

Zombie Remortification

A Call Of Cthulhu Adventure

An old friend requires the PCs assistance on a baffling case in the small township of Uffington on the Marsh.

Foreword

Because I am not a great creative writer there will probably be many entries that are vague in content and description causing the adventure to appear disjointed, or be excessively wordy. While provisions has been made for all places that the investigators are likely to visit, it is up to the keeper to improvise, and flesh out all other areas - as well as NPC personalities. The scenario is suitable for any character, however, for ease of their introduction, it is advised that at least one character be a Senior Medical Doctor, Surgeon, Biologist, or have a relevant medical skill above 50%. Failing this prerequisite, the keeper will need to sort out some logical way of involving the characters.

There is no real time frame involved, thus allowing new players of Call of Cthulhu time to adapt. If they need month to read a hefty tome to learn a particular spell, then they can with no problem. However the keeper is advised to keep the scenario moving along by discouraging the players from lounging around too long with no action on their part. Non-player characters have important things to get on with also.

The scenario is intended to be set in the 1920s, but at the keeper's discretion the year and location may be altered to fit in with something he/she is more familiar with - maybe his/her own home town - today in the year 2000. The scenario, it seems, would fit in well as part of an ongoing campaign. If it is to be used so, then it is up to the individual keeper to make all the necessary corrections to make the transition from one scenario to another flow smoothly.

Keeper's Information

The small town of Uffington on the Marsh in Cornwall, England has for the last six months has been beset with tragedy. On average two people a month has died from a disease the locals call "The Fever". The local General Practitioner (GP) is at a loss and cannot find the cause for it. Desperate, he contacts an old friend and mentor to come and help him solve the mystery. The investigators arrive and are soon embroiled in the unholy activities of the local Squire and his zombie horde.

Player Introduction

The investigators start play in London on the morning of Friday, March 12,1920. Any suitable character receives a letter (player handout 1) from Dr. Timothy Cockcroft, an old friend and colleague who is requiring his assistance on a baffling case in the small township of Uffington on the Marsh. This friend hasn't been seen in almost ten years. Having read the letter the player will no doubt want to know more about this friend of his and then make travel arrangements.

Dr. Timothy Cockcroft (What the player knows)

This should be modified accordingly. Timothy was an old student, and friend of the character (if applicable). They became friends at University after Timothy proved to the character that he had an amazing aptitude for the subject of Anatomy and Surgery. Otherwise, he's just an old friend from college or university. They bunked in the same dorm, attended the same classes, had the same interests, vied for the attentions of the same girl, but both lost out in the end to some other guy. It was inevitable that they would become friends. Either way, after graduation they went their separate ways and just lost contact with each other. That was almost ten years ago.

Uffington On The Marsh

Aside from the spate of deaths attributed to the Fever, Uffington has been rocked by the murder of Rita Kerr. Several weeks ago Rita discovered an awful scene. She found out that the local mine is not abandoned as is generally thought, but is being worked by a team of zombies (made from those who have "died" from the Fever) that Bedford has had created. Unfortunately, Rita was caught snooping around by one of Bedford's lackeys and detained. She threatened to go to the police and tell, but Bedford couldn't take that chance. His attempts at silencing her failed, and fearing that his plans might be exposed Bedford decided upon using her in one of his rituals. Her body was later buried in a shallow grave, which was subsequently discovered. Sergeant Michaelson investigated her death but came up empty handed.

Uffington is small with all the bare necessities although there are no libraries or newspaper printer. It has a couple of churches, a few stores, a pub, a school, a courthouse and a small cop shop with two police in residence - a Sergeant and a Constable. The last census revealed the town had roughly 705 citizens. The town also has a tin mine which is located two kilometres to the north across the moors. (The mine will not be known to the investigators until they learn more of the squire.) The village is inhabited by simple country folk who are riddled with superstitions and are dominated by the Squire who is responsible for the well being of everyone and who acts as coroner and magistrate, judge and jury. Uffington's main economy is by way of farming grain or livestock.

Travelling to Uffington is completed in two stages. First the train ride out to Cornwall, then a cab ride out to Uffington itself. Alternately, the characters can drive out there themselves. Clouds are beginning to build and darken by the time the investigators arrive at the outskirts of Uffington whenever that may be. They see a funeral procession which solemnly winds its way through the town beginning to cross a bridge on its way to the nearby church. Unable to pass the characters are forced to stop. Leading the procession, right before the coffin is a deeply saddened man who's mourning for the loss of his brother. Just then, five red tunic-clad horsemen and several dozen hounds gallop over the bridge jostling the pall bearers who drop the coffin over the bridge down an embankment where it lands on the rocks below with a splintering crack. The lid springs open to reveal a pallid male corpse. (A sanity roll is required with a loss of 0/1. No loss is had for those with medical experience or have seen plenty of bodies.) The horsemen do not stop and gallop off. The mourning man rushes to the bridge's side and stares down in complete horror, disbelief and anger. Some people jump down to close the coffin, retrieve it and carry it to the church for later burial. Others shout abuse and shake their fists at the fleeing horsemen. Somebody else approaches the man to comfort him but is shrugged off as the angry man storms off clenching his fists in anger. A LISTEN roll should be made to overhear someone say to his friend: "What a bloody disgrace. No respect for the dead. We'll have to see the Squire about this."

Attempting to ask a local anything requires a successful POWx3 roll to get an answer, otherwise the local gives the character the cold shoulder and walks hurriedly away after giving a blunt and stunted excuse. After several frustrating attempts at gaining information and following people around the investigators find themselves just outside the Three Crows Inn. Perhaps it's time for a drink.

The Three Crows Inn

The first time the characters enter the pub, everyone stops talking and silently watch the investigators before being distracted, as are the characters, by a thump as a short and scrawny sneering-looking bald man drops his bucket and begins to mop the floor, his overly protuberant eyes wash over everyone in the Inn. The denizens then resume their chatter albeit more hushed now. The fat, balding inn keeper leans on the counter, wiping a mug and says: "You must excuse them, we don't get many visitors in these 'ere parts. Anything I can 'elp you with?" Chances are the characters will concern themselves with a few questions such as: "Do you know where a Dr. Cockcroft lives?", and "What was all that about out side just now.?" Any answers given will continue to be stilted and uncertain, and phrased in such a way as to form a question as the local begins to get more suspicious. Information to these question can be found later and how much the players learn is for the keeper to decide, though some information will never be learnt.

