

# RED EYE AZATHOTH

Unspeakable Adventures Straddling a Millennium



CALL of  
CHAOSIUM LICENSED  
CTHULHU

by Chad Bowser,  
Tim and Eileen Connors,  
Michael Furlanetto, and  
Ted Reed



*That which is dead shall refuse to lie; The silence of thousands shall quell the refrain  
And madness shall rise to devour the west; Only the Herald of Doom shall be blessed  
When all mankind withers beneath the Red Eye; To live on forever in torment insane*



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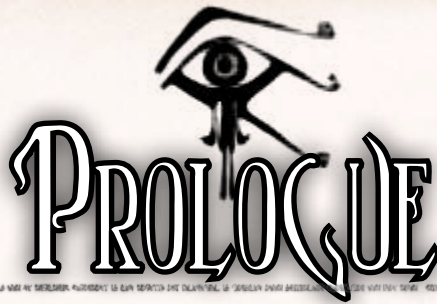
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# PROLOGUE

Ever since men first painted on the walls of their caves, strange murals smeared in the blood of the slain have depicted acts of madness performed under a fiery comet's red glow. In ancient times, kings died and nations crumbled when the Harbinger Star cut its way like an angry gash across the heavens. Budding cults attached meaning to the comet's appearance, annexing the comet for their own ends or as a recurring sign of God's disfavor. Nonetheless, knowledge of the Harbinger Star was lost in the Dark Ages. Few learned minds gave ominous tales from the misty annals of prehistory serious consideration. By the ninth century, scholars believed the Harbinger Star nothing but a myth.

They were wrong.

Check the night sky. A sinister, crimson hue waxes. A massive comet hurtles ever-nearer our earth, outshining the stars, eclipsing the moon's light.

You are not the only one watching in wonder. After centuries of tracking it on charts etched in bile and using profane instruments that would destroy weaker men, a lone Chinese sorcerer welcomes the Harbinger Star from the darkest reaches of space. Tonight, it arrives. Tonight, his plans commence. Tonight, the End draws nigh.

*That which is dead shall refuse to lie  
The silence of thousands shall quell the refrain  
Fires of hatred defile the sky  
Lost shall be those bearing souls split in twain  
And madness shall rise to devour the west  
Only the Herald of Doom shall be blessed  
When all mankind withers beneath the Red Eye  
To live on forever in torment insane*

—Prophecy recorded in Lei Peng's blood-stained  
*Codex of the Harbinger Star*

## STORY ARC

*The Red Eye of Azathoth* is a *Call of Cthulhu* anthology of five disturbing adventures. Each takes place in a different place and time, ranging from Old English Northumbria in 887 AD to the American West in 1887. As Keeper, you may decide to play select scenarios as stand-alone one-shots or to play the entire series chronologically as a campaign. The following sections are designed to help you decide what is best for you.

The “Big Picture” section provides background for important story-arc elements and NPCs. If you choose to run the entire arc, this section doubles as glossary and canon for key elements and NPCs that may otherwise get lost in the nitty-gritty of each scenario. The “Scenario Summaries” section may help you decide which individual scenarios interest you for stand-alone play. If you decide to play the

entire campaign, this section also establishes each scenario's place in the overall arc plot and provides ongoing Investigator and NPC motivations for each scenario.

## THE BIG PICTURE

**Azathoth**—The mindless ruler of the Outer Gods who roils and festers in the Mouth of Madness, a cosmic court of primal, seething insanity at the center of the universe. Azathoth hungers insatiably for torment and madness. Fortunately for our world, a perpetual lullaby cloaks Azathoth's awareness of mankind and humanity's awareness of Azathoth. No human has yet developed a spell to contact or summon the Daemon Sultan.

**Azathoth's Lullaby**—A perpetual alien song of whining flutes and cacophonous drums emanating from Azathoth's dimension. The lullaby permeates the universe, although in our dimension only the dead can hear it. The lullaby soothes Azathoth, dims the Outer God's awareness, and keeps the Daemon Sultan slumbering as to the existence of countless worlds and the living creatures that inhabit them. If this lullaby were unplayed on Earth, a sorcerer could summon Azathoth when the Harbinger Star appears.

**Harbinger Star (“The Red Eye of Azathoth”)**—A red comet that appears in the sky on the 87th year of every century. While it streaks overhead, the veil between the Earth and Azathoth's awareness thins, and atmospheric disturbances such as blood rain manifest. If it were not for the lullaby that keeps Azathoth “asleep,” a sorcerer could summon the Outer God when the comet is overhead.

**The Brass Sphere of Possession**—A unique device that serves as a conduit through which one individual can possess another. Azagoths, the servitor race of Azathoth, created such spheres millennia ago to facilitate possession of creatures on worlds hidden from Azathoth by the Outer God's own lullaby. They planted this one on Earth, but some creature took it to the Dreamlands, where it lay, its purpose forgotten, for thousands of years until it fell into the hands of the Denizens of Leng.

To use the sphere, a would-be possessor binds himself to it. Thereafter, no one else can bind himself or herself to the sphere until the currently bound individual is destroyed. Once an individual binds himself to the sphere, whenever someone else holds the sphere, the bound individual may see through the holder's eyes. In addition, he can choose to leave his own body and take complete control of the sphere holder. The possessor must thereafter remain in his host until the host dies. The brass sphere is virtually indestructible. If lost, it magically moves itself over time towards populated places where someone can find it. The names of hosts previously possessed accumulate as etchings on the sphere's surface.

The lullaby that obscures Azathoth's awareness across dimensions also hinders the sphere's power. While Azathoth's Lullaby plays



undisturbed, attempts to possess a creature in another dimension from the user fail. For example, no creature can possess a human on Earth from the Dreamlands. Cross-dimensional possession becomes possible, however, whenever the Harbinger Star is overhead. If the Lullaby were unplayed, cross-dimensional possession would be possible at all times.

**Denizens of Leng**—These nightmare beings from Earth's Dreamlands can only cross to Earth's Waking World through the same means as other creatures, such as through powerful Mythos spells or by riding a dimension-traversing mount. They long to torment the mortals of the Waking World en masse and seek a better means of dimensional travel.

The Denizens long ago discovered the brass sphere but not its origin. They struggle to divine how to duplicate its possession magic so they can seed millions of their own spheres on Earth and use the planet as a playground to act out their most depraved whims while safely hidden inside human flesh. The Denizens' initial attempts to duplicate the sphere end abysmally. The duplicate spheres are easily destroyed (killing the possessor) and produce possessions that last mere hours or days. And, even if they successfully produced a perfect duplicate, Azathoth's Lullaby limits cross-dimensional use of the spheres to once a century when the Harbinger Star is overhead.

The Denizens decided to find an unsuspecting proxy to gain a better understanding of the sphere and to undertake the dangerous mission to learn and unplay Azathoth's Lullaby. To this end, a Denizen traveled to the Waking World by spell, created a false prophecy that suggests that whoever unplays the lullaby and summons Azathoth will be given dominion over the Earth for millennia, and planted the sphere where one following the prophecy's clues can find it. In truth, the Denizens plan to kill anyone who unplays the lullaby before that person ever gets a chance to summon Azathoth and consequently destroy the earthly playground they so desire.

**Lei Peng**—Born about 2000 BC, this Chinese sorcerer believes that the prophecy is about him. The prophecy leads Peng to track down the brass sphere and bind himself to it. He becomes the Denizens' guinea pig to test the sphere's cross-dimensional possession magic between the Dreamlands and Earth's Waking World. Peng lives in the Dreamlands and leaves the brass sphere on Earth. When the Harbinger Star looms over Earth and someone holds the sphere, Peng's soul leaves the Dreamlands and takes possession of the sphere holder. When Peng's current host dies, Peng's soul returns to the Dreamlands. In the years leading up to AD 887, Peng lives in many bodies, discovers the properties of the Harbinger Star and Azathoth's Lullaby, and begins seeking the spells necessary to summon Azathoth. He records his findings in a codex (*The Codex of the Harbinger Star*) and as tattoos, which he can recreate on his host during each possession cycle. After 887, he develops a spell to summon or re-create his *Codex* if lost.

**Reincarnates**—The brass sphere's little-understood magic creates an unexpected side-effect. When Lei Peng possesses an individual, part of that person's soul lodges within the sphere, forming an unbreakable link between Peng and his victims. Then, in the years leading up to each possession, the sphere reincarnates those individuals whose lives were stolen during prior possessions, causing them to be born and grow to maturity by the time the next possession occurs. These "reincarnates" become the Investigators in each scenario, although their memories of past lives only begin to re-awake when the Harbinger Star draws near. Visions accompanying each scenario and a new Incarnum mechanic link the scenarios together, allowing Investigators to recall events and skills from their previous lives.

# SCENARIO SUMMARIES

## Scenario #1: That Which Is Dead Shall Refuse To Lie

887 AD, English Northumbria

To unplay Azathoth's Lullaby, one must know its notes, which no living person can hear. Lei Peng, possessing a Viking raider chief, spearheads an attack against the tidal-island monastery at Lindisfarne, where he performs his ritual to learn the lullaby's notes using animated corpses as tools. The Investigators roleplay an uneasy alliance of Viking invaders and Christian monks who must rise above their differences and work together if any are to survive. Depending on the Investigators' success opposing him, Peng learns some or all of the lullaby's notes by the scenario's end. Peng doesn't get a chance to unplay the lullaby here, however. Even if the Investigators don't defeat him, the natural world's violent response to his unnatural ritual destroys Lindisfarne first, kills Peng's host, and sends him tumbling back to the Dreamlands.

### Motivations and Accomplishments

- **Peng:** Wants to learn the lullaby in order to unplay it and subsequently summon Azathoth, fulfilling the (false) prophecy and claiming dominion over the Earth as a gift from Azathoth.
- **Denizens:** Want Peng to learn the lullaby, so that he or they can unplay it, and so that they can use the sphere (and successfully created duplicates) during any year they wish.
- **Investigators:** As reincarnations of hosts that Peng previously possessed, the Investigators want to stop the sorcerer before he destroys Lindisfarne and them with it. The Investigators hear the word *Azathoth* but learn little of Peng and nothing yet of the Denizens' involvement.

## Scenario #2: The Silence of Thousands Shall Quell the Refrain

1287 AD, Japan

Peng plans to unplay the lullaby, but a Denizen kills him first and reads the notes from his tattoos. In a cave near a mysteriously silent mountain town, the Denizen has hundreds of stolen voice boxes arrayed to unplay Azathoth's Lullaby. Only the Investigators can stop him. The unplaying takes longer to complete and costs the Denizen more minions and magic points if the Investigators stopped Peng in 887.

### Motivations and Accomplishments

- **Peng:** Has some or all of the notes of Azathoth's Lullaby, and arrives to join a Denizen ally to unplay it.
- **Denizens:** Afraid that Peng might summon Azathoth immediately after unplaying the lullaby, the Denizen betrays Peng, kills him, steals the lullaby notes, and attempts to unplay the lullaby alone.
- **Investigators:** Reincarnated enemies of Peng, the Investigators recognize him in this life and seek to stop him again. Finding Peng dead reveals that others, perhaps even worse than Peng, are at work. The Investigators learn about the Denizen and focus their energy on preventing the Denizen from unplaying the lullaby and transforming the world in horrific ways.



### Scenario #3: Fires of Hatred Defile the Sky

1487 AD, Spain

Peng returns as a Master Inquisitor, seemingly chosen by three angels (disguised by yakhee he has summoned) to carry out Heaven's will. With esteem and prestige granted by his angels and power to torture and kill granted by the Spanish Inquisition, Peng captures the Investigators, hunts Denizens, and plans to burn them all. The Investigators endure torture, escape their prison, infiltrate Peng's tower office, and possibly turn his own angels (and the populace of Valencia) against him.

#### Motivations and Accomplishments

- **Peng:** Though the Harbinger Star looms and the lullaby may be unplayed, Peng still cannot summon Azathoth, because he has not yet learned that ritual. The Denizens pursue him, making it difficult for Peng to conduct research. Peng wants to kill the Denizens, prevent the reincarnates from returning, and advance his summoning knowledge.
- **Denizens:** If the lullaby has been unplayed, the Denizens must capture (or if necessary kill) Peng before he summons Azathoth. Even if it has not been unplayed, the Denizens do not want Peng to advance his summoning knowledge—a real possibility while the Harbinger Star hangs overhead. The Denizens also want Peng's brass sphere back, so that they can study it and prevent Peng from returning to Earth in future lives. Finally, the Denizens want to dissect the reincarnates (and Peng if possible), physically and spiritually, to examine their connection to the sphere—the Denizens do not wish to face reincarnates of their own hosts when they eventually perfect their own (currently weak) spheres.
- **Investigators:** Must escape torture and imprisonment and prevent Peng from energizing a knowledge-building ritual with a mass execution. The Investigators must also avoid being captured by Denizens.

### Scenario #4: Lost Shall Be Those Bearing Souls Split in Twain

1587 AD, Roanoke Colony, New World

Peng possesses one of the original Roanoke Colony's settlers and alters his sphere's magic, hoping to prevent the Investigators from reincarnating in future centuries. After visiting England, Peng now returns to the New World with new colonists that include the Investigators. A Denizen slays Peng before Peng can finish his plans. While the Investigators struggle to prevent the colonists and natives from slaughtering each other, the Denizen commences a ritual to enable the Denizens to possess humans through their own proto-spheres. While the Investigators battle the Denizen, the new colonists fall victim of the Denizens' disastrous effort to possess them all before the spheres are perfected.

#### Motivations and Accomplishments

- **Peng:** Plans to induce the Roanoke colonists and natives to slaughter each other to power his spell to summon azagoths and thereby learn how to summon Azathoth.
- **Denizens:** Stop Peng from summoning Azathoth and steal back the sphere for experimentation. Also, perform a ritual to perfect the Denizens' proto-spheres, enabling the Denizens to possess thousands of humans at once.
- **Investigators:** Prevent mass slaughter from being triggered by Peng, and stop the Denizen from completing its ritual to mass-possess the colonists.

### Scenario #5: And Madness Shall Rise to Devour the West

1887 AD, Desperation, Arizona Territory

Peng, in an undead wendigo's body, summons lore-master azagoths to learn the final steps to summon the Outer God. He drives the town of Desperation into cannibalizing itself, and plans to use this depraved sacrifice to power a ritual to crash the Harbinger Star into Earth and open a dimensional rift for Azathoth's arrival. Though Peng prevents the Investigators from reincarnating, the sphere's magic nonetheless pits the Investigators against their arch foe in a new way. The Investigators learn they can destroy Peng forever by casting him and his sphere into the dimensional rift before Azathoth comes through. If they succeed, the Harbinger Star does not crash, Peng dies forever, and the Investigators never reincarnate again.

If the Investigators failed to stop the Denizen's ritual in Roanoke, the first wagon to reach town brings food to the starving masses, along with hundreds upon hundreds of "lucky" brass globes, available for mere pennies apiece. The Denizens finally cracked the spheres' possession magic . . .

#### Motivations and Accomplishments

- **Peng:** Wants to complete a ritual to crash the Harbinger Star and summon Azathoth. If he succeeds, the Denizens lose their playground and the Investigators lose the world, replaced by a hell-on-earth of eternal torment. If he fails, the Denizens keep their playground and the Investigators inherit a corrupt future if they were not successful in Roanoke.
- **Denizens:** Want to stop Peng from destroying their would-be playground and are willing to help the Investigators.
- **Investigators:** Stop/destroy Peng once and for all.

## THE INCARNUM SKILL

The Incarnum skill, introduced in the second Scenario, plays a major role in all the remaining parts in this campaign. Accordingly, the full skill description is included here for easy reference throughout the campaign.

### Incarnum (00%)

Literally meaning "beneath mere flesh" in Latin, the Incarnum skill is a measure of one's ability to recall memories from previous lives, forcibly drawing them from the past for use in the present.

This skill differs from the others in the game. No starting Investigator may take points in Incarnum either with occupation points or with personal interest points. Instead, the Keeper assigns skill ranks in Incarnum at the beginning of a scenario. Successful use of the skill does not offer an increase in the Investigator's percentiles in the skill.

Incarnum can be used when an Investigator experiences a flashback to a previous life, at which point he may attempt to hold onto a particular skill he used or spell he cast in the flashback. If an Investigator remembers using more than one skill or spell, he must choose one and only one to attempt to retain. Retaining this knowledge is unnatural and difficult. The Investigator must sacrifice 1 Sanity point and attempt an Incarnum roll. If he fails, he may expend additional Sanity points, each of which adds a +5 bonus to his re-roll. An Investigator may only attempt one re-roll after a failed initial attempt. If he succeeds, he learns the spell or raises his skill to that of his past incarnation. An Investigator who experiences multiple flashbacks within a scenario may use Incarnum once per flashback.





# SCENARIO 1:

## THAT WHICH IS DEAD SHALL REFUSE TO LIE

*A furor e Dormannorum libera nos, Domine*  
 "From the fury of the Northmen deliver us, O Lord."

### INTRODUCTION

**Date:** *Walpurgis Night, Sunday April 30th, 887 AD*

**Location:** *Lindisfarne, Northumbria, a tidal island on the east coast of England*

Vikings cross the North Sea, slaughter the monks at the Holy Island of Lindisfarne, and plunder its abbey. Darkness falls, and the blood-spattered pagan invaders sing, drink, and dance around bonfires that ring the abbey mount.

For the few surviving Christian monks, now in slave chains, it is the eve of the feast of St. Walpurga—the night witches rule before the dawn. For the Viking invaders, tonight commemorates Odin's death—the night chaos reigns and the dead have full sway upon the earth.

In this scenario, the players roleplay a mix of pagan Viking invaders and enslaved Christian monks, forced to work together to survive the night's horrors.

### Terror Brews

One hour after dark, a three-mile swathe of risen tide swamps the Pilgrim's Way, the causeway linking the island to the mainland, and isolates Lindisfarne from English Northumbria's east coast. A storm flashes over the North Sea and moves toward the Holy Island in ominous defiance of the prevailing winds (0/1 SAN loss). The reveling Viking war party notices and quiets. They realize that no one has seen their chief, Hygelach Kolgrim, for hours. Erling Hygelachssen, son of the missing war chief, dispatches nine men to reclaim his father from the abbey where he was last seen.

Two hours after dark, a mysterious red comet appears in the sky. The tide, which should be at its height, continues to rise. Blood rain falls upon the bonfires (automatic loss of 1 point of SAN to all). Tears stream down the captive monks' faces as they kneel in the mud, raise their fettered wrists to Heaven, and shout fervent prayers in Latin. A solitary survivor returns from the party sent to find the Viking chief, gibbering of massacred comrades and spiders built of monks' corpses.

Now the storm broods and thunders directly overhead. Looking up, the sharpest-eyed among the raiders spots a man in bishop's mitre standing atop the abbey tower. From the ground, the bishop bisects the comet like the pupil of a cat's eye. He appears to command the storm, and with each lightning flash his colossal shadow spasms upon the smoke of the bonfires.

