

THE RESURRECTED III

# Out of the Vault



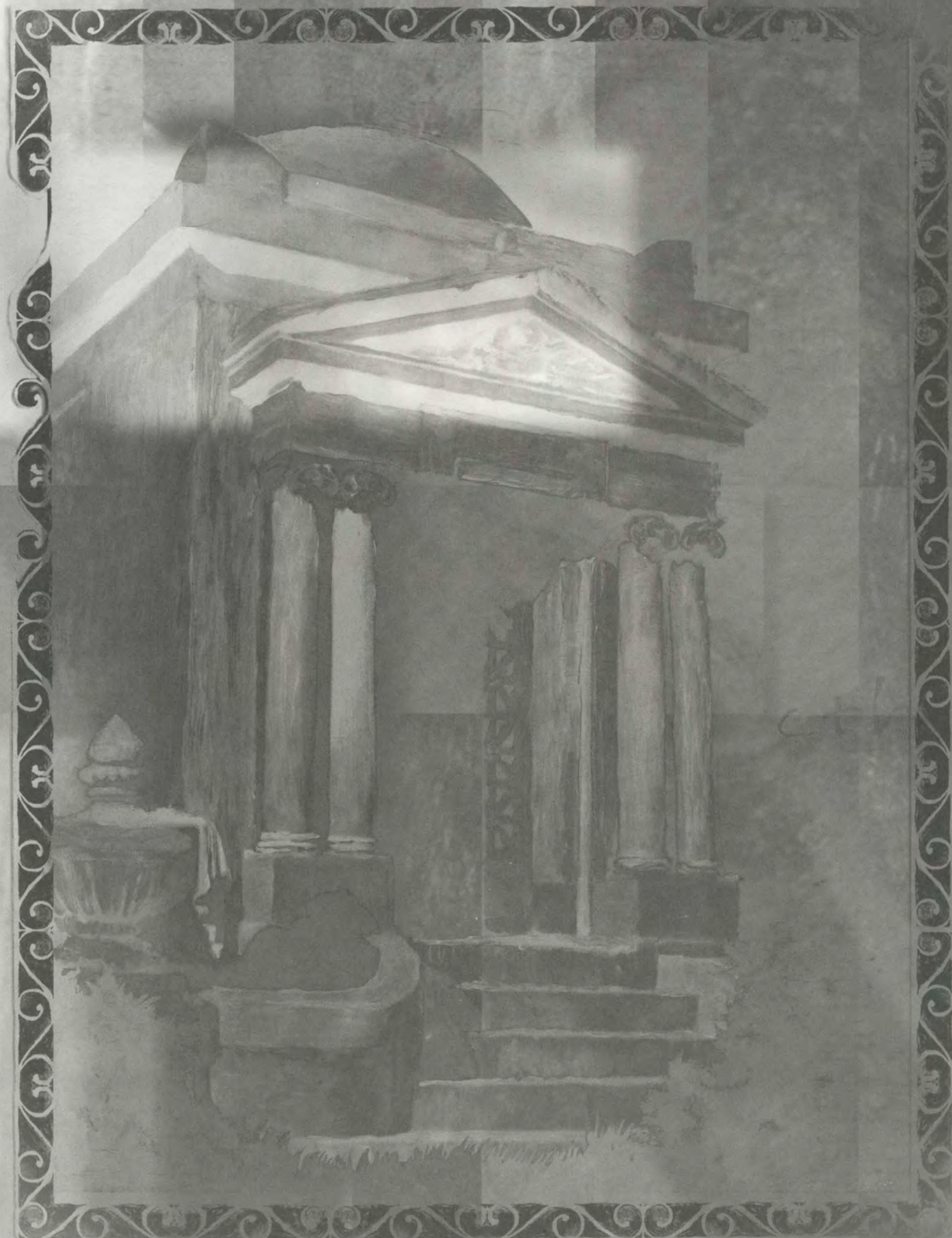
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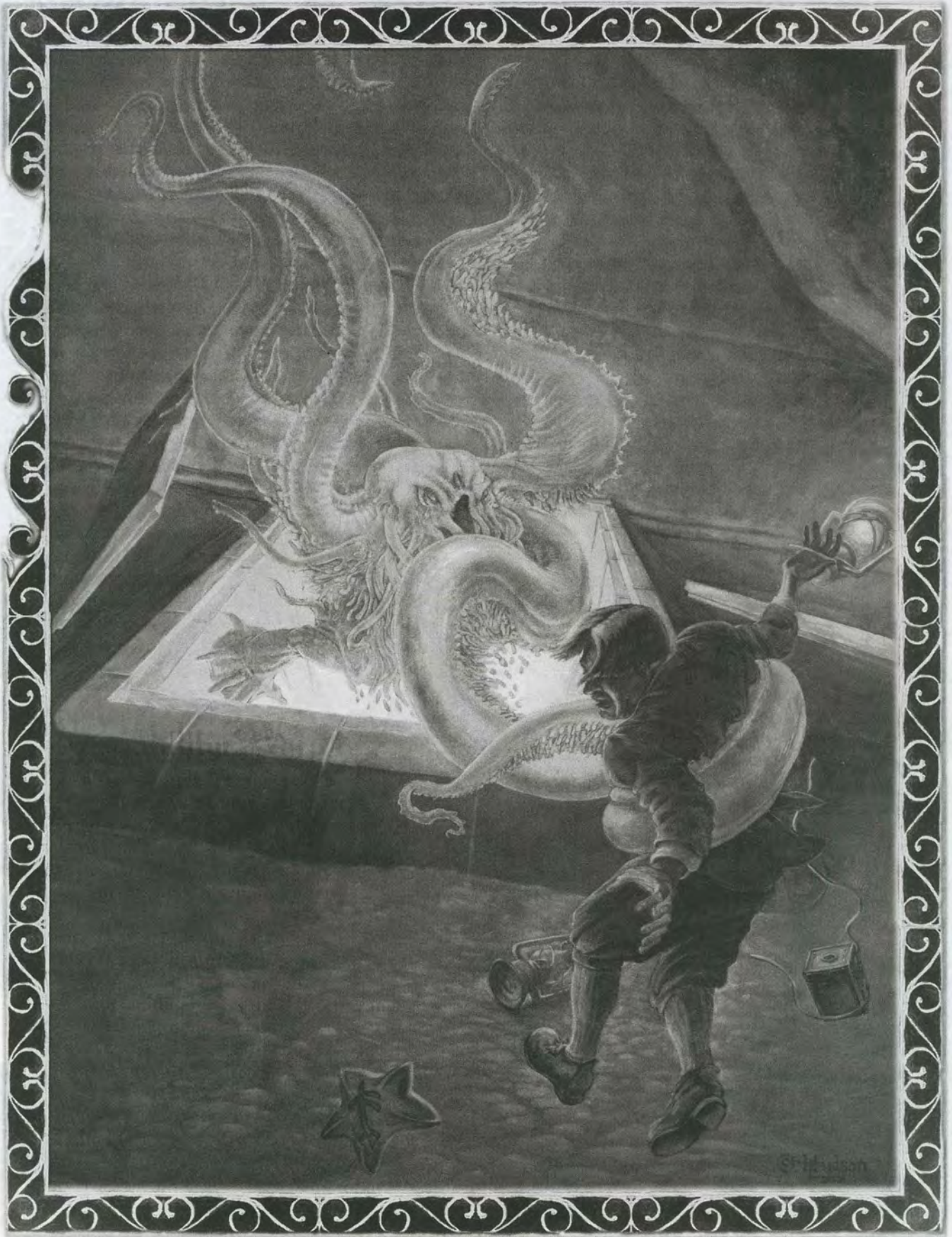














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It was your time. / You came from the grave. / You were the master. / I was the slave.

This book is dedicated to Teela of the Ten Toes – the Matriarch Feline, The Ancient One.

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## THE RESURRECTED III: OUT OF THE VAULT

# Introduction

When examining the definition of the word "vault" as it pertains to the title of this anthology, one should consider the meaning two-fold. First consider the meaning of a vault being a place to store something valuable. These scenarios have been stored in our computer vault for years and are now being brought back to the proverbial light of day to be enjoyed by those who missed them the first time.

Next one should consider another meaning of the word, that of a vault being a place of burial. Just the thought of a crypt, a tomb, or a mausoleum conjures images of horror. One must wonder what is inside (or not inside!), what is trapped, or what will arise from the vault.

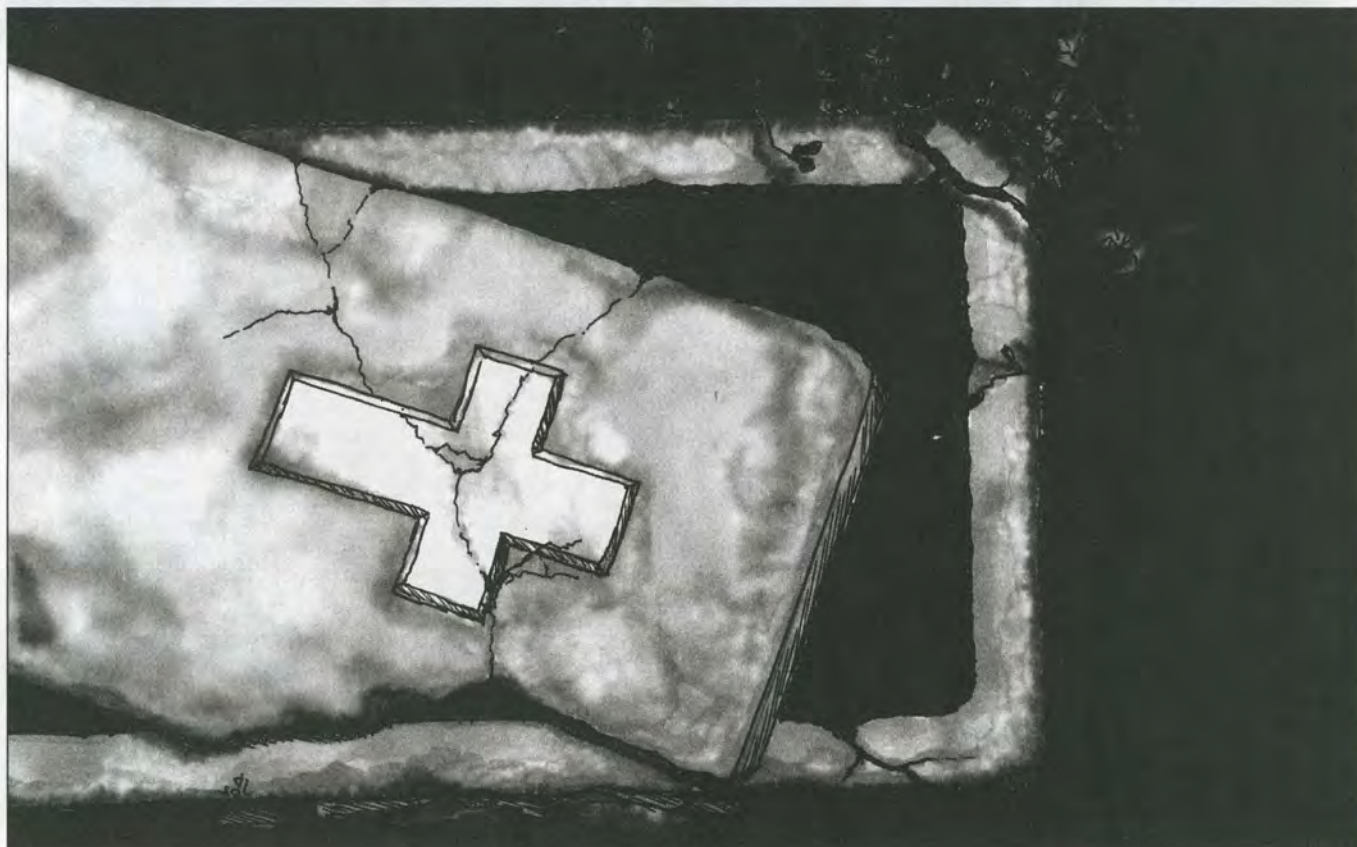
The ten scenarios presented in this anthology

were originally published in *The Unspeakable Oath*, Issues 1-10. They are not listed in chronological order as we normally publish anthologies. Rather they are presented in the order that they were originally published.

Each scenario contains its own secret. It may be as simple as a secret that one keeps to being as convoluted as the solution to the formula of a highly skilled mathematician. It may be as literal as an imprisoned beast to as figurative as an entrapped soul. Each mystery is waiting for you to solve it.

These ten scenarios have been resurrected for your pleasure. If you are viewing them for the first time, we hope you enjoy the experience. If you are revisiting them, we hope you can relive your past favorites.

— Brian Appleton





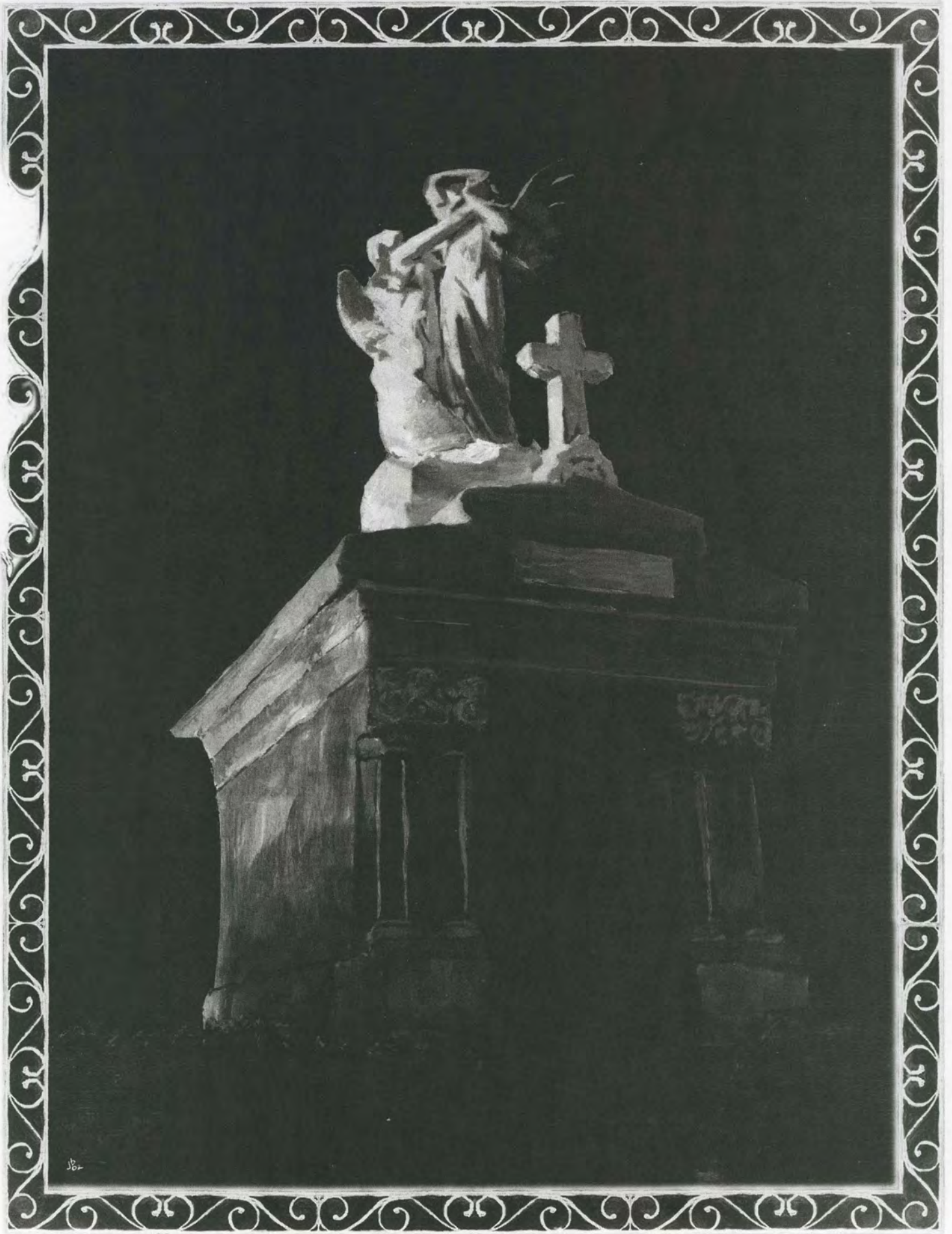
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# Within You Without You

by JOHN TYNES  
Illustrated by BLAIR REYNOLDS

In the town square, reality flickers. A brick building loses a story and becomes logs and daub. A woman stumbling through the deep snow cries out and ages fifty years in an instant. Under an awning, a group of children bleeding from the ears dance faster and faster in ever-changing circular patterns, singing in desperate quickness:

*jingle in, jingle out, ev'ry day it's round-a-bout  
if you fall, you will cry, sound the glass, another try  
jingle in, jingle out, ev'ry day it's round-a-bout  
name me one, name me two,  
see me 'gain and I'll know you*

"Within You Without You" is a *Call of Cthulhu* scenario for 4-6 investigators of medium experience (some Cthulhu Mythos skill is required). Herein they will find a town afflicted by its shadow and must solve a mystery two hundred years old. The end is a race against time, with Yog-Sothoth holding the stopwatch. The consequences are dire...

This scenario is divided into three sections. In the first, an investigator receives a letter inviting him to visit with an old mentor. This is the party's main opportunity for research — launching headlong into the scenario without it could be fatal. The second part deals with the little village of Solace, Massachusetts. Here the investigators will be confused quickly and perhaps see enemies where they should not. The third part is a race to a sorcerer's forgotten stronghold, where the inhabitants nevertheless have long memories.

Much of this scenario involves investigation and problem-solving. Little opportunity for combat occurs until the third part; the greatest enemy facing the party until then is time, weather, and the strangeness of the town. As Keeper, you must keep them moving. Conditions around Solace are steadily worsening, as a blizzard moves in and reality breaks down. Should they dawdle too long, they may lose all they have risked.

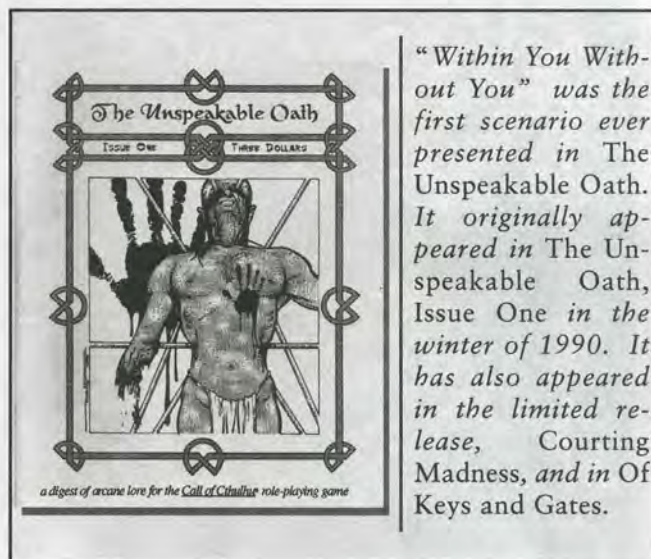
## Letter in the Post

Determine which investigator is most likely to have a collegiate background. A professor is ideal, of course, but anyone with ties to academia will suffice. Give them Player Aid #1, the letter from Dr.

Pettigrew (p. 18). Inform them that the writer is an old friend and colleague who retired from academic circles three years ago. Pettigrew was interested in the Cthulhu Mythos from an academic point of view, and the investigator fondly recalls paging through musty tomes with the good doctor looking for obscure references to nefarious goings-on. Now, it seems that Pettigrew has dug up something of supreme interest. Surely such an offer can not be turned down!

As indicated, the acquaintance may bring along several friends. Before they leave, however, some research is suggested. A large city or university library is needed, though if the party is already in New England virtually any should do. For each successful Library Use roll, hand the players one of the Player Aids numbered 2 through 5 (see pp. 18-19).

Enterprising investigators may want to speak with some of the authors uncovered in research. Of the four given, Gladys Smythe and Thomas Wainridge have both passed away from natural causes. Dr. Jason Woodson and Linda Eastwick may both be reached, however. Dr. Woodson is a member of the faculty at Miskatonic University, and will be able to fill in the investigators on some of Joseph Woodcotting's background in Plymouth, though he knows little about the man's exploits in Saulous. Linda Eastwick may be reached in New York



"Within You Without You" was the first scenario ever presented in *The Unspeakable Oath*. It originally appeared in *The Unspeakable Oath*, Issue One in the winter of 1990. It has also appeared in the limited release, *Courting Madness*, and in *Of Keys and Gates*.



through her publisher there. Eastwick is an engaging old biddy full of stories about mysterious New England happenings. In fact, she could easily be used again as a source in other scenarios. She will be able to tell them, in a hushed voice, how the disappearance of old Saulous was discovered, and then will dismiss it as probably being the result of a disagreement with Indians or perhaps disease. Despite this, she enjoys a good ghost story as much as the next person, and is talkative in the extreme.

Below is a history of the town of Saulous/Solace. Some of this information they can get out of Eastwick and Woodson, some will be known by inhabitants of the town. Use it as you will, dispensing information when appropriate and referring to it to put discovered lore in context.

## The Solace of Saulous

Joseph Woodcotting was not his real name; that curiosity is lost in the past. The man who used that name first came to light in Plymouth during the 1620's. A religious immigrant from England, he made his place in the New World and was soon known as a learned and spiritual man, if an outspoken one.

Outspoken he was, for by 1640 he had followers of his own and had broken off from the Plymouth orthodoxy. With forty men and women he journeyed northwards, stopping near present-day Medfield. There they founded the community of Saulous, named for the wicked man who found new life as Paul the Apostle. There they made their homes and families, and Woodcotting kept them afraid, loyal, and firmly in his grasp.

Woodcotting had plans for these people. A sorcerer and worshipper of Yog-Sothoth, he had the ideal set-up — an isolated place to work, all his needs tended to, and a group of willing fodder for his experiments. He accepted no new members to the community, and few of his flock left the area alive; for that matter, few wanted to. In 1680 he received a weighty tome from an associate of his in Salem. This manuscript, recorded entirely in an amazingly complex illuminated cipher, contained the recorded findings of a master wizard of his experiments with Yog-Sothoth. It fascinated Woodcotting to no end. Until this point he had been pleased with the controlled environment he had created in Saulous. But as he began the long and difficult process of deciphering the work, he realized that this reality was as nothing to a true wizard. The work took decades out of his magically lengthened life, but slowly he began to learn its secrets.





What he found amazed him. Over the next thirty years he put together bits and pieces of knowledge gained from his researches and found that the author of the book had devised a ritual that would give one many of the powers of Yog-Sothoth itself. The user could journey through time effortlessly, at will, and see all there was to see, learn all there was to learn. As a disembodied traveller he could watch ancient experiments, witness the first coming of the Great Old Ones, and perhaps learn the origins of the universe.

Woodcotting was ecstatic. For the next ten years he planned and prepared. He began acclimating the town to the performance of the elaborate ritual by creating a yearly festive holiday, which he masked in a garb of devout worship. Over time the people grew used to the ceremony, and when the time came for the real thing they performed it with no hesitation. Joining in elaborate circles that grew, shrank, mingled, and mixed in imitation of Yog-Sothoth itself, the townspeople sang the Incantation of the Ephemeral Spheres. Joseph Woodcotting stood at the focus of it all, feeling the power flowing in.

But his extensive researches were nevertheless insufficient. He made three mistakes. First, he messed up the preparation. Before using the ritual, the spellcaster must become attuned to the vibrations of the Ephemeral Spheres, an elaborate mechanical instrument consisting of glass globes and tuning forks. Woodcotting, two hundred years old, no longer had the superb hearing of his youth. When he tried to use the instrument, he simply got it off-key. Second, the ritual required a great amount of power — thus the involvement of the people of Saulous in the casting. Woodcotting wrongly assumed that he, as the focus, would be the sole recipient of the spell. Rather, the entire town — people, buildings, livestock, vegetation — rolled and folded and collapsed in on itself as it withdrew from time and space. Woodcotting was but one among many; he was drawn into the process like all the rest. As for his third mistake, well... we'll get to that later.

The town vanished in an instant. A barren, level plain was left behind, quickly covered by snow. The disappearance was noticed by trappers the following spring, but as Woodcotting had actively discouraged travelers and visitors from entering Saulous the town was not greatly missed. Sixty years later, a youthful and wholly innocent veteran of the Revolutionary War settled in the area with his wife and several friends. Misunderstanding the name of the area when told, he dubbed it Solace, and so it has been ever since.

And it remained that way ever since, until the researches of our friend Dr. Pettigrew. The old scholar found a diary kept by one resident who fled Saulous for Plymouth with her family in 1657. She described conditions there bitterly, and noted that as a child she had occasionally followed Woodcotting to a secret cave he frequented in the stony hills near the town. Pettigrew explored the area in long ranging walks, and recently discovered the entrance. This cave complex is located five miles from the main part of town and escaped the collapse that took the town proper. Untouched for two hundred years, the workshop of Woodcotting is fairly intact. It is also quite perilous. Dr. Pettigrew has not ventured far, feeling the need for reinforcements after hearing some decidedly unfriendly noises from one passage.

Unfortunately, the morning before the investigators' arrival he visited it again. While there he discovered the curious instrument used to prepare for the ritual and accidentally set it spinning again. Within a few hours, Saulous began trying to come back...

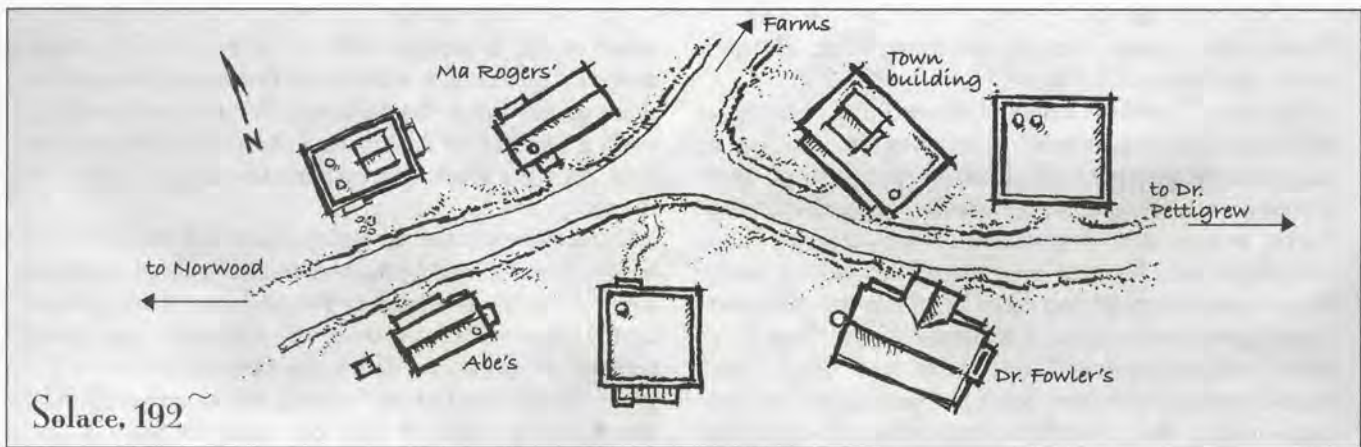
## Seeking Solace

Investigators do not have a lot of options for getting to Solace. The nearest train stop is Norwood, on the route from Providence to Boston. But, it's Maine in January and there's a lot of snow around. The weather forecast for the area is even more snow; within a day Solace will be in a severe snowstorm. Getting from Norwood to Solace before the storm hits means taking a horse-drawn sled; it shouldn't take more than an hour to locate someone in Norwood willing to take them in such a contraption, but it will cost them a couple dollars. The helpful citizen will warn them of the weather (though the coming of the storm is not yet definite), and mentions that because of it there may be a delay if they want him to make a return trip to pick them up. Cars will not get through to Solace — the investigators had better pack light and warm.

## Town Out of Time

The party will be dropped off at the town square — nothing more than a cluster of four buildings, though small farms can be seen dotting the hills nearby. Their driver will have been growing increasingly nervous as dark clouds move in, and he will regretfully decline to take them on to Pettigrew's cottage, even if he knew where it was. He suggests they check in at the general store, as old Abe there will usually give prospective customers a lift.





Determined players may make it impossible for the man to leave; extravagant offers of money will likely change his mind, though they really don't need him to stay. If he does, he will be incredulous at the goings-on but will have no useful information to help the investigators. From this point, the text assumes that the players do not keep the man with them.

As the sleigh jingles off back down the road, the investigators will be standing in near silence. Here in the square, lights will be lit in the buildings, but no one is visible on the streets. The snow is piled up in drifts and is somewhat tiring to walk through. If the investigators are not already wearing boots and insulated clothing, they'll want to quickly.

## Possession is Nine/Tenths

Once they've stood for a moment or two taking in their oddly quiet surroundings (and they are odd — do your best to unsettle them) it's time to hit them with their first whammy. Call for Cthulhu Mythos rolls.

Anyone who makes their roll will seem to glance suddenly at something, let out a startled gasp and collapse. These unfortunates, having come into contact with the Mythos previously, managed to get a glimpse of Saulous as it was two hundred years ago. Opening themselves up in this way, they have become vulnerable to a possession attempt by a disembodied inhabitant of Saulous (if no one makes their roll, feel free to use the person who rolled closest).

Initially, they will be unconscious for an hour. At the beginning of each three hour period following that, they must make a POW vs. POW resistance roll. The opposing POW should be determined randomly (3D6) at each attempt, as many different Saulous minds are jockeying for bodies. Should the investigator be successful, they will remain conscious and lucid for that three-hour period. They

can only recall being subjected to some powerful mental attack but will know no more than that.

If they are possessed, a number of interesting things can happen, all of which should be carefully guided by your handling of the adventure. First and foremost, their body will be possessed for three hours by an individual from Saulous, circa 1720. For the first twenty minutes they will be catatonic and unresponsive. Following that, they will get used to having a material body again and will soon feel much better. The individual can be anyone — man, woman, or child. They will have full knowledge of their identities and memory but will have little grasp of what has happened. They will be terribly frightened, however, as they are at least subconsciously aware of the time that has passed and of course will not know what to make of their strange new body. Play these individuals as you like — they may be fire and brimstone zealots, or frightened children. The attitudes you give them will affect how they react to the investigators' actions and how much help they will offer. Whatever the party's wishes, they might also want to locate their husband/wife/parents, find Woodcotting, or any of a number of things. Especially devious Keepers could also have investigators possessed by a dog, cow, or perhaps a tree (2D6 POW?) although weaker entities could not achieve such a feat. In such a case no substantive communication should be allowed... just use your imagination for the possibilities.

Dealing with possessed people (both friends and townsfolk) is the party's major challenge for this part of the scenario. The possessing minds can tell them a great deal about what happened at the 1720 ritual (though its true purpose is still not understood), so they are fonts of information that should not be overlooked. On the other hand, the possessor won't necessarily want to stay with the party and knows nothing of the people or places of present-day Solace. The investigators may have to restrain



them or keep track of them somehow; after all, they are in the body of a friend.

Of course, now the mind of the original investigator is out floating around. It can simply float or, if you (and the player) wish, it may attempt to possess someone else — probably another member of the party, as they are closest and most familiar. Then that mind will have to go somewhere, and... well, before long every player may be playing a different investigator (or at least, a different body) than they were at the beginning. There are an incredible number of options here but don't get carried away. Use caution and don't put too many obstacles in their path.

No matter what, though, every investigator's mind will attempt to get back into its own body as soon as each three hour period is up. Each time an investigator succeeds either in resisting a possession attempt or in gaining their own body back, they get a cumulative 10% bonus to all subsequent rolls. Note that only those investigators who initially made their Cthulhu Mythos rolls can be possessed by Saulous inhabitants in this manner; disembodied *investigators*, however, may attempt to possess anyone.

After a couple of successes, the unfortunate ones will pretty much be resistant to future attacks due to their cumulative bonus. Until then, the party will have to reach Dr. Pettigrew's through the snow and still deal with their seemingly deranged companions. Wish them luck.

Incidentally, the townspeople of Solace are much more susceptible to possession. The investigators will meet several possessed people in town, but the Saulousites possessing them will not change every three hours. That effect is limited to the investigators.

## Getting Around in Solace

Back in the town square, with any luck, one or two investigators have just dropped unconscious into several feet of snow. If your players somehow don't think of this, it might be a good idea to pick them up and get them someplace safe and warm. The closest building, of course, is Abe's general store. What luck! Time for whammy number two.

Abe's store is a two-story brick affair with a sharply sloping roof. There are stables out back with several horses and a sled. A chimney rising from the roof releases a continuous wisp of smoke. Lights are on in the first floor, but the upper windows (Abe's living quarters) are dark and curtained.

Coming in the front door, the first investigator

must make a Dodge roll or a bucket of water propped on the jam will douse them and then strike them on the head (no damage). Whatever the result, with a successful Listen roll the investigators can hear a giggle from somewhere towards the rear of the shop.

Unfortunately for the party, solid old Abe Wilkins has been possessed by five-year-old Saulous resident Kevin Hardison who has found himself in a wonderful place without grown-ups where he can amuse himself to no end. Allow the investigators to explore the general store, noting the disarray. Kevin has dumped a sack of flour out onto the floor in one area and spent a couple of hours making a little snowy town out of cereal boxes and whatnot. Suspicious investigators will assign dark significance to this model, but it does not in the least resemble Solace or Saulous. Growing bored with this play he started getting mischievous and has now assembled some funny tricks to play on whoever comes in.

The bucket of water was one. At the counter, investigators will find a sack full of baking soda. Kevin cut away at the bottom of the sack after setting it down, and now if it is picked up the powder will spill out all over the floor and onto the investigator. Kevin will laugh hysterically at this, too, of course. He has also gone around and placed a dozen mousetraps in out-of-the-way places. Nosy investigators rifling drawers or sacks can get their fingers snapped painfully at your discretion.

Very quickly, Kevin will tire of these distractions and will begin throwing potatoes at the investigators. Kevin is pretty spry, even with his seventy-six year-old body, and will probably lead the investigators on a brief but merry chase.

Once Kevin is captured, the party will probably wonder why they even bothered. It is unlikely that anyone has been possessed yet (susceptible investigators still being unconscious) so they will most likely think that Abe is insane. In any event, he can tell them almost nothing. He doesn't remember the ritual and will quickly begin to cry for his mother. The party can safely (and probably will) leave Kevin/Abe here in the store, though they might want to put some more logs on the fire and remind Kevin to do the same. Kevin is used to doing such chores and will mind himself well enough.

The investigators may want to do some shopping while in the store. They can pick up blankets, clothing, boots, and all sorts of winter gear. They may also find some weapons and ammunition in a locked cabinet, should they feel they need some. Inside are two 20-gauge double-barrels and four boxes of shot cartridges (twenty-five shells per box).



Also inside is a .22 Winchester rifle and two boxes of ammo. Upstairs in a drawer of Abe's dresser, which is laced with mousetraps, there is a bottle of gin.

Of course, the party is no closer to finding Dr. Pettigrew, and one of them may be dripping wet from Kevin's gag (remind them of this). It's actually not as hard as it might seem. One of their first thoughts will probably be to check the stables for some transportation. Finding them is easy enough, they're connected to the back door. Three horses stomp nervously in stalls near a sled with blankets. Any investigator who has a Ride skill higher than base may make a Know roll at half to tie two of the horses to the sleigh. The sleigh is large enough to hold six people in close quarters. As for finding Dr. Pettigrew, they will probably want to ask around...

## We Came, We Saw, We Wanted to Go Home

There are three other buildings nearby that the investigators may wish to explore before or after their trip to Abe's. These include the following:

**Dr. Fowler's:** This is a small wooden house with a reception room and dispensary, home to a young couple, Dr. and Mrs. Howard Fowler. Fowler is the dentist/barber/vet for the area, having recently come here with his new bride. Mrs. Fowler, unfortunately, was possessed this morning by the mind of Saulous resident Thurmond Stewart while she and Dr. Fowler were in bed, much to the sudden horror of Thurmond. Since then, Dr. Fowler and Thurmond (in Mrs. Fowler's youthful body) have been arguing and scowling. Dr. Fowler has also been drinking, a practice that his unwanted guest is close to taking up. They are both confused and distraught but are intelligent and capable for the most part. They don't know much of what is going on, but by the time the investigators meet them they are ready to start finding out. The two will accompany the investigators if they desire and will explore the town themselves in any event. They can be of much use, actually. Dr. Fowler knows Solace well, and Thurmond knows Saulous equally well. They can give the party a lot of help, as long as they don't get to arguing again.

**Town Building:** This is an official-looking brick edifice, one story. This smallish building is the combination town hall, jail, and seat of government. Filing cabinets contain records going back to the 1780's, but no information on Saulous is present. There are three people within:

The first is Harold Falton, aging mayor of Solace.





His body is currently inhabited by Edna Winters, a twentyish newlywed who waxes eloquent about her sterling husband Reginald and gnaws on her knuckles in anguish at the thought of him "at the mercy of devils."

The second is Clara Palmer, matronly secretary and designated gopher/town battle-ax, probably the real power in Solace. Right now, though, she is Wendell August, a thirty-year-old bachelor who has long admired Edna from afar. Poor Wendell is in a terrible state; not only was Edna married to begin with, but now she is a stocky man in his forties. Of course, not much can be said for Wendell's condition, either. The two of them are just moping around, not sure what to do, and Wendell is getting fed up with all of Edna's talk about her darling Reginald.

The final person is Morty Belmont, the town drunk who is currently occupying Solace's lone cell and is, inevitably, a font of information. Morty's just too dim to be possessed, but he can tell the party a couple of things. The weirdness started last night, he says, and since then people have been acting funny and things keep shifting. Shifting? "Well, I saw Abe's store turn into a barn fer 'bout five minutes." If the party lets him out of the cell and perhaps finds him some hooch (Abe's got a bottle stashed away, though Kevin has thrown a few mousetraps in the drawer), he can get them to Dr. Pettigrew's.

**Ma Rogers' Boarding House:** As they approach, the party will realize that a corner of this two-story building has burned out. Poor Ma was busy cooking in her kitchen when she was suddenly possessed by Thurmond Stewart's cow, Nellie. She stumbled around for a bit, managing to set the kitchen on fire in the process. Her only two boarders, two young Boston College students doing folk research, managed to put out the fire, even though they were possessed by the minds of Julia Newcomb and Todd Liston. These two Saulous transplants are both about twelve years old and are completely bewildered at the events. They'll welcome any adults who show up.

It should be noted that all of the inhabitants of Saulous know each other; once names are given and the mind/body confusion sorted out, excited conversation is bound to take place ("Little Julia, be that you? God in heaven, what has happened to this town?"). Ma Rogers/Nellie the Cow will quickly recognize her owner, Thurmond Stewart (cows are very psychic) and will hang around him, making vaguely cow-like noises. Stewart will catch on pretty quick and perhaps grow a mite tearful about

the majesty of the loyal bovine. Having to deal with all this, the investigators might *not* want to take this odd group with them. Stashing them in Abe's store is probably the best idea. However, any of the townsfolk may accompany the party, if the players so desire, and certainly someone will have to guide them to Dr. Pettigrew's.

## Dr. Pettigrew, I Presume

By sled, it takes little more than ten minutes to get to Pettigrew's cottage. He doesn't live far from the main road, and there are several other small homes further along. His cottage is a modest, one floor with five rooms and a bath. No map is provided, but the investigators will find a parlor, library/study, bedroom, kitchen, and guest bedroom. There are stairs in the kitchen pantry leading to a root cellar; Pettigrew keeps wine, dry goods, and various junk stored down below.

Pettigrew's combination library/study is worthy of note. There are a large number of volumes on early American history and the Old World, as well as one section of occult items. Fifteen books make up this latter section. All of these together give 1D3% in Occult skill except for one. This is *Thaumaturgical Prodigies in the New England Canaan*, which can be found described on p. 17. Since Dr. Pettigrew is quite doomed, players will no doubt loot this library at the first opportunity.

When the party and its entourage arrives, Pettigrew is unable to receive them. He is currently the target of a possession attack. Investigators who make their Listen rolls from the front door may hear him groaning; rushing in they will find him in his study, collapsing onto the floor. Within twenty minutes or so he will come to, now possessed by John Starlin, a fervent and devout Saulousite who has absolute faith in Woodcotting. While the other Saulous people are now willing to give some voice to their mounting suspicion of just what Woodcotting has mixed them up in, Starlin will say that this is but a test of their faith before passing on to the next life.

Starlin is potentially dangerous; in Saulous he was respected and feared (though never privy to Woodcotting's secrets), and he can possibly turn the others against the party should they draw his suspicions (talking ill of Woodcotting, discussing sorcery, spitting on the floor, *etc.*). This will not be immediately apparent, however, as Starlin will initially be just as disoriented and confused as everyone else.

The desk in Pettigrew's study has a couple of noteworthy things. The first is a small book, very



tattered and worn. This is the diary mentioned in the history section at the beginning of the scenario. 1D6 hours of studying this document will tell the investigators much about life in Saulous and will also give them a very general description of the location of Woodcotting's workshop. While the party themselves would not be able to find it from this, any of the Saulous residents will recognize the general description. This is where Starlin can truly be dangerous, for he will be dead set against his fellow townspeople going off into "the devil's wastes" because of lies written by a fleeing heretic.

Also on the desk is a crumpled scrap of paper, findable with a Spot Hidden roll. On this paper Pettigrew copied down the Incantation of the Ephemeral Spheres from a paper he found in the workshop. The words are as follows: "Shn'geln, Shn'gelt, Ephray, Etsron dat." While the words themselves have no power, any Saulous people with the party will recognize them if they are spoken aloud. They sound very similar to the alleged "Hebrew" that Woodcotting had the people chant each year in his bogus religious holiday. Keepers may also realize that the children's doggerel given at the very beginning of this text contains a corrupted and anglicized version of the same words.

Somewhere in this time, any investigators who went unconscious will probably have awakened and must make a POW vs. POW roll on the resistance table against a possession attack. If this weren't enough, the snowstorm begins just before dark. No one will want to do anything outside the house tonight, and the investigators must try to organize food and lodging here for whoever they are with. Assume there is three days' worth of food for ten people; make sure the investigators keep track of this. While the storm won't really last that long it will add an element of time to their actions and perhaps unsettle them for a bit.

## That Night and the Next Day

Things aren't going to be funny anymore. Up to this point, the players haven't had too much to worry about, though they may not get much sleep with possessed investigators having attacks every three hours. It should be mentioned again that Solace residents are not subject to these attacks. Having been in Solace at the time of the machine's re-activation, the possessions on them are much stronger. The players should not feel jealous, however, since things are about to get nasty.

Starting at dawn, every three hours make a Luck roll for each Solace resident with a cumulative 5%

penalty each time. Should they succeed, they will feel uneasy but not troubled. Should they fail, however, the outcome is frightful. Their bodies will finally catch up with their minds, resulting in a horrible fusion of two persons. Both minds and both bodies will now be present, joined together, and will be in terrible mind-crushing agony from the mingled flesh and bone. Anyone who sees the results of this horrific reunion needs to make a SAN roll. Penalties are -1D3 if they succeed, -1D8 if they fail. Victims struck down in this manner will die within minutes. Starlin (in Pettigrew's body) is immune to this effect — for dramatic reasons, of course.

That morning the storm has passed and a trek to find the workshop is actually a possibility. But if anyone suffers the horrible fate described above, Starlin will immediately make use of the opportunity. Declaring that that individual was cursed by God, he will state that the same thing will doubtless happen to anyone who questions the Lord or his servant, Woodcotting. The others will quake at this and refuse to help the party find the workshop. Investigators can make Persuade rolls, but so will Starlin. He must fail on a Persuade vs. Persuade resistance roll or the frightened Saulous members will not help the party. Persuade checks may be made each hour, with Starlin suffering a -5% penalty each time as the situation grows more desperate and additional innocents die. The party may choose, of course, to silence Starlin in some way, but this will likely turn the townsfolk against them even worse.

While some of them wear down Starlin and the others, a few of the investigators may want to poke around some. There are a few houses nearby which may be examined, all containing a few victims of the dual-body effect and possibly one or two still-living but SAN-blasted unfortunates. Feel free to have one of these survivors suffer the merging so that the investigators can view it firsthand (and suffer the SAN loss), if they have not done so before.

If any investigators head back to the center of town they will encounter a curious sight, described at the beginning of the scenario. A group of six children are dancing around, making little swirling patterns in the snow as they form circles that ebb and flow. The children are all singing the doggerel given at the beginning of the scenario, a corrupted form of the Incantation that children in this part of Massachusetts have been skipping rope to for decades. Investigators who make successful Spot Hidden rolls realize that the children are bleeding from



the ears.

Efforts to stop the children will prove futile. Physically grabbing one to stop them results in the Saulous body arriving instantly, and the manhandling investigator will find the child's body suddenly doubled in size as the two people are merged together, arms sticking out at odd angles, legs akimbo, while two heads scream in agony. Again, this costs -1D3/-1D8 SAN to anyone watching. The investigator who grabbed the child suffers -1D6/-2D6 SAN for the deed. The children continue dancing in any event, disappearing off down the road. Like the town itself, the children are beyond help.

Any NPC's that the investigators left behind may be dead or alive at the Keeper's option, and the players may bring them or leave them as they wish. By this time, however, Starlin/Pettigrew has probably been worn down to the point that the others are willing to make a trip to the cave and see what may be seen.

Incidentally, in playtesting this merging of bodies was quickly termed "jacking out" due to the Keeper's description of the result as being similar to a child's four-pointed jacks.

## There and Back Again

The party — guided by any Saulous resident except Kevin — can find the cave in about two hours. Feel free to kill off any NPC's you wish along the way for dramatic pacing, though Starlin should be left alive. If the party does not bring Starlin, he will follow along and show up anyway at just the wrong time (see below for details). The cave itself is easy to miss; it is a small hole in the side of a hill, and much of it is currently covered by deep snow. Hopefully the investigators thought to bring light sources along. The entrance leads into a downward sloping tunnel that continues for several hundred feet before opening into a chamber.

**Storage:** The first widening of the passage was used by Woodcotting for storage. Several barrels and a couple of crates are here. All are empty save one, which contains three glass globes used with the Instrument of Yog-Sothoth. They are extras; should the investigators break one or more of the globes while messing around with the device they may replace them with these. Two tunnels lead away: one of them travels straight ahead, while the other one heads off to the right and evens out a bit, losing most of the slope. From the right tunnel there issues a low, constant tone — a sign that the Instrument is operating.

**Pit:** Taking the passage straight through the stor-

age room, it remains wide and opens into another chamber. This chamber is almost bowl-shaped. In the center is a tunnel entrance leading diagonally down into the rock, carved thousands of years ago by water running down the sloping entranceway. This tunnel leads into a several-mile expanse of narrow tunnels and crawlspaces. Investigators who enter will quickly realize that exploration of this area would be long and treacherous; it is also pointless, as no map is provided.

The caves do have an inhabitant, however. One of Woodcotting's early experiments was a monstrous guardian for his lab. This being had been in a magic stasis for the last two hundred years, but with the vibrations of the Instrument starting back it has been released. Following its old orders, the creature will not go any farther than the Pit room without Woodcotting's commanding him to do so. But if investigators want to play in the tunnels rather than exploring the laboratory, the creature is free to pursue them down there all it wants. On their initial swing through these rooms the investigators can feel free to give the pit a big miss; descending into the tunnels now to confront the creature is foolish and dangerous. Instead, all they have to do is wait for Woodcotting to arrive and the creature will come up to kill them, saving them the trouble of finding it themselves.

**Laboratory:** Coming off of the right passage in the storage room, this is the center of the action. It is also quite cluttered. Tables, counters, shelves, crates, and all sorts of occult/scientific paraphernalia vie for space. There are dozens of books and odd items, the majority of which have been ruined by two hundred years of damp and moisture. Of course, the Keeper may wish to utilize this opportunity to introduce a particular book or item into the campaign. Woodcotting had to use some form of





magic preservation to keep his equipment dry and usable. This magic has long worn off, but at the Keeper's option one box or area could still be protected, perfectly preserving whatever is desired.

The Instrument of Yog-Sothoth is the most unusual item in the room. It fills a rough cube, about five feet high and six feet long, dominating the center of the chamber. The Instrument is in motion as the investigators enter (Dr. Pettigrew having set it off again the previous morning). As the tuning forks hum a steady tone, the glass spheres containing them whirl up and down, around and about, carried by arms that are powered by an unknown force.

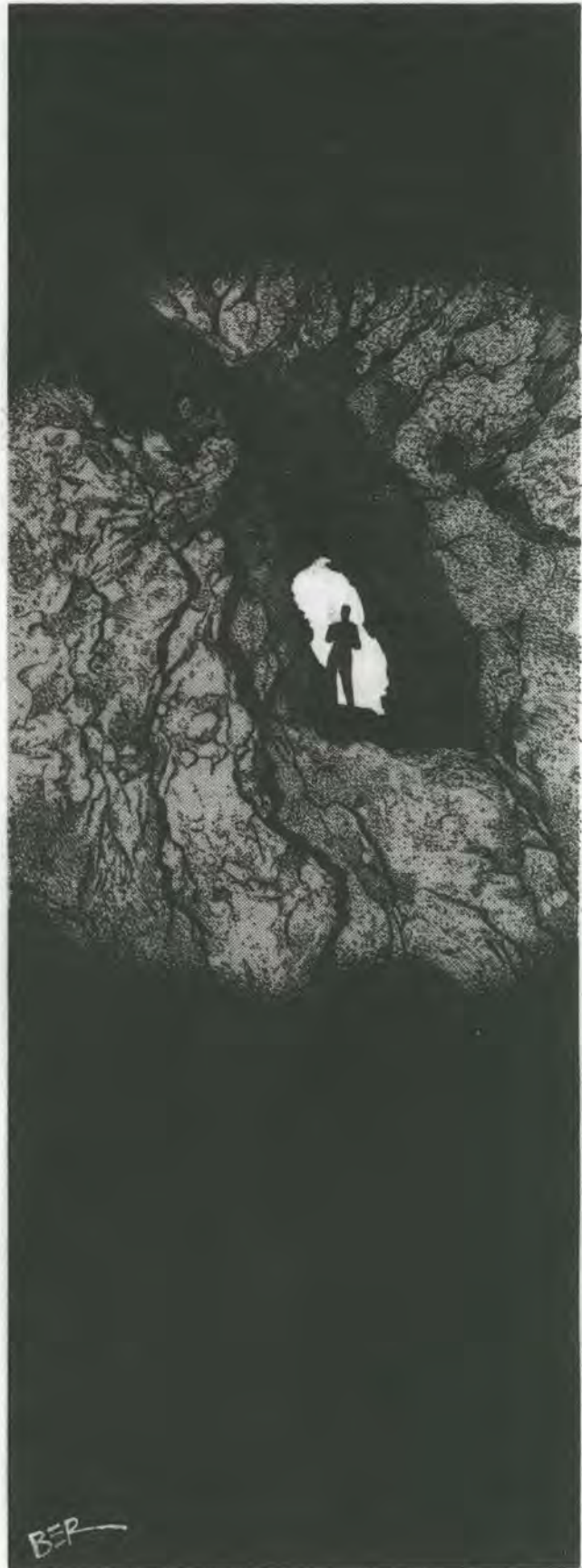
Although the Instrument will no doubt command their immediate attention, there is something else that the investigators should take a look at. On one of the counters is Woodcotting's lab journal. Much of it is illegible, the victim of the cave's moisture. But sections of it can still be read. Paging through the journal and finding these legible sections should take about twenty minutes, resulting in Player Aid 6. This stretch of time should help encourage the players to slow down a bit and think about what they are going to do with the humming, whirling Instrument.

It is a vital decision, since the scenario is going to go in one of three ways depending on their actions. While they wait, the investigators can make Listen rolls to identify the pitch of the Instrument's tone. It is in the key of F#, and it sounds a little flat (recall that Woodcotting tuned the instrument incorrectly). Of course, as the journal excerpts show, it should be playing a clear F#.

## Three Paths to Power

As one of the investigators reads through Woodcotting's tattered journal, the players will need to make a decision. Their two immediate options are to tune the instrument correctly, or to stop it. They are welcome to sit and debate this while the journal is being read, but after that events will acquire a deadly momentum of their own. Begin to wear them down by knocking off another NPC (if they brought any with them). In fact, if your players are especially sadistic they may insist on sitting around until the body of Nellie the Cow "jacks out" from Ma Rogers.

At any rate, the surviving Saulous possessors will be stunned at the contents of the cave, not sure what to make of it all. One of them, especially, is devastated by the evidence of Woodcotting's evil nature. This is Starlin, naturally, within the body of good old Dr. Pettigrew. If Starlin is brought along to the cave (he will go once it is clear that he can no longer af-





fect the decision) he will shortly collapse in tears, sitting in a corner and praying softly for forgiveness.

Woodcotting himself, however, will shortly have a chance to act. This can occur in one of two ways. First, if Starlin was left behind, then assume that Woodcotting took over Pettigrew's body from him and set out after the party shortly after they left (Woodcotting can escape from any restraints the investigators may have placed on Starlin/Pettigrew). He will show up at the cave while the investigators are deliberating.

Second, if Starlin/Pettigrew was brought along, Woodcotting will possess him. Due to his power he will assume full control at once, not going unconscious. He will, however, wait and see what the investigators plan to do before revealing himself.

The first of the party's options is to destroy or halt the instrument. Halting it without destroying it requires a Mechanical Repair roll to succeed at half the normal chance. A fumble means that the Instrument is destroyed anyway; simple failure accomplishes nothing. Successfully halting the machine with Mechanical Repair is the best option for the scenario: Saulous will be banished again, along with all of the invading minds. Woodcotting will be trapped as before, though as he is drawn away he will command his pit-creature to emerge and destroy the investigators. If they survive the thing's assault, congratulate the players for doing a fine job. This ending is the closest the investigators will come to really winning.

On the other hand, if the machine is destroyed (whether by shotgun blast or fumbled halt attempt) then Solace and Saulous will die. The two towns will finish merging within a couple of hours, and all of the inhabitants will die horribly as their bodies come together. The town will be a wreck, buildings merged with other buildings or sticking out of the ground. Authorities will hush up the whole incident if possible, attributing the mysterious death of the town to disease, much as its disappearance was explained two hundred years ago.

However, the investigators will have a more immediate concern. When they try to destroy the machine, Woodcotting (now possessing the body of Pettigrew) will reveal himself, using spells and his creature to stop the party from their act. With his creature to aid him, Woodcotting is pretty much unstoppable. The investigators' best chance of survival will be for someone to destroy the Instrument while the others keep Woodcotting and the creature busy.

If the Instrument is destroyed, the party's troubles aren't over yet. The bodies of *both* Woodcotting and Starlin will arrive and merge with Pettigrew, resulting in a horrid conglomeration of three bodies. Both Starlin and Pettigrew will be hopelessly insane, but

Woodcotting will maintain enough control over the three merged bodies that he will be able to continue using spells for five rounds before collapsing and dying. His creature, however, will attack until it is killed.

An additional note on the "destroy" option: any investigator who is still possessed may make a Luck roll. Should it succeed, he will get one final chance to re-possess his own body before the Saulous mind's body catches up, killing the investigator. If the Luck roll is failed, he is doomed anyway.

## Oops

The third option, tuning the machine to the proper tone, will probably cost the investigators an incredible amount of their sanity, but it is also a lot more fun...

On the same counter as the journal there are a number of notes and plans about the construction of the instrument. One of the levers on the base of the device is used to tune it; anyone reading over the notes can realize this with a successful Idea roll. It will take a successful Mechanical Repair roll to tune it correctly, combined with a successful Listen roll (or even Art: Sing, at the Keeper's option). If the Mechanical Repair roll is fumbled (96-100) then one of the glass globes will shatter. Recall that there are three extra globes in the storage room, which can be used as replacements should the investigators prove exceptionally clumsy. The party will probably be able to succeed without too much problem. Then all hell breaks loose.

First, a force field will spring into place, encompassing the machine completely. This force field can only be damaged by spells or enchanted weapons, and requires fifty points of damage before falling (several *Shrivel* spells might do the trick). In this unlikely event the machine may be destroyed normally.

At the same time, *all* of the bodies still waiting in limbo will arrive and merge with whomever their minds are possessing, a terrible calamity. Investigators whose bodies are possessed are allowed a Luck roll to attempt to get one last re-possession attempt, but failure means inevitable "jacking out."

The worst of this last part is that as described above, the bodies of both Woodcotting and Starlin will merge with that of Pettigrew into the Woodcotting Thing. But this time, no one dies. Though the entire populations of Solace and Saulous have now come together, they remain alive, in terrible agony, fed by the power of the now-tuned Instrument. Of course, this means that Woodcotting is



in complete control of his form and he isn't dying anytime soon either. Congratulate the players on what a fine job they've done, then roll up your sleeves and get to work. We've got SAN to suck.

While the Instrument remains active and tuned Woodcotting is effectively unkillable. Any physical wounds heal over as soon as they occur. He *is* susceptible to spells and enchanted weapons, however, but he will deal harshly with any who are able to harm him.

His primary goal, though, is not to destroy the party (he leaves the creature behind to do that, if it lives). Instead, he will very quickly stop bothering with them and at the first dramatic opportunity he and the Instrument will both vanish.

Any merged NPCs or investigators will immediately turn and leave, returning directly to town. Woodcotting's creature will ignore these people, intent on killing the remaining un-merged investigators.

If the party can escape the caves alive, it only gets worse. Back in town, Woodcotting is bringing the people together to perform the Ritual of the Ephemeral Spheres one last time so that he may finally get the power he has been seeking for the last several hundred years. Anyone who has undergone merging will respond to the call, their minds completely gone. Riding back in the sleigh the investigators may pass these unfortunates on the way back to town (about a forty-five minute trip returning, since they know just where they're going).

By the time they get back, the ritual is in full swing. Approaching the town over the crest of the hills a good mile or so away, the investigators will be aware of a curious glow that is extending from the center of town. They should wait and see just how far the glow will reach before travelling further; it will stop short of them if they go no closer. This phenomenon is unsteady, and it roils and buckles as the investigators watch. Should any of them enter the glow, their minds will be destroyed and they will join the townsfolk in performing the ritual. Don't encourage them to do this.

As the ritual progresses, the joyous-sounding chant echoing through the hills, the glow will begin to pull back. As it does, *everything* comes with it. Snow, trees, buildings, grass — all of it folds in on itself somehow and rolls inwards, leaving behind bare earth. Woodcotting, presiding over the ritual from the Saulous church belltower (one corner of which is merged into the town building), notices this curious rollback, and he doesn't like what he sees.

Somewhere in this time, the investigators need to





decide if they are going to stay and watch or flee for Norwood. Don't ask them to choose directly, just see if there is any action they wish to take as the ritual continues and the land rolls back towards the center of town. Leaving will spare them the horrible sanity costs about to come, but will also leave them unsure of what happened. If they stay, they quickly realize that something isn't going right. Woodcotting can be dimly heard, screaming for the villagers to stop. But now mindless and caught up in Yog-Sothoth's incomprehensible energies, the people only dance faster and faster, chanting louder and louder. As the glow rolls everything back closer and closer to the town, Woodcotting's cries grow more desperate. Finally, his three-body self clambers down to the ground and tears into the crowd, trying to stop them.

At this point, all of the investigators must make resistance rolls versus POW 18. Since they have remained, Yog-Sothoth is now close enough that they may be drawn into the ritual against their wishes. Depending on their resistance roll, three outcomes are possible:

**Success:** Able to ward off the threat, the investigator will only take -1D8/-1D20 SAN from viewing Yog-Sothoth's absorption of Saulous/Solace.

**Failure:** Oops. The investigator's mind is momentarily drawn into the All-in-One. For a split second he is part of Yog-Sothoth, part of reality itself. He will know the universe absolutely, at once comprehending all of existence in a way that no human mind was ever meant to realize. Fortunately, the pull of life is too strong, and he returns to his body after this brief but costly experience. The investigator loses 20% of his current SAN for the experience, going indefinitely insane and requiring institutionalization to recover. If the investigator receives phobias, it is suggested that he gets both claustrophobia and agoraphobia.

**Fumble:** Double Oops. What needs to be said? The investigator's mind is sucked into Yog-Sothoth itself and does not come back. The body is now a mindless vegetable, and it will remain so for good. Whoever is still able to watch will see the final stages of the ritual, as the strange rollback reaches the center of town and finally folds in on itself until nothing whatsoever remains. Woodcotting's final screams will echo off the hills for several seconds, and then all is quiet.

Before the investigators lies a large area of exposed earth, roughly circular. As they watch, a soft snowfall begins, and soon the wound is hidden in a soft wrapping of snow, showing no trace that ever a town — or two — was there.

## Post-mortem

If the investigators tuned the Instrument and witnessed the destruction of Solace/Saulous, they will know that something was wrong. Woodcotting was obviously not expecting for both towns to roll up and disappear into the angles of space and time *again*. What happened? Should any of the investigators take the 20% loss, upon their recovery they will be able to inform the others of the significance behind the night's events:

As noted at the beginning of the scenario, Woodcotting made three mistakes. The first was that he tuned the instrument incorrectly, causing the town to simply slip away instead of passing on to something greater. The second was that he thought he would be the sole recipient of the ritual's effects. Had he grown in power for another few hundred years to the point where he could perform the ritual all by himself, it would have. But, unwilling to wait any longer, Woodcotting tried to use the entire town as a sort of battery to power the ritual. Thus, everyone and everything was exposed to the effects.

The second time around, these two mistakes were not a problem. The party obligingly tuned the Instrument for him, and the townspeople had all gone so insane that none of them would survive the transformation brought on by the ritual. But Woodcotting made a third mistake — or, more accurately, the writer of the mysterious book made it — and the investigators who took the 20% SAN loss will know it.

According to the description of the ritual, the user gains the powers of Yog-Sothoth, becoming one with the universe, able to manipulate space and time at will. Unfortunately, this is not the case. The Ritual of the Ephemeral Spheres does indeed give one the powers of Yog-Sothoth. Unfortunately, the way it achieves this goal is by making the caster into just another *part* of Yog-Sothoth itself. Casting the Ritual enables Yog-Sothoth to absorb the caster into its consciousness, where he completely loses his identity and individuality. Woodcotting did gain the power he desired, but only at the cost of himself. No longer a separate entity, perhaps some remaining portion of Woodcotting screams on, lost somewhere in the folds of existence.

## Hope You're Feeling Better

### SAN rewards:

Killing the creature gains combatants +1D8 SAN.

If the investigators were able to halt the machine without destroying it in the process (doing so after it



halts is fine), they gain back +1D8 SAN.

If they destroyed the Instrument and thus doomed the people of the towns to an agonizing death, they gain back +1D4 SAN for nevertheless foiling Woodcotting's plan.

If they tuned the Instrument, but no one gained the insights from losing 20% SAN, the investigators gain back nothing. To their knowledge, Woodcotting succeeded in his goal due to their actions.

If, however, they tuned the instrument, and someone gained the 20% SAN-induced insight, and was subsequently able to share it with the party, the investigators may gain back 1D8 SAN for understanding that the people of Saulous were doomed to begin with, and that Woodcotting's plan backfired on him terribly.

## NPCs

### The Creature from the Pit

STR	18	CON	34	SIZ	22
INT	9	POW	25	DEX	17
HP	28	MOV	12		

Damage Modifier: +1D6

#### Attacks:

Tentacle slap 45% (x3), 1D4 + dm damage

Tentacle grab 30%, damage 1D2 + capture

Bite captive 60%, damage 1D6+1

Armor: 4 points of chitinous skin

Notes: If the Creature succeeds in a tentacle grab attack, the victim must make a STR vs. STR resistance roll to break free. Captive victims will be bitten each round, while the Creature's three slap attacks may still be used as normal.

SAN: It costs 1D4/1D8 Sanity points to see the Creature.

### Joseph Woodcotting (in Dr. Pettigrew's body)

STR	11	CON	15	SIZ	13
INT	21	POW	25	DEX	14
APP	13	EDU	25	SAN	0
HP	14	MOV	9		

Damage Modifier: +0

Skills: Astronomy 28%, Cthulhu Mythos 16%, Dodge 28%, Fast Talk 45%, History 39%, Library Use 64%, Listen 27%, Occult 42%, Persuade 67%, Spot Hidden 31%

Languages: English 125%, Latin 74%

#### Attacks:

Fist/Punch 52%, damage 1D3+dm

Spells: Contact Yog-Sothoth, Death Spell, Fist of Yog-Sothoth, Mesmerize, Mind Blast, Ritual of the Ephemeral Spheres, Wither Limb

Notes: Joseph Woodcotting will return to possess

the body of their former colleague, Dr. Pettigrew, near the end of the scenario. He will reveal himself, using spells and his creature, to try to stop the party from destroying the Instrument of Yog-Sothoth. He will then return to town to complete the Ritual of the Ephemeral Spheres.

### The Woodcotting-Thing

(with the bodies of Starlin, Woodcotting, and Pettigrew)

STR	24	CON	30	SIZ	25
INT	20	POW	60	DEX	16
HP	28	MOV	10		

Damage Modifier: +2D6

#### Attacks:

Fist/Punch 30% (x6), 1D3+1D6 damage per fist

Spells: Contact Yog-Sothoth, Death Spell, Fist of Yog-Sothoth, Mesmerize, Mind Blast, Ritual of the Ephemeral Spheres, Wither Limb

Notes: He may punch with all fists if there are enough targets nearby. The Woodcotting-Thing does not get a full damage modifier, as his bodies' STR and SIZ are not massed together.

SAN: It costs 1/1D4 Sanity points to see the Woodcotting-Thing.

## Interesting Finds

*Thaumaturgical Prodigies in the New England Canaan* by Rev. Ward Phillips (found in Pettigrew's library)

SAN Lost ..... -1D3/-1D6

Spell Multiplier ..... None

Mythos ..... +4

Spells ..... None

This book was written by the Reverend Ward Phillips of Arkham, Massachusetts, in 1788. The book is a treatise describing witchcraft in colonial New England.



January 12, 192-  
 Dr. Raymond S. Pettigrew  
 Rt.1 Solace, Mass

My dear friend,

I fear I have become much the recluse since my days at the university! Living in Solace these last several years has been a balm to my spirits, however, and now I expound on the virtues of rural New England as much as any other rustic.

Nevertheless, I have not lost my acuity. Over the last several months I have been researching this village of my youth and have found much of interest. Recalling our common belief in things beyond, I have written to invite you to visit me and share in my findings. Solace, or Saulous as it was once named, was once the home of a man of dark reputation. Well, I have found his old haunts, as it were, and they are most fascinating - and not a little disturbing. Should you be available, I would greatly appreciate it if you would spend a week or so here. Please bring some of your friends. Knowing you, they are birds of the same feather!

As ever,  
 Raymond

p.s. Dress warmly!

#### Player Aid 1, Letter from Dr. Pettigrew

The trapper returned within a few weeks and bore a curious tale. Certainly, he said, the good people of Saulous were never outgoing, but they have now withdrawn beyond even this. Where once the little farms dotted the land, and the solemn people tilled in the fields, there was now naught but an empty place. Not a nail pricked the feet of the traveller, not a smoky ash did gain his eye. Where Woodcotting had taken his people the trapper could not say, but they took all that they had built and all that they had dug and left no mark to show that man had ever been there.

-Thomas Wainridge, *Diaries of the Puritans*, Wade Press, 1905

Derivatives of the Roanoke legend are prevalent, but most can be attributed to Indian attacks or (more commonly) simple starvation. This is certainly the case with such "mysterious" vanishings as Adam's Bridge, Saulous, and Holston.

-Linda Eastwick, *Mysteries of Puritan New England*, Williams Publishers, 1916

Of course, splinter groups were common. These Puritan offshoots were often clustered around a single religious leader, who would gather together his flock and lead them into the wilderness. This individual's influence generally led to the schism in the first place, and their domineering nature is indicative of megalomania at its worst. Examples of this type (among many) would include Ephram Crowe of Plymouth, Joseph Woodcotting of Saulous, and perhaps Edward Phildron of Boston.