Later, when the investigators return here - or when/where ever it is convenient, they will come across Dr. Cockcroft having an argument with several other locals, one of whom is the saddened man they saw when they first arrived. They catch the tail end of the argument: "You are not cutting up my brother or

anyone else for that matter and that is final!", to which Cockcroft feebly replies "But.!" The saddened man then interrupts, raising his hand in absolute disapproval, shouting "Enough! I don't want to hear it." before storming away with his friends. Chasing after him to ask question him only serves to anger him even more at which he takes a swing at the offending character. Before things get too out of hand he friends haul him away.

Dr. Timothy Cockcroft

Finding Cockcroft's home and practice is easily done. Anybody will point out his home/practice with some disdain. His home appears to be an extension of his practice, with old out-of-date scientific books and journals (some of which are in Latin), racks of test tubes, and bottled chemicals, mentholated spirit Bunsen burners and assorted experiments on the go. When Cockcroft first sees his old friend, his face brightens up and he rushes over for a good vigorous handshake, while thanking the character for coming and welcoming the other unknown characters. Once the small talk is out the way, business talk will ensue. Cockcroft invites them home, and offers them tea, coffee or something stronger if they prefer. His two cats - Tinky and Cloudy - begin to investigate the strangers. Anyway, back to the business at hand, Cockcroft explains his problem, reiterating the recent deaths (not Rita's). He wants to perform a post-mortem as that may shed light on their deaths and the Fever, but through the insistence of the people Squire Bedford has disallowed him to carry out such an act. He finds this lamentable and very restrictive. Normally, he respects their wishes in this matter, but due to the spate of deaths he feels it is necessary. He's tried to put his case forward time and time again for the necessity of a post mortem, but because the people of Uffington are very superstitious and insular they are rather ignorant about modern medicine and practices. They simply do not want their kin folk cut up. It's time to join the rest of the world. Also, blood tests prove negative.

Cockcroft also informs the investigators that there are three other people in town suffering from the Fever, though they are in varying degrees of sickness. He's asked the families to carefully watch the patients and inform him of any change in their state, for example, if they appear to be getting better, or develop symptoms outward of those already noted in the other 20 or so cases. The players can look into these cases if they so desire, however there is nothing that they can do to help.

Dr. Timothy Cockcroft, 33

STR CON SIZ INT POW DEX MOVE HITS

9 9 13 16 12 12 8 11

WEAPON ATTK % DAMAGE Skills: Chemistry 70%, Credit Rating 25%,
Fist 50 1d3 Biology 70%, First Aid 80%, Medicine 75%, Psychoanalysis 37%,
Psychology 40%, Latin 90%

Cockcroft is one of the few "normal" people the players will meet in this quaint backwards town - the other being the local constabulary. Cockcroft is willing to openly talk about whatever the players want touching on the fact that he is tired and lost in this matter. These are a few things the players may want to know more about.

The Fever.

When prompted to talk more of the fever Cockcroft relates his findings: From all observations, the disease causes victims to have a high temperature at first. Then from there, as the disease progresses, other symptoms include: listlessness, loss of appetite, loss of skin colour, retarding reflexes, loss of memory and finally death. From the outset victims die within two weeks to one month of contracting the disease. Unbeknownst to all - these symptoms are due to Nakumba's zombification spell (more later). If the players offer to help in clearing the matter up Cockcroft will be over the moon. Information on how the player can help can be found later in this scenario. It's ironic that their steadfast refusal of a post-mortem is the only thing keeping their dear "departed" ones alive.

Any towns-person is a might hesitant to talk about the Fever, since several families have had a loss to it over that last six months. They say, with scorn in their voice, that the best person to talk to would be Dr.

Cockcroft. The reason for their contempt having been given earlier.

Who's the grieving man?

The distraught man seen earlier is Frank Galloway, brother to Stewart Galloway the most recent victim to succumb to the Fever. More information is given later.

Squire Bedford.

Born and bred in Uffington, Warren Bedford is also the Squire of the town, which means he has to look after the well-being of everyone in his stead. He is well known to all, and has attained an air of aloofness. He is seldom seen and intervenes little in the affairs of the town, only doing so when directly called upon; preferring to leave the townspeople and local constabulary to sort things out.

He lives in his manse up on the hill with his Negro manservant, whom he brought back from holiday. Bedford was left the manse, an old disused tin mine, a farm and several large unpaid bills when his father died when he (Warren) was in foreign parts (Haiti) with his wife, who died there having succumbed to a tropical disease. Being absolutely besotted with his wife, Bedford felt as though he could not live without her. He learnt of a man accused of murder and voodoo practices and rescued him on the condition that he bring her back to life. Explaining that he could not do that, Nakumba stated that he could bring her back as an undead reincarnation at best. Unsatisfied, Bedford was about to send him back to the authorities to stand trial when Nakumba suggested that he could, if given enough time, accomplish the task of giving her a second lease of life - "It would be as though she had never died". When Bedford came back about a year ago he shut himself and his manservant away and wouldn't see anybody. Then, suddenly a few months ago he started spending money like water. Quick to put his new found skills to work Bedford ordered Nakumba to create a zombie workforce to work his mine. At this time, however, Bedford is away on business. No one knows where.

In order to secure his workforce Bedford visits the intended victim; he chats for a while during which he pulls out his box of "snuff" and takes a large pinch. As he's about to snort he "sneezes" blowing the dust all over the subject, for which he's very apologetic. He then hypnotizes the subject momentarily then cuts a lock of hair. The zombification spell is then later cast...

The Horsemen

All that is known of the horsemen is that they are close friends of Bedford and keep to themselves, staying in a lodge close to Bedford's manse, so no one knows much about them. Like Bedford, they seldom come into town and when they do they usually cause trouble for which they are never apologetic. Bedford always sees to it that they are never reprimanded by the constabulary, preferring to mete out his own brand of justice - whatever that is! They have the greatest contempt of personal land boundaries and are often seen on hunts carving up the ground with their horses and hounds, or blasting away at old furniture and stuff with their shotguns. It is suspected, that they also serve as spies keeping Bedford informed of the will of the people.

Although only one or two horsemen have an active roll in the scenario, the rest serve no particular function. However, the keeper can bring them into play if the players seem to be harassing the townspeople and causing them unnecessary grief. They may also be forced into play if the players break into their lodge or try to destroy Bedford's mining operation. Whenever, and however they are brought into play it is advised that the keeper play them in a manner that reflects their mood; which is generally suspicious, rowdy, extremely arrogant and belligerent. Use the horsemen in as many and varied events as you want. These are a few of the things they can get up to:

- Watch the characters from afar, studying their every move, seeing what they're up to.
- Break in to the residence of the characters - wherever they may be - to search their belongings. The home may mysteriously burn down one night.
- Write threats and other messages and send them to the characters.
- Lure the characters to a false meeting where they gang up on the characters in the hopes of killing them. The precise arrangements of this ambush is left to the keeper to make up, but it should be underhanded

and in the favour of the horsemen.