Erling blames this "sorcerer on the tower" for the supernatural evil that now avenges the Christians' defeat. He believes that Christian-conjured demons prevented his men from reclaiming his father, and he knows that the supernatural storm would tear his longships apart if he launched them.

Though the keeper may choose to play out any or all of the above, the scenario begins at this point—in *medias res*—by default. It is midnight when Erling storms over to the Christian captives and backhands one. He speaks in Norse to his two cousins (Viking Investigators) who are guarding the captives and who speak broken English. Erling tells the Viking Investigators to offer the captives a deal: freedom to the surviving captives (monk Investigators) if the monks recall their devilish prayers, lead the Viking Investigators safely into the abbey, end their bishop's spells, and return with Erling's father, Hygelach.

### Player Information

**Appendix A: Pregenerated Investigators** includes two Viking Investigators (Atsurr and Fleinn) and two monk Investigators (Dean Aberthol and Brother Sterling). If a fifth Investigator is needed, consider captive Wynnifred Brynn: a female herbalist with medicinal skills, a mix of pagan/Christian beliefs, and a devout love for St. Cuthbert.

**Appendix B: Player Handouts** provides the Viking and monk Investigators with their initial, disparate knowledge sets. The Viking players start the scenario with **The Viking Investigators' Handout** and the **Map of Holy Island** (see p. 10). The monk players start with **The Monk Investigators' Handout**, the **Lindisfarne History (Monks' Knowledge) Handout**, the **Map of Holy Island Handout** (see p. 10), and the **Lindisfarne Monastery Floor Plan** (see p. 12). Have a look at these handouts now.

After the players digest the handouts, take aside a Viking player (the player of Atsurr if using the pregenerated Investigators) and tell him: "On the voyage to Lindisfarne, you overheard Hygelach muttering in English about 'a lifting veil.' When you mentioned this to your friend Kiollsig, Hygelach's attendant, Kiollsig returned a knowing nod, implying he knows more."

Take aside a monk player (the player of Dean Aberthol if using the pregenerated Investigators) and tell him: "You know that St. Cuthbert's corpse was not really transferred to Chester-le-Street five years ago as everyone was led to believe, because you overheard Abbot Theadred and Bishop Ardufl talking about it once. You do not know why a false corpse was sent in its stead or where the real one is hidden in the abbey. But you do know that you must locate and save your patron saint before the Vikings set fire to the abbey as they have in past raids."



## A Note on Language

Although Old Norse and Old English are different languages, they are closely enough related, like modern Dutch and German, that a speaker of one can communicate with someone who knows the other on a rudimentary level—unless the Keeper rules otherwise, in the interest of making things a little more difficult for the player characters. In any case, the Norse Viking warriors and contemplative English monks have little in shared experience to help them overcome the language barrier.

## Keeper Information

The Bishop does not command the storm; Hygelach does.

Hygelach is possessed by a 4,000-year-old Chinese sorcerer named Lei Peng. Over the millennia, Peng has possessed many people. When his host dies, Peng returns to the Dreamlands, where he stays until someone discovers a curious brass ball that facilitates his return to the Waking World and his possession of the discoverer.

During his possession of a host (which lasts until the host's death), Peng's soul and his host's soul form an unbreakable bond. **In each scenario in this series, the Investigators are the reincarnated souls of Lei Peng's old hosts**, inexorably drawn together through the brass sphere's magic by having each once shared the same body with Peng's tainted soul.

Presently Peng, in Hygelach's body, is performing a ritual atop the abbey's highest tower, the first in a series designed to wake an insane Outer God named Azathoth.

## Lindisfarne History (Keeper Knowledge)

This timeline represents the Keeper's private knowledge. When interleaved with the events detailed in the **Lindisfarne History (Monks' Knowledge) Handout**, the Holy Island's Mythos-laden past reveals itself.

- 687—A distant red comet appears on the night Bishop Cuthbert dies.
- Mythos elements to Cult of Cuthbert rumored.
- Monk Eadfrith discovers a curious brass ball, allowing Lei Peng, a 4,000-year-old tattooed Chinese sorcerer, to possess him. Peng wishes to wake Azathoth, a monstrous nuclear chaos at the center of the universe. Azathoth is roused when a comet known as the Red Eye of Azathoth is overhead, Azathoth's lullaby is "unplayed," and certain other rites are performed.
- Contact spells reveal Cuthbert holds the key to learning the song.
- 698—Eadfrith, now bishop, begins the search for Cuthbert's Mythos secrets.
- 699—At Cuthbert's hermitage, Eadfrith discovers the spell Call Harbinger Star, which centers the Red Eye comet on the caster. However, the comet appears at random, unpredictable intervals, often more than a century apart.
- 701—Eadfrith learns that only the dead can hear Azathoth's song, and only when the comet is overhead.
- Eadfrith seeks the spell Death-thralls, which creates zombies that he can command to play Azathoth's lullaby to him.
- Azathoth's lullaby so offends the natural order that Nature will swallow everything in a fifty-mile radius of where it is played

to completion (at Lindisfarne, this would devastate everything from Edinburgh to Newcastle).

- 705—Eadfrith encodes the Call Harbinger Star spell into the *Lindisfarne Gospel's* unique knotwork illumination to preserve and propagate the spell within the most popular book of all time.
- 721—Eadfrith dies without finding Death-thralls; Lei Peng's soul returns to the Dreamlands.
- 875—Bishop Arduf and Abbot Theadred exhume St. Eadfrith and St. Cuthbert.
- 882—After seven years of wandering with the saints' corpses and plagued by nightmares, Bishop and Abbot return to Lindisfarne and open the reliquaries. No longer incorrupt, St Cuthbert's skeleton exhibits blackened bone spurs the form disturbing sigils—the Death-thralls spell Eadfrith never found. Arduf and Theadred switch St. Cuthbert's skeleton with an acolyte's corpse, seal the casket, and relocate the false corpse to Chester-le-Street, secretly keeping Cuthbert's relics at Lindisfarne.
- Abbot Theadred dreams of Cuthbert's corrupted skeleton and, in the Dreamlands, Lei Peng finally learns where he can find the Death-thralls spell.
- 887—Three months ago, Hygelach Kolgrim discovers a curious brass ball and Lei Peng possesses him.
- A few hours ago, the newly tattooed Hygelach spearheads the Lindisfarne raid to collect and cast first Call Harbinger Star (centering the comet upon himself) and then Death-thralls (to learn Azathoth's song in preparation for unplaying it at a later date).

## SCENE I: THE VIKING CAMP

Violent seas and Erling's father's disappearance have dashed the Vikings' hope of departing before dawn.

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*On the Viking camp's east side, the Vikings have heaved their longships high onto the tumble-stone beach. A dozen men presently remove the two ships' masts to flip them over and take shelter against the blood rain. In the center of camp, a lone tent stands against the storm. From its doorway, Erling barks orders to redouble the fires, and armor-clad warriors flit from firelight to shadow in search of food for the flames. On the camp's west side, captive monks kneel in the mud. A chain links them together, terminating at a buried spike. All over camp, dead monks lie face down in puddles.*

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The blood rain—comet-borne iron dust rusting in the clouds—tastes of blood and exhibits magnetic qualities, clinging to weapons and never quite emptying from metal goblets.

From now (midnight) until 5 am (dawn), the storm rages, the earth quakes, and the tide rises twenty feet per hour, steadily driving back the camp. By 4 am, the water is eighty feet above the high tide line, lapping at the monastery door. Those who suspect that the sea is swallowing Holy Island (and quite possibly the world) suffer 1/1D4 SAN loss.



## The Vikings' Proposal

Presently, Erling orders the Viking Investigators to offer freedom to the monk Investigators if the monks recall their prayers, lead the Viking Investigators into the abbey, stop their bishop's spells, and return with Hygelach. This should shock the monks, who believe the Vikings invoked or at least precipitated this nightmare. Give the players time to roleplay this character- and party-defining dialogue.

To gain their chaperoned freedom, the monk Investigators may decide to play along and let the Vikings believe that their powerful bishop summoned the storm. Even if they do not, Erling instructs the Viking Investigators to separate the monk Investigators from the chained captives and to take command of them.

Erling forces the Viking Investigators to swear an oath not to return without Hygelach. Once the Viking Investigators have sworn to their mission, Erling resumes his post at Hygelach's tent.

## Getting the Investigators to Work Together

Initially, expect the Viking Investigators to bully the monk Investigators, and the monk Investigators to plot against the Vikings. Give this inner-party conflict a chance to play out.

The Investigators' greatest challenge—and their greatest threat to Lei Peng—is to realize one thing: only by working together can they survive this nightmare, learn his diabolical plan, and thwart it. This realization will dawn slowly. As the scenario progresses, the Vikings should realize that they need the monk's ability to read written clues, and the monks should realize that they need the Viking's muscle to overcome physical obstacles.

Still, working together is not the same as being friends. To draw the Viking and monk Investigators together, this scenario presents flashbacks that slowly make them realize that they share a strange tie that makes them closer than brothers, and also that they were allies in past lives in which they joined forces to battle an ancient foe.

## Flashbacks

As events unfold, each Investigator has a flashback of a past-life experience during which his soul shared a body with Lei Peng or during which he battled Lei Peng at the side of one of the other Investigators.

Whenever an event triggers a flashback, the target Investigator(s) stares blankly while experiencing a private vision. When it ends, he gasps like a man surfacing after being held too long underwater. He loses 1/1D4 Sanity. Unless specified otherwise, each flashback occurs only once. The description of each vision appears in **Appendix C: Visions** to facilitate photocopying and presentation to the player.

The first flashback is as follows:

### FLASHBACK

**Trigger:** A Viking Investigator touches the chain to release a monk Investigator

**Target:** That Viking and that monk Investigator

**Vision #1: A Golden Death**

## Camp Investigations

All Viking NPCs speak only Norse. Interrogated Vikings have few clues to explain tonight's horrific events. Some point to the blood rain and the paltry spoils and say that Odin is punishing them for attacking such pathetic weaklings. Others remind the Investigators that tonight is the last night of the Wild Hunt and fear that the comet leads a cavalcade of demons who will carry the entire war party to Hel.

Successful Idea rolls suggest four avenues of fruitful investigation within the Viking camp:

- Interrogating Ofeig, the sole survivor of the nine who failed to fetch Hygelach.
- Interrogating Kiollsig, Hygelach's attendant and one of a Viking Investigator's friends.
- Interrogating Erling, Hygelach's son, currently in charge of the Viking band.
- Searching Hygelach's tent.

### Interrogating Ofeig

Sole survivor Ofeig sits in a red puddle, rocking back and forth and repeating the words “no” and “never look” in a flat tone. A successful Fast Talk or Persuade roll convinces Ofeig to gibber on about what happened to the other warriors sent to retrieve Hygelach. Unfortunately, his only coherent words are “and pairs of corpses folded into spiders . . . and the spiders walked with dead men's limbs . . . and the spiders ate . . . and the spiders ate . . .” If asked how he survived, Ofeig shudders and weeps, saying “closed my eyes . . . ran.”

If the Investigators suggest they will enter the monastery, Ofeig leaps up and grabs the nearest Investigator, the comet reflecting in his wide, stricken eyes. “Nooooo!” he howls. “None must see!” Then he squeezes his eyes shut tight, collapses, draws in his legs, and resumes rocking.

### FLASHBACK

**Trigger:** Ofeig mentions corpse spiders

**Target:** A Viking Investigator (Fleinn, if using pre-generated Investigators)

**Vision #2: Corpse Spiders**

### Interrogating Kiollsig

Kiollsig is Hygelach's attendant and the close friend of a Viking Investigator (Atsur, if using pregenerated Investigators). When this Investigator previously mentioned to Kiollsig that Hygelach muttered in English on the voyage to Lindisfarne, Kiollsig gave a knowing nod.

Presently, Kiollsig labors to secure a longship. A successful Fast Talk or Persuade roll induces him to reveal privately that Hygelach has been muttering in English ever since he covered his body in tattoos three months ago. He adds that those tattoos worry him less than the spoils from the raid now in Hygelach's tent. Another successful check induces him to say “That codex looks unnatural, and the other thing . . . it looks like a giant eye to me.” Only the friend Investigator can Fast Talk Kiollsig into fetching something from Hygelach's tent.

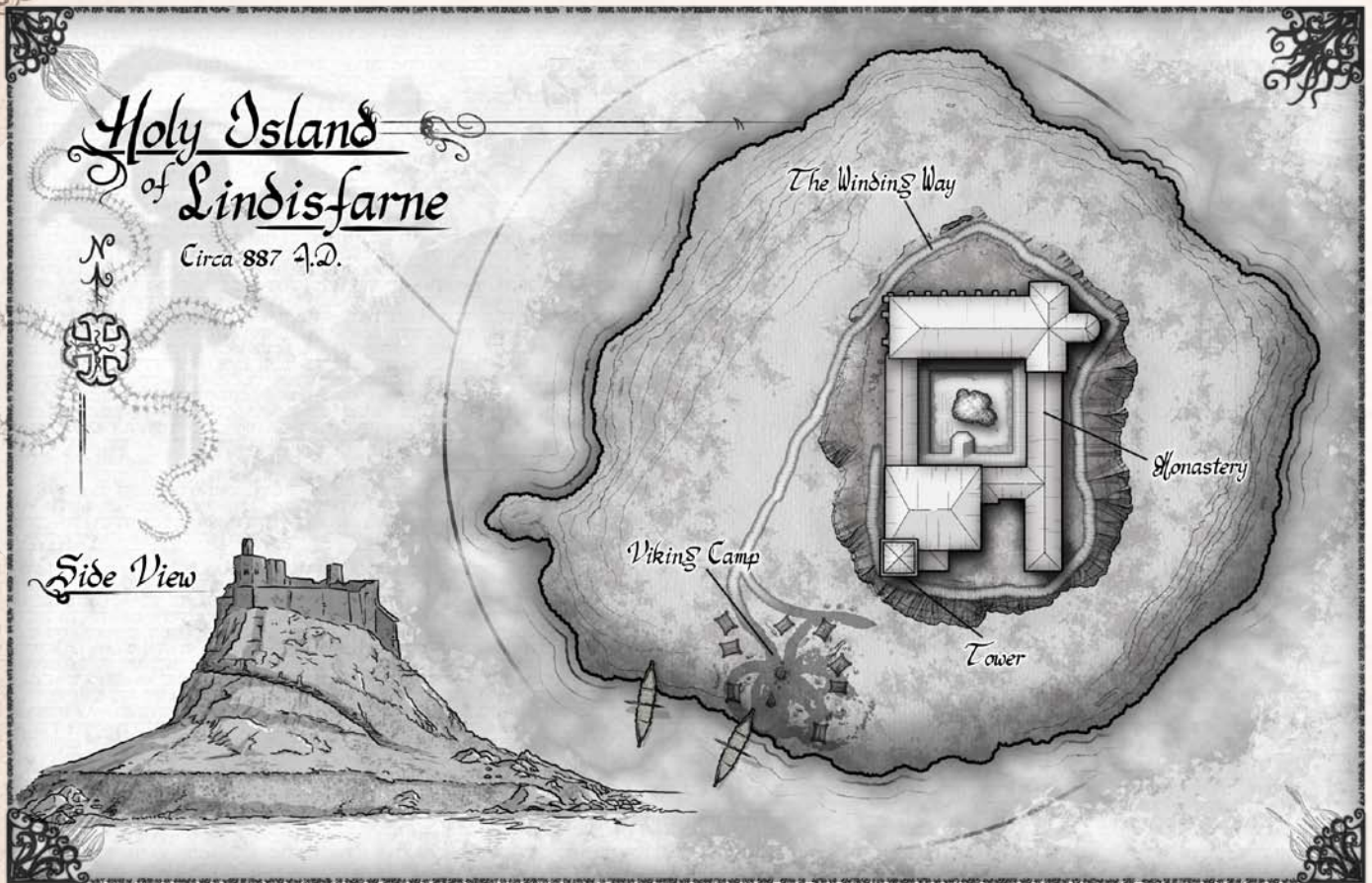
### Interrogating Erling

Erling does not tolerate disrespect for his father, the war-party chief. If the Investigators cast doubt on Hygelach's integrity or do not carefully word the questions they pose to him, Erling admonishes them for insolence, warns them not to fail their mission to fetch his father, and dismisses them.

Carefully worded questions and a successful Fast Talk or Persuade roll convinces Erling to reveal that Hygelach insisted that the Lindisfarne raid occur on Walpurgis Night despite Erling's suggestion of waiting until after the summer *blót*, a blood and sacrifice ritual marking the traditional starting date for annual raiding. Hygelach explained only that the raid must occur “while the veil is thin,” surely referring to the North Sea fog. A successful Insight roll reveals Erling never fully accepted Hygelach's explanation.

Because Erling stands at Hygelach's tent door, no one other than Kiollsig can get inside without getting Erling's permission or distracting him away from the location.





### Hygelach's Tent

Stitched cow hides drape over a framework of oars to form Hygelach's command tent. Five men can crowd inside. Amongst silver chalices, golden crosses, and other loot from the raid, an ancient codex sits on a wooden coffer on the ground.

**The Codex:** The codex is indeed a spoil of today's raid, but it has long belonged to Lei Peng. Each time Lei takes possession of someone in the Waking World, he retrieves this codex from where his previous body left it and adds to its secrets. This time, however, the Viking war party beat him to it. They found the codex (and the wooden coffer) in Abbot Theadred's secret library, a library Lei Peng used almost two centuries ago while possessing the body of St. Eadfrith.

A mishmash of intertwining calligraphy, disturbing sketches, and snake-eats-tail knotwork drawings fill the codex's vellum pages. Pairs of mummified eyelids, replete with lashes, bookmark some of the pages (0/1 SAN loss). Near the volume's end, a dried bloody thumbprint mars a charcoal drawing of the night sky (0/1 SAN). A successful Navigate roll reveals that the drawing's star pattern matches the stars tonight (presently hidden by the storm) as they will appear an hour or so before dawn, and the thumbprint marks the position of the comet (visible in the storm's eye).

### FLASHBACK

**Trigger:** Seeing the eyelids

**Target:** A Viking Investigator (Fleinn, if using pre-generated Investigators)

**Vision #3: Blood Vision**

A successful Library Use roll reveals that the first pages are far more ancient than the last, but the entire book appears to be written by one

hand. The codex changes languages and scripts several times and ends in Old English. Given thirty minutes, the monk Investigators learn that the English section details the author's frustrated obsession to locate a spell called Death-thralls that he is convinced St. Cuthbert possesses. It speaks of scouring the Lindisfarne monastery and Cuthbert's hermitage on Farne. The section ends with "After midnight, the dead join the litany. Before the dawn, the dead hunt the living." Monk Investigators know that scrolls stored in the monastery's library will enable them to translate the codex's Ancient Greek section as well.