-Dr. Jason Woodson, *Psychology of Faith*, Miskatonic University Press, 1921

The area had once been a religious settlement but had lain vacant for years. Hiram and his young wife came here with three other couples, also veterans of the war for independence. They began the little community of Solace in 1786, and the change from the roar of battle to the whistle of the wind must have been most welcome.

-Gladys Smythe, *My Grandfather And The War For Independence*, DAR Press, 1894

#### Player Aids 2-5, Library Researches

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February 25, 1627

I grow tired of Plymouth already. My work requires much time and solitude, but if I am to remain part of this society those things are often denied me.

There are a number of people here who respect my intellect. With time, perhaps I can gather them into my fold.

May 14, 1641

The work goes well in the weeks since we arrived. The poor good folk trust me in all things — sheep they are, and ripe for shearing. If only I knew more, all would tremble as they do.

July 5, 1641

The accommodations I have found for my workshop are excellent. The reaches of the tunnels will allow my experiments room to grow, and shield them from my other flock. A simple preservation magick protects my work from the cave's damp, though it must be re-applied often.

July 30, 1680

M- in Salem has come upon a most interesting item. It is the work of a great one of our order, and no doubt contains revelations I can not conceive. This work is in cipher, and will be a challenge. I have faith in myself and my lord.

September 13, 1689

The book is proving most taxing. I have deciphered but a morsel, and my knowledge is woefully inadequate for even this.

December 8, 1706

Blast that fool! What right has he to remain so elusive. I have journeyed far and wide and have consulted with all the resources at my disposal, yet still the intricacies of the Ephemeral Spheres are beyond me.

Some is clear. The ritual requires a great deal of power, power that these foolish sheep will provide me with. In preparation, the town will shortly celebrate an occasion of my own devising, said by me to be the true day of the birth of the savior. Thusly will I introduce the simplest components of the great ritual. With each passing year they will grow into it calmly. When I need them, they will be ready. But when?

August 25, 1715

Finally, most of it is in place. I have only to construct the instrument and tune it to F# — a matter of but a few years, and what are years to such as me?

December 6, 1720

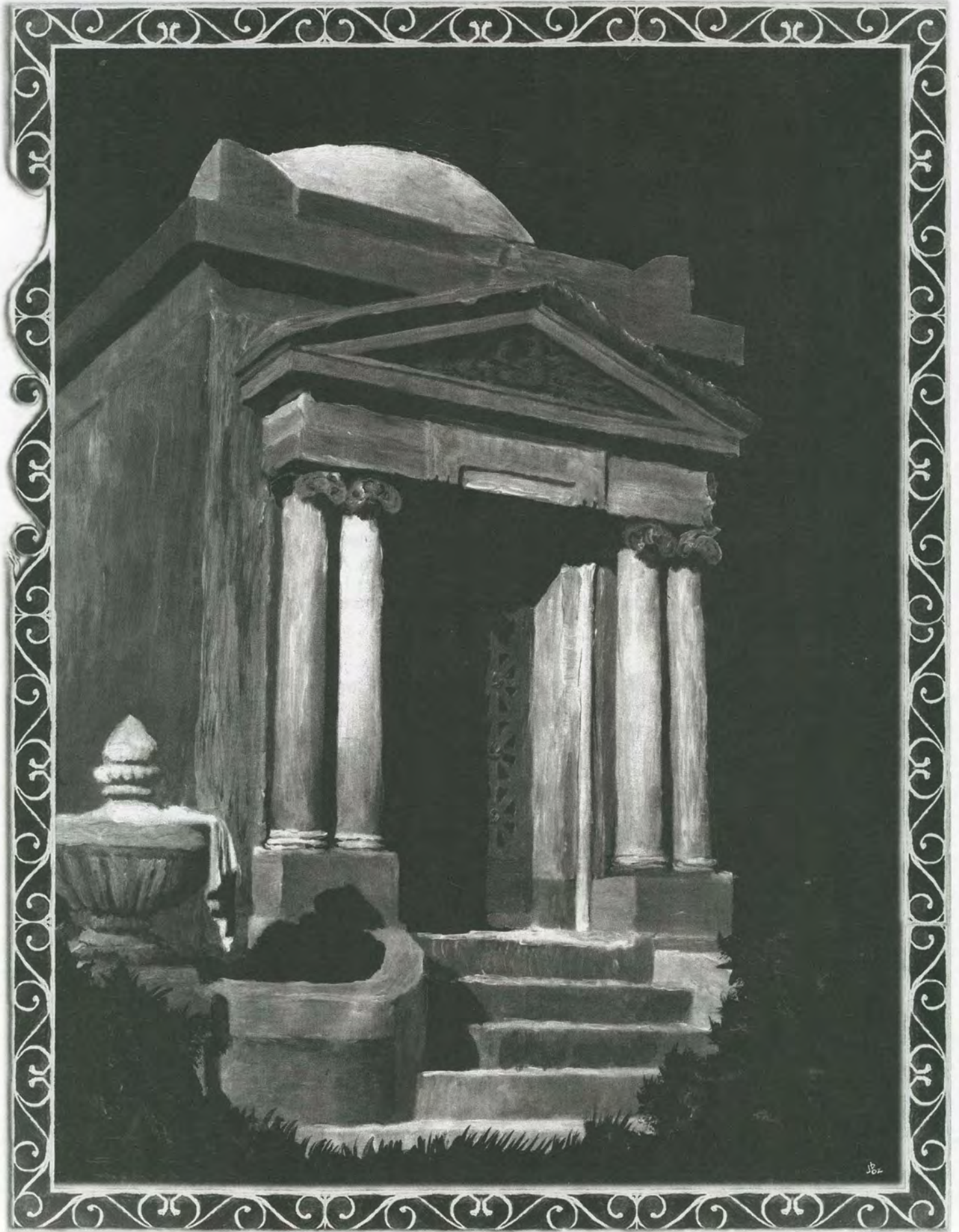
I shall not delay longer. All is ready, my understanding is complete. At the great occasion my flock will dance to the music of the spheres, and I shall receive that which is due me. Eighty years have I labored, but at last all is ready. When I return I will be as *Lot-sotot* itself, and shall look into all times at once. My knowledge and power will be beyond reckon.

—Joseph Woodcotting, *journal*

Player Aid 6, Journal Excerpts

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# The Travesty

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# The Travesty

by CHRIS KLEPAC  
Illustrated by TOREN ATKINSON

This is a non-Mythos scenario for a group of two to six hardy investigators, with any amount of experience. It can be attempted with only one, but this will require a lot of luck and perception, as well as a generous Keeper.

## Background Information

The investigators are hired by a man named Robert Toleson. He is an old friend of one of the investigators, and is now a hotel manager. He insists that strange things have been happening at his small hotel, the Goodrest Inn. He would like the investigators to travel to the hotel, in Wisconsin near Lake Superior, and dispose of the problem.

You can set the Goodrest where you like in this region. It should be about eight miles from a small town, said town serving as the county seat. The Goodrest stands atop a lonely hill, with a commanding view of the immediate area. Keeping these requirements in mind, set it where you will. It is December of 192\_. Heavy snowfalls have made the roads almost impassible except by horse and sled, said transport easily arranged in a nearby town.

This part of Wisconsin was the home of the Menomini, a Native American people related to the Algonquins. A fairly sedentary people, the Menomini fished and farmed, living in villages placed near the many rivers and streams of the land.

In the early 1800's conflicts arose between the Menomini and white settlers. The shaman of one small tribe convinced his group to perform a dream dance, the *ni•mihe•twan*. This shaman was a member of the *cese•ko* cult, one of two shamanistic cults that were a part of Menomini life. The purpose of the dance was to raise a guardian spirit who would keep the white settlers away. The spirit answered their call, and slew three families of settlers who had lived in the region for some time. A witness described the entity responsible as a skeletal man with deadly eyes, "a travesty of a human being." Angry at the shaman for such drastic action, the tribe demanded that the spirit be restrained. The shaman capitulated, and the guardian spirit was confined in the earth, trapped inside a lonely hill.

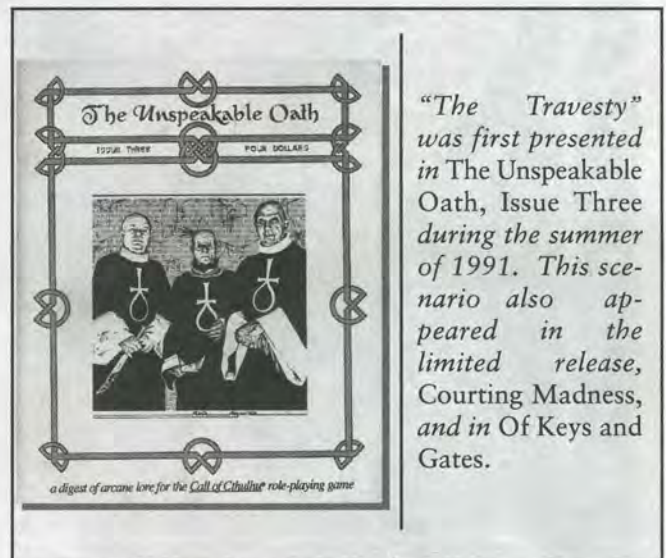
*Cese•ko* shamans were known as "jugglers" by

the first of the white settlers, named for the way the shaman's tent shook when he spoke with the spirits. The terrible deaths were rumored to be caused by a juggler, and soon tales of the incident misidentified the creature itself as a being called a juggler or a jester, the phraseology becoming blurred with the passage of time.

Within a decade of the deaths, a portion of the tribe's land was purchased by one Garret Moss and family. Moss disregarded the whispered talk of the hill being cursed, but he soon discovered that the land bore its reputation not undeservedly. After a winter of illness and strange accidents, Moss made contact with the entity who dwelled within the hill through his dreams. It promised him power in exchange for its freedom, and one drunken night Moss agreed.

When the wards holding the thing in were broken, the creature broke forth and slew Moss's family before his eyes, making a mockery of their deal. Moss was tougher than he looked, though, and he forced the thing back into the land that had held it, shoring up the wards as best he could.

Moss knew the wards wouldn't hold forever, so eventually after he had remarried he passed the knowledge of the ward and the jester to his son. In the 1870's the thing began to get free again, but Moss's son remembered his father's words and kept



"The Travesty" was first presented in *The Unspeakable Oath*, Issue Three during the summer of 1991. This scenario also appeared in the limited release, *Courting Madness*, and in *Of Keys and Gates*.



it back. Eventually the son and his wife passed away, leaving one child. As luck would have it, this grandson died a couple of years ago with no descendants, and Robert Toleson bought the building, converting it to a hotel. The wards protecting it slipped once more, and the entity is now becoming free again. Its guardians finally gone, the Travesty will be unleashed onto the unsuspecting countryside.

## The Beast

The Travesty is a very cunning creature, and is slowly exercising its will over the hotel from its residence in the hill below the Goodrest. It has already begun to control the current guests, who are weak and stupid in its eyes. It is having a harder time with Toleson, who is made of sterner stuff.

The Travesty takes an ill view of humans, seeing them as toys. It enjoys the taste of fear and death, but its favored delicacy is madness. Slowly driving a group of people insane and then feasting on them is what it lives for. The Travesty is able to generate plentiful small offspring, referred to as the Breed. The Breed appear as various human body parts melded together in bizarre and disgusting formations.

The Travesty itself can appear in many different forms, drawing images and ideas from those it devours. All are recognizable as grotesque parodies of the human body. Unless the Keeper has other ideas, it will appear in this scenario as the Death Jester, a giant malformed human with no skin and a belled jester's cap. At the climax of the scenario, the Travesty may be encountered in its true form as well.

To drive people mad, the Travesty uses its Breed in conjunction with a unique power, Warp Reality. This powerful and dangerous ability is limited somewhat in that it only affects a small area. Stats for the Travesty, its Breed, and the Warp Reality effect can be found at the end of this adventure.

## Investigator Research

The investigators will be able to look up some of this information almost immediately. Connections to other relevant pieces will reveal themselves soon after; all are to be found in the small town nearest the Goodrest. Here is a list of queries that can produce information.

**At Town Hall:** At the town's place of records, a few items about the Goodrest and the property it sits on can be found. A Persuade or Fast Talk roll is needed to get by the nosy clerk. Several successful Library Use rolls will divulge the following info; the



MARBIN 01



## The Goodrest Inn

The investigators will probably arrive a little before dinnertime, after the official buildings in town have closed. When they enter the lobby of the Goodrest, Toleson will be behind the desk and will come out to greet them. He is a short, portly man in his mid-forties, with a receding hairline and a thick black mustache. He starts by apologizing for the fact that only two rooms are available, and then invites them into his office to tell them of his problem.

It all began—for Toleson, at least—about a month ago. Guests started complaining of small things disappearing or being moved from their rooms, and other minor annoyances. Then they started to see things. One said he opened his room door and found a gaunt bloody man within who gave him a crinkly smile and then faded away. Another swore that she saw a black cat on the roof the size of a large horse. Still another ran screaming from the Inn, yelling about some creature that had been under his bed. Toleson is getting worried, since if this gets around it could spell the end of his hotel. He tells the investigators that they can stay as long as they need, and will have free run of the place. Dinner is served promptly at six o'clock, but light breakfast and lunch is available upon request. He then hands the investigators their room keys and waits expectantly for them to do something.

The following is a key to the rooms of the Goodrest.

### First Floor

**Lobby:** A charming old sitting room, with high-backed chairs and a large, blazing fireplace with an ample stock of wood. Currier & Ives prints line the walls, although Toleson is considering replacing them with sad-faced Emmett Kelly clown portraits.

**Toleson's office:** Clever investigators may slip in here after Toleson leaves (though he would consent to a reasonable search if asked). It contains a desk and chair, along with a few bookshelves. The hotel's ledgers are in his desk. A successful Accounting roll will prove them to be perfectly legitimate. Also in this desk, investigators can find Toleson's deed of purchase to the property along with papers in a folder dating back to the original acquisition. Investigators can find out some of the history of the property here, in case they missed it in town. The bookshelf contains many mundane but prestigious and well-bound books (Toleson is a great fan of classical literature). If you wish to be cruel, Toleson could mention all the "musty old religious books" he tossed out when he bought the property. If the investigators suggest any titles ("Was there a *Necronomicon*?") Toleson will helpfully agree that they were probably among those he tossed.

**Dining room:** This large, elegant, yet homey dining room is always open, but food is only served during regular mealtimes (Toleson's cook quit not too long ago, and he's got his hands full). There is a one in six chance that one of the three mobile guests will be in this room when the investigators first enter, reading a newspaper or a book (see the section entitled *Guests At the Goodrest* for details).

**Kitchen:** This room will be empty until about an hour before each meal, when Toleson will be in here frantically preparing food. The kitchen contains the usual number of assorted appliances and food supplies. There is a trapdoor in the floor of the pantry, partially covered by supplies. Below the trapdoor, a short set of crumbling stone steps go down to a locked door. Toleson is aware of the stairs and the door but has no key. He has always meant to get the door open somehow, but never got around to it. He has plenty of storage elsewhere as it is. The swollen oaken door has a STR of 25.

### Second Floor

**Unmarked guest rooms:** These are the investigators' rooms. They are quaint and sparsely furnished, but still pleasant. Each room has its own sink and mirror for washing up. Full bathrooms are at the end of the hall.

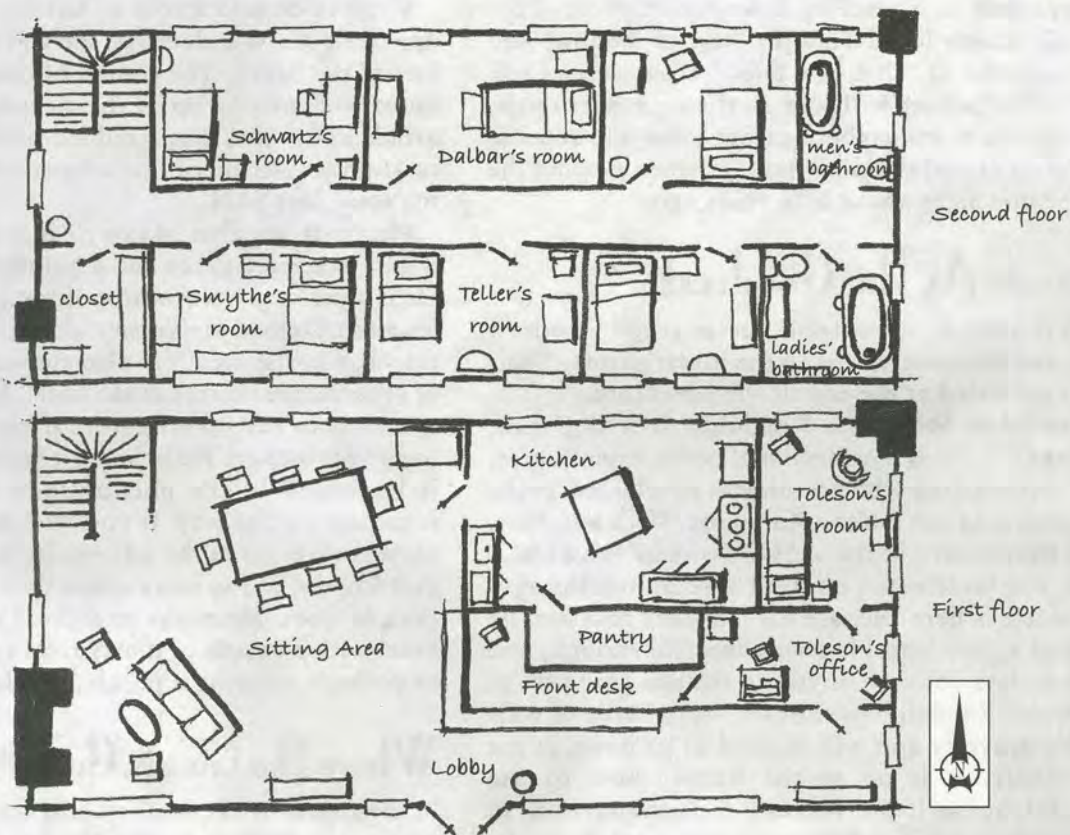
**Schwartz' room:** While he's usually here, he'll be out from 8:30 a.m. til noon, and again from 1 p.m. til late afternoon.

**Teller's room:** Edward Teller will always be cowering in this room. He will yell at visitors to leave him alone.

**Dalbar's room:** Virginia Dalbar is only here between 10 a.m. and 3 p.m.

**Smythe's room:** Maxwell Smythe will be in his room until he leaves at 6:30 p.m., not returning until 11:30 p.m.





### Basement (not pictured)

**Storage:** Beyond the heavy door, this room contains a host of stuff — rusty bicycles, gardening tools, croquet mallets, old furniture, and junk galore. It takes a good half hour of searching to discover one thing of value to the investigators: a small diary wrapped in oilcloth. This is the journal of old Garret Moss, and is described in detail later in this adventure.

**Root cellar:** This room, with old hooks from which to hang roots for drying, is completely empty.

number of rolls and what each reveals is up to you.

**The Building:** What is now the Goodrest Inn was built about a hundred years ago. It is an old and distinguished building, and has stood the test of time (with the help of Morgan & Morgan Contractors). It was originally built by a man named Garret Moss, and was owned by him for thirty years at which time it was inherited by his son, Daryl. Eventually Daryl's son Timothy took possession of the property, keeping it until passing away a few years ago.

**The Property:** According to the (sketchy) old records, Garret Moss bought the property from the government, though it was originally the land of a Menomini tribe. He got it very cheap for the prices of the day, although the records do not state why.

**At the Library:** This won't turn up much about the Goodrest. However, a successful Luck roll while examining area history will turn up an old letter that identifies the hill the inn is located on as being avoided by the natives for unstated reasons. A successful Library Use roll will also turn up the little library's prized possession: the diary of one James Mothwood, an early settler in the area. Deciphering this antiquated journal will take a couple of hours and an English roll. In it he recounts the deaths of the three families, and may make reference to a juggler being responsible (though the specific tribe is not known). Investigators may need to do research to find out just what a "juggler" is.

**Around the Town:** Sources (records, articles from regional papers, old folk, *etc.*) will describe the



Moss family as a peaceful, quiet bunch. Most of the town's elderly loved Timothy (last of the line) and are resentful of "that new fella." However, a Luck roll when talking with one of these codgers might cause them to remember hearing some odd sounds, "a funny chantin' kind o' noise," when passing the house one night about fifty years ago.

## Guests At The Goodrest

This is a list of the current guests at the Goodrest Inn, and their usefulness to the investigators. Their stats are listed at the end of the adventure.

**Randolph Schwartz:** Randolph is a big man, about 6'7". He is a professional boxer from Illinois; any investigators who are athletes or who live in the Chicago area can make a Know roll. With a success, they have indeed heard of "Ol' Swingin' Schwartz," who was undefeated up until several months ago. Schwartz is here because his manager told him he needed a little rest. He seems cheerful enough, and says he has not seen anything strange going on at the hotel. Randolph has already lost a battle of wills to the Travesty and will be used as its pawn in the adventure. It is up to the Keeper how to use Randolph, but if the Travesty feels threatened, an insane Randolph Schwartz running amok in the hotel wearing Everlast shorts can add an unusual obstacle.

**Edward Teller:** Edward is a small, thin blond man. He is a tax consultant in his native Iowa, and is here for some R&R after a recent heart attack. Unless the Keeper is particularly cruel, he will not suffer another one. Teller is the Travesty's current "toy." He is on the brink of insanity, and is unable to leave. Every time he goes out of his room, the hallways of the hotel twist into an endless labyrinth, with every door opening onto a horrific sight. If the investigators seek to accompany Edward from his room, the same fate will befall them. The Keeper should assign appropriate SAN losses for this harrowing experience.

**Virginia Dalbar:** Virginia is a frightening woman in her mid-thirties, and claims to be a Bible saleswoman from Milwaukee. Her face and body give the impression of being crudely carved out of a large rock. She is a tough, ruthless woman, but will talk with the investigators about the hotel's oddities. She states flat out that she feels the presence of evil in the building, and that she has been praying for the safety of the guests. A few times she has heard noises in the night, and once was certain that there was a winged demon flapping about in her room who vanished when she turned on the lights.

Virginia doesn't know it, but a couple of nights ago while she was sleeping, she was impregnated by one of the Breed. The results of this unholy matrimony are entirely up to the Keeper. A newspaper article about the, um, troubled birth after the successful completion of this adventure could be good for some lost SAN.

**Maxwell Smythe:** Maxwell is a tall gentleman, with a practiced grace and a handlebar moustache. He is a professor of Anthropology and Occult Studies from Oxford University, doing some unrelated research in the area. He also suspects the presence of supernatural forces in the hotel. He will voice his concerns to the investigators if civilly and knowingly approached. He believes it is a poltergeist, and is interested in the phenomenon in a detached, scholarly sort of way. If you wish to unnerve your players early on in the adventure, you might imply that Smythe knows more about the Cthulhu Mythos than he does. He might be sighted returning to the hotel with a couple of musty tomes under his arms, or perhaps carrying a peculiar necklace...

## Where The Guests Go

In the guests' room descriptions, times are listed for when each guest is around the hotel. If the investigators decide to tail the guests, they will find them doing the following.

**Schwartz:** When he isn't in the hotel, Schwartz is out taking long, vigorous runs through the countryside, stopping periodically to exercise and do a little sparring with obliging shrubs. At the Keeper's discretion, he may also be paying visits to a farmer's daughter a couple of miles from the Goodrest.

**Teller:** He isn't going anywhere.

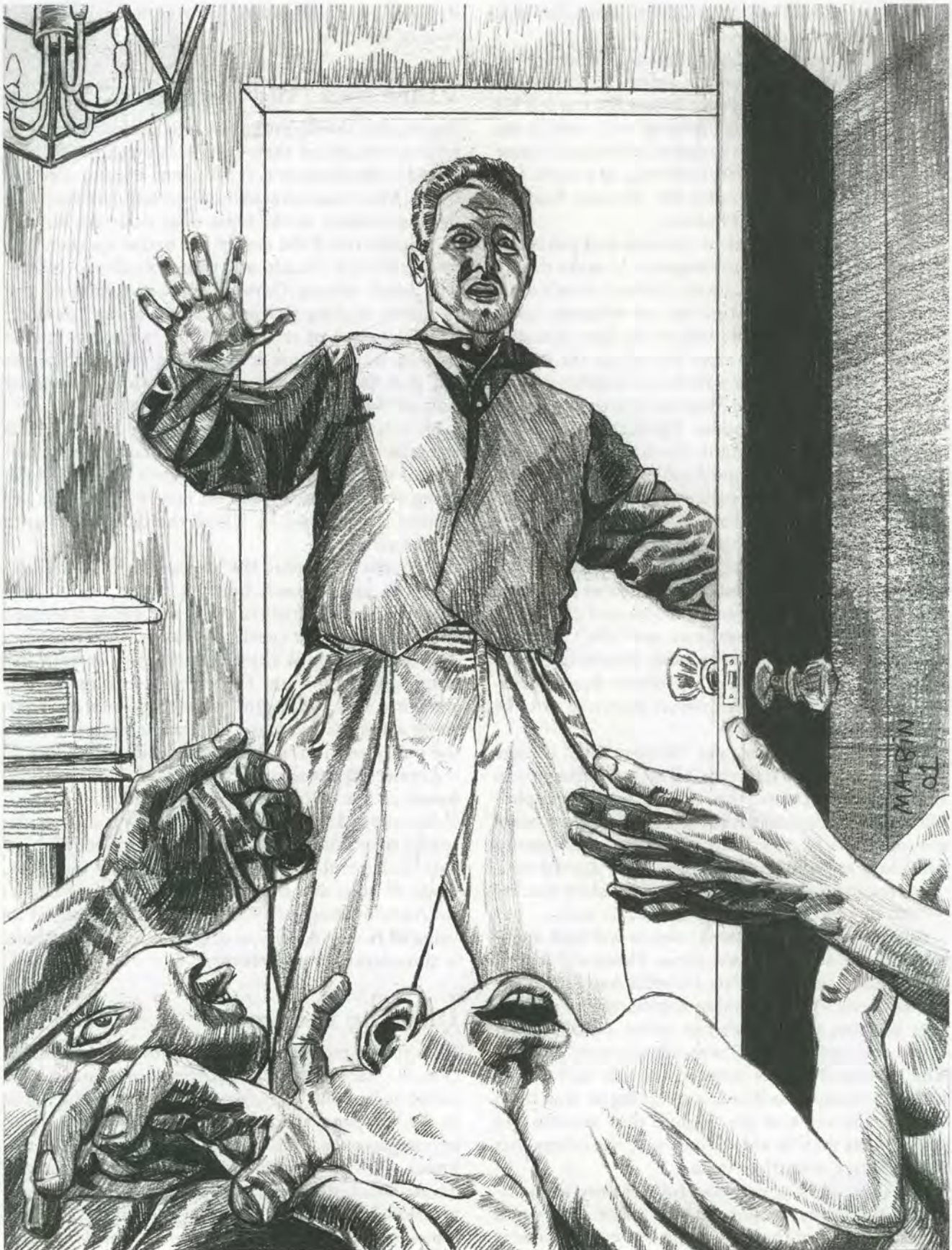
**Dalbar:** Virginia will spend a lot of time at a local church, currently hosting a week-long revival. Investigators who keep following will eventually lose her, but why does she come back in, looking even more haggard than usual, at 10 AM? Hmm.. (make up whatever you like if the players persist)

**Smythe:** In the evenings, Smythe will be sampling some local culture, dining in the blue-plate special restaurants, visiting the theatre (if there is one), and sometimes going to the library and antique shops to hunt for obscure tomes.

## A Night In The Netherworld

A snowstorm will arrive shortly after the investigators do, the news of its coming widely circulated. Shortly the Goodrest will be quite isolated. Trouble begins with the 6 o'clock dinner bell, though the in-







investigators should not have time to both find and read the diary beforehand.

At dinner, everyone except Edward Teller will be present in the dining room. Curious investigators can learn from Toleson that Edward has not left his room since he checked in. Toleson will venture the theory that Edward is an inventor, working on some sort of secret project. This is wrong, of course. Edward is an accountant from Des Moines, but this can be an intriguing red herring.

Dinner consists of baked chicken and potatoes. This is a good time for investigators to make the acquaintance of the other guests, if they haven't done so already. Let the investigators ask whatever questions they desire; Virginia will be the first to excuse herself. A few seconds after she leaves the dining room, the investigators will hear a sudden cry. In the lobby, they will find Virginia in a dead faint in front of the picture window. Through the window can be seen a terrible sight: the hotel seems to be surrounded by a black and frothing sea, with giant, curling waves and lobster-like monstrosities thrashing about in the surf. Rotting wood pylons thrust from the dark surface, perhaps joining underwater at some deep and unimaginable threshold.

Toleson will be absolutely petrified at the sight. He will run to a corner of the room and cower, refusing to look at the windows until they are covered. Investigators making both Psychology and Persuade rolls are able to calm Toleson down, learning in the process that he almost drowned in Lake Superior as a boy.

All through the night, the "scenery" will change outside, reflecting the fears of the unfortunates in the inn. Investigators who have suffered from phobias or psychological problems may find themselves preyed upon by the Travesty's powers. Dispense SAN loss as seems appropriate. This should convince the investigators to solve this mystery quickly — and to keep away from windows as well.

Anyone who bravely steps outside will find themselves in the swirling snowstorm. Those still within will instead see something horrible happen to the venturesome soul, something appropriate to the current scenery, unless they can make a POW resistance roll against the Travesty's illusion powers. The person who has stepped outside will be attacked by numerous Breed, attempting to drag them off into the snow to die. Should they survive and return, they may be able to convince the others that things aren't what they seem.

The investigators will hopefully restore some order to the lobby. If ignored, the other guests will eventually return to their rooms and cover the win-

dows. The investigators are free to resume their tour of the hotel.

## More Fun And Games

Eventually, the investigators will probably elect to hole up in one of their rooms and read the diary found in the basement. It takes one hour to read the diary. Moss had unusually good handwriting and good grammar, so the book does not even require an English roll if the reader is a native speaker. The book adds 1% Occult, and causes a -1D3 SAN loss. The book relates Garret Moss' purchase of the property, making passing mention of the "pathetic superstitions" of the other settlers nearby. It tells how he learned from a Menomoni youth of the being that was imprisoned there, a thing possessed only of the greatest cruelty.

He relates the long strange winter, during which time the thing in the hill began contacting him, and tells of the final awful moment when he released the being and witnessed it kill his family. Finally, he describes the method by which the damaged wards can be refreshed:

"...in the root cellar, the lowest part of the house, coat the amulet with burning blood. Take your place in the middle of the room and swing it around and around, never ceasing. Descend the steps into the darkness, until you reach the pit. Refresh the amulet and continue. The pit will seal again, and the ward will again glow with fiery power. If the thing attempts to escape, you must keep it within the pit. If you fail in your duties, all will be lost.."

Amulet? What amulet? Well, said amulet can be found in the book itself. It is in the inside back cover, slipped in where the binding is rotten — the reader may notice this if they make a Spot Hidden roll. This amulet is about two inches in diameter, made of bone and hung from a slim copper chain. An Anthropology or History roll will identify it as being of Native American origin, although the chain is considerably more recent.

## Into The Basement

Now the investigators know how to proceed. However, the hard part will be getting down to the root cellar. Just as the investigator reading the diary gets to the last page, there is a knock at the door. If the investigators are split up, decide who gets the knock. Have everyone present make a Listen roll. Those succeeding will realize that the knock was very low on the door, maybe a foot off the ground. Opening the door will reveal one of the Travesty's



Breed. It appears to be a human arm with a beating human heart attached to it at the elbow. SAN loss is 1/1D3. It will attempt to grapple the investigator's leg and pull him down, then skittering up to crush the windpipe. When they have (hopefully) disposed of this thing, they may notice about a half dozen more Breed crawling down the hall, for a 0/1D6 SAN roll. Assign these Breed whatever forms you wish.

Whatever the outcome, the investigators will want to get downstairs. If checked, none of the guests are in their rooms. Schwartz may be running around causing trouble if you wish, perhaps having already slain one or more of the other guests. Once on the stairs, the investigators will find that after descending a flight there is still another flight to go, and then another, and then another... they don't seem to be getting anywhere! (SAN 0/1) Meanwhile, Breed are scrambling down after them. The Travesty will begin to engage in POW vs. POW contests with each of the investigators, one per round. Each time that the Travesty wins, it drains a point of POW from the investigator, permanently, adding it to its own total. If an investigator succeeds in the contest, they break through the warped reality to the bottom of the steps. Once any investigator has broken through, they may add their POW to anyone else who is attempting to resist the Travesty's mental attack. They may do nothing else during this time, however, and so could be vulnerable to attack from the Breed or Schwartz. This whole sequence could occur on the steps leading to the basement, if the Keeper wishes.

Eventually, the investigators will be either alive at the floor or dead. Any remaining Breed will disappear when the last investigator has made the crossing. In the lobby, the picture window (if not covered) will be dead black, with vague pinpoints of light barely visible. Schwartz may be here, terrorizing the other guests or lying in wait for the investigators.

## Into The Pit

Preparing a quantity of burning blood isn't too difficult. Eight hit points worth of blood is needed, four for the root cellar and four for the pit. This may be gathered from the investigators and guests. Of course, if Schwartz or another guest is dead, they would make an excellent donor. The blood needs to be mixed with any flammable substance — cooking oil, alcohol, or gasoline will do nicely.

In the root cellar, as one investigator begins to swing the flaming amulet on the chain, the floor be-

gins to become insubstantial. Only one area remains solid — an 8' diameter circle in the center. Those standing elsewhere will fall through after a minute or so if they haven't moved off of the slowly-vanishing outer area.

Once the rest of the floor is gone, the investigators will realize that they are standing at the top of an 8' diameter column, ringed with narrow steps descending into blackness. No light other than the flaming amulet (which is burning far longer than it should..) will penetrate this dark.

Descending the steps takes five minutes, during which time the amulet must be continuously swung or the area around the column will solidify again. At the bottom, normal lights will work again, and the investigators will find themselves in the place of the ward.

The place of the ward is a large dark room, with a giant five-pointed star stretching across its floor. Unlit candles are set at each point of the star. The investigators will find that the candle wicks won't catch fire. In the center of the star is a large pit, whose bottom is swallowed up by darkness. The amulet will begin to dim at this point, and needs to be immersed in the remaining blood mixture and set aflame once more.

Once the amulet is re-lit and spinning again, the candles will suddenly flare up, and a roar from below indicates that something is coming up the pit...

The investigator swinging the amulet will need four rounds to seal up the pit. During this time, the Travesty will have to be kept at bay. Doing this requires a combined POW resistance roll of all investigators present (including the one swinging the amulet) versus the POW of the Travesty. Investigators who are attempting this mental combat cannot perform other actions (such as firing weapons, *etc.*) with the exception of the amulet-bearer who may continue to swing it about.

If the Travesty can overcome the investigators' POW, it will emerge from the pit. If it succeeds a second time, it will get past the ward and be able to attack. Getting it back again requires successful resistance rolls or physical damage. Doing more than twenty points of physical damage to the Travesty in a single round will have the same effect as the resistance roll, and will force it back into the ward or into the pit, depending on where it was. The investigators will have to decide pretty quickly if they want to all shoot or all join their POW...

If the Travesty is free, it will slay the investigators as fast as possible, going for the amulet-bearer last. As long as the Travesty is free of the ward, the restoration process will come to a halt until the thing



is forced back within the pentagram. For combat purposes, the amulet-bearer is considered to have eight points of armor versus attacks from the thing.

Finally, either the Travesty will slay everyone present or they will keep it in the pit long enough for the amulet to work its magic and seal it up again. If they succeed, the pit will solidify, becoming indistinguishable from the rest of the floor, and the Travesty will have to wait once more...

## The End?

Assuming that they survive, the investigators can return to ground level the same way they came down. The amulet, of course, needs to be swung the entire time. Once they get to the top and stop swinging it, it will dim and the floor around the column will solidify once more. Above, the investigators will find that all has returned to normal, and that the remaining guests are leaving to try to piece together their former lives. At this point, you can award the investigators +2D6 SAN for banishing this mind-blasting menace. However, the job is hardly done.

Remember, if Virginia is still alive, she's carrying the child of this awful thing. Also realize that the ward doesn't last forever. Perhaps on a quiet winter morning in 199\_ someone will hear a scratching at the door...

## New Ability: Warp Reality

This ability simply lets the Travesty play around with the basic laws of time and space. It can create semi-real visions of strange sights, taken from the minds of those nearby. These will likely cause SAN loss. These sights are not real, but could be used to lure people outside or separate them, making them easier targets.

Basically, Warp Reality is a handy way to explain a frequent component of the Mythos (and horror fiction in general). It takes care of the creepy houses where doors and hallways disappear, strange laughter echoes in the rooms, *etc.* Insane places like R'lyeh and Carcosa could be said to be under the same sort of effect, perhaps generated by the gods themselves. Feel free to improvise any sort of strangeness you wish; the Travesty is smart and cruel, and might draw upon past episodes in the lives of investigators for material. The Travesty draws a supply of magic points from the hill it is imprisoned in, rendering his powers here quite strong.

## Bibliography

Walker, Deward E. Jr., ed. *Witchcraft and Sorcery of the Native American Peoples*. Moscow, Idaho: University of Idaho Press, 1989.

## NPCs

### Robert Toleson, hotel manager

Nationality: American

STR	10	CON	10	SIZ	15
INT	14	POW	16	DEX	9
APP	9	EDU	17	SAN	72
HP	13				

Damage Modifier: +1D4

Education: B.A. Hotel Management, University of Wisconsin

Skills: Accounting 55%, Bargain 40%, Credit Rating 25%, Persuade 35%, Sneak 30%

Languages: English 86%

Attacks: None above base

Notes: Robert Toleson is an old friend of one of the investigators, and is now a hotel manager of the Goodrest Inn which is located in Wisconsin near Lake Superior.

### Randolph Schwartz, questionable behemoth

Nationality: American

STR	17	CON	16	SIZ	17
INT	10	POW	9	DEX	14
APP	9	EDU	12	SAN	0
HP	17				

Damage Modifier: +1D6

Education: High School Equivalent

Skills: Climb 45%, Dodge 30%, Grapple 55%, Hide 55%, Mechanical Repair 35%, Spot Hidden 40%

Languages: English 61%

Attacks:

Fist/Punch 75%, 1D3+dm damage

Notes: Randolph is a big man, about 6'7". He is a professional boxer from Illinois who was undefeated up until several months ago. Schwartz is here because his manager told him he needed a little rest.

### Edward Teller, insane wimp

Nationality: American

STR	6	CON	8	SIZ	9
INT	10	POW	10	DEX	7
APP	10	EDU	19	SAN	0
HP	9				

Damage Modifier: -1D4

Education: B.A. in Accounting, University of Iowa

Skills: Accounting 75%, Hide 75%, Whine 75%

Languages: English 95%



**Attacks:** Definitely none

**Notes:** Edward is a small, thin blond man. He is a tax consultant in his native Iowa, and is here for some R&R after a recent heart attack. Teller is the Travesty's current "toy." He is on the brink of insanity, and is unable to leave.

#### Virginia Dalbar, unexpectant mother

**Nationality:** American

STR	12	CON	12	SIZ	16
INT	14	POW	15	DEX	12
APP	6	EDU	15	SAN	67
HP	14				

**Damage Modifier:** +1D4

**Education:** High School Equivalent

**Skills:** Listen 30%, Persuade 45%, Psychology 40%, Spot Hidden 40%

**Languages:** English 75%

**Attacks:** None above base

**Notes:** Virginia is a frightening woman in her mid-thirties, and claims to be a Bible saleswoman from Milwaukee. Her face and body give the impression of being crudely carved out of a large rock.

#### Maxwell Smythe, debonair occultist

**Nationality:** American

STR	10	CON	14	SIZ	11
INT	17	POW	16	DEX	16
APP	14	EDU	20	SAN	80
HP	13				

**Damage Modifier:** +0

**Education:** B.A. Occult Studies, Oxford University

**Skills:** Anthropology 64%, Archaeology 20%, Credit Rating 45%, Cthulhu Mythos 2%, Geology 15%, Occult 55%, Persuade 55%

**Languages:** English 100%, French 45%

**Attacks:** None above base.

**Notes:** Maxwell is a tall gentleman with a practiced grace and a handlebar moustache. He is a professor of Anthropology and Occult Studies from Oxford University, doing some unrelated research in the area.

#### The Travesty

STR	32	DEX	21	INT	18
CON	36	APP	n/a	POW	22
SIZ	34	SAN	n/a	EDU	n/a
HP	35	MOV	12		

**Damage Modifier:** +3D6

**Armor:** The Travesty takes minimum damage from physical attacks.

**Attacks:**

Smash 60%, 4D6 damage

**Spells:** Dominate, Call Lightning, Warp Reality

**Notes:** The Travesty is a guardian spirit that was originally raised by a Menomini shaman in the early 1800's. The Travesty appears as either the Death Jester, a giant malformed human with no skin and a belled jester's cap, or as a huge skeletal man with deadly eyes.

#### The Breed

STR	2D6+3	DEX	3D6	INT	1D3
CON	2D6	APP	n/a	POW	1D6+1
SIZ	1D6+2	SAN	n/a	EDU	n/a
HP	12-13 average				

**Armor:** 2 points of rigid, shrunken flesh

**Attacks:**

Grapple 60%, no damage but STR resistance roll to stay on your feet

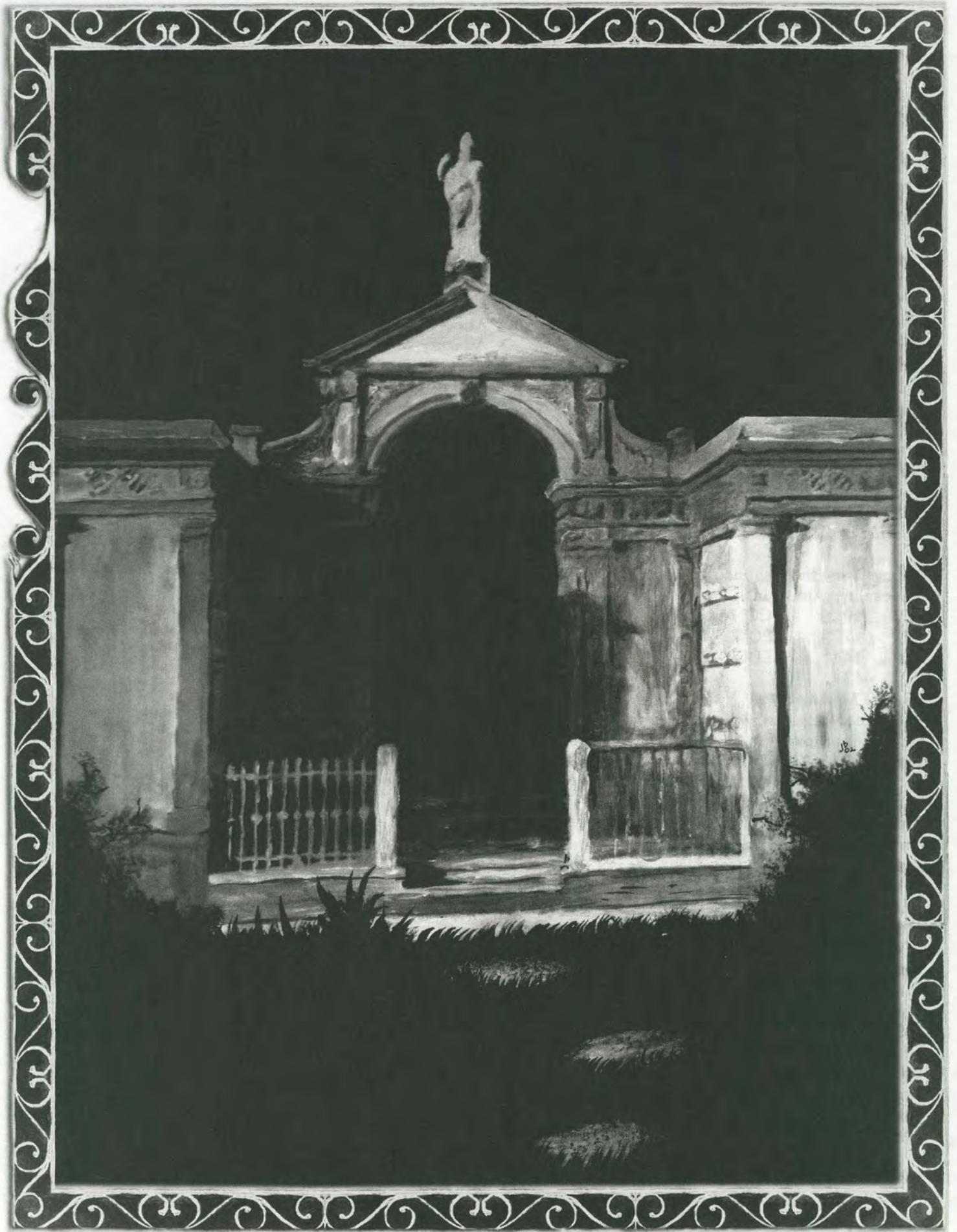
Choke 50%, 1D6 damage per round, plus CONx5 roll to stay conscious after the first round

Bludgeon 40%, 1D3+dm damage

Eye poke 25%, 1D2 damage and Luck roll or eye is lost

**Notes:** The Travesty is able to generate plentiful small offspring, referred to as the Breed. The Breed appear as various human body parts melded together in bizarre and disgusting formations.







# The House on Stratford Lane

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# The House on Stratford Lane

by JOHN H. CROWE, III  
Illustrated by HEATHER HUDSON

This scenario may be set any time in the early 1920s and begins on May 4 in the city of Hartford, Connecticut. The city may also be changed though this requires that the Player Aids (given later) be altered by the Keeper.

## Background Information

Charles Edwards, a graduate of Miskatonic University, has long been a student of the occult. Unfortunately, this interest has gradually turned to a fascination and finally to obsession. While he is not a raving lunatic by any means, Charles has the desire to see and control supernatural forces and prove they exist. This has become his life's goal and will likely prove to be his destruction.

Charles began his research and study of the occult while at Miskatonic University where he not only earned a bachelors degree, but also a Master's degree in Physics. Attending every class offered in mythology, religion, and the occult did not satisfy him. He conducted, and continues to conduct, his own research and owns or has access to numerous Mythos and occult tomes, including Miskatonic's copy of the *Necronomicon*.

Through his research, Charles has come to the conclusion that doors or gates (what he calls "windows") can be opened to other places, dimensions, and planes of existence. Not only can these be used to view through, but they can also be used to travel through. His current project is based on one conducted by a physicist named Alvin Masters who died in 1918. The goal of this project is to open a "window" to another plane of existence which has been mentioned in a number of his sources. Charles has misinterpreted his sources, however, and the "window" he is trying to open is actually to another physical location...the ninth planet of our solar system, known to some as Yuggoth.

## Beginning the Scenario

The scenario begins when one of the investigators is contacted by a Mr. James Burbridge of Stratford Lane in Hartford, Connecticut. Burbridge, who is perhaps a friend or business associate of the investi-

gator, wants him/her to look into the background of one of his neighbors, Charles Edwards, and investigate him. He describes Charles as being an odd character who has deliveries made to his house at all hours of the day and night. Charles is reclusive, rarely leaves the house, and speaks to none of his neighbors. Stratford Lane is a fairly wealthy neighborhood, but Charles has let the house which he moved in to a few years ago deteriorate and become an eyesore. While this would not normally be reason enough to snoop around even such an odd individual as Charles Edwards, the recent kidnapping of a local girl has made him the prime suspect of the neighborhood's residents, despite a police investigation which cleared him. The police have no clues or suspects in the kidnapping and Burbridge feels they are not doing their job by failing to look into the suspicious Charles Edwards more thoroughly.

The actual kidnapper is not Charles Edwards. One of his neighbors, Richard Margrave, kidnapped the young Elizabeth Winfield from the backyard of her parents' house and now has her locked in his basement. Margrave is actively trying to stir up the neighborhood against Edwards and frame him for the crime. He is hoping the police will again search Charles' house since he managed to drop Elizabeth's dress down Charles' coal chute. The dress has since been covered by a load of coal, but is not deeply buried.



*"The House on Stratford Lane" was first presented in The Unspeakable Oath, Issue Three during the summer of 1991. This scenario also appeared in the limited release, Courting Madness, and in Of Keys and Gates.*



## Interviewing the Winfields

The Winfields will refuse to be questioned by anyone other than the police, but Burbridge can arrange a meeting with them if the investigators want one. Justin and Catherine Winfield can tell the investigators little. They last saw Elizabeth at 7:00 P.M. on April 27 when she went outside to play in the hedged backyard. This is something she did every day at this time for an hour or so. She was missing when they checked on her thirty minutes or so later. She was last seen wearing a pale blue dress, black leather shoes, and her "lucky" silver pendant on which her initials ("EWW") were etched. They have no idea who would have taken her and are offering a five hundred dollar reward for her safe return.

## The Hartford Police Department

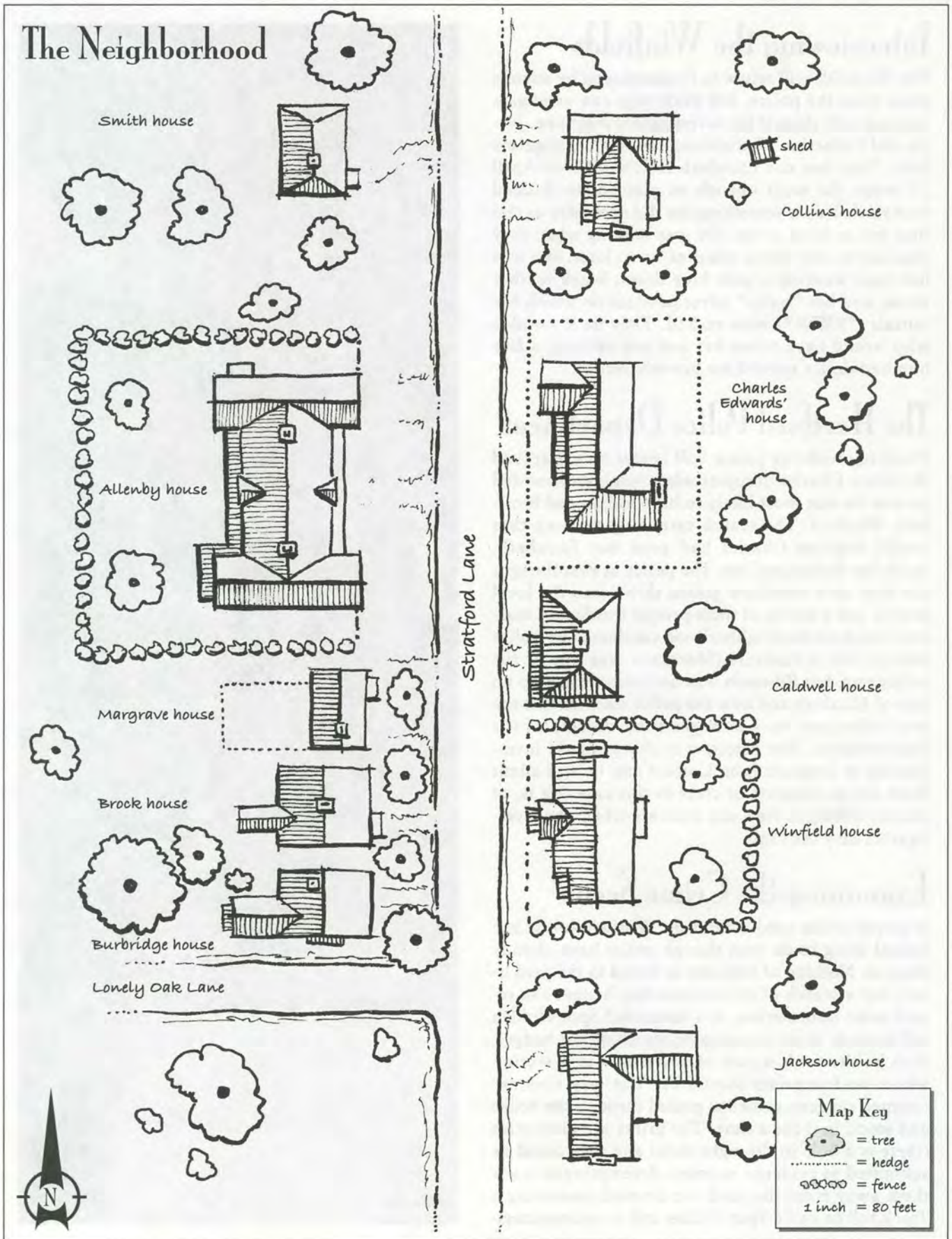
Checking with the police will reveal they searched the house Charles occupies when neighbors insisted he was the one most likely to have kidnapped Elizabeth Winfield. The search turned up nothing that would indicate Charles had even met Elizabeth, much less kidnapped her. The police at first thought she may have somehow gotten down into the local sewers, but a search of them proved fruitless. A massive search of the neighborhood conducted by police and civilian volunteers (Margrave was one of the volunteers, but Edwards was not) also turned up no sign of Elizabeth and now the police theorize that she was kidnapped by a stranger from outside of the neighborhood. The detective in charge of the investigation is Sergeant John Colbert and he will admit there are no suspects or clues in this case. He is, of course, willing to view any evidence which the investigators may turn up.

## Examining the Crime Scene

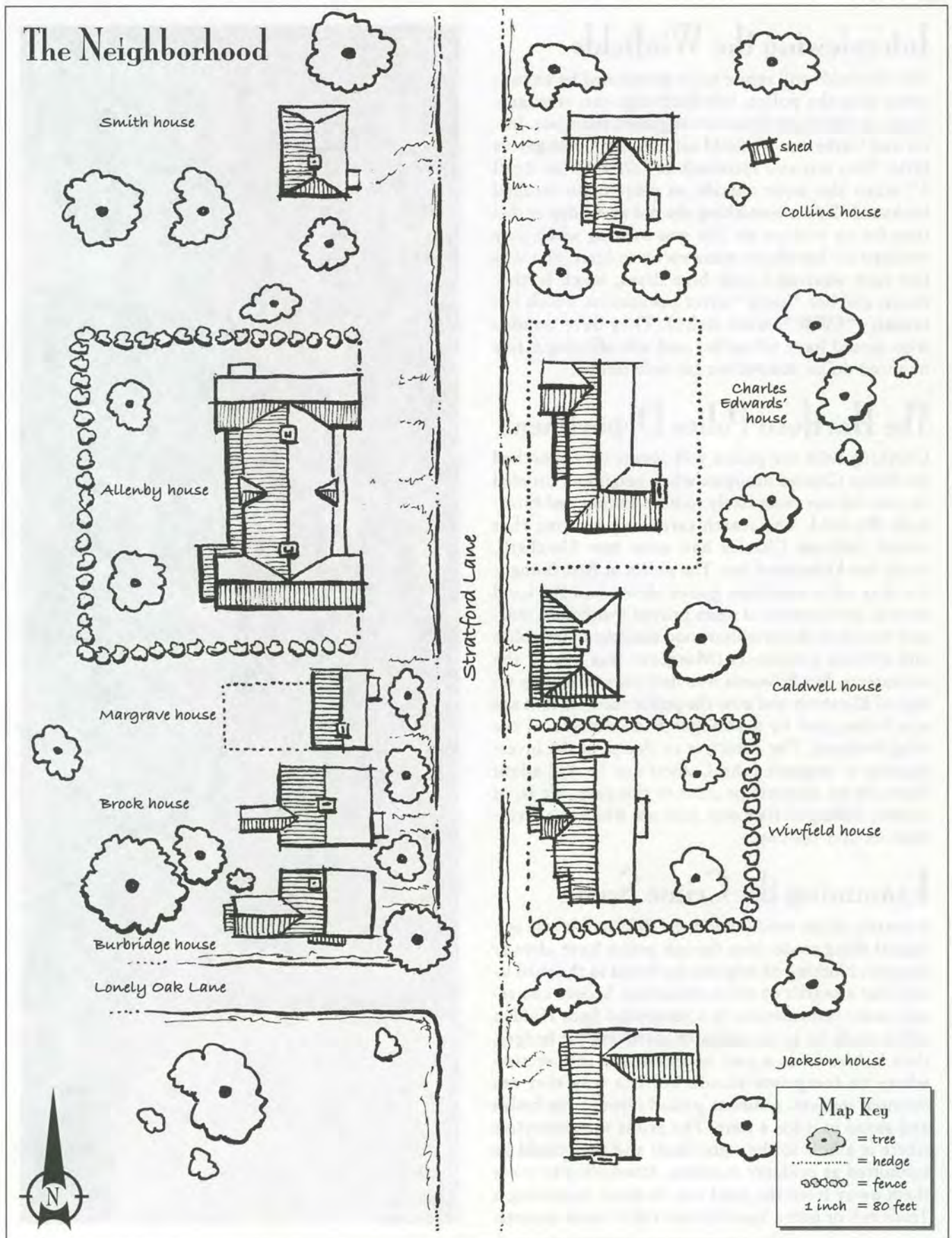
A search of the yard behind the Winfield house is a logical thing to do even though police have already done so. Nothing of help can be found in the yard itself, but a search of the surrounding hedges can reveal some information. If a successful Spot Hidden roll is made by an investigator searching the hedges, then he/she finds a pair of footprints in a section where no footprints should be. The way they are oriented suggests someone passed through the hedge and stood in it for a time. The prints are distinctive (there is a hole in the right shoe) and they could be submitted as evidence in court. Attempting to track them away from the yard can be tried (assuming a Track roll or half a Spot Hidden roll is made success-













fully), but only a short trail heading north generally toward Charles' house can be found. The rest of the trail was obliterated when search parties passed through the area.

Searching the rest of the neighborhood for the same footprints is possible with the appropriate Spot Hidden and/or Tracking rolls, but they can be found in only two places other than the hedge. The first is near the coal chute and the eastern window of Charles Edwards' house. The second is in Richard Margrave's yard. Examining Margrave's yard may be difficult if his dog "Fluffy" is roaming the area inside the fence.

## Checking Charles Edwards' Mail

One way to get information about Edwards is to check his mail. While he is no longer receiving deliveries since he has all of the parts and materials he needs, he still receives some mail. Most of it is normal (utility bills, mail order catalogs, *etc.*), but he continues to correspond with an old college friend in Arkham. This friend shares similar interests with Charles and knows that he is conducting an experiment, but has no knowledge of specific details. The friend's name is Walter Hansen and the investigators may want to interview him in order to find out how much he knows about Edwards' activities and to get background information on him. Any intercepted letters reveal little of importance beyond a return address.

## Interviewing Walter Hansen

Hansen is currently an assistant professor in the History Department of Miskatonic University. He can be interviewed either in his office or at his apartment, though the office would be a more appropriate place. He will be hesitant to reveal any information about his friend to strangers, but if the investigators can convince him they represent the police or concoct some other reason for them to be asking such questions, then he might open up assuming appropriate communications rolls are successfully made.

He can explain that Edwards is an odd individual, but is well meaning and harmless. He certainly could not be responsible for a crime such as kidnapping. As for what he is working on now, Hansen knows little except that Edwards is attempting to prove the existence of supernatural forces or beings by continuing the experiments of a late physicist named Dr. Alvin Masters. Hansen can say little about Masters except that Edwards, although he never met the man, was greatly impressed by Dr. Masters' research and

thought that he was ahead of his time. Edwards moved to Hartford because that is where Masters lived and worked and died.

## Interviewing Arthur Gaines

Dr. Arthur Gaines was Edwards' academic advisor in the Physics Department of Miskatonic University. He can tell interviewers that Edwards was an above average student who was fascinated with the occult and supernatural forces. This obsession went so far that Edwards decided not to try to earn a Ph.D., but instead chose to leave after earning his Master's degree and do independent research. Edwards was apparently an admirer of Dr. Alvin Masters, a physicist who was condemned by colleagues in the field for having outlandish theories and ideas. Dr. Gaines obviously has a much lower opinion of the late Dr. Masters than the professors at the University of Connecticut at Hartford. If asked about Dr. Masters, Gaines can recall that he died in a lab explosion a few years ago.

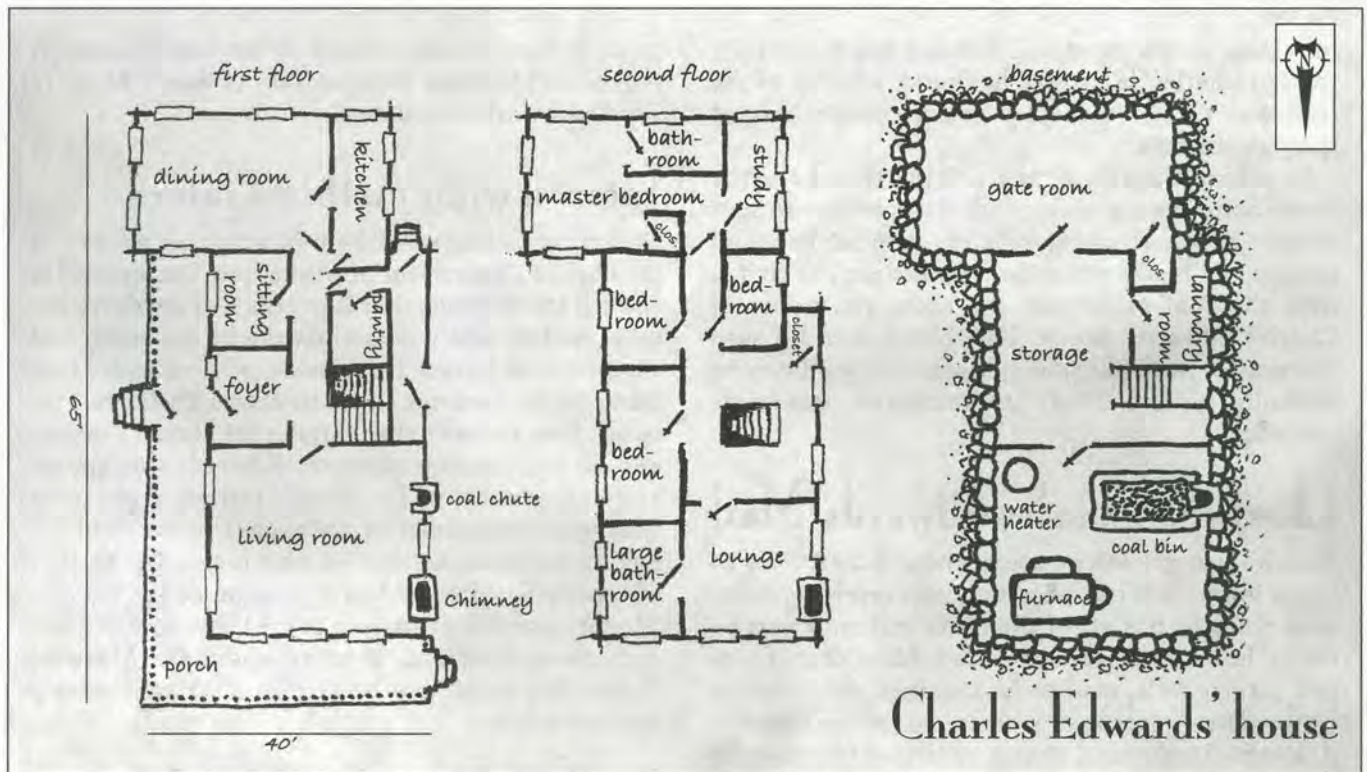
## Tracking Down Dr. Alvin Masters

Checking the Hartford Public Library for back issues of the local paper, the *Hartford Free Press*, will only turn up (with a successful Library Use roll) two items concerning Dr. Masters: his obituary and an article about his death during a lab explosion (see Player Aid #1). Dr. Masters did do some work at the University of Connecticut at Hartford and was often a guest lecturer there. Asking around the Physics Department about Dr. Masters will prove fruitful. Several professors can inform the investigators that Dr. Masters was a brilliant scientist, but that his strange theories about the application of magnetic fields to bind space were unfounded trash. It was this which prevented his academic career from moving forward and was why he conducted research on his own. Despite this, most of the professors will state that Dr. Masters had much to contribute to the field and did help write and edit a number of popular textbooks.

None of Dr. Masters' family resides in the Hartford area any longer and a check of City Hall records will, with a successful Library Use roll, reveal that an executor auctioned off all of his belongings at an estate sale late in 1918. The proceeds of this sale went to his son, Theodore, who was last known to be an Army officer stationed in the Philippines.

Dr. Masters' death was not as simple as the newspaper would make it sound. When he turned on his machine, he swiftly learned that he had inadvertently





Charles Edwards' house

opened a window to a place of which he had no knowledge. His intent had not been to open a gate to Yuggoth, but open one to a point inside a barn on a farm near Providence, Rhode Island. As Mi-Go began to pour through the gate, Masters intentionally overloaded his machine in an attempt to destroy the gate. Unfortunately, both he and the gate survived the explosion and the Mi-Go took his brain back through to Yuggoth. The gate is still there, but is buried in the ruins of the building (Theodore still holds the title to the now abandoned and overgrown property). Masters' charred remains were never autopsied, but if his body were to be exhumed, an examination would show that his brain has been surgically removed. Thorough investigators will check the ruins of the Masters' lab to make sure no gate is there. When they find it, it can be sealed with an Elder Sign.

## The Gate Machine

After the police search a week ago, Edwards began to assemble his gate machine. This is his final model which is capable of opening a gate to Yuggoth. His prior two models have blown out due to inferior parts and materials, the massive amount of energy required, and his incomplete understanding of Dr. Masters' design. He does understand that the machine somehow manipulates magnetic fields to produce a hole providing a route or "window" from point A to point B. The police saw the

unassembled and crated parts of the machine, but thought nothing of it.

Edwards intends to test the machine sometime in the next several days and then actually use it the day after the test. The Keeper should coordinate these two events with the progression of the investigation so that they will not occur too early or too late. The test is merely a check to ensure the power systems of the machine are working properly. This test will cause a brownout in the neighborhood and areas around it (and will thoroughly confuse the power company who cannot yet trace the source of the drain). The brownout will last only five minutes for the initial test. When the machine is actually set to full power the next night, it will cause a five minute blackout and then will overload and burn out. Despite this, the gate will have been successfully created.

The gate produced by the machine is truly a window. When first created in the basement wall, a low crackling sound can be heard by those witnessing the event. Anyone on the other side of the gate (*i.e.* Yuggoth) at the time of its creation will hear a loud crack or sharp report followed by a low, thunderous boom which can be heard for miles. This is accompanied by a bright flash of light and the appearance of a dense, white mist which dissipates over several rounds. The gate itself appears to be a six foot diameter hole within which is a clear, unbreakable, glass-like substance. Anyone on one side



## Charles Edwards' House

As has already been stated, Edwards' house is run down and sits on a weed choked lot. It is surrounded by a wooden picket fence with peeling paint and rotting boards. An examination of the exterior of the house and the grounds around it will show a number of things. While the yard itself contains nothing but weeds, it will provide a 10% bonus to Hide rolls attempted (though observers from the second floor of the house will negate this). There is a ten foot wide swath around the house that has been kept cut or beaten down. All doors are always locked and windows are shuttered and also locked. Even the steel hatch to the coal chute is locked with a heavy duty padlock (STR 10). It was this lock which Margrave managed to pick in order to drop Elizabeth Winfield's dress down to plant in Edwards' basement. Margrave's distinctive footprints can be found immediately around the coal chute, but elsewhere have been wiped out by the passage of delivery men and Edwards himself. They can also be found under a few of the eastern windows of the building as if he were trying to peer in through the cracks in the shutters. The footprints are distinctive due to a hole in the right shoe and would be admissible in court as evidence. The interior of the house is, for the most part, normal. It is neat and tidy and well kept, in contrast with the uncared-for exterior. Points of interest are the study (second floor), master bedroom (second floor), lounge (second floor), coal bin (basement), and gate room (basement).