If one or more of the horsemen are successfully captured for questioning, they will retain a resolute and defiant stance. They would rather die than betray Bedford - no matter the pain and torture inflicted upon them. They, in fact, begin to chant and pray to relieve the pain and prepare for death. Death is welcome for their failure in being captured. They are not worthy of life. If they are at any time left alone, they will try to escape their bonds and confinement, secure a weapon and exact revenge.

Getting Involved.

These are the most likely avenues the players will explore:

Looking Into The Other Deaths

If the investigators are in any way interested in looking into the other deaths, Cockcroft will retrieve any useful information that he has. Perusing the morgue reports and other paperwork the investigators will no doubt try and find a common link between all the deceased. Although no autopsy was performed on the victims there was, however, a cursory inspection of the cadavers and reports of the findings made - which Cockcroft complains about again. There are no common links for the characters to find in the death certificates, nor if they ask questions such as "what did they do for a living" or "did they all visit the same place before the Fever set in" etc. Everyone appeared to live a normal comfortable life. Although of no real importance, Cockcroft can also dig out Rita's death certificate as well if requested, but again, there is nothing for the investigators to learn from it.

Visiting The Bereaved Families

The families of the dead have nothing to say to the players. Most resent their intrusion on private matters and just close the door in their faces with a rude verbalization. Others will decline with some polite excuse before closing the door; but some will invite the characters in briefly and answer their questions. Those who do speak to the characters answer their questions to the best of their ability and it is obvious that all have a common complaint running through them. Their opinion of Dr. Cockcroft is waning due to his lack in ability to cure the fever or give a reason for it.

The distraught man seen earlier is called Frank Galloway and he will not want to talk to the investigators should they decide to pay him a visit. The investigators have only one chance to PERSUADE Frank to open up briefly, otherwise he becomes aggressive and slams the door shut. It will be obvious that Frank is very drunk indeed and still hurting deeply from earlier. There is nothing that Frank can say to shed any light on their investigation before complaining vigorously about the Squires men and their lack of respect for the dead.

Talking To The Police

The police station is a simple affair. The door opens into the main office with a few table and chairs and filing cabinets. There is only one other door - that probably leads to the holding cells. Chained to the rear wall behind the main desk are two 20 bore double-barreled shotguns. If the investigators approach the police in the hope of finding other information about the fever deaths they will soon be disappointed as the police are not much help. They are at a loss also as to what is happening. Michaelson will say that since no apparent crimes are being committed there is nothing for them to investigate. Matters concerning the fever should be taken up with Dr. Cockcroft. Michaelson also has a passing interest in why the Investigators are looking into the deaths since it is obvious that they are out of towners, but if they do not cause trouble or upset the locals he will not impede their investigation, hoping that they can shed some light on the subject since his boy, William, was one of the first to die of the disease. Anybody who suspects the police are concealing information may have PSYCHOLOGY roll to learn that Michaelson and Constable Edwin Tanner are indeed baffled by it all.

Michaelson also makes mention that this is a difficult and trying time for everyone in Uffington, what with the rash of deaths caused by the Fever, and the murder of a local lass in recent weeks. It all mounts

and gets to people who want answers that aren't there. It's very frustrating. Pressing to find out more about the murder, Michaelson will consider their request momentarily, and if he takes a liking to the characters, he continues: "Sad case that was. Officially it's still open, I never caught the suspect, though I believe it's got to be somebody in town, but no one seems to know anything. My investigation revealed nothing. Anyway, at first she was reported missing by her family, then a week passed when her naked body was found in a shallow grave in the woods some distance from here by one of the locals (Mrs. Tabatha Wayward) while out walking her dogs. One of them started to act excitedly and dig in the one spot. By the time Mrs. Wayward got there the dog had uncovered an arm. She immediately notified Constable Tanner and Dr. Cockcroft. An extensive search of the surrounding area was conducted and enquiries made, but nothing came of it. It was the most terrible thing I've seen in all my years as a policeman. Her body was sliced open down her belly and several internal organs were missing. Who would do such a thing? At the end Squire Bedford stepped in and urged me to bring his investigation to an end in an effort to spare Rita's family further discomfort. With that and with absolutely nothing to go on the case was simply closed, unfortunately with no satisfactory results.

If the characters personally read though the relating crime reports they come across a document which states what Rita was wearing at the time of her disappearance. One item of import is that she wore a silver crucifix with the inscription "In God I trust". Those who saw, or took, the crucifix from Bedford's mansion are allowed an IDEA roll to remember it. Could it be the same one? Of course it is. Rita's family won't like the intrusion, should the players start nosing about. Her mother breaks down and her father gets angry and threatens violence.

Bedford's Manse

Sooner or later the players may well want to visit Bedford. His mansion can be found on the outskirts of town tucked neatly into the hills overlooking a grand lake. The manse is an impressive two story building with mock Tudor fronting that was obviously built with a lot of money. Some of it appears as though it was recently completed. Surrounding the building are well kept lawns and a forest of trees, which partially obscures a single storey lodge in which Bedford's aides live. Also, at the rear of the manse a large dog enclosure holding several dozen hounds and a stable housing a dozen horses can be found. Disturbing the hounds in any way will set them off on a barking frenzy, which may draw the attention of one or more of Bedford's goons who come investigating the disturbance. When not actively out on a hunt or otherwise causing trouble, Bedford's aides generally lounge around here, drinking, playing cards, or whatever. If, somehow they players are able to break in and search the place, they are able to find: several copies of a book entitled "Invocations to Shub-Niggurath", several sets of ceremonial robes and clay masks, and assorted occult paraphernalia.

Invocations to Shub-Niggurath

The small pocket-sized book (4"x5½"x1¼") contains 1250 pages that extol Shub-Niggurath - the Black goat of the woods with a thousand young - in all her divine greatness. The book is broken into three parts, each dealing with a particular subject. The book ends with over 300 pages of prayers and psalms. There is no author, nor place of publishment attributed to the book; although it does seem to be professionally bound and printed and has some kind of identifying mark - a line art depiction of a three-headed goat. (The goat icon symbolizes the Mark of Shub-Niggurath.) The book is written in English and takes 100/INTx2 hours to read , which causes 1/1d4 sanity loss, and +3 mythos gain. There are no spells included.