The monk Investigators also recognize that a crude knotwork drawing in the codex matches a page of illumination in the *Lindisfarne Gospels*, the famous Latin Bible that St. Eadfrith of Lindisfarne decorated with Celtic knotwork designs almost two hundred years ago. Furthermore, this codex appears to present a simple method of decoding "knots" into letters. The knotwork of the *Lindisfarne Gospels* excerpt in this codex decodes as a fragment reading ". . . doorway to the . . ." The monks know that a full copy of the *Lindisfarne Gospels* rests in the monastery's library.

**The Coffer:** Inside the coffer rests a sphere of dried human skin, about the size of a newborn's head. Across its equator, ox hairs emerge like eyelashes on a giant closed eyeball. A successful Idea roll reveals that the skin sphere opens along the eyelash line. Inside, a curious brass ball presents the Investigators with their own reflections. Upon its polished surface are etched twenty-eight names, corresponding to all the people that Lei Peng has been. The first (written in Chinese) is *Lei Peng*, followed by a series of what look to be names in a jumble of scripts (Egyptian, Hittite, Minoan, Assyrian, Olmec, ancient Greek, Mayan, etc.). Near the end comes *Eadfrith of Lindisfarne* (written in Old English); the very last name



(written in Norse futhark) is *Hygelach Kolgrim*. The Investigators cannot determine the language of words or scripts they cannot read. The ball also bears a symbol: a stick figure man whose head forms the pupil of a giant eye. With an Idea, Library Use, or Spot Hidden roll, an Investigator realizes that not only does each language or script appearing in the codex also appear on the brass ball, but also in the same order.

**FLASHBACK**

**Trigger:** Seeing the brass ball

**Target:** A Monk Investigator (Sterling, if using pre-generated Investigators)

**Vision #4: A Brass Ball**

**The Dead Join the Litany (1 AM)**

As the Investigators prepare to leave camp to enter the abbey or at 1 am, whichever occurs first, Hygelach (Lei Peng) casts Death-thralls from the monastery's tower. This spell interrupts whatever the Investigators are doing.

*Shouts and commotion draw your attention. Backlit by a bonfire's blaze, a monk's corpse rises from a blood-rain puddle. Its head and right shoulder, nearly cleft from the torso, lean away from its body. The dead man stands, grins, stares at the comet, and begins speaking in Latin.*

*Moments later, other mangled corpses rise from blood puddles to stare and smile at the comet. The corpses take turns leading a Latin litany featuring the shared response: "Silenti etc mos non quietis" ("That which is dead shall refuse to lie").*

The Vikings stand frozen in horror. An eternity later, Erling hefts his battle axe with a berserker scream and begins hacking at standing corpses. Other Vikings follow his lead. Some bull rush the corpses into the bonfires. Nothing the Vikings do averts the dead men's eyes from the comet or stills their lips. In the end, at least ten monks stare, smile, and chant as their undead bodies burn atop the bonfires or lie sundered in the mud (1D4+4/1D10+5 SAN loss to all present).

**FLASHBACK**

**Trigger:** The dead start chanting

**Target:** A Monk Investigator (Aberthol, if using pre-generated Investigators)

**Vision #2: Corpse Spiders**

An Investigator who dies in this scenario rises moments later. Even if he cannot see the comet or hear the litany, he raises his chin toward the comet's location and joins the shared response (automatic 1 SAN loss to witnesses). If this happens early in the scenario, consider converting a monk NPC into a new Investigator for the player to roleplay.

**The Dead Hunt the Living (4 am)**

If the Investigators have not stopped Hygelach by 4 am, one hour before dawn, the Death-thralls spell enters its final phase, wherein the uncommanded dead actively hunt the living. Monks' corpses, blackened by the bonfires and stolen by the ever-rising waves, clamber to shore and into the abbey. The corpses' Latin mantra precedes them, but echoes cloak the direction of their voices.

**New Spell: Death-thralls**

This spell creates a 500-foot-radius zone of undeath. It must be cast after midnight on Walpurgis Night and costs 10 magic points. Any unburied human or animal that died since dawn or dies before the next dawn reanimates as a zombie. These zombies live partially beyond the veil of death and have trouble seeing the living unless the living look back. They cannot detect the presence of the sleeping, the blind, or any who close their eyes. For every 3 hit points worth of living blood a zombie is fed, it follows one simple command indefinitely or answers one question, based on knowledge from any of its past lives. Unfed zombies simply stand and praise Azathoth. One hour before dawn, all uncommanded zombies rampage against the living. All zombies collapse at dawn or when the caster dies, whichever comes first.

Use these undead predators to coax the Investigators out of hiding or inaction. The threat of the undeads' attack—even more than the attack itself—serves to heighten tension and press the Investigators toward Hygelach and the conclusion.

**Option: Playing in Real Time**

This scenario runs from midnight to dawn at 5 am. To increase immersion, consider playing these five hours in real time, using the following timeline.

- midnight—Scenario begins. Zero visibility to mainland; sea swallowing Lindisfarne.
- 1 am—The dead rise. Erling moves camp to higher ground. Sea seizes corpses and bonfires with a great hiss; darkness claims Lindisfarne. Swarm of handheld firebrands flicker against the blood rain. Sea covers 25% of abbey mount; tremors dislodge mount-side scree.
- 2 am—Sea 50% up abbey mount.
- 3 am—Sea 75% up abbey mount. Catacombs flood. An earthquake swallows one longship; Vikings dismantle other longship and move higher.
- 4 am—Sea laps monastery walls. Quakes dislodge large masonry chunks and open crevasses. The dead clamber from waves and force Vikings into abbey; Vikings slaughtered between dripping zombies and corpse spiders.
- 5 am—Dawn; scenario ends.

**SCENE 2:  
THE MONASTERY**

The monastery crowns an eighty-five-foot-tall rock mount like a perched castle. Its towering stone walls enclose an eye-shaped area where a cross-crowned church rises above a cloister and monks' dormitories. Within the stone walls to the north lies a garden and barn in which a lone goat bleats. The taller walls to the south support the tower from which Bishop Ardulf appears to command the storm.

**The Main Entrance**

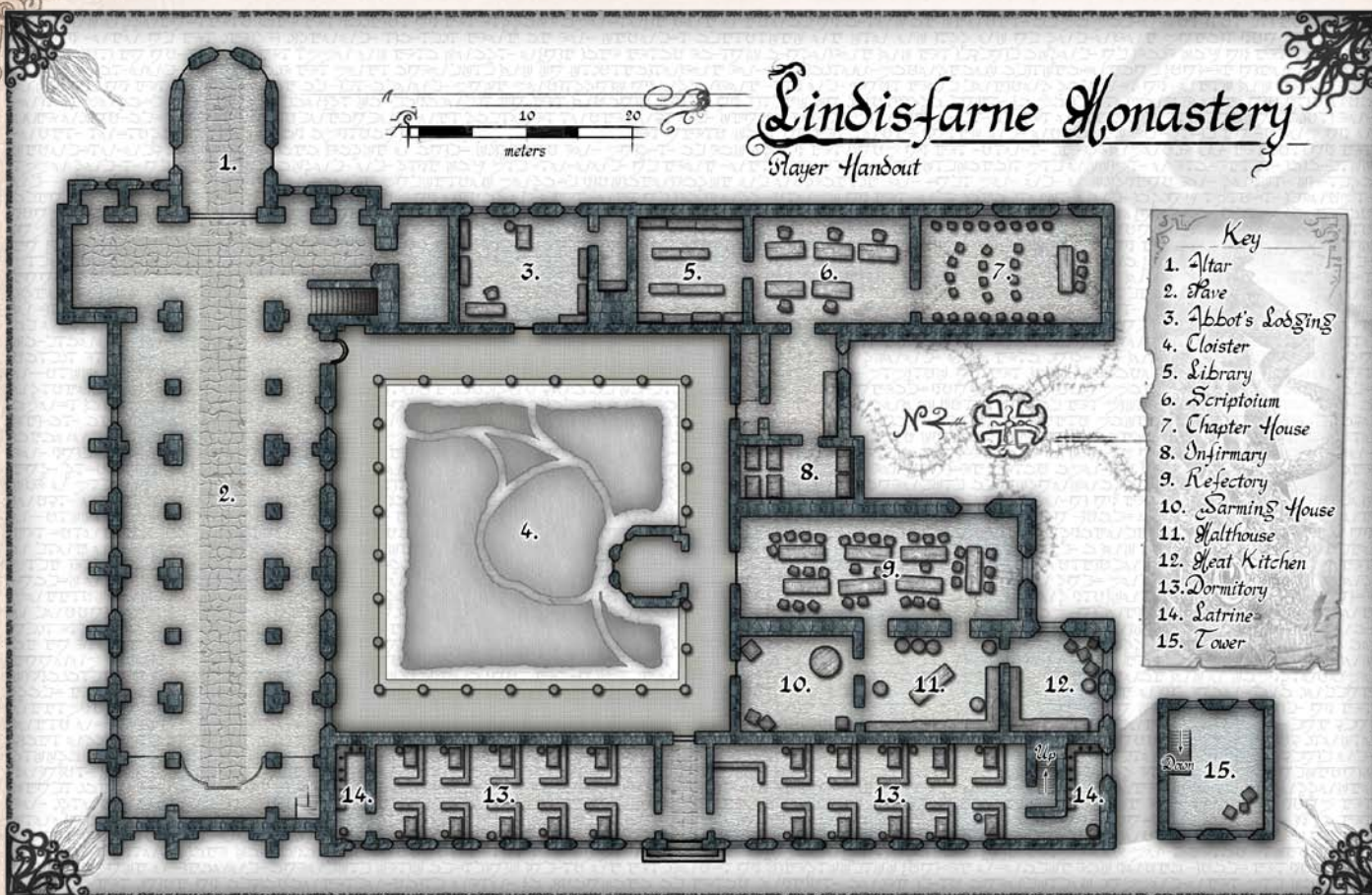
A path called the Winding Way corkscrews around the mount and up to the main entrance on the monastery's west center.

*A massive double door, nearly torn from its frame, offers entrance to a dark foyer. The faint sound of flutes wafts out of the building.*



# Lindisfarne Monastery

Player Handout



As you approach, a sense of impending doom pools in your gut, growing more terrible with each step. Just inside the door, the entrails of eviscerated corpses hang in a webwork that blocks passage through the foyer. On the floor, a bloody smear replaces the twisted body of a mutilated Viking as something unseen pulls it out of sight and into a side room (1/1D3 SAN loss).

If the Investigators continue forward through the entrail-web, the corpse spiders swarm them (as described in “The Dormitories,” below), just like they swarmed the Viking rescue party that came this way earlier. The creatures do not pursue anyone who flees the foyer or dormitory areas.

## The Catacomb Entrance

A few years ago, erosion caused a rockslide on the abbey’s east side, opening a passage into the monastery’s catacombs. One of the monk Investigators helped brick up this hole and knows its location: ten feet below the corkscrew path, twenty feet above the shingle. An Investigator needs a successful Climb roll to reach the small ledge below the brickwork. Rocky protrusions allow anyone failing the Climb roll to make a Dodge roll to catch the ledge, incurring only 1D3–1 damage instead of the full 2D6.

It takes fifteen minutes to scrape through the mortar with a weapon or sharp stick, kick in the bricks, and crawl into the catacombs. Investigators without torchlight are forced to run their hands along the sides of the dark passages and over the bones of monks lying on flanking shelves. Cats infest the monastery, and now and again one

flashes its glowing eyes from a distant shelf or claws a passing hand. As the Investigators creep along, the sound of whining flutes echoes through the catacombs.

Take the Investigators through the catacombs slowly in order to build tension. There is no catacombs map; its exact twists and turns are unimportant. At some point, the Investigators see torchlight dancing on the walls of a distant corner. The sound of English whispers go suddenly silent if the Investigators do not make successful Sneak rolls.

## Abbot Theadred

Abbot Theadred escaped the Viking invaders by fleeing into this catacomb vault, directly beneath St. Cuthbert’s anchorhold off the abbey’s nave. Two monks attend him. Brother Devent clutches his blood-soaked sleeve and squints his mismatched eyes against the pain of a grievous wound that one of the Viking Investigators dealt him during the raid. The other is Brother Tomas, a disgruntled missionary who speaks Norse; his recent mission to convert the Danes failed.

Today’s events have driven the already unstable Abbot to the edge of madness. He stares up toward Cuthbert’s anchorhold as if no stone ceiling exists. “I hid the sacrilege,” he whispers to no one. “I knew this was coming but did nothing. I am to blame.” He weeps.

An Insight roll suggests Theadred will respond to a monk’s entreaty to unburden his soul. Given that chance, he confesses the tale below. Alternately, Fast Talk or Persuasion can convince him to speak his piece. Failing this, he reveals only where St. Cuthbert’s reliquary lies and warns that it must never, *never* be opened.



*“After the Viking attack twelve years ago, the Church pressured Bishop Ardulf to transfer St. Eadfrith and St. Cuthbert to Ireland. The Bishop, the monks, and I exhumed the bodies. To the astonishment of all, St. Cuthbert’s body remained whole and supple after almost two centuries in the tomb. We were obliged to fold him into the travel reliquary we had prepared.*

*“Countless misadventures hindered our journeys. Finally, after years of wandering, we reached the Irish Sea, only to have a storm throw waves of blood upon our ship. Bishop Ardulf and I took it as a final sign of St. Cuthbert’s displeasure, and we returned with both saints to Lindisfarne.*

*“When we reached home, we re-opened the reliquary. Oh, the horror! St. Cuthbert’s perfect flesh had withered away entirely. What’s worse, his skeleton bore hundreds of blackened bone spurs that formed terrifying signs and sigils. One symbol—a man whose head forms the pupil of an eye—grew from Cuthbert’s skull! That image is burned into my mind even now. Dear St. Cuthbert’s long bones had hollowed out, and an evil whine whistled through them.*

*“Bishop Ardulf swore us all to secrecy. If the faithful ever learned of such fiendish corruption, the glorious reputation of St. Cuthbert would perish. Together we wrapped a false corpse in St. Cuthbert’s yellowed silk habit, placed it in the reliquary, and shipped it to Chester-le-Street. I sealed St. Cuthbert’s true bones here, directly above us, in the anchorhold furthest from the altar.*

*“That was five years ago. Every day, my eyes are drawn to that anchorhold, and every night my soul trembles at what rests inside.”*

The Investigators realize that Theadred’s tale omits a great deal, but in his addled state he cannot offer more. A successful Fast Talk or Persuade roll, however, induces him to whisper, “I wrote the rest down . . . in my own secret library . . . I wrote it all down . . .” Failing this, an Idea roll suggests searching the abbot’s lodgings for more information.

## Abbey Features

The halls and chambers of the monastery are tall and thin. The Viking raid’s violence presents itself in every disheveled, blood-stained room. Darkness swallows inner hallways and chambers, and the comet casts suffused red light into all rooms with windows. Here and there blood spatters the abbey walls in the Greek characters Ἄζαθοθ (Azathoth), which is simple enough for the monk Investigators to read.

As the Investigators proceed, the flute music grows stronger. Tremors grow more frequent and more violent. And the Investigators hear the sound of waves crashing ever higher against the abbey mount.

## The Nave

Fifty cats perch wherever they please throughout the nave. They watch the Investigators. One arches its back and hisses atop the altar. One walks along a pew rail. One stretches its claws on the wool habit of a dead monk sharing in the corpse litany.

## The Anchorholds

The monastery has five anchorholds, each a small cell built against the nave, where the bishop bricks up a volunteer (the anchorite). These permanent residents live in isolation according to the Anchoritic Rule. A small shuttered window in the wall facing the nave allows the anchorite to receive Holy Communion. Another facing the sea permits the anchorite to empty his chamber pot.

**The Things Within:** The four anchorholds closest to the altar are occupied by monks. At least, they were. Presently, something profoundly wrong—something that was *once* human—throws itself against the stone walls inside each cell (0/1D4 SAN). The shuttered windows are ajar. Wild overlarge eyes flash from the dark holes. If an Investigator gets within range, an emaciated arm suddenly reaches out further than should be humanly possible, grabs the Investigator, and bashes him against the intervening wall (1/1D4 SAN; Club 50%, damage 2D4).

## St. Cuthbert

The anchorhold furthest from the altar holds the bones of St. Cuthbert. The sea-side window is bricked up. The sanctuary-side wall has been recently broken through (from without, by Hygelach). A reliquary, whose sides depict St. Cuthbert performing miracles and casting out demons, lies open amongst the rubble. Inside rests most of St. Cuthbert’s skeleton.

Hygelach took St. Cuthbert’s right index finger. He also took the hollow femurs and humeri, which his corpse companions use as flutes to play Azathoth’s lullaby on the tower. This is the flute music that the Investigators have been hearing.

On every bone still present, blackened bone spurs form Elder Futhark runes, which the Viking Investigators can read (1/1D4 SAN). The incomplete skeleton conveys an incomplete Death-thralls spell. From it, the Viking Investigators learn the following facts:

- When Death-thralls is cast on Walpurgis Night, the spell raises a host of zombies to praise Azathoth.
- While being fed blood, a zombie can be given a simple command, which it follows indefinitely.
- Uncommanded zombies hunt the living one hour before dawn.

At this point, the Investigators realize they have limited time. To increase tension, consider ringing a bell every fifteen minutes of game time until time runs out.

If desired, seed the scenario with clues that reveal whether Cuthbert was saint or sinner. Perhaps he became a sorcerer, so deeply obsessed with dark Mythos knowledge that it marred his very bones. Or perhaps he remained a champion of light, who could not destroy the Death-thralls spell and instead suffered the debilitating effect of hiding it on his own living skeleton.

## Abbot’s Lodgings

The Viking raiders found a secret door in the southern end of the west wall, threw it open, took a codex and small coffer from the closet-sized library beyond, and left the room in shambles (Note: this hidden room is not shown on the **Lindisfarne Monastery** floor plan handout).

Abbot Theadred has long obsessed over St. Cuthbert’s and St. Eadfrith’s connection to the Mythos. After discovering the codex that Eadfrith left behind, Abbot Theadred pieced together many clues, which he recorded on old torn scrolls, now scattered about this private library. Given thirty minutes and a Library Use roll, the Investigators learn everything that Abbot Theadred might not have divulged in the catacombs as well as everything from the **Lindisfarne History (Keeper Knowledge)** timeline for the years 687 through 721 only.

## The Scriptorium

*Eight wooden desks and chairs form two lines and face away from you. Lit candles glow from two of the desks where the hunched backs of two scribes sit, busily working. At the far*



## New Spell: Call harbinger

Once every century, a red comet called the Red Eye of Azathoth emerges from beyond the fixed stars of Heaven and appears at a random point over earth. When cast during that time, this spell draws the comet to hover over the caster's position, opening a tenuous conduit to Azathoth, allowing non-humans and the dead to hear Azathoth's Lullaby clearly, and drawing Azathoth's attention if the lullaby has been unplayed. The spell costs 12 magic points to cast. After hovering over the caster's location for 1D4 months, the comet streaks back into the void.