The study contains several large bookcases crammed with books, a large wooden desk, a small wooden table with a typewriter, two wooden chairs with cushions, and a locked, antique, wooden chest. The books in the bookcases are mostly on physics, chemistry, mathematics, mythology, religion, and the occult. Copies of Sir James G. Frazer's *The Golden Bough* and Edward Derby's *Azathoth and Other Horrors* can be found in the occult section, but may be difficult to find unless one knows exactly what to look for. If read, *The Golden Bough* provides +5% to Occult skill (if a English roll succeeds) and causes 0/1D2 SAN loss. However, reading it is a trial since the edition here is the expanded twelve volume set published between 1911 and 1915. *Azathoth and Other Horrors* (1919) takes less time to peruse and the reader gains +4% Cthulhu Mythos should an English roll succeed. A SAN loss of 1/1D4 is inflicted. The desk holds various notes relevant to Edwards' research and experiments, but they are disorganized and require at least one full day to sort out. Since they are incomplete, a reader making an English roll will, at best, see that Charles is building a machine to help provide physical proof of supernatural forces. The bottom drawer of the desk is locked (STR 7) and contains the fragments of *The Journal of Alvin Masters* (two months to read, written in English, +1% Cthulhu Mythos, +1% Physics, -1/1D4 SAN if knowledge of Masters' true fate becomes known, x1 spell multiplier, one spell: Create Gate Machine). This massive, crudely bound, handwritten volume is missing several sections and many pages are charred or singed. The chest contains more notes plus some key spare parts to the gate machine. Edwards' diplomas from Miskatonic hang on one wall.

The master bedroom has the standard furnishings, but a locked steel strongbox can be found under some clothes in a wicker laundry hamper in the closet. It contains \$220.00 in cash and Charles Edwards' journal (two weeks to read, written in English, +2% Cthulhu Mythos, -1/1D2 SAN) which details his occult research from his university days to present. It is well organized, but extremely dry and boring. The strongbox also contains important papers such as the deed to the house, insurance papers, and stock certificates. In a nightstand drawer next to the bed is a loaded 9mm pistol with an extra loaded magazine and an open box of ammunition.

The lounge contains no clues, but a 20-gauge double barrel shotgun hangs above the fireplace. While it is not loaded, a box of ammunition and a shotgun cleaning kit can be found in a nearby drawer. This weapon may come in handy if Edwards is forced to defend himself against investigators or if investigators must defend themselves against a Mi-Go or two.

The coal bin looks normal, but anyone searching through the coal will find, with a successful Spot Hidden roll, Elizabeth Winfield's dress under a thin layer of coal near the east wall (under the mouth of the chute). The gate room is, of course, of greatest interest. Within is a laboratory dominated by a huge mechanical device (the gate machine) which is described in greater detail later. Destroying it before the gate is opened will thwart Edwards' plan only temporarily since he will merely build another one elsewhere. Destroying the notes does no good since he keeps up to date copies in a safe deposit box at a local bank. Only killing or incarcerating Charles Edwards can stop his plan unless someone can convince him of the danger of the forces with which he is meddling. Care should be taken to see that his notes do not fall into irresponsible hands. The storage room in the basement also contains parts for the machine, most of which are crated. Addresses stenciled on the crates show they come from all over the world, but an unusually large number come from Arkham, Massachusetts.







of the gate can easily see through to the other side. Travelling one way through the gate costs nine magic points and one point of SAN. The gate will alter any travellers so they can survive in their new environment for a time. To move through it requires one to only touch the "glass" and "will" him/herself through. For those lacking the required nine magic points, they merely bounce off the "glass" rather than go through and die on the other side as is the case with the standard gate described in the rules.

The machine itself is around eight feet in height and twelve feet in diameter and weighs approximately one ton. The main bulk of the device is covered with numerous dials, switches, and buttons and extending from it is a steel arm going to the wall. At the end of the arm is a six foot diameter steel hoop within which is a complex web of metal wires and cables. When the gate is created, the web glows brightly for a few moments and then disappears, becoming the glassy matter mentioned earlier.

## Consequences of an Open Gate

The Fungi From Yuggoth (Mi-Go) will quickly notice the gate's appearance and investigate since its creation is accompanied by a lot of noise and pyrotechnics. Anyone looking through the gate immediately after it appears will initially see only a white haze. Within a few rounds, the haze begins to clear and several indistinct forms can be seen moving within it and approaching. The round after this, two to four of them can be seen clearly as they arrive at the gate. SAN rolls are appropriate for those viewing the Mi-Go as they curiously examine their side of the window and what they can see through it. After two or three rounds of this, several will come through one by one and attempt to capture everyone in the house. They will use lethal force only against those who fight back competently or those who are escaping. Anyone captured will have their brains surgically removed, placed into metal storage tubes, and taken back through the gate to Yuggoth. A different fate awaits Charles Edwards who attempts to communicate with the strange visitors after they come through. At this point Edwards has gone insane. He did not believe anything could use the gate-window for transport due to safeguards built into the device. The Mi-Go will first secure him and then, after some deliberations among themselves, choose to let him live as a human representative and servant on Earth. They also want him to build a new machine for them to study

and use. Edwards, finally gone over the edge, is only too happy to comply.

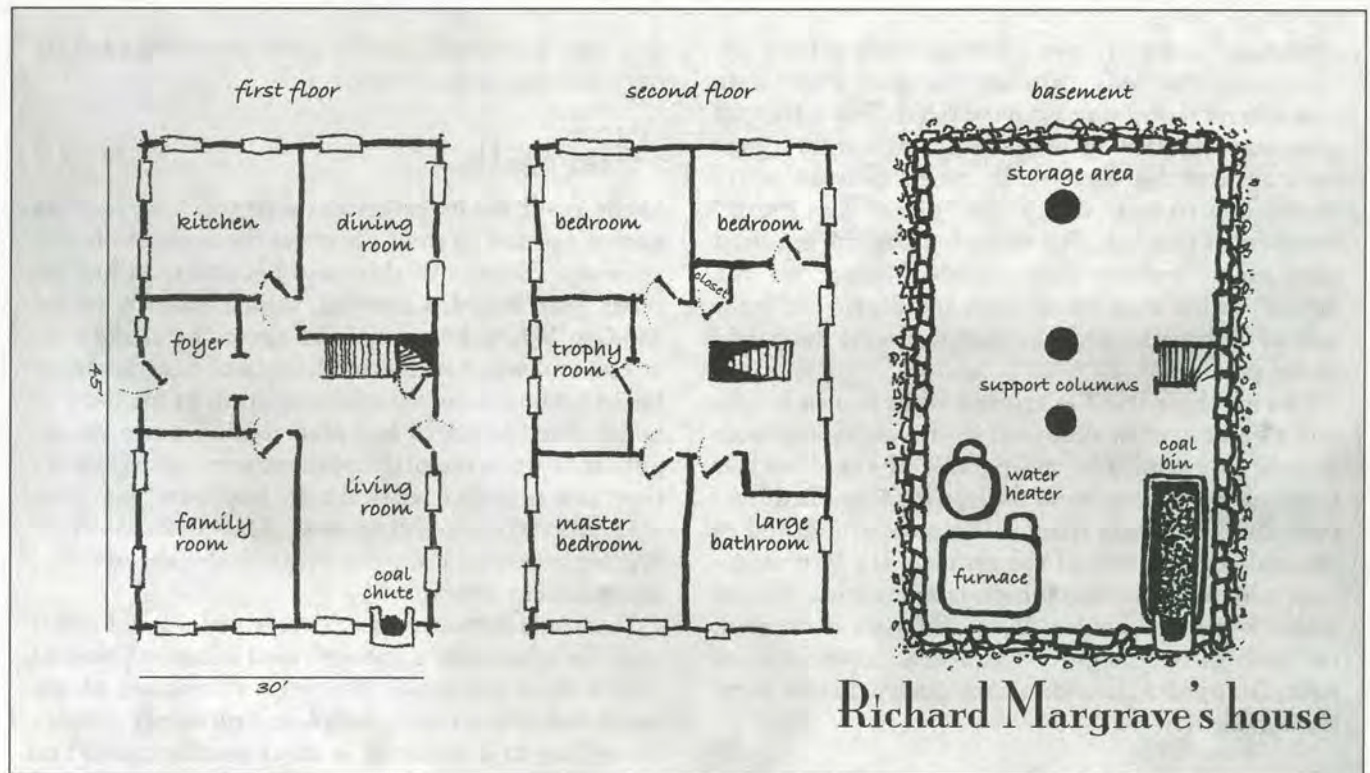
## Aftermath

In the event the investigators wait too long and the gate is opened in their absence, the scenario is not yet over. Charles in this case becomes, as has already been stated, a devoted, insane follower of the Mi-Go. While he works for them, he makes requests and when he learns the fate of Masters from his benefactors, he asks for the brain of his hero to be returned to Earth and placed in his care. He argues that since the original ideas were all Masters', they can together work on an improved machine with Masters providing new ideas and concepts. Within a week or so, the brain is delivered in its containment system.

The containment system consists of a large metal cylinder filled with a concentrated nutrient liquid in which rests the brain. Electrodes attached to the brain link it to visual, audio, and olfactory sensors as well as to a voder so it can communicate. The machine is literally plugged into the wall and operates off of standard electricity. It contains sufficient nutrients to allow the brain to live for seventy years and a battery within the system allows it to go without external power for up to thirty days.

The brain within the system is truly Masters', but he is not yet insane and not yet ready to submit to the Mi-Go. Rather, he is enraged that Charles is helping the aliens and is refusing to assist him with his project. Someone sneaking into Charles' house and listening at the door to the gate room may hear Charles and another person with an odd, mechanical voice arguing. If they choose to enter, Charles will be found in the lab full of strange tools, machines, and devices. If questioned at gunpoint, he will deny anyone is in the room and will insist he was talking to himself. Masters is likely to pipe up at this point and demand the investigators kill Charles and destroy the gate whereupon Charles will likely, if possible, turn off Masters' voder so he can no longer speak. Keepers should not forget that a Mi-Go or two may also be in the room when the investigators break in and are likely to be irritated at the intrusion. The gate will generally be covered with a tarpaulin. If the investigators gain custody of Alvin Masters, he will be helpful to them and may be of further use in future scenarios. If they choose to destroy his containment/life support system, they are making a grievous error. The containment system is durable, however, and can take twenty points of damage before shutting down. It also has two





points of armor.

If the investigators wait even longer before searching the basement, Charles will be provided an electrical wand about eighteen inches in length. This is used to torture the resisting Masters into giving him information he wants. Eventually Masters will begin to provide Edwards knowledge, but will sprinkle it in with bogus facts. This will serve to slow Charles' progress to a crawl. Charles' final weapon against his mentor is to shut down all his sensory systems thus causing him to gradually go insane. This is something not even Masters can resist and eventually Charles will get what he wants.

## But What About Elizabeth?

So far, the scenario has focused on how the investigators deal with the one obvious suspect, Charles Edwards. As they check out his background, personal connections, activities, and ultimately his machine, it becomes quite evident that Elizabeth is not in his custody. Assuming they don't just forget about her in the scramble to deal with Edwards, other possibilities must be addressed.

As the investigation progresses, things continue to occur in the neighborhood. Margrave discreetly agitates his neighbors and may, at the Keeper's discretion, provoke a group of them to become vigilantes. Since he is at the center of this, he may come to the attention of the investigators. The footprints are a more concrete clue,

but may not be successfully traced to his house. Investigators clutching for clues may decide to look into Margrave just because his house is the only one that is inaccessible due to the fence and dog. At this point they are probably trying to outguess the scenario and the Keeper may wish to introduce a few clues before this occurs. One option is to have Margrave attempt to smuggle Elizabeth out of the area late one night. Investigators staking out the Edwards' place who are fairly perceptive may see him walk to his car bearing a blanket-wrapped bundle (Elizabeth). After placing this in the back seat, Margrave drives off to a rural farmhouse he owns. If confronted, he will try to talk his way out, but if it looks as if his plan is foiled, a brutal gunfight is inevitable (yes, Margrave will be carrying one or two concealed handguns for just such an emergency). Only when faced with poor odds such as several police officers with revolvers drawn (or well armed and determined investigators) will he willingly surrender. Other options on how to draw the players' attentions to Margrave are left up to the creativity of the individual Keeper. However, an effort should be made to try to avoid allowing the investigators to rescue Elizabeth too soon for if they do, there is little reason to go after Edwards.

## Rewards and Penalties

1. Destroy the gate machine with knowledge of its general function: +1D8 SAN per investigator.



## Richard Margrave's House

This is a normal house, but it contains several points of interest: family room (first floor), trophy room (second floor), master bedroom (second floor), and basement closet (under the stairs).

The **family room** contains, among other things, a locked oak and glass rifle cabinet which is chock full of loaded hunting rifles and shotguns. A drawer in the base of the cabinet contains ammunition and cleaning supplies for the abovementioned firearms plus a loaded .45 revolver in a flapped holster.

The **trophy room** contains the reason why Margrave owns so much firepower. Numerous trophies from various hunts conducted in North America and Africa hang on the walls including examples of rare and endangered animals (a successful Biology or Zoology roll will reveal the latter fact). This should also clue investigators in to the possibility that Margrave is a skilled shooter.

The **master bedroom** is not unusual except for the contents of the nightstand drawer. In it can be found a loaded .45 semi-automatic pistol with an extra loaded magazine. Behind the pistol hidden among some papers is the silver pendant which belonged to Elizabeth Winfield. The initials "EWW" are on the pendant.

The **basement closet**, which is located under the basement stairs and is not locked, is of greatest interest. There, Elizabeth Winfield is securely bound and gagged, wearing only a thin, tattered blanket. She is hidden behind an empty crate at the west end of the closet. Unfortunately for her would-be rescuers, a "spring gun" has been set on the door. This consists of a 12-gauge, double barrel shotgun loaded with 00 buckshot which is wired to the door so that it will discharge when the door is opened. Anyone standing in the doorway or in line with it may be hit by the blast (80% chance). The trap is detectable, however. If the basement lights are on, then a successful Spot Hidden roll made by the individual opening the door will allow him/her to notice the wire attached to the knob and running through a small hole in the wood. If mere flashlights or lanterns are used, then this roll is at only 50% of the normal chance to make it. If the investigator is actively seeking a trap on the door, he/she has double the normal Spot Hidden chance to detect it (but a fumbled roll still indicates failure). To disarm it, the wire must be cut. If it is pulled, the shotgun will fire. In this case, the door provides five points of armor protection to anyone unfortunate enough to be in the way of the blast.

Finally, the house is occupied by Margrave's dog - a large, fierce, and vicious Doberman Pinscher named Fluffy. The dog is sometimes allowed to run loose in the fenced-in yard and will not hesitate to attack any intruder it detects. An attack will generally be preceded by a round or two of barking, growling, and snarling, but this is not always the case (a group Luck roll must be made for the dog to hesitate and only growl and bark rather than attacking immediately).

### Fluffy, large Doberman Pinscher

STR 14    DEX 15    CON 13    POW 7    SIZ 8    HP 11    DM +0

Attacks: Bite 60%, 1D8+dm damage

Move: 12

Skills: Dodge 60%, Hide 81%, Jump 52%, Listen 95%, Sneak 75%, Spot Hidden 80%, Track By Smell 70%

2. Convince Charles Edwards to permanently stop occult research and desist his current activities: +1D8 SAN per investigator.
3. Kill Charles Edwards so he is no longer a threat: +1D4 SAN (this is a negative loss if #2 above is accomplished) per investigator.
4. Gate opens, but is sealed with an Elder Sign: +1D8 SAN per investigator.
5. Rescue Elizabeth Winfield: +1D8 SAN and +\$500.00 per investigator.
6. Rescue Elizabeth Winfield after she has been physically abused: +1D3 SAN and +\$500.00 per investigator.
7. Realize that Elizabeth could have been saved, but wasn't: -1D10 SAN per investigator.
8. Apprehend or kill Richard Margrave: +1D6 SAN per investigator.
9. Rescue Dr. Masters from the clutches of the insane Charles Edwards and his alien pals: +1D4 SAN per investigator.
10. Gate opens and the investigators knowingly fail to close it: -2D10 SAN per investigator.\*

\* In this case the investigators may all be dead anyway, but if some survive and choose to give up and no one else succeeds in closing the gate, each must make an additional SAN roll once per week or lose a point of SAN. This continues until the gate is closed or the investigator's SAN reaches zero. Such individuals will have extreme feelings of guilt which eventually overwhelms them unless the problem is resolved. At the Keeper's option, some characters may be immune to this (especially those who are particularly amoral).



## NPCs

### James Burbridge, businessman and concerned citizen

Age: 46

STR	10	CON	11	SIZ	13
INT	13	POW	12	DEX	10
APP	12	EDU	13	SAN	57
HP	12				

Damage Modifier: +0

Skills: Accounting 51%, Bargain 40%, Credit Rating 46%, Croquet 60%, Drive Automobile 30%, Law 20%, Listen 32%, Persuade 35%, Psychology 26%, Spot Hidden 38%, Throw 30%

Languages: English 74%, French 35%, Latin 10%

#### Attacks:

Fist/Punch Attack 60%, 1D3+dm damage

Large Club Attack 40%, 1D8+dm damage (any convenient, large, club-like object)

Notes: Mr. Burbridge owns several businesses in the Hartford area which sell clothes and he is a successful businessman. A die-hard croquet enthusiast, Burbridge can use a croquet mallet (or similar large, club-like object) to great effect if forced to defend himself. He knows most of the local gossip and what he doesn't know his wife, Angela, does. His Yorkshire Terrier, Killer, is an excellent alarm for the house and barks when anyone approaches. Burbridge will not insult the investigators (who are, after all, friends of some sort) by paying them, but he will cover all of their expenses during this scenario.

### Charles Edwards, student of the occult and potential cultist

Age: 26

STR	12	CON	12	SIZ	14
INT	16	POW	16	DEX	13
APP	11	EDU	17	SAN	20
HP	13				

Damage Modifier: +1D4

Skills: Accounting 23%, Anthropology 15%, Astronomy 24%, Biology 10%, Chemistry 54%, Credit Rating 51%, Cthulhu Mythos 30%, Drive Automobile 31%, Electrical Repair 45%, History 43%, Library Use 78%, Listen 50%, Mathematics 49%, Mechanical Repair 55%, Occult 89%, Photography 67%, Physics 61%, Play Pipes 65%, Psychology 30%, Spot Hidden 64%

Languages: English 90%, French 83%, Greek 80%, Latin 82%

#### Attacks:

Handgun Attack 40%, damage dependent on weapon used

Electrical Wand Attack 40%, special effects

Spells: Bind Nightgaunt, Create Gate Machine, Dampen Light, Enchant Pipes, Voorish Sign

Special: The wand Charles can eventually obtain from the Mi-Go is similar to the Electrical Stunner the Mi-Go gallivant around with. Both devices are described later in the scenario. Note that Charles does not possess this wand unless the investigators permit the creation of the gate and Masters' brain has already been brought through.

Notes: Edwards is a fanatical occultist and perhaps soon-to-be cultist. His intentions are well meant, but he has allowed his fascination with the occult to overcome his sense of caution. If he could be graphically shown what he is truly dealing with, he might change his ways and abandon occult research (provided the demonstration didn't drive him insane). Edwards knows nothing about the kidnapping of Elizabeth Winfield and has not let it concern him. While he is reclusive, he will have no problem explaining what he is doing to anyone confronting him about his activities. He will resist any idea of not continuing, however. If his equipment and facilities are destroyed, he will just restart his project elsewhere. Edwards is independently wealthy and has plenty of money for his research. This money comes from investments and family wealth.

### Richard Margrave, businessman and kidnapper

Age: 40

STR	14	CON	14	SIZ	15
INT	11	POW	11	DEX	13
APP	10	EDU	14	SAN	22
HP	15				

Damage Modifier: +1D4

Skills: Accounting 45%, Bargain 43%, Credit Rating 59%, Drive Automobile 40%, Fast Talk 58%, Hide 55%, History 32%, Jump 40%, Law 15%, Listen 41%, Persuade 49%, Sneak 60%, Spot Hidden 60%, Throw 43%, Track 42%, Zoology 27%

Languages: English 75%, French 40%

#### Attacks:

Knife Attack 48%, 1D4+2+dm damage (hunting knife)

Fist/Punch Attack 69%, 1D3+dm damage

Handgun Attack 25%, damage varies dependent on weapon used

Rifle/Shotgun Attack 53%, damage varies dependent on weapon used

Notes: Margrave is a successful Hartford businessman like Burbridge. He is a man with twisted morals, however. A hunting enthusiast, he kills only for sport and has often been brutal and vicious with guides and bearers on his African safaris. Margrave has now sunk to the very pits of depravity by kidnapping



Elizabeth Winfield. She will become his slave if no one intervenes. Margrave is attempting to frame Charles Edwards for the crime and it would not be beneath him to lead a group of vigilantes against his house. The specific plans he has for Elizabeth are up to the Keeper, but they are probably irrelevant to the investigators in the short term.

#### Elizabeth Ward Winfield, kidnapped girl

Age: 8

STR	4	CON	6	SIZ	7
INT	13	POW	12	DEX	8
APP	15	EDU	5	SAN	50
HP	7				

Damage Modifier: -1D6

Skills: Hide 42%, Listen 33%, Spot Hidden 37%

Languages: English 61%

Attacks: None above base.

Notes: Elizabeth is a frightened, confused little girl who has not yet been physically harmed, though how long this remains true is anybody's guess. The kidnapping is gradually eroding her SAN and it is vital for her to be rescued as soon as possible.

#### Dr. Alvin Masters, physicist and disembodied brain

Age: 61

STR	N/A	CON	N/A	SIZ	1
INT	18	POW	6	DEX	N/A
APP	N/A	EDU	21	SAN	29
HP	1				

Damage Modifier: N/A

Skills: Astronomy 30%, Chemistry 80%, Cthulhu Mythos 11%, Electrical Repair 55%, Listen 56%, Mathematics 88%, Occult 21%, Persuade 48%, Physics 82%, Psychology 35%, Spot Hidden 69%

Languages: English 100%, German 25%, Latin 45%

Attacks: Absolutely none.

Notes: Dr. Masters is a brilliant scientist who has now been reduced to being a disembodied brain in a large metal cylinder. The contraption he is in has already been described and it is this which he relies on for life. If the investigators encounter Dr. Masters, he can be a useful ally assuming they don't just choose to blow him away because they fear the unknown and strange.

#### The Mi-Go Invaders

Below are four examples of Mi-Go which will come through the gate if it opens. These four are by far the least dangerous Mi-Go which can be encountered since they bear no technological weapons.

##### Mi-Go #1:

STR	13	DEX	15	INT	13
-----	----	-----	----	-----	----

CON	12	POW	14	SIZ	13
LCK	70			HP	13

MOV 7/9 flying

Damage Modifier: +1D4

SAN loss: 0/1D6

Attacks:

Nippers 40%, 1D6+dm damage plus grapple

##### Mi-Go #2:

STR	10	DEX	14	INT	12
-----	----	-----	----	-----	----

CON	10	POW	11	SIZ	11
-----	----	-----	----	-----	----

LCK	55			HP	11
-----	----	--	--	----	----

MOV 7/9 flying

Damage Modifier: +0

SAN loss: 0/1D6

Attacks:

Nippers 30%, 1D6+dm damage plus grapple

##### Mi-Go #3:

STR	14	DEX	17	INT	14
-----	----	-----	----	-----	----

CON	14	POW	13	SIZ	15
-----	----	-----	----	-----	----

LCK	65			HP	15
-----	----	--	--	----	----

MOV 7/9 flying

Damage Modifier: +1D4

SAN loss: 0/1D6

Attacks:

Nippers 55%, 1D6+dm damage plus grapple

##### Mi-go #4:

STR	12	DEX	19	INT	11
-----	----	-----	----	-----	----

CON	10	POW	11	SIZ	13
-----	----	-----	----	-----	----

LCK	55			HP	12
-----	----	--	--	----	----

MOV 7/9 flying

Damage Modifier: +1D4

SAN loss: 0/1D6

Attacks:

Nippers 65%, 1D6+dm damage plus grapple

All Mi-Go take minimum damage from impaling weapons, but shots which impale still do double minimum damage. While the above Mi-Go are typical, as more come through there is a chance that they will have spells or powerful weapons. Each Mi-Go after the first four has a chance equal to its INTx2 of knowing 1D3 random spells. In addition, after eight have come through, there is a 15% chance per alien that that individual has a weapon. What follows are a few examples.

**Lightning Gun** (Base 30% skill) This looks like a bronze tuning fork about the size of a rifle or shotgun. It has a two hundred yard range (ineffective beyond that) and does 5D6 damage at ten yards, 3D6 damage at fifty yards, 2D6 damage at one hundred yards, and 1D6 damage at two hundred yards. It has fifteen charges and



uses one charge per shot. Only the Mi-Go have the ability to recharge them and any human who captures one will find it to be very difficult to figure out. Anyone who examines one for ten minutes and successfully makes an INTx1 roll can learn how to shoot it.

**Electrical Stunner** (Base 25% skill) This looks like a short metal pole (perhaps three to four feet in length depending on the specific model) with a one foot diameter metal cage on one end. The cage is the business end of the device and when it strikes a victim, it does 1D6+1

damage and stuns him or her if a CON resistance roll versus a twenty point active characteristic is failed. If this roll is fumbled, the victim goes into heart failure and dies unless an immediate (within a few rounds) First Aid roll is successful (whereupon he/she takes another 1D4 damage and is unconscious for 2D10 minutes). The stunning effect lasts one minute for each hit point of damage inflicted. Trying to figure out how to operate this device is the same as trying to figure out the lightning gun. This weapon has twenty charges and uses one

## Books

A total of four Mythos-related tomes can be found in this scenario, all in Charles Edwards' house. *The Golden Bough* and *Azathoth and Other Horrors* have been detailed earlier and can also be found in the CoC rulebook. The other two are journals which require more explanation since they contain information relevant to the investigation.

### The Journal of Alvin Masters

This massive, crudely-bound, hand-written volume is missing a number of sections and has obviously been in a fire, since many pages are charred or singed. This book has been Edwards' primary source of information in his current project. Unfortunately, the plans for the gate machine which are included in this book are incomplete. As a result, Edwards' prior two machines have failed, causing two blackouts in the neighborhood in the past several months. The safeguards to prevent unwanted travel through the gate that have been built into the machine do not work in Edwards' version and when his machine is turned to full power, it will burn out after the gate has been created. In Masters' version, it could be used repeatedly due to sufficient power and superior materials and design. This book is written in English and takes two months to read. Readers gain +1% Cthulhu Mythos and +1% Physics, lose 1D4 SAN, and may learn the "spell" Create Gate Machine (x1 spell multiplier). It is obvious from the contents of this journal that Dr. Masters was not some sort of cultist, but was a scientist who was trying to apply revolutionary theories to the nature of matter. He was apparently aware that supernatural forces could be manipulated and that the machine could, in theory, create windows not just to other places, but to other dimensions and planes as well.

### The Journal of Charles Edwards

This well organized, hand written journal contains the details of Edwards' research into the occult from his university days to the present. The bulk of the beginning half of the journal contains unrelated research and notations, but does reveal that Edwards did have access somehow to Miskatonic's copy of the *Necronomicon*. The most recent section of the journal details his acquiring of Dr. Masters' journal at the estate sale and his subsequent construction of a total of three models of his gate machine. The journal takes two weeks to read and is in English. Unfortunately it is very dry and boring, but readers gain +2% Cthulhu Mythos and lose 1D2 SAN. Full plans to Edwards' gate machine can be found in the book, thus giving it the "spell" Create Gate Machine (x1 spell multiplier).

**Create Gate Machine:** This "spell" is actually the plans to the gate machine and these must be referred to in order to build one. Assuming the parts can be made and brought together (at great expense and at the cost of much time) the machine can be built, but requires the creator(s) to have at least 30% in Chemistry, 40% in Mathematics, and 60% in Physics. When the machine is turned on, everyone within ten feet has five magic points drained and the one who pulled the switch also loses one point of POW. Setting the destination involves the uses of an extremely complex formula and one machine must be constructed per gate to be created. Note that this "spell" cannot be memorized, but a roll involving the spell multiplier is necessary initially just to get even the slightest comprehension of how the machine works and what it does.



charge per attack.

**Electrical Wand** (Base 40% skill) This eighteen inch long metal wand has three settings and twenty charges. On setting number one, it does one point of electrical damage to the victim and uses one charge. This is an excellent method of torture and is the setting used on Masters. Because the containment system helps insulate its contents, the brain, which effectively has only one hit point, is not killed or permanently damaged. Setting number two uses two

charges and does 1D3 hit points of damage. This setting would kill Masters and Charles is aware of this. The third setting, which uses three charges, does 1D6 damage and stuns like the Electrical Stunner described above. This is not a distance weapon; the victim must be struck with it for it to work. Very few Mi-Go will possess this item, but Charles may eventually receive one. Trying to determine how to operate this item is the same as for figuring out the previous two items.

## Player Aids

Player Aid #1 is an article concerning the death of Dr. Alvin Masters which may be provided to investigators succeeding in research concerning him. Player Aid #2 is an article about the disappearance of Elizabeth Winfield which the investigators can obtain only if they bother to look up the articles written about the crime.

### SCIENTIST DIES IN EXPLOSION

Last night, an explosion at the residence of Dr. Alvin Masters, 501 N. Trezvant, shook western Hartford and left a large shed on the lot a smouldering ruin. Hartford police responded to the blast after receiving telephone calls from nearby residents who reported the incident. A search of the ruins uncovered the late Dr. Masters who apparently perished while conducting an experiment in his makeshift backyard laboratory. Most of the contents of the structure were damaged or destroyed and police are still investigating the cause of the explosion though a generator malfunction is suspected.

Dr. Alvin Masters was a noted physicist who had a reputation among his colleagues as being a brilliant, but unorthodox scientist. His most noted work is "Magnetic Fields and Their Applications" and he also contributed to the compilation of several commonly used college physics textbooks. Dr. Masters is survived by a son, Theodore, who is an Army officer currently stationed in the Philippines.

—The Hartford *Free Press*, June 10, 1918

#### Player Aid #1

### STRATFORD LANE CHILD MISSING

Late last evening, police responded to a call made by the parents of Elizabeth Ward Winfield, who stated that their daughter had disappeared from their backyard and that they feared that she had been kidnapped. A search of the area around Stratford Lane conducted by police with the help of concerned neighbors turned up nothing. Elizabeth Winfield, age 8, was last seen by her parents, Justin and Catherine Winfield, playing in the backyard of their home. Police theorize that Elizabeth either somehow got down into the sewer system or that she was kidnapped. A search of the sewers is planned for today and police are still hopeful that young Elizabeth will be found unharmed.

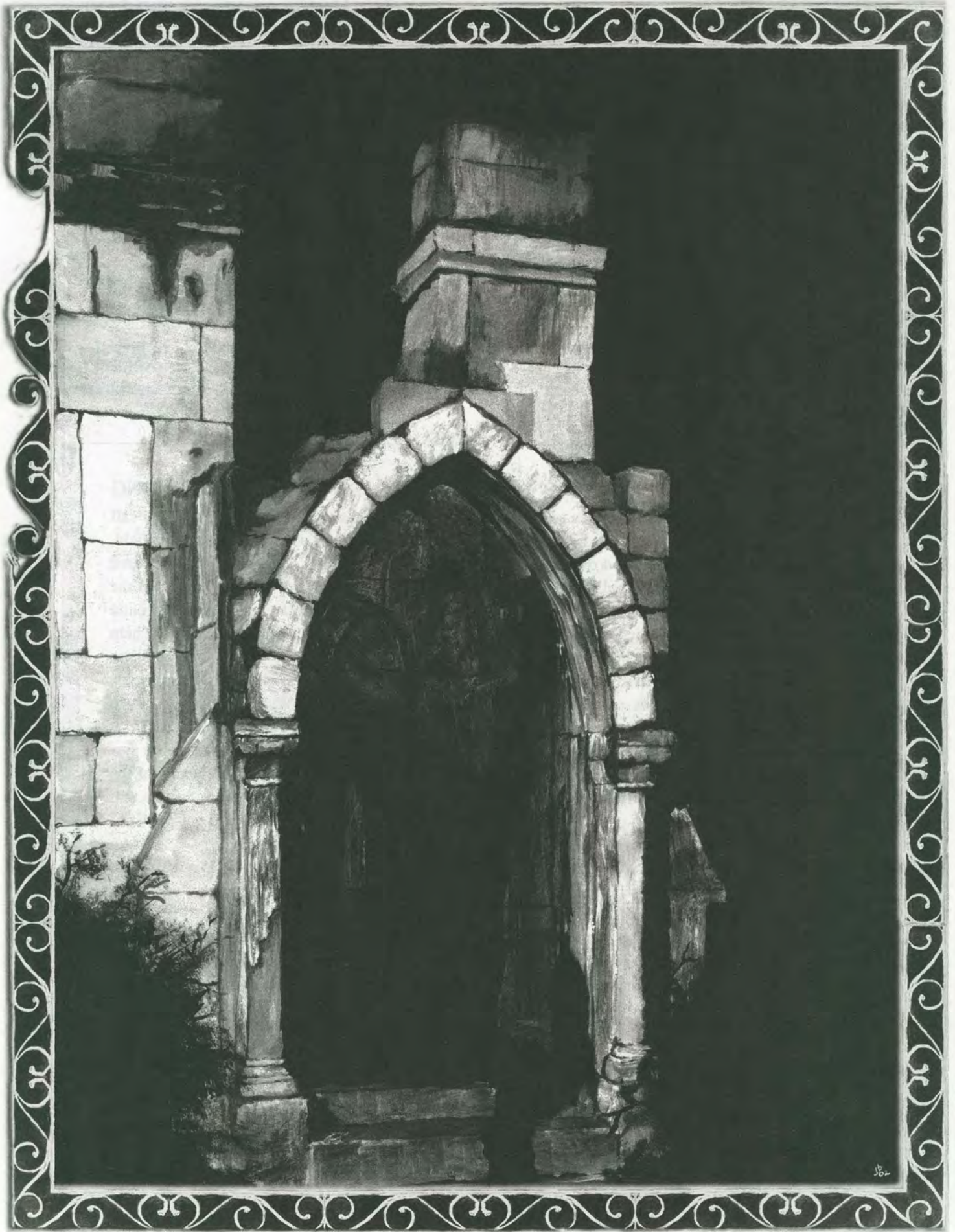
Police ask that anyone seeing Elizabeth Winfield should contact them immediately. She is eight years old, 4'6" in height, 60 to 65 pounds in weight, thin, and has brown hair and blue eyes. She was last seen wearing a pale blue dress, black leather shoes, and a silver pendant with the initials "EWW" etched onto it. She will answer to the name "Beth."

—The Hartford *Free Press*, April 28, 192\_

#### Player Aid #2

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# The Beast in the Abbey

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# The Beast in the Abbey

by KEVIN A. ROSS  
Illustrated by HEATHER HUDSON

**T**he Beast In The Abbey” is an adventure taking place on the northeastern coast of England. Though the initial “hook” that draws the investigators into the action (the wounded priest) should be kept constant, there are a number of ways in which this scenario can be integrated into the individual Keeper’s campaign. It can be used as another red herring adventure for the London section of *Masks of Nyarlathotep*, or as a follow-up to the Scotland adventures “The Coven of Cannich” and “Mystery of Loch Feinn” (from *Cthulhu Classics* and the 3rd and 4th edition *Call of Cthulhu Rulebook*). It also works well in conjunction with the following scenario, “The Lambton Worm.”

Although both this and “The Lambton Worm” are nominally set in the 1920s, they would work quite well if set in the Gaslight era, with only a few dates to modify. The mood and atmosphere of Gaslight would, in fact, serve both scenarios well.

## Investigator Information

One of the more prominent investigators receives a large envelope in the mail, postmarked Lynwold, Northumberland, England. Ideally the recipient would be a clergyman, but any Investigator with a history of occult investigation will suffice. Included in the package are three newspaper clippings, a grainy photograph, and a letter. Each of these is described below.

**The Photograph.** The grainy 8" x 10" black and white photo (apparently shot with the camera off-balance) depicts a man in his 30s or 40s. The man is obviously in terror, and a close examination reveals that he is partially wrapped by a very dim, gray cloudy shape. With a successful Spot Hidden roll an investigator will realize that the light gray cloud/shadow is very large—perhaps twice the size of the man in the photo. Viewing the picture of the man and his shadowy attacker costs 0/1D2 SAN.

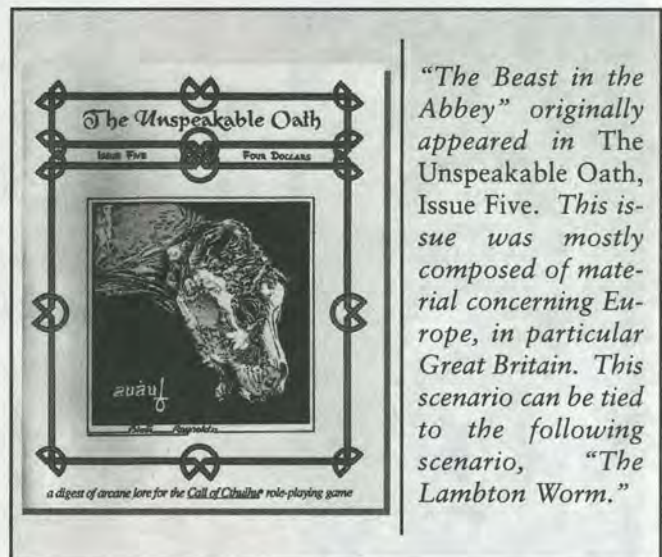
**The Clippings.** Article #1, dated 21 days prior to the date it is received, tells of the discovery of the mangled body of famed architect Geoffery Clay. Clay’s body was found on the moors near Lynwold. No trace was found of Clay’s partner, developer Frederick Parsons, and this man is being sought for questioning in the matter. Clay and Parsons were surveying local ruins for Parsons’ proposed hotel project.

Article #2 is dated 15 days ago. It details the finding of another mangled body on the Lynwold moor, this time a local farmer named Davey Garrett. Garrett’s crushed corpse was found a little over two miles from where Geoffery Clay’s body was found, but it is unknown whether the deaths are related. No cause of death has been determined in either case, and authorities are still seeking Frederick Parsons for questioning.

The last article is dated 11 days before the investigator receives it. This one describes an attack upon local priest Richard Tomlyn (whose name the investigator will recognize—from the return address of the package!) and former Lynwold constable Peter Grantham. Father Tomlyn survived the attack, which current constable Ian Brownlee attributes to a large dog. Brownlee now believes that the previous deaths were also caused by a large dog or similar large animal. Grantham’s body has not been found, and Father Tomlyn is still recovering from his injuries.

**The Letter.** The letter is dated eight days ago. It is slightly hard to read, as if written by an unsteady hand.

With a little library research the investigator(s) will find that Lynwold (pop. 1500) is a small village on the northeastern coast of England, about fifteen miles north of Newcastle-upon-Tyne. Any further information will have to be gathered in Lynwold.





Dear Sir,

Enclosed you will find several pieces of information which I hope will be of interest to you. Considering your past experiences with the supernatural world, I'm sure you will see that something is amiss here. I can assure you from my own personal involvement in this matter that it is most certainly not a hoax. I only wish it were a ruse of some sort, for I fear that not even the strength of a man of God is capable of besting whatever it is that haunts the moors of Lynwold.

But I'm getting ahead of myself. As you can see from the news-articles, the trouble started with the two architects about three weeks ago. The unfortunate Mr. Clay's remains were found in the ruined abbey on the seacoast near here. Most of his bones were broken, and his body was unnaturally cold and stiff. His camera equipment was found in the ruins as well, and I persevered upon Constable Brownlee to develop the exposures. Most were unspectacular; the exception I have included here, and I believe it shows whatever killed Messrs. Clay and Parsons (though the latter's body still hasn't been recovered). Brownlee didn't release any details, and my guess is he has no idea what he's up against. Davey Garrett's body was found a week after Clay's, and that's when I came in.

A little of my own background is perhaps in order here. I am a Catholic priest based here in Lynwold. Over the years I have been called upon to investigate certain cases of supernatural significance in this area. With the help of the Lord and my good friend Peter Grantham I have twice successfully combatted the powers of darkness.

As I said, Peter Grantham and I had been through a lot together in the last forty-odd years. He used to be the constable here, but he retired about five years ago. But I'm digressing again. It suffices to say that Peter and I were the best of friends, and I feel responsible for what has happened to him. Pete and I were exploring the ruined abbey where Clay's body was found when we were attacked. Between the fog and the mist and the darkness I couldn't see whatever it was that attacked us. I did feel its tendrils crushing me in its grasp, and I remember hearing Peter's shotgun go off several times. I called upon the Lord to give me strength and bid this spirit begone, but my prayers went unheeded. Still it kept crushing me and then I suddenly felt cold, as if the thing were sucking away my very soul. And through it all the thing kept making this awful whistling noise. Finally it released its grip on me, and I managed to crawl away. They found me on the moor later that day. Most of my ribs were (are) broken, as well as my left arm and a handful of other bones. And my body was almost as cold as Clay's and Garrett's - an affliction from which I still suffer. I fear that when this is all over I shall have to move to a warmer climate, for at present I cannot bear even the slightest drop in temperature.

Such is the predicament that has befallen Lynwold. There is some madness afoot here which seems to mock even the powers of the Almighty God. I pray that you can help us in some way.

Yours truly,

Father Richard Tomlyn

#### Player Aid 1, Father Tomlyn's letter

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## Keeper Information

The normally peaceful nature of the coastal village of Lynwold has been disrupted by the appearance of an ancient, nearly-forgotten menace—a mysterious and terrible entity known as “the Follower of mad Cthulhu.” The being's actual identity is that of a powerful high priest of Cthulhu several thousand years old. The Follower lost all its human characteristics long ago, however, mutating and eventually becoming much like the alien monstrosity it worshipped—both mentally and physically.

The Follower has terrorized the Lynwold area once

before, more than 1500 years ago. A monk named Clithanus stumbled upon the sea caves where nameless forces had imprisoned the Follower many centuries earlier and inadvertently released the horror from its Elder-Signed prison. Fortunately for the meddling Clithanus, St. Augustus of Hippo was on hand to force the alien monstrosity back into its sarcophagus within the sea caves. Augustine sent the errant (and somewhat deranged) monk back to Rome, where Clithanus wrote of his experiences in the volume which would come to be known as the *Confessions of the Mad Monk Clithanus*. Back in England, Augustine ordered the construction of a priory (or small abbey) over the open-



## British Currency

Once the investigators arrive in Southampton they can no longer pay in dollars. British currency in the 1920s was divided into Pounds (£), shillings (s) and pence (d). There are 12d to a shilling and 20s to a pound. At the start of 1920 the exchange rate was \$4 to £1.

The common presentation of a price was as follows: £/s/d. Five pounds two shillings and six pence would be shown as £5 2/6. Three shillings and six pence would be 3/6 and five shillings would be 5s.

ing into the sea caves where the Follower lay imprisoned once again. Only Augustine and the unstable exiled monk Clithanus knew of the abbey's hidden purpose—to make sure no one would disturb the monster's rest in the future.

In 1536, during the Dissolution of the Monasteries, the abbey was sold by the crown to Sir John Grant. In 1642 Grant's son began construction of Grant Hall, using stone taken from the priory. The land remained in the Grant family until sold to the Parsons family in 1851. Today only a few walls, arches, and fallen stones remain where the priory once stood.

Enter Frederick Parsons, a developer heir to the land. With Geoffery Clay, his architect, Parsons was planning the construction of a hotel on the priory grounds to

take advantage of the magnificent views, coastal air, and the small beach at the bottom of the cliff. Their research was cut short, however, when Parsons found his way into the sea caves. After snapping a few photos of the Follower's sarcophagus, Parsons removed the Elder Sign seal which Augustine had used to imprison the monster. The Follower roared out and hungrily killed Parsons, then went into the ruins above for Clay. Parsons' body and camera still remain in the cave near the Follower's sarcophagus. Clay also fell victim to the ravenous horror, his death captured shakily on film when his camera was jarred during the attack. When found, Clay's corpse was horrible crushed and cold as ice from the tentacled, vampiric Follower's attack.

After the body of the Follower's third victim (farmer Davey Garrett) was found, Father Tomlyn and his colleague Peter Grantham stepped in to investigate the killings. Tomlyn and Grantham were attacked as they explored the abbey, and Tomlyn was lucky to get out alive. The priest suffered several broken bones and is still "chilled" due to the Follower's POW-draining ability. Grantham wasn't so lucky, and his body has been discarded in the sea caves under the priory.

When Father Tomlyn recovered from his ordeal he summoned the investigators, using several newspaper articles and the photograph of Clay obtained through former-constable Peter Grantham's contacts.

Unfortunately, by the time the investigators arrive





several more killings will have occurred. A sheep-farmer from near Lynwold was victimized 12 days before the investigators arrive in Lynwold. Ian Brownlee, Lynwold's current constable, under pressure from the villagers to stop the killing, finally took action the same day the farmer's body was found (11 days ago). Adhering to his story that some sort of large animal is responsible for the murders, Brownlee went to the farm of the most recent victim—sheep-farmer Eric Downes. There he killed Downes' defenseless dog, a large sheepdog named "Smokey." Brownlee then blamed the dog for the murders, and announced his solution to the problem. Five days later (*i.e.* six days ago) the cruel constable met the true menace of Lynwold—the Follower of mad Cthulhu. Brownlee proved no match for the Follower, and his body will be discovered four days before the investigators arrive in the village.

By a bizarre coincidence, Lynwold is haunted by a second supernatural creature. Eric Downes' hapless dog Smokey, slain by the late constable Ian Brownlee to cover for his own failings, has returned from the dead as a ghostly "black dog" spirit. The Black Dog appears as a shaggy canine figure the size of a calf, with huge blazing red eyes. The ghostly apparition returned to avenge its death by "hounding" Ian Brownlee to his doom, but with Brownlee dead it is unable to find him. The villagers now believe all the attacks were caused by the Black Dog, which they have nicknamed "Padfoot." The name comes from the ghost's tendency to follow unwary travellers, whose first warning of the creature's presence is its footsteps on the road behind them. The ghost is basically harmless, since the target of its malice is already dead, but local folklore has it that to feel a Black Dog's breath is to die soon thereafter. This belief is unfounded (unless Keepers wish otherwise), but the presence of two strange entities in Lynwold should cause the investigators a great deal of confusion. The investigators may actually have some help getting rid of Padfoot; by bringing in Father Tomlyn for assistance in its exorcism, the investigators could help shore up the priest's flagging faith (see the section on Padfoot for more details).

## Britain and Lynwold

Investigators will be able to take a ship to Southampton for about \$250 apiece (second class—for first class accommodations triple this sum). From Southampton the party will have to travel by train to the town of Morpeth, costing each of them £2. From Morpeth the investigators will have to hire a car or cart, or walk the remaining six miles to Lynwold. Alternately, travelling to Lynwold by bus would cost 2d.

The entire trip should take about 10 to 12 days, and

## A Summary of Lynwold's Recent History

*(Note: The scenario was originally written considering American investigators' travel time. This timeline should be altered if employing British or other European characters.)*

36 days ago	Geoffery Clay and Frederick Parsons killed by the Follower.
33 days ago	Clay's body is found near the priory ruins.
27 days ago	Farmer Davey Garrett is killed by the Follower.
26 days ago	Garrett's body is found two miles from where Clay's body was found.
22 days ago	Father Tomlyn and ex-constable Peter Grantham encounter the Follower. Grantham is killed and Tomlyn seriously wounded. Tomlyn escaped, but Grantham's body was not recovered.
19 days ago	Father Tomlyn, having sufficiently recovered and gathered evidence of the haunting of Lynwold, sends for the investigators.
12 days ago	Sheep-farmer Eric Downes becomes the fifth fatality.
11 days ago	Downes' body is found. Constable Brownlee kills Downes' innocent dog Smokey, blaming it for the deaths. Also, the investigators receive the parcel from Father Tomlyn.
6 days ago	Constable Brownlee's body is found in the area near Clay's and Garrett's.
today	The investigators arrive in Lynwold.

in any case the investigators should arrive in Lynwold four days after Constable Ian Brownlee's body has been found.

Keepers should keep in mind the fact that most firearms were illegal in Great Britain. Handguns and (God forbid) submachine guns will be confiscated in Southampton unless the owner can make a Luck roll. No charges will be filed in the case of a handgun; the owner can pick it up when he leaves the country. Submachine gun owners whose weapons are discovered will immediately find themselves in a lot of trouble with the law. Long arms such as rifles and shotguns are permitted (for hunting purposes, of course) and they can be purchased practically anywhere in Britain.



## Two Quick Pick-Me-Ups

- Webley Greener 12 Gauge Single Shot Hammerless Shotgun, £12. 100 cartridges 15s.
- .455 Webley Revolver, £2 6s. 100 bullets 5s. Available “over the counter” but likely to be more difficult to obtain.

Lynwold’s climate is as mild as the rest of Britain’s. Temperatures range from lows in the 30s in the winter to highs in the 60s in summer. The proximity to the ocean brings a great deal of precipitation to Lynwold—there is a 50 to 60% chance of precipitation on any given day in Lynwold. This precipitation usually takes the form of misty drizzle. There is also the ubiquitous British fog for the Keeper to use to his or her advantage.

The dreary climate of the area is an excellent way to add rich atmosphere to this scenario. Imagine the fear in the players’ hearts as their characters explore the priory ruins in a thick fog and drizzly mist. Even a leisurely walk back to The Paid Piper pub could turn into a nightmare if a huge shadow in the fog suddenly coalesced into the blazing-eyed form of Padfoot or the weirdly-glowing body of the Follower...

As stated before, Lynwold is a small village of about 1500 people. Most of its residents make their living on outlying farms, though there are also a good number of shopkeepers and fishermen. Most of the villagers believe the ghostly black dog Padfoot is responsible for the recent killings.

The investigators will be able to get rooms at The Paid Piper for 5s a night. Meals are not included in this price, but can be obtained at the pub for 2/6 each.

## Father Richard Tomlyn

The investigators will undoubtedly want to talk with the man who sent for them, and the return address on the priest’s letter was for the Lynwold Catholic Church. Any of the villagers can give directions to the church, though each will inform the investigators that the Reverend has been quite ill of late. Nevertheless, the investigators will be directed to a very small church of fairly recent construction on the western edge of the village.

After a few minutes of knocking at the locked doors of the church an old woman allows the investigators inside, provided they tell her they were sent for by Father Tomlyn. The woman will take them into the priest’s bedchamber, which is uncomfortably warm. A fire burns in the fireplace and the man in

the bed is heaped with covers and a shawl. He is apparently very old—60 or older—but he has aged gracefully. This is, of course, Father Tomlyn.

The priest welcomes the investigators warmly, and almost immediately begins filling them in on the events which occurred after he notified them. He tells them of the death of farmer Eric Downes and his dog, and the subsequent death of Constable Brownlee. The condition of the bodies is the same as the others—crushed and icy cold. He points out that despite the constable’s theory there has been at least one murder since the death of the dog supposedly responsible for the killings. Tomlyn is sorry that Constable Brownlee had to die, but he adds that the man’s own negligence might have contributed to the many deaths in Lynwold. He will also describe in detail the attack on himself and Peter Grantham—the crushing tentacles and the horrible feeling of having the warmth sucked from his body. With a successful Psychology roll the investigators will realize that Father Tomlyn is very depressed, perhaps even to the point of losing faith in himself and his religion.

If asked about his past experiences with the supernatural, Father Tomlyn tells them of his battles with a pair of vampires and a ghost. The first two creatures terrorized the Lynwold area about thirty years ago, but Tomlyn and Grantham defeated them—by driving a stake through one’s heart and chasing the other into the rays of the sun. After beheading and burning the first one, nothing remained of either. The ghost-hunt took place about seven years ago at an old farmhouse south of town, and it involved what Father Tomlyn calls “a psychic combat” between himself and the ghost. The priest emerged victorious, as the farmhouse’s subsequent tenants would attest.

Father Tomlyn gives the investigators directions to the priory ruins, northeast of town within a few hundred yards of the ocean. He cautions them to be careful, reminding them that Peter Grantham shot “the thing” at point blank range with his shotgun to no discernible effect.

If asked of the abbey’s history, Father Tomlyn states that it was built in the late 300s or early 400s. The priest knows of St. Augustine’s visit to the area about this same time, but he will not mention it as he doesn’t realize the connection between the abbey’s construction and what lies beneath it. See the section on “Augustine, Clithanus, and the *Confessions*” for Tomlyn’s actions if the investigators make inquiries along this line.

He tells the investigators to keep him apprised of their progress, and to come to him if they need advice or more information—at present he is obviously incapable of accompanying them or even leaving his bedchamber.



## The Paid Piper

This pub is run by a friendly man in his 30s named Brian Masters. Masters knows of the murders (who in Lynwold doesn't?) and he has also heard several farmers' tales of Padfoot. He will initially tell the investigators little that they haven't learned from Father Tomlyn and his letter—who is missing or found dead, where the bodies were found, the frozen and crushed state of those bodies, the appearances of Padfoot, *etc.* If the investigators order a few drinks and are good tippers, Masters can give them more useful information. It happens that Eric Downes was a good friend of his, and he knows Constable Brownlee didn't like Eric's dog Smokey; Brownlee once caught Eric poaching and the dog bit the constable when he tried to arrest Downes. Masters thinks Brownlee killed Smokey "half out of spite and half to save his own skin. And another half just because he was a sadistic bastard."

During the day Masters has about 1D8 customers in the pub at any one time. At night he has 3D10 patrons, mostly farmers and fishermen. A successful Psychology roll allows the investigators to realize that the atmosphere is quite subdued within the pub. There is no laughing or gaming there, though there is drinking and low talk. The people aren't hostile, just uncommunicative and somewhat fearful.

At the Keeper's discretion one or more of these patrons might have had a recent encounter with Padfoot. This can be set up a number of ways. For instance, the investigators might overhear some villagers talking about Padfoot. Or an obviously frightened man might enter The Paid Piper and down several stiff drinks in succession. When asked the reason for his thirst, the man replies he has just seen Padfoot. Which brings us to...

## Padfoot

As stated before, Padfoot is actually the ghost of Eric Downes' murdered dog Smokey. It has returned to bring doom upon its murderer, unaware that the man is dead—killed by the Follower of mad Cthulhu.

The villagers' tales of the ghostly black dog they call Padfoot are pretty similar to one another. The story begins with the witness working or walking near the moors. He or she hears footsteps nearby, and when they look up or turn around they see a huge black dog staring at them. The dog is taller than a man's waist, and it has been as close to its "victim" as two or three feet. The dog is described as wolf-like, with shaggy black hair and fist-sized red eyes that glared menacingly at the farmer/traveller. Most of those who have seen Padfoot have merely stood still in fear. Some have run as fast and far as they could, only to turn and find







themselves alone. One or two brave (and/or drunken) souls have rushed the ghost-dog, attacking it with fists, clubs, or rocks; their weapons passed through the creature as if it weren't there. In all cases the hound has simply stared at its target for a few moments before loping away. None of the reported cases has ever resulted in an attack by Padfoot, regardless of the offensive, defensive, or passive actions taken by those encountering him.

British folklore has many tales of ghostly black dogs that haunt the villages and highways of England. The sight of the Black Dog is most commonly thought to be an ill omen, usually a warning of impending death. Some were thought to be the ghosts of criminals or even the Devil Himself. There are many different names for the various Black Dogs—Black Shuck, Trashhound, Shriker. This information might be discovered by an investigator doing library research on occurrences similar to Lynwold's Padfoot sightings.

The Keeper should have at least one encounter between Padfoot and the investigators, possibly while they are searching the priory ruins or returning to The Paid Piper, perhaps even as they are returning from their first interview with Father Tomlyn! The encounter will be as described above, and the SAN loss for seeing the nightmare-hound is 0/1D4.

Padfoot seeks Constable Ian Brownlee and will continue to do so until he has been made aware that he is dead. There are two ways to get rid of Padfoot: first, if the investigators guess the ghost-dog's identity they can try to lead it to Brownlee's grave, near Father Tomlyn's church. Padfoot/Smokey sniffs at the grave for a few moments and then emits a piercing, blood-chilling howl of triumph and fades into mist before the investigators' eyes. The second method is to get Father Tomlyn to exorcise the dog-spirit. (The Keeper may alternately allow investigator clergy a chance to perform the exorcism.) This method is useful if the investigators don't figure out who or what Padfoot really is/was. It might also give Father Tomlyn a confidence-boost. The investigators will have to help the priest along while they look for Padfoot. When they find him, Father Tomlyn bids the spirit begone in the name of the Lord, *etc.* This exorcism has a 75% chance of succeeding, or the Keeper can make it automatic if he or she wishes.

The SAN rewards for banishing Padfoot are +1D4 if the investigators do it unassisted, or +2D3 if they get Father Tomlyn's help (the latter for restoring the priest's confidence).

## The Abbey Ruins

The ruins of the abbey (or priory) lie about three miles northeast of Lynwold, perched near the rocky shore of



the North Sea. Now scarcely more than a ragged series of walls, arches, and scattered stones, the priory is strewn throughout an area approximately 150 feet square. The ruins vary in size from walls two or three feet high to crumbling arches nearly twenty feet high. The structure is typical of the architecture of the time, as a successful History roll will affirm.

There are a few items of note to be found on the grounds of the crumbling edifice. Each of the investigators may make a Spot Hidden roll for every five hours they spend exploring the ruins. On a normal success roll they will have found a path of dead vegetation, from five to ten feet wide and 1D6 x 10 feet long. Exploring this path will yield no new finds. An impaled Spot Hidden roll will uncover one of two things, at the Keeper's discretion—either a handful of shotgun shells, or the entrance into the lower chambers of the abbey and the sea caves. It is recommended that the shells be discovered first. This is the site where Father Tomlyn and Peter Grantham met the follower. Three of the shells have been fired, and an inspection of the surrounding area shows no sign of where the shots might have hit.

The entrance to the lower reaches of the priory is a stone stairway surrounded by debris and dead brush. It is clear enough to allow a man easy passage, though it is very dark and damp at the foot of the stairs. About halfway down these steps a battered 12-gauge pump shotgun will be found, one spent shell still in the chamber (see the Sea-Caves map on page 64). If shown this gun Father Tomlyn will identify it as Peter Grantham's.

At the bottom of the stairs is a square room about thirty feet on a side. There is a large breach (more than 10 feet in diameter) in the south wall, opposite the stairs. On both sides of this opening are large piles of rubble from the fallen wall. Looking out of the room the investigators will see a large tunnel leading away from the first chamber. These are the sea caves Augustine hoped to keep hidden by building the abbey. And this is, of course, the lair of the Follower of mad Cthulhu.

## The Sea Caves

These caves that border on the coast are, not surprisingly, dark and very damp. The atmosphere of this place should worry the players; emphasize the dank solitude, the low rumble of the sea somewhere beyond. If at some point (as is likely) the investigators are chased through the caves you might have them make halved Idea rolls to find the way out again at each juncture; the way is twisty and could confuse them. Avoid drawing them a map unless they specifi-

cally spend the time to make one; a simple diagram of turns would be a lesser matter, but again unless one of the investigators actually writes them down (and so has paper, pencil, and light) you shouldn't provide them with such. A chase through the caves would be great fun; if it occurs, play it to the hilt.

The tunnel from the lower chamber of the priory leads south. As it turns east the investigators will discover the body of Father Tomlyn's friend Peter Grantham (SAN loss is 0/1D3), identifiable from papers in the man's clothing. Apparently discarded like an empty candy-wrapper, Grantham's body is horribly crushed yet remarkable well-preserved—it is still slightly frozen! A shotgun shell is clutched tightly in one hand.

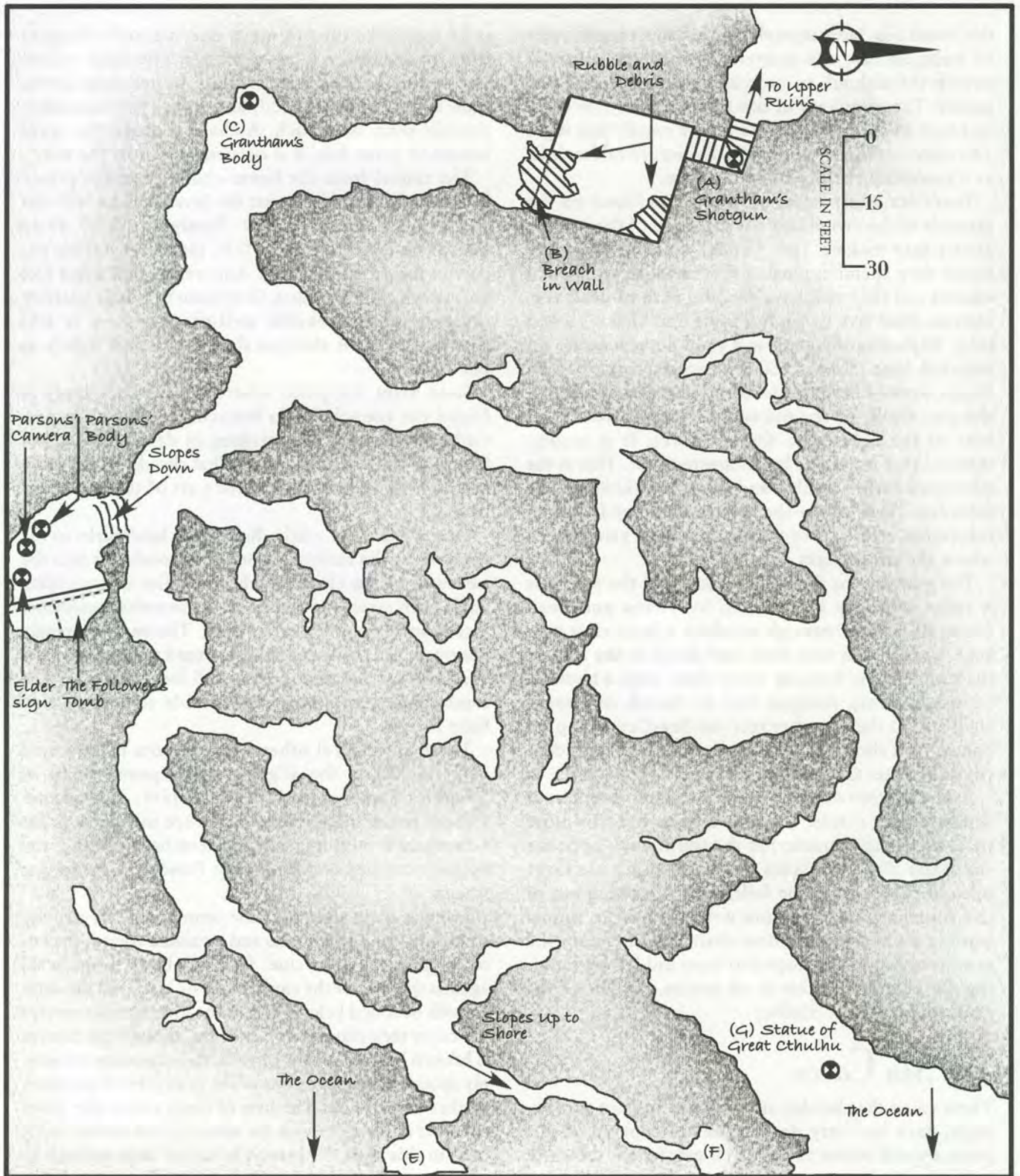
Soon after the point where Grantham's body is found the tunnels begin branching. Many are partially filled with water, ranging in depth from a few inches to three feet or more. This should cause more than a little trepidation on the part of the investigators.

One of the more easily-discovered landmarks in the sea caves is the Follower's one-time tomb. Set into the east wall of the chamber, the vault lies at a peculiar angle with respect to the floor. It somewhat resembles a grotesquely-slanted cellar door. The vault currently lies open, the thick door-slabs spread wide to reveal a dark cubical depression about 15 feet on a side. The tomb exudes an almost unbearable stench of dead fishy matter.

There are several other items of note to be found here, including the slightly decomposed body of Frederick Parsons—SAN loss is 0/1D4. The circumstances regarding Parsons' body are the same as for Grantham's with regard to identification and the corpse's crushed condition, but Parsons' is no longer frozen.

Lying in plain sight near the center of the cavern are a pair of kerosene lanterns and a camera tripod, the latter a pretty obvious clue. Parsons' body is sprawled against the wall of the cave, and if he is moved the camera will be found behind him. If the investigators survive the caves they can develop the film, though the camera is broken beyond repair. Most of the exposures are simply shots of the upper ruins of the priory, but three merit further description. The first of these shows the lower chamber of the ruins with the opening into the sea caves, only in this shot the breach is barely large enough to allow passage for a man-sized object. The second shot shows the tomb-chamber in which the camera is found. The shot is focused on the vault, which is closed in this photo. The doors are decorated with an odd five-pointed raised symbol about a foot in diameter; with a successful Cthulhu Mythos roll an investigator will re-





## Map of the Sea Caves



alize that this is an Elder Sign. The last photo shows the vault again, only this time it shows it as it is now—with the doors yawning menacingly open. The inside of the vault appears to be pitch-black, as if filled with impenetrably thick shadows.

A last item of note in this chamber is the seal shown in the photo of the unopened vault—*i.e.* the Elder Sign which once held down the Follower of mad Cthulhu. There are letters inscribed in the stone, incrustated with corrosion. If the stone is cleaned the inscription will be found to read “Augustine, Bishop.” See the later section on “Augustine, Clithanus, and the Mad Monk’s *Confessions*” for more details on this clue.

“E” on the map is a cavern containing a pool which opens into the ocean.

“F” is a narrow, twisting tunnel which slopes upward to end in a small rock-strewn alcove. Sunlight filters through a few cracks between the stones, and a few minutes’ work will clear a passage big enough for a man to fit through. Outside the investigators will find themselves on the beach a stone’s throw from the abbey ruins.

“G” is the current lair and worshipping place of the Follower. The northeastern half of the cave is taken up by a pool of water which connects with the ocean, much like area “E” above. Each of the investigators must make a Luck roll as they enter this huge cavern; if any of the rolls fails the Follower will be encountered here, prostrated in worship before the stature of its god. If all the rolls are successful the Follower will be roaming the moors, or oozing about the ocean depths nearby, *etc.*

The most imposing figure in this cave is the massive statue of Great Cthulhu which rears up from the pool of sea-water in the center of the cave. The statue is carved from some queer dark green stone which always appears slimy and wet. The 10 foot high carving is draped with reeking seaweed and startingly life-life—a SAN roll is necessary to view the blasphemous sculpture, with a possible loss of 1/1D6. If the Follower is present it will be found lying flat before this statue, its tentacles stretched out limply around it. It will immediately attack anyone intruding here, chasing them as far as necessary to kill them all. If the Follower is not present, and the investigators tamper with the statue, 1D3+1 Deep Ones will emerge from the pool to attack. These are the Followers’ “temple guards,” contacted (actually, Contacted) soon after it was released from its tomb. Every 30 minutes there is a cumulative 10% chance the Follower will return to this cave; the Keeper should randomly determine whether the beast enters from the east (seaward) or west (gulp!—landward).

## Augustine, Clithanus, and the Mad Monk’s *Confessions*

The most likely way the investigators will stumble upon this clue is through the discovery of the Elder Sign in the tomb of the Follower. They might also come across it through research on the priory’s history. Father Tomlyn’s knowledge of the priory’s history has been discussed earlier, and his is the best (and only) information Lynwold has to offer. If the investigators seek further enlightenment Father Tomlyn will recommend the National Library in the British Museum in London. The priest will supply the appropriate credentials so they can gain admission.

After a 6-hour train trip to London and a night’s rest, the investigators will be able to begin their research. The first item they will come across (with a successful Library Use roll, of course) is found in a collection of Augustine’s writings, published in Latin. Dated about the same time as the Lynwold priory’s construction, this letter refers to his Lynwold visit. More specifically, Augustine discusses a monk named Clithanus, whom Augustine states is quite mad—mad enough for the bishop to banish him to Rome.

The next item, found in the same book (but still requiring a separate Latin roll), also refers to his Lynwold visit. In a letter to his pope, Augustine states that “Something from out there returned to these shores, and I have attended to it.” These are Augustine’s only known references to his experiences in Lynwold.

If the researchers decide to look into the “mad monk” mentioned by Augustine, a successful Library Use roll will turn up a copy of the following book: *Confessions of the Mad Monk Clithanus* written approximately 400 A.D. in Latin; +3 Cthulhu Mythos, -1D2/-1D4 SAN, x1 spell multiplier.