In front of Bedford's manse the characters see an impressive, eight-foot tall dark marble sculpture, ringed by a dry leaf-filled fountain. The carving portrays a gargoyle of some sort. Humanoid in appearance, it resembles an emaciated corpse. It stands on large powerful legs that resemble that of a Satyr. Large bat like wings protrude from its back. Its rough hide taugth against its skeletal structure. Its inhuman face; it's head covered in small ivory spikes. Its hands are human-like and terminate in a lethal array of long iron-like talons.

All doors and windows to Bedford's manse are firmly locked and knocking on the door and waiting gains no response. Lurking somewhere within the manse is Nakumba - an extremely tall (6'8"), powerfully built

bald Negro; Bedford'

s assistant and tutor in the Black Arts of Haitian occult lore - Voodoo. It is for the Keeper to decide where Nakumba is at this moment and what he is doing: sleeping, meditating, sacrificing black cockerels, or whatever. Breaking in can easily be done by forcing one of the ground level windows of the building. Whenever they break in they run the risk of disturbing Nakumba

who will investigate. Nakumba is smart and won't directly confront such overwhelming opposition. He'll use stealth and strategy to his advantage and may even try to gain reinforcements from Bedford's goons.

Nakumba, Powerful "Red Sect" Papaloi
STR CON SIZ INT POW DEX MOVE HITS
17 16 20 18 17 14 8 18

WEAPON ATTK % DAMAGE Skills: Chemistry 90%, Cthulhu Mythos 50%,
Fist 80 1d3+1d6 English 65%, Haitian 100%, Medicine 50%,
Spear 70 1d8+1d6 Occult 80%, Voodoo 100%
Knife 50 1d4+2+1d6

SPELLS: Call Power of Nyambe, Command Ghost, Contact Loa, Create Bad Corpse Dust, Create Zombi, Curse of the Stone, Dominate, Empower Stone of Nyambe, Enchant Doll, Enchant Ju-Ju, Enchant Wanga, Grey Binding, Journey to the Other Side, Mesmerise, Pipes of Madness, Power Drain, Shrivelling, Soul-trap, Voorish Sign, Wrack

The manor itself is lit by candle and oil lamp mostly and is largely unheated as well - save for the massive fireplace in the living room, which is overlooked by the balcony upstairs and is decorated with oak paneled walls lined with swords, armour, guns, heads of successful hunts, stuffed animals, etc.. Only rooms of any import have been described. The rest of the manor has been left to the keeper to fill in with the exception of mentioning its sturdy walls and solid iron bound doors.

Study

The door to the study is locked, but Nakumba has a key. Once open the investigators see that it decorated with a plush crimson carpet and a grand oak table and padded chair. A telephone sits on the table amongst other stuff. The faint aroma of incense can be smelled by those succeeding a POWx2 check after some time has been spent in the room. Those succeeding the roll by half roll finds the smell to be much stronger in one corner of the room, possibly even originating from behind a wall paneling!?! The study also doubles as a small library which contains hundreds of books on all subjects which lines the walls. Perusing the library the characters see that part of the collection - fifteen books in all - deal with magic, with such titles as: Magic Made Easy, Magic For Beginners, Advanced Magic, and True Secrets of Magic (detailed below), etc.. Fourteen of these books explain how to saw women in half, conjure rabbits from top hats, make assistants disappear from one box and reappear in another, and other assorted tricks the characters have seen done a thousand times before. Experienced cultist bashers may suspect that a book or two of real spells will be hidden here as is customary in many cultist households, however, without a name to go by all the books will remain innocuously anonymous. Even those familiar with mythos tomes won't find anything; there are no books with titles like Nameless Cults, Necronomicon, or Azathoth and Other Horrors, laying around. Unless the investigators read every individual book there is no reason that they will "simply find" the book with the actual spells.

True Secrets of Magic

This book has a two tone brown cover with the books title imprinted on its surface with an accompanying picture of a magician with his arms outstretched levitating his female assistant. Behind the magician is an upturned top hat with a splayed out deck of cards emerging from its insides. Beneath the picture is the author's name; Darius Bane. The book appears to have a slight discolouration to it through age and possible water damage. The book is written in English and is credited as being a reworking of an old manuscript belonging to a 16th century Italian magician called Giovanni de Bogni. It takes 100/INTx1

hours to read and understand its 320 pages of context which explains several spells and gives instructions on how to make certain magical "artifacts". Upon reading the book, the reader loses 0/1d2 sanity and gains no mythos. Contained within its pages are a number of spells that can be learnt by the player providing an INTx1 roll is succeeded: Create Gate Box, Conjure Creature, Call Power of Nyambe, Create Mist of Reley, Enchant Brazier, Levitate.

Conjure Creature

This spell allows the character to magically conjure a small creature from a hat, pocket, or even from thin air in true magician style. The spell is instantaneous for small creatures such as rabbits, fish, mice etc, but for large creatures such as lions, tigers and bears (oh my) - not mythos creatures - the spell takes longer - 1 round per two size points - and costs more, though you can't whip a tiger out from your back pocket, or pull one from somebody's ear for that matter. For large creatures you need a cape, box or something - anything to obscure the viewers vision as the spell is cast. The creature produced is normal in every way for a member of its species. A fish will gape and flap about when out of water and can be eaten if desired. A tiger will be wild and will probably attack somebody at random including the caster. The spell initially costs 2 magic points to cast plus 1 additional magic point for each size point of creature conjured. A size 1 fish costs 3 magic points for example, while an ordinary size 4 dog could cost 6 mp. Sanity loss is left to the individual keeper.

Continuing their rummage, the Investigators need to succeed a SPOT HIDDEN roll to find in one drawer - a letter (Player Handout 2), title deeds to the house and a tin mine, and £100. In another drawer three wooden coffins measuring 10" long with ornate tin designs contain diminutive clay figures can be found. Inside a cupboard the investigators can find a clay mask and a red robe. Both these items have strange occult-looking symbols stained into them. Searching the walls for a secret panel can be met with success on a successful SPOT HIDDEN roll. It opens into a room with a flight of stone steps leading down to a large rough-hewn cavern. Light sources are required. It contains a voodoo shrine. A mixture of noxious fumes assault the noses of the investigators when the door is opened. There are bowls of incense, candles, parts of sacrificed fowl, four ceremonial tom-tom drums and 15 loose-leaf papyrus pages written in French-based Haitian Creole. Arranged on shelves are 25 (or more) coffins, each with clay figures inside - each one an effigy to a zombie who works Bedford's mine. Looking at the effigies the players see that each figure has a lock of hair embedded in it. During their search of the study they receive a SPOT HIDDEN roll to take note of a small silver crucifix on a chain that innocently lies in a crystal ashtray. Perhaps it's because it seems out of place there that they see it. Its apparent importance has been mentioned. The keeper may wish to include a partial translation of the papyrus pages for the benefit of the players.