*end of the room, pale Brother Calhoun leans against the scriptorium's pigeon hole shelves and holds out his slit wrist to Brother Hallow, who kneels in front of him and swallows his streaming blood.*

All but Brother Calhoun are dead. Brother Hallow has a Viking knife still buried in one eye socket.

Calhoun secretly witnessed Hygelach feed blood to zombie Hallow and ask it a question. Now Calhoun bravely/insanely attempts the same to find out how to stop Hygelach.

As the Investigators enter, in a weak voice Calhoun asks Brother Hallow, "But how can I pass?" Zombie Hallow drinks Calhoun's blood and then answers, "The eyes are the doorway to the soul. Close them, lest the dead see you." While Investigators close their eyes, they are invisible to all undead in this scenario.

With his remaining strength, Calhoun cuts himself again and asks, "How do you know all this?" Zombie Hallow drinks, lifts his chin, and says, "I know because I have lived five lives. For five lifetimes I have failed to stop Lei Peng. I was Chinese, Egyptian, Assyrian, Greek..." Hallow squints at the Investigators. With his one good eye, Hallow recognizes one of the Viking Investigators' souls from a shared past life, smiles, and says, "Hello, old friend." (3 SAN for that Investigator, no save). A moment later, Hallow's face goes slack.

Brother Calhoun lifts weary eyes to the Investigators and says, "For answers . . . you must . . . feed . . . him." Then Calhoun drops his knife and collapses in a heap, dead. A moment later, he stirs and lifts his head to join in the undead litany: *Silenti etc mos non quietis*.

The two scribes, both mutes in life, repeatedly write the following phrases in Latin: *Tantum manes eius cantum possunt audire. Tantum manes eum possunt laudare.* ("Only the dead can hear His song. Only the dead can praise Him.").

**Brother Hallow:** Brother Hallow remains nonresponsive until fed more blood. Any Investigator who slices himself for at least 3 HP and feeds his own blood to Hallow (or any corpse) loses 3 SAN and may either command the corpse to perform some simple activity or answer one question. Subsequent commands or questions require fresh bleedings. Because a zombie follows its command indefinitely, re-commanding it requires grappling and force-feeding it more blood.

The keeper can use this opportunity to plug holes in the Investigators' knowledge but should do so circumspectly. Sample questions and answers include the following:

**What is happening?** "The Lidless One performs a ritual to learn the song that keeps great Azathoth asleep, so that he may unplay it."

**Who is the Lidless One?** "We have each been the Lidless One." (If

this question is put to some other zombie-monk than Brother Hallow, change the response to "You have each been the Lidless One").

**Who/What is Azathoth?** "Azathoth blasphemes and bubbles in the center of creation, the dark hollow furthest from heaven. He gnaws hungrily in unlighted chambers amidst the maddening beat of vile drums and the thin whine of accursed flutes."

**What if the Lidless One succeeds?** "The ritual brings about drowning, bubbling apocalypse. Offended nature brings the full wrath of earth, sea, and sky to wash clean the land tainted by its blasphemy, or kill everything in its path trying."

**How can we stop this?** "Silence the music. If you do not, everyone dies tonight."

## The Library

With the aid of a document written in both Ancient Greek and New Testament Greek, the monk Investigators can translate the Ancient Greek section of Hygelach's codex in forty-five minutes. This section reveals that the author has possessed multiple people over millennia. In each life, he has sought the gaze of mighty Azathoth.

Hygelach has taken (and discarded) the priceless, bound version of the *Lindisfarne Gospels*, but the monk Investigators can pull from the library's shelves copies of individual duplicate pages not bound into the codex (each is either a careful draft preceding the final copy or was slightly flawed with ink-blots and the like). With these pages, it takes thirty minutes and a Library Use or Occult roll to decode the knotwork illumination and reveal the spell Call Harbinger Star.

## The Dormitories

The monks' dormitories present a gruesome gauntlet between the Investigators and the tower. The same fear described in **The Main Entrance** overtakes Investigators when they approach. Vague black shapes skitter unnaturally in and out of the monks' cells along the central hall. A Spot Hidden roll reveals each creature to be two conjoined corpses walking like a spider upon the corpses' eight limbs (1/1D6 SAN).

Hygelach commanded the corpse spiders to "kill any who attempt to pass." The corpse spiders cannot detect those who cannot see them, but swarm and rip to shreds anyone (living or dead) who fails to close his eyes in the dim light. They do not pursue Investigators who exit the Dormitory. Fighting the corpse spiders is nigh impossible. The Keeper is encouraged to ignore the corpse spider's stat block below and exercise the rule of thumb that once swarmed, each victim loses one third of his hit points every round his eyes remain open. This encourages the Investigators to abandon an obviously doomed combat tactic and consider horrific alternatives. If the Keeper prefers to run straight combat, up to two spiders can attack a single target simultaneously and an Investigator can only Dodge one assailant per round.

Investigators need tremendous willpower to proceed down the hall with their eyes closed. A questing corpse spider touches each Investigator at least once. The bristly hairs of a corpse's beard brush an Investigator's face, or wet intestines stick to him like webs (0/1D4 SAN). Anyone losing sanity stands frozen in terror for one minute, and then must make a Luck roll to collect himself (failure costs another 1D4 SAN). Keepers may want to turn out the lights and play this frozen minute in real time, adding the occasional scream or moan or skittering and making faux-attack rolls to add tension and inspire fear. Anyone failing by 25% or more involuntarily opens his eyes, is instantly attacked, and must try another Luck roll each round to re-close his eyes.







## Undead Flautists

Brothers Hristun, Reve, Shelby, and Godwin are the undead flautists (1/1D3 SAN). If attacked, the corpses Dodge, dancing in place with eerie grace.

They continue to play until reduced to 6 HP or grappled and force-fed 3 HP of blood and commanded to stop. If reduced to 6 HP, the mutilated flautist cannot play or whistle, though it pitifully tries while attacking.

An Investigator can rip a flute away from a flautist by matching his STR against the corpse's STR (11), using the Resistance Table. A fluteless zombie whistles the lullaby (effectively) while attacking.

Each bone flute has 10 HP and is as hard as iron.

## Wounded Investigators

Atop the tower, the veil between worlds is thin. The closer the Investigators are to death, the more they hear the vile drumming of Azathoth's hearts and the more they see another dimension projected on the slanted blood rain like a static-blurred image overlaid on their world.

## The Temptation of the True Music

Because the Investigators' souls intertwined with Lei Peng's in a past life, some deep part of them rejoices at the fluting of Azathoth's Lullaby.

Whenever a flautist stops playing or whistling, Hygelach demands that an Investigator take the corpse's place. The true music surges from behind the veil and calls to the reincarnated Investigators. Each Investigator must succeed on a Luck roll to resist an overwhelming urge to play for Hygelach. If more than one fails, only the Investigator who failed his roll by the greatest margin takes up a flute or whistles. The first time an Investigator begins playing, Hygelach says, "Yes, now you understand your true purpose here. Play for me now!"

To stop playing, the Investigator must succeed on a Luck roll during one of the next two rounds. Otherwise, that Investigator stops resisting the call and thereafter fights to keep playing.

Investigators who resist playing can only stop ensorcelled companions by knocking them out or killing them; the latter causes 2/1D4+2 SAN loss. Moreover, living Investigators must then chop dead Investigators into pieces small enough not to flute or whistle when they rise as undead moments later. The ghosts of mutilated Investigators forever after haunt their killers.

## Hygelach (Lei Peng)

When the music stops completely, the blood curtain collapses and the lidless madman draws his broadsword and launches himself at the Investigators with berserker rage. Already a formidable foe from having inhabited the Viking chief's body, he further benefits from twenty-one points of Flesh Ward that add to his armor. Luckily for the Investigators, he has depleted his magic points.

If the battle goes badly and the Investigators did not think of it themselves, the last surviving Investigator gets a final Idea roll that suggests fleeing down the tower stairs and into the corpse spider hall. Hygelach, in his battle rage, plunges after without thinking. Since Hygelach cannot close his eyes, the spiders swarm him and rip him limb from limb. Once slain, Hygelach's tattoos fade away and the possessing life force of Lei Peng returns to the Dreamlands. He takes the knowledge of his tattoos with him, and therefore wins at least some of the notes of Azathoth's Lullaby.

## Option: Death's Door

The last zombie flautist that is still playing/whistling stumbles backward into the blood circle and ends up standing back to back with Hygelach. Hygelach smiles broadly and laughs at his incredible

luck. Only a dead person can penetrate the blood curtain and attack someone in the circle.

An Investigator must either fetch a zombie to command, or he must willingly die, rise as undead, and be commanded by another Investigator. The latter may not be as unlikely a choice as it seems, especially if time is short and the Investigators know that everyone will die anyway if they do not stop the music before dawn. Consider declaring the current time to the players, flipping an hourglass, and playing the rest of the scenario until the sand runs out.

## HYGELACH KOLGRIM (LEI PENG TSE SAL), NEAR-DEATHLESS SORCERER

STR 17	CON 15	SIZ 17	INT 17	POW 19
DEX 13	APP 7	EDU 30	SAN 0	HP 32

**Damage Bonus:** +1D6

**Weapons:** Broadsword 85%, damage 1D8+1+db

Fist/Punch 45%, damage 1D3\*+db

Kick 40%, damage 1D6\*+db

\*2x damage if Martial Arts also succeeds

**Armor:** Flesh ward (21 points), leather armor and chain shirt (3 HP damage stopped)

**Spells:** Yes, but all magic points spent.

**Skills:** Climb 75%, Cthulhu Mythos 45%, Devotion to the Harbinger Star 99%, Dream Lore 65%, Evil Histrionics 75%, Hide 60%, History 80%, Jump 75%, Listen 75%, Martial Arts 50%, Occult 90%, Prophecy 85%, Sneak 80%, Spot Hidden 65%, Write Foreboding Text 85%

## FLAUTIST ZOMBIES (4)

STR 11	CON 13	SIZ 12	INT —	POW 1
DEX 7				HP 12

**Damage Bonus:** +0.

**Weapon:** Bite 30%, damage 1D3.

**Armor:** None, but impaling weapons do 1 HP damage; others do half damage.

## CONCLUSION

If the Investigators stop the ritual, the quakes cease, the storm subsides, and the tide recedes to normal. Lei Peng's soul plummets back to the Dreamlands with only some of the notes of Azathoth's Lullaby.

If the Investigators do not interrupt Hygelach by dawn, he collects all of the notes. Instants later, an earthquake shatters the abbey mount and Lindisfarne sinks in a maelstrom of fury. Hygelach perishes in an ecstasy of destructive power, and Lei Peng returns to the Dreamlands with his tattoo knowledge, victorious. In later years, fisherman report that no fish gather over Old Lindisfarne where a blackened and broken cross can be glimpsed beneath the waves.

Lei Peng yearns to return to the Waking World to search for the secrets to unplaying the melody he now knows.

## LOOSE ENDS

Because subsequent scenarios build upon the characters and events of this scenario, there a number of questions purposely left unanswered. As the *Red Eye of Azathoth* series unfolds, the dark veil of a millennium-spanning plot lifts, and the terrifying face of truth stares at the players with lidless eyes.



# APPENDIX A:

## PREGENERATED INVESTIGATORS

### Viking Investigators (brothers)

#### ATSURR HROSSKELSEN Age 22, Oathbreaker Brute

STR 17 CON 15 SIZ 17 INT 13 POW 10  
DEX 11 APP 11 EDU 11 SAN 50 HP 16  
Idea 65% Luck 50% Know 55%

**Damage Bonus:** +1D6

**Weapons:**

Great axe called *Hlôkk* ("screamer") 85%,  
damage 2D6+db  
Fist 50%, damage 1D3+db  
Kick 55%, damage 1D6+db

**Armor:** Leather armor, chain shirt, and helm (5 HP damage stopped)

**Skills:** Climb 48%, Dodge 80%, First Aid 50%, Hide 40%, Jump 30%,  
Listen 42%, Other Language (Old English) 21%, Own Language  
(Old Norse) 55%, Persuade 15%, Sneak 40%, Spot Hidden 55%,  
Throw 30%



Atsurr, whose name means "he who answers (an insult)," is six feet tall and weighs 250 lbs. He once broke an oath and, according to Viking law, anyone can kill him without repercussion. No one dares to try. He speaks Norse and broken English, which he learned from his mother, a freed English thrall. Atsurr sat next to war party leader Hygelach on the voyage from Ribe to Lindisfarne.

#### FLEINN HROSSKELSEN Age 24, Clever Warrior

STR 12 CON 16 SIZ 13 INT 16 POW 9  
DEX 14 APP 10 EDU 13 SAN 45 HP 15  
Idea 80% Luck 45% Know 65%

**Damage Bonus:** +1D4

**Weapons:**

Spear 70%, damage 1D6+db

**Armor:** Leather armor (1 HP damage stopped)

**Skills:** Climb 26%, Dodge 83%, Fast Talk 50%, First Aid 30%, Hide  
60%, Insight 50%, Listen 60%, Other Language (Old English) 21%,  
Own Language (Old Norse) 65%, Sneak 60%, Spot Hidden 60%



Fleinn, whose name means "sharp tongued," is the same age as his cousin Erling, the son of the war party leader Hygelach Kolgrim. Fleinn prefers sneaking-around-back to kicking-down-the-door, and his wisdom is sometimes mistaken for cowardice. He speaks Norse and broken English, which he learned from his mother, a freed English thrall. To acquire Odin's favor, Fleinn slaughtered the monks' livestock, painted the warriors with animal blood for "a good year," and spilled a blood-filled remembrance goblet for the "blessing of departed friends."

### Monk Investigators

#### BROTHER STERLING, Age 17, Acolyte Scribe

STR 8 CON 11 SIZ 10 INT 17 POW 11  
DEX 10 APP 14 EDU 13 SAN 55 HP 11  
Idea 85% Luck 55% Know 65%

**Damage Bonus:** +0

**Weapons:**

Fist 50%, damage 1D3+db  
Kick 30%, damage 1D6+db

**Skills:** Climb 28%, Dodge 45%, First Aid 40%,  
Hide 75%, Insight 75%, Library Use 85%, Listen 35%, Other  
Language (Church Latin) 75%, Other Language (New Testament  
Greek) 21%, Own Kingdom 35%, Own Language (Old English)  
65%, Persuade 75%, Repair/Devise 35%, Sneak 50%, Spot  
Hidden 50%, Write (Latin) 75%



Brother Sterling is an excitable, enthusiastic, seventeen-year-old acolyte. His gangly form is lost inside a simple woolen habit, comprised of a tunic and cowl. When not participating in one of the eight daily services, he labors in the scriptorium and ensures that the dormitory candle burns throughout the night. He sees the Vikings' raid as God's retribution against a sinful people and repeatedly quotes Jeremiah 1:14–16 ("*Out of the north an evil shall break forth upon all the inhabitants of the land . . . And I will utter my judgments against those who have forsaken me*").

#### DEAN ABERTHOL, Age 64, Ex-Soldier Pragmatist

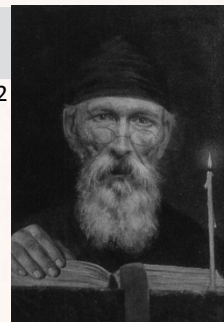
STR 14 CON 16 SIZ 13 INT 16 POW 12  
DEX 13 APP 9 EDU 17 SAN 60 HP 15  
Idea 80% Luck 60% Know 85%

**Damage Bonus:** +1D4

**Weapons:**

Fist 65%, damage 1D3+db  
Sword 75%, damage 1D8+db

**Skills:** Climb 77%, Dodge 76%, Fast Talk 40%,  
First Aid 50%, Hide 60%, Insight 55%, Library Use 55%, Other  
Language (Church Latin) 55%, Other Language (New Testament  
Greek) 21%, Own Kingdom 35%, Other Language (Old English)  
60%, Own Language (Welsh) 85%, Persuade 15%, Sneak 60%,  
Spot Hidden 70%, Write (Church Latin) 30%



Brother Aberthol, whose name means "sacrifice," is an old Welsh dean who has lived at the monastery for thirty years. Like St. Cuthbert of Lindisfarne's past, Aberthol was once a soldier. Aberthol fought against the Danes while in the service of King Rhodri the Great of Wales. His surprising combat expertise allowed him to survive the Viking attack on Lindisfarne twelve years ago, in 875, and to kill three Viking invaders today. Aberthol is a survivor, willing to do what it takes to serve God.



## APPENDIX B:

# PLAYER HANDOUTS

### The Viking Investigators' Handout

#### Who Are You?

You are brothers, and cousins to Erling Hygelachsen, the son of war party chief Hygelach Kolgrim. Erling chose you to guard and speak to the captive monks, because you are the only Vikings who speak (but not read) English.

#### What Do You Know?

According to Viking oral-tradition, tonight is the night Odin died after hanging himself from the world tree Yggdrasil. For nine nights, he hung while pierced by his own spear, because only the dead could learn the ninth rune of power.

The Viking war band consists of fifty men. It took the Vikings thirty-six hours to row two longships from Ribe (the oldest Viking town in West Denmark) to Lindisfarne. Each ship requires twenty oarsmen, features a central mast and sail, and can accommodate thirty-one armed persons or similar volume of loot.

The Christian defenders killed six Vikings. Chief Hygelach has been missing for several hours. Nine men left to fetch Hygelach, but only one gibbering man named Ofeig returned. That leaves thirty-five Viking crew members—five men too few to crew both longships but four men too many for a single ship. To take both ships, at least four of the seven captive monks (called thralls) must be pressed into oarsmen service. Hence, Erling has made it very clear that no Viking may take a captive's life without his direct authority.

You have only three hours of daylight experience with Lindisfarne's terrain and a battle-clouded memory of the monastery's floor plan.

#### What Is Your Goal?

Erling has instructed you to offer freedom to monks who agree to lead you safely into the abbey, in order to stop their bishop's spells and return with Hygelach.

#### What Is Your Perspective?

Odin and the virile god Red Thórr epitomize the virtues that the Vikings' warrior culture exalts: war, cunning, and courage. In sharp contrast, Christianity preaches everything warlord Odin despises: peace, humility, and suffering. Vikings call Jesus *Hvítakristr* ("White Christ"), in which "white" is a pejorative prefix meaning effeminate and cowardly. But tonight reveals that Christians have considerable magical power at their disposal.

#### How Do You Feel About the Monk Investigators?

Killing the monks would violate Erling's orders and letting them die might doom every Viking on this accursed rock. These prisoners obviously possess supernatural favor. You respect that. Moreover, there is something intriguingly familiar, almost familial, about these particular prisoners. The prospect of their aid feels . . . right.

### The Monk Investigators' Handout

#### Who Are You?

You are monks of Lindisfarne, currently captives of the Viking raiders. You speak (Old) English and Latin and can read New Testament Greek.