Clithanus had read much of Alhazred’s *Necronomicon* and used it to his advantage when dealing with certain entities he encountered on the northeastern coast of England. The monk speaks of a series of sea caves in which he discovered a creature (rather cryptically referred to only as “a Follower of mad Cthulhu”), which he then unwittingly released from imprisonment. The visiting Augustine of Hippo used the “star-stone” which had originally held the creature down to return it to its prison in the caves. Clithanus speaks mostly in vague scriptures about “the Evil Ones and the powers which hold them in check.” Cthulhu and R’lyeh are very briefly discussed. The expertly described spells in the *Confessions* are the Elder Sign and Contact Star-Spawn



of Cthulhu (which Clithanus successfully used to summon the aforementioned "Follower of mad Cthulhu").

The slim *Confessions* will take two or three days' time to read. The investigators will not be able to borrow the book, though they may copy whatever information they require. Each of the spells will take a couple hours to transcribe.

## Defeating the Follower

Ridding Lynwold of the menace of the Follower is no easy task. The monster is frighteningly resistant to most weapons and more than capable of defeating a band of adventurers without even resorting to its magic. The investigators could physically destroy the entrances to the sea caves to try to capture it inside, but the Follower's shapeless body could easily find a suitable aperture to make good its escape. And if the underwater opening into the ocean weren't found the Follower would have an even easier time. It may choose to hide in the tunnels and "play dead" for awhile, perhaps long enough for the investigators to leave. Later when they read of subsequent killings, it will cost them 1D6 SAN. And then hopefully they'll hock it back to Lynwold.

In essence, this leaves the investigators with two methods of bringing an end to the nightmare. First is the physical combatting of the Follower. The party could try to bring as much firepower as possible against it, hoping to kill it before it drives them mad or kills them. Good luck. If successful, this tactic gains each investigator 2D8 SAN.

The second option is to follow in the footsteps of St. Augustine—*i.e.* attempt to imprison the Follower in the vault in the sea caves using the Elder Sign. This is every bit as dangerous as the first method, perhaps even more so. The information gained from Clithanus' *Confessions* will at least be of some help in this matter. The investigators will have to lure, chase, and cajole the Follower through the sea caves into its former tomb, perhaps using the Elder Sign (or making more) to block off certain routes. Once inside the tomb the Follower must be backed into its vault, which is then shut and sealed with the Elder Sign. This can be as difficult or as simple as the Keeper desires. If the investigators have any sense, they'll then seal off the entrances into the sea caves to make sure no one disturbs the Follower's rest again. Because it is a non-permanent solution to the problem this method only gains the investigators 2D6 SAN each.

And then, of course, there's still Padfoot to deal with...

## NPCs

### Father Richard Tomlyn

Age: 73

Nationality: English

STR	8	CON	11	SIZ	14
INT	17	POW	16 (6)	DEX	5
APP	12	EDU	22	SAN	76
HP	13 (5)				

Damage Modifier: +0

Education: Seminary School

Skills: Anthropology 65%, Dodge 10%, First Aid 40%, History 55%, Library Use 55%, Listen 35%, Medicine 24%, Persuade 55%, Occult 75%, Psychoanalysis 25%, Psychology 45%, Spot Hidden 35%

Languages: English 110%, Latin 64%

Attacks: None above base.

Notes: Father Tomlyn's faith is severely suffering due to his encounter with the Follower and the loss of his good friend, Peter. If his confidence can be restored, he will be a powerful ally.

### The Follower of Mad Cthulhu

Description: "A shocking, greenish hulk rose from the floor of the corridor before us...then a tentacle lashed forth and struck at Hemery...the thing in the corridor fell back, whistling weirdly. Out of the darkness before us shone a trio of cruel, malignant eyes, and the opening which served as its mouth gaped yawningly below. At the same moment, its body began to glow with an eerie sea-green light. Then once more the thing came at us..." ("Something from Out There," by August Derleth). The Follower is a rolling, squirming, greenish-black bulk bigger than a horse. To some extent it resembles an enormous Servitor of the Outer Gods—multi-tentacled and alternately squid- or toad-like.

Notes: The history of this entity has already been discussed earlier in the Keeper's Information section.

The Follower feeds on the warm souls of humans, draining them of their POW and leaving only dead icy husks of its victims. The Follower possesses the ability to make a bizarre whistling noise when it is enraged. It is able to use this power even while attacking with its tentacle. This ability (which closely resembles the Pipes of Madness spell) costs the Follower no magic points. Anyone within earshot of the whistling must make a SAN roll every round as long as they can hear it. Each time the victim fails a SAN roll he or she loses 1 point of SAN. Be sure to keep track of SAN lost to this effect, for determining temporary or indefinite insanity.

It should be noted according to Clithanus in his *Confessions* that the Follower can be summoned via the spell Contact Star-Spawn of Cthulhu. For all spell-casting purposes the Follower's POW and magic points are indistin-



guishable. The Follower does not, on its own, regenerate lost POW/magic points. Instead, it must seek out human prey to draw forth sustenance from them.

#### Characteristics

STR	39	CON	25	SIZ	33
INT	19	POW	35	DEX	8
HP	29	MOV	8/10 swimming		

#### Attacks:

Tentacle Attack 65%, 3D6 per round\* damage

Drain Attack automatic, 3D3 POW per round\*\*

\* The Follower can attack up to 4 different targets with its tentacles. Each target is rolled to hit separately, and once all attacks have been made the 3D6 damage is rolled and distributed evenly among those successfully hit. Captured victims continue to take constriction damage each round they are held. Tentacle-enwrapped victims can escape by matching their STR vs. the Follower's on the Resistance Table; the Follower's STR is divided evenly between those caught, however, so the more victims it grabs the less chance it has of holding onto them.

\*\* On the round following a successful tentacle attack, one of the victims is drawn against the monster's flesh and the Follower sucks the life essence of this victim. Lost POW is regained by the victim at the rate of 1 point per week; a victim whose POW is completely drained (*i.e.* reduced to 0 or less) is killed. Half of the POW drained from a human victim (rounded down) is added to the Follower's own, permanently.

**Armor:** Impaling weapons (including all firearms) do minimum damage; a rifle which would normally do

2D6+3 damage does only 5 points on a regular hit and 10 on an impale. The Follower is also immune to cold and regenerates 2 points of damage each round until dead.

**Spells:** Contact Cthulhu, Contact Star-Spawn of Cthulhu, Contact Deep Ones, Power Drain, Wither Limb, Shrivelling, Mental Suggestion

**Sanity Loss:** It costs 1D6/2D8 to view the "Follower of mad Cthulhu."

#### Four Deep One Guards

	1	2	3	4
STR	13	12	12	15
CON	13	14	12	13
SIZ	22	17	15	14
INT	15	10	15	9
POW	13	9	9	13
DEX	12	10	14	10
Move	8 / 10 swimming			
HP	18	16	14	14
<b>Damage Modifier</b>	+1D6	+1D4	+1D4	+1D4

#### Attacks:

#1 Claw 40%, 1D6+dm damage

#2 Claw 37%, 1D6+dm damage

#3 Speargun 35%, 1D10 damage

Claw 38%, 1D6+dm damage

#4 Spear 33%, 1D6+1+dm damage

Claw 26%, 1D6+dm damage

**Armor:** 1 point skin and scales

**Spells:** None of these know spells.

**Sanity Loss:** 0/1D6 Sanity points to see a deep one.

## Dog Bites Thing

It has been noted that ghostly black dogs are notoriously territorial, and one might ponder what would happen if Padfoot and the Follower met. If you're interested in setting up such an encounter, you might try the following.

The investigators, mucking about in the moors, interrupt the Follower killing a young boy. If the investigators try to draw its attention, it flings the child's body away and pursues them into the mists of the moors. Very soon, low visibility makes it impossible to see their pursuer, but the investigators should be all-too aware of the rolling, tumbling thing on their trail, perhaps as its whistling cry echoes through the fog.

Allow the chase to continue for a bit; Idea rolls might be needed to navigate. Then, from the crest of a hill just ahead, a piercing howl answers the wail of the Follower, and two burning red eyes in the midst of a midnight-black form emerge from the fog. The investigators' actions here are crucial; who do they fear more?

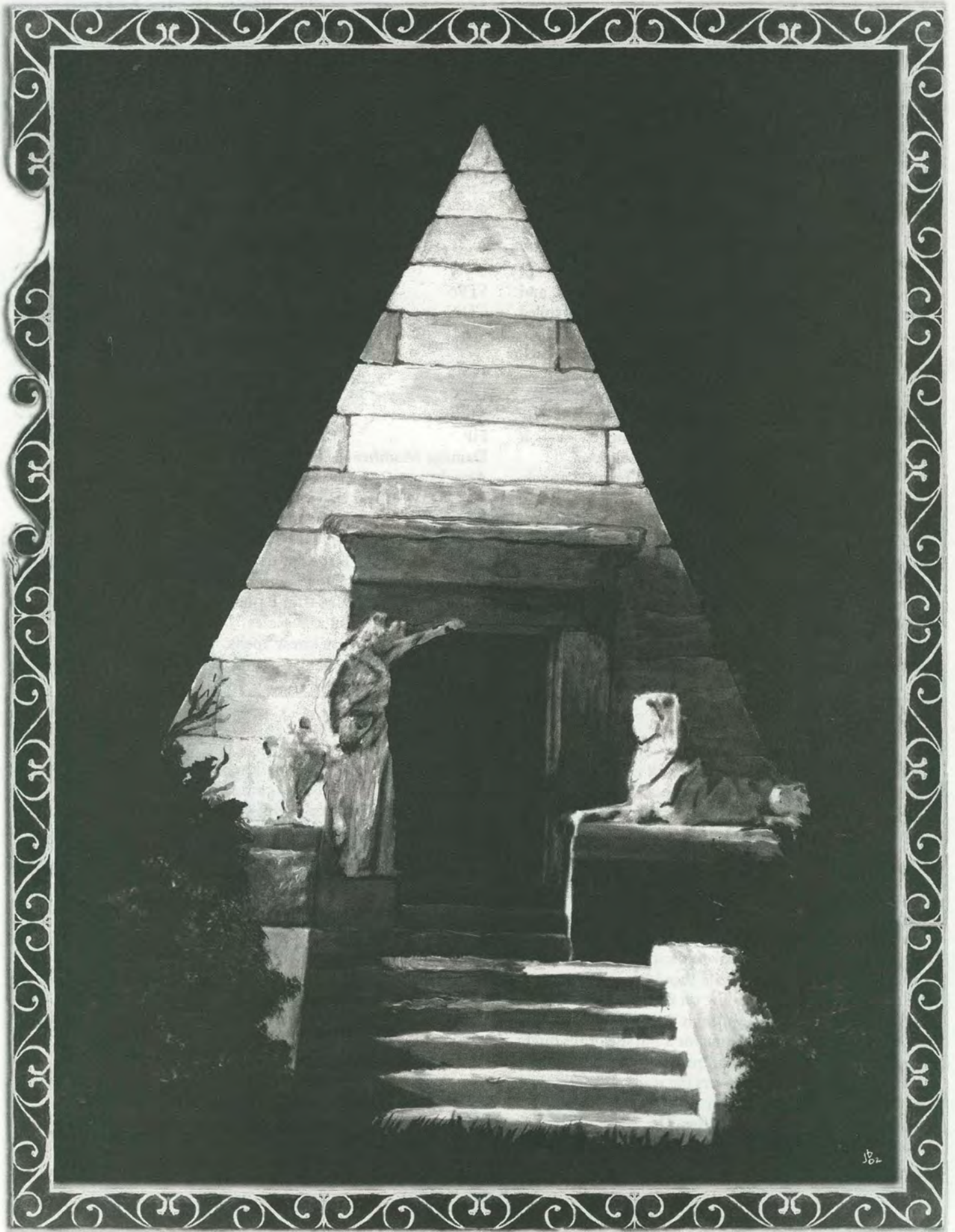
Padfoot isn't concerned with them, however. The

spectral hound bounds straight towards them, but passes through and keeps going. The growling and whistling intensify, along with sounds of combat.

Whether Padfoot (who is unaffected by the Follower's attacks, being non-corporeal) can drive off the Follower is up to the Keeper; you might play this as a POW resistance table battle, with an arbitrary POW of 16 for Padfoot. Failing that, allow drama to take its course. If the investigators flee, they may or may not see Padfoot again; the Follower will certainly survive. If they press in to see what occurs, allow them to witness Padfoot circling in the mist, growling and snapping, while the Follower's tentacles pass harmlessly through the black dog. Padfoot can either hold off the Follower long enough for the investigators to escape, or could actually set it to flight, as you wish.

The two cannot truly harm each other, but Padfoot's innate sense of, well, *dogness* may aid him in warding off this bad-smelling thing from his moor. Whatever the result, the confrontation should be something special.





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# The Lambton Worm

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# The Lambton Worm

by STEVE HATHERLY  
Illustrated by HEATHER HUDSON

Sometimes it's easy. Sometimes the solutions have already been applied, the clock stopped. "The Lambton Worm" is one such case.

"The Lambton Worm" is suitable as a quiet introduction to the mythos for inexperienced players. Alternatively, experienced investigators can regard it as a gentler aside during a campaign all-too-full of malevolent horror.

There are no cries for help (or other definite hooks) to draw the investigators to "The Lambton Worm." This situation isn't going anywhere—they can tackle it at their leisure. Ways in which investigators might be drawn in are included in the scenario.

Historical Note: This "scenario" is set in fictive Burton Green, in County Durham. The Legend of the Lambton Worm is a genuine one but I have adapted it slightly and added a second ending. There is a traditional folk song associated with the legend which enthusiastic Keepers can have fun researching.

I have dated the handouts with a 1920s setting in mind, but there is nothing to prevent "The Lambton Worm" from entering play during a Gaslight campaign. The only change is that Worm Hill will not be owned by the National Trust; it will still be owned by the Stanton's.

While the National Trust has many fascinating buildings under their protection, they do not (as far as I am aware) truly have any which lead directly into the brain of a major alien race.

## The Legend of the Worm

The Legend of the Lambton Worm is unusual in that it has two separate endings, both tied to the common myth.

*A long time ago there was a young man named John Lambton who liked to fish in the River Wear. Now, on a particularly unsuccessful Sunday morning, when he should have been at church, all he caught was a strange, two-headed worm. On the way home he dropped it into a well on his way home for lunch.*

*Time passed and Lambton forgot about the odd worm. He became a brave crusader and left to fight in*

*the Middle East.*

*While he was away, his tiny two-headed worm grew into an enormous serpent that terrorised the local neighbourhood. It fed off the udders of cows, devoured sheep and swallowed little children alive. Then, sated, it would wrap its tail around Penshaw Hill and sleep.*

*Brave heroes tried to defeat the worm, but each time it was chopped in two the pieces grew back together again. Eventually news reached Lambton and, guiltily remembering the creature he had caught that Sunday morning, he returned to defeat the thing.*

*Before he set out, he visited an old witch for her advice. She explained that the only way to kill the worm was to stand in the middle of the River Wear, wearing a suit of armour covered in razor-sharp blades. However, once the worm was dead he would have to kill the first living thing he set eyes on or suffer a curse that would last for nine generations.*

*With the advice in his mind, Lambton put on the armour and strode out to the River Wear. Mindful of the curse, he had instructed his father to send one of the family hounds for him to kill once the worm was dead.*

*Out in the river, he waited for the worm. It sensed its old adversary, and attacked, coiling itself around Lambton and his suit of armour. As it tightened its coils, the blades on the armour sliced the worm apart, and as each fell away they were swept downstream by the river. Bit by bit the worm was carried away by the*



"The Lambton Worm" originally appeared in *The Unspeakable Oath*, Issue Five (Spring, 1992). This issue was mostly composed of material concerning Europe, in particular Great Britain. This scenario can be tied with the previous

scenario, "The Beast in the Abbey." "The Lambton Worm" also appeared in *Pyramid Magazine* (September 17, 1999), published by Steve Jackson Games.



current—at last the worm was dead.

Victorious, he returned home, only to find his father waiting on the river bank. He had forgotten about the hound. And so the family was cursed—none of the next nine generations would die in bed.

The second version of the legend picks up after Lambton returns from the Crusades having heard about the worm.

Seeking advice from an old witch, she tells him that the worm is heading for Burton Green. The only way to kill the worm is to put an arrow through its brain. When the worm was dead he must kill the first living thing to avoid the curse.

Lambton set off for Burton Green, to arrive only shortly before the worm. It coiled itself around the village and waited, heads facing each other. The villagers were afraid, and tried to pacify it with sheep and other meat.

“I want more,” it said. Some of the men armed themselves with picks and scythes and tried to hack through the monster’s middle, but to no avail. It simply grew back together. Lambton tried firing an arrow but it just bounced off. Besides, he was not sure which end the brain was hidden in.

“I know,” one man said, “If we all run together between the worm’s heads it will be so confused it won’t know which way to turn.”

It seemed to be a good plan, and all the villagers agreed to try it. In unison they charged for the gap and freedom, but the worm turned its massive head and opened its massive jaws. The villagers ran straight into its mouth and down into its stomach.

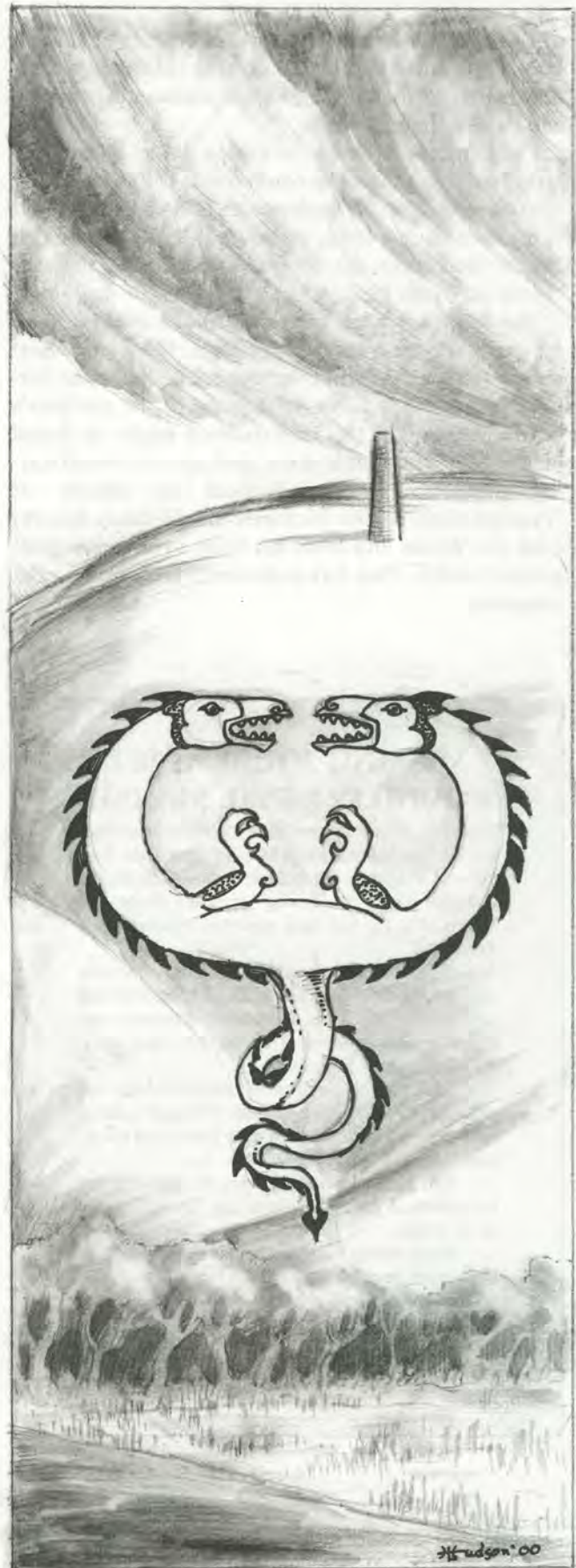
But the two-headed worm was still hungry. In the village all was silent except for Lambton, who had stayed behind. He had noticed that only one end of the worm did the talking—the brain end. Taking his bow he walked steadily towards the worm. Greedily it opened its talking mouth wide to accept the tasty snack. Lambton let fly. The arrow entered the worm’s mouth and plunged straight through the soft roof and into its brain.

The worm heaved high into the air in agony, and died.

A cheering shook Lambton as a young girl ran out, glad that the monster had finally been laid to rest. Despite the threat of the curse, he could not kill the little girl. She was the only survivor of the village. And so the Curse of the Lambtons began.

—Historic County Durham, 1912, Holly.

The previous are basic accounts of the Lambton Worm. *Historic County Durham* can be found in any





of the libraries in the area, and is typical of several books published locally concerning the county's history. Most of them include the Lambton Worm legend, which changes little.

The Lambton Worm is, in fact, a dhole. It has been lying inactive across the countryside for so long that it has become buried under earth and vegetation and is mistaken for a long, sinuous, hill. Covered with heather and gorse, the dhole can be found at the very centre of Worm Hill.

The dhole has been imprisoned in its own mind by an extremely powerful Elder Sign. Who (or what) trapped it is unknown, but a tunnel made by the Serpent People leads from the surface to the monster's brain. Mention of this construction might be found in some serpent people texts, perhaps recovered during *Shadows of Yog-Sothoth* or *Masks of Nyarlathotep*. In the 16th century Hobson discovered the Worm and built his folly over the serpent people tunnel. This has sometimes attracted undue attention.

## Cuttings

The story about the National Trust was a cover that Tanner used to gain access to documents and records. Like the investigators, he had been looking into the legend to see if there was more to it than met the eye.

He examined the folly, but did not climb it. Instead, he decided to explore the base of Worm Hill around the marsh. There he found a small cave into which he crawled, eventually coming to the mouth-parts of the dhole. The realization unhinged his mind and he died trying to escaping the marsh.

Tanner might have been an acquaintance, perhaps foolish enough to begin an investigation on his own. He might also have been a friend of Elias Jackson and perhaps this story is one of those in *Masks of Nyarlathotep*. Private investigators might be asked to look into Tanner's disappearance, particularly if the body has not yet been found.

*Personal note: I used Tanner's disappearance and*

### MISSING JOURNALIST FOUND IN DEVIL MARSH

The body of missing freelance journalist Jerry Tanner, 34, was found in Devil Marsh Friday night. Tanner was in Burton Green to write an article for the National Trust concerning Hobson's Folly and Worm Hill. He had been reported missing since Tuesday.

Tanner's body was discovered only partially clothed, the acidic waters of Devil Marsh having eaten through his jacket and trousers. The body was found by George Forrestal of Carr Gate Farm while driving his cattle for milking.

John Thorne, publican of the Black Bull, had alerted Police Sergeant Markham to Tanner's disappearance on Monday. At that time Tanner had not returned to his room for three days.

Sgt. Markham is conducting an investigation, but preliminary reports indicate that Tanner drowned in the marsh.

Devil Marsh has now claimed three victims in the last ten years, despite notices being posted. The waters of the marsh are poisonous, caused by the many toadstools growing in the marsh.

—Burton Green *Observer* 4 April 1923

### SATAN CULT CAPTURED AT FOLLY

Police investigators last night surrounded and captured an entire coven of twenty Devil Worshipers on Worm Hill. They had been using Hobson's Folly in their primitive black magic ceremonies.

Police had been alerted to the cult by Randolph Miller, an amateur archaeologist. Miller, interested in the Folly, had noticed signs of disturbance following cult meetings. Upon witnessing the coven in action through a telescope in his cottage, he contacted the police.

A police spokesman confirmed that none of those arrested lived locally, all travelling some distance to come to Burton Green.

Police believe the coven to be part of a bigger organization, or cabal, with a nationwide network of covens. They are proceeding with their investigations.

The Stanton Estate has not released a statement regarding the use of its property for such practices. It is understood to be deeply concerned.

Police have not yet released details of those placed in custody.

—Burton Green *Observer* 28 March 1912

Player Aids 2-5, Library Researches

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*“The Lambton Worm” to introduce a campaign. A fledgling investigator was commissioned to write an article on the Lambton Worm as a replacement for the one Tanner was supposed to write. At the time of commission, Tanner’s body had not been found.*

Little more can be discovered about this story. One of the prominent members of the coven turned out to be a son of a prominent high court judge, also a Freemason. All charges were subsequently dropped, and the investigation into further covens buried. Only a Freemason investigator will be able to discover this; others run into a wall of impenetrable silence. Trying to probe too deeply will only make the investigators a number of powerful enemies. The coven themselves have no idea of the true horror at Hobson’s Folly. None of them have any awareness of the Cthulhu Mythos, nor do they practice real magic. Currently they operate elsewhere.

The villagers remember the incident quite well as it was the topic of conversation for some weeks. However, nobody recalls the eventual sentencing of the devil worshippers, only that it no-doubt included a lengthy stay at His Majesty’s Pleasure.

### SCIENTISTS SEARCH FOR LAMBTON WORM

Eminent scientists from London College are searching for the legendary Lambton Worm. They have been exploring the countryside and asking questions throughout the town.

Doctor Charles Winters, a historian, explained his theory that stone circles across Britain are set out to a grand design. Although Burton Green did not have such a circle, he was sufficiently interested in the legend of the worm to come looking closer.

To date, Winters has not found anything in Burton Green to vindicate his theory. He believes the worm was once an elemental force, and if it existed faint traces or echoes would be picked up by his instruments.

Winters and his colleagues are due to stay in Burton Green for another three days.

—Burton Green *Observer* 22 July 1920

### Player Aids 2-5, Library Researches

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Investigators dabbling in the occult may be drawn by this story. Alternatively, an investigation into the coven or other secret societies may result with Burton Green being placed under the magnifying glass.

Randolph Miller is the only person in Burton Green to know something of the secret of Worm Hill. It was no coincidence that he noticed the coven’s activities. He is detailed below.

This story might strike a chord with survivors of “The Mystery of Loch Feinn” (available in *Call of Cthulhu*, 3rd and 4th editions).

Winters’ theories are several years ahead of Alfred Watkins’ theories of ley lines. But instead of ley lines, Winters is thinking of some form of power matrix. His instruments are sensitive to the increased magnetic fields along the leys, although he has no term for them.

Winters and his colleagues are tracking lloigor, believing them to be some form of elemental force that ancient Britons worshipped. Suspecting that the origins of the Lambton Worm also lie in ancient lloigor worship, they vainly searched for signs of the magnetic disturbances so common elsewhere: there are few leys in the area and none cross on Worm Hill. They gave the folly a quick examination but ignored it.

Shortly after his visit to Burton Green and frustrated by his lack of success, Winters abandoned his theories. It is only in 1925, after reading Watkins’ *The Old Straight Track*, that his interest in lloigor is rekindled. Unless investigators get to him first, of course.

Everyone in the village remembers the scientists quite well, for they generated much gossip in the two weeks they were present. This is a problem any investigation will face in rural villages.

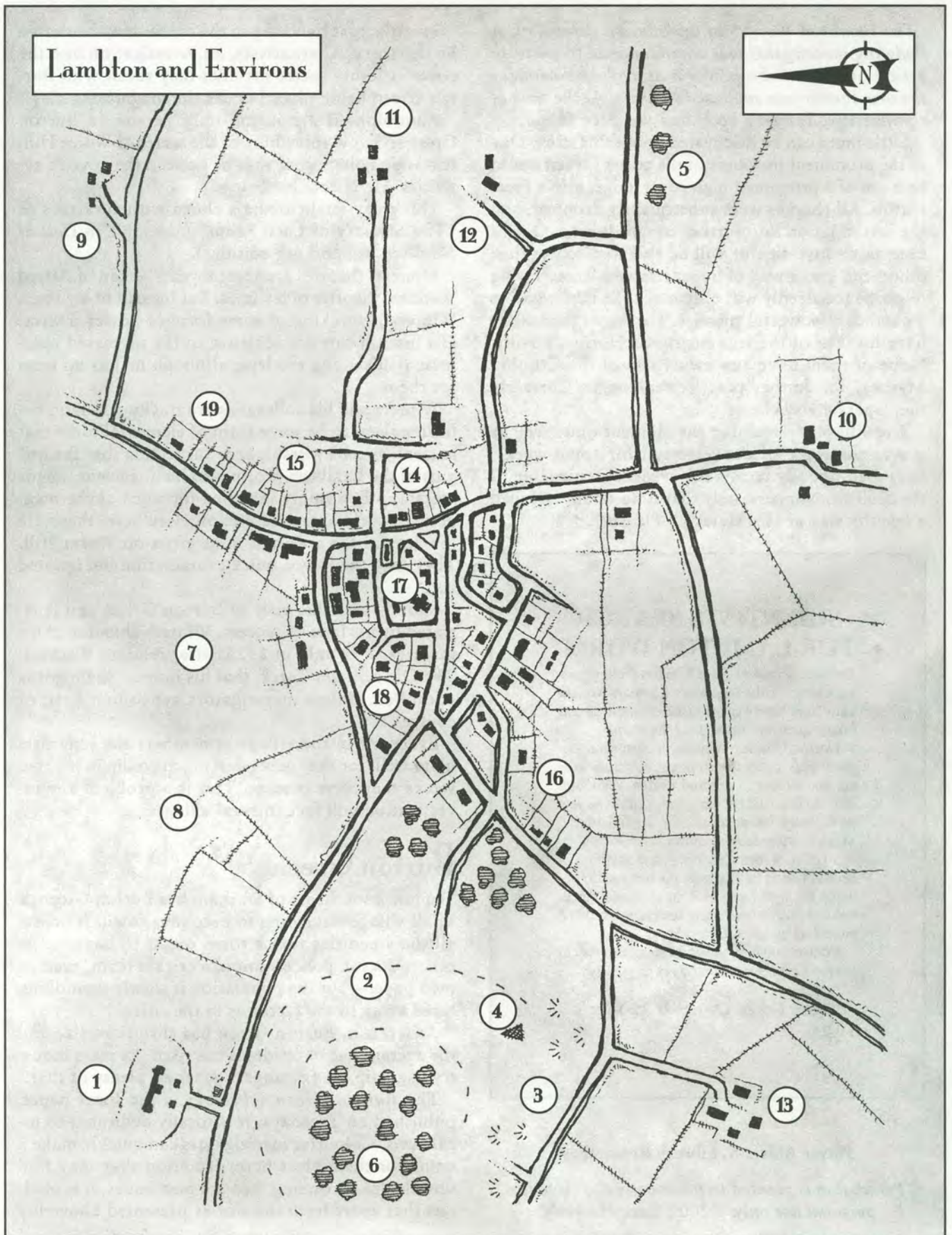
## Burton Green

Ten miles southeast of Durham lies Burton Green, a small village struggling to become a town. It boasts all the amenities that a town ought to have - post office, doctor, police station, a cricket team, even its own paper—but the population is slowly dwindling, lured away to the factories in the cities.

As a result, Burton Green has shrunk in size and the average age of residents has risen. Its main industry is gossip, and strangers generate plenty of that.

The *Burton Green Observer* is the local paper, published on Tuesdays. It is totally dedicated to local news. Colourful investigators can quickly make a name for themselves here, attention they may find unwelcome. Browsing through past issues, it is obvious that apart from the stories presented above life







## Map Key

Burton Green and surrounding area. Scale: 4 inches to the mile.

- 1 Stanton Hall
- 2 Worm Hill
- 3 Devil Marsh
- 4 Hobson's Folly
- 5 Ten Acre Paddock
- 6 Dene Wood
- 7 Whin Covert
- 8 Bragget Lake
- 9 South Docken Farm
- 10 Lime Kiln Farm
- 11 Hayne Farm
- 12 Elm Farm
- 13 Carr Gate Farm
- 14 The Green Man
- 15 The Black Bull
- 16 The Golden Lion
- 17 St Peter's Church
- 18 Burton Green School
- 19 Police Station

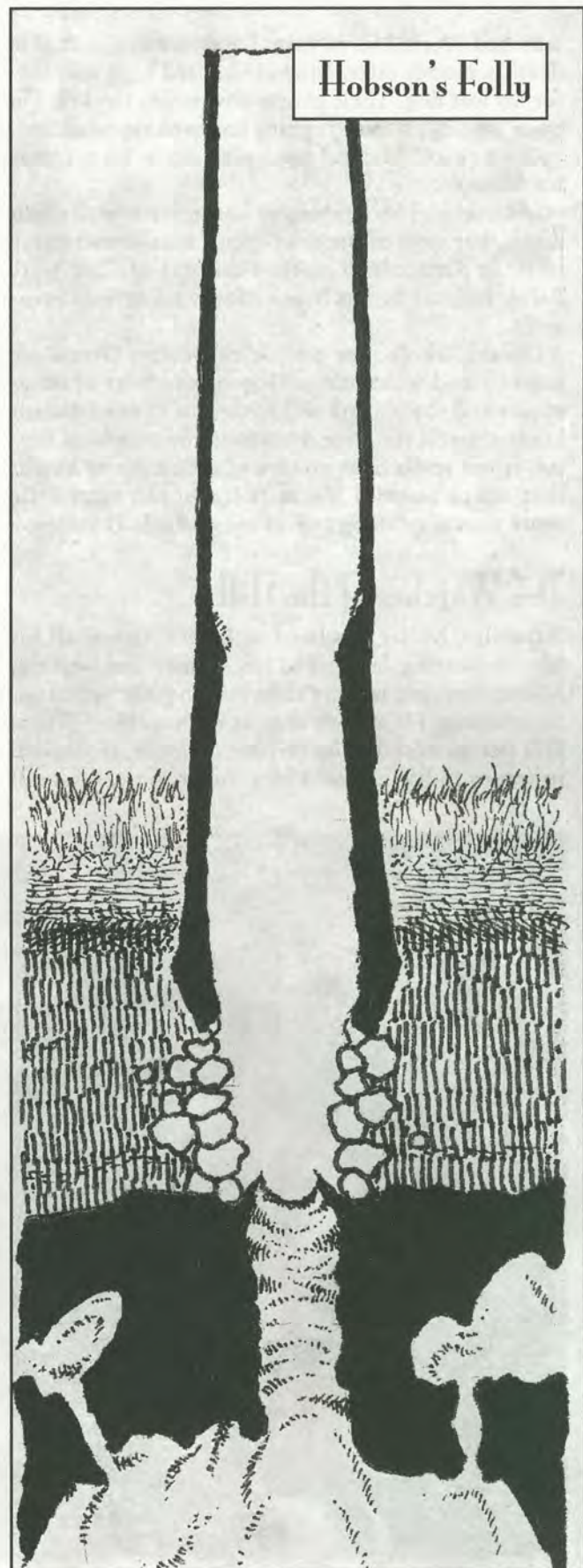
in Burton Green is quiet.

The Black Bull is the best of the three pubs in town. It is quiet, with two well-attended bars. The landlord, John Thorne, is friendly and pragmatic, rarely surprised at his guests' odd activities. His wife, Jane, is a solid Christian lady with strong morals; any flirting with their daughter Emily is forbidden. The Black Bull is a good base to operate from, providing private rooms, hot meals, and contact with the locals.

Sergeant Markham is a shrewd policeman with a sharp eye for the unusual. He could have made a good career in one of the metropolitan forces, but preferred the rural peace of his native Burton Green. Once presented with proper credentials, Markham will prove a source of useful information about the surrounding area and its inhabitants.

Stanton Hall used to provide the local nobility. In 1917 Albert Stanton sold Worm Hill and Hobson's Folly to the National Trust to pay for repairs to the Hall. He died in 1918, leaving the Hall empty. It has remained empty since.

Burton Green has a ghost. More accurately, Worm Hill has a ghost. Back in the mid-1700s Michael Fortmason used to take his spaniel, Monty, onto Worm Hill for his evening constitutional. This was a routine they kept up for more than ten years until one night Monty vanished. Michael, heartbroken,





searched Worm Hill in vain. Every evening, until his death a month later, Michael hunted high and low for his lost dog. Their ghosts now haunt the hill. On quiet evenings a faint yapping has been reported and, once or twice, Michael has been seen as he searches for Monty.

Michael and Monty's story has never been written down, but most of Burton Green's inhabitants know of it. In particular, George Forrestal of Carr Gate Farm, believes he has heard Monty on several occasions.

On the whole, the people of Burton Green are friendly and welcoming. They like to hear of other places and the players will find their tales of distant lands a useful resource. However, the people of Burton Green really have no idea of the awesome horror that sleeps beneath Worm Hill and can offer little more than a relaxing cup of tea and idle gossip.

## The Watcher of the Hill

Randolph Miller has lived in Burton Green all his life, dedicating himself to his studies and writing. Miller, however, is more than just another enthusiastic amateur. He knows that at the centre of Worm Hill lies an ancient and terrible creature. If allowed to return to life it would be a threat to the safety of

the entire planet. It is Miller's duty to watch over Worm Hill.

It is a task Miller inherited from his father. When Miller dies he will pass the burden to another. However, Miller has no family and at the sprightly age of 61 is now looking earnestly for someone he can trust.

Any attention longer than a cursory glance at Hobson's Folly will arouse Miller's interest. His study faces the hill, and he has a telescope trained constantly on the Folly. When he hears of the investigators asking questions, and spies their interest in Worm Hill he will endeavour to meet them. It will not be hard; they will be staying in the Black Bull. There, Miller will chat amiably to the investigators, in his favourite role: amateur archaeologist, historian, and astronomer. He will not reveal his secret, but will try to gauge the investigators feelings. Perhaps one of them might be the next Watcher?

If Miller spies them scaling the folly, he will rush to the hill and wait for them beside the base. He has been inside once, and has no intention of going there again.

Miller regularly corresponds with Richard Tomlyn, priest of Lynwold in Northumberland. At the beginning of "The Beast in the Abbey" (see previous scenario) Tomlyn sends the investigators a package. He





might have learned of them through Miller. Equally, following a sterling recommendation from Tomlyn, Miller might send the investigators an anonymous collection of cuttings. (Anonymously because Miller wants to judge the investigators for himself.)

## Hobson's Folly and Worm Hill

**Hobson's Folly:** *Hobson's Folly was built in 1765 by George Hobson, an aristocrat living in London. It is a simple cylindrical tower built of roughly hewn stone from nearby quarries. It has no openings or doors of any kind and is entirely featureless. Perched at the southern end of Worm Hill, it dominates the skyline.*

**Worm Hill:** *This is a long treeless hill that attracts many tourists because of its fine view of the surrounding area. Gorse and heather grow predominantly on the hill, giving it a very different feel to the lush woods nearby. The hill is known to be unsafe and best avoided.*

**Devil Marsh:** *According to legend, the Devil is trapped in the marsh causing it to become shunned. The marsh is dangerous for the unwary—several people have been trapped in recent years. The marsh is located at the end of Worm Hill, near Hobson's Folly.*

—*Superstitious Britain*. 1908, Lee.

This book also includes a brief account of the legend, as well as the descriptions of the area above.

A sketch of Hobson's Folly exists showing its construction and the serpent people tunnel it stands above. Currently this is tucked away in a stately home's massive library, some distance away. If an investigation does not result in the scaling of the folly, it may be worth bringing this sketch into play several adventures later to encourage the players to return to Burton Green.

The dhole lies under thirty feet of soil. It has been there for millions of years, lying motionless on the sea bed as sediment built up. Then, as the land rose, it became a hill.

Worm Hill is long and sinuous—tracing the body of the dhole. If quarried extensively, the body of the creature will be found at its core. Fortunately, now that it is owned by the National Trust, this should never happen. At one end is Hobson's Folly, and below that there are natural springs. Because of the proximity of the beast's cavernous jaws (and noxious saliva) the water is undrinkable. A marsh has grown there and the place is dismal indeed. The poisonous waters of Devil Marsh defy analysis. Dhole-tainted waters behave strangely under laboratory scrutiny.





Worm Hill is known to be treacherous. The ground is uneven, and it is covered with potholes and burrows that can sprain or break an ankle. Putrid oils exuding from the dhole's skin twist and warp the gorse and heather—the only plants hardy enough to grow on the hill. Contrary to local belief, there are no burrows on the hill, as no animal will live there. The holes are caused by the ground shifting, from slight movements of the dhole's body.

The folly is a simple stone tower standing fifty feet tall on the top of Worm Hill. The National Trust has not conducted an extensive study of the folly. For now, all they have done is point up the blocks and make it safe. The tower is hollow and can be entered from the top. Just getting to the top requires three Climb rolls, 1D6 damage if the first is failed, 2D6 for the second, 3D6 for the third. Same again, in reverse, to get back to the ground. Smart investigators will bring ropes.

At the bottom of the inside is a heavy (STR 20) stone slab. Prying this away reveals a dark, irregular tunnel. The stench is appalling. The first thirty feet or so through the soil is coarsely lined with soft stone. An Archaeology roll indicates that this is far older than anything previously discovered in Britain. A Cthulhu Mythos roll suggests that this is of serpent people construction. This stops where the dhole's skin starts. Two Climb rolls are required to avoid falling for 1D6 damage.

The tunnel leads directly into one of the dhole's brain cavities. Seeing this vast cavernous mass requires a 1D4/1D20 SAN roll. There, seared into the quivering brain cells is a huge Elder Sign. The potency of the spell is such that the dhole cannot move—it is imprisoned within its own mind. The investigators each receive 1D8 SAN when realising this fact, such is their relief. It would be more had they contributed to the dhole's downfall.

The folly was constructed by Hobson after he found the Elder Sign that trapped the dhole. Should the Elder Sign be destroyed, the dhole will slowly return to life: an event to be avoided at all costs. The Elder Sign is actually fairly difficult to remove—the familiar five-pointed star has to be cut from the dhole's flesh before its effects wear off.

Investigators might want to forcibly deal with the dhole. Its brain cavities connect with other internal chambers and it is technically feasible to explore the remarkable insides of this ancient beast. There they could, in theory, plant enough dynamite to blow the entire hill sky-high.

There are several reasons why this plan is fraught with peril. Firstly, just staying in the creature's body is a sanity draining experience. Every ten minutes

each investigator must make a Sanity roll or lose 0/1D4 SAN from the growing realization of what a monstrous (and still-living) entity this is. At the same time they must succeed a CONx5 roll to avoid taking 1 hit point of damage from the dhole's acidic internal juices that pervade the environment. Investigators reaching its mouthparts or the digestive system encounter the slimy goo detailed in the rulebook. Then there is the dhole's immune system, detailed below.

Alternatively, foolish investigators might try lobbing dynamite down the folly into the cavity. The explosions will destroy that particular brain cluster, but no more. And to what end? The cluster grows back, after all. Worse, the dynamite might disturb the Elder Sign.

Perhaps the most logical reason why the investigators shouldn't try to destroy the dhole is that they needn't do so. It is helpless—trying to kill it is much more trouble than it's worth.

## Keeper's Notes

"The Lambton Worm" lacks the traditional conclusion in which, against overwhelming odds, the investigators go head-to-head with the minions of the Outer Gods. Unable to do anything more serious to the dhole than has already been done, players may find the situation discomfiting. Perhaps unsettling. Good.

Things may change. If investigators can discover the worm's final resting place, so can others. And perhaps they will be lacking hearts so pure. If Miller takes a shine to the investigators, perhaps a telegram arrives, urging their return to Burton Green, when a threat arises.

And of course, there's always the dhole. A Keeper can never tell when it might come in handy.

## NPCs

### Randolph Miller, Watcher of the Hill

Age: 61

Nationality: English

STR	10	CON	9	SIZ	13
INT	18	POW	15	DEX	12
APP	10	EDU	16	SAN	68
HP	11				

Damage Modifier: +0

Education: B.A. equivalent in Archaeology from Oxford University

Skills: Anthropology 30%, Archaeology 60%, Astronomy 55%, Botany 35%, Chuckle Wisely 66%, Cthulhu Mythos 5%, First Aid 43%, Geology 30%,



History (local) 75%, Library Use 40%, Occult 40%, Persuade 70%, Psychology 60%, Ride 50%, Zoology 30%

**Languages:** English 83%, French 30%

**Attacks:** None above base.

**Notes:** Randolph Miller has lived in Burton Green all his life, dedicating himself to his studies and writing. Miller, however, is more than just another enthusiastic amateur. He knows that at the centre of Worm Hill lies an ancient and terrible creature. He has dedicated his life to watch over Worm Hill to ensure the safety of the entire planet.

### The Lambton Worm

Unlikely though it is that the Lambton Worm will return to life, it is nonetheless possible. For details of its attacks see the rulebook.

STR	720	CON	140	SIZ	801
INT	7	POW	38	DEX	4
HP	471				

**Damage Modifier:** +94D6

**MOV** 18/10 burrowing (immobile at the moment)

**Attacks:**

Engulf, 80% swallow  
Spit Goo, 50%, special

**Armour:** 38

**Spells:** none

**Sanity loss:** 1D4/1D20

**Notes:** Dholes are blessed with a hyperactive immune system. As well as attacking foreign matter it cleans and helps repair the damage caused by blundering investigators. Unfortunately for the dhole, it cannot repair the damage caused by the Elder Sign.

A myriad of multi-limbed, multi-coloured, multi-everythings writhe and crawl and wriggle throughout the dhole's vast body. SAN loss for these is covered above (0/1D4 every ten minutes). This vast menagerie is separate from the antibodies themselves.

If they stay too long, the investigators find themselves under attack. Every ten minutes there is a cumulative 30% chance that the investigators encounter horrid, writhing antibodies. This rises to 50% if the investigators are causing damage. Once the first antibody has arrived a further 1D3 arrive each minute until the threat has been dealt with. There is effectively no limit to the number of antibodies that appear—the investigators cannot carry that much ammunition.

Antibodies will also attack dynamite wired to a remote detonator along with any other form of foreign matter.

### Antibodies

A chaotic nightmare cross of crab and octopus, an-

tibodies have too many tentacles and too many legs. Encased in a thick leathery hide, they respond quickly to intruders.

Antibodies attack with two claws. After two rounds, the antibody attempts a grapple. If successful it wraps itself around its target and exudes slimy caustic goo, doing 1 hit point per round until scraped off. The antibody waits until its target dissolves away.

If the investigators flee, the antibodies follow them as far as the tunnel. They cannot exist outside the dhole's body and will not leave.

Characteristics		Average
STR	2D6+6	13
CON	3D6+6	16-17
SIZ	2D6	7
INT	1D3	2
POW	1D6	3-4
DEX	3D6+6	16-17
HP	12	
MOV	10	

**Attacks:**

2 claws, 40% 1D6 damage  
Grapple, 80% exude goo

**Armour:** 4

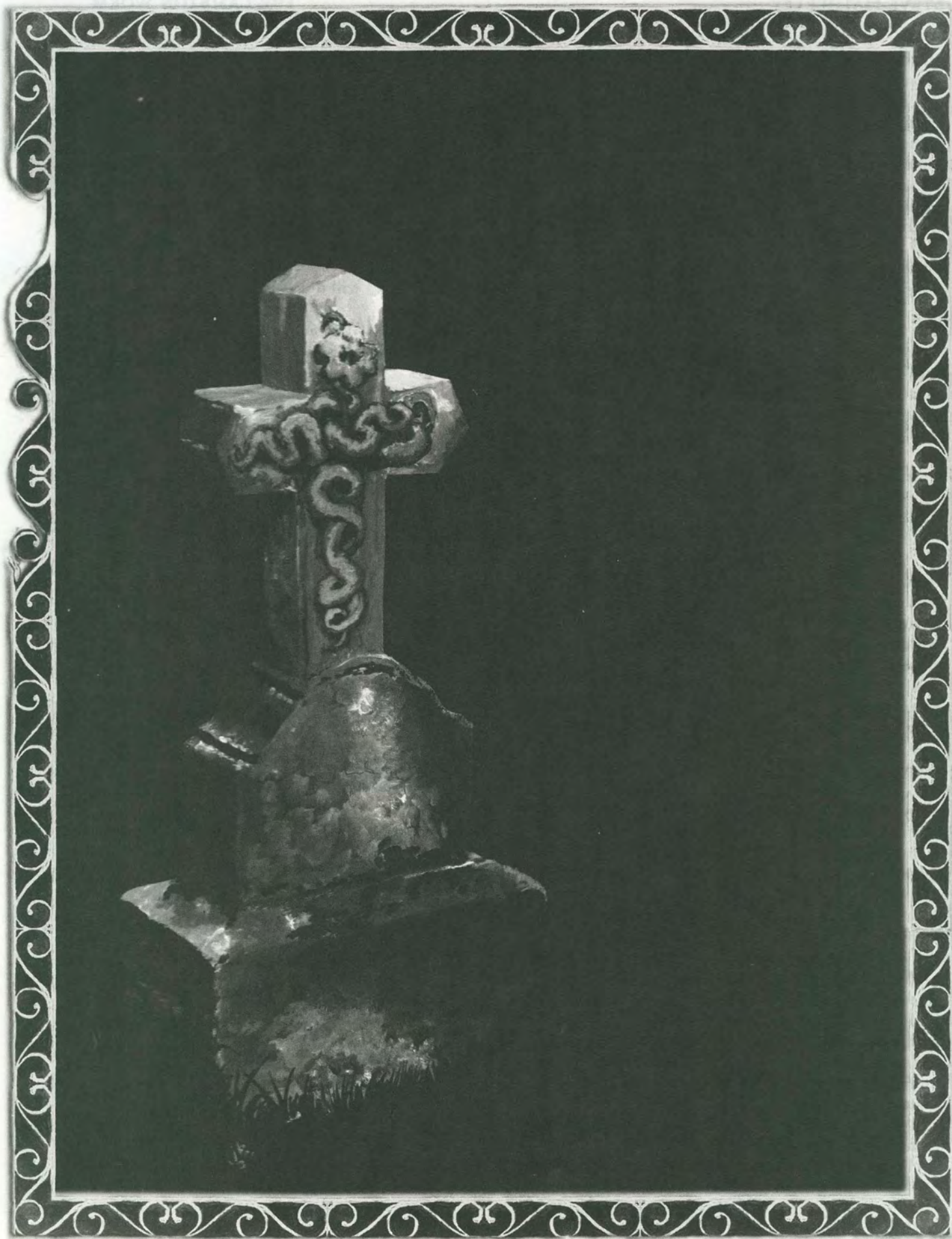
**Spells:** none

**Sanity Loss:** 0/1D6

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# Blood on the Tracks

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# Blood on the Tracks

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**B**lood on the Tracks” is a *Call of Cthulhu* adventure designed for any number of investigators, of any capacity and skill. The scenario takes place anytime in the 1920s, aboard a passenger train running from Boston to New Orleans. Keepers may easily change this to fit the geography of their individual campaigns, however it is important that the investigators be in transit at least one, if not two nights. It can be run in Victorian England easily enough, by changing the location and the description of some NPCs.

The burden of this adventure falls more upon the Keeper than in other scenarios. The Keeper must effectively roleplay all the NPCs, so that the killer isn’t discovered fifteen minutes into the train ride. Much of the horror of “Blood on the Tracks” comes from the fact that the killer could be anyone on the train...even the person sitting across from you.

Keepers interested in the look and feel of an early twentieth century train are encouraged to watch the 1972 film “Horror Express,” which stars Christopher Lee and Peter Cushing. It provides some excellent insights and inspirations that are tailor-made for this scenario.

As a side note, for those with suspicious minds, this tale of a vampire’s rampage on a train was written long before Chaosium’s *Horror on the Orient Express*.

## Keeper Information

This scenario works well as a transition piece between scenarios. Keepers may also use it to fill up the gaps on a long and tedious train excursion as their investigators travel to or from an adventure. Their objective during the course of this adventure is to discover which of the passenger(s) is the killer, and try to stop him or her.

The players will have to be subtle in their investigations at first. If any of the investigators are private detectives or police officers, that will be a plus for the group as they have a better excuse for searching out clues, looking at the bodies, and so on. Without some law enforcement background or abilities, the players will be forced to be more creative in their investigations.

However, once the other travellers know that there is a killer on board with them (and that it could be any of them!), the investigators will have to help keep things calm and work with the train personnel to apprehend the miscreant. Through all of this the Keeper should strive to

maintain the claustrophobic feeling of the train, the weak lighting, the constant rumbling and bouncing of the cars, and the general feeling of suspicion. These things will go a long way toward establishing the correct atmosphere.

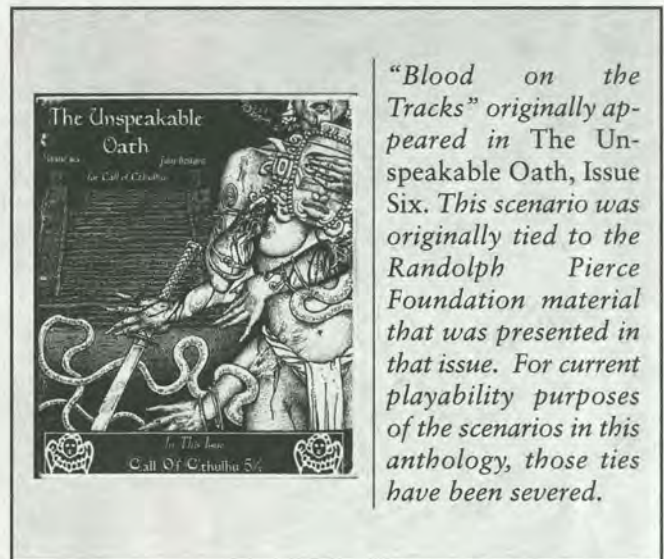
The killer, of course, will be acting just like everyone else on board. He is a shrewd, calculating, intelligent man who knows how to exploit every situation to its fullest.

Christopher St. Jordan II—travelling under the name of Sir Christopher Alexander—is a vampire. Together with his assistant they are leaving the East Coast and venturing westward in search of new “killing fields.” St. Jordan will explain that he recently took in his young ward, Miss Meredith Denise Shelton, when the last of her family died. To give her a chance for a fresh start, they decided to go to New Orleans, where St. Jordan owns a shipping company.

St. Jordan and his ward are quite insane. However, it is the sort of subterranean, ruthless insanity that lets them keep up appearances of normal life. In fact, part of their pleasure is derived from the constant charade of rationality and wit they present to those around them.

Their insanity comes from the worship of the Great Old One, Glaaki. The vampire has been faithful to him for many, many years. Miss Shelton has only recently begun to follow her master in the worship of this foul entity.

St. Jordan has chosen to travel by rail for reasons of comfort, privacy, speed, and food. Travelling by auto or by bus (or even ship) would not provide all these things



“Blood on the Tracks” originally appeared in *The Unspeakable Oath*, Issue Six. This scenario was originally tied to the Randolph Pierce Foundation material that was presented in that issue. For current playability purposes of the scenarios in this anthology, those ties have been severed.



together. In addition, the train runs non-stop. This will create another problem for the investigators as they hurtle forward, unable to stop the train or get help. St. Jordan's coffin is secured in the baggage car, and there he rests each day until the sun sets.

## Investigator Information

The adventure begins when the investigators have boarded the train. If the Keeper has access to the maps on page 180 of the 4th Edition *Call of Cthulhu Rulebook*, he can photocopy it several times and assemble the photocopies to form a train with an engine, two passenger cars, a dining car, and a baggage car. Remember that the walkways on the train are very narrow—two people passing one another have to turn their bodies to the side to pass by, unless they are SIZ 7 or less.

Also, it was customary for gentlemen to move back to a more open space when a lady was approaching through a passageway. This was not only simple politeness, but helped to avoid embarrassing situations.

Assign the investigators sleeping compartments and let them decide what belongings they'll place in the baggage car, and which they'll keep with them. Roleplay whatever encounters you can, to prevent this from beginning as just another train ride to be breezed over without thought.

The train leaves the station at 2:45PM, sharp!

## People on the Train

Let the investigators do as they wish. Some may want to sit and read, play cards, converse with each other (or a neighbor), sleep, or what have you. The conductor will come around, punching tickets, and inform them that backgammon and chess sets are located in the front of the car (the parlour) as well as current issues of *Reader's Digest*, *National Geographic*, and *Time*. This is, of course, if they are travelling First Class. The conductor will also inform them of dinner, being served from 5:00-6:30 PM in the dining car.

At dinner, the investigators will be given the opportunity to meet most of the NPCs who will be sharing in the ride. After dinner, they would do well to perhaps join in a friendly game of backgammon, or engage in conversation with some of the other travellers. This is where the Keeper's duty becomes tougher. You must be able to jump around from playing one NPC to another, to help fix them in the players' minds, without giving away the identity of the killer.

The major NPC's are below. Optional ones can be found on page 87. Stats for the major NPC's are at the end of the scenario.

### Sir Christopher Alexander (Christopher St. Jordan II)

Christopher St. Jordan II is travelling under the name Sir Christopher Alexander. He is a very attractive, suave and sophisticated gentleman, with black hair, strong blue eyes, and somewhat of a regal bearing about him.

At first he may seem cold or distant, but investigators talking with him will quickly discover he is a witty, intelligent, and charming man. Some of his many areas of knowledge (and he has quite a few) include medicine, politics, philosophy, business, psychology, the fine arts, and law. He speaks fluent French and Russian, in addition to near-perfect English. Investigators who critically succeed in a Knowledge roll can place his almost undetectable accent as Eastern European, probably Roumania.

Sir Christopher dresses very fashionably, befitting someone of a well-to-do station. If an investigator should ask about his knighthood, he will gladly tell them the story. Should this occur, you are free to improvise whatever wildly heroic tale you wish.

### Meredith Denise Shelton

Shelton is an attractive young lady of 22. She is the ward of Sir Christopher, and has been for four months. She is a brunette, approximately 5'8" with green eyes and a wonderful smile. Her clothing matches that of her guardian in respect to style and cost; her manners, likewise. If asked, she will say that her parents were recently killed in a carriage accident, and that with no other surviving relatives, she was taken in by Sir Christopher as his ward. Now they are going to New Orleans for a fresh start.

Investigators who talk with Meredith for more than fifteen minutes should be allowed a Psychology roll. If the roll is successful, it will become obvious that she isn't (nor, seemingly, was she ever) upset about the death of her parents. At times, she also seems to be listening intently at imagined voices, or perhaps something in her head.

### Professor and Mrs. Martin Howard Leighman

Dr. Leighman is a professor of Anthropology, and is on his way to New Orleans to take up a post as Assistant Dean of Sociology/Anthropology at New Orleans University.

He is a short, robust man, 56 years old, with thinning white hair and stern blue eyes. He is always impeccably dressed in a spotless grey suit. Professor Leighman reads quite a bit and enjoys a good cigar after dinner.

The professor's wife, Melissa, is 55, a bit plump and very good-natured. She is very proud of her husband and his accomplishments ("Why, do you know that he presented a paper last year at a convention that was held in London? It was quite well received by his colleagues, I do



believe.”). The Leighmans have two children, both grown (who are not travelling on the train) and a sheepdog named Bixby, travelling in the baggage car.

#### Dr. Troy Adamson, M.D.

Dr. Adamson is a quiet, rather shy gentleman of 36. He is on a short vacation from his practice and is going to New Orleans to visit an old medical school friend.

Although not poor, Dr. Adamson does not flaunt his wealth, preferring to dress in casual clothes of good make. His hair, beard, and mustache are brown and his eyes are auburn. He is clean and well-groomed.

Dr. Adamson is dedicated to, and loves, his profession, but suffers sometimes from a lack of confidence. He occasionally believes himself to be unworthy of practicing medicine, since he just barely passed some parts of his schooling. Of course, most of this is just in his mind, as he is a fully-licensed physician—and a darn good one.

He is not married, and enjoys swimming, reading and cartography.

#### Father Thomas Delarove

Thomas Delarove is a Catholic priest who is on his way to New Orleans to attend a church conference being held there. He has information to present on the Catholic or-

phanages and schools in the Massachusetts area.

He is an average-sized man, thin, with wire-rimmed glasses and a blonde mustache. He is always neat and quiet, saying little and smiling a lot. A devout Catholic, he is very upright, honest, and sincere.

Father Delarove can be found reading his bible, working on his presentation, or indulging in a much-loved game of Parcheesi. He has a fondness for cats, and cat-lovers among the investigators will find him quite warm and open with them.

#### Sam Club

Sam Club is a private investigator from Boston. He is very no-nonsense and hates to waste time. Sam is proficient with a wide variety of weapons and is not above roughing someone up to get information. He has many street and police contacts as well. He is extremely suspicious of most people, especially the rich.

## Blood on the Tracks

After dinner and some polite conversation, Sir Christopher Alexander will excuse himself to retire to his—actually Miss Shelton’s—stateroom. Once there, he will cast Body Warring of Gorgoroth on himself, altering his ap-





pearance to that of Wilfred Cosly, the train conductor. He is now ready to hunt his nourishment.

Sometime before 9:30 PM, the vampire will attack a female passenger, ripping out her jugular vein and feeding on her blood. Shortly after this, he will be seen by another passenger leaving the site of the murder.

The vampire will, only moments after the alarm of “murder!” has been raised, run face-to-face (literally) into the conductor. The real Wilfred Cosly will be so shaken by meeting himself that he will freeze—only momentarily—but long enough for St. Jordan to strike.

As other passengers respond to the scene of the first killing, the person who raised the alarm will insist that he saw the conductor leaving the compartment covered in blood, just seconds before! But the real conductor has other problems now...

When Cosly saw himself and froze, St. Jordan grabbed him by the throat and threw him into the bathroom. Although cramped, the vampire quickly slit the wrists of the conductor, muffling his cries as he did so. He fed as quickly as he could on the conductor’s blood, then opened the window and climbed out. Using his unnatural climbing skills, he shut the compartment window and proceeded to climb up on top of the coach. From there, he made his way back to the baggage car and back inside.

The investigators will hear the cries for assistance and should be able to reach the murder site in only a few moments. The upset witness will be pointing down the passageway and will tell anyone within earshot “...it was the conductor, God be with me. I saw the conductor leaving that stateroom, dripping blood and...oh Lord, get some help! Get some help!”

If the investigators move quickly, they can head off down the passageway in the direction the witness noted. Remember that this passageway will be quickly filling up with gawking men and fainting ladies; make the investigators push and elbow their way through.

As they approach the bathroom, give each investigator a Spot Hidden roll. Those who are successful will see several splotches of blood just outside the bathroom door.

## The Bathroom and Beyond

The bathroom door will have to be forced open, as St. Jordan locked it from the inside. The door has a STR of 15, and only one investigator may attempt to force it at one time. Once the door has been opened, call for Sanity checks from all investigators present. Missing the roll results in a 1D3 SAN loss.

Lying twisted and crumpled upon the bathroom floor is the conductor, both of his wrists slashed, with blood on the floor and walls. A bloody straight razor lies on the basin. The window is closed (but not locked, if checked). It would appear that the conductor did indeed kill the young

woman in the stateroom, then fled here to commit suicide. At least this is what Christopher St. Jordan wants the passengers to believe...

Before the train porter can make his way through the crowd to the scene, give each investigator present a First Aid or Medicine roll. Those making the roll will realize that the amount of blood evident in the bathroom is far less than what it should be for two slit wrists. It is comparatively little for such terrible wounds.

A second Medicine or Idea roll also notes that the blood on the walls appears almost to be smeared on...or perhaps spat. At any rate it looks wrong, not in keeping with the spray that would result from the wounds.

If any player thinks to check, blood will be found on or around the window. If the window is opened, a Spot Hidden roll will show blood stains on the outside of the train car, though this will need a flashlight or daylight to be seen. The stains lead from the window’s edge to the top of the car.

## After the Crime

The porter (Clarence Marlin) will arrive and begin to take charge. Although somewhat out of his depth, he will handle the situation well. He will order all the passengers back to their staterooms and coaches, promising to explain fully when more is known. He will also ask if there are any police on board.

All of the passengers who were privy to the excitement will be very upset. They will mumble and gripe, but will eventually comply with the porter’s request. If any of the investigators ask, tell them they see Sir Christopher and Miss Shelton amid the crowd. Both seem shocked and saddened by the events.

At this point, private investigator Sam Club will take charge. Barking out his credentials (and showing them to those who ask) he loudly calms the passengers down and begins to get things organized. He knows he needs help, and will quickly draw suitable investigators into the action. Together, they can begin making plans.

Among the initial suggestions likely to come are to telegraph for help and stop the train at the next station. Sorry. St. Jordan has sabotaged the telegraph, and has two Servants of Glaaki manning the engine. Likewise, the emergency brake cables have been rendered inoperable. St. Jordan wants to keep the train running, so that he may reach his destination without outside interference. There he plans for himself and Miss Shelton to slip off the train in the resulting confusion and escape detection. He knows his travelling papers won’t pass close inspection, and the empty coffin will only worsen things should authorities intervene. Besides, the smell of fear among the passengers is an intoxicatingly sweet aroma, and one he cherishes.



## Another Death and Medical Revelations

The investigators and Sam Club are free to begin their hunt for the killer. Talking with the passengers will reveal little, as none of them saw anything (except perhaps the fleeing conductor). After questioning several people, it will become apparent that if Mr. Cosly did indeed commit the murder and then killed himself, the case is fairly open-and-shut. However, if Cosly was himself murdered (to look like a suicide), then no one was seen leaving the bathroom. And of course, it's quite impossible to climb up the side of a train rushing along at 40 mph...isn't it?

By now the time should be somewhere between 10:00 and 11:00 PM. It is during this time that Christopher St. Jordan crosses paths with Professor Leighman. Their meeting is a polite one, until the good professor discovers (rather accidentally) that Sir Christopher does not cast a reflection in the polished lid of his cigar case. Unfortunately for the professor, Sir Christopher realizes from the look on Leighman's face what he has unwittingly stumbled upon. Approximately thirty minutes after their meeting, St. Jordan will attack and cruelly exterminate the poor professor, sneaking his lifeless body back to the baggage car and hiding it there. He will then clean himself up and return to Miss Shelton's stateroom.

Around midnight, Dr. Adamson will approach the investigators and tell them the results of his medical work:

The victim was Miss Eleanor Brown, female, age 30-33. She died from a broken neck and a loss of blood from a torn and severed jugular vein. There were deep fingernail marks on her arms. Her neck was also snapped, between the 2nd and 3rd cervical vertebra. The assailant probably entered the stateroom and grabbed the girl. A short struggle ensued, during which time her neck was snapped. The jugular vein was then torn out.

Wilfred Cosly had some slight contusions on his throat, as if he had been briefly choked or held tight. The slits on his wrists were directly along the arteries, almost surgical in the precision of their placement. However, the amount of blood present does not support the suicide theory. If Mr. Cosly had slit his own wrists, blood would have covered just about everything. As it stands, not enough blood was present, in the bathroom or remaining in the body.

In short, Adamson believes Cosly's wrists were slit by someone else, and his blood was taken away—"God knows how, or by whom."

## The Absent-Bodied Professor

Around 2:00 AM, Mrs. Leighman will approach the group, obviously worried and inquiring about her husband. He left their compartment around 10:00 PM this

evening to have a smoke and perhaps interest someone in a game of chess. He hasn't returned yet. She went through the cars looking for him, but everyone was asleep.

If the investigators wish to help search for the missing professor, it will be somewhat difficult for as Mrs. Leighman pointed out, everyone is asleep. But investigators are known for their perseverance, and should be allowed to conduct their search in an orderly—and quiet—fashion. Nothing untoward is likely to happen until they search the baggage car; see that section for details.

If the investigators are brave enough to wake other passengers for questioning, give them a hard time. Some may be half-expecting to be murdered, and not take disturbances lightly. An alternative is to talk to the porter, now acting as conductor as well. Perhaps someone saw Mr. Leighman in the parlour talking with a distinguished-looking man right around ten o'clock or so. Maybe they even saw Leighman offer the man a cigar, and noticed how the man reacted rather violently towards it. They may even have seen the hate in the man's eyes as he glared at the professor before leaving.

Any of this information may be passed on to the players as the Keeper sees fit, to keep the pacing alive. This would also be a good time to instigate a few "red herrings" as well. ("Yeah, I saw th' gentleman. Sittin' with another gentleman he was, and this other fellow kept lookin' out the window at the moon in a queer way...like he was hypnotized by it or something...") The Keeper may want to spread a few rumors, not to purposefully mislead the investigators, but to make it a little more difficult to separate fact from fiction.

Should the above information come about, they may inquire of Mrs. Leighman about her husband's cigar case. She will remark that it was quite normal, a polished gold color with the initials MHL engraved on top. It also had a mirror in the lid...