The Papyrus Pages

The fifteen loose-leaf papyrus pages are hand written in French-based Haitian Creole, though anyone who can understand French can get by after a fashion. Anyone who spends time reading the pages see that the pages concern themselves with complex procedures for creating zombies. To read and understand everything takes 3d6x10 minutes, after which 1/1d4 sanity points is lost, +5 Occult is gained as well as +1 mythos. Anyone succeeding an INTx2 roll can learn its spells by heart, although anyone can just follow the precise instructions to produce the same desired effect without learning the spells. The pages outline two distinct ways in which to create a zombie.

Ritual / Procedure 1.

A ritual liquid must be poured over a corpse that has sufficient flesh to allow mobility. A brain of sufficient mass and composition must also be present. The corpse is then left to mature for one week after which the caster intones a 30 minute ceremony, finishing with a 'kiss' in which he breaths part of himself into the corpse. This gives rise to an ordinary undead (George A. Romero type) zombie that at times can be uncontrollable. The caster then can command the zombie to do his bidding. If the caster dies the zombie becomes totally uncontrollable and will run amuck in a near berserk frenzy - well as near as a berserk frenzy as a zombie can get. The only draw back to this zombie is that it continues to rot as normal until it disintegrates. The cost of this spell is 10 magic points and 1d6 sanity points.

Ritual / Procedure 2.

This zombification spell does away with the need of a corpse, but a subject must still be available. This incantation requires the use of a small effigy in which a lock of hair, finger nail, or blood of the subject must be embedded. The rite cast upon the effigy lasts one hour and costs 10 magic points and 1d4 sanity. In conjunction with this the subject must also inhale or otherwise consume a paralyzing powder made partly from blowfish innards and alkaloids. The subject is then affected by a malady which lasts up to 30 days, during which time certain changes occur, those being: a fever, then listlessness, loss of appetite, loss of skin colour, retarding reflexes, loss of memory and finally a condition that can be easily mistaken for death. Bodily functions such as heart rate, respiration, etc. are so weak the victim appears dead, even to a detailed medical examination. The victim is in fact in a deep meditative trance. All that is then required is to dig the body up and 'awaken' it with a verbal command. The zombie is then ready to do the casters bidding. Although far superior to the other type of zombie this creation must feed from time to time, or it will suffer and eventually die from starvation. This type of zombie may retain some of the thoughts, memories and feelings it had before the spell was cast, however it will still be mostly mindless. This is a zombie in a more truer sense. To release the zombie from its zombified state the spell must be intoned backwards upon the zombie or the effigy which must then also be cleansed in some way. The reversal process costs 5 magic point to cast. The victim then gradually returns to a normal healthy condition over the course of a few weeks of rest and recuperation.

An Upstairs Bedroom / Shrine

All bedrooms are unlocked except for this one (and Nakumba's), and Bedford has the only key. Not even Nakumba is allowed in here without Bedford's express permission. Forcing the door is easily done for the determined player. The room beyond is disturbing to say the least. Laid out on the bed, dressed in an off white wedding dress is an emaciated, blonde haired corpse that has been preserved - Bedford's beloved wife Eleanor. She appears to be 38-43 years old. Viewing this costs 0/1 sanity on a failed roll. Eleanor's pickled brain can be found in a jar next to her bed. The jar is covered with a velvet cloth. Lifting the covering causes 1/1d3 sanity loss. Depending on how depraved the keeper wishes Bedford to be there may be a pipe inserted into Eleanor's vaginal passage, which should cause additional sanity loss. 1d8 sounds good and anyone developing an insanity should be rewarded with Necrophobia or Necrophilia (serves them right, they shouldn't be looking there - should they?). At each of the four corners of the bed, there is a lit incense burner, from which a subtle fragrant and relaxing aroma pervades the room, bringing with it the desire to sleep. The rest of the room has been turned into a shrine. Dozens of photographic and painted pictures (by Bedford's hand) adorn the walls. It appears Eleanor was a most beautiful woman when she was alive. Most of the pictures are of Eleanor when she was alive, but there are some of her in her death-state. Hanging in a cupboard is a full wardrobe of clothes for when she finally awakes from her slumber. Beside the bed is a dresser upon which her jewellery, makeup, and other grooming accoutrements can be found. A large scrap book can also be found there. Reading the book takes 100/INT /3 hours to read and it portrays the innermost thoughts, desires, and feelings of a deeply psychologically tormented person. The book contains pressed wild flowers, sketches and a selection of love letters, poems and sonnets written by Bedford mourning his loss and declaring his undying love for her, and that someday she shall awake. At first the poems are normal; prose that would tear your heart out and reduce the most hardened of men to tears, but it gets progressively darker, twisted and obsessed with death and resurrection. In the corner of the room is baby's cot which is surrounded by assorted toys.

Nakumba's Room

Sparsely decorated, the room contains an unmade bed and footlocker. The acrid smell of Voodoo practice is astounding and various Voodoo imagery and symbology has been daubed all over the walls. The footlocker contains the little equipment Nakumba personally owns, mostly it is voodoo orientated with powders, infusions, salves, and other ritualistic things such as:

A stoppered bottle of a red chalk-like powder

This is a very powerful drug which Nakumba snorts to induce visions and insights of the mythos. A pinch of the powder is all that is required to get an intoxicating high in which sends the users mind into a swirling dream of visions. This high lasts roughly fifteen minutes during which the user experiences the

lighter side of the mythos. Stuff like his surroundings melt in to a vivid multicoloured kaleidoscope, a land where cute talking bunny rabbits wear smoking jackets and cats have giant grins, and such like. Maybe the character's mind ends up in the dreamlands. A level teaspoon of the stuff causes the user to go into a delirium for 1d6 hours during which the user convulses as though suffering from an epileptic fit during which he suffers 1d6-1 damage and loses 1d20 sanity points. During this ecstasy the user's mind wanders through time and the universe viewing random horrifically weird landscapes and creatures of the mythos. Also, as the user experiences this mind-warping phantasmagoric rush he may attract the unwanted attention of a Hound of Tindalos. A LUCK roll is required to avoid its attention. There are roughly 28 pinches left in the bottle.

