, and will try to keep the secret room secure at all costs. Her next objective is to locate and inhabit a new body so she can permanently rejoin this world. She would prefer a young, healthy female, but if destruction looks imminent, she will attempt to inhabit any body. If successful, other investigators will not be aware of it nor understand what happened. Mercy, in the new body, will claim that something tried to possess her but she managed to drive it off. She will then feign exhaustion to avoid answering too many questions she cannot answer. She will possess none of the knowledge of the former inhabitant and of course will not know how to drive a car, use the telephone, etc.

If Mercy feels all is lost, she may revenge herself by unleashing Nyogtha on the investigators, or even Salem itself. She will do this only in extreme cases as it will almost surely lead to the discovery of her secret room and its probable destruction. If Mercy should turn Nyogtha loose on Salem, the investigators should suffer a SAN loss due to their knowledge that the death and destruction resulted from their actions. SAN points can be awarded for the destruction of Mercy Booth, or by destroying the gate and trapping her in the other world.



## City of the Old Ones

**Room A.** Investigators stepping through the gate will find themselves standing near the north wall of this room. This room is formed of large, smooth fitting stone blocks and decorated with horizontal bands of carvings. These bands are three-feet wide and consist of one layer of geometric decorations followed by a band of carvings, one upon the other from floor to ceiling. The carvings depict strange, barrel-shaped beings apparently warring with a race of hideous octopoid things. At the other end of the room, an archway six-feet wide and twelve-feet high opens onto the balcony and a cloudy gray sky. Through the humid haze, dark spires can be seen in the distance. Near the archway, propped against the wall, is a strange rifle-like object made of a silvery metal.

A successful Cthulhu Mythos roll will tell the investigators that the barrel-shaped creatures in the carvings are the ancient Old Ones, while a second successful roll will reveal the others to be the Spawn of Cthulhu. A successful INTx2% roll will gain the investigator 3% in his Cthulhu Mythos and reduce SAN points by 1D3.

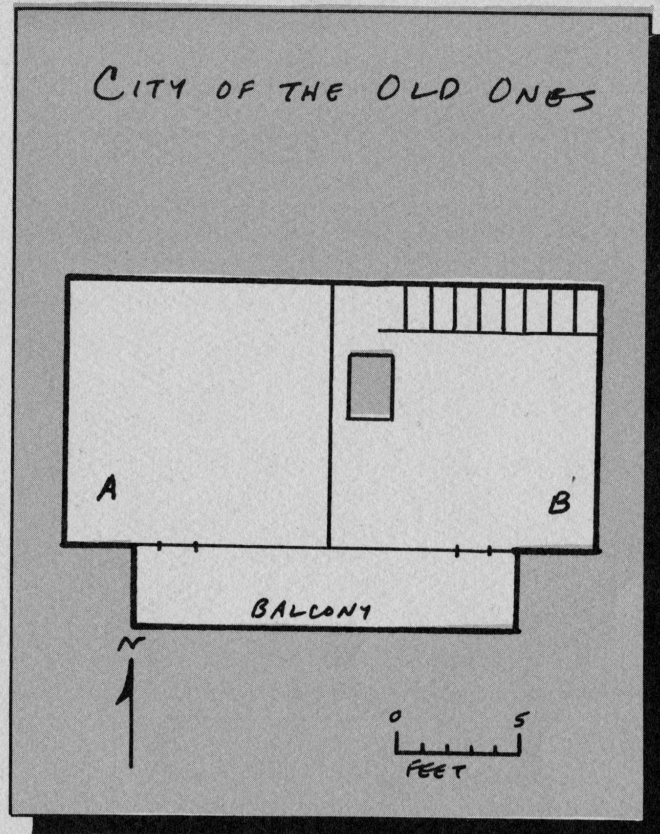
The strange metallic object found near the door is in reality a shoggoth prod used by the Old Ones to keep the rebellious beasts in line. A successful INTx3% roll will allow an investigator to recognize it as some sort of electrical weapon and also understand its firing mechanism. Unfortunately, this one has sustained some minor damage and is presently unfunctional. A couple hours' work and successful Mechanical and Electrical Repair rolls should have it working again. When repaired, the weapon will have twenty charges that do 4D8 points of damage with a base chance of 15%. Its range is 20 yards and will sustain eight points of damage. The charges are indicated on a gauge mounted on the side. There is no technology available in the investigators' world that will recharge the prod.

From the balcony, investigators will be able to see that they are in the center of a great city built of stone. Gazing down, the investigators see that the ground below is obscured by the gray misty atmosphere but they can hear strange whistling noises faintly drifting up from the unseen streets below. In the far, hazy distance, buildings even taller than the one the investigators are looking from are connected by arching bridges of fantastic proportions. The tops of great palm trees and ferns can be seen poking their way through the crowding mists of the hilltops.

**Room B.** This is Mercy's living quarters. It is similar in appearance to room A but with the additions of a straw sleeping pad in a corner, a stone table with a small box on

### THE OLD ONES

Through the intervention of Nyarlathotep, the Old Ones are allied to Mercy Booth, but they have grown tired of her presence in their city and dislike the open gate to another world. They will not turn against Mercy Booth for any reason, but are likely to destroy the gate if they suspect a possible mass intrusion of their world, regardless of the consequences to Mercy. They do not necessarily hate humans but will move to destroy any intruder into their world.



it, and a stairway leading down against the far wall. Standing near the table are Mercy Booth in human form and three Old Ones, one of them armed with a shoggoth prod. They will not hesitate to detain any intruder with as much force as necessary. Mercy is probably already aware of who they are and will retreat down the stairs to alert other Old Ones. This intrusion by humans could prompt the Old Ones to destroy the gate, trapping any investigators still there in prehistoric Antarctica. The box contains an Elder Sign affixed to a small stone. Traveling back through the gate will cost the investigators another three points of POW and 1 point of SAN.

The balcony is constructed of the same stone as the rest of the building. A low wall runs along the perimeter of the balcony which is surmounted by a decorative metal railing. The railing consists of small metal statues of the creatures seen in the carvings. Investigators will notice that one of the statues has been broken off. This is the same statue that can be found at Professor Hagerty's home. Farther down the balcony, investigators will see another archway similar to the first leading back into the building.

While the investigators are making these discoveries, a huge, leathery, pterodactyl-like creature will suddenly wing its way around a corner of the building. Uttering a piercing wail as it flies by the balcony, it slowly turns and descends into the mists, carrying a huge stone block with it. Investigators witnessing this sudden occurrence will need to make their SAN rolls or lose 1D6 SAN points. A successful Cthulhu Mythos roll will tell the investigators where they are, and a successful Paleontology roll should at least inform them that they are in the distant past. Any noise such as gunshots or screams will certainly attract the occupants of room B.

*The End*



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