## The Rest of the Night

For the remainder of the night, St. Jordan will be in Miss Shelton's stateroom, until about 6:00 AM when he retires to his coffin. Some Keepers may wish to let him sleep in the stateroom, and not necessarily in the coffin. This was done during one of two separate playtesting sessions and helped to keep the investigators off-balance when they discovered he was sleeping in the stateroom: "Well, I guess he can't be a vampire...they sleep in coffins."

Keepers may vary the myths and legends pertaining to the vampire to suit their campaigns. Perhaps sunlight is only an annoyance to a vampire, but it doesn't kill them? They may not necessarily need to sleep on their native soil, or in a coffin. There are many variations that can be utilized by creative Keepers, to add a dangerous twist to the



common vampire legends.

The investigators may do whatever they wish during the rest of the night. Further explorations will not yield any usable evidence or clues. The best thing they could do is try and get some much-needed rest.

## The Baggage Car

If they wish to persist in their nocturnal search, the baggage car is an obvious place to go. It will be near the end of the train and will be lit only by a few low-burning oil lamps. These lamps sway and swing from their hooks, casting maniacal, twisting shadows over the piles of baggage.

Searching through this stuff will take at least an hour and a half. All of the luggage is tagged with the owner's name and destination, but there is no filing system to speak of. Rooting around in here is a hands-on experience and is very hard on the eyes. It's also very creepy (the possibilities for some good, old-fashioned fun and fright are endless in here).

Each investigator actively searching has a 25% chance every fifteen minutes of finding the following:

A large wooden crate, measuring approximately 6½–7' long, 2½–3' wide, and 3 ½' deep. On one end is a tag listing it as belonging to "Alexander, Christopher." There are also several legal-looking papers attached to it.

The first of the papers is a death certificate, made out for Lady Victoria Alexander, wife of Sir Christopher Alexander. Her date of death was approximately sixteen months prior to this point, and she is described as having died in a riding accident. The second paper is a form from the U.S. Customs Office, indicating when the body was brought into the country. The third and fourth papers testify the fact that the body was free from contagious disease, vermin, and the like. The fifth paper is a government form granting permission to transport the body across state lines (Massachusetts to Louisiana). All of the papers and forms have been filled out and signed.

Any investigator with a Law skill of 45% or higher is entitled to a skill roll. A successful roll indicates that the papers are not legally correct in their wording, and that they have no real worth. These are clever forgeries, designed to appease the quick glances of porters and lawmen.

If any investigator checks, the lid on the crate is loose and can be removed with a small amount of effort. Inside the crate is a mahogany coffin, complete with brass handles and trimmings.

Should they wish to lean over the edge of the crate and open the coffin, it will be empty (if still before 6 AM - if it's after 6 AM, watch out!). A careful Spot Hidden at -25% will reveal something stuffed into the velvet lining of the coffin. It is a book, with a strange mottled cover





and yellowed pages.

Ask for a Know roll from the investigator holding the book. If the roll is successful, inform the player that the cover of the book seems to be bone—polished and pressed shards of bone (SAN check for the holder; 0/-1D2 point loss if the roll is failed). All over both covers and the spine are bizarre etchings of half-glimpsed things swimming in a great lake. When touching the book, investigators will feel something not unlike tiny figures swimming under their fingers! This feeling will not require a SAN check, but should certainly be extremely unnerving. Obviously, holding the book in one's hands for a period of time would be more than a little disturbing.

The book is St. Jordan's personally-transcribed copy of selected material from *The Revelations of Glaaki*. His annotated selections from volumes 1 and 2 of the set are in English, add +4% to Cthulhu Mythos, have a x2 spell multiplier, cost -1D3/-1D6 SAN, and contains the spells Summon/Bind Servant of Glaaki, and Contact Glaaki.

The other item of interest that may be found in the baggage car is the body of Professor Leighman. It is inside a crate labeled "Dr. Leighman," proving that St. Jordan has a sense of humor.

For St. Jordan has hidden Leighman in a novel place: with his dog, Bixby. The vampire snapped the sheepdog's neck at the first opportunity to prevent the beast from barking, and subsequently snapped enough of Leighman's bones to fold his body into the crate with the dead animal. Opening this crate, from which an unpleasant smell emerges, the investigators are greeted with the terrible sight of man and dog, squashed together, broken bones protruding from torn skin, dark blood stains covering both. Leighman's face is contorted in a grimace of fear, the eyes bulging and glazed. Several deep claw marks have raked their paths across his eyes, cheeks, forehead, and mouth. His head is tilted at a terrible angle, bearing witness to his snapped neck—these are the only of his many injuries actually inflicted when he was alive.

When the box is opened, ask for SAN checks from those investigators gathered around. The fright they get from the lamplight hitting the horrible scene will cause a loss of -1D3 points. For added fun, have the train lurch right as they open the box, allowing Leighman and Bixby to tumble out of the box as if, for a moment, they might be somehow alive and menacing.

Play up the horrific elements of this scene - it shouldn't be difficult.

## The Next Day

If your players are quick and intelligent, it is entirely possible that the scenario may be over at this point. They could have ascertained the killer's identity and halted his reign of terror in their first night aboard the train. If so,

the following information will not be necessary, and the Keeper should proceed to the "Rewards & Regrets" section.

However, if they are still trying to uncover the killer's identity, continue on at this point.

Sometime around 8:00 AM - 9:00 AM, the porter and Father Delarove will announce throughout the cars that a meeting will be held in the dining car at 9:30 AM. They will go from coach to coach, alerting everyone to this meeting, and urging attendance.

At 9:30, as the train roars through the countryside, the dining car will be crammed to capacity with passengers. Hushed mumblings and whispers fill the car, until the porter calls for attention. Both he and Father Delarove will try, in the most strategic way, to explain the events of the previous night. They will immediately quell any rumors which the Keeper may have allowed to circulate (such as "I heard the killer can walk through walls," or "The killer's supposed to have eaten his victims...eaten their flesh!"). Although they do not have much information to impart, they will assure the assemblage that "proper authorities are working on it at this very minute," and "they hope to have the fiend in custody before we reach New Orleans."

Father Delarove will make himself available to any who require his services. The porter (Clarence Marlin) will explain the necessity of moving about in groups of no less than two; not leaving children unattended, even for a moment; and letting someone know your whereabouts. "These precautions will make it much harder for the killer to strike again so that, God help us, we can avoid another tragic evening like last night."

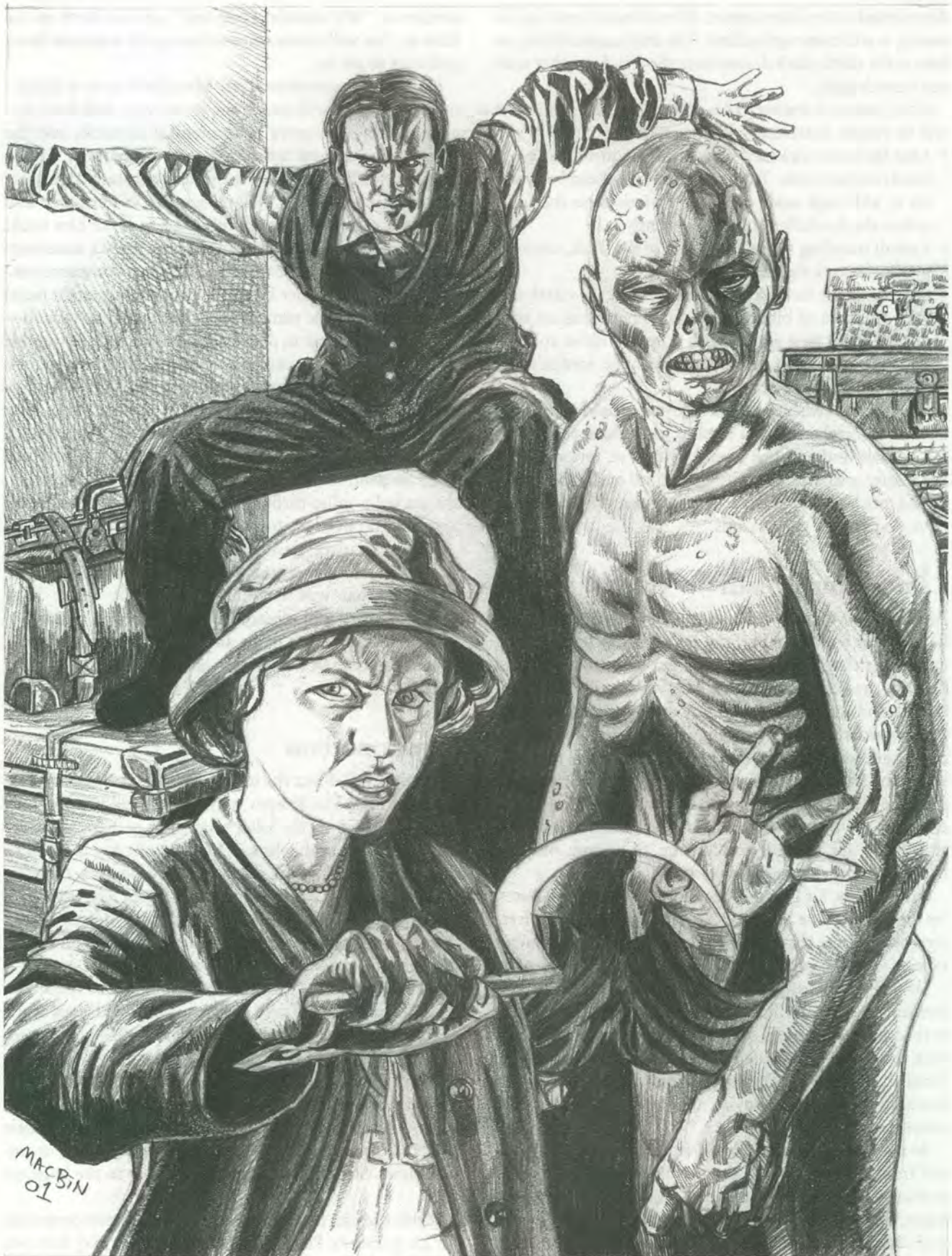
Both men will also field questions from the concerned passengers. If the investigators are "officially" working on the case, one or two of them may be asked to be present at the meeting.

Any investigators not at the meeting will be presented with a golden opportunity. Since everyone is at the meeting, this would be a perfect time to search some of the staterooms for clues. It's not the most ethical approach, but...

If the investigators embark on this course of action, searching the staterooms will require a Locksmith roll to get in. At the Keeper's discretion, a Luck roll could be made, possibly at half or worse, to see if the occupant left the door unlocked. A fumbled roll could indicate the occupant is still inside, and did not go to the meeting. Once inside, Spot Hidden rolls can be used as appropriate in the search. No one's room will contain much of interest (depending on how you're using the NPCs, that is) except for Miss Shelton's.

If you decide to let St. Jordan sleep in the stateroom, rather than in his coffin, the investigators will awaken him when they enter. St. Jordan will be polite, but obviously







disgruntled at the interruption. If he allows them a quick search, it will come up fruitless. The only unusual thing in here is the thick, dark drapes over the windows that shut out outside light.

If St. Jordan is resting in his coffin, then the stateroom will be empty. Searching will uncover:

- Miss Shelton's wickedly-sharp sickle, hidden in an overhead compartment. Traces of dried blood can be found on it, although none came from victims on the train unless she has killed someone recently.
- a small traveling valise under one of the seats, containing Professor Leighman's cigar case.
- hanging in the farthest corner of the closet is a dark suit with splatters of blood all over it. The stains are only noticeable at first glance with a Spot Hidden roll at -25%. The blood, of course, came from St. Jordan's first two victims on the train.

Keepers who wish to be extra-devilish could place Miss Shelton somewhere within earshot when the investigators tell of their findings. She would, of course, report this to her master, and then go about getting rid of the aforementioned articles if still present. The investigators would then have no proof of their claims.

## Dinner and Death

Around 6:30 PM (at dusk, that is), Sir Christopher will have dinner with Miss Shelton. Investigators in the dining car at this time may be approached by him, and asked how the investigation is going. He will be polite and concerned, and certainly isn't the only one to ask the question. Investigators with a Psychology skill of 50% or greater can be allowed a roll on that skill. If successful, they will realize he isn't really interested in the murders, but what facts the investigators have and how close they are to discovering the truth. Make sure and have several people stop by to ask this; all are curious, of course, only Sir Christopher for different reasons.

After dinner, Sir Christopher and Miss Shelton will stop by the table where Father Delarove is dining. The investigators will see them pause at the table for a moment, talking with the priest. Then the two leave the dining car.

Should the investigators question the priest about this incident, Delarove will reply that Sir Christopher was disturbed by the murders and wanted to consult and pray with the priest. They decided to meet at eight this evening. Until that time, Sir Christopher and Miss Shelton can found in the parlour, enjoying a game or conversing with other passengers.

At the appointed time, Sir Christopher will excuse himself from the company in the parlour and make his way to Father Delarove's stateroom. Miss Shelton will also leave, returning to her stateroom. Once there, she will proceed to break one of the windows in her compartment,

screaming "It's outside! Help me!" and so forth as she does so. She will continue to scream until someone hears and tries to get in.

Using the commotion from Miss Shelton as a distraction, St. Jordan will attack the priest with hell-bent savagery. Father Delarove is a potential obstacle, and the vampire wants him out of the way. The attack will be brief; St. Jordan will grab the priest and slash at his face and neck. But Father Delarove grabs his crucifix and presses it against the vampire's head to force him back. Screaming in agony, St. Jordan flees the priest's stateroom and runs through the cars to the baggage compartment.

The injury to Father Delarove may be only slight facial cuts, or perhaps the vampire dealt him a terrible wound—it's up to the Keeper to decide. Regardless, he will stumble out into the passageway and try to find the investigators. The noise and excitement coming from Miss Shelton's room will still be evident: she will be crying, exclaiming that her assailant clung to the side of the car like a spider. "He was black, with orange eyes and great wings! Teeth like a serpent!" She says she began screaming, and when she hurled a valise through the window the creature disappeared up over the top of the car.

Father Delarove, slashed and bleeding, will lurch up the passageway shouting that the killer has just attacked him. The fear that was beginning to sprout under Miss Shelton's story will blossom into full-fledged pandemonium. The passengers panic and run for their staterooms, as best they can in the narrow hallways of the trembling train.

## Confrontation

The priest will direct the investigators in the direction his attacker fled. The Keeper may let him fall unconscious before he can utter the killer's name, or perhaps those are the last words on his lips. If he does not say the killer's name, Miss Shelton will follow the investigators, claiming extreme fright at being alone. Alternately, one investigator can stay behind with her to calm her down. In any case, she will wait for an opportune moment before striking with the sickle in her handbag.

If Father Delarove announces the name of the killer, Miss Shelton immediately grabs the sickle and leaps at the nearest investigator, slashing and growling. If well-timed, her attack can be a total surprise to the party.

When the investigators finally pick up St. Jordan's trail, it won't be hard to follow. A few passengers who got in his way have been tossed through windows, or had their necks snapped, or worse. Some may be bleeding, or unconscious. St. Jordan's trail of ruin leads to the baggage car.

Inside the car, the enraged vampire has been preparing for his pursuers. Particularly strong parties may find one



of the Servants of Glaaki from the engine now in the car, waiting to ambush them at first chance. If Miss Shelton is along, she will strike when the Servant does.

St. Jordan will be hiding near the entrance, on top of a pile of luggage and boxes. He will leap onto the investigator who appears to be the strongest. Should Miss Shelton and/or the Servant engage the investigators, St. Jordan will strike, then withdraw, then strike again—his aim in such a circumstance will be to make what attacks he can at the least risk of injury.

Just how the investigators kill St. Jordan is up to you. Stake through the heart, cross to the chest, whatever you want to use in your campaign. Decide what will work and what won't work, then be ready. Destroying St. Jordan will be a terrible and costly fight.

## Rewards & Regrets

With the defeat of St. Jordan, the Servants of Glaaki depart. The train, its firebox no longer being fed, will slow to a stop in short order. This, of course, could present dangers of its own. When's the next train?

Investigators who expose and kill Christopher St. Jordan will each gain 1D8+1 SAN back. If they capture Miss Shelton, they gain 1D4+1; if they kill her, they gain 1D3-1. Be sure to reward your players for good roleplaying, too. Not only will they likely deserve it, but they'll be more likely to work toward such efforts in future games.

If they found St. Jordan's excerpts from *The Revelations of Glaaki*, they may of course keep it, or do whatever they want with it. St. Jordan's cult associates may well want it back, and revenge on those who killed him. In one

playtesting session, in fact, the cult recovered St. Jordan's corpse and removed the stake, bringing him back to life. St. Jordan and the cult then pursued the investigators through several scenarios.

## NPCs

**Sir Christopher Alexander (Christopher St. Jordan II), vampire**

**Nationality:** Roumanian

STR	22	CON	16	SIZ	14
INT	16	POW	15	DEX	16
APP	14	EDU	18	SAN	0
HP	15				

**Damage Modifier:** +1D6

**Education:** Many years of unlife

**Skills:** Climb 55%, Dodge 42%, Fast Talk 40%, First Aid 67%, Listen 48%, Persuade 63%, Psychology 51%, Spot Hidden 46%, Sneak 39%, Throw 53%

**Languages:** English 80%, French 83%, Roumanian 93%, Russian 88%

**Attacks:**

Bite Attack 50%, 1D4 damage

Fist/Claw Attack 50%, 1D4+dm damage

**Spells:** Body Warping of Gorgoroth, Cloud Memory, Contact Ghoul, Contact Glaaki, Deflect Harm, Summon/Bind Dark Young of Shub-Niggurath, Summon/Bind Nightgaunt, Summon/Bind Servant of Glaaki

**Notes:** Christopher St. Jordan is an immensely evil and cunningly powerful vampire. He is almost 300 years old, and has only recently come to the United States for fresh prospects. He is well-educated and knowledgeable in many

## Stopping the Train

As stated in the text, the engine of the train is now under the control of two Servants of Glaaki, who are keeping the train going while St. Jordan feeds. They'll abandon the train shortly before it reaches its destination.

Investigators, foolhardy lot that they are, may well try to get to the engine and stop the train. In case they don't know, clambering around on the outside of a moving train is a dangerous proposition; the porter and others will certainly discourage them from making such an attempt. "If the engineer's dead, the train'll stop anyway when the tender runs out."

Of course, that doesn't happen, so an assault on the engine is a possibility. Make this as dramatic and risky as possible. A series of DEXx3 rolls are likely, not to mention Jump and Climb. Failure should grant a Luck roll; fail that, and the investigator plunges off the train to their death. Success and they hang on to something; a Climb roll gets them back where they were.

Should someone make it to the engine (and they'll be moving one at a time) the Servants attack with shovels, pipes, and claws. They will try to knock attackers off the coal car before they reach the cab itself. One of the Servants might even tackle an investigator as a last-ditch effort, hurling the investigator and the Servant both off the train.

If the train is stopped, it will likely be in the middle of nowhere. Miss Shelton will suggest that someone should go for help (if no one else does). Come nightfall, she and St. Jordan will flee with what they can carry, perhaps after attacking those who have caused them so much trouble. This attack will be as quick and as bloody as they can manage.



## New Spells

**Summon/Bind Servant of Glaaki:** This spell allows the caster to summon a Servant of Glaaki. It requires a piece or chip from a tombstone, one at least 50 years old. The spell must be cast at night, and it must be cast near a large, stagnant pool of water that is an area of worship to Glaaki. The Servant of Glaaki will appear from the shadows within 2D10 minutes. All other aspects of the spell conform to the usual Summon/Bind routines.

**Contact Glaaki:** This spell is like the other Contact Deity spells in the *Call of Cthulhu Rulebook*. Servants of Glaaki casting this spell need lose no magic points or POW as Glaaki has a mental link with them. He will usually appear to them in a matter of minutes if the spell is cast near a large, stagnant pool of water that is an area of worship to Glaaki. Non-Servants are contacted via dreams sent by the god in a manner similar to the Contact spell for Cthulhu.

areas. He is not stupid, nor crazed with blood lust (luckily). If played properly, he will strike terror into the investigators' hearts with his methodical and strategic schemes.

This vampire is a worshipper of the Great Old One, Glaaki, and carries excerpts from *The Revelations of Glaaki* in his coffin.

### Miss Meredith Denise Shelton, charmed human servant

**Nationality:** American

STR	17	CON	13	SIZ	10
INT	15	POW	13	DEX	13
APP	17	EDU	11	SAN	0
HP	12				

**Damage Modifier:** +1D4

**Education:** High School Equivalent

**Skills:** Dodge 30%, Fast Talk 18%, Jump 33%, Listen 29%, Persuade 30%, Sneak 24%, Spot Hidden 43%

**Languages:** English 56%

**Attacks:**

Handgun Attack 35%, 1D6 damage (.22 semi-automatic handgun)

Sickle Attack 40%, 1D6+dm damage

**Spells:** Contact Ghoul, Cloud Memory

**Notes:** Miss Shelton has been charmed by St. Jordan into being his servant and assistant. It is her duty to look after the vampire's coffin, and take care of his affairs which must be conducted in the daylight hours. She is quite mad, a victim of the vampire's powerful mesmerism and foul worship of Glaaki. When enraged she attacks relentlessly.

### Professor Martin Howard Leighman, doctor of Anthropology

**Nationality:** American

STR	11	CON	9	SIZ	10
INT	16	POW	10	DEX	10
APP	11	EDU	17	SAN	50
HP	10				

**Damage Modifier:** +0

**Education:** PhD in Anthropology from the University of Pennsylvania

**Skills:** Anthropology 85%, Archaeology 22%, Botany 13%, Chemistry 28%, History 47%, Library Use 78%, Occult 22%, Persuade 67%, Zoology 8%

**Languages:** English 87%

**Attacks:**

Handgun Attack 30%, damage varies

**Notes:** Professor Leighman knows a little something about the occult. Once he stumbles onto St. Jordan's secret, the vampire will not rest until he has silenced the professor. Keepers may wish to let the investigators find him just before he dies, a choked warning on his lips. Assume Melissa Leighman, the professor's wife, has the same hit points and similar attributes.

### Dr. Troy Adamson, medical doctor

**Nationality:** American

STR	14	CON	12	SIZ	14
INT	14	POW	9	DEX	10
APP	12	EDU	16	SAN	45
HP	13				

**Damage Modifier:** +1D4

**Education:** MD from Harvard

**Skills:** Cartography 45%, First Aid 60%, Medicine 70%, Navigate (Land) 31%, Pharmacy 45%, Psychology 40%, Swim 54%

**Languages:** English 82%, Latin 18%

**Attacks:**

Fist/Punch Attack 53%, 1D3+dm damage

**Notes:** Although Dr. Adamson is normally a shy, quiet man, he may be a great resource for determining the cause of death of the different victims. This may provide the investigators with the clues to determine who the murder is.

### Father Thomas Delarove, Catholic priest

**Nationality:** American

STR	13	CON	16	SIZ	12
INT	12	POW	14	DEX	9
APP	13	EDU	15	SAN	70
HP	14				

**Damage Modifier:** +1D4

**Education:** Seminary School

**Skills:** Persuade 40%

**Languages:** English 77%, French 41%, Latin 39%

**Attacks:** None above base.



**Notes:** Father Thomas is very devout in his beliefs. He may be useful to the investigators when confronting St. Jordan, unless he dies first. In addition to his bible, he also carries a crucifix and a vial of holy water in his valise.

#### Sam Club, private investigator

**Nationality:** American

STR	14	CON	15	SIZ	13
INT	13	POW	13	DEX	14
APP	10	EDU	11	SAN	65
HP	14				

**Damage Modifier:** +1D4

**Education:** High School Equivalent

**Skills:** Accounting 21%, Climb 46%, Fast Talk 45%, Hide 51%, Jump 33%, Law 22%, Library Use 37%, Listen 49%, Persuade 34%, Sneak 47%, Spot Hidden 53%

**Languages:** English 55%

#### Attacks:

Handgun Attack 64%, 1D10 damage (.38 revolver)  
 Rifle Attack 47%, 4D6/2D6/1D6 damage (double barrel 12-gauge sawed-off shotgun)  
 Fist/Punch Attack 71%, 1D3+2+dm (brass knuckles)  
 Grapple 36%, special

Kick 48%, 1D6+dm damage

Small Club Attack 46%, 1D6+dm

**Notes:** Sam takes no guff from anyone. Once the first murder occurs, he will try to take charge of the situation and recruit able help.

#### Servants of Glaaki, Corpses of Green Decay

	<u>1</u>	<u>2</u>
STR	13	16
CON	24	22
SIZ	17	16
INT	14	13
POW	10	12
DEX	5	3
HP	21	19
Move	5	5

**Damage Modifier:** +1D4 +1D4

**Attacks:** Grapple 20%, damage special

**Armor:** None

**Spells:** None

**Sanity Loss:** 1/1D8 Sanity points to see the living-corpse aspect.

## Additional NPCs

In addition to the major NPCs presented earlier, several minor NPCs are furnished below to help flesh out some of the other faces on board. These may also be victims of St. Jordan or Miss Shelton, if the Keeper so desires. They do not have to be used, but can provide some great roleplaying opportunities.

#### Horace J. Brubeck, theatrical agent

A self-made man and “the best thing to happen to an entertainer since the works of Billy Shakespeare,” Horace Jeremiah Brubeck is a brash, obnoxious wind-bag. He is an exceedingly fat little man who dresses in plaid pants, chequered jackets, and gaudy, repellent ties. He smokes cigars that make a chimney smell like honeysuckle, and is forever and eternally bragging about the “big breaks” he has given to dancers, actors, and entertainers. Always close by his side are two young ladies who have recently “accepted tutelage under one who knows the ropes of show business!”

#### Constance DeMillings, actress

Constance is a very attractive red-head, 20 years of age. She is quite striking, physically, but has about as many functioning brain cells as a flat tire. She is aspiring to be an actress (her only performance to date being a gift-wrapped package in her 5th grade Christmas play, and a soldier’s wife in a hometown historical drama for the 4th of July).

#### Annie Clarke, dancer

Another physically striking woman, Annie is 22 years old and blonde. She is an excellent dancer, but seems to possess even fewer active brain cells than her female associate, Constance. But of course, Brubeck looks after them, “out of my own graciousness—after all, there are a lot of men out there who would want to take advantage of two young, naive ladies such as these.”

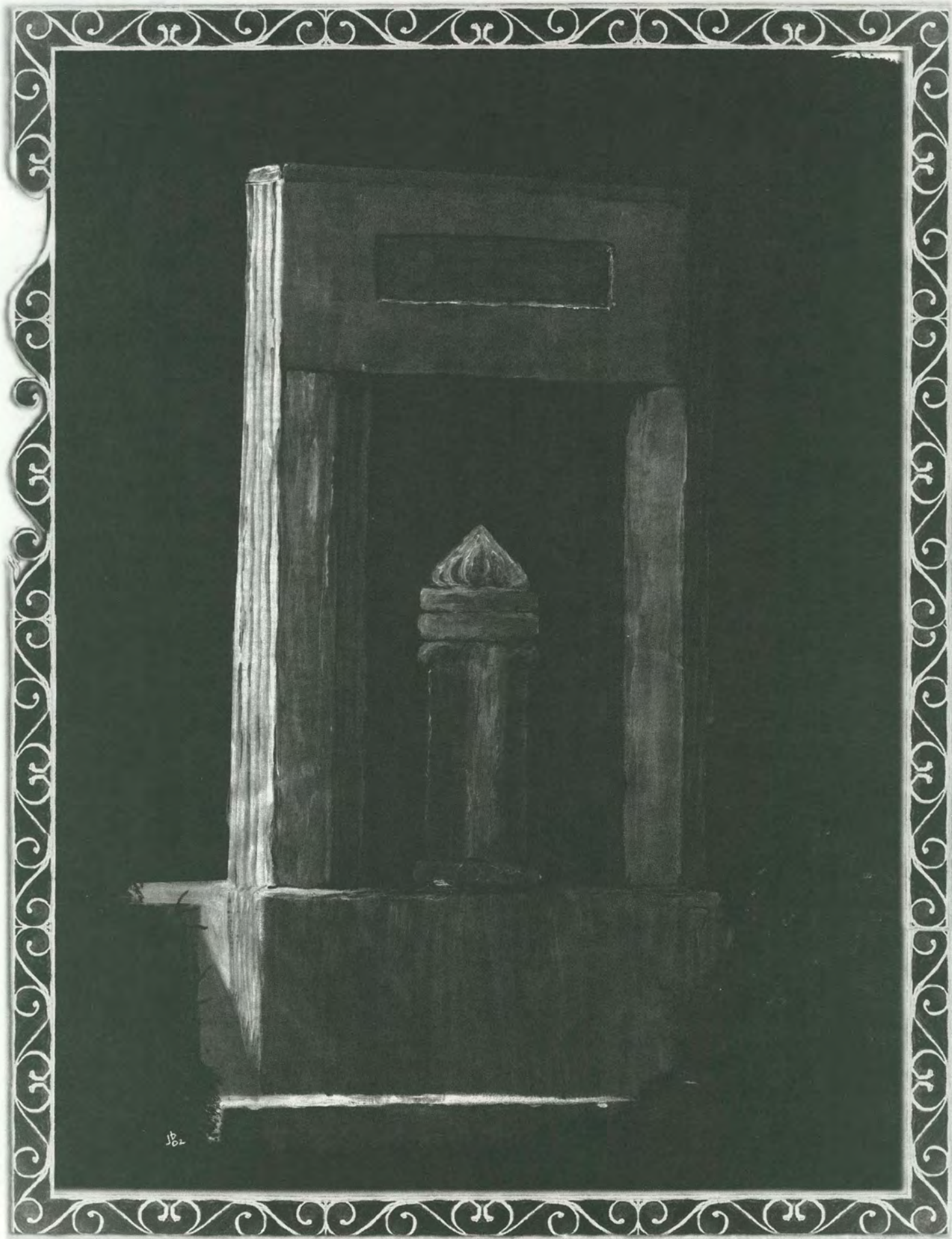
#### Nigel Nickerbocker, hobo

Nigel is a thin, wiry, dirty-looking fellow. He dresses in a shabby top hat and dinner jacket (complete with wilted carnation or rose). A black patch covers his left eye, and he often carries a baseball bat with him. He speaks with a British accent and has a great fear of the occult (and possesses an Occult skill of 48%). When not being a bum, he sometimes works for the junk man in Arkham.

Keepers interested in using Nigel as a rail-hopping hobo could have him sneak on the train, then pilfer the baggage car for some choice pieces of clothing. This was done during a playtesting session and was great fun when the owner of a fine suit recognized it on Nigel.

Nigel is actually a well-educated man who has chosen to see the world and rebel against his rich, British upbringing. He is quite talented at picking pockets (75%) and whacking things with his bat (88%).







# Dark Harvest

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# Dark Harvest

by KEVIN A. ROSS  
Illustrated by TOREN ATKINSON

The investigators will be drawn into this 1920s adventure through a slim envelope which arrives in late July at the investigator's office or residence. Inside are two brief articles clipped out of an Ames, Iowa, newspaper. The first concerns one Lonnie Garber's claim that he has witnessed the rites of a Devil-worshipping cult near Oak Valley, Iowa. Garber claims to have seen a number of naked people cavorting and performing animal sacrifices. The article makes several jeering comments about Garber's sanity and sobriety, but contains no other information. The second, more cryptic clipping is dated a little over two weeks later. Lonnie Garber's crushed body is found in a small stream near Oak Valley; the cause of death is given as an attack by an unknown wild animal. The newspaper makes a brief apology for the statements about Garber, but again nothing more specific is said about the matter.

The note accompanying the articles is from a contact of the investigators, a man who has worked with them in the past. He is a professor of Greek and Roman art and architecture at Iowa State University in Ames, and while his interest in the occult is negligible, he knows that the investigator's view is somewhat different. This associate is left undeveloped, as he can be of little help beyond the initial contact. If you think your players may need some aid ("Dark Harvest" is a rather formidable scenario) feel free to make the professor a man of action who can recruit several able-bodied students for muscle.

## Keeper Information

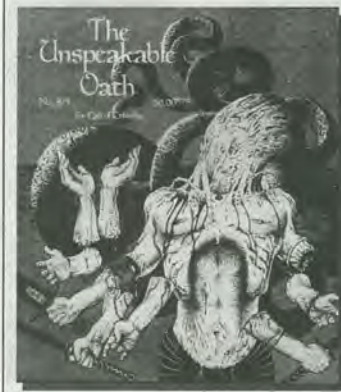
Strange as it may seem, the story behind this adventure begins during the Roman occupation of Britain. Many bizarre ancient mysteries came to light at this time. Odd stone formations such as those found at Stonehenge and Avebury were "discovered" by the Roman invaders. More deadly secrets were also uncovered: the bloody rites of the Druids, for instance. Far worse were the Romans' encounters near present-day Berkeley (with the creature which would come to be known as "the Berkeley toad," Byatis) and, more importantly, near present-day Goatswood.

While the Romans were able to achieve a victory of sorts over Byatis, they met their match near Goatswood. Here the invaders discovered a Druidic splinter-group which worshipped the Black Goat of the Woods with a Thousand Young—the dreaded Shub-Niggurath. The

Romans apparently realized that they were powerless against such a terrible foe, and they too began honoring the alien "Mother-goddess." They built massive temples for the Black Goat deep beneath the earth, temples rumored to have "extensions" to other worlds—perhaps even to Shub-Niggurath's native world.

The Romans also developed another means of summoning the Black Goat: a device called the "Moon-Lens." The Moon-Lens enabled the cult to Call Shub-Niggurath during the Full Moon, which meant that the cult could now meet with their god twice as often. The Moon-Lens was built near present-day Goatswood, and both it and its attendant cult of Shub-Niggurath still exist there at the time of the present scenario.

One reason the cult has survived in Goatswood is that most of its members have been given immortality by Shub-Niggurath and have been transformed into the Blessed of Shub-Niggurath, the Gof'nn hupadgh Shub-Niggurath. To this end these cultists were "swallowed" by Shub-Niggurath, and within His/Her/Its bowels they underwent a gruesome physiological change. Although remaining basically human, these mad folk suffered mutations of varying severity: goatish facial characteristics, claw-like hands, hooved feet, and small horns on the head were common transformations of this type. (Ancestral memories of mutated cultists such as these may have given rise to the "myths" concerning satyrs, dryads, and fauns in other parts of the world.) In return for accepting this transformation these cultists' aging processes were



"Dark Harvest" originally appeared in the double issue *The Unspeakable Oath*, Issue Eight/Nine. This scenario was originally tied to the Randolph Pierce Foundation material. For current playability purposes of the scenarios in this anthology, those ties have been severed. Also the NPC of Terrence Bloom's stats has been slightly altered to reflect those of one of the Blessed of Shub-Niggurath as detailed in *The Creature Companion*.



stopped; thus they can die by physical means (heart attack and disease, though unlikely because of their body's young age, are considered physical means) but they cannot die of old age.

Many years later another cult devoted to Shub-Niggurath formed in what would at first appear to be an unlikely place: the state of Iowa. This group was formed in 1885 when a particularly insidious worshipper (now thankfully deceased) duped a handful of financially-struggling Oak Valley, Iowa, farmers into believing his tales of a benevolent agricultural deity called He Who Walks Behind the Rows. This creature (actually Shub-Niggurath, though the farmers weren't told this at first) allegedly granted His worshippers greatly favorable crop and weather conditions in return for blood sacrifices. The farmers grudgingly consented to try out the new "god," and soon they fell prey to the Black Goat's inescapable and evil influence.

At the time of the present scenario the Oak Valley cult of Shub-Niggurath is prospering. Though the sorcerer that originally started the cult is dead, the cult's numbers have increased dramatically. More than 10% of Oak Valley's population (which is about 250, counting the families residing on nearby farms) belongs to the cult. Though the other townspeople know that something is amiss (there have been disappearances, livestock mutilations, and other nocturnal goings-on) they do nothing for fear of retribution from the cult.

The cult of He Who Walks Behind the Rows is led by Wanda Simon, a farm-wife. Her husband Lloyd serves as her bodyguard and as the cult's "enforcer;" Lloyd is the reason for most of the townspeople's fear. The cult is governed at all times by a High Priestess, and Wanda's current "understudy" is Regina Walton. Only these two women, Regina's husband Cale, and a farm-youth named Alden Price know any magic, but they know very strong sorcery indeed.

For the last few months Wanda Simon has been corresponding with the leader of the Goatswood cult of the Black Goat. This correspondence was set up by Shub-Niggurath, of course, so that It could spread Its influence throughout the Midwestern U.S.. To this end the Goatswood cult agreed to help their Oak Valley counterparts construct a Moon-Lens.

Unfortunately for the cultists a couple of Oak Valley hunters stumbled upon one of the cult's weekly meetings late one night; there they overheard a discussion of these nefarious plans. Later that night Lonnie Garber and Abe Riker (the eavesdropping hunters) debated whether or not they should tell others what they had heard. Abe Riker's son Eugene overheard this conversation. Though the elder Riker tried to talk him out of it, the next day Lonnie Garber decided to tell the newspapers about what he had seen and heard. His story about "Devil-worshippers right





## Farm Weapons

Type	Attk%	Damage	HP
Shovel	25%	1D6+2	12
Hoe	20%	1D6	8
Pitchfork	20%	1D8	10

Notes: All these weapons are used two-handed. The pitchfork is capable of impaling. *Very* capable.

here in Boone County” was printed, along with a jeering editorial note, in an Ames newspaper. A little more than two weeks later Lonnie’s mutilated body was found in a creek near Oak Valley—a victim of the one of the Black Goat’s Dark Young. Abe Riker, meanwhile, remained wisely silent about the incident.

While the Americans were busy taking care of interlopers and gathering the necessary building materials at their end, the Britons sent agents to the dreaded Plateau of Leng in the mountains of Tibet. There they haggled with the stunted and abominable Tcho-Tcho people for the procurement of a large piece of the fabled Glass from Leng. At last successful in their quest, the Brits returned to Goatswood to await the completion of the Glass (which would become the Moon-Lens itself). When the Lens was completed, the Goatswood cult sent one of their number to accompany it to Oak Valley.

Terrence Bloom, the sorcerer sent from Goatswood, is to oversee the construction of the pylon on which the Lens rotates, the placement of the Lens itself, and the instruction of the Oak Valley cult in the use of the Lens.

## Oak Valley, Iowa

Oak Valley (pop. approximately 250) is located at the very center of the state of Iowa. The nearest city of any size is Ames, about 15 miles to the southeast. Several other small towns dot the countryside around Oak Valley, the closest being about 7 miles away. The roads between the smaller towns in the area are rutted and packed dirt affairs, the only exception being the better-kept “highway” to Ames. Unless the investigators drove to Iowa or purchased a car there, transportation will probably have to be either on foot or by hitching or hiring a ride. Hitched or hired rides will usually be in the backs of pickups, horse-pulled wagons, *etc.*—no luxury trips here in the Corn Belt.

Most of the families in the area reside on farms of 100 to 250 acres. This means that most farmhouses lie about half a mile apart from each other. Only the farmhouses of the characters important to this scenario are detailed on Map I: Oak Valley & Environs. If the investigators get into trouble and run to a farmhouse for help (and sooner or later they probably will), they have a 5% chance of going to the home of one of the lesser cultists (see the Cult

Notes section later on).

Oak Valley itself barely qualifies as even a village. There are about four dozen homes in Oak Valley, most of which are strung along the town’s main street. Note that there are no boarding houses or other lodgings in Oak Valley, so the investigators will probably initially have to stay in Ames. Once they have encountered the Rikers (*qv*) they may be able to stay there during their investigation. These houses are exactly what one would expect to see in a tiny Midwestern town: small, unspectacular structures which under some circumstances might seem “cozy.” Here the townspeople carry out their daily affairs almost furtively. Suspicious eyes peek out at strangers from behind curtained windows. Children play quietly, seldom laughing, shying away from those they don’t know. Dogs, cats, and other animals also avoid contact with outsiders and residents alike. It should be readily apparent that this town is in thrall to some unseen fear. Questioning the townspeople only serves to increase their fear; with a Luck roll, however, residents will advise the investigators to talk to Abe Riker, who found Garber’s body.

## Points Of Interest

With the exception of Harv’s General Store each of these locations is to be found on Map 1: Oak Valley & Environs. Following the description of each location is a list of the important characters and cultists residing there. The stats for the typical Oak Valley family should be used for both the typical family members and the lesser cultists referred to below, but the cultists’ SAN is 0 and they have the following additional skills: Cthulhu Mythos 5%, Occult 20%. Note that in some cases no skills are listed for a character; only the relevant (attack) skills of characters such as shopkeeper Harv Taylor and schoolteacher Winnifred Corby are given. Again, the Keeper should use the skills of the typical Oak Valley character as a guideline when running these individuals. Younger characters such as Alden and Annie Price or Eugene Riker should have roughly the same skills as adults, but at perhaps half the percentages listed for the older characters.

## Harv’s General Store

At the very center of town is the only store in Oak Val-



ley: Harv's General Store. The first floor of this large two-story building is packed full of goods ranging from penny-candy to dry goods to hardware, foodstuffs, *etc.* Shotgun shells and rifle bullets are available for most varieties of these weapons, but the weapons themselves (and ammunition for handguns as well) must be special-ordered. There is a phone in the store, and Oak Valley's mail service is handled (and when necessary, mishandled) by the proprietor—Harv Taylor. Harv lives in a small, sparsely-furnished set of rooms above the store. Several crowded storage rooms occupy the rest of the space on the second floor; the building has no basement or cellar.

Harv Taylor is a slightly overweight bachelor in his forties. He is generally helpful and friendly, but he is also a member of the cult of He Who Walks Behind the Rows. Harv's suspicions will be aroused if the investigators start asking questions about Lonnie Garber (like most townsfolk, he knows only the general area in which to find Lonnie's shack and where they found his body). If Harv learns the investigators' intentions he will sabotage any communications attempted in his store, either by "losing" letters or other mailed information or by telling them his phone is out of order. He will then read any written information that comes into his hands and relay this information to Wanda Simon. He always carries his bowie knife in his boot, and there is a well-hidden sawed-off

double-barrel 12-gauge shotgun (loaded, of course) under the cash register counter. An un-sawed-off duplicate is kept in Harv's room, along with a box of shells.

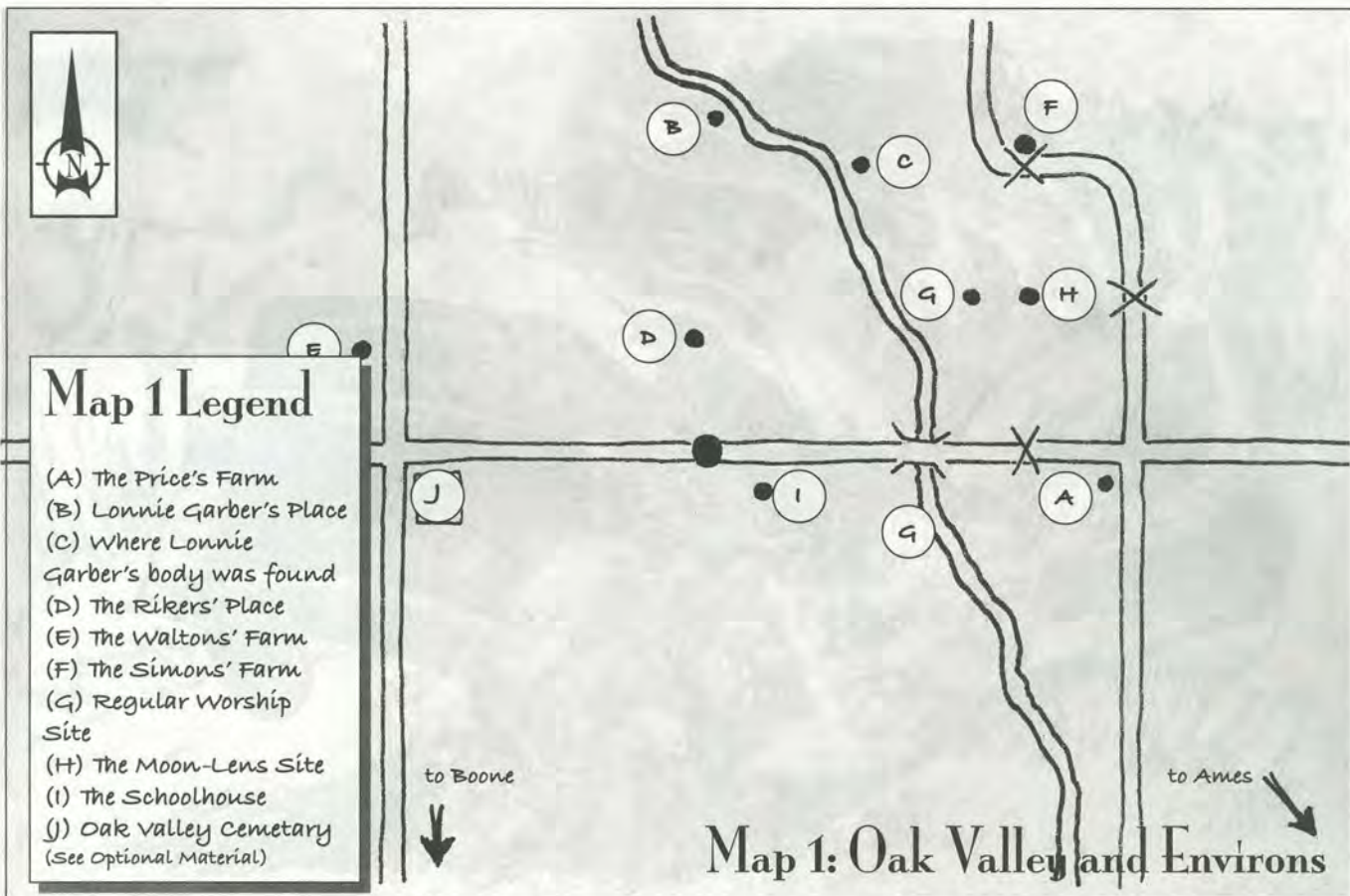
### The Price Farm

("A" on Map I): The Prices' small, 70 acre farm is located at the intersection of two narrow roadways. The Prices raise pigs in addition to their crops. They seem to have run into a bit of trouble recently, though: a couple of months ago the family dog ran off, while just a few weeks ago they lost one of their best breeding sows.

The Price family consists of Dad, Mom, 16-year-old Alden, and 11-year-old Annie. Of these only the continually-smirking Alden is a cultist. Another young cultist, Jack Walton, is a friend of Alden's. Alden is responsible for the two disappearances mentioned above; he recently learned the Summon Dark Young of Shub-Niggurath spell from Wanda Simon and decided to try it out. The dog-sacrifice was a failure, but the sow was very gratefully accepted. See the Events section below for Alden's plans for a third Summoning of the Dark Young.

### Lonnie Garber's Place

("B" on Map I): Most townsfolk know only the general





direction in which Lonnie lived—"somewhere north of town." Abe or Eugene Riker (see location "D" below) could give accurate directions to Lonnie's shack. Lonnie's tiny two-room shack is reached only by a narrow path that cannot be travelled by car. Located only a few yards from the muddy bank of Smith Creek, Lonnie's shack is nearly ready to fall in. Inside, the place is a shambles—torn clothing, a broken wooden chair and cot, pots, pans, hunting and fishing gear all scattered about. Someone has very thoroughly and very obviously searched the place. Predictably, there are no clues to be found here.

### Where Garber's Body Was Found

("C" on Map I): The investigators will only find this place with the help of Abe Riker (see the next location). The townspeople only know Lonnie's body was found somewhere north of town on Smith Creek. Abe was the one who found the body (stuck on a tree limb in the creek), and he also found something else. On the muddy bank were the deep marks of dozens of hooves, ranging from the size of a dinner plate to nearly four feet across. He kept quiet about this, of course, and now the prints in the bank have been washed away by recent rains. If the investigators have convinced Abe to help them, he will tell

them he followed the tracks to the east about a half-mile before losing the trail.

### The Riker Place

("D" on Map I): On a bumpy road due north of Oak Valley is the tiny (40 acre) run-down farm of Abe Riker. The only livestock on the place are a couple dozen scrawny chickens. Abe's crops are sickly and heavily overgrown with weeds. The roof of his barn is sagging, and the machinery within is rusting and badly in need of repairs. The house has a few broken windows, some of which have been "repaired" with cardboard or newspaper.

There are only two people living here—the prematurely graying, alcoholic Abe Riker and his son Eugene. Abe's wife and newborn son died in the flu epidemic of 1918, leaving him to raise little Eugene alone. Abe spends most of his time hunting or half-heartedly tending his fields, the remainder drinking or sleeping off a drunk. Abe feels as if everything he holds dear is bound to slip through his fingers: first his wife and baby, then his friend Lonnie, next the farm, Eugene, the town.

It will require a successful Persuade roll to get Abe to help the investigators in any way, though after a few hours he'll slip back into his melancholy again and





another Persuade must be made to get anymore out of him. Abe only knows a little about the “devil-worshipping cult” Lonnie told the newspaper about. He knows where they meet on the other side of Smith Creek (“G” on Map I)—this is where he and Lonnie saw them that ill-fated night not so long ago. He’s pretty sure Lloyd and Wanda Simon are cult-members, and he can name a couple of the lesser cult-members.

He says the meeting he and Lonnie eavesdropped on had something to do with spreading the worship of someone they called “He Who Walks Behind the Rows.” Abe figures this must be their god or devil or whatever. Abe can also show the investigators where he found Lonnie’s body, and where he saw the nearby hoofprints. Lonnie’s body, he says, “wuz all crushed-up, with big bites tore out of it hyar and thar—bigger ‘an any animal I know of in these parts, I don’ care what the newspapers sez.” Keeper’s Note: Lonnie was killed by one of the Dark Young of Shub-Niggurath. Unlike most attacks by these creatures Lonnie Garber was not drained of blood, at the cult’s orders (to avoid too much suspicion).

Young Eugene Riker doesn’t suffer from the same depression as his father. He may be of some help to the investigators, but unfortunately he’s not as powerful an ally as his father could be. There are a couple of ways the investigators can meet Eugene. First, every day the investigators are in or around Oak Valley there is a cumulative 10% chance Eugene will hear of them and look them up. Then there’s always the possibility that Eugene is hanging around Lonnie Garber’s place when the investigators go to search it. When encountered, Eugene is anxious to find outsiders who can help his dad. He’ll probably drag the investigators to his house, hoping to get his dad to tell them what’s been going on. Eugene is a fan of the pulps, and will suspect the investigators are “G-Men” here to save the town from the bad guys.

## The Walton Farm

(“E” on Map I): One of the larger, more prosperous farms in the area belongs to Cale and Regina Walton. The Waltons own nearly 250 acres on the west side of the north-south road here. Their farm is a diverse one—cattle, hogs, and chickens are raised in addition to Cale’s corn crop.

Cale Walton is a large burly man in his thirties. He is very close-mouthed and somewhat sinister-looking. He is never seen without a massive wad of chewing tobacco in his cheek, and he often spits dangerously close to the feet of those he converses with. Regina Walton is also the silent type. She frequently visits her friend Wanda Simon, and the reverse is also true. The Waltons





have three sons—Aaron, David, and Jack—aged 6, 7, and 16 respectively. Cale, Regina, and Jack are all members of the cult (the younger children will be brought into the cult when they are teenagers). As stated earlier, Jack is a good friend of Alden Price.

## The Simon Farm

(“F” on Map I): Possibly the largest farm in the county, the Simons’ place is even more impressive than the Waltons’. The Simons own nearly 500 acres, including several acres in the area south of the road on which they live. Included in this area are the site used by the cult for their regular worship (location “G” on Map I, see also Map II), and the site on which they are now building their Moon-Lens (location “H” on Map I, see also Map III). The Simons have several different types of crops and a large number of livestock (cattle, hogs, a very few sheep).

The large two-story farmhouse is home to Lloyd Simon and his lovely wife Wanda. The Simons are very close friends with the Waltons. They are also the chief cultists in Oak Valley. The Simons have no children. They do have a guest, however: Terrence Bloom, the sorcerer from Goatswood, England. Together they plot and plan the future of the Iowa cult.

Terry appears to be in his thirties and speaks with a

rather obvious British accent. To avoid drawing too much attention he usually dresses in outdoorsman’s garb; in fact, the large hunter’s coat he wears conceals the sawed-off double-barrelled 12-gauge shotgun he carries whenever possible. He also carries (in a boot sheath) a small knife that acts as an enchanted weapon. Anyone watching Bloom walk any distance may attempt a halved Spot Hidden roll; if the roll is successful they have noticed that his gait is slightly peculiar, with an almost imperceptible lurch. Bloom prefers a more subtle approach to intruders than the Midwestern cultists, though he isn’t above using the double-barrelled approach if cornered. Bloom will probably suggest using *The Calling of the Black* (a new spell detailed below) to get rid of nosy outsiders.

## The Regular Worship Site

(“G” on Map I, see detailed Map II): On the nights of the dark of the moon the cultists gather here to perform blasphemous rites in honor of “He Who Walks Behind the Rows”—an avatar of Shub-Niggurath. In the center of this densely forested area (which is oddly devoid of any type of wildlife) a huge, twisted oak stands (at “A” on Map II). This tree almost seems to “squat” over the low stone altar at “B.” A closer inspection of the tree reveals that its color is a sickly gray, and its limbs hang suspi-

## New Spell: The Calling of the Black

This offensive spell calls forth from “the space which is not space” the black blood of Yibb-Tstll, one of the lesser known Outer Gods. The Black is said to “liveth apart from Him and eateth souls” according to Abdul Alhazred in the *Necronomicon*.

The spell requires its caster to first inscribe a small card or piece of paper (or a wafer made of flour and water) with a set of magical symbols known as “the Sixth Sathlatta.” The card is then delivered to the intended victim, who must view the sigils on the card (even if only for an instant) before the next phase of the spell can be successful. The second phase of the spell requires the caster to intone the words of the spell within the hearing of the victim; a telephone can be used. The caster expends 10 Magic Points while performing the chant, and loses 1D8 SAN as well.

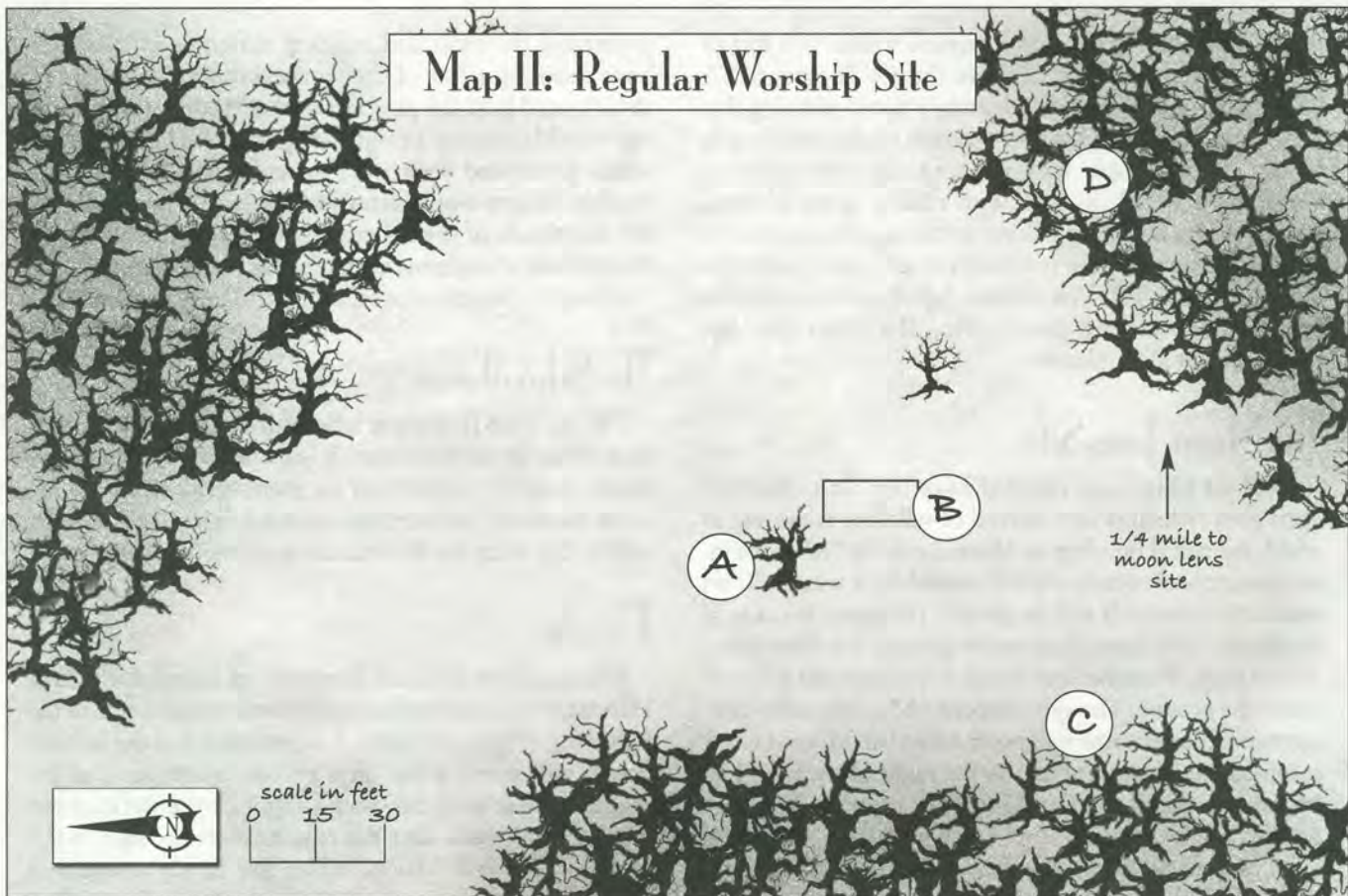
Once the chant has begun the victim stands helplessly paralyzed unless he can roll his POW or less on 1D100 (POWx2 if the chant is being performed over the phone). The caster chants for two rounds (giving the victim two chances to break the paralysis) at the end of which time he tries to overcome the victim in a battle of current magic points; if the caster fails there is no

effect. If the caster wins the victim begins taking damage as per the drowning rules in the CoC rulebook as thousands of black, snowflake-like objects appear out of nowhere and begin landing on the victim. As soon as the “snowflakes” start to fall the victim loses 2D8 SAN unless he makes his SAN roll, in which case only 1D4 are lost. The black snowfall also frees the victim from his paralysis, while at the same time smothering and blinding him.

“The Black” continues to accumulate on the victim until he or she has suffocated, at which time it disappears. Anyone else witnessing the arrival of “the Black” must make a SAN roll or lose 1D6 SAN. The only way to stop the progress of the spell is to totally immerse the victim in water, an action that has the added benefit of automatically turning the spell back on its caster. If the caster is also able to immerse himself in water the spell is then completely negated.

This spell, oddly enough, is partially available in two Mythos tomes. The chant itself is available in the *Necronomicon* (all translations), while “the Sixth Sathlatta” and a description of the rest of the spell (minus the chant) can be found in the *Cthaat Aquadingen*.





ciously close to the ground and sway menacingly. Shub-Niggurath manifests Itself through this oak, the tree actually becoming the god when the cultists Call It. This tree is known to the cultists as “The Tree of the Avatar.”

The altar is literally covered with brown stains, as is the ground nearby and the base of the “diseased” tree. At “C” is a large pile of bones which extends somewhat into the woods to the south. Possibly hundreds of animals—and yes, some humans (SAN loss 1/1D4)—are represented by this pile of bleached, shattered, and partially burnt bones. A Spot Hidden roll made while inspecting the ground here will reveal several sets of human tracks, plus the large and innumerable hoofprints of some unknown creature (SAN loss is 0/1D3). A Cthulhu Mythos roll will tell the investigator that these are the tracks of at least a moderate Mythos being.

If any of the investigators tamper with the altar or the diseased oak (*i.e.* touch it or appear to intend harm to either), a guardian Dark Young of Shub-Niggurath will stalk out of the wood to the southeast. The Keeper *might* wish to warn the investigators by telling them something big is pushing through the trees, preceded by a stench reminiscent of several graves left open a few weeks. The Dark Young will attack until all non-cultists present are slain, tracking them through the woods and across the

### Map II Legend

- A “The Tree of the Avatar”
- B Blood-stained altar
- C Large pile of bones
- D Guardian Dark Young

countryside if necessary. The Dark Young will also attack anyone who approaches its hiding place in the trees (“D” on Map II) without offering it a small sacrifice of some kind (a dead bird, rodent, *etc.* will suffice). A narrow path leads past this point on toward the Moon-Lens site (“H” on Map I) a quarter of a mile east of here. Similar trails lead north and south from here which join up with rough backroads which in turn lead to the Simons’ farm in the north and the main road through Oak Valley in the south (see Map I).

The investigators may be able to do some damage to the cult here if they destroy the altar and “The Tree of the Avatar,” but of course they would have to deal with the Dark Young first. A few sticks of dynamite would doom the altar, and fire would do the same for the tree. The destruction of the tree, however, releases a large cloud of stinking poisonous gas. Unless the investigators flee imme-



diately upon seeing the cloud, anyone within 100 feet of the tree must match their CON vs. the gas' Potency of 17. Those failing die immediately, while those winning this Resistance Table struggle take 9 points of damage. Again, kindly Keepers might wish to give their investigators a warning of what's in the cloud rolling toward them: nearby plants and trees wilting or turning brown, *etc.* In any case, after the tree is destroyed all plant life in the aforementioned 100 foot radius is killed, and nothing can ever be made to grow there again. The cloud then disperses within 5D6 minutes.

## The Moon-Lens Site

("H" on Map I, see detailed Map III): This relatively open area (which is also devoid of wildlife) is the site at which the cult is building its Moon-Lens. At "A" is the in-progress tower (which slightly resembles a windmill) on which the Lens itself will be placed. The tower is made of lengths of thick metal pipe and at present it is only about 30 feet high. When finished it will stand more than 50 feet above the ground. The spot marked "B" is where the concentrated moonbeams will point when the Moon-Lens is completed and put into use on the night of the next Full Moon (see Night Of The Moon-Lens section for more details).

At "C" is another guardian Dark Young of Shub-Niggurath which will attack any non-cultists tampering with the tower or the building materials at "D," unless these persons have made a small blood offering (*i.e.* a small dead animal of some kind) before it. The Dark Young will also come forth if anyone attacks the cultists working on the tower (see below).

Note that buried just beneath the ground at "C" is the Moon-Lens itself. The five-foot diameter Lens is nearly indestructible, so attempts to break it up with the tools here is impossible. Two or three sticks of dynamite would do the trick nicely, though. A path leads from the regular worship site ("G" on Map I) to near the foot of the hill between points "B" and "C" on this map. Another trail leads to the east, eventually connecting with some rough backroads which in turn connect with one of the main roads southeast of the Simons' farm (see Map I).

Just before dawn each morning Lloyd Simon and Terry Bloom leave the Simon farm and come down here, where they meet 1D3 lesser cultists. These men then work on the tower/Lens until early evening. Note that Simon and Bloom are usually armed, and there is a 10% chance for each of the other men to be armed with a rifle or shotgun as well. Otherwise they will have to make do with a knife, shovel, hammer, length of metal pipe, *etc.*

As with the regular worship site (see above), the investigators can definitely inconvenience the Oak Valley cultists by wreaking havoc here. Dynamiting the tower,

destroying the tools and building materials at "D," perhaps shooting a few of the workers themselves—any of these would hurt the progress of the Moon-Lens, but the cult would certainly be out for blood then. If the Lens itself is found and destroyed, the cult would really be in trouble. Bloom would return to England, disgusted with the ineptitude of the American cultists, and Oak Valley would have to continue worshipping Shub-Niggurath the "old way." (See also the section on "The Aftermath").

## The Schoolhouse

("I" on Map I): Here is where all of Oak Valley's children come for an education. It is a one-room affair which holds about 50 children or so, mentioned here only because the kindly old schoolteacher is a particularly sadistic cultist. Oh what she dreams about doing to unruly kids...

## Events

Though there is no set timetable of events for "Dark Harvest," there is a predictable order in which some of the following events will occur. It is assumed that the investigators will arrive a few days before or after one of the regular worship nights—on a night of the dark of the moon. Two weeks after the regular worship night is the night of the Full Moon, when the newly completed Moon-Lens will be used for the first time in Oak Valley. This gives the Keeper anywhere from two to three weeks in which to set the adventure. The events entitled "The Sunday Driver" and "The Night Road" are best played in that order, while "Alden's Sacrifice" can be inserted at any time. Any of the three could be ignored without harm to the integrity of the adventure, as could "The Regular Worship." "The Night of the Moon-Lens" is directly dependent on the actions of the investigators.

## The Sunday Driver

This event will occur two or three days after the investigators begin delving into the mysteries of Oak Valley. Necessarily it can only occur if the investigators are travelling by car to or from town late in the day. As the investigators' vehicle slowly plugs along trying to avoid the larger potholes, a battered black truck pulls up behind them, then alongside. The driver and passenger of the truck wear masks similar to those worn by Ku Klux Klansmen, and before the investigators can react the truck sideswipes them. The driver of the investigators' car must attempt a Drive Auto roll; if successful their car slips harmlessly off the road. If the roll fails the car hits a tree or overturns or a similar catastrophe occurs and each of the car's occupants must try a Luck roll; if successful they are uninjured. If this roll fails they take 1 point of damage





for every 5 percentage points by which they missed the roll (round any fractions down). The truck, meanwhile, swerves dangerously toward the side of the road but recovers and speeds off. The investigators will be unable to catch up with these hellions as they are familiar with the area and also have a head start. The truck will then be hidden away in somebody’s barn until things cool off. This was a warning from the cult.

### The Night Road

This one takes place under circumstances similar to the first event—on a road outside of town, preferably after dark. The investigators will have to have done something to really infuriate the cultists for them to try something like this. This time the investigators come upon a narrow point in the road that is heavily overhung with tree-limbs. Suddenly one of those “tree-limbs” snakes down at the car or targets an investigator, if on foot. It’s SAN rolls all around as one of the Dark Young of Shub-Niggurath steps into the roadway. A successful Drive Auto roll on the part of the driver of the investigators’ car will do one of two things: ram head-on into the terrible mass of mouths and tentacles, or get the car turned completely around and ready for a quick getaway. Ramming the monster does

### Map III Legend

- A The Moon-Lens Pylon
- B “Focal Point”
- C Guardian Dark Young
- D Concealed building materials (not lens itself, however)

damage equal to 2 points for every percentage point by which the Drive roll was made (unfortunately, the car is totalled by the impact and the effects of the Dark Young’s corrosive ichor).

Example: A character with a 40% Drive Auto rolls a 13, making the roll by 27 points. The Dark Young takes 54 points, killing it easily! If the driver has turned around and wishes to flee the Dark Young merely breaks a window and/or tears off part of the car’s roof as it speeds away. If the driver goes insane at the wheel or fails the Drive roll the car goes in the ditch. Each round thereafter the driver can try another Drive roll to get “unstuck” if he is still sane and does nothing else (it takes a round to change drivers). Meanwhile the Dark Young tears off the roof on the first round and begins attacking the occupants



on the second round. As soon as the driver makes his Drive Auto roll he can speed off, but those in the clutches of the Dark Young will be left behind...

## Alden's Sacrifice

As mentioned briefly in the description of his character, Alden Price has been experimenting with the Summon Dark Young of Shub-Niggurath spell. He wants to try it again, and this time he wants to show his pal Jack Walton what he can do. So sometime during the investigation in Oak Valley, Alden and Jack are going to haul poor Annie Price out to the woods near the Price home ("A" on Map I) and sacrifice her to Summon one of the Dark Young. There are a number of ways the investigators can learn of this. Maybe Eugene Riker overhears the two older boys talking about it in school. Maybe the investigators hear screams in the forest as they're driving home one night. It's even possible they won't hear of it at all until Annie's body is found. The exact circumstances are left to the Keeper, and in any case this event is entirely optional.