A flask of grey powder similar to snuff:

Made of ground up fish innards and alkaloids, this powder is used in turning people into zombies. Ingestion of a small amount (a pinch) creates a tingling sensation and in the mouth or nostrils and a slight feeling of lethargy on a failed CONx5 check. Unless somebody also happens to cite the zombification spell at this time nothing untoward happens. There are roughly 12 pinches left in the flask.

A notebook & Pencil

This 12 page jumble which is written in French-Creole is a working of Nakumba's in which he is attempting to work out a way in which to bring Eleanor back to life. Most of it is unworkable and gibberish and has been scored through. In fact, he is no where near the correct process.

Several small jars

These contain various chemicals such as copper, iron, sodium, potassium, chlorine, magnesium and arsenic. Nothing scary or out of the ordinary. Another bottle contains graveyard dirt.

A couple of dead shriveled rats and snakes

These are either components to ritual processes or Nakumba has been experimenting on bringing them back to life.

An ornately carved wooden box

The box contains an owl bone piccolo type whistle (NATURAL HISTORY check to identify the type of bone), an ivory whistle, a set of tarot cards, a pouch of chicken bones and some bamboo splints. The tarot cards and chicken bones are both used for divination purposes. The piccolo and whistle are both something special, the piccolo is played when casting the Pipes of Madness spell, and the ivory whistle grants the user +30% in summoning a Byakhee.

A fist sized rock.

The smooth, polished rock is stained reddy-brown and has three broad bands etched around its circumference. A successful Mythos roll can identify it as an Empowered Stone of Nyambe. The receptacle stores up to 30 magic points which the stone's wielder can draw from to supplement in magical rites. Currently, the rock has 10+2d10 mp stored upon a successful LUCK roll, 3d8-3 otherwise.

New Spell

Empower Stone of Nyambe

A stone, or rock or other suitable natural occurring substance the size of a clenched fist should be used as the receptacle. Empowering the stone requires a 30 minute African tribal ritual, 1 point of POW expended, three broad bands engraved round its circumference then total immersion (for eight hours) in the blood sacrifice of a creature of at least size 4. 1d3 sanity loss also occurs. Once this has been done the receptacle is ready to hold magic points.

A Voodoo totem of some kind

This ornately carved spear-like weapon measures 26 inches in length and is made of bamboo topped with an iron spike. The shaft of the weapon is bound with intertwining strips of leather and human flesh. Two shrunken human heads are tied with ligaments and sinew just below the iron barb and hand loose. Seeing this causes 0/1d3 sanity loss on a failed roll. Unless a mythos roll is impaled the exact identification of this totem will be unknown. This is a Fetch Stick - a magical weapon that can damage and kill extraplanar creatures. The spear has a base chance of 15% and does 1d6+1 damage.

The Other Rooms

The other rooms are mostly empty except for the odd box containing odds and ends and memorabilia. Nothing that'll interest the players.

The Cellar

The basement is full of junk mostly. Searching around the players come across, standing partially obscured in the corner of the cellar, a magicians "Vanishing Lady" cabinet. Next to that is also a magicians trunk sporting the legend "Rumbaldo The Clown" in flaking gaudy colours. The chest is locked but can be easily broken open. Inside is all you would associate with a magician or clown: Top hat and tails, wand, oversized novelty shoes, coat with several secret pockets, red nose, green wig and clown makeup and a broken ventriloquist dummy. The chest also contains a few vials and bottles of powder. There are also a few bronze bowls with engravings. Inside one of the bowls an observant character (who makes a SPOT HIDDEN -20 roll) notices a thin brown flaky crust. (If the Investigators have this analyzed they will find out that it is blood - human blood. Type A. A match for Rita.) CHEMISTRY or PHARMACY analysis of the bottled chemicals find that they are nothing more than stage props that change the colour of flames and other flash powders. The vanishing lady cabinet is decorated with assorted "magical" glyphs. Closely examining the interior of the cabinet the investigators require a successful MYTHOS roll (which the keeper should roll) to sense that one of the glyphs is magical. Another successful MYTHOS roll identifies the glyph as being part of a gate spell. This gate is specifically tuned to one person - Bedford. It only works on a given command word or gesture which is known only to him, so the investigators cannot pass through the gate should they already happen to know the spell.

Visiting The Mine

Once the players have discovered the existence of the mine by either the deeds, or by being told of it by Michaelson or another local they may well want to come out and have a closer look. Michaelson or Cockcroft can bring them out here to show them where it is. Both men can also take the players to the site where Rita's body was unearthed, though there is nothing there to interest the players.

While walking through the woods, a successful NATURAL HISTORY or LISTEN roll reveals a total absence of large animal life forms (rabbits, foxes, birds, etc). Those who succeed a TRACK roll find that the only noticeable tracks are large hoof prints. Succeeding the track roll by half allows diligent characters to see there are only one set of prints walking side by side - as if made by a biped, rather than the normal tracks a horse makes.

The hoof prints belong to a Dark Young of Shub-Niggurath, although they could have been made by a horse (for those who fail their Natural History roll.). Anyone who has encountered a Dark Young before may recognize its tracks. The tracks never form a traceable path and where they disappear into the undergrowth an observant character sees that the vegetation there is crushed and withered and several trees have been partially toppled as though pushed with immense strength. The Dark Young hides during the day, virtually undetectable. At night it stalks out from its lair and slays what livestock it can find, leaving behind only charred, perforated corpses - one or two of which the Investigators may find during their walk. A failed Sanity roll (with a loss of zero sanity) results in the character grimacing at the dried out husk of the corpse.

As they continue through the woods, the characters, on a successful POWx5 roll, become aware of the

smell of rotting vegetation wafting on the breeze. (This is the smell of the Dark Young). Eventually the investigators emerge in to the woodland clearing and mineshaft. The smell of rotting plants hangs strongly in the air here, although no rotting vegetation can be found close by. The hoof tracks the characters may have seen before are in great abundance here and can be readily seen without a track roll and appear to be concentrated around a solitary tree (see below). To the side of the mine entry shaft, there stands a single, partially collapsed wooden hut. (Nothing to find inside except a few rusty old tools.) Those who try to determine whether the place has been visited recently, or is being used, should roll a TRACK or SPOT HIDDEN skill check. A successful roll confirms that several people have been here recently, although how recently is unknown. As to proving whether the mine is still in use is indeterminate. To find that out the characters need to proceed into its depths.

The solitary tree seems to be covered in some kind of bristly fungus that grows all over its trunk. Its branches are withered and twisted. Green goo oozes from 'open sores'. The smell here is astounding and the Investigators need to cover their noses while they breath. The smell now reminds the Investigators of corpses sweltering in a midsummer's heat. (BOTANY rolls determine this to be an unknown type of tree and indeed disease.) If the investigators come within 40 feet of the mine the Dark Young moves into attack flailing its limbs wildly. (After Rita discovered the mine and wandered in, Bedford summoned the Dark Young to protect the mine from further unwanted trespassers.)