#### What Do You Know?

Abbot Theadred, visiting Bishop Ardulf, fifty monks, and an herbalist named Wynnifred Brynn resided at Lindisfarne abbey when the Vikings attacked. Six of you plus the herbalist are now chained together, alive. Ten monks lie dead in the mud of the Viking camp. Abbot Theadred and thirty-four monks remain unaccounted for. Four of these monks are likely still bricked up in isolation in the abbey's four anchorholds attached to the church's nave. You cannot believe that it is truly Bishop Ardulf who stand atop the tower.

You know the island geography and the monastery layout perfectly. A secret entrance on the side of the abbey mount leads up through the catacombs where surviving monks might be hiding.

Vikings sacked Lindisfarne twice before, in 793 and 875. Each time, they burned the abbey to the ground before leaving. A similar fire tonight would kill anyone inside and destroy the scriptorium, including the original copy of the *Lindisfarne Gospels*. The monastery's library holds over three hundred unique codices and scrolls, covering religious topics, language translation, and local history.

#### What Is Your Perspective?

The Viking "Satans" slaughtered holy brethren and plundered the house of God. They spattered themselves with animal blood and danced around hell fires. Either directly or through their sacrilegious acts they caused the storm, the rising seas, the comet, and the blood rain. They are demons or possessed by demons.

St. Cuthbert, your patron saint, cast out demons while he was Bishop of Lindisfarne exactly two hundred years ago.

#### What Is Your Goal?

You seek to save the Bishop, the Abbot, your Brothers, and saintly relics before the Vikings set them all aflame or the rising tide claims them. You would lay down your life for these causes. But you may not have to—if you are courageous and very, very smart. So long as the Vikings think you possess some blasphemous magical might, you may be able to exploit that misconception to stay alive long enough to serve God's will. Moreover, if you can learn what pagan demon-magic invoked this nightmare, perhaps you can stop it.

#### How Do You Feel about the Viking Investigators?

The English-speaking Norsemen seem somehow less alien than their kin, almost familiar in some intangible way. Despite all logic, these particular men feel more like protectors than jailors.



## Lindisfarne History (Monks' Knowledge) Handout

This historically accurate timeline should be shared with the players of the monk Investigators only.

- 687 — Cuthbert the Anchorite, Bishop of Lindisfarne, dies.  
Cuthbert's followers, or cult, worship at his grave and seek his elevation to sainthood.
- 698 — Eadfrith, a member of Cuthbert's cult, becomes Bishop of Lindisfarne.  
Eadfrith exhumes Cuthbert and reports an incorrupt corpse.  
Cuthbert sainted.
- 699 — Eadfrith commissions Cuthbert research, culminating in three anonymous *Lives of the Saint*.  
Eadfrith oversees the restoration of Cuthbert's hermitage on Farne.
- 705 — Over the next ten years, Eadfrith scribes and illustrates the Lindisfarne Gospels.
- 721 — Eadfrith dies.
- 793 — Vikings attack Lindisfarne; the Viking Age begins.
- 875 — Vikings attack Lindisfarne a second time.  
The Church pressures Ardulf, Bishop of Lindisfarne, to relocate surviving treasures, including the remains of St. Cuthbert and St. Eadfrith. Both saints are exhumed and declared incorrupt.
- 882 — After seven years' wandering with St. Eadfrith's and St. Cuthbert's remains, Bishop Ardulf and Abbot Theadred deposit the saints at Chester-le-Street, England.
- 887 — Present Day.

## APPENDIX C: VISIONS

### Vision #1: A Golden Death

*A powerful storm cradles a red comet at its eye and swirls around the hilltop temple. You and your brother step between the temple's pillars and enter. You heft your spears and ready your bronze-faced shields. The man you have sought for so long stands in front of a massive golden statue of a woman with outstretched hand. His head is only as tall as her knee. He looks at you with lidless eyes and says, "I knew you would come. You always do." To your horror, the golden statue's chin slowly lowers. Its vacant discus eyes stare down at you. By the time your muscles let you run, it's too late. She has you both in her hand. And she squeezes. The world goes black.*

### Vision #2: Corpse Spiders

*With ghastly jarring movements, spider-like abominations scuttle across the ceiling, walls, and floor. Your blood freezes as you realize they are comprised of your friends' corpses, grotesquely merged together into eight-limbed monstrosities. They hiss, giggle, and gibber insanely as they rush you. You and your brother draw your Jian blades. His almond-shaped eyes flash, and you both charge into their throng. You slice with your Jian, but the creatures pin you and rip it away. The dead thing that tears out your neck with its flat teeth bears an old friend's face. The world goes black.*

### Vision #3: Blood Vision

*You stand atop a four-hundred-foot lighthouse, the tallest in the world. A breeze blows, sour with the smell of the delta, hot from the desert beyond. A red comet hangs low above you in the starry sky. You lift your knife. Reflected in its polished blade, you see your bronze skin and the black makeup that surrounds your eyes. You take hold of your left upper eyelid and cut. Blood floods your vision as you pull out your lower left lid and repeat the stroke. You do the same with your right lids, and then look up through the pain and blood. A surge of power floods through you—red, thunderous, and terrible. But it is not enough. The comet's light remains too faint. You must learn how to draw it closer. But how?*

### Vision #4: A Brass Ball

*A glimmer catches your eye from beneath the stream's surface. Pulling back your habit's sleeve, you reach past your dangling crucifix and raise a polished brass ball from the water. Strange symbols and words run down one side, like a list. Strange . . .*

*A shadow falls over you, cold and terrifying. You feel yourself falling backwards in your own head, plummeting into the far regions of your own mind. A bitter voice laughs in your head. "Come, Eadfrith," the voice of your possessor taunts you. "We have so much to learn about dear St. Cuthbert."*

### Vision #5: Dead Again

*You lie on the ground, gasping. Time slows down. You are dying, like you have so many times before. Another life in vain. You and the others recognized each other in this life. You saw through each other's clothes and customs. You came together as you have in other past-lives, joining forces against the sorcerer. But you failed again. Once again, he lives and you die. Once again, he stares down at you with lidless eyes. He snarls and says, "Why do the dead refuse to lie?" The world goes black.*





# SCENARIO 2:

## THE SILENCE OF THOUSANDS SHALL QUELL THE REFRAIN

*The colors which were so beautiful  
have faded.  
Who in our world  
Will last forever?  
Today, I cross  
Life's furthestmost mountain  
There shall be no more shallow dreaming,  
No more drunkenness.  
—Kūkai (trans. R. H. P. Mason)*

### INTRODUCTION

**Date:** *December, 1287 AD*

**Location:** *Iwaizumi, a town of two hundred and fifty souls located in the northeastern mountains of Honshu, the largest island of Japan.*

In 1167, a Denizen of Leng, pretending to be a local *kami* (god), enslaved the remote mountain village of Iwaizumi. Since then, it has farmed the villagers for their voices, which it removed and placed into small metal pyramids. In return, it blessed the crops so that its human livestock would breed more voices. Now that the comet approaches, it plans to use these magically animated voiceboxes to unplay Azathoth's Lullaby and enable the Denizens to use their own duplicate spheres to possess humans any time they wish.

The Investigators play samurai sent from the *bakufu*, or shogunate government, to investigate the village. Over the course of the scenario they will discover Iwaizumi's secret using skills plucked from their past lives, encounter the latest incarnation of Lei Peng, gain the chance to learn some of the secrets contained in his *Codex of the Harbinger Star*, and learn that Lei Peng is not the only villain seeking to unplay Azathoth's Lullaby. They will discover that the Denizens and Lei Peng are no longer allied, and while the Investigators will have the opportunity to learn the Denizens' goals, those of Lei Peng will remain obscure.

### Player Information

Pregenerated characters are found in **Appendix A**, while **Appendix B** contains two handouts for the players: one (**Player Information: Setting**) detailing the setting and era, and another (**Player Information: Skills**) explaining skills introduced in or unique to this scenario.

The pregenerated characters have conflicting personal motivations, but the scenario does not require it. By default, each Investigator but one houses the reincarnated soul of the Investigator played by the same player in the previous adventure. The Keeper may change this assumption without harming the flow of this scenario, although the players may find it more difficult to grasp the Incarnum mechanic (described in the **Prologue**) in that case.

Before the scenario begins, the Keeper must choose one of the Investigators to house the reborn soul of Hygelach Kolgrim, whose body Lei Peng had possessed in the previous adventure. The best choice is a player whose Investigator made an early or ineffectual exit from the previous scenario.

### Keeper Information

*In the eddies  
Of the wind  
That scattered the cherry blossoms  
Waves indeed rose  
In a waterless sky.  
—Ki no Tsurayuki (trans. R. H. P. Mason)*

### The Silence of Thousands . . .

This scenario consists of five parts. It begins as the Investigators cross a snowy mountain pass into the valley containing Iwaizumi. Here they encounter a minion of a Denizen of Leng, possibly driving it off by force of arms, and first recall a past life (all such visions are collected together into **Appendix C**).

The second section encompasses the Investigators' time in the village itself. This is relatively unstructured—let it continue as long as the players are enjoying themselves. Eventually they should learn that the village has been unusually prosperous for over a hundred years, but the price of this prosperity has been the enforced muteness of all the villagers. This strange state of affairs began when the village elders made a deal with a mysterious robed figure



claiming to be the local *kami*. All the clues are arranged to throw suspicion on the latest incarnation of Lei Peng, but they really point to a Denizen of Leng (of whose existence the Investigators are as-yet unaware).

The third and fourth parts deal with the appearance of Amaratsu Koichi, Lei Peng's latest host. In the third he flies over the village borne on strange mythological beasts. The Investigators may attempt to engage him in combat, but while they may tangle with his mounts Amaratsu likely remains unaffected by their attacks. Eventually he flies to a rendezvous with the Denizen at the very pass where the Investigators began the scenario. Tracking their foes there in part four, the Investigators discover Peng's mutilated corpse and the mangled remains of his precious *Codex*. Excerpts from this tome appear in **Appendix D**; using their fluency in Chinese, the Investigators can learn from it that the Denizens of Leng began the millennia-spanning plot to unplay Azathoth's Lullaby, and that while Lei Peng has aided the Denizens to that point, the mad sorcerer has other goals than his apparent masters.

The finale begins the next morning, when a maddening monotonous music echoes suddenly through the mountain valleys. The Investigators can track its source to a nearby cave system where the Denizen and its minions conduct their unholy orchestra. As the Investigators struggle to stop the blasphemous refrain, they learn the Denizens' true goals. Player success in the previous scenario and the current Investigators' ability to learn the secrets of Iwaizumi make success here more likely. Similarly, how quickly they stop the sanity-draining music now will have repercussions in the next chapter of the arc.

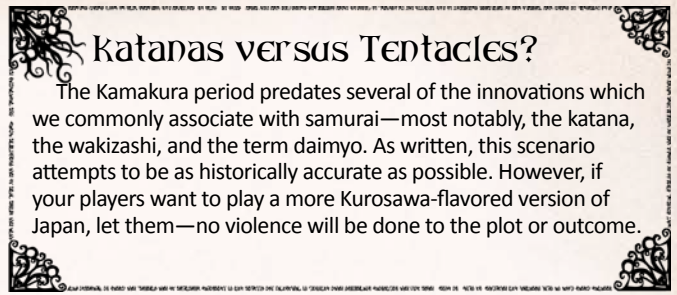
New monsters are detailed in **Appendix E**, while a new spell, Reveille Fugue, is found in **Appendix F**.

### ... and the Red Eye of Azathoth

In addition to their success or failure stopping the unholy music, the players should take two things from this scenario. First, they meet the other villains in the campaign, the Denizens of Leng, and learn their motivations—namely, the eternal enslavement of mankind by means of brass possession spheres. Although the Denizens and Lei Peng have been working together to this point, in this chapter their alliance breaks down, permanently (Lei Peng's own motivations are revealed in a subsequent chapter). Second, the players should become familiar with the Incarnum skill and its usage. Several points in this scenario prompt them to recall skills from past lives in a relatively structured way. As subsequent scenarios involve greater time pressures, make sure that this section ends with everyone comfortable with the use of the Incarnum skill.

### The Keeper's Guide to the Incarnum Skill

The events of this scenario periodically trigger flashbacks in the Investigators—flashbacks in which the characters remember something from a previous incarnation. The text for each of these flashbacks lists the trigger, the targeted Investigator or Investigators, the vision received (found in **Appendix C**), and the skills or spells which the target can gain through the use of Incarnum (itself described in the **Prologue**). Ensure that the players understand how a successful use of this skill can be greatly to their advantage. To make the use of Incarnum somewhat more reliable—and to reflect the Buddhist belief in reincarnation shared by all the Investigators—the Incarnum percentiles are higher in this scenario than in subsequent ones.



### Katanas versus Tentacles?

The Kamakura period predates several of the innovations which we commonly associate with samurai—most notably, the katana, the wakizashi, and the term daimyo. As written, this scenario attempts to be as historically accurate as possible. However, if your players want to play a more Kurosawa-flavored version of Japan, let them—no violence will be done to the plot or outcome.

## SCENE I: AVALANCHE AT STONY PASS

*Hailstones  
glancing off the rocks  
at Stony Pass.*

—Bashō (trans. Hass)

*You have been sent to study the marvelous village of Iwaizumi. For nearly one hundred years this obscure hamlet has been a model for the empire. Through famine, war, and typhoon, it never failed to render its tribute to the capital in full and on time. None of its peasants ever sought redress with the emperor. Life there must be perfect, and your task is to discover its secret.*

*For a month now you have been trekking northward from Kamakura. The birch-clad mountains have grown ever steeper and the gorges more treacherous. A week ago snow began to fall, and you grew concerned that you would not reach Iwaizumi before the mountains became impassable. The path remained clear enough, though, and today should be the last day of your journey, although the driving snow that started with the dawn has slowed your progress. Night has just fallen, and only now have you crested the pass nestled hard against Mount Sakainokami. Though the snow and darkness obscure your view, Iwaizumi must lie below.*

The Denizen of Leng, mindful of the possibility that the reincarnated Investigators might somehow appear in Iwaizumi, has posted some of its degenerate taimatsumaru as sentries. One watches this mountain pass from a snow-covered ledge above. The heat emanating from its body has loosened the snow, so that its initial bark is enough to send a small avalanche crashing down on the Investigators.

Allow each Investigator a Spot Hidden roll to see the barely-contained flames of the creature lurking above. Those who succeed can attempt to Sneak past the monster. If they are unsuccessful, or if the group chooses to fight, Investigators who are aware of the degenerate taimatsumaru's presence may brace themselves and are in no danger of being carried over the side of the pass by the avalanche that follows. However, they will still be in the path of the avalanche, so each Investigator must make a Luck roll to avoid taking 1D6 points of damage from the falling mass of snow and stones. Investigators who are both unaware of the creature and fail their Luck roll must make a second Luck roll, with failure meaning they are swept off the path and experience a rough ride to the bottom of the ravine running along the pass. That trip deals another 1D6 damage and leaves that Investigator or Investigators far below the path (and, presumably, the luckier or more alert members of the group).



After the avalanche sweeps through the party, the degenerate taimatsumaru flies down and attacks, starting with those who were not swept away by its avalanche. If reduced to 3 or fewer HP, it flees the area, never to return.

### DEGENERATE TAIMATSUMARU, SNOWBOUND SENTRY

STR 12      CON 11      SIZ 8      INT 10      POW 4  
DEX 16      MOV 5/12 flying      HP 10

Damage Bonus: 0

Weapons: Bite 40%, damage 1D6 + 0

Claw 30%, damage 1D6 + 0

Armor: none.

Skills: Spot Hidden 70%

Sanity Loss: 1/1D6 Sanity points to see a degenerate taimatsumaru.

Note that even the corpse of a degenerate taimatsumaru can still cause Sanity loss.

**Keeper's Note:** The encounter description above assumes the Investigators are travelling on foot. If the players insist that samurai of their rank would be mounted, tell them they have been forced to leave any mounts behind in the last village, the high pass being too steep for horses at this time of year.

A short distance past the ambush point, at the top of the pass, lies a shrine to the *kami* of Sakainokami, as well as the scorched corpses of several unfamiliar samurai. Apparently the Investigators were not the only group sent to learn the secret of Iwaizumi!

After the battle, the avalanche has exposed the limestone of Mount Sakainokami in a strangely familiar pattern: Αζαθοθ. The name elicits memories of the Investigators' previous lives.

### FLASHBACK

**Trigger:** The Investigators see the snow and rock conspire to spell the name of the Daemon Sultan Azathoth.

**Target:** All of the Investigators except for the one who plays the reincarnated Hygelach.

**Vision #1: The Lindisfarne Legacy**

**Incarnum Possibilities:**

- reincarnated Atsurr—Climb (48%) or Jump (30%);
- reincarnated Fleinn—Fast Talk (50%) or Sneak (60%);
- reincarnated Sterling—First Aid (40%) or Sneak (50%);
- reincarnated Aberthol—Climb (77%), Fast Talk (40%), or Sneak (60%)

The Investigators can reach Iwaizumi with another two hours of travel.

## SCENE 2: THE VILLAGE OF IWAIZUMI

*When the winter chrysanthemums go  
there's nothing to write about  
but radishes.*

—Bashō (trans. Hass)

In most respects Iwaizumi is a typical medieval Japanese town. The residents eat, sleep, fall in love, bear children, die, and generally live quiet, ordinary lives. Four things mark Iwaizumi as unique, however. These are listed below, along with the ways Investigators might discover them and some notes on how the Keeper should present them.

**First,** no one in Iwaizumi can speak. The Denizen of Leng visits them in their cradles and excises their voiceboxes in order to power one of its eldritch pyramids. No one has been able to speak for generations, so to the villagers this circumstance is completely normal. They understand the concept of speech from occasional visitors but do not understand spoken Japanese. In general, they consider the loss of their speech to be an acceptable sacrifice for their great prosperity. (Note, however, that only the village leaders know that there was an actual bargain made between the *kami* and their predecessors; see the fourth oddity below.)

The villagers communicate by gestures and charcoal scribbles on ubiquitous pieces of birchbark paper. Essentially they have created their own visual language. The Investigators will have to learn this argot if they hope to communicate. In game terms, allow an Intelligence or Poetry (Art) roll to understand a particular statement and an Intelligence or Calligraphy (Art) roll to create a drawing that a villager will understand. The use of Poetry reflects a samurai's familiarity with figurative language, while Calligraphy captures the evocative brushwork required. As the Investigators get more experience with the language, the Keeper may choose to make things a bit easier on the Investigators by reserving rolls for attempts to communicate particularly difficult ideas. For example, in such a case, roll for "Describe the embodiment of the *kami*" but not for "Where does the miller live?"

**Second,** the residents of Iwaizumi are uniformly well-fed. At a time of war and famine, and before modern advances, such prosperity in a simple village is unprecedented. Describe the villagers appropriately; a Medicine or Own Kingdom roll confirms the oddity of the situation. A Persuade or Fast Talk roll convinces a villager to explain their view of this prosperity: they believe that the sacrifices they make to their *kami*—in particular, the mystical sacrifice of their voices—ensure the vitality of their crops and livestock. A Natural World roll tells the Investigators that no other village in the realm, no matter how pious, has ever achieved such fertility. In any case, the climate of the northern mountains makes Iwaizumi the last place to expect such bounty. None of the villagers knows that the Denizen of Leng uses magic to ensure that the villagers are well-fed. This oddity helps to explain the Denizen's motivation and can lead to the final clue, but it may be omitted if the Investigators do not need it.