## The Regular Worship

The night of the dark of the moon is the big night for the Oak Valley cult, at least until the Moon-Lens is completed. The festivities begin about midnight, when several men and women in cars, wagons, on horses, and on foot begin moving onto the streets and roads around Oak Valley. These people leave their transports at the places marked with an "X" on Map I, and from here they move along the trails and backroads into the woods towards "G." Once at the regular worship site all cultists disrobe (remember that the SAN loss for seeing Terry Bloom's satyrish form is 0/1D6), and the guardian Dark Young steps out of the wood (SAN loss 1D3/1D20). A few men go into the woods to fetch the animals to be sacrificed—usually a cow or two; these creatures were brought here earlier on the day of the ceremony. Wanda Simon then proceeds to lead the chant for calling the god, and she and the other cultists expend as many Magic Points as possible—19 from Wanda, 14 from Terry Bloom, 7 each from Cale and Regina Walton, and about 25 more from the rest of the "congregation."

The chant goes on for nearly two hours, at which time "The Tree of the Avatar" begins to wriggle and grow (if the investigators have carved an Elder Sign on the Avatar's Tree, it bursts into flame at this time). The animals are quickly sacrificed, and He Who Walks Behind the Rows appears where "The Tree of the Avatar" had been—a massive greenish bulk "with terrible red eyes the size of footballs" (SAN loss is 1D10/1D100, and in all other respects this avatar conforms to the statistics given for Shub-Niggurath in the *Call of Cthulhu Rulebook*) accompanied

by an overpowering stench of "cornhusks dried years in some dark barn."

He Who Walks Behind the Rows/Shub-Niggurath eagerly takes the sacrifices, tearing them apart effortlessly and devouring the choicer morsels. (If the investigators carved an Elder Sign upon the altar, the avatar bursts into flame when it takes the first sacrifice; note that this dispels it only until it is summoned again, be it by regular worship or the Moon-Lens. If the Tree or the avatar is destroyed by either of the methods described here the Tree is gone for good, though the avatar may reappear). Then a frenzied orgy begins, over which Shub-Niggurath presides. Both He/She/It and the Dark Young occasionally take part in this blasphemous "rite" (additional SAN roll—loss is 1D3/2D8). The festivities end just before dawn, at which time everyone exhaustedly returns home.

## The Night Of The Moon-Lens

First, a little background information on the Moon-Lens. The Moon-Lens is a device which allows the cultists of Shub-Niggurath to call their deity more than once per month. Normally Shub-Niggurath is only able to manifest Itself here on Earth on nights of the dark of the moon. With the Moon-Lens, however, Shub-Niggurath's followers can perform a successful calling on nights of the Full Moon as well.

The first step in creating a Moon-Lens is the procurement of a huge piece of the infamous Glass from Leng. As its name would suggest, this crystalline substance is obtainable only from the degenerate Tcho-Tcho people living on the Plateau of Leng in the mountain fastnesses of Tibet. This Glass will become the Lens itself.

Next a large tower or pylon (about 50 feet high) must be built near the site where the cultists wish to Call Shub-Niggurath. Around the top of the pylon a number of mirrors are placed to focus the moonlight on the Lens, which is positioned in the center of the circle of mirrors. The Lens/mirror apparatuses are set on a swivel-mount and controlled by ropes leading to the ground. On the night of the Full Moon the cultists use these ropes to position the mirror/Lens combination so as to create a concentrated beam of moonlight which will point to the place they must then consecrate for Shub-Niggurath. The Lens and mirrors are rotated until the strongest beam of moonlight is created, and where it points the cultists perform the consecration ceremony. (If the investigators have created an Elder Sign on the Lens it will explode at this time).

The consecration requires the cultists to bloodily sacrifice 400 SIZ points worth of victims at the spot shown by the moonbeam. These sacrifices need not be human, but often are. Remember that the focusing and consecrating must take place on the night of the Full



Moon.

Once the consecration ceremony has been completed Shub-Niggurath can be Called (as per the other Call Deity spells in the *Call of Cthulhu Rulebook* with respect to Magic Point expenditure and chance of success) on any night of the Full Moon (including that same night). The Moon-Lens is used to focus a beam of moonlight on the place of consecration; Shub-Niggurath then manifests through a “doorway” which opens at that site. This method of calling the god differs from the usual method in that it need not be performed in a wood, and the usual blood sacrifice (of 40 SIZ points) is not needed. Instead a single human victim is set aside for Shub-Niggurath’s pleasure.

On the first night of the Full Moon after the set-up is completed, the consecration ceremony will occur. It will consist of the slaughter of more than a dozen cattle from nearby farms, plus any interlopers that might have been captured by the cult. As the guardian Dark Young (SAN loss is 1D3/1D20) stands by, Terry Bloom and Lloyd Simon will be fiddling with the control ropes of the Moon-Lens to find the point of optimal concentration. The Waltons will be in charge of the cultists slaughtering the sacrifices, and after the cultists disrobe (again, the SAN loss for seeing Bloom’s deformities is 0/1D6) Bloom leads the calling of He Who Walks Behind the Rows/Shub-Niggurath. When the calling has been completed, the spot on the hillside (“B” on Map III) will darken and a doorway will form. Moments later Shub-Niggurath comes through in the form of He Who Walks Behind the Rows (SAN loss is 1D10/1D100).

Tonight’s final sacrifice then takes place: Winnifred Corby is the one given to the god, but instead of being torn limb from limb and devoured she is swallowed whole—only to be regurgitated moments later! Now a monstrous half-goat, half-human thing (SAN loss is 1D3/2D6 for viewing the disgusting regurgitation

ritual), Winny lets out a joyous animalistic bleat and gallops off into the wood. She is the first of the Oak Valley cultists to be given immortality in the bowels of Shub-Niggurath. That night Wanda and Lloyd Simon become the second and third recipients of this “gift.” Future ceremonies will introduce the other cultists into this exclusive group of Shub-Niggurath’s chosen.

## Notes On The Cult

The Oak Valley cult of Shub-Niggurath has a total membership of 32 people. Included in this figure are: Wanda Simon, Lloyd Simon, Regina Walton, Cale Walton, Jack Walton, Harv Taylor, Alden Price, Winnifred Corby, and 24 “lesser” cultists. As stated earlier the lesser cultists have the same stats and skills as the typical Oak Valley characters, except the cultists’ SAN is 0 and they have a Cthulhu Mythos skill of 5 and an Occult skill of 20. These people are the “cannon-fodder” of the Oak Valley cult—more or less expendable as far as the hierarchy of the cult is concerned. They will gladly risk their lives to protect their high priestess, Wanda Simon. If the investigators get into trouble outside of town and happen to run to a cultist’s house (5% chance, as mentioned earlier) the cult-members of the household will send one of their number (possibly even an innocent child) to get help from other cultists nearby. The Keeper might allow suspicious investigators a Listen roll to overhear these nefarious plans. Then again, the cleverer cultists may try to drug the unsuspecting investigators before sending for help...

Discerning readers will no doubt have noted and scoffed at the Oak Valley cult’s ability to Summon Dark Young on nights other than the dark of the moon. Though the *Call of Cthulhu Rulebook* states that they can only be summoned on nights of the dark of the moon, the author has assumed that in places where Shub-Niggurath’s worship is especially strong there are exceptions to this rule. The woods around Oak Valley are one such place, and the

## Wanda Simon’s Optional Spell

In the original draft of this scenario, Wanda Simon had the spell The Black Binding. She used this spell to raise the dead in the cemetery (“J” on Map I). (It is presumed that Wanda has a half dozen or so zombies already made before this adventure begins). This tactic could be used a couple of ways: first, it helps explain the cult’s hold over the townspeople—after all, who wants to think of their departed loved ones as deathless slaves? Secondly, the cult might raise a few zombies to use against the investigators. This event would occur sometime between “The Sunday Driver” and “The Night Road.” Ideally it would take place at the Rikers’ farm soon after the investigators have made their lodgings there. The zombies would attack at night, and when all the undead had been defeated it would be found that one of them is/was Lonnie Garber—SAN loss is 1/1D6 in addition to the regular loss for zombies (1/1D8).



twisted forests and hills of Goatswood, Gloucestershire, in central England are another.

## The Aftermath

Several methods for thwarting the Oak Valley cult have been discussed at the appropriate locations above — the regular worship site and the Moon-Lens site. But in spite of these relatively safe methods for disrupting the cult's activities, "Dark Harvest" is potentially a very combat-heavy adventure. The more adventurous investigators might even try to attack the cult during one of its ceremonies so that all of the villains can be taken care of at once. Though extremely dangerous, this strategy might pay off if enough explosives and/or automatic weapons are brought to bear...

## Sanity Rewards

There are a number of different sanity rewards possible for successfully completing this scenario. Killing or capturing Terry Bloom gains the investigators 1D6 SAN each. They also get 1D4 SAN for each of the following NPCs they manage to dispose of: Wanda Simon, Lloyd Simon, Regina Walton, and Cale Walton. They also receive 1 SAN for getting rid of either Alden Price or Harv Taylor (2 SAN if they manage to nail both).

Each Dark Young slain nets the investigators another 1D20. Destroying the altar at the regular worshipping site gains 1D10 (nothing is gained for destroying the "Tree of the Avatar," though it's not a bad idea). Foiling the completion of the Moon-Lens gives the investigators 1D20 SAN, due to the fact that if the Lens stays up the Oak Valley cult will not only grow but become virtually immortal as well. Note that these last two sanity rewards assume the investigators have done away with most of the cult hierarchy — Wanda Simon, Regina Walton, and

Terry Bloom in particular. In fact, unless these cult-members are taken care of, the Oak Valley cult will survive despite the damage investigators do.

## NPCs

**Wanda Simon, Oak Valley high priestess**

**Age:** 27

**Nationality:** American

STR	9	CON	10	SIZ	13
INT	15	POW	20	DEX	12
APP	16	EDU	13	SAN	0
HP	12				

**Damage Modifier:** +0

**Education:** High School Equivalent

**Skills:** Botany 35%, Cthulhu Mythos 49%, Dodge 29%, Hide 50%, Listen 55%, Occult 30%, Psychology 35%, Sneak 35%, Spot Hidden 45%, Throw 30%, Track 15%

**Languages:** English 65%

**Attacks:**

Rifle Attack 25%, 2D6+4 damage (.30-06 rifle)

Kick Attack 45%, 1D6+dm damage

Knife Attack 60%, 1D6 damage

**Spells:** Call Shub-Niggurath, Enthrall Victim, Mindblast, Summon/Bind Dark Young of Shub-Niggurath, Voorish Sign

**Notes:** Wanda Simon is the high priestess of the Oak Valley cult of He Who Walks Behind the Rows. Wanda is very attractive, a feature she uses to great effect in getting what she wants from her husband, the cult, and anyone else she encounters. Unfortunately she is also ruthlessly dedicated to her god. Anyone who crosses her or interferes in any way with the cult's activities will incur Wanda's wrath. If attacked personally, Wanda will attack with spells while Lloyd and the other cultists melee with their enemies. If cornered alone she might use her looks

## Ideas For Follow-Up Adventures

It is almost certain that some of the Oak Valley cultists will escape the scrutiny of the investigators, possibly even some of the more important ones. Most lesser cultists that manage to escape will live out the rest of their lives committing petty crimes in Oak Valley, while others will commit suicide rather than live without their god, and a very few will seek vengeance on those that brought down the cult. The more important cultists will certainly try to get revenge on the investigators, though the Simons and Waltons might be content

to relocate and start a new cult. Terry Bloom will simply return to Goatswood.

The investigators may try to track down some of the escaped villains, perhaps even to dreaded Goatswood. The Goatswood cult is very similar to Oak Valley's, though its members have much more magical knowledge. Many are "immortal," as detailed above. The spaces under the nearby hills contain many frightening scenes, including a rumored Gate to Shub-Niggurath's home world!



**Lloyd Simon****Wanda's husband/bodyguard, and "hitman"****Age:** 34**Nationality:** American

STR	16	CON	12	SIZ	17
INT	8	POW	10	DEX	9
APP	8	EDU	5	SAN	0
HP	15				

**Damage Modifier:** +1D6**Education:** No formal education**Skills:** Botany 31%, Drive Automobile 25%, Hide 24%, Listen 43%, Mechanical Repair 52%, Operate Heavy Machinery 47%, Sneak 27%, Spot Hidden 52%, Swim 38%, Track 33%, Zoology 22%**Languages:** English 31%**Attacks:**

Rifle Attack 50%, 2D6+4 damage (.30-06 rifle)

Fist/Punch Attack 80%, 1D3+dm damage

Grapple Attack 50%, damage special

Knife Attack 70%, 1D4+2+dm

All Farm Implements 60%, damage varies

**Notes:** Lloyd Simon is a massive, hulking figure whose entire countenance is alive with menace. He is unbelievably hairy, almost beast-like in appearance. Lloyd isn't very smart, but he's even more ruthless than his wife. He is the enforcer of the cult; anyone marked for assassination by Wanda had best avoid Lloyd. Regardless of where he is, Lloyd always wears his bowie knife in a very conspicuous sheath at his side.

**Terrence "Terry" Bloom, one of the Gof'nn hupadgh Shub-Niggurath****Age:** 109 (appears to be 39)**Nationality:** English

STR	17	CON	18	SIZ	14
INT	18	POW	24	DEX	15
APP	12*	EDU	23	SAN	0
HP	16				

\*when clothed

**Damage Modifier:** +1D4**Education:** Years of worship**Skills:** Cthulhu Mythos 57%, Fast Talk 45%, Hide 45%, Library Use 65%, Listen 60%, Occult 60%, Persuade 50%, Psychology 65%, Sneak 40%, Spot Hidden 55%**Languages:** English 115%, Latin 45%**Attacks:**

Rifle Attack 50%, 4D6/2D6/1D6 damage (12-gauge sawed-off shotgun)

Knife Attack 50%, 1D4+2+dm damage

Kick 65%, 2D4+1+dm damage (hoof-like feet!)

**Armor:** None, but the Blessed regenerate 1D6 hit points per round until dead.**Spells:** Bless Blade, Call Shub-Niggurath, Cloud Memory, Contact Ghoul, Contact Glaaki, Implant

Fear, Mental Suggestion, Summon/Bind Byakhee, Summon/Bind Dark Young of Shub-Niggurath, Summon/Bind Servitor of the Outer Gods, The Calling of the Black (new spell—see accompanying description), Voorish Sign, Wither Limb

**Notes:** Staying with the Simons is Terrence "Terry" Bloom, the British cultist charged with instructing the Iowans in the use of the Moon-Lens. Back in Goatswood, Terry took part in the ingestion ceremony undergone by the especially faithful members of the Shub-Niggurath cult to become a Blessed of Shub-Niggurath, a Gof'nn hupadgh Shub-Niggurath. That was 70 years ago. Among the mutations he suffered were an increase in the amount of body hair (especially on his lower torso) and the growth of hooves on his feet. Without his clothes Terry looks like the classical Greek satyr, sans horns. His strength and constitution were also increased during his close contact with the monstrous Shub-Niggurath.

**SAN:** 1/1D6 for viewing his satyr-like deformities.**Harv Taylor, owner/operator of Harv's General Store****Age:** 45**Nationality:** American

STR	12	CON	14	SIZ	15
INT	12	POW	9	DEX	10
APP	12	EDU	13	SAN	0
HP	15				

**Damage Modifier:** +1D4**Education:** High School Equivalent**Skills:** Accounting 41%, Bargain 44%, Drive Automobile 27%**Languages:** English 65%**Attacks:**

Rifle Attack 40%, 4D6/2D6/1D6 damage (double-barrel 12-gauge shotgun)

Fist/Punch Attack 70%, 1D3+dm damage

Knife Attack 45%, 1D4+2+dm damage

Small Club Attack 50%, 1D6+dm damage

**Alden Price, farm youth/minor sorcerer****Age:** 16**Nationality:** American

STR	10	CON	12	SIZ	11
INT	13	POW	16	DEX	8
APP	13	EDU	7	SAN	0
HP	12				

**Damage Modifier:** +0**Education:** Grade School Equivalent**Skills:** Botany 21%, Hide 44%, Listen 43%, Mechanical Repair 32%, Operate Heavy Machinery 27%, Sneak 47%, Spot Hidden 56%, Swim 39%, Track 36%, Zoology 12%



**Languages:** English 42%

**Attacks:**

Fist/Punch Attack 60%, 1D3+dm damage  
 Kick Attack 40%, 1D6+dm damage  
 Knife Attack 45%, 1D4+dm damage (switchblade)  
 Small Club Attack 30%, 1D6+dm damage  
 Pitchfork Attack 25%, 1D8+dm damage  
**Spells:** Summon/Bind Dark Young of Shub-Niggurath

**Abe Riker, melancholic and alcoholic hunter/farmer**

**Age:** 39

**Nationality:** American

STR	14	CON	12	SIZ	12
INT	11	POW	11	DEX	11
APP	9	EDU	10	SAN	46
HP	12				

**Damage Modifier:** +1D4

**Education:** High School Equivalent

**Skills:** Botany 30%, First Aid 40%, Hide 35%, Listen 50%, Mechanical Repair 50%, Sneak 35%, Spot Hidden 45%, Swim 35%, Throw 40%, Track 40%, Zoology 30%

**Languages:** English 50%

**Attacks:**

Rifle Attack 55%, damage varies (.30-06 or .22 bolt-action rifle or double-barrel 12-gauge shotgun)  
 Knife Attack 30%, 1D4+2+dm damage  
 Pitchfork, Sickle, Scythe, Axe, or other farm implement 30%, damage varies

**Eugene Riker, Abe Riker's son**

**Age:** 12

**Nationality:** American

STR	8	CON	11	SIZ	8
INT	11	POW	10	DEX	15
APP	10	EDU	7	SAN	50
HP	10				

**Damage Modifier:** +0

**Education:** Grade School Equivalent

**Skills:** Botany 11%, Hide 51%, Listen 41%, Sneak 57%, Spot Hidden 57%, Swim 41%, Throw 37%, Track 18%

**Languages:** English 37%

**Attacks:** None above base.

**Cale Walton, farmer/minor sorcerer**

**Age:** 38

**Nationality:** American

STR	16	CON	13	SIZ	15
INT	10	POW	14	DEX	11
APP	8	EDU	9	SAN	0
HP	14				

**Damage Modifier:** +1D4

**Education:** Grade School Equivalent

**Skills:** Botany 30%, First Aid 40%, Hide 35%, Listen 50%, Mechanical Repair 50%, Occult 25%, Sneak 35%,

Spot Hidden 45%, Swim 35%, Throw 40%, Track 40%, Zoology 30%

**Languages:** English 47%

**Attacks:**

Fist/Punch Attack 65%, 1D3+dm damage  
 Pitchfork Attack 50%, 1D8+dm damage  
 Knife Attack 45%, 1D4+2+dm damage

**Spells:** Call Shub-Niggurath, Voorish Sign

**Regina Walton, Cale's wife/minor sorcerer**

**Age:** 35

**Nationality:** American

STR	8	CON	11	SIZ	11
INT	14	POW	15	DEX	9
APP	11	EDU	12	SAN	0
HP	11				

**Damage Modifier:** +0

**Education:** High School Equivalent

**Skills:** Botany 31%, First Aid 45%, Occult 25%

**Languages:** English 61%

**Attacks:**

Knife Attack 35%, 1D6+dm (butcher knife)  
**Spells:** Call Shub-Niggurath, Summon/Bind Dark Young of Shub-Niggurath

**Jack Walton, Cale and Regina's son**

**Age:** 16

**Nationality:** American

STR	12	CON	11	SIZ	11
INT	11	POW	10	DEX	12
APP	10	EDU	7	SAN	0
HP	11				

**Damage Modifier:** +0

**Education:** Grade School Equivalent

**Skills:** Botany 21%, Hide 44%, Listen 43%, Mechanical Repair 32%, Operate Heavy Machinery 27%, Sneak 47%, Spot Hidden 56%, Swim 39%, Track 36%, Zoology 12%

**Languages:** English 37%

**Attacks:** None above base.

**Winnifred Corby, the schoolteacher**

**Age:** 70

**Nationality:** American

STR	8	CON	8	SIZ	12
INT	16	POW	12	DEX	9
APP	11	EDU	18	SAN	0
HP	10				

**Damage Modifier:** +0

**Education:** High School Equivalent

**Skills:** Fast Talk 33%, History 35%, Occult 25%, Persuade 46%, Psychology 25%

**Languages:** English 92%

**Attacks:**



Tiny Knife Attack 40%, 1D3+dm damage (stiletto)

**The Guardian Dark Young Of Shub Niggurath (at the regular worship site)**

STR	48	CON	14	SIZ	45
INT	16	POW	22	DEX	21
HP	30	MOV	8		

**Damage Modifier:** +5D6

**Skills:** Sneak 65%, Hide in Woods 90%

**Attacks:**

Tentacles (4) at 70% each, damage=dm. (Permanent) STR loss is 1D3 every round thereafter, automatically. Victims held by tentacles and drained in this way can do nothing except writhe and scream.

Trample 40%, 2D6+dm damage

**Armor:** Bullets do 1 point of damage on a normal hit, 2 on an impale. Shotguns do minimum possible damage, while melee weapons do normal damage.

**Spells:** Call Shub-Niggurath, Contact Chthonian, Contact Fungi from Yuggoth, Grasp of Cthulhu, Levitate, Summon/Bind Star Vampire, Voorish Sign

SAN: 1D3/1D20

**Another Guardian Dark Young (at the Moon-Lens site)**

STR	44	CON	13	SIZ	44
INT	10	POW	20	DEX	14
HP	29	MOV	8		

**Damage Modifier:** 4D6

**Skills:** Sneak 50%, Hide in Woods 80%

**Attacks:**

Tentacles (4) at 80%, for dm + STR drain as detailed above

Trample 40%, 2D6+dm damage

**Armor:** As per the previous guardian Dark Young

**Spells:** Contact Fungi from Yuggoth, Dampen Light, Summon Dark Young of Shub-Niggurath, Summon/Bind Star Vampire. Note that if this creature wishes to Summon another guardian Dark Young, it need expend only 1 Magic Point and the other will be on its way. This can be done at any time, and no blood sacrifice is necessary. The other Dark Young will arrive in about two minutes if not already dead.

SAN: 1D3/1D20

**Yet Another Dark Young (attack on the road)**

STR	43	CON	20	SIZ	45
INT	17	POW	22	DEX	19
HP	33	MOV	8		

**Damage Modifier:** 4D6

**Skills:** Sneak 55%, Hide in Woods 85%

**Attacks:**

Tentacles (4) at 95% each, for dm + 1D3 STR drained per round

Trample 40%, 2D6+dm damage

**Armor:** Bullets do 1 point on a normal hit and 2 on an impale, while shotguns do minimum possible damage. Melee weapons affect it normally.

**Spells:** Though the Dark Young will only be attacking physically, here they are—Call Ithaqua, Call Shub-Niggurath, Contact Fungi from Yuggoth, Mindblast, Shrivelling, Summon/Bind Byakhee, Summon/Bind Star Vampire  
SAN: 1D3/1D20

**Still Another Dark Young (summoned by Alden Price)**

STR	48	CON	20	SIZ	44
INT	9	POW	16	DEX	14
HP	32	MOV	8		

**Damage Modifier:** 5D6

**Skills:** Sneak 60%, Hide in Woods 80%

**Attacks:**

Tentacles (4) at 85% each, for dm+ STR drain (see above)

Trample 40%, 2D6+dm damage

**Armor:** Again, see previous Dark Young.

**Spells:** Brew Space Mead, Call Shub-Niggurath, Summon/Bind Byakhee, Summon Dark Young of Shub-Niggurath  
SAN: 1D3/1D20

**Typical Oak Valley Family**

**Husband**

STR	14	CON	13	SIZ	13
INT	13	POW	11	DEX	12
APP	11	EDU	11	SAN	55
HP	13				

**Damage Modifier:** +1D4

**Wife**

STR	11	CON	11	SIZ	12
INT	13	POW	11	DEX	12
APP	11	EDU	12	SAN	55
HP	12				

**Damage Modifier:** +0

**Skills:** Botany 30%, First Aid 40%, Hide 20%, Listen 50%, Mechanical Repair 50%, Operate Tractor or other Farm Machinery 40%, Sneak 20%, Spot Hidden 45%, Swim 35%, Throw 35%, Track 20%, Zoology 20%

**Attacks:**

Rifle Attack 35%, damage varies

Fist/Punch Attack 55%, 1D3+dm damage

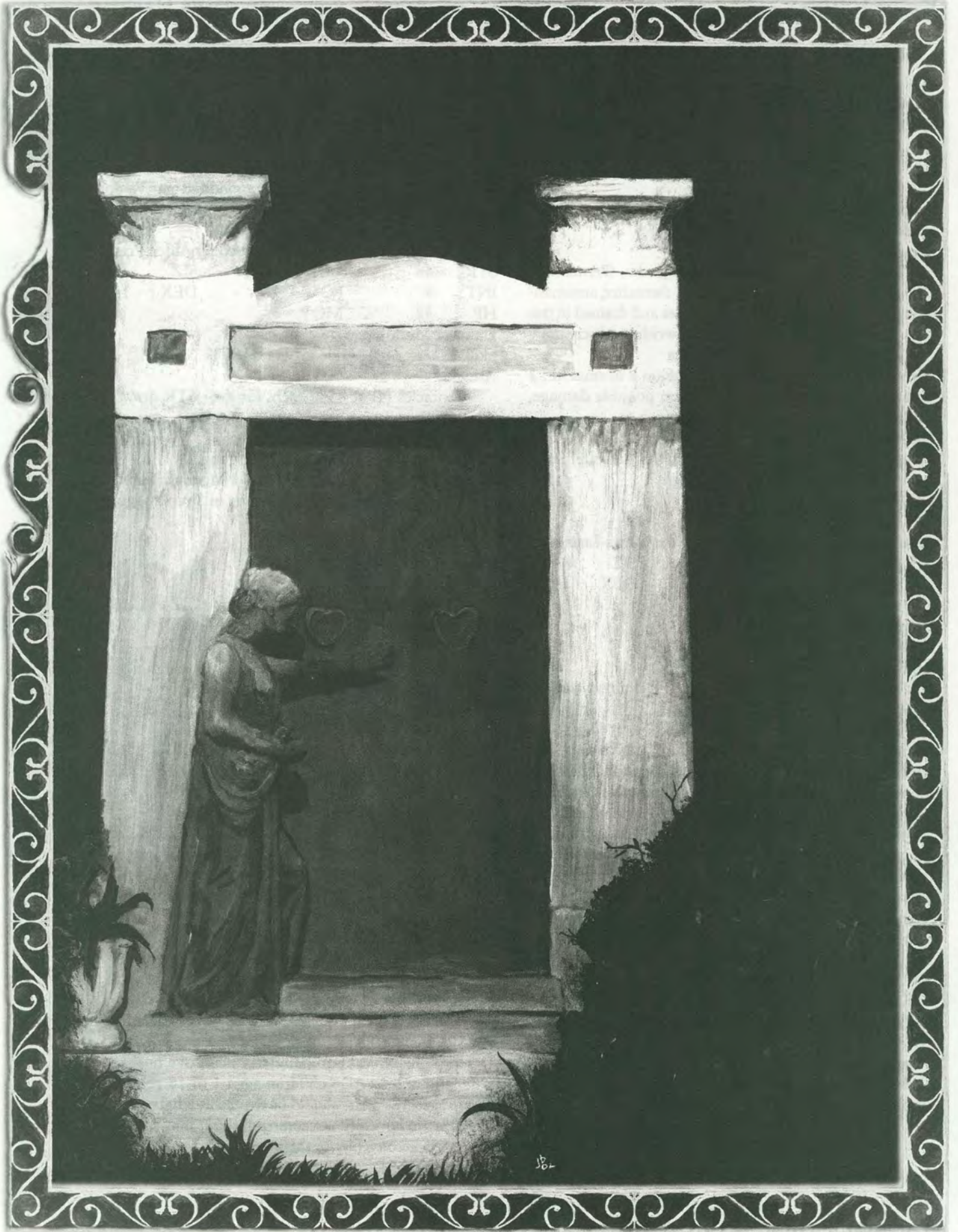
Grapple 35%, special damage

Knife Attack 30%, 1D4+2+dm damage

Pitchfork, Sickle, Scythe, Axe, or Other Farm Implementation 30%, damage varies

**Description:** Typical farm families consist of a husband, a wife, and at least 1D6 children aged 1 to 18 years. Offspring aged 18+ years should be treated as adults. Younger children are basically noncombatant, but may distract or otherwise inconvenience the investigators or others they encounter.







# What Goes Around, Comes Around

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# What Goes Around, Comes Around

by JEFF MOELLER  
Illustrated by TOREN ATKINSON

This scenario stresses investigative and roleplaying skills. There are not necessarily any Cthulhoid beings to kill, and all of the cultists are already dead and staying that way (except for one whom the investigators will not encounter). The investigators' job is to solve the bizarre "murder" of Sarah McCorkindale, elderly wife of a local pharmacist. The "murder" is one of a series of related deaths, although discovering the pattern is the primary challenge facing the investigators. A cold trail; a sinister, red-herring farmhouse; an obnoxious, nearly insane police detective; and a locked police warehouse hinder the investigation. The scenario is set in the small college town of Charing Cross, New Hampshire.

## Background

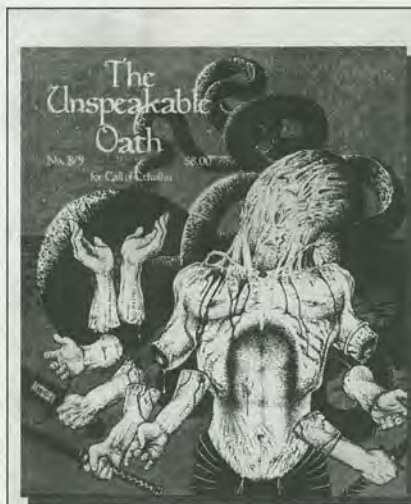
The scenario begins on July 30, 1925. On July 14, 1924, the right half of 70 year old Sarah McCorkindale was found in the middle of a sidewalk between her home and that of a friend, whom she had been visiting. The balance of Mrs. McCorkindale has not been found. The police "investigation" has turned up nothing. The main reason for this lack of success is the person conducting it, Detective Sergeant Howard Fetz. Fetz is nearly insane, though still at his job, having taken a major blow to his faculties during a 1919 raid on a cult (the Primal Song) at a farmhouse a few miles outside of town. Fetz suffers from panzaism, which manifests itself as a near total unwillingness on Fetz' part to acknowledge, cope with, or investigate any crimes with supernatural overtones, and to bully those he connects with the supernatural (such as the investigators). Fetz has done nothing toward solving the murder in the year since it occurred, and will be doing nothing, either, beyond devising excuses.

McCorkindale is the fourth victim in a series of similar deaths that have occurred in Charing Cross over the past five years. Each "murder" occurred thirteen months after the last, corresponding with the opposition (closest and brightest approach to Earth) of the planet Jupiter. On June 13, 1923, Jackie Johnson, an alcoholic vagrant who frequented a park bench near the spot where McCorkindale's body was found, met a fate similar to McCorkindale's (his right hand is still around, although it has not been found). Few know of

this death, and establishing a pattern will be difficult. On May 12, 1922, Matthew Smith, a seven-year old local urchin, completely disappeared while playing hide-and-go seek near dusk in the same park. His sister, Susan, holds clues.

The source of the trouble stems from the death of Professor Hardy Carlson, a professor of mathematics at tiny Charing Cross College, on April 11, 1921. Carlson was fascinated with the calculation of the value of pi to a number of places far beyond any usefulness in the 1920s. Pursuing his avocation, Carlson took a sabbatical to the University of Alexandria, Egypt, to study medieval Islamic mathematics works. While there, Carlson found a unique tome, *Dreams of the Circle*, and brought it back to the United States. This disturbing book, containing dream-inspired outlooks on geometry, led Carlson to duplicate what he thought to be a non-Euclidean analysis of pi on his blackboard at his Charing Cross College office.

What Carlson actually did was create a Dimensional Circle (described more fully below), a dimensional fabric-thinning spell used to aid Gate travel. Carlson misinterpreted a passage from *Dreams of the Circle* warning against creating Dimensional Circles during oppositions of Jupiter, a time at which the dimension-warping effect of the Circle is maximized beyond stability. The unfortunate Professor Carlson, like the subsequent victims, was hit by "stray voltage" from the



"What Goes Around, Comes Around" originally appeared in the double issue *The Unspeakable Oath*, Issue Eight/Nine. The stats of NPC Margaret Dupres originally omitted from this scenario, have been included.



Circle: fueled by the proper alignment of Jupiter, and having no Gate to make use of the energy, distance momentarily twisted in Carlson's immediate vicinity, literally taking the good Professor's legs out from under him. Currently his legs are orbiting Vega. Carlson quickly expired from blood loss and shock.

The blackboard was removed by Fetz, who "investigated" the Carlson case, to the police warehouse "pending further investigation." It sits there today. Each time Jupiter nears and reaches its opposition, stray voltage from the Circle causes increasingly strange occurrences in the area, culminating in random distance warping on the night of the opposition itself. As the scenario opens, Jupiter will reach its next opposition on August 15, two weeks away.

## Involving the Investigators

A private eye, or anyone who may have earned a reputation for dealing with the paranormal, will be contacted by Robert McCorkindale, a somber-looking, 70ish gentleman dressed in a dark suit. McCorkindale will be polite initially, but as he tells his tale will become angry, possibly using foul language. A Psychology roll directed at him reveals a very bitter, frustrated man (he has had enough of Fetz to last him two lifetimes).

McCorkindale wishes to hire the investigators to

solve the murder of his late wife, Sarah, and will offer to pay "their usual" fee. Unscrupulous investigators may take advantage of McCorkindale in this regard: he is distraught and not thinking clearly.

McCorkindale informs the investigators that he is a pharmacist from the town of Charing Cross, and can relate that he found his wife's body in the early hours of July 14, 1924, in the Apple Lane Park in Charing Cross. Apple Lane Park is a wooded area set against a branch of the Miskatonic River. Sarah had gone to the house of a friend, Margaret Dupres, a few blocks from his pharmacy that evening to play Mah Jongg. McCorkindale expected her to return by 11. When she didn't, he went to Mrs. Dupres' house to look for her, around midnight. Mrs. Dupres informed him that she had left around 11. Concerned, he went to look for her. (In truth, both he and DuPres did. McCorkindale omits to mention this because he fainted at the sight of his wife's half-missing body, and has sanitized the facts somewhat). McCorkindale says he found his wife's body "horribly mutilated" in the middle of the path through the park.

He declines to offer further specifics, breaking into tears if prodded. A Persuade roll, combined with direct, persistent and repeated questioning (even to the point of being rude) will only get McCorkindale to sob and cry that Sarah had been "torn apart." McCorkindale





brought a clipping from the town paper, the Charing Cross Trumpet discussing the gruesome find. See Investigator Handout #1.

The article is signed by Nick Richards, a reporter for the Trumpet. A photograph of the scene (which is also taken by Richards) shows two officers keeping back a crowd of about a dozen people. A third, large, ugly man in a police uniform [Fetz] is standing apart from the rest of the police, looking away while scratching the back of his head. A stained sheet covers an obscured object (obviously the body) lying on the ground. An Idea roll notices that the object seems too small (narrow, actually) to be a complete body. The left half of Sarah McCorkindale is at the bottom of a crater on the moon. Perhaps it will be found someday.

Once the investigators have looked at the article, McCorkindale will display his considerable knowledge of Anglo-Saxon epithets, all directed at Fetz. Fetz will, according to McCorkindale, have done "absolutely nothing" over the past year. At first, McCorkindale says that Fetz brushed him off, always telling him that "everything was under control and that he'd be hearing from the police shortly." Later Fetz began not even returning his calls. Yesterday, he ran into Fetz in the street, and when he asked him how the investigation into his wife's death was going, Fetz told him to "stay out of police business." That was when he decided to hire the investigators. There have been no further newspaper stories, and no (publicized) developments in the case.

McCorkindale can give the investigators Margaret Dupres' address in Charing Cross upon request, but will suggest that "she doesn't know anything." In fact the nosy Mrs. Dupres was with McCorkindale when he found Sarah's body. A Psychology roll suggests that McCorkindale is lying about this (out of embarrassment), but McCorkindale will not admit it.

## Charing Cross

Charing Cross, New Hampshire, is 25 miles east of Brattleboro, Vermont, on the Boston to Montreal rail line. There is a stop for the college, and the train is by far the superior method of travelling to Charing Cross. Events on the train trip are up to the Keeper's imagination.

Experienced investigators will try to find out a bit about town history before setting off. A text entitled *History of New England*, written by no one in particular in 1910 and available at any decent library in the Northeast, has a few pages devoted to the town. Charing Cross was founded in 1727 as a farming market town. It was little more than this until 1872,

when a small engineering school (imaginatively named "Charing Cross College") was established by a bequest from J. Paddington Prufrock, an industrialist trying to get in good with his maker. The small, private, coeducational school has a student body of about 200 and a quality engineering library. The town has grown around the college and now has a population of about 500, students included. The college is the local industry, although Charing Cross continues to serve its historical function as a farming market town, aided by the railroad. Charing Cross is not mentioned in any texts such as *Prodigies in the New England Canaan* or similar works. The players may find it unthinkable: a small New England town with no pre-Revolutionary cult history?

There are a few nice inns in town, catering mostly to visitors to the college. Since it is the summer session and only a few students are about, finding accommodations is no problem. The Charing Cross Inn (founded 1734) is what McCorkindale will recommend. It is modern and pleasant, and has a decent dining room. \$5 a night per person, including breakfast, bath, and dinner.

The local constabulary is discussed in more detail below. There are three officers who do double duty as firemen: Sgt. Howard Fetz, Officer Roger Nelson, and Officer Stanley Smith.

Margaret Dupres is likely to be the first stop for the investigators. Mrs. Dupres is a 70ish widow who lives alone in an old, gambrelled Revolutionary-era home in Charing Cross, a few blocks from McCorkindale's apothecary shop and on the other side of the park. A faint trace of a French accent still decorates Mrs. Dupres' speech (she is from Quebec originally). Mrs. Dupres is at home on a successful Luck roll. On a Friday night, she along with three other elderly ladies will invariably be present, decked out in kimonos and too much Japanese make-up, playing Mah Jongg. If any of the investigators express an interest in Mah Jongg, they are welcome to play.

Assuming that the investigators either want to play Mah Jongg or tell Mrs. Dupres that they have been hired by McCorkindale to investigate the death of his wife, she will invite them in. She will volunteer that Sarah came to her house to play Mah Jongg the evening of her death (the other Mah Jongg players will vouch for this if they are present). She also volunteers that Sarah left around 11 that evening.

Robert (pronounced "Robair" by Mrs. Dupres) arrived at 12 to look for her, and that together they both went to look for Sarah (thereby contradicting "Robair"). They found her body in the park, "quelle horreur!" Mrs. Dupres shakes her head sadly. If spe-



cifically probed about the condition of the body, a Persuade roll will get her to describe it as “having a good bit of blood about and....well, not all there. Only the right half.” “Robair” fainted. If the investigators have not been too rude, she may be willing to show them the spot in the park where the body was found. She will only do so during the daytime, and is not inclined to interrupt her Mah Jongg party to do so. If specifically asked, she will also acknowledge that no one from the police has ever questioned her about the case. She does not even know who is in charge of the investigation (“Non, I ‘av never talked to Monsieur Fetz.”)

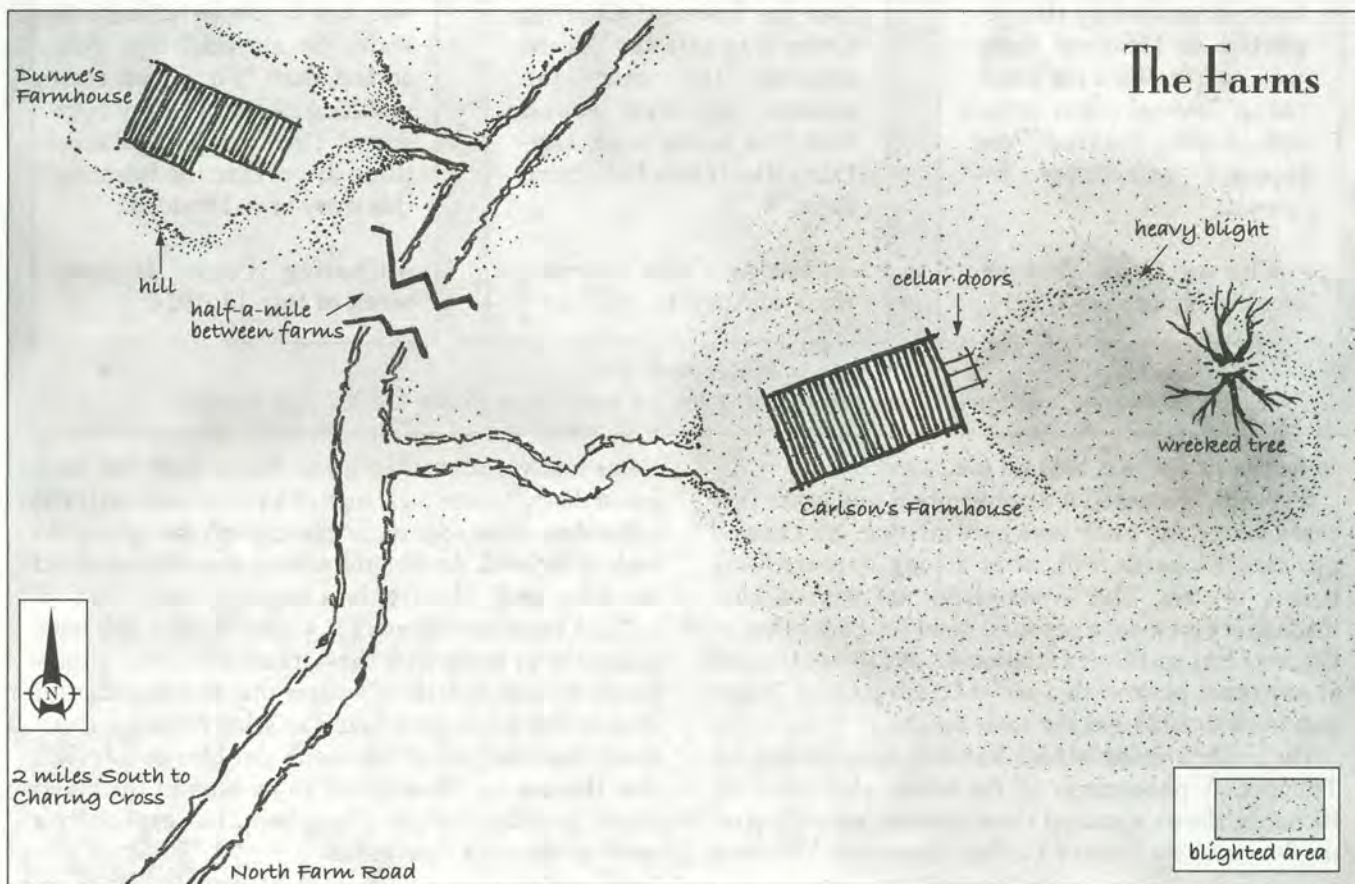
Depending on how the investigators handle their encounter with her, Mrs. Dupres may indulge the nosier side of her personality (the same one that led her to go look for Sarah with “Robair”) and assist the investigators. Her stats occur at the end of the adventure.

### Nick Richards, reporter

Richards is a tall, thin man, roughly fifty years of age, with red hair, a red beard (both graying) and round, wirerimmed glasses. Richards was a reporter on the Miskatonic Valley bizarre crime beat for

many years. His sanity has steadily eroded as a result. He does his own photography, making matters worse. He came to Charing Cross to semi-retire in 1918. He runs the weekly Charing Cross Trumpet as a one-man operation, focusing on local news. The investigators may wish to speak to him concerning his article on the McCorkindale case.

Richards will not remember much about the case (or anything else) off the top of his head (“I’ve seen lots of strange things. Sure you don’t want a belt?”) Richards openly flaunts a fifth of illegal Canadian whiskey, regardless of the time of day. (“When you’ve been at my job for 28 years, then you can badmouth me.”) If shown the article he wrote concerning the subject, his memory is not refreshed. However, if asked if he wrote any further articles concerning subsequent police investigation into the matter, an idea dawns on Richards. After perusing the article again, Richards is positive that he has not written anything further on the matter. “This is about that old lady who was found split down the middle in the park last year! Yeah, I’m not going to be able to tell you guys much about this one—it’s a Fetz case.” If asked to elaborate, Richards will describe Fetz as a lazy buffoon. “Fetz’ cases are never solved because Fetz never solves a case. How he got





### POLICE BATTLE ARMED CULT

Police from Charing Cross and towns throughout the county converged upon a midnight ceremony last evening, resulting in a pitched gun battle that ended with the deaths of all 11 members of a strange religious sect apparently calling itself the Keepers of the Primal Song. Police, many of whom seemed visibly shaken by the incident, then burnt down the abandoned farmhouse at which the sect had been meeting just outside of town on the North Farm Road. This fire is the apparent source of the strange purplish smoke noticed by town residents this morning. One officer, later identified by this reporter as Howard Fetz, was hospitalized for treatment. Several other officers were treated for injuries and later released.

—Charing Cross *Trumpet*, week of November 1, 1919

### BODY OF PROFESSOR FOUND AT COLLEGE

The body of Professor Hardy Carlson, 57, was found late last evening in his Charing Cross College office. Professor Carlson, a tenured professor in the mathematics department, is believed to have been the victim of foul play. He was discovered by Officer Roger Nelson of the Charing Cross Police, who this reporter overheard to say came to the office upon hearing a man scream as though in agony. Det. Sgt. Howard Fetz described the scene as "frightful." Fetz speculated that "a pack of wild dogs, or a crazy man must have been responsible" for the tragedy, and vowed that "he would not rest until he was convinced that the Town of Charing Cross was safe for decent citizens to walk the streets." Sgt. Fetz added that "I'd never seen anything like it in all my born days."

—Charing Cross *Trumpet*, week of April 11, 1921

### GRISLY FINDING AT PARK

#### WILD DOGS OR FIEND SUSPECTED

Police were summoned to Apple Lane Park in the early morning hours upon report of a horrible death. The body of Mrs. Sarah McCorkindale, 70, was discovered by her husband, Robert, lying in the park path around midnight. Mr. McCorkindale, a reputable pharmacist in Charing Cross for over 40 years, was visibly distraught.

Detective Sgt. Howard Fetz, in charge of the scene, described the scene as "frightful." Fetz speculated that "a pack of wild dogs, or a crazy man must have been responsible" for the tragedy, and vowed that "he would not rest until he was convinced that the Town of Charing Cross was safe for decent citizens to walk the streets." Sgt. Fetz added that "I'd never seen anything like it in all my born days." The *Trumpet* will continue to provide the latest on this story as it develops.

—Charing Cross *Trumpet*, week of July 14, 1924

#### Player Aids 1-3

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to be the sergeant is beyond me."

If specifically asked if he remembers any other Fetz cases where the body was part missing, all chewed up, *etc.*, Richards will, after a long, jaw-stroking pause, say no. The investigators are free to look through his personal story files, however. Four hours of digging turns up Player Handout #2. A Library Use roll at any other place with a set of Charing Cross *Trumpets* back to 1921 has the same result.

The article is signed by Nick Richards, a reporter for the *Trumpet*. A photograph of the scene, also taken by Richards, shows a stained sheet covering something on the floor near the front of a college classroom. The room

seems oddly undisturbed given that a body has been found there. A large, ugly man in a police uniform [Fetz] is standing at the edge of the photograph, scratching the back of his head. An Idea roll notices that covered object seems too small (short) to be a complete body.

The Keeper should ask for a Spot Hidden roll from anyone who states that they are studying the photograph closely. Success indicates that the investigator notices that something seems missing from the classroom (besides part of Carlson). An Idea roll reveals that there is no blackboard to be seen in the classroom, peculiar for any classroom, but especially a math professor's classroom.



Reports of no other similar incidents can be found in the Trumpet's archives. If the players broaden their search to include all murders in Charing Cross in the past four years, the Keeper is encouraged to lead them off on a wild goose chase. This would be a good point to feed in information on any subsequent adventures planned. Note that the death of Jackie Johnson is not reported at all, and the death of Matthew Smith is not reported as such (see below).

## Meeting Sgt. Fetz

The investigators may decide to go and pump Fetz for information. Alternatively, if the investigators do something that might attract Fetz' attention (snooping around the warehouse, bothering Susan Smith, or trying to manipulate Officer Roger Nelson into doing something illegal are three ways) they might get run in and interrogated by Fetz.

Fetz is a bullying lout when sane. Complicating the investigators' lives is the fact that he currently is nearly insane, having lost a good bit of SAN during the police raid on the Primal Song cult (more below) in 1919. Through the miracle of 1920s medicine, Fetz is no longer indefinitely insane. Fetz' panzaism still manifests itself, however, in his permanent backburning of any investigation smacking of the Mythos, and abusing investigators he associates with Mythos activity. Persons who are forced to deal with Fetz in connection with any Mythos-related occurrence will describe him as lazy and uncaring. Others, including the town hierarchy, believe his stories of diligent efforts producing no leads. Fetz has kept his job and manages to muddle through.

Fetz can be found at the police station during normal working hours. He will have very little to say to the investigators (he has consciously made it his business not to have anything to say). If the investigators ask him about either the McCorkindale or Carlson cases, Fetz will become noticeably agitated and warn the investigators in no uncertain terms to "stay out of police business." Fetz will warn the investigators that the penalty for interfering with police business is up to five years in prison, and that if the investigators know what's good for them, they'll remember that. A Law roll reminds the investigator that the actual maximum penalty is 90 days in prison and a \$100 fine. Correcting Fetz once he has become agitated is a bad idea. A Psychology roll directed at Fetz when agitated suggests that the man is deeply disturbed, possibly insane. Although a successful Psychoanalysis roll will get Fetz to behave more rationally when dealing with the unusual, Fetz will not voluntarily allow himself to be psychoanalyzed by an annoying investigator.

Breaking into the police station to snoop for Fetz'

investigatory files of any death pertinent to this scenario is likely to lead to arrest. However, the investigators find nothing of interest, since there is nothing in the files beyond the very bare minimum required by the state.

## Getting Run In

If Fetz becomes agitated toward the investigators—and any questioning of him concerning any death in this scenario will accomplish that—the investigators learn why people outside of the police force speak of Fetz in such glowing terms. Each day after their encounter with Fetz have the investigator with the lowest Luck make a roll. The first time that investigator fails, the investigators are roused out of their beds before sunup by Officer Nelson and Sgt. Fetz, and taken downtown for questioning. Investigators who have never met Fetz are spared this fate and may be used to obtain bail money and get a lawyer.

What follows is a grueling 12-hour interrogation by Fetz. Fetz has no questions to ask the investigators about any Mythos-related investigations. Instead, he grills them incessantly about their whereabouts on some random date, their activities on some other random date, their connection with any shady characters the investigators might know, along with whatever else the Keeper can dream up. No food, water, or breaks are permitted (regardless of the investigator's gender, age or health). Bright lights in the investigators' faces, clouds of nauseating cigar smoke (bad cigars), Fetz screaming in the investigator's faces while they are handcuffed to the chair, and suggestions that the other investigators have "cut a deal" and implicated the investigator being questioned are all standard parts of Fetz' repertoire. Anyone making comments concerning constitutional rights, calling a lawyer or police brutality are treated to a Fetzian diatribe concerning his view of the almost sub-human status of criminal suspects.

Investigators failing to make a CONx5 roll take 1-3 hit points of damage as a result of the ordeal. Any investigators who wise off to Fetz risk an overt incident of police brutality worth another 1-3 points of damage.

Following the "questioning," Fetz will inform the investigators that they are being held "on suspicion" (of what, Fetz never says). They are then led to stark holding cells (men to one, women to another). If all the investigators are "run in," Fetz will keep them there 1D3 days before letting them go (possibly after another interrogation). Fetz is the loutish 1920s police detective in fullest flower.



Fetz allows no visitors. Bribing a guard (Officer Nelson or Smith) is a waste of time, increases that particular investigator's stay another 1D3 weeks, and gets that investigator another session with Fetz.

The quickest way out of jail is to be bailed out. This requires \$50 cash per investigator plus a successful Law roll (Fetz will never agree to just let the investigators go early, and a court order must be obtained). If the investigators have met Josiah Black or Tharrington Smith, and not alienated them (see below) they are obvious candidates for obtaining the release papers. Black will refer the investigators to Smith, who handles the criminal work. Smith has a Law skill of 88%.

Getting run in also costs each investigator 1D6 points of Credit Rating. Fetz, if nothing else, is fastidious about forwarding arrest records to the police authorities in the investigator's home state. Investigators on probation be warned.

If the Keeper feels that the investigators need some help, a possibility worth considering is that of introducing one of the vagrants from the park into the investigators' holding cell (see "Apple Lane Park" for more details).

When released, any investigators who want any possessions they may have had on them at the time returned will be told by the booking officer to go down to the warehouse with Marty and get them. The town rents space in a secure warehouse. Marty the warehouseman will make them sign some papers and then return their belongings. Marty will not permit the investigators inside the warehouse, pulling the sliding steel gate behind him, barring a request made at gunpoint. Nothing interesting can be viewed from the doorway of the warehouse. A more detailed discussion of the warehouse occurs near the end of the scenario.

If the investigators check the newspaper files for anything that might shed light on Fetz' behavior, a Library Use roll yields Investigator Handout #3.

Town tax records show the land as being owned by Nils Carlsen, a man whom neighbors described as aloof and unfriendly. Carlsen's body could not be positively identified amongst those recovered after the fire.

This land was bought soon after by Professor Hardy Carlson. The investigators may well suspect a connection between Nils Carlsen and Hardy Carlson, given the similarity in names and the fact they both owned the same peculiar piece of land. There is no connection beyond their owning the farmhouse land, but allow the investigators to think otherwise if they wish.

An accompanying photograph shows a structure

burned to the ground and about a dozen men milling around, most armed with shotguns. Fetz is nowhere to be seen. Astute investigators might wonder if there were not 13 members to the Primal Song cult, and where the other two (Carlsen being one) might be.

## Apple Lane Park

Investigating the park isn't a bad idea, but then again Mrs. McCorkinale died a year ago—evidence isn't likely to turn up. Determined investigators will no doubt look anyway. If they want a guide, recall that Mrs. Dupres will not go to the park at night.

The park itself is unimportant other than its proximity to the police warehouse, making it a more likely place for the bizarre to occur as Jupiter nears its opposition.

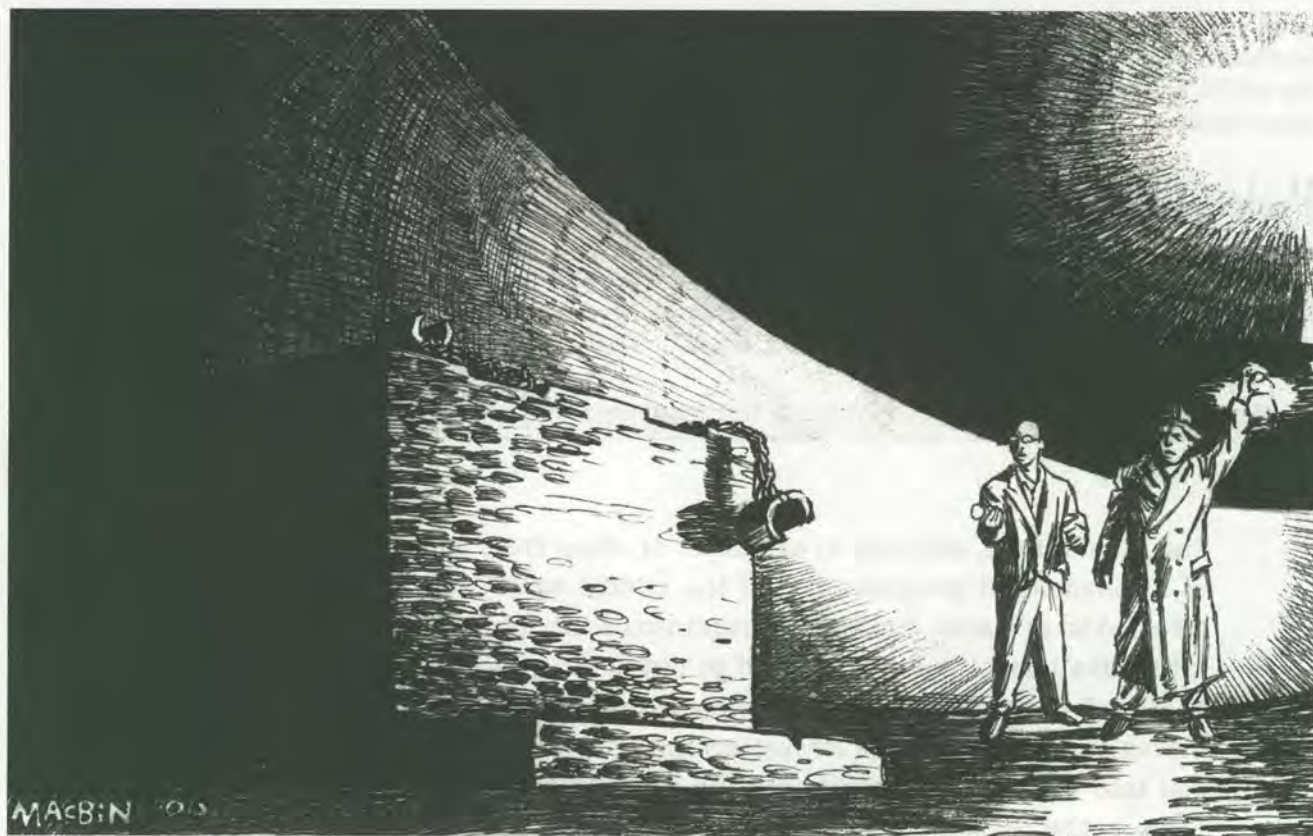
Going to the park during the day reveals nothing of any use to the investigators. Officer Nelson may happen by at the end of his beat, if the investigators go first thing in the morning, if the Keeper so desires. If the investigators have already been run in, Nelson will probably follow them around for a while, or ask them to state their business.

Mrs. Dupres can show the investigators the spot where the right half of Sarah's body was found. It is remarkable only for being a piece of sidewalk in plain view of most of the park—not the sort of place you would expect to find half of a vertically transected corpse. It is however also near the banks of the Miskatonic, whose murky waters contain whatever red herrings the Keeper places there.

If the investigators return after dark, on a successful Luck roll the weather is good. That being the case, the investigators notice a group of vagrants (3-6) sleeping under the stars. Locals can tell the investigators that the park is the place where the police tolerate vagrants sleeping at night, rousting them out in the morning. If the investigators decide to strike up a conversation with the group, a Persuade roll gains their confidence. None of them were in Charing Cross the night of Sarah McCorkindale's demise, (or, if the investigators have learned of it, the night of Professor Carlson's). They know nothing about either death, but if the topic of conversation turns to strange goings on in the park, a grizzled old timer named Red has a story to tell.

Red and a travelling companion, Jackie, stopped in Charing Cross on their way to Boston to find work. This was near the middle of June, 1923. Red is sure because he remembers being in Boston for the Independence Day celebrations. He and Jackie had just bedded down for the night, when Jackie got up to "water the bushes." Jackie went off into some





bushes. Jackie never came back. Red “never did quite figure out what had happened to ol’ Jackie. He never came out of those bushes that I could see, though. I went to look for him and he was just gone. I still don’t see how he could have gone far, with that bum leg of his.” Red adds that Jackie took a slug in the leg in the Great War and limped. If asked, Red never reported the disappearance to the police. “They’d a-thought I was loco and locked me up for sure in the insane asylum.” If pressed to explain the remark, call for a Persuade or Psychology roll. Alternatively, \$5 and a promise not to tell the police suffices. Red concludes, “Well, the funny thing was that it had rained that day, and the ground was soft. There were tracks a-leadin’ into them bushes, but twarn’t none comin’ out.”

If the investigators search this set of bushes, they find a soggy, muddy area. A cursory investigation discloses nothing. An Idea roll reminds the investigators that two years and two months have passed (assuming the investigators are prompt). Searching the ground with rakes or spades turns up several small bones and fragments of various shapes and sizes, most 2 or 3 inches long and half an inch around. A Zoology or Anthropology roll identifies them as human. With painstaking effort, they can be reconstructed into the right arm and hand of a human.

The arm was all that was left when Jackie turned from his horticultural project and walked into a dimensional rift. He never even had a chance to scream.

## A Pattern?

If the investigators find out about the McCorkindale, Jackie, and Carlson cases (July 14, 1924, middle of June, 1923, and April 11, 1921, respectively), they may begin to perceive a pattern. Persons are disappearing (excepting a part or two) every thirteen months. The investigators should begin to wonder at some point what might occur every thirteen months. If so, make a secret Astronomy roll. Success reminds them that each of these dates coincides with an opposition of Jupiter, which occurs every one year and 31 days. If/when the investigators pick up on the pattern, they should realize two things: a May, 1922 case remains unaccounted for, and an August 15, 1925 opposition is due shortly. The Keeper should make additional Astronomy rolls, assuming the players fail to perceive the pattern, when the players investigate into the Matthew Smith case, and if/when another stray voltage incident occurs. Alternatively, if the investigators ask someone with an Astronomy roll about the significance of the dates, allow them a roll. Most mathematics academicians should



have an Astronomy roll in the 30-70% range. Dr. Ferdinand Sieglitz, head of the Miskatonic observatory, has a 95% Astronomy skill and will pick up the pattern immediately.

## Professor Hardy Carlson

A logical place to begin would be the Charing Cross College mathematics department. Charing Cross College is a small, private engineering school located in downtown Charing Cross, and founded in 1872. It has

a student body totaling only about two hundred students and a faculty and staff of about thirty. There are two dormitory buildings, two classroom/office buildings, and a library packed into an acre of land. The buildings are arranged around the perimeter of a square courtyard. The College library is exclusively math, science, and engineering oriented, but contains an impressive 30,000 volumes, making it an excellent place to research engineering questions. There are no occult or Mythos works anywhere to be found (barring only Carlson's thesis paper).

The Middle East, exposed to an influx of ideas from India, was the focal point of mathematical progress during the middle ages. Carlson is particularly interested in al Kashi, d. 1436, a prominent Arab mathematician. al Kashi wrote a treatise in which he calculated pi out to 16 places, a few years before his death. al Kashi utilized the Archimedean method of pi calculation, which involves approximating the circumference of a circle by circumscribing a polygon into a circle and calculating the circumference of the polygon. The more sides to the polygon, the closer one comes to the true value of pi. A six-sided hexagon, for example, only yields a value of 3. al Kashi painstakingly used a polygon with over eight billion sides to calculate pi out to 16 places. In 1596, Ludolph van Ceulen, a mathematician from Leiden, used this method to calculate pi out to 35 places. When van Ceulen died in 1610, he had three further places inscribed on his tombstone.

The modern method (as of the time of Carlson's paper) is to calculate pi by means of an infinite equation. One simple equation, known as Gregory's equation, equates pi to  $4 - \frac{4}{3} + \frac{4}{5} - \frac{4}{7} + \frac{4}{9} - \frac{4}{11} \dots$ . A variation on Gregory's equation, devised by Machin, is the state of the art method for calculating pi circa 1920.

Carlson was seeking to improve on Machin's equation by finding one that would calculate pi out to more places without having to make as many calculations. Carlson posits that the answer lies in non-Euclidean geometry. Much of the rest of Carlson's paper discusses non-Euclidean geometric principles and models. Carlson's paper reaches no particular conclusions, but suggests that a reexamination of medieval Islamic mathematical technique, integrating it with non-Euclidean theory, might hold the key.

Player Aid 4, a synopsis of Carlson's paper

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At the center of Charing Cross College's courtyard is a reflecting pool. Undergraduates find this a convenient place to rendezvous. On a nice summer day a good portion of the summer session student body might be found here studying, tossing a football, or soaking up sunshine. At night the reflecting pool is in theory deserted, Charing Cross College enforcing a strict in-dorm-by-10 curfew. Nonetheless, the reflecting pool is also the site of midnight rendezvous as well. Non-students do not frequent College grounds.

Any of the late Professor Carlson's colleagues, or the department secretary, Velma Valentine, will provide the following information to nosy investigators who ask the right questions. Investigators able to stifle their yawns during turgid mathematical discussions are likely to get more information than those who cannot.

- Professor Carlson died on April 11, 1921. This information is given to those who ask for specific dates. Otherwise, "around the end of April" is the stock answer. His body was found in a classroom by Officer Roger Nelson of the local police. Reports are that the body was mutilated almost beyond recognition (not true, just the bottom half was missing).
- Carlson worked late at night frequently in that particular classroom. Carlson was interested in devising a new, quicker method of calculating the value of pi out to hundreds of places.
- Carlson wrote a paper on calculating pi. It should be in the college's library.
- From April to November of 1920, Carlson went on sabbatical at the University of Alexandria. While in Alexandria, Carlson made several trips throughout the Middle East, studying medieval Islamic works on mathematics. He brought some back with him, and was very proud of them, to the occasional irritation of his colleagues. Carlson was quite excited about what he had managed to learn, and felt that he was about to make a breakthrough in discovering a new, more efficient formula for calculating pi.
- Carlson was single and had no living relatives that anyone has heard of. Velma made the funeral arrangements. It was a closed casket ceremony. Carlson's estate is being handled by Josiah Black, a local lawyer. Velma has his card.
- Carlson lived in a house a few miles north of town, on the North Farm Road. Carlson bought the land cheap and built the house in early 1920. The house was completed just before he left on sabbatical. The police had burnt down the prior structure in late 1919, in the course of a raid on some kind of religious sect. [See Investigator Handout #3] No one at the college knows if the house has been resold. Attorney Josiah Black probably does.

- The police did not do a very thorough job of investigating the case. The officer in charge (Fatz? Fitz?—"Oh, that's right, Sgt. Fetz") asked everyone a few questions like "Did you see anything?" (No) and "Did he have any enemies" (No), but never came back.
- Fetz did have one of his officers, Roger Nelson, clean out the classroom. This included a wheeled blackboard. Fetz merely said "Evidence" when asked about it. The college has never gotten it back. Everyone guesses the police still have it, "wherever they keep things like that."
- Carlson did not keep an office at the college. Usually he worked either in his classroom or at home.
- Carlson's father was American, and his mother was from Egypt. Carlson spoke fluent Arabic, but was always complaining that his reading skills were rusty. Both are long dead.

## The College Library

If the investigators check out the library for anything written by Carlson, they find a listing in the catalog for Carlson's paper on calculating pi, entitled "Toward a new theory of calculating pi," dated 1918. The paper has been shelved carelessly and has fallen in back of the bookcase where it belongs. Review of the library records assures the investigators that it has not been checked out. Either a Critical Spot Hidden directed at the bookshelf where it belongs or someone looking behind the bookshelf specifically discovers it. The paper is rather dry and esoteric. Ten hours of study is required. An English roll enables the investigators to come up with Investigator Handout #4, a synopsis of Carlson's paper.

Persons studying the paper gain +1% to History, +1% to Mathematics and +1% to Occult. They also find themselves realizing that calculating pi beyond sixteen places or so has no practical scientific or engineering application in the 1920s, and wondering why someone would bother calculating it out any further. With the advent of computers, running pi equations is useful as a method of testing computer accuracy, but computers have yet to be invented (outside of the occasional forward-looking cultist).

## The County Coroner

If the investigators want to see the coroner's reports on Sarah McCorkindale or Carlson, they will have to go to Chillicothe, the county seat, ten miles east of town across a poor quality country road. Fetz does not have jurisdiction in Chillicothe, so this may be a pleasant break from police harassment. A letter from McCorkindale gets ac-



Dear Professor Carlson,

I am writing concerning the volume by ibn Abbas that the University permitted you to take back with you to America for further study. Our understanding was that you would not be needing the volume for more than a couple of months, and would send it back via insured post, to arrive here not later than February 1. To date we have not received the volume.

Although the volume is not part of our library, the University of Alexandria is entrusted with the preservation of antiquities discovered within our borders, regardless of by whom. I am certain this is merely an oversight on your part, and that you will send the volume back promptly.