Should the Dark Young be slain, it begins to melt into a glutinous, mulchy goo at an alarming rate. Its already horrific odor becoming much, much worse. Within 45 minutes, there'll be nothing left of it save for a squelchy blackened damp patch of bare earth, where no plant will grow for decades to come.

The Dark Young Of Shub-Niggurath
STR CON SIZ INT POW DEX MOVE HITS
38 17 42 14 18 16 8 30

WEAPON ATTK % DAMAGE Armour: All firearms do minimum damage. Hand to
Tentacle 80 4d6+STR drain* Hand weapons do normal damage.
Trample 40 2d6+4d6 SAN: 1d3/1d20

* Within the Dark Young's numerous ropy tentacles it has four main ones with which it can attack. All four can attack independently. Should a victim become ensnared, he is held close so that he is bitten by the open sores. These "mouths" drain 1d3 points of STR & CON per round - permanently. Providing the unfortunate victim is still alive, he is rendered incapable of any action other than trying to free himself from its vile clutches.

The Tin Mine A rich seam of tin runs through Uffington and is worth quite a fortune. The mine was originally owned by Bedford's father but a spate of accidents maimed and killed several miners twenty-odd years ago. The remaining workforce then refused to go back down which forced the mine's closure. Rumour has it that the mine is haunted because of that.

The only way in to the mine is by the elevator which, surprisingly, still works. When the elevator reaches the bottom of the shaft the characters emerge into a dimly lit corridor. Echoing around them they hear the sound of steel on stone. Mining. Further up ahead, they see the mine is brightly lit and the light casts shadows upon the walls which dance and writhe (no sanity loss). About 20 feet into the mine shaft the characters discover several boxes which contain kerosene lamps, roughly 17 gallons of oil and assorted tools. Moving deeper into the mine the investigators soon come across a ghastly scene. About 20-25 figures, men and women, all with sickening sallow sunken features and dirty torn clothing. Some break ore with pickaxes, others load trolleys and when full, cart it off down a tunnel to another elevator. The ore-laden trolleys are then sent up to a barn where other zombie workers unload it on to vehicles that transport it away for processing. Once empty the trolleys are returned for another load. These zombies are watched by two human overseers.

A sanity roll is required with a combined loss of 1d4/1d8 if the players realize that all the workers are - or should be dead and buried. If Cockcroft or Michaelson is here he will stand stunned and speechless at the sight, obviously traumatized as seeing many people they once knew - especially if one happens to be

Michaelson's son. Overseeing the zombie workforce is one of Bedford's goons. He uses a whip to spur on anyone who seem to be slacking off, and is now using it with great enthusiasm on a luckless fallen zombie. If he is interrupted, and seeing that he is outnumbered, he orders the zombies to attack the intruders while he make good his escape to inform his friends. It would be madness to fight the zombies, their numbers will eventually overwhelm the few investigators and kill them. Any character equipped with an Elder Sign will soon be amazed to discover that these zombies are not affected by it. Even those carrying and using Bad-Corpse Dust will find that it has no effect. As previously mentioned, these zombies are live humans, so firearms do normal damage against them.

The Zombies

STR CON SIZ INT POW DEX MOVE HITS

9 12 13 5 1 8 6 13

WEAPON ATTK % DAMAGE The zombies either attempt to take a swipe at a Scratch/Nail/Grapple 30 1d3 character with a tool, or claw for damage, or try to Bite 70 1d6 grapple. Once grappled and held, the zombie attempts Applicable Tool 25 1d6+1 to bite the character.

Grave Digging

Once faced with the problem, medical type characters may wish to dig up a corpse or two in order to perform a post mortem. Cockcroft, says he's thought about that also, but decided to against it, as he's positive as to how the people would react if they found out. That's why he contacted the player in the first place. After discovering what is going on in the mine the investigators may well want to dig graves up - just to be sure. In either case this is what happens. The graves of everybody who has died from the Fever list will be empty, with the exception of Stewart Galloway - the most recently dead, and that of Rita - the girl Bedford killed. If the players decide to dig up graves without anyone's consent they will require a LISTEN roll (at some point) to hear Sergeant Michaelson and Constable Tanner - who both carry shotguns - arrive. The local minister, Thadeus Greene, can be seen lurking in the background. Michaelson intervenes just as the Investigators are about to open a coffin lid; he orders them to stop and threatens them with arrest for the crimes of grave robbing and possibly even body snatching (unless everyone is on friendly terms). Ignoring him and throwing open the coffin the Investigators may, or may not be surprised to find that it is empty, Michaelson, Tanner and the minister sure will be and will want to know what's going on. Depending on how the players handle this situation, the outcome will govern how Michaelson, and the rest of the town will react to the continued presence of the players.

Further Events

Should the investigators remain in Uffington overnight, or for several days, the keeper could throw these and other events in (or ignore them completely) at any time to give added drama, surprise and mystery to an otherwise slow moving scenario:

Thadeus Greene (the local minister) is attacked in the night and is found bleeding and unconscious in the graveyard the morning after by the Investigators or by someone else. Upon questioning, he says that he was disturbed last night around three in the morning with noises coming from the cemetery. Investigating what it was he was jumped from behind, but before he lost consciousness he managed to see two men wearing robes and masks making off towards the bridge. If the Investigators search the cemetery further they find the partially dug grave of Stewart Galloway, a lantern and some digging tools. Curious Investigators may want to take a look in the coffin, just to appease their suspicions. Opening it they find the body of Stewart. (The two men were attempting to retrieve the body and take it to the mine for awakening). Anybody wishing to track Rev. Greene's assailants need to succeed a TRACK roll. The tracks can be followed for 50 yards or so before the trail is completely lost as they cross the cobblestone bridge. It doesn't matter if the track roll was impaled, the trail is lost regardless. The men may return the next night to complete their task, but they will be wary and will look for sentries on guard before proceeding.