**Third,** no birds live within twenty miles of Iwaizumi. The villagers no longer notice this—to them, birds are just another mythical creature—and have no explanation. The Investigators can notice the absence on a successful Natural World roll, although they have no way to learn that the taimatsumaru and its descendants drove away any avian competition. This detail presages the final opponents. It is optional and can be discovered at any time.

**Finally,** a Denizen of Leng has been impersonating the local *kami* for twelve decades. The village leaders (the governor, the miller, and three of the more established farmers) occasionally meet with it in the shrine, and Jamuqa the tanner has tracked it to the caves of Ryusendo. The Denizen always wears a cowed robe and takes great pains to ensure that the villagers never see any exposed



skin or the details of its not-quite-human face. The Investigators can gain this information only if they genuinely earn the trust of one of these villagers; in game terms, this requires a Persuade roll over the course of significant amount of time (likely days). Fast Talk is never effective. This clue is important—after the previous (Lindisfarne) scenario, the players will be expecting Lei Peng to show up, and the Denizen's disguise makes it easy to mistake it for Peng. An ideal time for the Investigators to learn this is just before the beginning of **Scene 3**. A second successful Persuade roll would reveal that the kami lives in Ryusendo; learning this fact should immediately trigger the next scene.

## A Gazetteer of Iwaizumi

Iwaizumi surrounds a central village square. Notable places include each of the following.

**The Governor's House:** Shigeruchan, the village governor, lives in this fortified wooden house with his two wives (Genmei and Meguni), his daughters (Emi, Etsuke, Raicho, and Setsuko), his sons (Akira, Bokkai, Honzon, Makoto, Manabu, Naoki, and Sanjiro), and his manservant Kazuya. The villagers will direct the Investigators here when they arrive in Iwaizumi, for this is the only house with guest quarters. Kazuya will direct the Investigators to their quarters and indicate that they are to await Shigeruchan the next day. See the Tea Ceremony event below.

### The Sound of Silence

One way to emphasize the strange situation in which the Investigators find themselves is to require that all communication with the villagers take place through writing and gestures. Make the players provide the actual pictograms they are trying to use to make their point, and reply with a sketch as if you were a villager. To make this most effective, spend a few minutes before the session coming up with 'Iwaizumi pictograms' for common words. Not all groups will enjoy this option; if your players are becoming frustrated, consider transitioning back to normal play once their Investigators start to get a handle on the language of Iwaizumi.

**The Village Shrine:** Although the Denizen travels here regularly, it does not do so during this scenario. However, century-old paintings of the surrounding area decorating the shrine contain a clue—an image of the cave mouth of Ryusendo shows a faint green glow emanating from underground. A Painting (Art) roll reveals this clue, although it gives no insight into the source of the light. No villagers know the source of the light, and few other than the resident monk that it even exists, as the elders discourage travel near the cave.

**The Mill:** Natsu the miller lives here with his wives (Ai and the pregnant Miyoko) and his sons (Akemi, Chiyo, Ise, Noriko,





## The Rest of the Village

In addition to the individuals mentioned in the text, Iwaizumi has 200 or so villagers inhabiting a number of farmsteads. They raise rice, yams, apples, daikon radishes, pigs, sheep, goats, ducks, and bees in varying proportions. If the Investigators interact with one, choose from or roll on the table below to generate a name, a salient appearance detail, and a dominant personality trait. Most people of the time had only one name, with their village name or occupation serving the function of surnames. Note that the various rows are independent—choose a name and then choose an appearance from a different row.

D20 roll	Male	Female	Appearance	Personality
1	Atasuke	Fumiko	Arthritic	Arrogant
2	Chojiro	Haruka	Bald	Boisterous
3	Daisuke	Hirsako	Brawny	Cheerful
4	Eisaku	Kana	Goiter	Critical
5	Fujimaru	Kaori	Limp	Curious
6	Goro	Kiyo	Long hair	Dimwitted
7	Hiroshi	Kyouko	Missing finger	Efficient
8	Isamu	Mai	Missing leg	Energetic
9	Jiro	Mami	Narrow face	Friendly
10	Jurobei	Nanami	No eyebrows	Gossipy
11	Masao	Okichi	Pock-marked	Insecure
12	Noboyushi	Ryoko	Prominent cheekbones	Lazy
13	Osamu	Sachiko	Prominent nose	Loud-voiced
14	Shigeru	Tamafune	Rotund	Meek
15	Shiro	Tsukiyama	Round face	Open
16	Shouta	Umeke	Short	Quiet
17	Tohei	Wazuka	Strong chin	Religious
18	Ukyo	Yae	Tall	Sharp-tongued
19	Washi	Yuko	Useless arm	Shrewish
20	Yuta	Yumi	Weak chin	Suspicious

and Shizuko). As the only villager who travels regularly outside the village (to deliver the village tribute), Natsu understands spoken Japanese and is usually among the first to meet with any outsiders. Rather than write in Iwaizumi pictograms, Natsu prefers to use hand gestures to convey his meaning. Investigators who visit the mill will pass the spider-infested old storehouse, triggering a flashback.

### FLASHBACK

**Trigger:** Fujiwara no Kenko sees the thick spiderwebs filling the mill's old storehouse.

**Target:** Fujiwara no Kenko.

**Vision #2: The Spider Swarms**

**Incarnum Possibilities:** Swim (80%).

**The Tannery:** Jamuqa the tanner lives here, shunned by the rest of the villagers as an unclean outcast. Jamuqa is the only resident of Iwaizumi who was not born there—he was a Mongol soldier in Kublai Khan's fleet who was horribly disfigured and rendered mute in battle. After skulking through the Japanese countryside for the better part of a decade he eventually arrived in Iwaizumi and replaced their tanner. As an outsider, he noticed the unusual silence and remarkable prosperity, and he has been quietly investigating

Iwaizumi. He has learned that the *kami* walks, but not like a man; that it lives in the caves of Ryusendo; and that the *kami* regularly meets with the village leadership at the shrine. He will share that information after a successful Persuade or Fast Talk roll, writing with his finger on a tanned animal skin to avoid leaving any written trace that he has revealed village secrets to strangers.

## Events in Iwaizumi

A series of events befall the Investigators while they explore Iwaizumi. Suggested times are listed, but arrange these events for the greatest dramatic impact.

**Tea ceremony (Morning of the first full day):** In honor of the arrival of a delegation from Kamakura, the governor invites the Investigators to a formal tea ceremony. Once the ceremony is over, Shigeruchan engages the Investigators in 'conversation' (via birch-bark, brushes, and fresh ink set before each of them). He attempts to answer any question they ask honestly though obliquely. (For instance, if asked why the village is so prosperous, he would reply, "*We are very pious and offer the spirits all that they are due*"). Importantly for the Investigators, the window into the soul offered by the formal tea ceremony means that they can use Tea Ceremony (Art) rolls in place of Insight to study the governor's behavior. Alternatively, Tea Ceremony could replace the communication skills listed above. The Investigators can request another tea ceremony each day, so they can return to ask the governor more questions during their stay in Iwaizumi. The governor directs the Investigators to the miller if they have other questions.

**Red Clouds (Second day):** The snowstorm finally breaks, revealing a clear sky. In the afternoon strangely colored clouds appear in the east.

### FLASHBACK

**Trigger:** Minamoto no Ryutaro sees blood-red clouds blowing in from the east.

**Target:** Minamoto no Ryutaro.

**Vision #3: Symphony of Screams**

**Incarnum Possibilities:** Musical Performance (Art) 75%.

**A baby is born (Third day):** The miller's wife Miyoko gives birth to his new son Jun. The newborn is just as loud as any new baby, providing a clue that the loss of voice happens after birth. Try to downplay this detail in your descriptions—mention casually during another scene that a baby is crying in the background. That evening, the Denizen visits the mill and removes Jun's voice, so by morning the cries have stopped. If the Investigators think to watch the mill, allow them to do so—the Denizen is very cautious, but creative play should be rewarded. If possible, have it escape in a way which suggests Lei Peng.

## Ending the Scene

Allow the Investigators to spend as much time in Iwaizumi as they like. Once they have discovered that the Denizen—who they may think is actually Lei Peng—lives in Ryusendo, or once they have grown bored of interacting with the silent townsfolk, move toward the finale by beginning **Scene 3**. The remainder of the scenario runs over the course of a day without any interruption, so try to ensure that the Investigators are as healthy and as prepared as they can be.



## SCENE 3: INSANITY ABOVE

*Singing, flying, singing.  
the cuckoo  
keeps busy.*

—Bashō (trans. Hass)

*More noise than you have heard in your entire time in Iwaizumi awakens you. Slamming doors provide the only familiar note. Rising and falling behind them is the sound of a great flock of birds chirping in a deep baritone. Atop it all a familiar voice screams, berates, sings, babbles . . . the words pile atop one another in a jumble, but they keep returning to a common refrain: “The Red Eye opens!”*

If the Investigators make their way outside or look out their windows, continue with the following:

*The clear, cold night sky is much brighter than it ought to be. At first you thought it was a particularly strong aurora, but this light comes from the east, not the north. A great red disk has invaded the firmament, its crimson stain stretching behind it like smoke from accursed incense.*

The comet’s appearance triggers another flashback.

### FLASHBACK

**Trigger:** Fujiwara no Takako beholds the comet stretched across the sky.

**Target:** Fujiwara no Takako.

**Vision #4: The Oracle**

**Incarnum Possibilities:** The spell Deafness

*The noise, though, comes from a closer source. Above you a man rides on a carpet of misshapen purple birds. Each bird has only one wing, but pairs of them link together to fly like the mountain hawks. Their beaks emit the deep chirps which woke you from your slumber. The pairs seem to be answering one another as if they were deep in conversation. The man atop their backs draws your attention as he bellows a command to the valley. “Come out and attend me! My time is at hand! The melody awaits our composition!”*

*The comet awaits our call!” As he banks to pass over the village once more, you notice blood dripping from his lidless eyes onto his tattooed face. He pays it no mind. Despite his recent maiming, you recognize the man as Amaratsu Koichi, a noble samurai you befriended on your journey to Iwaizumi when your paths ran together for a few days.*

### FLASHBACK

**Trigger:** The Investigators behold the latest host of Lei Peng.

**Target:** The Investigator who once was Hygelach Kolgrim.

**Vision #5: The Mad Viking**

**Incarnum Possibilities:** The spell Flesh Ward

Once they see the jian-birds and Lei Peng, the Investigators are subject to the appropriate Sanity loss (0/1D2 SAN and 0/1D4 SAN, respectively).

Lei Peng solely intends to announce his presence to the Denizen; he plans to provide the notes

of Azathoth’s Lullaby he gained at Lindisfarne and aid the Denizen in casting the spell *Reveille Fugue*. The townsfolk barricade themselves in their houses and do nothing, but Lei Peng nonetheless sends three pairs of jian to attack villagers, just to make sure they do not follow him or interfere in his grand scheme. Each pair chooses a building, sets it aflame by overturning torches and lanterns, and attacks the fleeing villagers. The jian swiftly eat the eyelids of any defeated foes. Have the jian attack villagers with whom the Investigators have developed a rapport in order to highlight the decision the players must make—should they defend the village or attack their eternal foe? Emphasize the horror of the scene by emphasizing the muteness of the villagers—how can a mother trapped with her infant atop a burning building summon aid without a voice?

If the Investigators attempt to communicate with Peng, he ignores them. If they attack, the ever-shifting nature of his avian conveyance means that attacks aimed at Lei Peng have a 90% chance of striking a jian instead. If a jian is injured, it and its mate fall from the sky and attack the Investigators on the ground. When Lei is reduced to four jian, or if he takes any damage himself, he flies off immediately to the now-cleared ledge overlooking Stony Pass—the very site where Investigators encountered the degenerate taimatsumaru on their journey to Iwaizumi.





**AMARATSU KOICHI, LATEST INCARNATION OF THE DEATHLESS SORCERER LEI PENG**

**STR** 11      **CON** 12      **SIZ** 9      **INT** 17      **POW** 19  
**DEX** 15      **APP** 7      **EDU** 30      **SAN** 0      **HP** 11  
**Idea** 85%      **Luck** 95%      **Know** 99%

**Damage Bonus:** +0

**Weapons:** *Tachi* 20%, damage 1D8 + 0

*Kaiken* 25%, damage 1D4 + 0

**Armor:** none

**Skills:** Alchemy 75%, Anthropology 60%, Astronomy 95%, Cackling Exposition 15%, Climb 75%, Cthulhu Mythos 45%, Devotion to the Harbinger Star 99%, Dream Lore 65%, Evil Histrionics 75%, Hide 60%, History 80%, Incarnum 80%, Jump 75%, Listen 75%, Martial Arts 50%, Occult 90%, Other Language (Aklo) Read/Write 50%, Other Language (Ancient Egyptian) Read/Write 50%, Own Language (Chinese) Read/Write 99%, Own Language (Japanese) Read/Write 99%, Prophecy 85%, Sneak 80%, Spot Hidden 65%, Write Foreboding Text 85%

**Spells:** Augur, Call Harbinger Star, Death-thralls, Dread Curse of Azathoth, Enchant Object (Knife), Flesh Ward, Shrivelling, Summon/Bind Jian, Wrack, and any others the Keeper deems suitable

**Sanity Loss:** 0/1D4 Sanity points to witness Lei Peng's disturbing tattoos and lidless stare.

**TEN JIAN BEARING LEI PENG**

	1	2	3	4	5	6	7	8	9	10
<b>STR</b>	12	10	6	11	8	9	13	6	14	16
<b>CON</b>	6	5	4	4	6	2	4	3	5	4
<b>SIZ</b>	18	18	13	13	19	19	20	20	16	16
<b>INT</b>	6	4	4	5	6	5	4	4	2	1
<b>POW</b>	2	4	4	1	5	6	4	1	1	3
<b>DEX</b>	16	16	16	16	16	17	17	17	22	18
<b>HP</b>	12	12	9	9	13	12	12	12	11	10
<b>DB</b>	+1D4	+1D4	+0	+0	+1D4	+1D4	+1D6	+1D4	+1D4	+1D4

**MOV** 1/12 flying (in pairs only)

**Weapons:** Beak 20%, damage 1D3 + db

Wing Buffet 60%, damage 1D3 + db

**Armor:** none

**Skills:** Spot Hidden 70%

**Sanity Loss:** 0/1D2 Sanity points to see a jian.

The jian bear Lei Peng in pairs, from 1/2 in the front to 9/10 in the rear.

**SCENE 4:  
THE CORPSE AND THE CODEx**

*Cold night: the wild duck,  
sick, falls from the sky  
and sleeps awhile.*

—Bashō (trans. Hass)

On this clear winter evening the Investigators can watch Lei Peng and the jian fly to Mount Sakainokami. If they pursue, it takes two hours for them to reach Stony Pass. Regardless of their actions, ten minutes after Lei Peng leaves Iwaizumi, suddenly the taimatsumaru flies overhead in pursuit.

*Thunder splits the clear sky above as an enormous bird, wreathed in unholy green flames, streaks across the sky after the madman. The flames trailing beyond this horror re-create in miniature the great comet above. Moments after it passes, a hot wind slaps your faces, leaving in your nostrils the smell of burnt feathers and charred flesh.*

All Investigators witnessing this flight are subject to 1/1D10 SAN loss.

If they continue to Stony Pass, once they reach the ledge, they discover the remains of a lopsided battle. The corpse of Lei Peng is found on a nearby ledge:

*Even before you clamber onto the ledge you smell the coppery tang of fresh blood. Draping the rock like a thin blanket is a layer of charred purple feathers, while propped against the side of Mount Sakainokami is the headless corpse of the sorcerer. Soot covers his charred flesh and clothes, hiding the full extent of his blasphemous tattoos. Clutched in one shriveled, blackened hand is part of a book; at his feet loose leaves of paper slowly saturate with blood.*

The burned corpse of Lei Peng triggers a flashback.

**FLASHBACK**

**Trigger:** Miyoshi no Fuyuyasu sees the burned body of Lei Peng.

**Target:** Miyoshi no Fuyuyasu.

**Vision #6: The Ungrateful Assassin**

**Incarnum Possibilities:** The spell Shrivelling.

The taimatsumaru and the Denizen arrived here before the Investigators. Once they ascertained that Lei Peng had recorded the notes to Azathoth's lullaby, they killed their no-longer-useful pawn and took the end of the *Codex*, which contained the recorded notes.

The real treasure here is the remains of the *Codex of the Harbinger Star*. Although the later sections are missing, the early parts—written in Chinese script readable by the Investigators—are still present and legible. The script is archaic, however, so each section requires a successful Other Language (Chinese) roll to read. The three sections in **Appendix D** are the actual clues, although the Keeper should feel free to intersperse other writings from Peng's *Codex*, basing them on the various Visions occurring in this and other scenarios in the *Red Eye of Azathoth* campaign. Skimming thorough the remains of the *Codex* helps ensure that the Investigators realize the full horror of the Denizens' plans, potentially losing sanity in the process. This is the best moment to introduce the depths of the Denizens' cynical villainy, so try not to let it go to waste.

Further complicating things for the Investigators, Lei Peng's corrupted blood has reacted with the snow to form a caustic paste. Each round this does 1D3–1 points of damage to any Investigator in contact with the *Codex*. One round spent wiping the filth off with rags or fresh snow ends the damage. However, each round the corrosion makes the *Codex* harder to read, imposing a 5% penalty per round to the Other Language (Chinese) roll. A single section can be cleaned in a round, but the Investigator doing so cannot avoid taking damage for that round.



## SCENE 5: THE REVEILLE FUGUE

*More than ever I want to see  
in these blossoms at dawn  
the god's face.*

—Bashō (trans. Hass)

*Morning dawns with the comet so low in the sky that even the daylight fails to hide its fearsome vermilion visage. With unnatural suddenness, maddening monotonous music echoes through the steep mountain valleys. You feel you have heard this tune long ago, but this time it is wrong in a completely new way; you can feel it pulling your sanity out through your ears.*

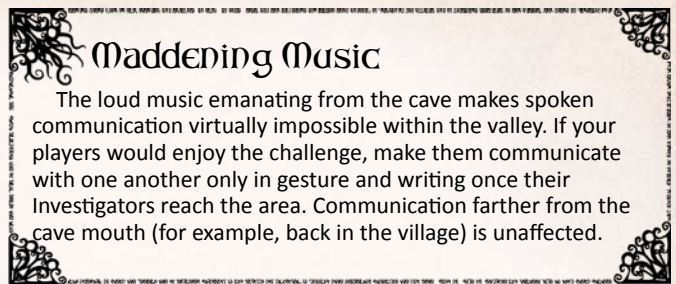
**Vision:** As soon as they hear the Denizen's music, all Investigators have a brief flashback to the final climactic scene in the first adventure: read aloud or summarize the description of **page 15** for them.