Cordially,

Dr. Faisal Hamadi  
Director, University Library

Player Aid 5: a letter in Arabic dated February 27, 1921, on University of Alexandria Letterhead

My dear Dr. Hamadi,

Enclosed please find the volume by ibn Abbas. My sincerest apologies for not returning it by the date we had agreed to. It seems that my Arabic has deteriorated worse than I had discovered during my recent sojourn in your country. It took me longer than anticipated to study. Alas, it proved of little use in my studies. Again, my apologies for the delay.

Sincerely,  
Hardy Carlson

Player Aid 6: a letter in Arabic from Professor Carlson to Dr. Faisal Hamadi at the University of Alexandria, dated April 10, 1921

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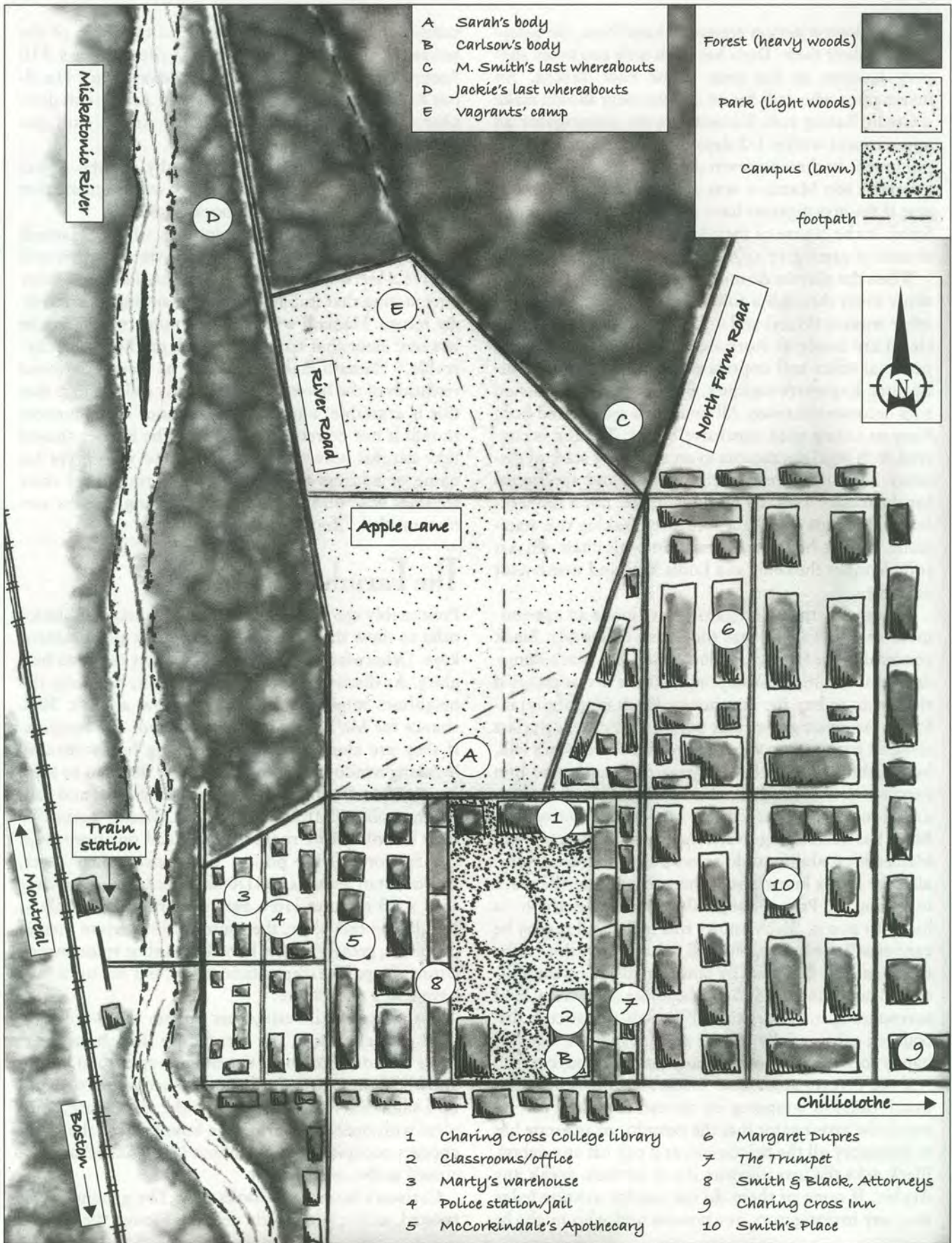
cess to Sarah's coroner's report; a letter from Josiah Black gets access to Carlson's. Otherwise, the office clerk will have to be Fast Talked or distracted long enough for someone to snoop through the helpfully alphabetized files. Carlson's cause of death is listed by coroner Farley Fenstermocker as a traumatic amputation of both legs at the hip, death occurring from loss of blood. The case is listed as "apparent homicide—under investigation." The coroner's report lists the cause of death for McCorkindale as "???" Most of the form is not even filled in. A few typewritten sentences, under "Other Comments," note "Remains were found on path in Apple Lane Park in Charing Cross. Body transected from head to toe. Very clean edge—not a blade or chemical cause. Left half not recovered." A black and white photograph of the cadaver is in an envelope attached to this report. It shows the right half of Mrs. McCorkindale on the autopsy table. SAN loss 0/1D3.

## Attorneys Smith and Black

Josiah Black and Tharrington Smith operate their law partnership out of the second floor of a two-story building near the center of downtown Charing Cross. A dentist's office is located on the first floor. An occasional shriek of pain emanates from below. Black, a 60ish gentleman never without a walking cane, practices civil law (trusts and estates being a specialty). His partner Smith has a reputation region-wide for being a skilled criminal defense lawyer, drawing clients from as far away as Boston. He is a short, balding fellow who is 30 years of age but looks 40. Statistics for both Black and Smith appear at the end of the adventure.

Investigators who call upon Mr. Black without an appointment risk disappointment. The Keeper should require a Luck roll from the lowest person present to have Mr. Black be present, and a Credit Rating roll





- |                                 |                            |
|---------------------------------|----------------------------|
| 1 Charing Cross College library | 6 Margaret Dupres          |
| 2 Classrooms/office             | 7 The Trumpet              |
| 3 Marty's warehouse             | 8 Smith & Black, Attorneys |
| 4 Police station/jail           | 9 Charing Cross Inn        |
| 5 McCorkindale's Apothecary     | 10 Smith's Place           |



from the lowest person present to have Dora, the receptionist, admit them. Dora has dealt with too many slippery lawyers in her time to be Fast Talked. An investigator who calls for an appointment should make a Credit Rating roll. Success gets the investigator an appointment within 1-2 days. Failure results in an appointment in three to seven days.

Smith's son Matthew was a victim of the stray voltage; if the investigators have done something to annoy Smith in the course of their investigation they have no chance of getting an appointment with Black.

When the players do meet with Mr. Black, Dora will show them through a functional office at which another woman (Mary) and a young man (Gerald the law clerk) are busily at work on typewriters. Mr. Black's personal office will impress even the wealthiest investigators. Expensive antiques, oil paintings, and Persian rugs decorate the room. All four walls are covered from floor to ceiling with expensive books. The rug is covered with legal documents in an appalling state of disarray. Mr. Black greets them warmly, and apologizes for the mess: "This is a working office, not a show office." He keeps a straight face after making this statement, even as he lowers himself into his chair. An Art roll identifies the chair as a Louis XIV, and worth a lot of money.

Presumably the investigators have made an appointment and told Dora that they wish to see Mr. Black concerning the Hardy Carlson estate. Mr. Black immediately and without prompting asks the investigators if they want to buy the farmhouse. Black (truthfully) informs the investigators that selling the house is the last thing he has to do to wind up the estate. Carlson's will, he (truthfully) tells the investigators, appointed him executor and directed him to sell off all Carlson's assets and donate the proceeds to Miskatonic University. Black has been trying to sell the house for 4 years, and blames his inability to do so on a slow market. (Actually, the locals know about the goings-on at the place involving the Primal Song cult in 1919 and are in no hurry to buy it. Black knows this is the real reason he cannot sell the house, but will not mention this to the investigators.) Black lies by omission, never by commission. Black wants \$4,500 for the house and acre of land surrounding it. A Bargain roll reveals the price is discounted substantially for the current market. Black is happy to show the house to any potential buyers.

If the investigators quiz Black about anything unusual found in wrapping up the estate (a Law roll reminds the investigator that the executor of an estate has to inventory all the belongings and pay off any debts), Black asks the investigators if any of them speak any Arabic. If none of them do (or cannot acknowledge that any investigators not present and who might be

summoned do), Black goes back to the topic of the house. If one of them can, Black offers them a \$10 "consulting fee" to have a look at Investigator Handout #5. Anyone with at least 20% in Arabic can decipher it. Others with at least some Arabic skill can attempt a roll at x5 their skill.

Black will not recall any volume by any ibn Abbas amongst what he inventoried. Black will speculate that Carlson must have sent the book back.

Should the investigators inquire of Dr. Hamadi whether the volume ever came back via wire, they will receive a stern wire back from Hamadi about a week later stating that it did not and demanding its immediate return. Hamadi will reference numerous letters he has sent since that have come back marked "Undeliverable." Hamadi makes clear that he views continued retention of the book as illegal (a Law roll suggests that this is arguable) and threatens serious consequences should it not be returned at once. The Keeper should take careful note of any investigator who gives his name or address to the good Dr. Hamadi, for their troubles with him may be just beginning. See the section entitled "Repercussions."

## The Farmhouse

Presumably the investigators take advantage of Black's offer to show them the farmhouse. After all, he has the keys. Otherwise, the investigators might resort to burglary. As discussed in the next section, however, the neighbors might be watching. Allow a basic 30% chance for Mr. Dunne next door to spot any burglars. If they are clumsy burglars, flashing lights around, breaking windows, leaving cars where they can be seen, increase Mr. Dunne's chance of spotting them and calling the police to 100%. Only if Mr. Black's distinctive blue Daimler-Benz roadster is parked out front does Dunne not call the police. The constabulary (Fetz, Nelson, Stan Smith, and 1D6 deputized citizens) arrives 1D6 x 10 minutes later. Fetz does not like burglars. Burglars at this place, the source of his current mental problems, greatly agitate him. The author recommends letting the party escape unidentified, but not until they have had a good scare.

Assuming the investigators pursue the more legal (and easier) course, the farmhouse lies about three miles outside of town, at the end of a spur road locally known as the North Farm Road. Across the road and up a slight hill is another, much older farmhouse, complete with operating farm. The house across the street appears occupied. The neighbors (the Dunnes) are discussed in the next section.

Carlson's farmhouse looks new. The grounds look twisted, sickly, and mostly dead, as though the ground



## Shabbith-Ka, Lesser Outer God

Shabbith-Ka is one of many little known lesser Outer Gods. Unlike many of its kindred, however, Shabbith-Ka is intelligent and seems to appreciate worship, for whatever alien reason motivates it. The fact that its worshippers supply it easy prey is one plausible explanation. Shabbith-Ka is not mentioned in any standard Mythos tome (although *Unausprechlichen Kulden* makes an oblique reference to it in its brief reference to the demise of Pont-Voisie), and until its worship was resurrected by the Primal Song cult it had no followers since the demise of the equatorial Shabbith tribe circa 1300. The only comprehensive treatment of Shabbith-Ka appears in the unique, untitled scroll telling Hafnirsson's tale.

Shabbith-Ka appears as a shapeless, roughly man-sized purplish aura, spitting and cracking with powerful electric arcs. A sense of power, malignancy, and intelligence accompanies it. It may be that persons able to gaze at its form long enough can see a rudimentary face (or faces) within the glowing mass.

Shabbith-Ka does not deign to communicate with mere humans. It attacks by means of engulfing any one victim at a time. Those engulfed by Shabbith-Ka take 6D6 damage per round as they are burned and disintegrated by unearthly energies. Persons killed by Shabbith-Ka are left as purple husks which quickly dissolve into dust. Material weapons are useless against

Shabbith-Ka, which attacks anyone present who is not continuing to successfully sing the spell Call Shabbith-Ka or prominently displaying the Elder Sign. For this reason, calling Shabbith-Ka is unhealthy.

Shabbith-Ka can disintegrate its way through any terrestrial barrier with ease. However, Shabbith-Ka can not be called within 100 feet of an exposed Elder Sign or into a room sealed by one. If an Elder Sign is brought near or exposed after its arrival, Shabbith-Ka flees back to the center of the universe, blasting through anything in its way. Those nearby and not holding Elder Signs when Shabbith-Ka decides to make an abrupt exit must make Luck rolls at -50% or face one Engulf attack as Shabbith-Ka swells to enormous size and rockets into space. An area blasted by Shabbith-Ka is stained by a purplish residue that never totally fades. Plants attempting to grow in such an area will be stunted, wilted, and sickly.

To Call Shabbith-Ka, the chant must be successfully Sung. Only those who succeed in a Sing roll can contribute magic points to the calling. Worshippers of Shabbith-Ka are either accomplished singers or not worshippers for long. Shabbith-Ka simply materializes from thin air. Shabbith-Ka voluntarily takes its leave (by simply fading away, without a violent exit) when either dismissed or when it has killed all those present not singing its praises.

had been poisoned or overfertilized. The air is still and soundless. Of course, no birds or insects can be heard. Call for a Cthulhu Mythos roll. Success leaves the investigator feeling as if things are not quite natural at the Carlson place. If the players walk around the back of the house, things are even worse. A roughly circular area behind the house is burnt and completely barren of life. A tree is split down the middle as though a titanic bolt of lightning had sundered it. Call for another Cthulhu Mythos roll. Success indicates that at least a major Mythos being has laid waste to the immediate area. The discolored area, especially the tree, has a faint purplish tinge to it. Black will not tarry too long back here, preferring to show the investigators the more pleasant aspects of the property.

The farmhouse itself is empty and dusty, but in good condition. There are two stories and a cellar. The cellar can be accessed either from the house or from out-

### Shabbith-Ka

**God of the Primal Song**

STR	0	CON	100	SIZ	20
INT	20	POW	30	DEX	6
HP	60	MOV	50 flying		

**Attacks:** Engulf Attack 90%, 6D6 damage

**Armor:** None, but material weapons, magic or not, fire, acid, electricity, *etc.* are useless, passing right through it. Spells work normally. If Shabbith-Ka is somehow reduced to 0 hit points, it makes a beeline for the center of the universe.

**SAN:** Viewing Shabbith-Ka costs 1/1D20 SAN. Seeing Shabbith-Ka disintegrate someone, or seeing a disintegrated purplish husk, costs another 0/1D6 SAN.



side doors set at an angle into the ground. Unlike the rest of the house, the cellar shows signs of smoke damage on the walls. Black offers to have them painted.

## The Cellar

Persons examining the cellar very closely (Spot Hidden rolls) notice that the floor cement is of inferior quality, compared with the stout granite stonework comprising the rest of the cellar. A Know roll suggests that quick-drying cement was used to pour the cellar floor. The cellar doors leading both to the inside and to the outside are iron, extremely heavy (STR 20 to open) and have brackets to set a bar—on the outside. The cellar (Idea roll) appears to be designed to hold something in. Persons opening the door to the outside observe that the worst patch of vegetative blight leads from the cellar door out to a large circular area (like something got out). Black places no credence in such wild theories, although he has no explanation for the state of the yard. Under the soot on the walls will be found more of the peculiar purplish tinge that lends character to the back yard.

Persons who set about to tapping on the cellar floor near the middle are rewarded (on a successful Listen roll) with the ubiquitous hollow sound. Someone (the constabulary?) has cemented something over. Black will not permit exploratory digging.

Of course, if the investigators buy the place, they can dig all they want. Breaking in is another alternative. If they manage to get into the cellar unseen, no one will hear the digging through the thick walls and heavy doors (assuming they are closed). It will take about two man-hours with appropriate tools to dig through the hastily-poured concrete over the hollow place. The investigators cannot help but be impressed by the amount of quick-drying concrete somebody poured on the cellar floor.

## Below The Cellar

After two man-hours, an investigator's shovel or pick strikes something that breaks with an ominous snap. Sifting through the wreckage reveals half of a star-shaped symbol engraved on greyish-green stone. The other half remains affixed to a stone surface resembling the cellar walls (smoke damage and purplish tinge included). Call for a Cthulhu Mythos roll. Success recognizes the stone as half of a now-broken Elder Sign. Those with prior knowledge of the Elder Sign also recognize it for what it is. Investigators who grasp the potential significance of what they have done, may make a SAN roll (SAN loss 0/1). Investigators who are too persistent to reseal the floor or flee in terror can finish

the excavation, uncovering a man-sized trapdoor set into the floor with a ring.

Opening the trapdoor reveals a narrow, stone-walled shaft going down into a Stygian blackness. The smell of rotting flesh is overpowering; CONx3 or less to avoid incapacitating nausea. A sturdy-looking iron ladder, fastened to the wall, leads downward, beckoning the investigators to see where it leads. If anyone bothers to look, or makes a Spot Hidden roll, there is no smoke damage in the tunnel. There is, however, a good bit of the purplish discoloration coating the tunnel walls. A Chemistry roll directed at the purple stains (while in a lab!) reveals that is comprised of no known natural element. Looking at the underside of the trapdoor, the investigators observe brown stains (over the purple ones) smeared all over it, as well as gouges. An Idea roll suggests someone trying to claw their way out until their fingers gave up the ghost. SAN loss is 0/1D3.

The shaft leads down about 20 feet into utter blackness. The stench is overwhelming. Note that the shaft is very narrow. One investigator must descend at a time. Persons descending the normal way cannot see what lies ahead, if anything. Persons descending with their back to the ladder and a light source can. Lying face up at the bottom of the ladder is a foul sight: the corpse of a thin, emaciated man with long, white hair, head split open, eyes gouged out, fingers worn to the bone from scratching at a thick stone door. Limbs lie at a funny angle, as though he had fallen 20 feet or so. This is the body of Nils Carlsen, former farmhouse owner and erstwhile leader of the Primal Song. The worst thing is that Carlsen has apparently been dead only a few months. SAN loss for viewing this horrific scene is 0/1D6. If the investigators know that the Primal Song cult was raided in 1919, an Idea roll suggests that Carlsen managed somehow to survive, trapped in, for the better part of five years. This realization is good for another 1/1D4 SAN loss.

The bottom of the shaft, where lies the late Nils Carlsen, can be seen when an investigator is 10 feet down, assuming a light source is trained in that direction. If someone goes insane at the sight, they take 1D6 points worth of falling damage, plus 1/1D4 more SAN for having an up-close-and-personal encounter with the deceased.

Those descending the ladder in a more conventional manner see nothing, but do step in something squishy. When they see what they have unwittingly stepped in (Keeper's choice as to precisely what body part), the person loses 1/1D6 SAN, plus the potential 1/1D4 loss charged for realizing how disturbingly fresh the corpse is. Forewarned being forearmed, subsequent investigators going down the shaft are subject only to a 0/1D3 loss.



At the bottom of the shaft, the investigators find a circular room roughly 200 feet in diameter. There are no other exits. The room is lined with shiny, black stone. Any noise (including the screams of maddened investigators) echoes eerily several times. Art (Sing) rolls are at +25% in the room. A Geology roll fails to identify the stone. In the middle of the room is an altar of the same black stone, fitted with chains, to secure arms and legs. A person who touches his bare skin to the altar is drained of a magic point, which causes the altar to begin to glow with an eerie purplish light, faintly illuminating the room for 2 hours. Around the walls of the room are a long series of intricately carved words, about 1000 in all. The carvings are in Middle English; a Know roll identifies the language. The runes, on a successful English roll at -40% due to the archaic grammar, spelling, and use of now obsolete words, seem to be a spell intended to Call a being referred to as Shabbith-Ka. Shabbith-Ka is not described in the carvings, beyond such adjectives as "mighty," "all-powerful," *etc.* Underneath each carven phrase is inscribed a small rectangular shape, at varying heights beneath the words. A History or Music roll identifies these as musical notations for a chant. Call Shabbith-Ka is a spell that must be successfully sung with Art (Sing).

Also in the room, on the floor across from the ladder,

is a partial skeleton with its skull cracked, a stone knife lodged there. The limbs, oddly, are scattered across the room. All bones have been cracked open and show signs of gnawing upon examination. SAN loss for those undertaking such an examination is 0/1D4.

Inside a secret compartment in the altar (Spot Hidden while actually feeling one's way around the altar to find) is a musty, crumbling manuscript roughly the size of a dictionary, bound between copper plates set with human bones in a pretty mosaic, in Middle English. The untitled manuscript tells the tale of John Hafnirsson, son of a Saxon earl who in the Year of Our Lord 1302 found himself outlawed by a petty Norman baron who coveted Hafnirsson's daughter. The Norman baron, one Guillaume de Pont-Voisie, is given brief treatment in Von Junzt's *Unausprechlichen Kulten* as a minor wizard slain along with all his followers circa 1310 in a strange fire that stained the nearby land purple. Fleeing England for France aboard his vessel, the Stag, Hafnirsson and his crew were blown off course by a freak storm and, after a year of wandering, starvation, mutinies, and attacks by sea monsters, ended up (with only his first mate still accompanying him) in an equatorial jungle inhabited by a degenerate people calling themselves the Shabbiths. Hafnirsson tells of hideous rituals (one involving the sacrifice of his first mate to a horrible monster named Shabbith-Ka)





## New Tome: *Dreams of the Circle*

This unique manuscript, in medieval Arabic, is dated 1456 and authored by Hassan ibn Abbas, who describes himself as a mathematician and student of al Kashi. Hassan tells of a journey along the east coast of the Arabian peninsula. Beset by bandits, he escaped by fleeing out into the desert. Short of supplies, Hassan became disoriented and delirious. Hassan beheld strange visions while desperately searching for water, lost in the middle of the Arabian peninsula. Hassan writes of inhuman voices whispering secrets to him on the wind, and of half-glimpsed figures peering at him over the dunes. Near death, Hassan underwent a fantastic nightmare involving an ancient, ruined city with towering pillars of basalt. In this nightmare, all the voices Hassan half-heard while searching for water join together, whispering dark secrets from the tallest tower in the black-pillared city. Hassan relates several of these secrets, and alludes to others too blasphemous to relate. Included is a discussion of space-time, other

dimensions and how, as Hassan puts it, "paths unseen to places unknown and times undreamt of exist, and can be found by those willing to sacrifice their soul for such knowledge." Hassan lost consciousness but revived to inexplicably find himself at the feet of the Sphinx. The book concludes with a calculation of pi out to one thousand places. Hassan's method of calculation involves casting the second spell listed and getting some hints.

Readers of *Dreams of the Circle* add +5% to Cthulhu Mythos (Hassan hints at much, but his fear of committing blasphemy often has him leaving thoughts unfinished). SAN loss is 2D4. Reading the manuscript requires 60 hours of study time and a successful Arabic roll. The book contains four spells. The first is set forth in great detail (INT x5): Contact Sand Dweller. Three other spells are set forth, in fragmentary fashion (INTx1): Contact Nyarlathotep (as the Black Man), Create Dimensional Circle, and Create Gate.

## New Spell: Create Dimensional Circle

A Dimensional Circle acts as a Gate turbocharger, and is normally cast only in conjunction with the spell Create Gate. It greatly lengthens the usable distance of Gates by eliminating the magic point expenditure required to travel through a Gate. To create a Dimensional Circle, the caster needs to inscribe a circle on a flat surface suitable for a Gate (which is subsequently inscribed in the middle of the circle). A chalkboard works well. The circle must be drawn with a special bluish chalklike mineral found only at some unknown location in the Arabian desert. A person possessing *Dreams of the Circle* who sets out to retrace Hassan's wanderings has an INT x1 chance of stumbling upon some of the mineral per month (assuming the denizens of lost Irem permit it).

Once the Dimensional Circle is inscribed, a process that takes only as long as is needed to draw a circle, the caster must chant "Irem! Fth'nagl hazz-nath Irem!" for a number of hours equal to the number of points of POW he wishes to infuse the circle with. Each point of POW given to the circle decreases by one the amount of magic points that must be spent when travelling through a circumscribed Gate. A Dimensional Circle, to be effective, must be exposed to a cloudless night sky. More than one person may

volunteer POW to create a Dimensional Circle. Note that the "turbo" effect is limited to that side of the Gate on which the Circle has been inscribed. A completed Circle looks like nothing more than a big circle drawn in bluish chalk (although the Gate it is normally drawn around will look somewhat more remarkable).

Example: John Smith, devotee of Hastur, wishes to travel to the Lake of Hali to pay homage to the King in Yellow. Unfortunately, a Gate to Aldebaraan would require 14 magic points to use, and John only has a POW of 13. Smith, having learned the Dimensional Circle spell from the Whispering Voices of Irem, gets some fellow cultists to help him create both a 14 POW Gate and a 14 POW Dimensional Circle. John can now travel to dim Carcosa without spending any magic points (lucky him). Unfortunately, unless there is also a Dimensional Circle inscribed around the other side of the Gate, getting back is another story.

The only known place that this spell is recorded is in *Dreams of the Circle*. Because of the extended Gate travel made possible by the spell, any slave of the Mythos worthy of the name who learned of its existence would stop at nothing to obtain it.



“And faintly, far more subdued than the cacophony from the highest tower of ebon basalt, came a sibilant hiss from the dunes, like the voice of an adder expelled from Paradise by the Prophet (bless his holy name). Beware the approach of the Star with One Red Eye, it hissed, for its light shines most brightly, and can be seen by Hidden Things Most Foul. From beyond the dreadful veil shall they tread, their malevolence manifest. So too can the river of light flood its banks at such times, when no dam is there to shape it. And then I wondered, in my delirium, what that light might bring forth from the Circle’s hidden face, and where the river might flow if not bound. All Circles have two faces, and some, the unseen adder hissed, have many more.”

an excerpt from  
Dreams of the Circle

**Player Aid 7: an excerpt from *Dreams of the Circle***

and joining the Shabbith tribe. Hafnirsson likens the fearsome Shabbith-Ka to “dauncing wicche-fyr, purpel-hued, yet poss’d of Spirit most Foul.” Hafnirsson relates that after his sacrifice to Shabbith-Ka, his first mate, Erik, was little more than purplish dust.

Hafnirsson finally escaped from the Shabbiths only by creating and concealing a strange symbol in his robes, and thrusting it forward at a ritual sacrifice to Shabbith-Ka. The “dauncing wicche-fyr” turned on the Shabbiths, slaying hundreds before shooting into the sky and allowing Hafnirsson to escape in the confusion. Hafnirsson returned to England and turned his “wicche-fyr” loose on M. de Pont-Voisy and his followers, and ends his tale by proclaiming himself avenged.

Hafnirsson is an accomplished story teller: +3% to Cthulhu Mythos, -1/-1D6 SAN, and two spells (INT X3) (in order): Create Elder Sign, Call Shabbith-Ka. The version of the Elder Sign discussed in the tale requires carving the sign into the skull of a cannibalized human. Hafnirsson’s tale is fairly straightforward and not couched in code and allegory, cross-referenced to

other arcane works, *etc.* Study time is only 150-(Int x5) hours. A successful English at -40% is required. Although perhaps of interest to the investigators, it provides no clues to the deaths occurring around Charing Cross.

## The Neighbor

Mr. John Dunne has lived across the street from the farmhouse for longer than he would care to admit. Mr. Dunne is about 90 years of age and looks every day of it. He and his equally-aged wife, Phoebe, witnessed the police raid on and burning of the farmhouse in 1919. Dunne, if he is not talking to burglars whom he has called the police on, will speak to the investigators at least long enough to warn them to stay away from the “devil house.” If asked why, Dunne can (with a successful Persuade roll) provide the same basic information as in Investigator Handout #3. He will add that midnight meetings occurred there often on dark, moonless nights commencing in 1919, and that the owner at the time

### LOCAL BOY DISAPPEARS

Matthew Smith, age 7, son of local barrister Tharrington Smith, disappeared while playing in the park off of Apple Lane. Young Smith was last seen shortly before nightfall, playing hide and go seek with his sister Susan, age 9. Police have no leads on the disappearance.

—Charing Cross *Trumpet*, week of 5/12/22

### POLICE DRAG RIVER STILL NO LEADS ON SMITH DISAPPEARANCE

Police dragged the Miskatonic River yesterday in an effort to find the missing Matthew Smith, age 7. The dragging uncovered no new evidence. Smith disappeared on the evening of May 12th while playing hide and go seek in the Apple Lane park with his sister, Susan. Police remain hopeful that Smith is still alive. Sgt. Howard Fetz, speaking on behalf of the police department, vowed continued efforts to find the missing youth.

—Charing Cross *Trumpet*, week of 6/10/22

**Player Aids 8-9**

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was a foreigner with white hair and “eyes like ice” who never introduced himself, a fact that Dunne is grateful for. Dunne can also add that an enormous explosion, like nothing he’d ever heard (and he was an artilleryman in the Civil War), occurred shortly after the police raid began, followed by a giant purplish fireball shooting off into the sky. Phoebe nods in agreement. Dunne tells the investigators (in an effort to scare them away) that purple lights can still be seen to dance in the upper floor windows on a New Moon. This last embellishment is false, as a Psychology roll makes clear.

If the investigators either buy the house, or appear with Black and examine the house, the Dunnes will come over and deliver their warning. If asked, they will tell the investigators that they gave the same warning to Professor Carlson, a normal-seeming fellow, but that he laughed it off as “superstitious pish-posh.” Dunne observes that around Charing Cross, there is a fine line between superstition and common sense. Dunne refuses to explain that remark further (he has no further explanation and is just trying to scare the investigators off out of humanitarian concern). The Dunnes can relate that Carlson stayed in the house only a very short time before his death, having gone off on a sabbatical shortly after the new house was finished and returning only shortly before his death.

If the investigators snoop around Dunne’s farm, a Spot Hidden roll directs the investigators’ attention to the cornerstone of the farmhouse, which is of colonial construction, though well maintained. Engraved into the cornerstone is an odd sigil resembling a three-legged swastika. On a Cthulhu Mythos roll, the investigator recognizes the engraving as the Sign of Eibon, rumored to shield those it protects from the notice of Nyarlathotep and his servants. In game terms, the house and those within it are effectively invisible to Nyarlathotep, cultists of Nyarlathotep, and creatures summoned in the name of Nyarlathotep. The investigators can copy the Sign if they want, but without the proper spell, engraving the Sign onto something else has no effect. The Dunnes are aware of the inscription, but not of its significance. (“Oh, that funny thing? That was there when I bought the place. Never you mind how long ago that was.”)

If the investigators happen to mention that they are looking for mail that might have been sent back to Carlson’s farmhouse, the Dunnes will admit to Black that they have a package. If Black is not present, a Fast Talk gets Dunne to leak that information. The post office left it on the stoop of the farmhouse, and the Dunnes did the neighborly thing and picked it up. They then promptly put it in a closet and forgot about it. They will only give it to Black, assuming he is there. If not, the investigators will need to return with him or

resort to burglary or force.

The package is roughly the size of a breadbox, insured for \$100, and addressed to a Dr. Faisal Hamadi in Alexandria, Egypt, c/o the University. Scrawled across the face of the package are the words “Insufficient Address—Return to Sender.” Inside the package are a letter in Arabic, Investigator Handout #6, and a very old, crumbling book, in poor condition, written in Arabic. The title page identifies the book as *Dreams of the Circle*, a manuscript dated 1456, authored by one Hassan ibn Abbas. The same parameters for reading Handout #5 apply to #6.

Astute investigators will notice that Carlson’s cover letter predates his death by one day.

If the investigators have tied the Charing Cross deaths to oppositions of Jupiter, and then turn to *Dreams of the Circle* as a research aid, after 1D3 days of study and a successful Arabic roll they should be given Investigator Handout #7.

The excerpt alludes to the stray voltage problem discussed in more detail in the next section. Leave this for the investigators to puzzle out for themselves, however.

## Stray Voltage

Ordinarily a Dimensional Circle is tied to and powers a gate, by focusing the light of Jupiter as a sort of arcane battery. What happens when, as with Professor Carlson’s Circle, there is no connected Gate to go along with it? The answer, at least when the light of Jupiter nears its opposition, is that the power leaks from the Circle, causing a chance of progressively severe distance twisting events.

The scenario starts on July 30th, 1925, which should put the investigators in Charing Cross on August 1st. The opposition is the night of August 15th. Strange things begin happening throughout town when the investigators arrive. Each evening after sunset, check for the weather conditions. Assume a basic 50% of the sky being clear enough for something weird to potentially happen. The sky is automatically clear the night of August 15th. If the sky is clear, assume something strange happens to the investigators on a basic 20% chance. This should tip them off that something is amiss without bombarding them with constant bizarre occurrences. The Keeper is encouraged to use his imagination, but to follow a pattern of increasing intensity and to focus on distance shifts and distortions.

**August 1-August 10** Minor occurrences. Suggestions include small possessions suddenly disappearing and unable to be found, losing your keys only to have them reappear somewhere you are sure you have not been, etc.

**August 11-August 14** Increase the weirdness in inten-







sity. A good one is for someone to walk down the park path in half the time it normally takes. If the investigators are in jail, maybe the keys to the cell are suddenly spotted on the floor.

At some point between the 11th and the 14th, one of the investigators (the one with the highest Dreaming skill, or highest POW) should experience the following dream. It will be obvious to the investigator that he/she is dreaming, and he/she should be told as much:

You find yourself on an empty, black plain, surrounded by a featureless white sky. Turning, you see, far off in the distance, a cylindrical black tower. You move toward the tower, but it only seems to get farther away. You take a step back and turn and suddenly the black tower is there, inches from your face and stretching higher than you can see. The plain you were standing on is now white and the sky gray. You take a step back, startled, but the plain is gone, and you find yourself falling, falling toward a black circle far below. The black circle rushes up, and you land with a bone jarring crunch. Picking yourself up, you look over the edge of the circle and see the white plain far below—you are atop the black tower! At the center of the circle lies an open door set in the floor. You feel compelled to move to the door. As you near, a wind begins to blow. The wind carries the sound of inhuman laughter and it forces you to the door. You fight the wind, clinging to the edge of the door, but finally your strength fails and you fall through. Suddenly, you find yourself back at the foot of the tower. You look up, and this time you can see the top of the black tower. Looking down at you is yourself, but you have only one, red, three-lobed eye. How can you be in two places at once?

The dreamer awakens. SAN loss from this highly realistic nightmare is 0/1 SAN.

The events that will happen on the 15th are discussed in "Ending the Adventure."

## Matthew Smith

Matthew Smith, aged 7, stayed out too late on the evening of May 12, 1922. Given Smith's small size, a stray voltage incident twisted him through space and deposited him in Carcosa, leaving nothing behind to be found. When the investigators have pieced together the pattern and go to the files of the Charing Cross Trumpet for the week of May 12, 1922, looking for anything bizarre, they easily find Investigator Handouts #8 and #9. Both articles are by Nick Richards, and there are no accompanying photographs.

No further Trumpet articles appear. Richards or

most residents can tell the investigators that nobody has the faintest idea what happened to Matthew Smith—no trace of him was ever found.

The investigators may approach Tharrington Smith (Josiah Black's law partner) with questions about his son's disappearance. Judge Smith's reaction to questions from the investigators should be based on their prior dealings, if any, with either him or his law partner, Josiah Black. Black will be certain to have told Smith about any bizarre or rude investigator behavior (such as insisting on digging up the floor of a basement that they do not own). Smith knows nothing more than what is in the two articles.

Susan, now 12, has more information. Assuming the investigators are on at least neutral terms with Smith, a Persuade roll convinces Smith to allow the investigators to talk to her. Alternatively, the investigators might attempt to accost Susan on her way to the store or something. Questions about her brother sought in this fashion elicit only tears and complaints to her father, who in turn notifies the police, who in turn tell Fetz, who in turn runs the investigators in and does his best to pin the disappearance of Matthew Smith on them. This time, of course, Smith has no interest in representing the investigators.

Assuming a more amicable questioning of Susan, a Psychology roll indicates she is holding something back when she tells them that she and her brother were playing hide-and-go-seek in the park when he just disappeared. Pointing this out to her in a gentle and professional fashion (successful Psychoanalysis roll) elicits, between sobs, a disquieting fact: Susan, who had been "It," had followed her brother's shoeprints into a small clearing surrounded by thick brush. There, Susan smelled an awful smell, like after lightning, but it had not been raining. No footprints led away from the clearing. Susan can show the investigators the clearing, but there is nothing to be found there.

## Officer Roger Nelson

The investigators might meet up with Nelson in one of several ways. He may be drafted to assist Fetz in running the investigators in. If so, any contact he has with the investigators afterwards will be unfriendly ("Run along, you lot, before I arrest you for loitering.") Alternatively, the investigators might question him about his involvement in responding to the Carlson murder and removing the chalkboard from Carlson's office the night of his death. Unless he has formed a bad opinion of the investigators, Nelson is a decent, outgoing person, but not one inclined to assist investigators in breaking the law. Assuming no



ill feelings on his part, Nelson does not mind telling the investigators where the chalkboard is—at the police evidence warehouse (actually a secure private warehouse that the police rent part of to put evidence in). Nelson reports the investigators' interest in the warehouse to Fetz, however, who has his third officer, Stan Smith, discretely follow them to find out what they are up to. A Spot Hidden, commencing the next day, notices the tail. Leaving town for a day (or going to Chillicothe to check the coroner's reports) gets rid of the tail. Investigators who return to Charing Cross have a 30% chance each day of picking up the tail again, increasing to 100% if they approach any police officer.

Nelson does not discuss what he saw on the chalkboard ("Police business.") Nelson does not under any circumstances help the investigators get into the warehouse. Nelson does not know anything about the Primal Song cult; he joined the force in early 1921. Nelson responded to the scene of the McCorkindale murder, and is in the photograph, but will not discuss an "ongoing investigation." Nelson also patrols the Apple Lane Park area, from 10 PM to sunrise, and might be observed running off Red and his fellow vagrants at the end of his shift. This makes Nelson a good target for a stray voltage incident when the time is right.

## The Shuttered Warehouse

Eventually the investigators will focus their attention on Marty's Warehouse. The warehouse lies between Apple Lane Park and the train station, overlooking the Miskatonic River. The warehouse is a single-story, functional wood structure, with the roof twelve feet from the ground. A large, double door is the only way in. There is no permanent staff or watchman at the warehouse; Marty keeps it locked except when someone needs something out of it. Marty then goes in and retrieves whatever is needed. A steel pull-down-and-lock gate (STR 30 to snap the lock and lift it—two people can try at a time) bars the door. Since the door is in full view of the police station, any such foolhardy attempt to break in almost certainly attracts police attention. Nelson arrives in 1D4+1 minutes after the gate is broken, which is before the investigators are able to break through the heavy double doors (also STR 30). This section assumes the investigators proceed under cover of darkness. Otherwise, would-be burglars are quickly apprehended, before they can even get inside.

Investigators who case the joint find a single window on the park side (out of view of the police sta-

tion), eight feet off the ground, set with three rusty iron bars. This side of the warehouse is conveniently shadowed. It takes ten minutes with an appropriate tool to work a bar loose. With one bar gone, an investigator of SIZ 10 or less can squeeze through (after knocking out the glass). However, to reach the window, the investigators will need a way up to it. Two crates out of a nearby pile might be moved over to act as a stepladder. Getting a boost from another investigator is also an option.

If the investigators are being tailed when they decide to break into the warehouse, the tail, accompanied by Fetz and Officer Nelson, appear as soon as the investigators get a bar loose. A nervous Fetz launches into crazed ramblings about how he knew the investigators were "agents of that purple thing" all along and that at last he has caught them red-handed. Nelson firmly and more sanely advises the investigators that they are under arrest and to drop any visible weapons. It is entirely possible that a determined investigator up at the window might nonetheless get in. Subsequent combat and legal proceedings are left to the imagination of the Keeper.

If the investigators shook the tail, the police leave the investigators unmolested, assuming a reasonable amount of stealth on their part. The Keeper is within his rights to have a sizable group (more than four) attract police attention, particularly if they are brandishing unconcealable weapons like shotguns or being careless with light sources.

An investigator peering in the window sees a dim jumble of crates, boxes, *etc.* Training a light around the warehouse has various results, depending on if the investigators are looking for a blackboard. If so, they easily spot a movable blackboard covered with equations, all having to do with the calculation of pi (Gregory's equation is present). Drawn on the chalkboard is a circle in a bluish chalk. The chalkboard looks completely unremarkable. The Dimensional Circle (POW 1; Carlson felt oddly drained after the first hour of his little experiment and gave up) is indistinguishable from an ordinary chalk doodle, and looks quite at home amongst the circle-related equations covering the rest of the board. Cthulhu Mythos rolls reveal nothing.

## Ending the Adventure

The easiest way for the investigators to end the threat is simply to enter the warehouse and erase the Dimensional Circle from the blackboard. A nub of the chalklike mineral needed to create a Circle (enough for 1 use) is in the chalkholder. This ends the threat. An



Elder Sign affixed to the blackboard is unnecessary, but works just as well.

I have left the climax of this adventure open-ended. The Keeper might want to manipulate events so that the first clear, informed opportunity the investigators have at the warehouse is the evening of the opposition, the 15th. Jail stays are useful for this. This works well in conjunction with a confrontation with Fetz, Nelson, and Stan Smith at the back window of the warehouse. As Fetz concludes his speech about purple things, a smell of ozone fills the air. Fetz' hair (what there is of it) stands on end and begins to crackle as though from a static charge. Then, as the investigators watch, Fetz begins to oddly curve and distort, as the sound of discharging static grows louder. Fetz screams for help. As Stan Smith bravely grabs Fetz by the seat of his pants, the back half of Fetz comes into proper focus as the front half of Fetz continues to distort. Finally, there is a loud pop. The front half of Fetz is drawn along curvilinear space to the third planet orbiting Sirius. The back half, restrained by Smith, flops in a bloody mess to the ground along with Smith. SAN loss is 1/1D8. Both Nelson and Smith fail their SAN rolls (badly) and run screaming into the night. The police do not show up for another hour (when Nelson regains his wits), affording those investigators still alive and sane some time to operate. Both Nelson and Stan Smith would prefer to forget about the entire affair; Fetz' death will be explained away as the work of a pack of wild dogs, or a crazy man. Investigators still hanging around Charing Cross may be the subject of unwanted police attention, but should they take the opportunity to leave town; they will not be pursued, and Nelson orchestrates the police coverup of Fetz' death.

Truly astute investigators who read the excerpt from *Dreams of the Circle* will foresee the possibility of danger when approaching the warehouse and cover the window with something opaque after someone goes in. This prevents the Dimensional Circle from operating (breaking the connection with the light of Jupiter) and prevents a stray voltage incident. Of course, Fetz takes any opaque barriers down should he show up.

A second possibility would be an investigator-led trap, based on the premise of some sort of creature being responsible. This puts the investigators in the park on the worst possible night. At least this way they get to see a stray voltage incident firsthand, as it happens to one or more of them. Being dissected along some plane of symmetry is invariably fatal. Yet another possibility is that some Cthulhoid menace exploits the weakness in space to manifest itself. The excerpt from *Dreams of the Circle* leaves this

possibility open. If your group is the type that will insist on something to shoot at to end an adventure, a Circle Creature might be substituted for the ultimate stray voltage incident. A sample creature that would work out is included in the NPC stats.

## Rewards

Erasing the Dimensional Circle from Carlson's blackboard results in the award of 2D4+2 SAN for a job well done. For each stray voltage death that occurs after the investigators become involved in the case, charge 1D3 SAN upon their learning of its similarity to the McCorkindale case.

## Repercussions

The Keeper should keep track of what the investigators do with the *Dreams of the Circle*. Faisal Hamadi is a minor priest in the service of Nyarlathotep, and wishes to obtain *Dreams of the Circle* with a minimum of fuss. Hamadi has been attempting for the past four years to locate the manuscript through the use of a scrying window, only to be frustrated at each turn. While the manuscript was collecting dust in the Dunnes' closet, the Sigil of Eibon protecting the Dunnes' home rendered the tome invisible to Hamadi's arcane probes. If it is removed from the Dunnes' home by nosy investigators, Hamadi becomes aware of where the tome is, but moves cautiously. The Keeper should run another adventure or two, so that the events in Charing Cross are not foremost in the investigators' minds, before Hamadi makes his move.

If the investigators send the tome back to Hamadi, c/o Alexandria University, they receive a polite letter thanking them and are left unmolested. If they never remove the book from the Dunnes' home and do not otherwise call themselves to Hamadi's attention, they also remain unmolested.

It is more likely, however, that the investigators will have taken possession of the book. As (arguably) part of Carlson's estate, Josiah Black will probably demand some compensation for it, say \$100 subject of course to Bargaining. If the investigators wind up with the book, take note of precisely who has it and precisely where it is kept. If Black has the book, it simply disappears out of his office's storage room without a trace.

At a propitious time, Hamadi sends in a nightgaunt to pinch the book and carry it back to him in Egypt. The investigators may not even notice it gone for some time. Inquiries to the University of Alexandria find no one named Faisal Hamadi.



## NPCs

**Howard Fetz, insane detective**

Age: 46

Nationality: American

STR	13	CON	13	SIZ	18
INT	11	DEX	9	POW	8
APP	7	EDU	13	SAN	28
HP	16				

Damage Modifier: +1D4

Education: High School Equivalent

Skills: Cthulhu Mythos 5%, Drive Automobile 50%, Psychology 55%, Law 50%, Spot Hidden 50%

Languages: English 65%, Old Norse 10%

**Attacks:**

Handgun Attack 44%, 1D10 damage (.38 revolver)

Fist/Punch Attack 60%, 1D3+dm damage

Insane Flailing 40%, 1D3+dm damage

Kick when down 60%, 1D6+dm damage

Notes: Fetz' low SAN is a result of a 1919 raid on the Primal Song cult. Fetz withers immediately when confronted by any Mythos monsters or anything that might cost SAN to view.

**Roger Nelson, well-intentioned underling of Fetz**

Age: 25

Nationality: American

STR	12	CON	14	SIZ	14
INT	11	DEX	12	POW	12
APP	13	EDU	11	SAN	60
HP	14				

Damage Modifier: +1D4

Education: High School Equivalent

Skills: First Aid 50%, Law 20%, Listen 40%, Play Clarinet 50%, Spot Hidden 40%

Languages: English 55%, Swedish 40%

**Attacks:**

Handgun Attack 30%, 1D10 damage (.38 revolver)

Nightstick Attack 50%, 1D6+dm damage

**Stan Smith, cop #3**

Age: 24

Nationality: American

STR	11	CON	11	SIZ	13
INT	11	DEX	11	POW	11
APP	12	EDU	13	SAN	55
HP	12				

Damage Modifier: +1D4

Education: High School Equivalent

Skills: Hide 70%, Law 20%, Sneak 70%, Spot Hidden 50%, Track 70%

Languages: English 55%

**Attacks:**

Handgun Attack 40%, 1D10 damage (.38 revolver)

**Margaret Dupres, nosy neighbor**

Age: 72

Nationality: Canadian

STR	6	CON	11	SIZ	9
INT	13	POW	13	DEX	7
APP	11	EDU	12	SAN	65
HP	10				

Damage Modifier: -1D4

Education: Grade School Equivalent

Skills: Color Hair 5%, Play Mah Jongg 90%, Spot Hidden 45%

Languages: English 40%, French 60%

**Attacks:**

Japanese fan 27%, 1D3+dm

**A Circle Creature from Beyond (if you think you need one)**

STR	30	CON	30	SIZ	20
INT	15	DEX	15	POW	18
EDU	N/A	HP	25		

**Attacks:**

Tentacle 100%, (appears from nowhere) grapple at STR 30 and drag toward maw in 2 rounds. Up to 3 tentacles at a time can attack

Maw Attack (only vs. grappled prey) 70%, slices victim into pieces and carries some off to other space/time, doing 5D6 damage

SAN loss: 1/1D10

Notes: The Circle Creature appears as a hazy, semi-gaseous horror. It does not appear in any one location, but in bits and pieces over an area, a hazy, misty tentacle materializing here and then vanishing, a maw appearing and then disappearing there. Its "here one minute, gone the next" nature makes ordinary weapons useless. Attacks affecting an entire area (like a bomb) do 1D6 points of damage. Spells do normal damage if aimed at any materialized portion of the creature. The creature fades in and out of this dimension at will; only attacks triggered before its DEX rank or after it has attacked (while it has someone) can be effective.

Blocking the connection between Jupiter and the Dimensional Circle forces the Creature back to whence it came.







# All Good Children

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# All Good Children

by CHRIS KLEPAC  
Illustrated by HEATHER HUDSON

## Player Information

It is late October of 199- in Pennsylvania. Each of the investigators has been unable to sleep because of recurring nightmares, and each has independently sought help from a doctor or therapist. An eccentric psychologist named Lawrence Crosby has come across the investigators' files, and has taken interest in them because the dreams recorded are remarkably similar.

All the investigators have dreamed of a tall tower made of black stone, standing alone on a great featureless plain under a dark and alien sky. None of the investigators have entered the tower in their dreams, but each night they draw closer and their sense of dread and foreboding increases.

Over the past week, Dr. Crosby has been interviewing the investigators independently, taking brain-wave scans, and questioning them under hypnosis to discern the nature of the dreams. He has met with little success. The investigators have heard each other mentioned by Dr. Crosby, but they have had no contact as of yet.

One Saturday morning, each of the investigators gets a phone call from Dr. Crosby. He seems excited, and he informs them that he has made a major breakthrough in his research. He will not answer questions over the phone, and a successful Psychology roll will reveal that in addition to being excited, he is also very afraid of something. He arranges a meeting between himself and the investigators at one o'clock that afternoon.

## Keeper Information

The events surrounding this scenario began in the 1700s with a young Amish man named John Smith. Smith was an experienced traveller in Earth's Dreamlands, and was soon accused of witchcraft because of the strange abilities he had acquired in his adventures. He fled persecution with his daughter to a cave that connected Earth to the land of dreams.

At the entrance to that land, his daughter died, as she did not have enough POW to live through the transit. Stricken with grief and rage, Smith decided to seal the way behind him: he summoned a guardian into his daughter's body so that no man might pass the gate again. However, his anger caused the spell to fail, and he did not get the passive guardian he wanted. Smith's

daughter is occupied by one of the monstrous beings that dances at the court of the daemon sultan, Azathoth. It is insanely angry at its captivity in human form, and it is itching for a chance to wreak havoc by calling its master to Earth.

Enter Kevin Drum, a professor of archaeology at Penn State. Acting on an obscure clue found in a trapper's diary, he takes a preliminary dig team to the cave in early October of 199-. The foolish glory-seekers descend into the depths of the cave, break the seal, and are immediately Dominated by the creature. Now they sit at their camp, not eating, not sleeping, simply waiting for orders from their master.

Meanwhile, the creature is extending its influence by sending messages out randomly in the form of dreams. The investigators caught some of these messages, as did an author of children's books named Scott Reed. After a period of "automatic writing," while Reed was in a trance-like state, he discovered that he had written a new and somewhat disturbing story, which he felt obliged to submit for publication. The book contained, among references to the same dream-world that the investigators have experienced, a version of the spell Call Azathoth. Dr. Crosby, poking around the art and literature community for dream-references, was given a copy of the manuscript. This is the breakthrough that he tells the investigators about on the phone. The reason that he is frightened is that he believes that someone is following him, watching his every move. He is right.

The watcher is another John Smith, a descendant of the original dreamer. He has been keeping a close check on the investigation of the cave, because he knows about



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it from old diaries of his ancestor. He is a painter who has been haunted by the dreams that also plague the investigators, and he has been discreetly tailing Crosby since he started asking questions of the local artists. Smith's naive plan is to obtain a copy of the book, destroy all of the other copies, and harness for himself the power of whatever is in the cave. He has his whole family for support, a clan that has fallen under the sway of this diabolical man's personality.

This is the way things stand at the beginning of the scenario. The investigators are faced with the task of obtaining the book, deciphering its secrets, and stopping both Smith and the entity in the dream-cave before Azathoth returns to Earth.

## Meeting Dr. Crosby

It is assumed that around one o' clock the investigators will all arrive at the office of Dr. Crosby, located near the campus of a local university. They are free to introduce themselves outside the office, but knocks on the door will produce no reply. Any investigator trying the door will find it open. The office is somewhat messy, but a note is clearly visible on the desk. It is printed below.

From this point, the investigators are free to proceed as they wish.

Searching Dr. Crosby's office is a possibility, and those who wish to do so can make Spot Hidden rolls. Two things can be found with successful rolls. The first is a crumpled sheet of paper in the wastebasket. Scrawled on it in red pen are the following words:

*He is tall. Dark hair. Maybe a beard, not sure yet.*

This is a description Crosby wrote of the man he thinks is following him. The other clue is a slip of paper under Crosby's Macintosh computer. It contains a long list of library call numbers. An investigator looking up the books will find that they all contain descriptions of the ritual sacrifices of the Incas. (This is not a real clue; it's just a list of books that Crosby got when he was writing his dissertation. He hasn't cleaned his office in a while).

## At the Bank

Investigators travelling to the First National Bank immediately after leaving Crosby's office will get there just in time to make a Spot Hidden roll. Those making the roll will notice that a tall Amish man leaving the bank gives them a strange, suspicious look before continuing on his way. This is Toby Smith, one of John's sons, and he has just opened the box that the investigators are headed for, using the ID number he stole from Crosby's house just a few minutes ago. He found the box empty,



Hudson '01



from the desk of  
**Lawrence Crosby, MD**

The Cook Building, Suite 23

My friends,

I regret that I cannot be here to meet with you as promised, but circumstances beyond my control have arisen. The discovery I promised you is one of a book, a book of a strange and somewhat unwholesome nature. It will bring you a few answers, and many more questions. I have safeguarded the book in a box at the First National Bank, and left instructions that only you or myself can withdraw it. I currently fear for my safety, but am pursuing important matters elsewhere. I will contact you as soon as prudence allows.

Sincerely,  
 Dr. Lawrence Crosby

Player Aid 1

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for Crosby thought twice about the book's safety and removed it yesterday. Crosby has compared notes with the book's "author," and both are on their way to the dig site.

An investigator who asks about the box is given an odd look and informed that Dr. Crosby just removed the box's contents. If pressed further, the teller will describe Dr. Crosby as the Amish man who just left the bank. The investigators know that this is *not* what Crosby looks like. If they run outside to pursue the man, they will find him gone.

It is possible that one or more of the investigators was left outside the bank, and with a successful Luck roll this investigator saw which way Smith fled. The resulting chase can be handled by the chase rules in the CoC rulebook. If the investigators catch Smith, he will not speak to them unless physically intimidated, and even then only if he is afraid for his life. He carries no identification. If the investigators wish to turn him over to the police, proceed to the section on police intervention.

## The Crosby House

The investigators may wish to contact Dr. Crosby at his home. Calling his house will provoke no response, so visiting him personally would be a logical next step. The Crosby home is a modern two-story white house with a well-manicured lawn. It is located in a fairly wealthy suburb of town. The property is fairly large, and the neighboring houses are a respectable distance away, through a thin line of trees. There

are no lights on inside the house, and a knock on the door will send it swinging slowly inward. It is obvious that the door has been forced open. (This occurred when John and Toby Smith broke in earlier, looking for Crosby's safe-deposit number). If the investigators decide to proceed, they will find the house tomb-silent. It is in a shambles, with furniture overturned and personal items strewn about. Any investigator making an Idea roll will realize that the robbery that occurred here is probably fake: there are a few items missing, but Crosby's computer is still here, as is his VCR. There are several items in the house that are of interest to the investigators.

- In a desk drawer in Crosby's study there is a printout of the computer file that links the cases of the investigators. It is covered with red ink, Crosby's speculations about shared telepathy, Jungian archetypes, and other such things. On the last page there are excited, hard-to-read scrawlings that refer to the book Crosby found. He makes references to page numbers that correspond to the investigators' dreams. There is no title listed, but there is a name: Scott Reed. Reed's phone number (a local one) is also given. If the investigators search for the disk that the file came from, they will find that all of Crosby's professional files are conspicuously absent.
- Also in Crosby's study is a peculiar list: The names and addresses of 12 families located in the area. The first three names have large X's through them. These are Amish families that Crosby has located - he hopes to find out who has been following him. All of the



families except Smith's are good, honest people, and play no role in this scenario. Note: A copy of the list is provided at the end of the text.

- In a folder on a table in Crosby's bedroom are pictures of certain symbols that relate to another investigation that he has been working on. They have no connection with this scenario, but may make the investigators sweat for a while. These are also reproduced in the text.
- Finally, a grisly surprise awaits the investigators in Crosby's kitchen. His housekeeper hadkcome by while the break-in was in progress, and her presence startled John into opening fire. She is sprawled across the floor face-down, dead from two bullets in the stomach and one in the chest. There are no exit wounds in her back, but the kitchen walls are splattered with blood, and she is lying in a large pool of it.

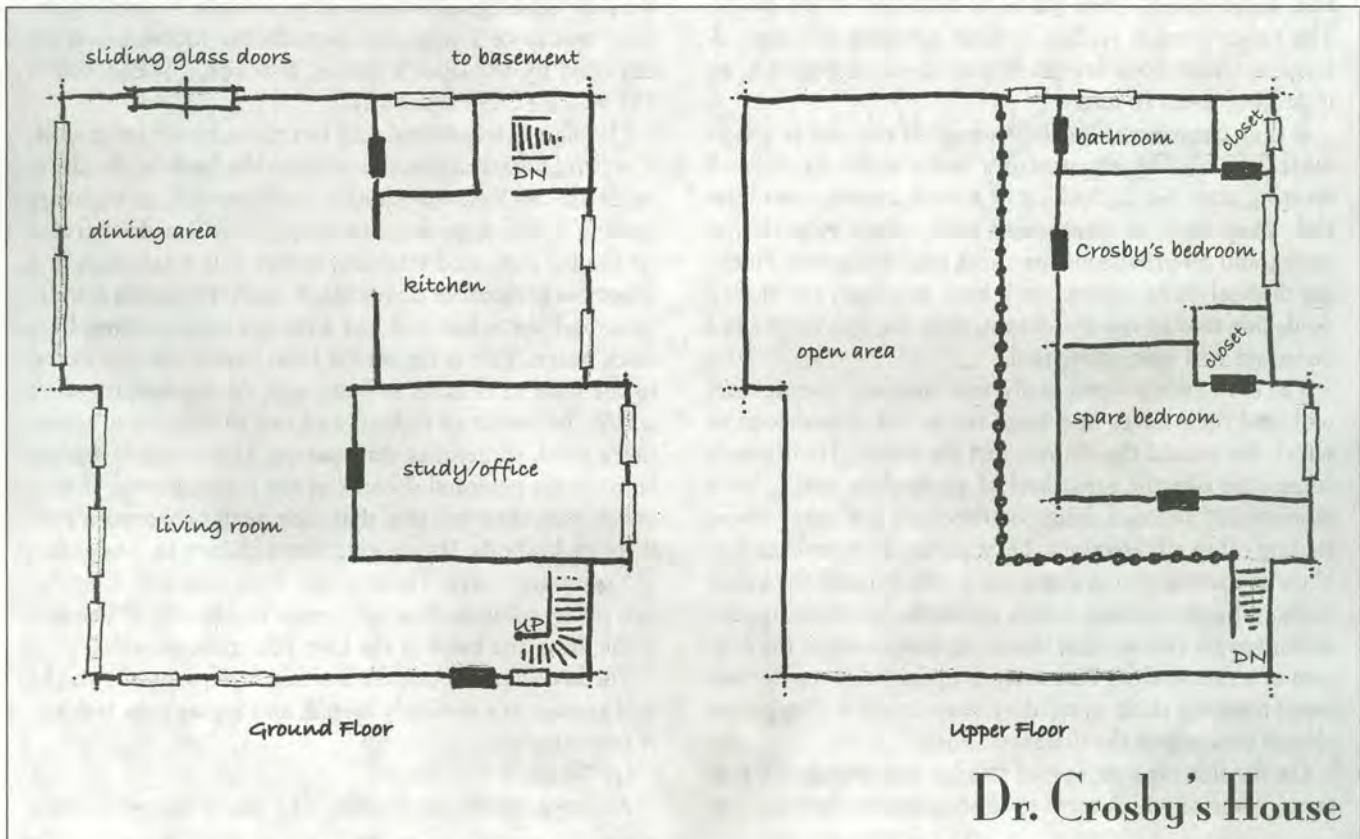
## Police Intervention

It is possible that the investigators will contact the police at some point, either after they find Crosby's box opened, after they find his house broken into, when they discover the housekeeper's body, or because of some other event later in the scenario. If they are contacted because of a minor matter, they will get the investigators' phone numbers and contact them if they unearth anything. If the investigators don't visit the Crosby

house, the police will, and the investigators will be brought to the scene to see if they can identify the body. If they contact the police only after discovering a murder, they will be detained and questioned for quite some time. The Keeper should decide how successful the police are in their inquiries based on how much information the investigators give them. However, the police should not discover very much even at best, for it is up to the investigators to solve the mystery.

## Sunny Day Burns

Later that evening, any investigator out driving can make a Spot Hidden roll. If successful, he or she will observe a thick pillar of smoke rising from a central section of the city, and with a Listen roll can detect faint sirens. The fire is at the offices of Sunny Day books, the printing company that Reed hired after several publishers rejected his latest book. Several members of the Smith household entered the building to steal two copies of the Reed manuscript and destroy the remaining copies. If the investigators scan the next day's paper, they can find a full report of the fire, which is suspected of being arson. Three people were killed, one of whom is Zeke Smith of the local cultist clan. If the investigators cross-reference Reed's name with Sunny Day, they can find the title of his book: *Tee Tok the Happy Star*.







Player Aid 8: Sigils in Dr. Crosby's file

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## To Sleep, Perchance...

At the end of the day, the investigators could be at several points. They may be well on their way to solving the mystery, or they may be stumped and clueless. In any case, they will all dream that night of the mysterious tower. Some investigators may opt to try to stay awake, and the Keeper can call for a series of CON rolls. However, at some point at least one of the investigators will fall asleep, and the following event will take place.

All of the sleeping investigators will open their eyes to find themselves on a plain of black dust, extending as far as the eye can see. For the first time, they are all together in the dream. Above them is a sky of strange constellations, and a huge violet nebula occupies a central position in the heavens. Only a few feet away is a tall, windowless spire made of blackish-green stone. The tower's top is visible, several hundred feet high. A large wooden door stands before the investigators, as if defying them to enter.

If they choose not to, their range of options is somewhat limited. The investigators arrive in the dreamland wearing plain black clothing of a thick canvas-like material. They have no equipment with which to scale the tower, and no provisions for a trek into the desert. Pinching themselves to wake up will have no effect, and if they do decide to wait out the dream, their hunger, thirst, and boredom will seem quite real.

The door swings open easily, and entering investigators will find themselves in a huge room, the dimensions of which far exceed the diameter of the tower. The room is somewhat like the great hall of an opulent castle, with tapestries of abstract design on the walls and many doors leading off in all directions. Light comes from torches that blaze at various points along the walls. Around the inside walls, a huge staircase winds upwards. Looking up, the investigators can see that the room is actually at the bottom of a titanic shaft that extends up as far as the eye can see. Straining their eyes, they may catch a glimpse of clouds swirling in the distance above.

On the floor is a mosaic of strange and wonderful patterns, some of which seem to change before the eyes... or

maybe it's a trick of the light. Archaeology and Occult rolls will offer no clue as to the origins of these patterns, but someone impaling one of these may remember the whispered tales of eccentric professors about civilizations older than man, and hasty sketches made of the symbols of these old ones. An investigator making a successful Cthulhu Mythos roll will realize that these symbols are all ancient glyphs of protection, the central one being the Elder Sign. Because this is a dream, normal SAN losses do not apply for these disturbing sights.

If the investigators try one of the doors, it will swing easily open onto yet another disorienting vista: a stretch of Pennsylvania highway. The door is set right on the yellow meridian, and a thick forest of spruce and firs lines the side of the road. The sky here is a yellow tornado-weather hue, giving an even more surreal tone to the surroundings. If anyone steps outside to investigate, they will note a sign just outside the limits of vision imposed by the door's frame. It reads, "WELCOME TO STOPTON Pop. 1321."

The sign is weathered and has three bullet holes in it. If an investigator comes around to the back of the door, he or she will see an equally blank stretch of highway leading in the opposite direction. There is a door frame on the far side, and standing before it is a tall man in a shapeless garment of heavy black cloth. He wears a wide-brimmed black hat and has a jutting chin covered by a thick beard. This is the senior John Smith, the one exiled to the land of dreams so long ago. As the investigators watch, he seems to fade in and out of existence, sometimes solid, sometimes transparent. His power is limited here, in the personal dreams of the investigators. If they attack him, they will find that their arms or weapons pass through his body. If they give him a chance to, he speaks:

"You must hurry. There is very little time left. Come to this place, some on this side, some on the other. The seal is the door, the book is the key. You must stop it."

The investigators can ask Smith a few questions, and he will answer in a similarly cryptic and ambiguous fashion. A few samples:

Q: Where is this place?

A: Stopton, Pennsylvania. The place where dreams



come true. North on your side, south on mine.

Q: Where is the book?

A: This flesh, these hands hold one, but it is not mine to give. The other is imprisoned by its creator.

Q: Who are you?

A: A tired old man. No more blood must be spilled in my name, please.

Q: Why us?

To this question, Smith will simply shake his head sadly and fade away. Shortly after he departs (after about three or four questions), a fierce gale will spring up, forcing the investigators to reenter the door or fall victim to the storm. Investigators who succeed in a Know roll will vaguely remember the name Stopton from the waking world. Anyone impaling this roll will be able to pinpoint its location, about a hundred miles north of the city.

Back in the tower, the investigators have a couple of options. If they try more doors, the Keeper is free to improvise. Some may be locked, others may hide hallways that lead to ghoulish mazes, still others may hold scenes from the Keeper's own nightmares. The investigators can travel through an intense dreamscape, or they can simply be thwarted by dead-ends. The Keeper should make this decision on the basis of how much time he or she wants to devote to this section of the scenario. It should ideally last until the novelty of it has worn off, and no longer.

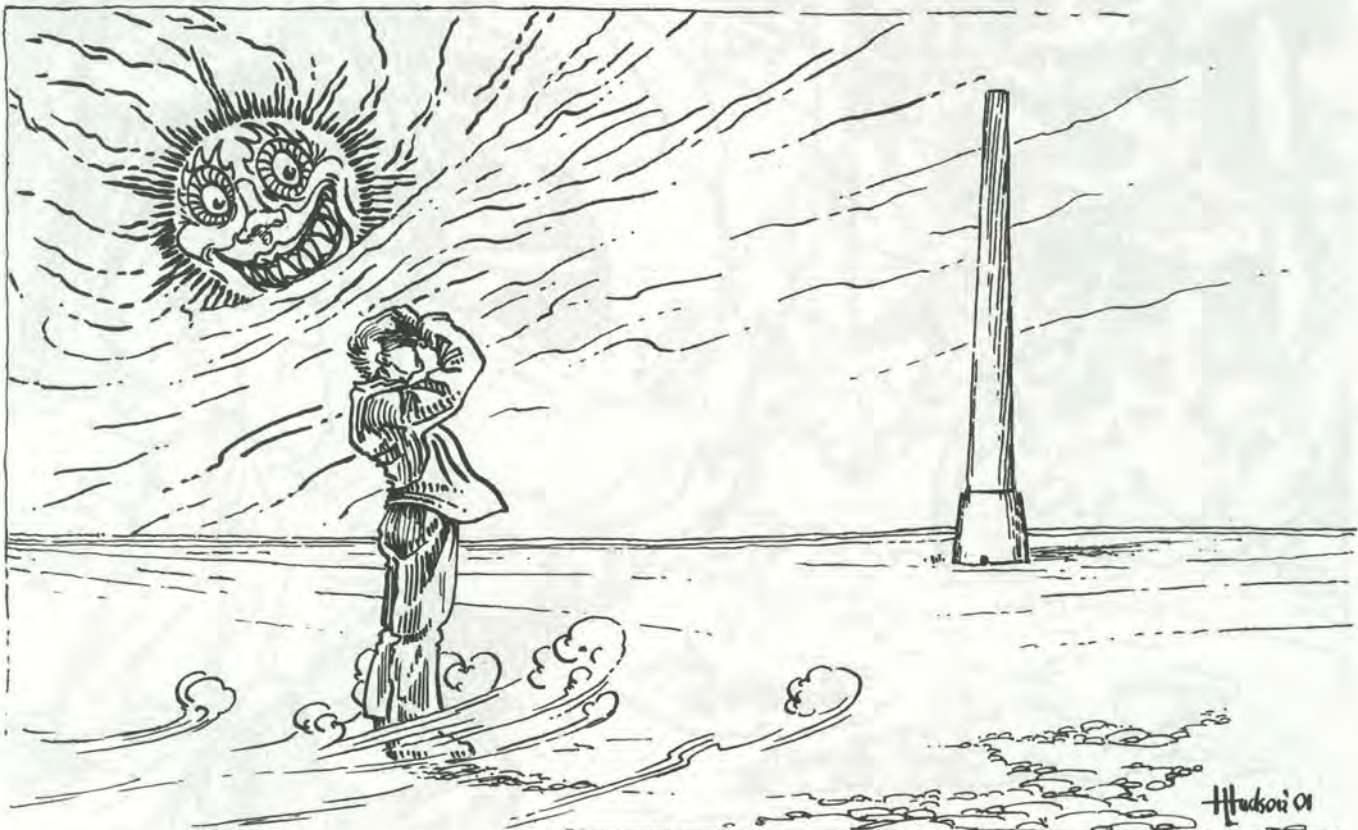
If the investigators attempt to venture back outside, or if they decide to take the stairs up to the top of the tower,

the final event in this section will occur. One of the nearby walls will suddenly take on a rubbery, elastic texture, and out of it will bulge the unmistakable features of Lawrence Crosby.