1d3 zombies (or more) manage to escape from the mine and somehow find their way back into town at

whatever time is convenient for the keeper. The Investigators are alerted to the hysterical screams of a woman in her late 40s early 50s. By the time the Investigators arrive on the scene a small crowd has gathered and bicker amongst themselves. Somebody tries to calm the woman down. A successful PSYCHOANALYSIS roll does this just enough for her to say that she found her dead husband (Jeffrey Chambers - died Nov 2, 1919) in the kitchen making something to eat. Entering her house and looking around is easily done. Down stairs is clear of zombies. But, upstairs and having looked in a room or two Jeffrey lurches suddenly from another doorway in an attempt to grapple and bite a luckless investigator. The attack is unexpected so a sanity roll is required with a loss of 1/1d3. (The other zombies who escaped - if any - can appear in this scene or elsewhere according to the keeper's discretion). If the characters capture, rather than kill Jeffrey, they see that he will stare around his surroundings blankly. No intelligible conversation can be had save for guttural growls.

Resolving The Zombie Plague

Investigators may take the direct approach by loading shotguns and going on a hunt, or they may try and obtain dynamite to blow the mine up. Unless they habitually carry dynamite they will find that there is absolutely no dynamite to be found in town. Another way of destroying them is to destroy the clay effigies, either by burning or smashing them. Whatever happens to an effigy will occur to one of the zombies. Throw an effigy on a fire, a zombie will burst into flames after a few rounds of smoking. Pull the head off an effigy will result in a broken neck. Smash an effigy to pieces sees all the bones in the zombie breaking as it falls to the ground in a saggy heap. If dynamite is used in the mine there will be a chance of a cave in with a chance equal to the greatest damage rolled. If the Investigators obtained the papyrus pages from Bedford's home and take the time to translate it they may release the zombies from their current state by casting the reverse of the zombification process. There is no time limit to do this, if the players want to come back a week next Tuesday to free the enslaved humans let them. If the characters discuss things with Thadeus he may offer to help since he can speak a little French. He's been a missionary you know. Given enough time, Thadeus translates enough of the papyrus pages (despite his shortcomings in understanding French-Creole) so that the de-zombification process can be attempted. Returning the zombies to their natural human form results in sanity gain, however killing the zombies then learning of the reversal process will certainly cause sanity loss.

The End and its Reward

Whether the characters ingratiate themselves with the local community and expose Bedford's evil scheme, or whether they are chased from town by a horde of angry villagers brandishing flaming brands and pitchforks a few things play on their minds: Who is Squire Bedford? Where is he? What's he involved with? What is this Sable Order of the Cloven Bough? What is the Book of Sakkuth? This gives the keeper boundless opportunities in generating further scenarios.

Killing Nakumba +1d4 points

Reverting a zombie to normal +1/5 point per zombie

Killing a zombie then learning, or knowing, that they can be reverted -1 point per zombie killed

Killing a zombie without knowledge of reversion process +1d3 points per 5

Player Handout 1.

Uffington on the Marsh

Cornwall

10 March 1920

Dear _____,

Please forgive me for contacting you out of the blue like this. I know we haven't seen each other for almost ten years, but for some time now our village has been beset by a number of mysterious and fatal maladies. People have been dying off suffering from bouts of lassitude and then generally wasting away.

I cannot find any cause that can be attributed to what the locals have begun to call "The Fever". I am at a loss and desperately need your experience and advice. Please come quickly to Uffington on the Marsh and shed some light on this miserable state of affairs. I shall reimburse you of your traveling expenses.

*Your Friend,
Dr. Timothy Cockcroft.*

Player Handout 2

*Dear Sir,
Thank you for your interest in The Book of Sakkuth. Here are the details you wish to know, as per your request:*

The actual author of the treatise is purported to be an unknown maddened Benedictine Monk who took his own life in the 4th century by jumping from the monastery's bell tower - though rumor has it that he was pushed or thrown to his demise. Shortly after his death it was assured that his blasphemous work was destroyed, but evidently his work survived in one form or another, because today 1916 years later there appears to be several printed editions in circulation, though, by now, the original manuscript must've crumbled into dust.

This particular book is a hard-bound leather tome with a flat black cover, which has a tarnished brass clasp to lock its pages in place. The book comprises 368 pages of illuminated hand-written (17th Century Late Modern English) text with no illustrations of any sort, though, it does have evidence of a color drawing on the very first page, but it has been torn out leaving only the very edge of the picture and part of a diction beginning; "O friend and companion of the void,.."

According to the book, the magi of ancient Rome believed Sakkuth to come to Earth once every thousand years or so to possess a human body. He then spread dissension wherever he traveled while seeking out the Ajar-Alazwat - an artifact that fell from the sky in the Hyperborean age. The object apparently served as the focus for many dark cults in that time and in the years that followed, and has reportedly traveled as far and wide from Greece, to Russia to Atlantis and R'lyeh and both ice continents. If real, the artifact's current whereabouts is speculated to be no less diverse. Sakkuth is believed to be responsible for the Dark Ages which followed the destruction of Atlantis and Hyperborea. With the aid of the Ajar-Alazwat he would try to summon his masters, Yog-Sothoth and Shub-Niggurath to Earth - and to a lesser extent Hastur, where they would mate and give birth to the spawn that would gain dominion over the world. There is mention that Sakkuth is similar in many ways to a being called Nyarlathotep, but this may also just be another name for the King in Yellow (whoever that is). The book is filled with doggerel such as this, as well as containing several prayers and hymns, the book also contains instructions for certain rituals, convocations and summonings.

By your request I also include information on one such spell that you were keen on knowing about. The spell purportedly summons forth a creature not previously described in other books of occult lore. It is described as being an "Hunter of Shub-Niggurath". This entity appears to belong to a powerful servitor race. The hunters are called into service from their home world for one purpose only - to hunt. When summoned and given the description of a victim, the hunter tracks down the target and will not stop until either it or the target is dead. The hunter has a special sense which allows it to home in on a person when provided with something the person has recently touched.

From descriptions, the hunter is humanoid in appearance resembling an emaciated corpse. Its rough leathery hide taugt against its skeletal structure. The being is completely devoid of hair and is dark brown in colour and is often filthy. Large bat like wings protrude from its back and it stands on large powerful legs that resemble that of a Satyr. When measured it stands roughly 8 feet tall. Its hands are human-like and terminate in a lethal array of long iron-like talons. Despite its scrawny appearance the hunter is very muscular and agile. The hunters' point of origin is as yet unknown. They could be from an entirely different dimension, or they could be the spawn from a nearby planet in our own solar system. The hunter does not speak though it is capable of a crude communication, through a rough form of

empathy, which transmits the hunter's intentions and emotions to nearby beings. Apparently, hunters are unable to control this ability; thus, they project their mental conditions, such as they are, constantly.

I hope this letter has been of some help to you and I look forward to hearing from you soon. Again, I thank you for your inquiry and I am pleased to inform you that I am willing to sell you the book for £15,000.

*Yours Faithfully,
Ray McGoldrick*