The Denizen begins to cast the spell Reveille Fugue at 8 a.m. with whatever notes it gathered from the *Codex*. The spell will take 12 hours to complete if it has complete knowledge of the melody—in other words, if the Investigators completely failed to stop Hygelach Kolgrim in the previous scenario. If they succeeded in stopping Hygelach, the spell takes an additional two hours to cast. For each quarter-hour before their 5 a.m. deadline in the Lindisfarne scenario that they succeeded, the spell takes an additional hour. For example, if the Investigators stopped Hygelach at 3 a.m., then the Denizen will require 22 hours to complete the spell (12 base hours + 2 hours for success in England + 8 hours for the eight quarter-hours by which they beat the 5 a.m. deadline). The Investigators have this long to stop the Denizen.

The clock works in the Investigators' favor in one small way. Each hour the spell requires the sacrifice of two magic points, and the Denizen takes these magic points first from its degenerate taimatsumaru servitors and then from its true taimatsumaru ally (see page 29). This means that the Denizen's allies diminish over the course of the spellcasting. To track this, remove two magic points per hour from the degenerate taimatsumaru (beginning at #1 and proceeding in order). When one reaches zero, remove it from the game—the spell will not permit it to recover its magic points until the scenario ends, so its summoning is dismissed.

On the other hand, the Investigators—like everyone else within earshot of the spell—lose 1/1D4 Sanity points per hour as they hear the maddening music, so waiting has its consequences. Stopping up the ears will lessen the loss to 0/1D2 Sanity points per hour (as per the spell description on page 35).

The Denizen and its allies remain at the caves of Ryusendo throughout the casting of the spell. These caves lie two hours' walk northeast of Iwaizumi. The Investigators can learn the source of the music in a few different ways. If they have learned that the local *kami* lives in the caves of Ryusendo, then any villager can direct them to the path. A series of four successful Track and Musical Performance (Art) rolls, with at least one successful roll of each skill, can locate the source of the music among the confusing mountainside echoes. Alternatively, Spot Hidden can be used to note a faint green glow coming from outside of town. Investigators who gained the clue from the paintings



### Maddening Music

The loud music emanating from the cave makes spoken communication virtually impossible within the valley. If your players would enjoy the challenge, make them communicate with one another only in gesture and writing once their Investigators reach the area. Communication farther from the cave mouth (for example, back in the village) is unaffected.

in the village shrine make the connection with the cave mouth on an Idea roll; any villager can direct the Investigators to Ryusendo. Each such skill check, whether successful or not, takes one hour.

Once the Investigators reach the environs of Ryusendo, they see an uncanny sight.

*A mountain stream—really a small river—runs north to south. Following it along this high valley's floor on the west side runs an overgrown man-made track. As you trudge along, heading north, you reach a spot where the track fords a smaller stream flowing out of a cave mouth to the west. Emanating from this cave is a green light that turns your stomachs. Worse still, a boulder in front of the cave bears a horrible burden. The head of the mad sorcerer you saw fly over the village is nailed to the stone with a brass spike through its forehead. Drawing closer, you see that jammed into the broken mouth is a brass sphere. Inexplicably, the head's eyes still move, endlessly reading a message written in the snow before it with what must be Amratsu Koichi's own blood. It reads, "Your time has passed. Now through the brass spheres we shall ride humans as the beasts they are. Your purpose served, witness the fruits of your eternal labors."*

Viewing Lei Peng's ruined head costs 1/1D4 SAN.

A sentry is also likely to be present near Lei Peng's head, at the point marked **S** on the map; see below for details. If any Investigator examines the ford, smaller stream, or river at this point, allow a Spot Hidden or Natural World roll to notice that nearby a second, underground stream also enters the river (**U**), flowing from the same side of the mountain; an Idea roll suggests both smaller streams flow from different parts of the same cave. The underground stream is wide enough for an Investigator to Swim into the cave, although the icy cold water (it is wintertime, after all) makes the trip quite unpleasant.

If the Investigators remove the brass sphere or spike from Lei Peng's head, the new opening is rapidly filled by a mass of spiders. The vermin proceed to devour the head, at the cost of 2/1D8 SAN for anyone watching. The sphere itself does nothing at this point, whether because of the spell being cast by the Denizen or the imminent departure of the Red Eye. It cannot be destroyed by any means currently available to the Investigators, and shifts to the Dreamlands within the year, to later reappear somewhere on Earth and await Lei Peng's next victim.

If the Investigators enter the cave, they behold an unsettling sight:

*The white and tan limestone of the cave itself is lit by what must be a thousand brass pyramids, each glowing from within in a putrescent green hue. They nearly fill the flat surfaces of the cave, piled haphazardly on ledges and floating like paper*



lanterns on the crystal-clear waters of a subterranean stream. Each pyramid seems to sing with what cannot, but nonetheless must, be a human voice. The toneless maddening song which has wormed its way into your minds all day comes from these very pyramids. Most disturbing of all, though, is the gnawing suspicion that you know the owners of these voices. That this song is being sung by the voices of the silent people of

Iwaizumi—fathers and mothers, children and elders, singing in unison in some horrific choir—though how their voices were divorced from their bodies none of you can say.

Note that these summaries omit any mention of the creatures inhabiting the caves; insert the appropriate description when the Investigators encounter one of their Mythos foes.

With the latest incarnation of Lei Peng eliminated, the Denizen expects little opposition. Nonetheless, it and its allies have crafted a plan for the defense of Ryusendo. One sentry waits outside the caves (S); initially, this is degenerate taimatsumaru #8 (see page 29). If the sentry is attacked and can raise an alarm, then another degenerate taimatsumaru (if available) leaves to assist. Continued combat brings even more foes from the cave, although the true taimatsumaru leaves the cave only if he is the sole ally left to the Denizen. The cave's inhabitants check on the sentry every hour, so if the Investigators manage to remove it silently and then depart, the sentry will be replaced within an hour. If any attempt is made to interfere with the cave opening, then reinforcements mobilize as if the sentry raised the alarm. The Denizen does not have enough allies to send any in pursuit of the Investigators.

As noted above, the number of servitors available to the Denizen diminishes over the course of the day, as their magic points are consumed by the casting of the spell. Once that happens to the last degenerate taimatsumaru (around hour 19 of the spellcasting), the true taimatsumaru replaces his descendant on watch duty, while the Denizen remains inside the cave to complete the spell.

Several avenues for Investigator victory exist; be generous if your players invent another reasonable one. Likely possibilities, and some notes on adjudicating them, are listed below. Generally, except in the case of combat, at least five successful rolls are required to stop the Denizen. Allow the players to gather any reasonable equipment from Iwaizumi, as the slipping-into-insanity villagers do not object. Remember, however, to take into account the travel time to and from Ryusendo (two-hours minimum).

### 1. Prevent the Denizen from completing the spell.

Essentially this demands combat. During the initial phase of the spell (when the Denizen is adjusting the music), it will be unable to fight back and must rely upon its minions. Reaching the point of combat with the Denizen implies that the Investigators already defeated or have driven off the taimatsumaru and its descendents.

### 2. Prevent the music from exiting the cave.

This could be accomplished in at least two quite different ways:

(a.) **Blocking the entrance to the cave so the sound does not escape.** Strength rolls could be used to roll enough boulders into the way to block the cave opening. Alternatively, some combination of fire and water could be used to send an avalanche down the mountain, relying on Strength to start the avalanche, Dexterity or Luck to avoid being caught up in it, and Intelligence or Natural World to guide it to the appropriate destination. The latter approach has the distinct advantage that the inhabitants of the cave ought not to be aware of it, and thus able to prevent it, until too late.

(b.) **Creating a different source of music to interfere with the spell.** This would require the appropriate musical instruments or voices and successful use of Musical Performance (Art). This is the only









downstream to  
Iwaizumi

S

U

T

D

# Ryusendo Caves

20 feet





## APPENDIX A: PREGENERATED INVESTIGATORS

### FUJIWARA NO TAKAKO, Age 24, Ambitious Noble

STR 11 CON 12 SIZ 13 INT 16 POW 14  
DEX 11 APP 14 EDU 17 SAN 70 HP 13  
Idea 80% Luck 70% Know 85%

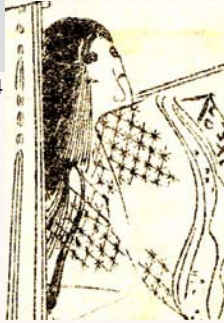
Damage Bonus: +0

#### Weapons:

*Naginata* 15%, damage 1D10 + db  
*Kaiken* 25%, damage 1D4 + db

**Armor:** 6-point leather and scale

**Skills:** Calligraphy (Art) 55%, Incarnum 30%, Insight (Psychology) 85%, Listen 85%, Occult 50%, Other Language (Chinese) Read/Write 66%, Own Language (Japanese) Read/Write 85%, Painting (Art) 45%, Persuade 75%, Poetry (Art) 55%, Tea Ceremony (Art/Psychology) 80%



You should have been the Empress. For hundreds of years your clan provided wives to the Emperors, until your birthright was taken from you by those thick-skulled Minamoto. You will do whatever it takes to restore the glory of the Fujiwara and give your children the life you should have had. You will make your husband (Fujiwara no Kenko) great, even if you must drag the dullard to greatness by his pig-like snout. This mission from the shogun will be the first step. You must succeed, and you and your husband must return to Kamakura. Nothing else matters.

### FUJIWARA NO KENKO, Age 28, Restless Warrior Samurai

STR 15 CON 15 SIZ 15 INT 9 POW 10  
DEX 13 APP 13 EDU 13 SAN 50 HP 15  
Idea 45% Luck 50% Know 65%

Damage Bonus: +1D4

#### Weapons:

*Tachi* 85%, damage 1D8 + db  
*Daikyu* 85%, damage 1D10 + db  
*Kaiken* 25%, damage 1D4 + db

**Armor:** 6-point leather and scale

**Skills:** Calligraphy (Art) 15%, Incarnum 30%, Own Language (Japanese) Read/Write 65%, Painting (Art) 15%, Poetry (Art) 15%, Ride 45%, Spot Hidden 85%, Tea Ceremony (Art/Psychology) 35%, Track 60%



Finally you have the chance to leave behind the inane prattle and endless paperwork of the *bakufu*. During the Mongol invasions your martial prowess vaulted you upward in the shogun's esteem, but since then you have not been able to exhibit your skills. Perhaps this northern mystery presages another conflict, one in which your might will once more remind the calligraphers and poets of the court where true virtue lies. Find someone to fight, revel in your victory, and impress your adoring young wife (Fujiwara no Takako) with your bravery and strength.

### Creating Your Own Investigators

If the players want to create their own Investigators for this adventure, keep a few things in mind. First, review the players' handout covering skill usage in **Appendix B**. This scenario was designed with the listed skills in mind, so if Investigators do not have any ranks in them, the Keeper may have to improvise. Second, avoid giving Investigators high ranks in Climb, Musical Performance (Art), Sneak, or Swim, as those skills are designed to be gained through the use of Incarnum.

### MINAMOTO NO RYUTARO Age 22, Painter and Philanderer

STR 9 CON 8 SIZ 13 INT 16 POW 10  
DEX 11 APP 18 EDU 11 SAN 50 HP 11  
Idea 80% Luck 50% Know 55%

Damage Bonus: +0

#### Weapons:

*Tachi* 25%, damage 1D8 + db  
*Daikyu* 30%, damage 1D10 + db  
*Kaiken* 25%, damage 1D4 + db

**Armor:** 6-point leather and scale

**Skills:** Calligraphy (Art) 89%, Incarnum 30%, Other Language (Chinese) Read/Write 72%, Own Language (Japanese) Read/Write 55%, Painting (Art) 89%, Persuade 95%, Sneak 46%, Tea Ceremony (Art/Psychology) 5%



You are the greatest painter of your generation—your brushstrokes cause men to gasp in admiration and women to fall into your bed. The court was shocked when you offered to accompany this expedition. Life in Kamakura had become routine, though, and even marriage to the two most beautiful women in Japan could not eradicate your ennui. Let the days in the northern mountains provide new inspiration for your brushes, while the evenings deliver fresh farm lasses for your amusement.

### MIYOSHI NO FUYUYASU Age 18, Hidden Scion

STR 11 CON 8 SIZ 13 INT 18 POW 15  
DEX 10 APP 10 EDU 9 SAN 75 HP 11  
Idea 90% Luck 75% Know 45%

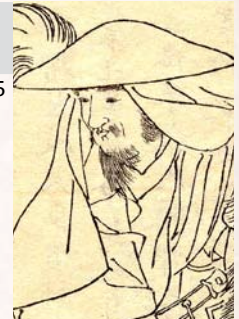
Damage Bonus: +0

#### Weapons:

*Tachi* 20%, damage 1D8 + db  
*Daikyu* 70%, damage 1D10 + db  
*Kaiken* 25%, damage 1D4 + db

**Armor:** 6-point leather and scale

**Skills:** Calligraphy (Art) 35%, Incarnum 30%, Insight (Psychology) 65%, Listen 75%, Natural World (Natural History) 80%, Own Language (Japanese) Read/Write 45%, Painting (Art) 35%, Poetry (Art) 35%, Tea Ceremony (Art/Psychology) 35%



Your real name is Kasai no Fuyuyasu. If anyone learns that you are the last scion of the outlawed Kasai clan, your life is forfeit. Three years ago you took the identity of a dead man, and since then you have lived in fear that your deception will be discovered. Hunting is your passion—in the woods you forget your deception and become one with your bow. Guard your secret, but if one of the other samurai learns the truth, let your skill at archery serve you in a less noble way.



## APPENDIX B: PLAYER HANDOUTS

### Player Information: Setting

You are samurai sent by the *bakufu* (shogunate government) to investigate a small mountain village. Like all samurai at this time, your loyalties are divided—the code of bushido demands that you obey your masters in the *bakufu* even at the cost of your life, but each of you also belongs to one of Japan's great clans, and the demands of family weigh on you no less than those of your office.

The year is 1287, in what is now known as the Kamakura period. The Heian period (794 to 1185), which preceded this one, marked the apotheosis of classical Japanese culture. Poetry, literature, and the arts flourished at the imperial court, but beneath this cultured veneer Kyoto seethed with intrigue. Nominally, Japan was ruled by an emperor of the Yamato clan. In practice, however, the sitting emperor wielded less power than either his retired predecessor or the regent, who was always appointed from the same Fujiwara clan who provided the emperors' wives. Outside of the court, cadet branches of the Yamato clan controlled the military and the tax collectors, giving them power if not prestige.

For centuries these cadet clans—the Taira and the Minamoto—struggled to supplant the Fujiwara as the leading clan of the empire. Eventually the Minamoto prevailed, and Minamoto no Yoritomo was named the first shogun—a military leader who wielded the true power of the realm. He created his own governmental system (the *bakufu*) in Kamakura, slightly to the south and west of modern Tokyo, leaving the emperor as a figurehead in Kyoto. His clan's ascendancy did not survive him, though, for on his death the remnants of the Taira clan (then known as the Hojo) took real power as regents to the shogun. Contesting their control were the Minamoto scions, the remaining Fujiwara, and the imperial court in Kyoto.

In the midst of these internal struggles, the Mongol horde of Kublai Khan attempted to invade Japan in 1274 and 1281. Both fleets lost more than three-quarters of their ships to typhoons, but the remaining Mongols nearly conquered Japan in 1274, and the *bakufu* essentially bankrupted itself building defenses before the second assault. Afraid of another attack, constantly vigilant against ambitious nobles, and with few resources, the Kamakura *bakufu* feared for its existence in 1287.

You must preserve the *bakufu* while elevating your clans. Use the strength of your steel, the sharpness of your mind, and the insight granted by your refinement. Discover the secret of Iwaizumi and live with glory and honor. Fear not death, for the Buddha teaches that your soul will return. Rather, fear failure and a death wreathed in shame.

### Player Information: Skills

The pregenerated Investigators for this scenario were created using the *Cthulhu Dark Ages* rules. As a result—and because some new skills were introduced because of their importance in the period—you may be unfamiliar with their usage.

*Own/Other Language:* Although the default assumption of *Cthulhu Dark Ages* is that Investigators are illiterate, the samurai of this period were actually quite learned. Thus, in this scenario all Investigators can write all languages that they can speak.

*Tea Ceremony:* At the time, the tea ceremony was seen as a window into the soul. Performing the tea ceremony is an art form, while watching someone else perform it can be used to gather insight into their character, beliefs, etc. Thus, it is listed as both an Art and an Insight skill.

### Glossary of Japanese Terms

<i>Bakufu:</i>	the shogunate; the military authority in Kamakura
<i>Daikyu:</i>	a large bow
<i>Jito:</i>	the steward of an estate appointed by the shogun
<i>Kaiken:</i>	a small dagger traditionally given to Japanese brides
<i>Kami:</i>	a spirit or god or natural force
<i>Naginata:</i>	a polearm similar to a glaive, traditionally associated with female warriors
<i>Shiki:</i>	the rights of a lord to a share of the harvest
<i>Shoen:</i>	an estate or manor
<i>Tachi:</i>	a long curved sword



## APPENDIX C: VISIONS

### Vision #1: The Lindisfarne Legacy

For each player (except the one playing reincarnated Hygelach), narrate a scene from the previous scenario in which he or she experienced a notable success. Try to involve the skills to which that Investigator will have access through Incarnum.

### Vision #2: The Spider Swarms

*Thousands of black and red spiders erupt from the Canopic jars. Boiling outward in a never-ending stream, they pursue you all the way to the Nile. You dive in and swim several cubits from shore before you come up for air, sure that you have escaped from the ensorcelled arachnids. Relentless, though, they keep coming at you, the vanguard linking their bodies to form a carpet over which the laggards can run. Your consciousness explodes in a thousand thousand pinpricks of pain as you are consumed.*

### Vision #3: Symphony of Screams

*The clouds glow red from the fires of Nineveh. Through lidless eyes you stare at your captives, each tied naked to a frame. Father, mother, daughter, son. Bass, alto, soprano, tenor. The flames of your torch burn them, and they scream a hymn to the red sky above. Scream a hymn to the Red Eye. Scream a hymn to Azathoth.*

### Vision #4: The Oracle

*Through a marble colonnade, you see a red orb low in the sky. Behind it, like blood smeared on the sky, trails a vaporous tail. Before you lie three disemboweled women, their entrails arranged into obscene glyphs. You speak, although your voice is not your own, and the sounds you make surely cannot be produced by any human throat. Somehow, though, you know what the great voice speaking through you means. "Interrupt the music. Stop the lullaby. I will come, and you will know my embrace." You fall silent just as screams begin behind you. Spinning, you see a man in a tattered toga. Blood and ichor drip from his ruined ears as he stares at you in shocked surprise. Lesser men cannot bear the sounds of reality. You can.*

### Vision #5: The Mad Viking

Recount a scene from the finale of the previous scenario in which Hygelach Kolgrim had some significant success, but make it clear that the scene is being perceived from the point of view of Hygelach himself.