"Help me..." he moans. As suddenly as that apparition appears, its features meld and shift until they are those of the same man that the investigators saw at the roadside (if they've been there). Anyone impaling an Idea roll will realize that although the two men are nearly identical, this is not the same man. This is actually the younger John Smith, who is himself dreaming several miles away from the investigators. He will pull himself bodily from the wall, giving the investigators one round to take whatever actions they will. If he is not somehow stopped, he pulls a gun from within the folds of his cloak, and without a word attempts to shoot all of the investigators dead. Dead investigators wake up screaming in a cold sweat, and must make a SAN check or lose one point from the vividness and violence of the dream. If any investigators survive the encounter by somehow killing or evading Smith, they also awake, but not until the next morning. They are refreshed by sleep, and although the events of the dream are fresh in their minds, they lose no SAN.

## Break-In

Another important event will take place at the same time as the dream-episode. One investigator (chosen at





random) will have his home broken into by Toby Smith. Smith will quietly search the house to find out what the investigator knows, and then (under John's orders) attempt to kill the investigator by setting fire to the house.

The investigator will have several chances to act: at one point in the dream scene, call for a Listen roll. If the investigator succeeds, he or she is awakened by a noise downstairs and may act from that point. If the roll is failed, call for another Listen roll a few minutes later.

If the investigator succeeds, he or she wakes up with Toby Smith looming over the bed. Toby is armed only with a knife, and a hardy investigator stands a good chance of defeating or evading the killer. If this Listen roll is also failed, a final chance should be given a few minutes later. An investigator making this roll will wake up to the sound of crackling flames: the room is on fire! The investigator still has time to escape the burning house, and may even pursue the fleeing Toby.

If all rolls are failed, the investigator wakes up when he or she starts taking damage from the fire. The investigator can still escape, but probably not without serious physical injury, as determined by the Keeper.

If Toby is somehow overwhelmed, he will still not speak (if alive). At this point, he is carrying identification, and his address is listed on it.

## The Next Day

There are a few more things that the investigators may wish to accomplish before taking the journey to Stopton, Pennsylvania, and the scenario's conclusion. In fact, some of the following sections could conceivably take place on the previous day, before the dream episode. Some may not take place at all.

## Scott Reed

The author/illustrator of Tee Tok the Happy Star is not answering his phone, but the investigators can use the phone book to determine his address. He lives in a nice, well-furnished apartment on the north side of town. The door is locked, and no one is home. By this time, the investigators may have decided that the risk of breaking into a house is outweighed by the danger posed by the enemy. Or, they may just look for the spare key, which is taped inside the porch light. In any case, if they gain entrance to the apartment they can find a few clues.

- On a chair in the dining area is an odd green sport jacket. Investigators making an Idea roll will realize that the jacket belongs to Lawrence Crosby, as they have seen him wearing it.
- On the counter in the kitchen is a hastily scrawled set of highway instructions for reaching Stopton, which





the absent-minded Reed forgot to bring along.

- In a prominent place in the living room is a newspaper article detailing an archaeological dig that has recently begun in Stopton, Pennsylvania, by Kevin Drum. The site is at a cave a few miles west of town. The dig's purpose is to excavate "a cave dwelling of unknown age and origin". There is a picture of Dr. Drum standing in front of the cave's mouth. The article is about a week old.
- Reed's studio is a haphazard mess. Sketches and paintings for his children's books have been torn down, and in their place have been taped highly realistic renderings of other, stranger subjects. There is a drawing of the same black tower that the investigators visited. There is a picture of the Pennsylvania highway outside Stopton. There is a large portrait, dominating a significant portion of the wall, of a man easily recognizable as John Smith. However, it is not obvious from the drawing which John Smith it is. Also taking up a lot of wall space is a picture of a teenage girl, seated in an ornate chair. Her face is plain, but the picture is painted with such passion that she appears somehow beautiful. These two portraits have been executed with almost obsessive care.
- There is a wall safe in Reed's studio. If the investigators search for the combination, they can find it taped to the underside of Reed's desk. The safe is of a lightweight metal and can be forced open in about an hour with a crowbar and a successful STRx4 roll. If the investigators penetrate the safe, they will finally have their hands on that strange and awful book.

## Tee Tok the Happy Star

The investigators' first glimpse of the book should be somewhat disappointing: instead of a thick musty tome in a dead language, the book is brightly colored and reminiscent of something by Dr. Seuss. It is very thin and requires only a few minutes to read.

Briefly, it is the story of a young girl who lives alone with her father in a tall tower (the one from the investigators' dreams). She is lonely, and the stars are her only friends. One star, whom she names Tee Tok, comes out and sings to her every night. She wishes that Tee Tok would come down and play with her, but he tells her that stars must stay in the sky. However, one night she is determined to bring Tee Tok down to play, and she does a bizarre song-and-dance on her lawn, complete with strange symbols on the ground and words in some inhuman language. Tee Tok, thinking he sees another star on the ground, comes down to the girl's lawn, burning her village to the ground in the process. While all the villagers are burning, the girl's father comes out, and with a similar

song-and-dance act, sends Tee Tok back to the sky. The star departs, but not before killing the girl's father in a huge gout of flame. The grief-stricken young girl goes to live in a cave for the rest of her days. The book's content, combined with illustrations that seem to squirm before the viewer's eyes, makes this book extremely disturbing: reading it costs 1D3 SAN points. The book contains one spell: Call/Dismiss Azathoth.

## Investigating Sunny Day

Travelling to the burnt-out shell of Sunny Day Publishing is a futile move for the investigators. The building has been ravaged by fire, there are no clues. It is not even possible to tell whether the fire was of natural or supernatural origin. If the investigators somehow bluff their way into the police station, or contact an officer through some sort of connection, they can find that the police report makes mention of "unusual flame behavior" that daunted police officers and fire fighters. There is also information on an eye witness, Nathan Taggart, who supposedly gave a doubtful account of the incident. No statement is recorded, as the police did not consider him a reliable witness. They had no evidence with which to arrest him, so he was released.

If the investigators attempt to locate Taggart, they can find his address in the file (he has no phone). Taggart lives in a dingy apartment in the roughest section of town. He is unemployed and is usually at home. He is a tall, gawky man with long gray hair, a grizzly beard, and wide staring eyes. He won't be eager to answer questions, but if the investigators can logically persuade him (or Fast Talk him) into telling his story, they will hear the following story.

Taggart was sitting on a bench across from the publishing company at around ten o'clock when he saw two men and a woman enter the building. They were wearing strange clothes and looked like "pilgrims or something". About five minutes later Taggart saw a strange red glow behind one of the windows. Then, the window exploded outward, and a huge ball of blue-white flame flew out of the window, streaming a red trail of fire behind it. It circled the building a few times and was joined by another before crashing back in through another window. By this time the building was burning, and it was not long before the fire engines arrived. Taggart did not see the balls again, but at several points he did see long "arms" of flame shoot from windows or doors and come perilously close to incinerating nearby fire fighters. Taggart is convinced that he was a witness to malevolent UFOs.

The other item of interest in the file is the address of one of the victims, Zeke Smith. He also has no phone.



## The Smith House

At some point in the scenario, the investigators may discover the location of the elusive Smith clan, and may wish to pay them a visit. This visit could take the form of a polite knock on the door, a nighttime surveillance mission, or a raid with guns blazing. In any case, a floor plan for the Smith estate is included in the scenario. Note that since most of the Smiths are orthodox Amish, the two-story house is lit only by candles and there is no television, dishwasher or other such mechanical device. Three of the Smiths, John, Toby and Eliza, are not so scrupulous, and they carry guns.

In addition, John has a car hidden out behind the house. By the afternoon of the second day, this car will be gone, as will be John, Toby, Jason and Sarah. They will have driven to Stopton to prepare for the ritual that John thinks will bring his everlasting power. Except for Eliza, all of the Smiths remaining in the house are armed with Buck knives, even little Thomas. If the investigators gain entrance to the Smith house in a polite manner, they will be treated well unless recognized by John or Toby, in which case they will be attacked. If the investigators enter violently, the Smiths will respond in kind. If John is in the house during a raid, he will attempt to escape to his car, and from there go directly to Stopton. Statistics for the family are given at the end of the scenario.

If the investigators get a chance to search the house, the only items of real interest are in John's room. There are two books: one is the diary of the senior John Smith, which contains the story given in the Keeper's Information section, the other is a copy of *Tee Tok the Happy Star*. Note: this will be here even if John is not; he acquired two copies from the Sunny Day offices. John's paintings are also in his room, but they are of a very mundane nature: pastoral landscapes and portraits of his family. The paintings show little formal skill, but a great deal of talent.

## Welcome to Stopton

Investigators with lots of foresight may decide to attempt to contact the Stopton Sheriff's Office or something similar before continuing. No luck here - it seems as though the entire town of Stopton is not answering its phones. If they ask, getting a useful number of police officers to accompany the investigators to Stopton will be more trouble than it's worth, especially if the investigators are embroiled in a case involving multiple murders, arson, disappearances, and children's books that drive people insane.

The drive to Stopton is easily accomplished within a few hours, and as the investigators near it, they may

notice a few things. The sky has assumed a strange mottled yellow color, as if a tornado were impending. If any investigator makes an Idea roll, he or she will realize that the amount of traffic on the highway is decreasing as the investigators near Stopton. In fact, after the nearest town to Stopton, (about forty miles away), there are no cars at all. Also, any investigator making a POWx4 roll will be aware that there is some sort of force that is pushing the investigators away from Stopton, a force that can be overcome, but with some difficulty.

As the investigators reach the city limits, they will note that the sign is not the same as the one in the dream: the dream-highway was apparently on another side of town. As they enter the town proper, a chilling sight awaits them.

The main street of Stopton looks like the main area of any small town. There is a general store, a post office, a sheriff's office, *etc.* However, the odd thing is that all of the residents of Stopton are outside. Some stand outside a store, forgotten groceries in their arms. Some stand zombified in the center of the street. Others are frozen in poses of walking. One mother stands holding her child's hand. All are staring fixedly at a single point in the sky. They do not move or speak, and do not acknowledge the investigators' arrival. They have apparently been standing for some time, as most are thin and decaying. One man is even dead, apparently from starvation. His neglected body lies in the street. If the investigators attempt to wake or move the citizens, they will meet with no success. Anyone whose eyes are taken from that spot in the sky will slowly return their gaze to it, like a catatonic assuming a fetal position. There is nothing visible in that northwestern quadrant of the sky, but it is the place where, if the investigators are not successful, Tee Tok will make his long-awaited entrance. The stores are open to the investigators if they wish to stock up, and no clerk will stop them from simply taking what they need. The general store has in a case two shotguns, a rifle, and shells for these, plus several boxes of pistol ammunition. The sheriff carries a .38 revolver that the investigators are free to relieve him of; there is another revolver inside the office and a shotgun locked into the dash of the sheriff's car.

## The Dig Site

There are a few ways in which the investigators can locate the dig site. The newspaper article in Scott Reed's house gives the location, as does the diary of the senior John Smith. The investigators can also survey a map of the area (there is one in the general store) for local caves. If the investigators choose none of



these options, they can always follow the gazes of Stopton's populace. Walking in a straight line through the woods will bring them, within an hour, to that stretch of highway they saw in the dream. It is only a mile past the bullet-ridden sign to the turn-off that leads the cave.

Down this dirt road about a quarter mile is a battered white Chrysler. If any of the investigators have seen John Smith's car, they will recognize this as it. In the (locked) trunk of the car is a shovel, fifty feet of rope, and the third copy of *Tee Tok the Happy Star*. Ideally, the investigators should reach the site in the early evening, as the Smiths are preparing for their ritual. Four Smiths and four graduate students will be in the cave, holding hands around the body of Smith's daughter and beginning their chant. They are using Smith's daughter as a combination POW battery and "link" to Azathoth. This is why they are able to cast the spell underground.

Dr. Drum and the other three grad students are between the investigators and the cave. They are now mindless servants of Azathoth and will attempt to stalk and kill the investigators before they can reach the cave. Dr. Drum carries a .22 rifle, the others have knives, hatchets, and other camp tools.

The investigators must travel down the dirt road and into a clearing which is in front of the cave mouth. In the clearing is the remains of a campsite: a few tents, some tools, the remains of a fire. Also in the clearing are two bodies, old enough that flies have started to gather around them. Investigators getting close enough (or using binoculars) will recognize these as the mutilated bodies of Lawrence Crosby and Scott Reed (if they know what Reed looks like). It costs 0/1D3 SAN to view this. These corpses are bait: the archaeologists are hiding in the woods and will attack as soon as at least one investigator is visible.

## Inside the Dream-Cave

The cave is pitch dark after only a few dozen yards, and investigators will need flashlights to penetrate further. (There is one flashlight at the campsite if the investigators have none). The cave winds on and down for some time in a long, gentle spiral. Investigators making Listen rolls may be able to discern the sounds of chanting from deep within the Earth. After a long hike, the investigators reach the lip of a pit, with stone stairs carved into the side, leading down. About fifty feet below them is a ring of eight people in dark robes, chanting in some ancient tongue. In the center of the ring sits a teenage girl, motionless in an ornate chair. The pit is illuminated by a ring of torches set in fixtures around the walls, and the floor is covered with

<del>Gruber</del>	Smith
<del>Johannson</del>	Elder
<del>Kolb</del>	Ross
Miller	Yager
Timmons	March
Castle	Kreutzer

Player Aid 7: Dr. Crosby's list of Amish families

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the same strange ideograms that were on the floor of the dream-tower.

There are several ways in which the investigators can successfully complete the scenario:

**Kill the cultists.** If the investigators pick off the Smiths quickly enough, the spell will be broken and the cave can be resealed. However, the cultists are armed and wary, so it won't exactly be like shooting fish in a barrel. If the investigators are slow, and an extended gunfight ensues, the magic power in the room might go awry, causing something else to appear out of the ether. The Keeper should use his or her fiendish imagination, and base the decision on how close the cultists were to completing the spell, how long the investigators take to dispatch them, and how much the investigators have suffered already.

**Dismiss Azathoth.** Either during or immediately after the ritual, the investigators may band together to Dismiss Azathoth. If they do so, they will feel a presence partway through the spell, and see that the Senior John Smith has appeared in their midst. He will add his POW of 16 to theirs for the purposes of this spell. If they succeed, the senior John Smith will go to do battle with the younger, and if the investigators are still near the pit they will see the bottom open as in the third option. The two Smiths will drag each other flailing into the shaft, and the same explosion will result as in the following option.

**Shoot the girl.** This may seem like a sensible suggestion, and it will definitely benefit humanity as a whole, but it may be hazardous to the investigators' health. Killing the girl will release the god trapped inside her body. It will rip her apart from the inside and reveal itself in all its loathsome glory. At the same time, the floor of the pit will crumble, and investigators will rec-





ognize the shaft from their dreams. However, this time the shaft is opening downwards, as though the investigators were hanging upside down inside the tower. The cultists, and anyone on the floor of the pit will fall down the shaft, eventually hitting bottom somewhere in the underworld of Earth's dreamlands. This event will cost the investigators 1D6/1D20 SAN to behold. If the investigators kill the thing, it is dispelled back to its place at the center of the universe.

Investigators looking down into the pit at this point will see a tiny point of light that appears to be growing larger. This is a huge explosion of cosmic energy that will seal the cave for good. If the investigators run, they have just about enough time to reach the cave's mouth. If the investigators fail to kill the beast, it will exit the cave dramatically (after lurching on any hapless investigators it can get its tentacles on).

## Rewards and Penalties

The penalty for failure in this scenario is obvious - if the investigators do not stop the spell, Tee Tok (Azathoth) appears on Earth. The investigators do not have to worry about their fate, but if the players have other investigators based in the Pennsylvania area, it may be time for some quick bookkeeping. In addition, the loss of mass when Azathoth is summoned away from the center of the universe causes the expansion of the universe to slow somewhat, thus advancing the death of our universe by a few billion years. Have a nice day.

If the investigators dismiss Azathoth, or stop him from showing up, they will walk outside the cave to a sky that is already returning to its normal shade of blue, and they will find the residents of Stopton standing around bewildered, as if awakened from a dream. The investigators each gain 1D20 SAN.

If the investigators release the Lesser Other God, they will have saved the world from probable extinction, but will have released an alien horror in the vicinity of Earth. They only gain 1D6 SAN, and only temporarily. The creature's presence on Earth is a good excuse for some madness and death, and investigators who read the newspapers on a daily basis should have that SAN gain slowly chipped away.



## NPCs

### The Smith Family

	STR	CON	SIZ	INT	POW	DEX	APP	EDU	SAN	HP	Damage Modifier
John	14	15	14	16	17	13	10	12	0	15	+1D4
Toby	10	13	12	14	13	12	10	10	40	13	+0
Zeke	6	14	17	10	13	7	12	10	60	16	+0
Jason	13	7	9	12	11	12	13	9	55	8	+0
Sarah	8	18	13	15	14	14	14	11	50	16	+0
Eliza	9	16	13	10	6	13	8	10	60	16	+0
Tim	13	11	15	10	9	12	13	11	45	13	+1D4
Rebecca	9	11	17	15	5	12	6	12	25	14	+1D4
Thomas	5	10	8	13	10	14	12	4	50	9	-1D4

#### Attacks:

Rifle Attack (John) 41%, 2D6+4 damage (.30-06 rifle)

Handgun Attack (Toby) 36%, 1D10 damage (.38 revolver)

Handgun Attack (Eliza) 32%, 1D8 damage (.32 revolver)

Knife Attack (except Eliza) 35%, 1D4+2 damage

**Notes:** The Smiths are now basically automatons obeying the will of the Lesser Outer God which is in the service of Azathoth.

### The Penn State Expedition

	STR	CON	SIZ	INT	POW	DEX	APP	EDU	SAN	HP	Damage Modifier
Dr. Drum	6	10	12	16	8	13	12	18	0	11	+0
Grad 1	5	11	17	16	15	8	13	16	0	14	+0
Grad 2	9	11	15	8	12	13	7	15	0	13	+0
Grad 3	9	11	10	14	11	13	16	16	0	11	+0
Grad 4	8	10	13	11	11	15	16	16	0	12	+0
Grad 5	5	7	13	13	11	6	13	15	0	10	+0
Grad 6	8	9	11	13	8	12	7	15	0	10	+0
Grad 7	10	13	14	9	11	13	17	16	0	14	+0

#### Attacks:

Dr. Drum - Rifle Attack 25%, 1D6+1 damage (.22 bolt-action rifle)

Grad Students - Various clubs, hatchets, or knives 25%, damage varies per weapon

**Notes:** Dr. Drum and the Penn State graduate students are now basically automatons obeying the will of the Lesser Outer God which is in the service of Azathoth.

#### Lesser Other God

STR	41	CON	67	SIZ	115
DEX	8	INT	0	POW	56
HP	91	DM	+1D6	M0V	5

#### Attacks:

Smash 63%, 9D6 damage

**Armor:** None

**Spells:** The Lesser Other God has no spells *per se*, but it is able to will the Smiths and the Penn State expedition members to do its will.

**Sanity Loss:** 1/1D20 Sanity points to see the Lesser Other God.







# In Media Res

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# In Media Res

by JOHN TYNES  
Illustrated by TOREN ATKINSON

This is an unusual scenario designed to challenge your players' roleplaying skills. The title (which means "in the midst of things") refers to the way in which the scenario begins: with the action already well underway. The players will be thrown into a confusing and violent situation and be forced to deal with it. Pre-generated characters are provided, and it is unlikely that you can adapt this into your regular campaign. Approach it as a one-time special game, rather than another weekly get-together.

## Preparation

Before play, you need to prepare your game materials. This includes photocopying the Rorschach inkblot on page 161, and then photocopying and separating the character sheets and nametags on pages 159 and 160. (Character sheets and nametags may be photocopied on opposite sides of one sheet.)

If at all possible, take the inkblot from page 161 and bring it to a photocopy shop that can enlarge a copy onto a 18"x 24" sheet of cardstock. Have them blow up the inkblot to fill as much of that size as possible. If you can't get that done, just have a photocopy of the original on hand to pass around and show it to the players when needed. Read over the character sheets before reading the "Background" section below. It will help you to understand the characters and the story much better.

Beyond this, you may wish to dim the lights and prepare some appropriate mood music. The adventure will probably take about an hour to play (though your group may be different) and so finding a good soundtrack or constructing a suitable mix tape should not be hard. This is not essential, however, since the situation in the game should be dramatic enough that tension and mood will flow easily. Keep things moving and remain focused on the events at hand.

## Background

James Gantry, Terry Douglas, Harry Morgan, and Marcell Pfeiff are all inmates at the Liberty Center for the Criminally Insane. The center resides in a

largely rural area near fictitious Liberty, Missouri, in the south-central part of the state. The four inmates share a simple bond: all are violent, ruthless sociopaths.

For the last few weeks, these four inmates have been visited by a recurrent dream. In the dream, a shadowy being speaks to them from mists. This being, who calls himself "the Opener of the Way," invites the men to join him. He promises them freedom from incarceration, and tells them they can join him on "the other side." Just who or what is "the Opener of the Way" is irrelevant to this scenario. An aspect of Nyarlathotep is a reasonable assumption, if it helps to have a hook to hang this on. In their dreams, the four inmates have met each other and have been taught a powerful magical ritual by which they can open the way and pass through to join their new-found master, who promises them power and vengeance against their enemies.

The time has come. Extensive flooding throughout the summer of 1993 has damaged vast parts of Missouri (as well as other states) and the waters have reached the Liberty Center. An emergency flood condition occurs and the inmates are hurriedly packed into prison-system buses to be shuttled elsewhere. The bus containing the four inmates is attacked on



*"In Media Res" appeared in The Unspeakable Oath, Issue Ten in the fall of 1993. It was originally conceived as a closed session convention scenario with pregenerated characters, and it probably works best in this atmosphere. The live playtest report was presented in The Unspeakable Oath, Issue Eleven and is included as an*

*aid to run this scenario.*



the road by a Hunting Horror, which tears off part of the roof and sends the bus careening off the road. The four inmates escape from the wreckage unhurt with a guard in tow; they use his keys to remove their handcuffs and take off into the night.

About a mile off they stop a car containing Linda Maye Olcott and her teenage daughter Susan. The inmates and the guard pile into the car and order Olcott to drive to their farm. Pulling partway onto the long gravel drive, Harry Morgan orders Olcott to pull over. Once this is accomplished, he shoots and kills both Olcott and her daughter. The inmates stash the two bodies in the trunk and (still with the guard) sneak up to the farmhouse.

The house is empty. Olcott's husband is away with his friends on a hunting trip. Once inside and secure, the inmates choose the dining room to perform the ritual. There they tie the guard down and then Terry Douglas cuts the guard's throat. Douglas then slices off the dead guard's face and removes his tongue. As per their instructions, Marcell Pfeiff paints a large Rorschach blot on the wall in the guard's blood. The blot is one all-too-familiar from their therapy, and has special significance to each in-

mate.

Once the blot is completed, Pfeiff (who has no tongue) puts the severed tongue in his mouth and pulls the guard's face on over his own. The Opener of the Way then possesses him and instructs them in the final acts of the ritual. These begin. The Rorschach blot will become a gate to the other side when the ritual is completed. The inmates do as they are told — and then something goes wrong.

There is a release of power that shocks the group. When they recover, the Opener is speaking a final few words through Pfeiff. But none of the group knows who they are or what they are doing there or just what in the hell is going on. At this point the scenario begins.

## First Moments

If you have the 18" x 24" Rorschach blot, tape it up to the wall somewhere nearby. Have the four nametags and the four character sheets face down in front of the players' spots around the table. Try to match up each player with an appropriate character.

Before the game, take aside the player who will





play the mute Marcell Pfeiff. Pfeiff begins the adventure wearing the face of the dead guard and with the dead guard's severed tongue in his mouth. Instruct the player that on cue, he should put his hands to the sides of his face and stretch his skin, to give the impression that he is wearing the flesh of the guard. The player should also, when given this cue, speak in a commanding voice the following words: "To know me is to join me. I am the Opener of the Way." Make sure the player has the words memorized.

Bring the players in, point them to their spots at the table but tell them not to sit since their characters begin the game standing around a table much like this one. Tell them to put on their nametags, and that their nametags represent embroidered/sewn-on patches. All wear the same clothes: greenish-blue institutional shirts and pants with low-cost sneakers. They have no wallets, checkbooks, keys, *etc.* Once the above is taken care of, have them pick up their character sheets and read them briefly. Then, give the Pfeiff player his cue to stretch his face and speak the words.

## Exploring the Scene

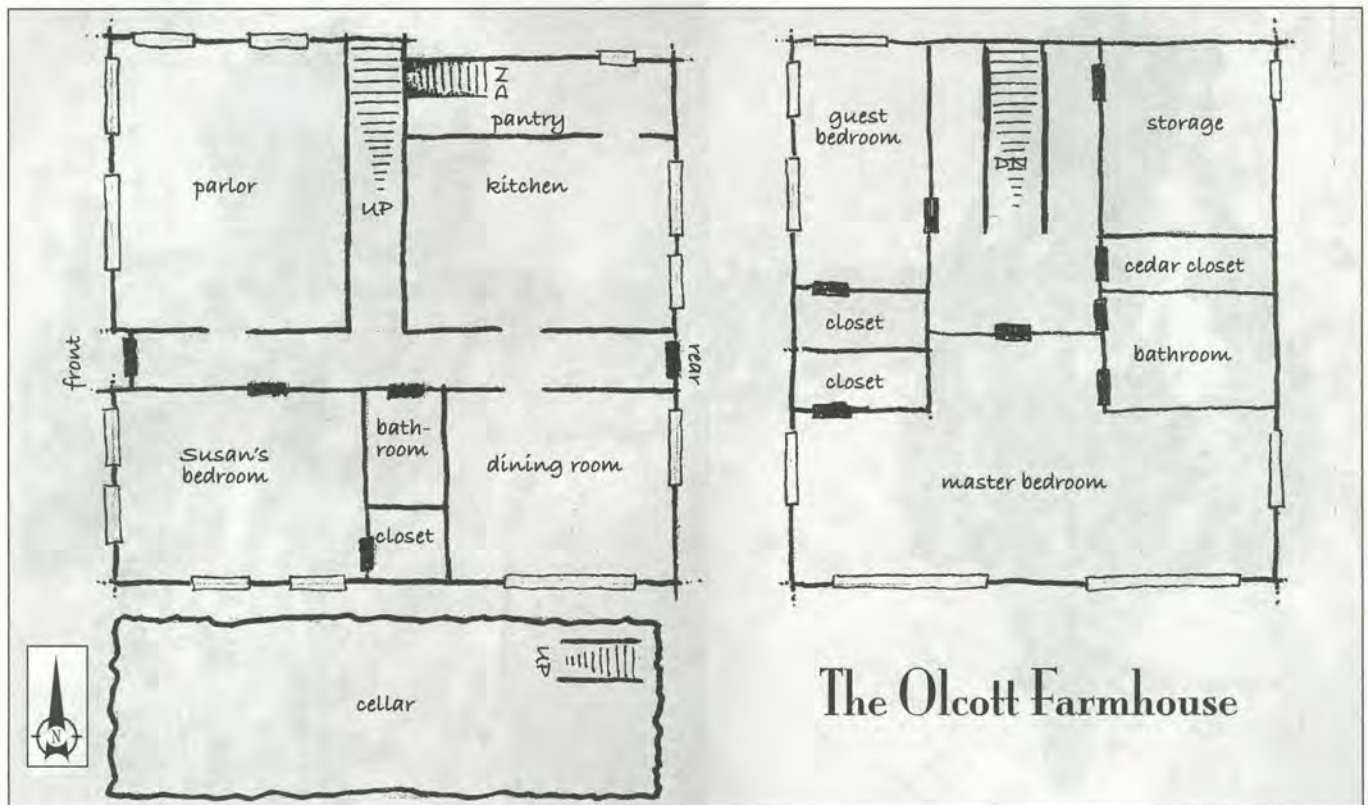
The characters are standing in the dining room of a somewhat shabby and rustic house. It is a pleasant fall evening. Cheap prints of dogs hunting quail

decorate the walls. A cabinet against the wall contains "fine" china and silverware. They are wearing the aforementioned bland clothing with (apparently) their last names sewn on.

On the dining room table, a beefy man dressed in guard/police-style clothing lies tied by the wrists and ankles. His throat has been cut, and blood has sprayed and run across his chest and the table. In addition, his face has been cut off. The cut line runs across the hairline, in front of the ears, and under the chin. He lies there, muscle and tissue exposed and eyes staring out dully with no eyelids to cover them. His tongue has been cut out.

On the wall is a large Rorschach blot painted in fresh blood. In front of it stands a man whose namepatch says "Pfeiff." He holds the guard's face over his own and has just finished speaking in a strange voice. Harry Morgan has the guard's .38 revolver in his pants pocket, obvious to anyone who looks. Should he check, two bullets have been fired, and recently at that (expended on Mrs. Olcott and her daughter). Terry Douglas has a bloody paring knife on the floor just under the table, less obvious. Gantry and Pfeiff are not armed and no one has any possessions other than these.

Pfeiff is suddenly very conscious of holding warm sticky flesh over his face, and of holding a still-bleeding human tongue in his mouth. He can remove both



The Olcott Farmhouse



items if he wishes. He has no tongue of his own, and the guard's no longer functions as it was apparently doing a moment ago.

Step back and let the players interact. None of them remember who they are (other than the names sewn on their shirts), who the dead man on the table is, what the bloody blot means, where they are, or what is going on. They will doubtlessly fire questions at each other, probably afraid of accepting guilt for the dead man on the table. Note that Douglas is particularly resistant to accusations of any sort. Note also that Pfeiff understands spoken English and will nod, shake his head, pantomime, *etc.* but does not read or write.

**Examining the Guard:** The guard's body has a few important clues and items. First, his belt contains an additional 12 bullets for the .38 revolver which Morgan is carrying. Second, he wears a photo-ID on his shirt pocket that identifies him as "Dennis Gelon," a guard at the Liberty Center for the Criminally Insane of Liberty, Missouri. Third, his wallet holds \$46 and an assortment of credit cards and ID cards which the group might decide to take.

**Examining the Blot:** The bloody blot on the wall is curious. Anyone examining it who makes a POWx3 roll will think it moves or shifts for a moment; must have been a trick of the light. If a player asks whether or not the blot is at all familiar, tell all the players that the blot is familiar to them from half-remembered therapy sessions. They remember bored-looking men holding up cards with images like this on them, including the very one on the wall.

## Exploring the House

The farmhouse in which the inmates find themselves is two stories tall, in a traditional "shotgun" arrangement (in which a hallway runs straight through the house, from front door to back door). Each room is described below, and the house is mapped on page 150. Items of interest in each room are listed, generally focused on makeshift weapons and valuables. The house has electricity and lights can be turned on or off as the inmates wish.

**Dining Room.** This is where the action begins and has already been described.

**Kitchen.** The kitchen is cozy and full. A small breakfast table and chairs sit below the windows overlooking the cellar doors, while the rest of the room is open space among the various cabinets and appliances. A microwave oven, toaster, refrigerator, gas stove, *etc.* are all present. Plenty of food and, for those interested, kitchen knives and flashlights are present.

**Bathroom.** This bathroom is very small and somewhat dingy. It could use a cleaning. Items of interest include a straight razor and various chemicals such as bleach and aerosol bug spray.

**Susan's Bedroom.** This is the bedroom of the Olcott's late daughter, Susan. She was 16 years old and attended school at nearby Liberty Junior High. Her room is done up in pink with a plethora of bows and stuffed animals. Her walls and dresser are covered in photos — either various stars clipped from magazines or of herself and her friends. Items of interest include a pair of scissors and an assortment of make-up goods for dying hair or changing other facets of one's appearance.

**Parlor.** A dim glow issues from this room, the only light in the house when the game begins other than the dining room. The glow comes from the television set, which — should anyone ask — is airing a local news special report. A reporter stands in front of the wreckage of a large bus labeled "Liberty Center for the Criminally Insane," across which rescue workers clamber and scuttle. The reporter describes the accident in sketchy terms. It says that police advise residents to stay indoors and avoid walking anywhere due to the escape of several dangerous inmates. Other than the television, the parlor contains a working (but not currently in use) fireplace, a couch, two armchairs, and various tacky bric-a-brac. Items of interest include a fireplace poker and assorted vases, lamps, ceramic Jesuses, *etc.* which could be used as weapons in a pinch.

**Upstairs Bathroom.** This bathroom is much like its downstairs counterpart, only cleaner.

**Storage.** This is a smallish space holding boxes full of household debris — old magazines someone saved, Christmas decorations, small pieces of furniture, *etc.* There are numerous places to hide and many things to throw.

**Cedar Closet.** A clothes closet for longer-term storage within walls of cedar for preservation. Winter clothes or summer clothes, coats, jackets, additional blankets, and comforters can be found here and it also makes a decent hiding place. One area near the front serves as Mr. and Mrs. Olcott's own closet since their bedroom's wardrobe isn't large enough.

**Guest Room.** Formerly this room belonged to the Olcott's son Timothy, but he is in the Marines and has not lived here for some time. This now serves as a guest room and is sparsely furnished — nothing beyond a bed, dresser, and night-table.

**Master Bedroom.** This is the master bedroom for the Olcotts. It is a bit crowded and a bit messy. A large bed, two night-tables, a large wardrobe holding everyday wear, and a small bookcase with night





reading materials are present in the room. Mr. Olcott is a big fellow (SIZ 15) and his clothes will fit everyone but Gantry.

**Cellar.** Below ground, this space serves to hold the furnace, hot water heater, washer & dryer, storage space for firewood, and jars of canned preserves. Of particular interest to the inmates is likely to be Darryl Olcott's gun cabinet. It is locked and sturdy, but a few minutes and a STR resistance roll against the case's STR of 23 will do it. Inside are a .22 rifle, a 20-gauge double-barrel shotgun, and a .38 revolver. Copious ammunition exists for all three. Conspicuously missing is the weapon that goes with the boxes of .30-06 ammo.

## Exploring the Grounds

Outside the house are a couple things of note. First, the Olcott's car is lying in a ditch halfway along the driveway. The bodies of Linda Maye and Susan Olcott are still in the trunk, and the keys are still in the ignition. The car is not disabled, but it'll take 10-15 minutes to manhandle it back onto the road. Second, there is a barn with a fenced-in yard about forty yards from the house. There are two horses in the barn. Other than the animals, the only things the inmates are likely to find of interest in the barn are the various tools such as pitchforks, spades, and shovels. There is no electricity in the barn, but there are several gas lanterns that can be lit.

## Flashbacks

During the course of the adventure, each inmate will have a flashback to their past. These can occur whenever you choose. They can be keyed to an inmate's surroundings — Morgan's flashback of a burglary could occur when he is creeping through a dark hallway of the Olcott house — or can simply happen when you choose so as to heighten the drama and tension.

The four flashbacks appear below. As presented there, you can photocopy them and hand them out at the right time simply as handouts to be read. Alternately, you can use these as guidelines for playing out each flashback one-on-one with the player as a roleplaying exercise. This was done in both playtests and worked well, but some of the flashbacks (such as Gantry's) work better when played out than do others (such as Pfeiff's) because they feature more interaction.

Once a given inmate has experienced his flashback, that inmate can now recall his full name and knows more of his life than before. He still cannot recall the



## Flashbacks: The Specifics

### James Gantry

**Image:** A woman wearing leather/S&M outfit holding her arms forward. Her face is not visible.

**Flashback:** James is wearing a leather mask that restricts his vision. He is 12 years old. His sister Deborah, 17, has him tied up. Their foster parents are gone for the night. She is asking him questions. His answers are greeted with a slap in the face. She asks him “who do you love most in the world,” “what do you like most in the world,” and “what do you hate most in the world.” She refutes his answers and slaps him again. Finally she draws nearer and cups his face in her hands. His field of vision has narrowed such that he can no longer see her head or legs. She asks him “what is power?” Incorrect responses get a knee in the groin. The only correct response is “pain.” Whatever the response, right or wrong, the flashback ends. The final image of Deborah’s torso in the leather outfit resembles the shape on the wall, which now seems to pulse dimly to him only.

### Simon Douglas

**Image:** A smashed jack o’lantern.

**Flashback:** It is Halloween. Simon is 9. He has spent the entire afternoon meticulously carving a stunning jack o’lantern for this evening. Simon’s father comes in, drunk and angry. He stomps around in the kitchen and accuses Simon of leaving dirty dishes in the sink. He accuses Simon of spilling soda all over the floor and cleaning it up without telling him. He accuses Simon of wanting to run away from home. He accuses and accuses and accuses. He accuses Simon of not loving his father. Finally he says “I’m the boss around this house, you little son of a bitch,” and puts his fist into the carved face of the pumpkin. The final image of the smashed pumpkin resembles the shape on the wall, which now seems to pulse dimly to him only.

### Harry Morgan

**Image:** A bust of Shakespeare, blood and tissue on the face.

**Flashback:** Harry is 14. He and a friend have broken into the house of an old man in a nearby neighborhood — it’s their first robbery. His friend, Terry, is in the next room. Harry is in a small study with no windows and only one door. He is stuffing his backpack with a bronze bust of Shakespeare from a bookshelf when he hears voices in the hall outside. He hears Terry yell and a gunshot. Footsteps. He has no weapon other than the bust. The door opens. The old man stands there in his nightgown holding a pistol. Harry strikes with the bust and brings the old man down. The final image of the bloody Shakespeare bust resembles the shape on the wall, which now seems to pulse dimly to him only.

### Marcell Pfeiff

**Image:** The large, friendly face of a St. Bernard.

**Flashback:** Pfeiff stands before a nice small house, just having knocked at the door. He is 19, living in a new town and working at a hardware store to pay the rent. It is a cool day but he is overdressed — long sleeves, overcoat, too-warm gloves. The door opens and a young woman about his age opens. He recognizes her as a co-worker at the hardware store. She thanks him for coming, invites him into the kitchen for lunch. She says how sorry she is for the way the other employees have treated him. Marcell knows he is supposed to be making a delivery right now. He knows he has parked the store truck in an alley four blocks away. He knows that in his coat pocket is a plastic bag containing a hammer stolen from the store. He is here to kill this woman, the first time he has killed anyone. Her dog, a friendly St. Bernard, enters and wanders over. Marcell looks down at the dog’s pleasant face. He knows this is the last thing he will ever see through the eyes of a sane man. The final image of the dog’s face resembles the shape on the wall, which now seems to pulse dimly to him only.

### Player Aids: Flashbacks

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events leading up to this evening, but is aware of his past and the person he is. In addition, the inmate can now pass through the Rorschach blot in the dining room and reach the other side. How this can occur is discussed in "Opening the Way," later in the text.

## The Hunters Return

At whatever point you think appropriate, early or late, Darryl Olcott and his three hunting buddies come home. They are in a full-size Chevy pickup

truck with a camper on the back. The inmates can make Listen or Spot Hidden rolls to hear the truck's approach or see its headlights, depending on where they are when the hunters come home. The hunters have been listening to the radio and are aware of the escaped inmates, but haven't paid the news much heed.

If the car has not been moved and the bodies are still in the trunk, the pickup will pull partway into the driveway and stop. Olcott will get out, swearing, and go see why his car is in the ditch. Finding the

## In Media Res

LIVE ACTION REPORT

by John Tynes

As it turns out, "In Media Res" (IMR) is admirably suited to use as a live-action scenario for four players plus two Keepers. Here are some notes and lessons learned from our own live-action IMR sessions.

### Environment

We run IMR in a single darkened room, which is initially designated as the dining room in which the scenario begins. There is a long table in the middle of the room but no chairs — the players shouldn't sit during the game. On one wall is a blow-up of the Rorschach blot, colored red. On the table are some burning candles, plus a small map of the farmhouse. The map is initially turned upside down until the players decide to leave the dining room, at which point the map is revealed.

Alternately, one reader who ran IMR did so using the entirety of a friend's house, discarding the floorplans presented in the scenario. This meant that the players actually walked from room to room, accepting the objects and furniture just as they existed in reality.

At our convention games, I keep a cassette tape playing in a boom box. The tape is a bunch of instrumentals I compiled as background music.

### Costumes

I wanted some sort of institutional uniforms for the escaped prisoners to wear, and the most affordable solution I found was to buy painters' jumpsuits. These aren't the best option — they're made of a flimsy plasticene material and are translucent — but they achieve the desired effect and cost about \$9 or so apiece. You can find them at hardware or paint supply stores. Real jumpsuits or hospital scrubs would be preferable, but they are much more expensive.

In addition, I took the nametags that appeared in TUO #10 and had them copied onto transparent stickers (which you can buy at an office supply store, for laser printers and photocopiers). You may have to reduce or enlarge the nametags to fit properly, but any photocopy shop should be able to handle this for you. The finished stickers go on the jumpsuits.

### Gamemastering

We use two Keepers in our convention games. Since the players often split up into two or more groups, having two Keepers keeps the action



bodies of his wife and daughter in the trunk, Olcott is stunned. He quietly tells his friends to get their weapons, and the four men approach the farmhouse stealthily, out for blood. If the car is there but the bodies have been hidden, Olcott finds the blood in the trunk. He and his friends approach the house armed but less determined. If neither car nor bodies are present, the pickup pulls all the way to the front of the house and the men enter joking and unarmed.

Should the inmates attack the men outside, Olcott is in the passenger seat of the cab and his friend Billy

is driving. In the camper are the other two men, Gene and Tom. There is a .270 Winchester rifle and a 12-gauge double-barrel shotgun behind the seat, with a box of ammunition for both. In the camper is a .30-06 rifle and a 20-gauge pump shotgun. A box of buckshot are present for the shotgun, as is ammunition for the rifle.

The combat between the hunters and the inmates is likely to be bloody and confused. If the hunters get the drop on the inmates, combat will begin when Olcott fires both barrels of his 12-gauge through a

flowing smoothly and keeps everything in near-real time. In addition, when you take a player into another room to run their flashback sequence, the other Keeper can keep the rest of the players moving along.

### Props

We used several props to help the game. A toy gun and a toy knife (ideally with a collapsing blade) are useful for Morgan and Douglas. Buying 3-4 of the knives is a good idea, since the players tended to drift into the kitchen for armament at some point. An extra toy gun and a toy shotgun or rifle are good ideas, too, since eventually the players will probably find the firearms in the cellar. But this may get pricey.

Also, we used our own key rings and keys for the dead guard's keys and the family car keys underneath the guard's body. Who had control of the keys became an important issue in the games, so having the real thing around is a good idea. This is also why having the toy weapons is helpful.

### General Notes

Matching players with characters was fun. Since I didn't know the players going into the games, I

went on hunches. I gave Gantry to the biggest or tallest player, since he could use his size effectively. In two games we had a female player, and both times I gave them Pfeiff. This worked well, since the other players underestimated her to their misfortune. One of the female Pfeiffs, in fact, was utterly ruthless and killed the rest of the group one by one.

Moments of drama and even physical confrontation were common. In one game, the Morgan player had the Douglas player up against a wall with his hands on his throat yelling at him within just a few minutes of the game starting. Later in the same game, Morgan chased the post-flashback Douglas out into the rain trying to kill him. Douglas collapsed to the ground, and as Morgan raised his gun the hysterical Douglas began crying "Daddy, don't hurt me, don't hurt me." It hit the players and myself like a shock wave and the Morgan player spared his life.

### Conclusion

"In Media Res" works great as a live-action scenario. It can be played in a simple setting with minimal props, and its characters are fun and challenging to portray. The more imaginative and insightful your players – and the more courageous your Keepers – the more exciting your game will be.

*(See pages 159-161 for live action Player Aids.)*





window or after kicking open the front screen door. He will probably kill whoever he shoots at this first round. His friends will remain outside initially, firing through the windows. The hunters are almost as good at killing as the inmates are, and are better at stealth and ambush. Plus, they're enraged and drunk. The hunters' stats are printed at the end.

## Opening the Way

The scenario ends when each inmate has either been killed, been captured, escaped the area, or passed through to the other side by means of the Rorschach blot. This last option, in which a particular inmate "opens the way" and passes through, can occur several different ways and it's largely up to you. First, you need to draw their attention back to the blot in the dining room once they've begun poking around and making plans to flee. To do this, have a sound from each of their flashbacks begin to emerge from the dining room and, ultimately, from within the blot. Gantry hears his sister laughing at him; Douglas hears his father ranting; Morgan hears the old man breathing; Pfeiff hears the St. Bernard growling.

Once an inmate has returned to the dining room,

it's up to him and to you to get through. In the first playtest, Gantry sat in a chair facing the blot and muttered to himself about how he'd get Deborah. Soon the image of the blot expanded to fill his vision, and when it retracted he was gone. In the second playtest, Pfeiff charged the blot with a hammer he'd found. When he struck it there was a flash of light and he vanished. In essence, the way to activate the gate is first to understand what it represents to you, and then to believe that the image of the blot and the image in your head are one in the same. When an inmate accepts that they are and acts accordingly (as they did in the examples above), they go through. This is largely up to your judgment and should hinge on how well the player roleplays. The point at which they understand the character should be the point at which they pass through.

## Playtest Notes

Your most difficult task may well be to prevent the inmates from fleeing at the first opportunity. You can stall them with the television news report and by stretching out their exploration of the house — act as if they could be in combat at any moment and therefore must state their actions in very certain, careful



terms as they prowl about. If you're lucky, the players will get caught up in their characters enough that their interactions will keep them in the house long enough. Otherwise, bring in the hunters as soon as possible. Then, if you still need to keep them roped in, have the police show up in force, using helicopters with spotlights, roadblocks, police cruisers surrounding the house. This latter option will set up a siege of sorts which can provide plenty of drama. If all goes well, the inmates will all pass through and the police will converge on an empty house.

In the initial playtest, Douglas was killed in the first ninety seconds of the game when he tried to grab Morgan's gun. The remaining inmates went through the house quickly and then Gantry and Morgan massacred the hunters before they could even get out of their truck. Pfeiff and Morgan fled the area not long thereafter. Only one inmate (Gantry) made it through, as he stayed in the house after the others left him staring into the blot and cursing at his sister.

In the second game, the group stayed inside for most of the session before finally venturing out to the barn to burn their uniforms. They never found the car or the bodies. Morgan went through first as he examined the blot after his flashback. Gantry heard

his sister laughing at him so he fired at the blot with a rifle from the cellar and went through. Pfeiff and Douglas were ambushed by Olcott, who killed Douglas and mortally wounded Pfeiff. Pfeiff stumbled into the dining room while Olcott was reloading and swung his hammer at the blot, passing through as he did so.

When you assign the characters, try to match them up with appropriate players. In both games Gantry sided with Morgan almost immediately, especially since Morgan had the gun. Also in both games, the inmates tended to ignore or ridicule Pfeiff, who would just do his own thing and stay clear of the rest. In the second game Douglas sided with Pfeiff to some extent, although Pfeiff was planning to kill him towards the end. The meat of this adventure will come from the players interacting and getting into their characters. The inmates have specific personality traits that should be easy to make use of in the game, and once the players are into the story you won't have to do very much to keep the action moving.

Beginning and ending the adventure abruptly is very important. It should seem like a slice from a larger story. Beginning it with this in mind isn't too hard. Cue the Pfeiff player to grimace and speak the





words, then describe the scene and the inmates' lack of recall. Then step back and say nothing — force them to jump into their characters and begin conversing. Say as little as possible during the game. When an inmate goes through simply tell them in private that they are gone and that the scenario has ended for them. Answer no questions at that time. Finally, when the last inmate has died, gone through, or whatever, just say “the adventure is over” and begin packing up your stuff.

The players will want to know the story, of course, and they deserve to. After the game, outline the events that led up to their being in the farmhouse. Do not answer or speculate as to the fate of inmates who opened the way and went through; leave it to the players' imaginations.

## NPCs

### Darryl Olcott, angry widower

Age: 42

Nationality: American

STR	14	CON	16	SIZ	15
INT	9	POW	10	DEX	16
APP	12	EDU	12	SAN	50
HP	16				

Damage Modifier: +1D4

Education: High School

Skills: Dodge 40%, First Aid 38%, Hide 54%, Listen 42%, Natural History 20%, Ride 15%, Sneak 55%, Spot Hidden 45%, Swim 58%, Track 60%

Languages: English 61%

Attacks:

Shotgun Attack 55%, 4D6/2D6/1D6 damage (12-gauge double-barrel shotgun)

Notes: Darryl is quiet but quick to anger. He doesn't trust police officers any more than he has to and believes in personal justice.

### Billy Harrell, hunter & drunkard

Age: 43

Nationality: American

STR	12	CON	14	SIZ	15
INT	11	POW	12	DEX	12
APP	13	EDU	13	SAN	60
HP	15				

Damage Modifier: +1D4

Education: High School

Skills: Dodge 26%, Hide 38%, Listen 47%, Natural History 41%, Sneak 35%, Spot Hidden 32%, Track 33%

Languages: English 65%

Attacks:

Rifle Attack 42%, 2D6+4 damage (.270 Win-

chester bolt-action rifle)

Notes: Billy is a nice enough guy on his own, but when he's with Darryl he just does what he's told and drinks a lot.

### Gene Adams, hunter & mentor

Age: 50

Nationality: American

STR	13	CON	17	SIZ	15
INT	14	POW	14	DEX	13
APP	11	EDU	15	SAN	70
HP	16				

Damage Modifier: +1D4

Education: High School

Skills: Dodge 30%, First Aid 48%, Hide 60%, Listen 51%, Natural History 54%, Ride 35%, Sneak 67%, Spot Hidden 56%, Swim 62%, Track 68%

Languages: English 75%

Attacks:

Rifle Attack 61%, 2D6+4 damage (.30-06 bolt-action rifle)

Fist/Punch 59%, 1D3+dm damage

Notes: At 50, Gene serves as a mentor to his friends, but treats Darryl as the leader.

### Tom Cowen, hunter & thug

Nationality: American

STR	16	CON	17	SIZ	17
INT	8	POW	10	DEX	15
APP	10	EDU	8	SAN	50
HP	17				

Damage Modifier: +1D6

Education: High School Dropout

Skills: Dodge 40%, First Aid 38%, Hide 54%, Listen 42%, Natural History 20%, Ride 15%, Sneak 54%, Spot Hidden 47%, Swim 58%, Track 60%

Languages: English 52%

Attacks:

Shotgun Attack 47%, 2D6/1D6/1D3 (20-gauge pump shotgun)

Fist/Punch 71%, 1D3+dm damage

Grapple 46%, special damage

Kick 42%, 1D6+dm damage

Notes: Tom has been in jail several times for brawling. He is a thug and a bully.



**James Gantry**

STR 16	CON 14	SIZ 17
DEX 12	APP 10	POW 14
SAN N/A	EDU 10	INT 12
Luck 70	Know 50	Idea 60

## Hit Points

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

**Personality:** You don't take crap from anyone. You're a big man, and you aren't afraid to use your size and strength. The only way people respect you is if they fear you. Pain is power. You don't want to be in charge, but you want to be on the strongest side, the winning side, in any situation. You have a very short temper but you don't stay angry once you've punched someone or broken their arm. You see things in terms of absolutes: either someone is with you or they're against you. If they're against you, look out. Pain is power.

**Harry Morgan**

STR 10	CON 12	SIZ 10
DEX 14	APP 11	POW 15
SAN N/A	EDU 14	INT 15
Luck 75	Know 70	Idea 75

## Hit Points

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

**Personality:** You're a take-charge kind of guy.. You've got a brain in your head and you know it. You instinctively look other people over and decide if they'll do what you tell them to. You can be very convincing. You aren't indiscriminately violent but you like the feel of a gun in your hands and you take a certain satisfaction in kacking anyone who won't be a good sheep and follow orders. You know a lot about weapons, alarms, burglaries and you're good at it, but you tend to leave a bloody mess behind — it just happens.

**Pre-Generated Characters**

Photocopy and cut apart these character sheets to hand them out to players.

**Simon Douglas**

STR 13	CON 12	SIZ 12
DEX 16	APP 12	POW 14
SAN N/A	EDU 13	INT 14
Luck 70	Know 65	Idea 70

## HIT POINTS

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

**Personality:** You've got great hands. You know you can skin a rabbit in no time flat. You're a big meat eater — right now you're hungry for a steak. Blood gets your appetite going. You don't like sudden violence because it makes you nervous.

**Marcell Pfeiff**

STR 13	CON 14	SIZ 14
DEX 13	APP 15	POW 16
SAN N/A	EDU 11	INT 14
Luck 80	Know 55	Idea 70

## Hit Points

1	2	3	4	5	6
7	8	9	10	11	12
13	14	15	16	17	18

**Personality:** You have no tongue. You understand English when spoken to you (you aren't deaf) but you can't read or write. You tend to live inside your head, spinning out red fantasies again and again. You've got a handsome face and people tend to feel sorry for you. This makes them vulnerable. You latch onto any sign of vulnerability and exploit it to ultimately violent ends. You're not sure why you have no tongue but it's been that way for a long time, you think. People give you crap about your name sometimes and you hate it.

**Player Aids: Character Sheets**

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**MORGAN**

**LIBERTY CENTER**

**FOR THE CRIMINALLY INSANE**

**1755427**

**GANTRY**

**LIBERTY CENTER**

**FOR THE CRIMINALLY INSANE**

**1733427**

Live Action Player Aids: Nametags

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**PFEIFF**

**LIBERTY CENTER**

**FOR THE CRIMINALLY INSANE**

**1745513**

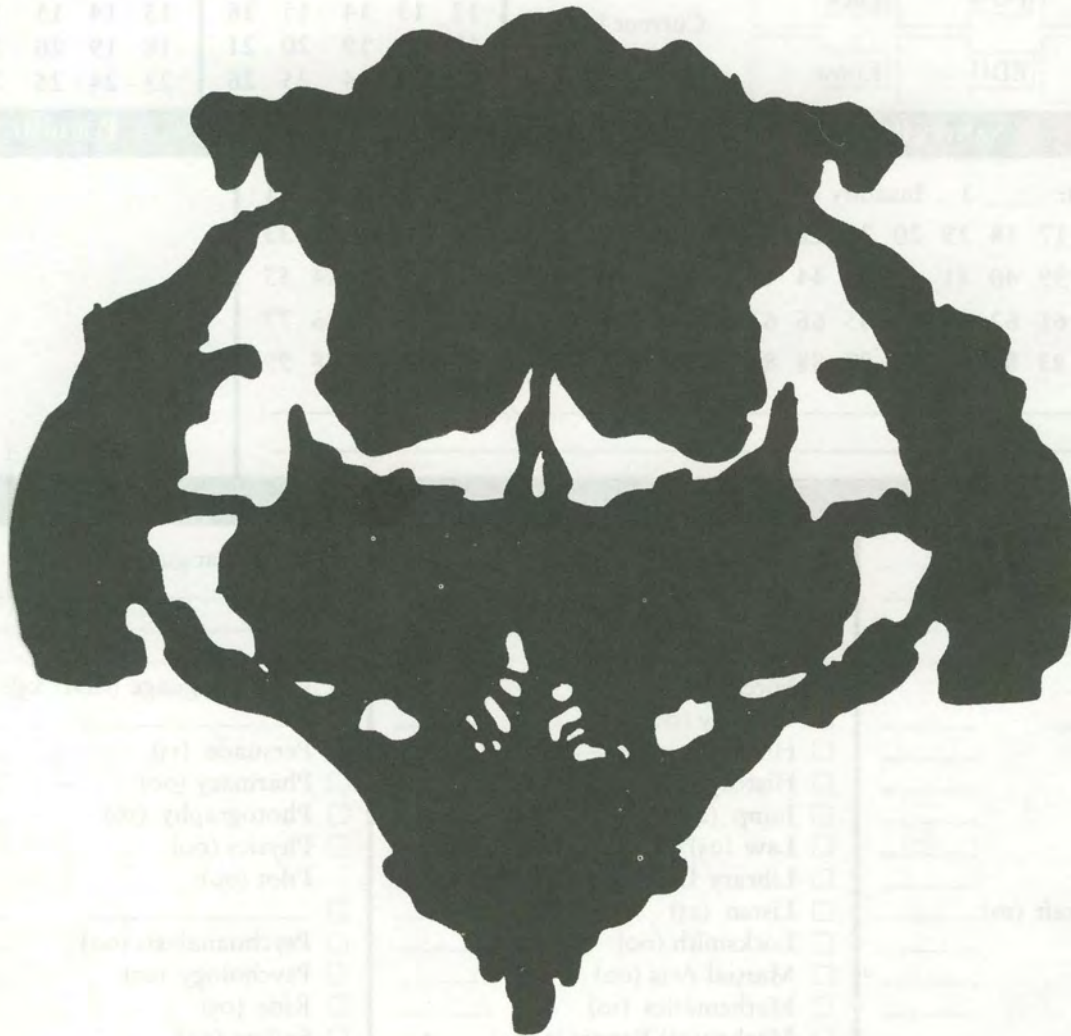
**DOUGLAS**

**LIBERTY CENTER**

**FOR THE CRIMINALLY INSANE**

**1765981**





**Live Action Player Aid: Ink Blot**

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THE RESURRECTED III:

# Out of the Vault

Name \_\_\_\_\_  
 Occupation \_\_\_\_\_  
 Gender \_\_\_\_\_ Age \_\_\_\_\_  
 Nationality \_\_\_\_\_ Residence \_\_\_\_\_  
 Schools/Degrees \_\_\_\_\_

**INVESTIGATOR STATISTICS**

STR	DEX	INT	Idea	Damage Modifier _____
CON	APP	POW	Luck	
SIZ	SAN	EDU	Know	Current Date _____

**MAGIC POINTS**

Unconscious=	0	1
	2	3
	4	5
	6	7
	8	9
	10	11
	12	13
	14	15
	16	17
	18	19
	20	21
	22	23
	24	25
	26	

**HIT POINTS**

Dead=	0	1	2
	3	4	5
	6	7	8
	9	10	11
	12	13	14
	15	16	17
	18	19	20
	21	22	23
	24	25	26
	27		

**SANITY POINTS & MENTAL HEALTH**

(99-Cthulhu Mythos: \_\_\_\_\_ ) Insanity =0 1 2 3 4 5 6 7 8 9 10 11  
 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33  
 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55  
 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77  
 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99  
 Phobias \_\_\_\_\_  
 Mental Disorders \_\_\_\_\_

**PORTRAIT**

**INVESTIGATOR SKILLS**

<input type="checkbox"/> Accounting (10) _____ <input type="checkbox"/> Anthropology (00) _____ <input type="checkbox"/> Archæology (00) _____ <input type="checkbox"/> Architecture (00) _____ Art (05): _____ <input type="checkbox"/> _____ <input type="checkbox"/> Astronomy (00) _____ <input type="checkbox"/> Bargain (05) _____ <input type="checkbox"/> Biology (00) _____ <input type="checkbox"/> Boating (10) _____ <input type="checkbox"/> Botany (00) _____ <input type="checkbox"/> Carpentry/Woodcraft (10) _____ <input type="checkbox"/> Cartography (00) _____ <input type="checkbox"/> Chemistry (00) _____ <input type="checkbox"/> Climb (40) _____ <input type="checkbox"/> Conceal (15) _____ <input type="checkbox"/> Computer Use (00) _____ <input type="checkbox"/> Credit Rating (15) _____ Cthulhu Mythos (00) _____ <input type="checkbox"/> Demolitions (00) _____ <input type="checkbox"/> Dodge (DEX x2) _____ <input type="checkbox"/> Drive Auto (20) _____ <input type="checkbox"/> _____	<input type="checkbox"/> Electrical Repair (10) _____ <input type="checkbox"/> Electronics (00) _____ <input type="checkbox"/> Fast Talk (05) _____ <input type="checkbox"/> First Aid (30) _____ <input type="checkbox"/> Forensics (00) _____ <input type="checkbox"/> Geology (00) _____ <input type="checkbox"/> Hide (10) _____ <input type="checkbox"/> History (20) _____ <input type="checkbox"/> Jump (25) _____ <input type="checkbox"/> Law (05) _____ <input type="checkbox"/> Library Use (25) _____ <input type="checkbox"/> Listen (25) _____ <input type="checkbox"/> Locksmith (00) _____ <input type="checkbox"/> Martial Arts (00) _____ <input type="checkbox"/> Mathematics (10) _____ <input type="checkbox"/> Mechanical Repair (20) _____ <input type="checkbox"/> Medicine (05) _____ <input type="checkbox"/> Natural History (10) _____ <input type="checkbox"/> Navigation, Land (10) _____ <input type="checkbox"/> Navigation, Sea/Air (00) _____ <input type="checkbox"/> Occult (05) _____ <input type="checkbox"/> Operate Hvy. Machine (00) _____ <input type="checkbox"/> _____	Other Language (00): <input type="checkbox"/> _____ <input type="checkbox"/> _____ <input type="checkbox"/> _____ Own Language (EDU x5): <input type="checkbox"/> _____ <input type="checkbox"/> Persuade (15) _____ <input type="checkbox"/> Pharmacy (00) _____ <input type="checkbox"/> Photography (10) _____ <input type="checkbox"/> Physics (00) _____ Pilot (00): <input type="checkbox"/> _____ <input type="checkbox"/> Psychoanalysis (00) _____ <input type="checkbox"/> Psychology (05) _____ <input type="checkbox"/> Ride (05) _____ <input type="checkbox"/> Sailing (00) _____ <input type="checkbox"/> Sneak (10) _____ <input type="checkbox"/> Spot Hidden (25) _____ <input type="checkbox"/> Surgery (00) _____ <input type="checkbox"/> Swim (25) _____ <input type="checkbox"/> Throw (25) _____ <input type="checkbox"/> Track (10) _____ <input type="checkbox"/> Zoology (00) _____
--	--	--

**COMBAT SKILLS**

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____
<input type="checkbox"/>	_____	_____	_____	_____	_____	_____





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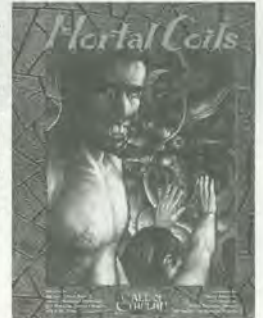
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A gruesome 1940 campaign against the charnel god Mordiggian and the cult of ghouls who serve him, with chapters in Massachusetts, French Guiana, and the Dreamlands. This is a rich, detailed book with lots of free-form investigation, excellent player aids, and beautiful artwork – cover to cover – by Blair Reynolds. Written by John H. Crowe, III, author of *Coming Full Circle* and *Walker in the Wastes*.

### **Coming Full Circle**

\$17.95

A new campaign from John H. Crowe III, the author of *Walker in the Wastes*, this book breaks new ground for *Call of Cthulhu*. *Coming Full Circle* is a campaign set during the 1930s, and is non-Mythos: the threats and horrors of this book are based on New England folklore and traditional occult sources rather than the Cthulhu Mythos. Four scenarios trace an arc of evil and vengeance, in and around the small town of North Ashfield, Massachusetts. Featuring believable characters, complex plots, detailed investigations, and genuinely difficult supernatural challenges, this is a campaign like no other.



## THE HILLS RISE WILD!

\$34.95

Old Wizard Whateley kicked the bucket! And his precious copy of the Necronomicon, a book of powerful magic, is up for grabs. Now four factions of monstrous, power-hungry hillbillies must ransack the ramshackle shacks of Dunwich in a frantic search for the treasure. Pit your team of drooling horrors against your friends in an all-out battle of bullets, brawn, and brains. (Yum, brains!)

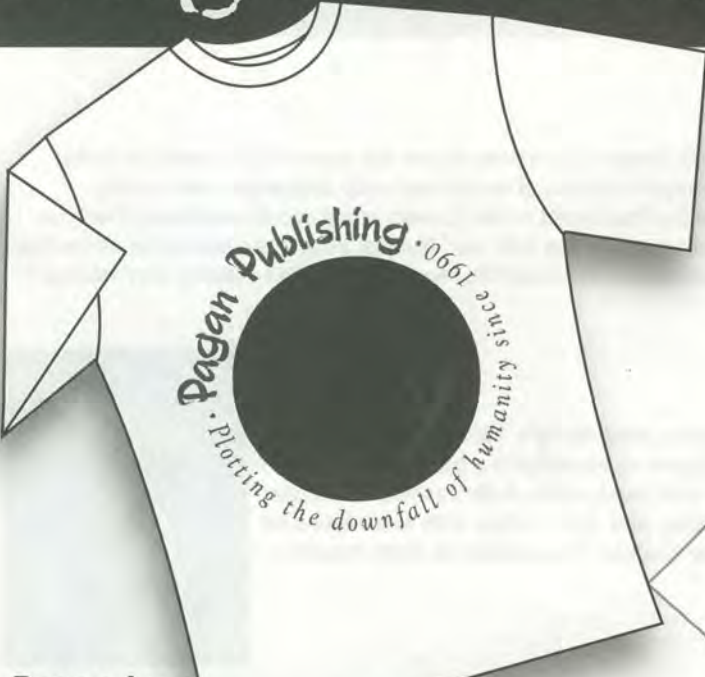
The Hills Rise Wild! is a fast-play miniatures game that's light on the rules and heavy on the ghouls.

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### Pagan Logo

Plotting the downfall of humanity since 1993. The famous Pagan Publishing logo in sinister red and black.

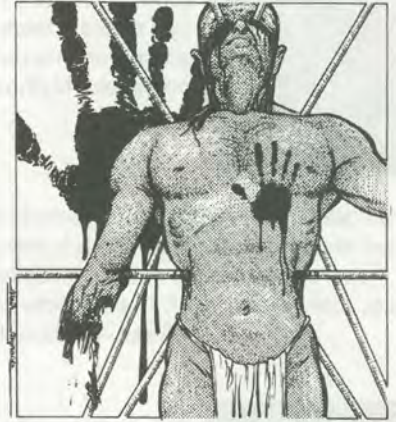
### Cult of Cthulhu

Armed investigators battle portly tongued cultists in this Blair Reynolds illustration. Body parts and bullets!



### THE UNSPEAKABLE OATH

The most merciful thing in the world, I think, is the inability of the human mind to correlate all its contents. We live on a glacial island of ignorance in the midst of black seas of infinity, and it was not meant that we should voyage for. The sciences, each straining in its own direction, have hitherto harmed us little; but some day the piecing together of dissociated knowledge will open up such terrifying vistas of reality, and of our frightful position therein, that we shall either go mad from the revelation or flee from the deadly light into the peace and safety of a new dark age.



### The Unspeakable Oath

Blair Reynolds' chilling illustration from the cover of the first issue of *The Unspeakable Oath*.

### Cthulhu fhtagn!

Investigators flee enraged Cthulhu, discharging weapons and screaming like little girls, in this illustration from Blair Reynolds.



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