### Vision #6: The Ungrateful Assassin

*He learned of your impending betrayal, so he must die. Beneath your hands his flesh burns and blackens. Although the poison from his foul bite still causes your arms to tremble, you do not let go. His leathery skin gets tougher and tougher as your magic burns it. Finally he stops struggling and you relax. Your treason remains a secret.*

## APPENDIX D: EXCERPTS FROM THE CODEX

### Section 1: My So-Called Masters

They have made me more than man—so they tell me every day. I am more than they, though they do not know it. Their minds are as tough as their skins. They do not see clearly. Can I not do what they cannot? I travel through times, through bodies, through souls, through this beautiful brass sphere, while they stick to their plodding single uninterrupted existences. They want to be like me. If their plan succeeds, they too will jump through minds like a frog hops from lily pad to lily pad. Do we not desire to be that which is greater? They want to be like me—therefore I am greater. Like a divinely inspired sculptor, they have created their better.

### Section 2: The Lullaby

Like a babe in a cradle soothed by a melody, the lullaby distracts and satiates the sultan. He writhes, he writhes, he writhes. Stop the music—make him restless. Incidental, they say. Stop the music and free the brass sphere. Free my so-called masters. Incidental? Hardly.

### Section 3: Unnoticed Rebellion

I am an ox in the yoke, they say. A horse on a bit. A dog on watch. A living tool to do their bidding. So they think. They are blind, blind, blind. Can a dog see what his master misses? For now the ox wants the field plowed as well. Soon, though, my course will turn from theirs, and they will be shown their mistake. I will show them. Sultan Azathoth will show them.



## APPENDIX E: NEW MONSTERS

### Jian, Lesser Servitor Race

Jian are large condor-sized birds with one eye, one wing, and deep purple plumage. They always fly in inseparable pairs said to represent a husband and wife. Such pairs always have the same SIZ characteristic. Alone, they are reduced to hopping along the ground and buffeting foes with their sole wing. Any jian whose mate is injured pursues the attacker relentlessly, stopped only by death.

#### JIAN, Mythical Married Bird

characteristic	rolls	averages
STR	3D6	10-11
CON	1D6	4
SIZ	3D6+6	16-17
INT	1D6	4
POW	1D6	4
DEX	2D6+10	17

Move 1 / 12 flying (in pairs only)

HP 10

**Av. Damage Bonus:** +1D4

**Weapons:**

Beak 20%, damage 1D3 + db

Wing Buffet 60%, damage 1D3 + db

**Armor:** none

**Skills:** Spot Hidden 70%

**Sanity Loss:** 0/1D2 Sanity points to see a jian.

### Taimatsumaru, Lesser Independent Race

The terrible taimatsumaru are enormous flame-engulfed birds of prey with human features, although their faces are marred by toothed beaks. They average ten feet in length with twenty foot wingspans, although the flames trailing behind them make them appear even larger. They streak across the sky like a flaming comet, signaling the coming of war and military uprisings with a booming roll of thunder. They can cause a great wind with their tails and engulf foes with their demonic fire. Taimatsumaru are extremely rare, usually found on one of the highest peaks of Japan.



**Special:** Anyone hit by an attack suffers 2D6 burn damage and will catch fire if he or she fails a Luck roll. Investigators affected by the wind must match their STR against the taimatsumaru's STR on the Resistance Table. Any who fails is blown 5D6 feet away, taking 1D3 damage if this motion propels him or her into a hard surface.

#### TAIMATSUMARU, Demonic Harbingers of Violence

characteristic	rolls	averages
STR	4D6+30	44
CON	4D6	14
SIZ	4D6+30	44
INT	2D6	7
POW	4D6	14
DEX	3D6+6	16-17

Move 5 / 24 flying

HP 29

**Av. Damage Bonus:** +4D6

**Weapons:**

Bite 40%, damage 1D10 + db + 2d6 burn + fire

Claw 60%, damage 2D6 + db + 2d6 burn + fire

Powerful Wind 60%, damage = blown away

**Armor:** 2-points of skin.

**Skills:** Listen 50%, Spot Hidden 90%

**Sanity Loss:** 1/1D10 Sanity points to see a taimatsumaru.

### Degenerate Taimatsumaru, Lesser Servitor Race

Degenerate taimatsumaru are the result of hybridization between true taimatsumaru and other races. Much weaker than their progenitors, they are sheep-sized birds of prey with human features, with their faces marred by doglike muzzles. Their wings, which span five feet, are uncomfortably hot to the touch. Degenerate taimatsumaru are found only in the service of one of their progenitors, typically their direct ancestor.

#### DEGENERATE TAIMATSUMARU, Aerial Servitor

characteristic	rolls	averages
STR	2D6	7
CON	3D6	10-11
SIZ	1D6+3	6-7
INT	2D6	7
POW	2D6	7
DEX	2D6+12	19

Move 5 / 12 flying

HP 13-14

**Av. Damage Bonus:** -1D4

**Weapons:**

Bite 40%, damage 1D6 + db

Claw 30%, damage 1D6 + db

**Armor:** none.

**Skills:** Spot Hidden 70%

**Sanity Loss:** 1/1D6 Sanity points to see a degenerate taimatsumaru.



## APPENDIX F: NEW SPELLS

Only *Reveille Fugue* will come up during play, but for completeness, all four of the new spells important to this adventure are included here.

### Contact Taimatsumaru

This spell contacts the nearest true taimatsumaru. It costs 8 magic points and 1D4 Sanity points to cast. The spell succeeds automatically if cast in Japan; elsewhere, it only works if a taimatsumaru is nearby. It must be cast at the top of a high mountain before a large bonfire.

### Ensorcell Voicebox Pyramid

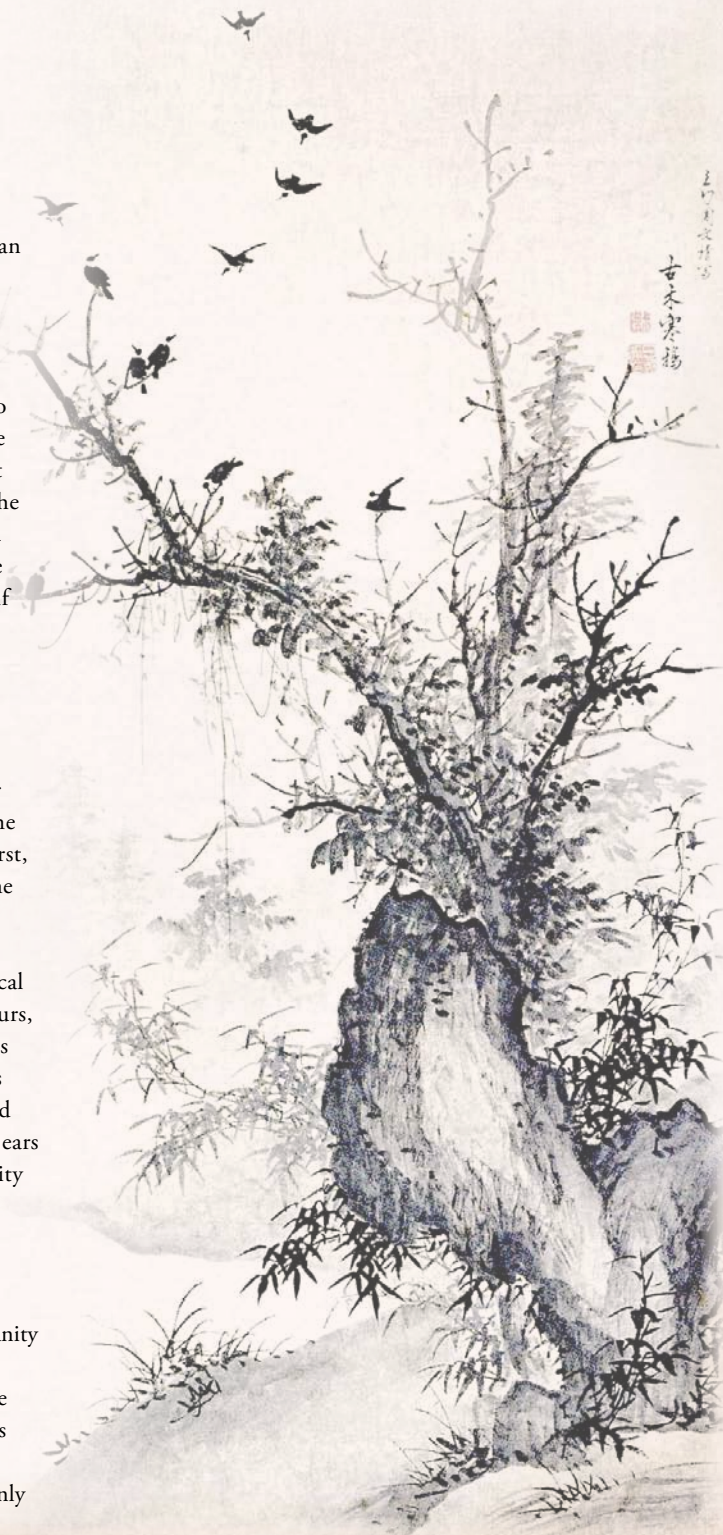
This spell makes a magical pyramid which uses an excised human voicebox to speak or sing. To make a voicebox pyramid, the caster needs a hollow brass pyramid and a human infant less than eight days old. Casting the spell costs 4 magic points and 1D6 Sanity points. In the casting process the infant's voicebox is removed and 4 points of POW are drained from the victim to power the pyramid, which begins to glow green. Apart from the permanent loss of its voice and some points of POW, the infant is unharmed. Once the spell is complete, the pyramid follows the mental commands of the caster, although its actions are limited to speaking (in a language known by the caster) or singing. The ensorcelled pyramid lasts for 121 years before the voicebox itself succumbs to the ravages of time.

### Reveille Fugue

This spell enhances a musical composition to resonate magically with Azathoth's Lullaby. It costs 2 magic points and 1D6 Sanity points per hour; the magic points may be provided by the caster or by another creature. The casting time depends on how well the caster knows the lullaby, with the spell broken into two parts: first, the caster adjusts the music to match the lullaby; and second, the caster uses the perfected composition to nullify the lullaby. The second part takes 12 hours and requires only part of the caster's attention, so he may perform mundane tasks or engage in physical combat while casting. The first part, however, takes up to 24 hours, depending on how much adjustment is required, and during this time the caster may do nothing but cast the spell. The spell does not provide the music itself. Anyone hearing the music enhanced by this spell loses 1/1D4 Sanity points per hour. Stopping one's ears or other measures to avoid the music reduces this to 0/1D2 Sanity points per hour.

### Summon/Bind Jian

This spell brings forth a pair of jian. Casting this spell costs 1D3 Sanity points, and requires the simultaneous sacrifice of a married couple. Magic point cost varies; for each magic point sacrificed, increase the chance of casting successfully by 10 percentiles. A result of 96–00 is always a failure. The summoned jian will follow the caster's spoken instructions to the best of their ability, although they understand only Chinese.







# SCENARIO 3:

## FIRES OF HATRED DEFILE THE SKY

### INTRODUCTION

**Date:** *December, 1487 AD*

**Location:** *Valencia, Spain*

On a winter evening in 1487, with the lurid light of the Harbinger Star behind them, three angels descend from Heaven and alight on the Basilica of Our Lady in Valencia.

Imagine the profundity of such a moment in our history! Imagine the emotional and spiritual impact on the 15th-century Spanish populace! Now imagine the religious turmoil amongst the city's Jews and Muslims when the angels align themselves with the Holy Inquisition.

With the favor of angels, the Inquisition gains unquestionable righteousness. And all of this newfound authority channels through one man, a young bishop named Esteban del Cassandro, whom the angels choose as their earthly emissary. The Catholic Church raises Esteban to Grand Inquisitor, for who can question the chosen one's sanctity? Even when innocent blood soaks the streets, who can challenge the decision of angels?

### Keeper Information

Not all is as it seems in Valencia.

The “angels” are magically disguised byakhee, horrific Mythos creatures Esteban summoned to secure his unassailable reputation, unprecedented religious authority, and freedom to smite whomever he chooses. The byakhee appear angelic because Esteban cast on them a variant of the Consume Likeness spell. They wear the forms of the stunning, well-chiseled humans Esteban let the monsters exsanguinate and devour during casting. Under this Consume Likeness variant, the byakhee do not revert to their normal form until they die; also, their wings are made lustrous by the spell and their shadows betray nothing of their true form except their fanged beaks. While byakhee are usually silent, these three can speak when they choose (which is rarely).

Esteban bound the creatures to his will with the help of an enchanted whistle, which hangs from his neck in the form of a large crucifix on a silver chain. He removes it from beneath his robes and lifts it to his lips to “kiss” as needed. This crucifix/whistle features, incorporated into the piece as the cross's upright, a small hollow tube made from a local saint's bone. Its Mythos enchantment is far more powerful than the normal Enchant Whistle spell. Once its owner has bound a byakhee through Summon/Bind Byakhee, he can simply blow the whistle to rebind the same creature instantly, when it would otherwise be free after completing a task. Only Mythos creatures and the dead can hear the whistle's sound.

Esteban too is not the man he appears to be. For the past six

months, the dark soul of Lei Peng has possessed him utterly. Peng summoned, bound, and commands the byakhee. He sent one byakhee to hide his brass sphere in the far west (the New World). Two byakhee remain to serve his bidding. Peng capitalizes on their angelic favor and the authority of Esteban's office.

With access to the Vatican library, the Harbinger Star low overhead, and the Inquisition providing a river of human sacrifices to power his spells, Peng believes he has ideal conditions in which to learn the secret rituals necessary to summon Azathoth.

Obstacles do stand in Peng's way. The Denizens of Leng have identified Esteban as Peng's host and seek to capture or kill him before he learns how to summon Azathoth. The Denizens want this world for themselves and cannot tolerate Azathoth destroying it first. The Denizens prefer to capture Peng, which would allow them to study his connection to the brass possession sphere—a magic item they hope to duplicate en masse to possess humans by the thousands. But the ever-wary sorcerer knows they hunt him, and those who have gotten too close have vanished. The Denizens also seek to capture the reincarnating souls (the Investigators) to study their uncanny connection to the brass sphere's magic.

Like the Denizens, Peng knows that the reincarnates will return. They always do. But no one knows exactly when or who they will be. Peng plans to identify, capture, and hobble them for his own experiments, seeking to find a way to prevent them from reincarnating in the future and ever bothering him again.

### Player Information

This scenario comes with four ready-to-play 15th-century Investigators, including two with mythos spells; see **Appendix A: Pregenerated Investigators**. For Keepers who opt not to use these pregenerated characters, consider giving physically weaker Investigators a single spell that may assist (but not guarantee) their escape from a dungeon (as Mulai's ability to assume a Snake Form bolsters that character).

**Appendix B: Player Handouts** provides Investigators with their initial knowledge. Hand all players a copy of **Handout B1: What Do You Know?** At the same time, secretly hand a copy of **Handout B2: A Lucky Break** to a select player (the player of Scab if using the pregenerated characters). Before beginning play, make one copy of **Handout B3: Escaping Torture** for each Investigator and have them ready for use in the first scene.

When this scenario explicitly calls for it, and whenever an Investigator loses 6 HP or 6 Sanity points, the Investigator experiences a vision from **Appendix C: Visions**. This vision gives the Investigator the opportunity to use the Incarnum skill to remember a skill or spell of his or her choice from a past life. If playing this scenario as part of a *Red Eye of Azathoth* campaign, determine which character from the first two adventures has been reincarnated as each Investigator in this scenario.



## SCENE 1: TORTURE

Note that the player who received **Handout B2** has been told that his Investigator is not in the same room as the others, but rather in an adjacent room from which he can hear everything and see nothing (he is hooded). He does not know who is in the adjacent room.

Read the following aloud to all:

*With a chain between your ankles, a second chain between your wrists, and a third chain connecting the other two, you shuffle into a room. A sword point goads you forward. A kick to the back of your knees drops you to kneeling on the flagstone floor. Two guards pluck the hoods from your heads, and one by one you discover that you are amongst ten men and women, all gagged, arrayed in a line. A heavily carved wooden table stands before you. Behind the table, three stern-faced Inquisitors sit in tall-backed chairs. You recognize his eminence, the finely dressed figure in the taller, center chair. He is the fair-faced bishop Esteban del Cassandra, the "Grace of Valencia." A large silver crucifix hangs on a necklace against Esteban's heart; from it, glinting ruby shards wink from Jesus' wounds. Behind Esteban, a fireplace roars.*

*One of the flanking Inquisitors rises, walks past a side table neatly laden with metal implements of torture, and looks at you with sincere pity. "Do you know why you shudder?" he says in a slow, sad tone. "It is because your flesh is weak. And sinful. And frightened. It's frightened that it may lose a great battle this hour. The most important battle. The battle for your soul. And its fear is justified. For here we, God's holy agents, fight for your soul and against the flesh. We hear your soul's desperate cry for Heaven's embrace. And we choose to free it from the chains of sin. Help us save you. Confess your heresies, unburden your soul, and rejoin God." He pauses and says, "I will not deceive you. Rejecting the flesh is not easy for a sinner. It will hurt. But I urge you to take courage. We are here to help you. As God's patient hands we promise never to give up on your soul. Ever."*

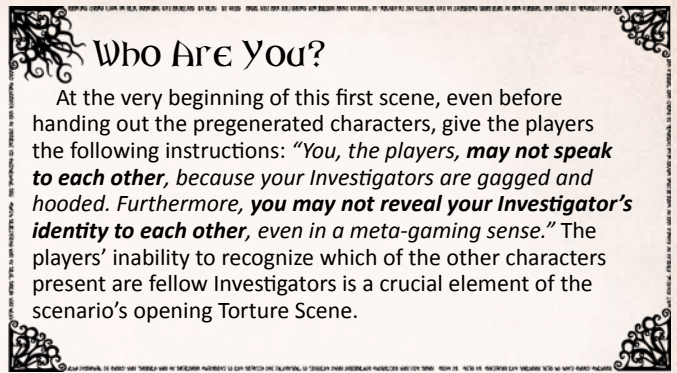
*After a lengthier pause and a survey of you all, he points and says, "That one first."*

The Inquisitor has chosen one of the Investigators as the first target. Let them all make Luck checks, ignoring the results from Scar's character (since he is in the adjacent room). Whichever of the remaining Investigators fails by the most, or succeeds by the slimmest margin, is the character chosen by the Inquisitor.

One of the two guards moves from his position by the only door, ungags the selected Investigator (so that all may soon hear his screams), and drags him upright. Meanwhile, the two Inquisitors subordinate to Esteban remove the carved table's top, revealing the rollers and ratchets of a concealed rack. The guard disconnects the chain linking the Investigator's ankles to his wrists and connects the two remaining chains to hooks at the top and bottom of the rack respectively.

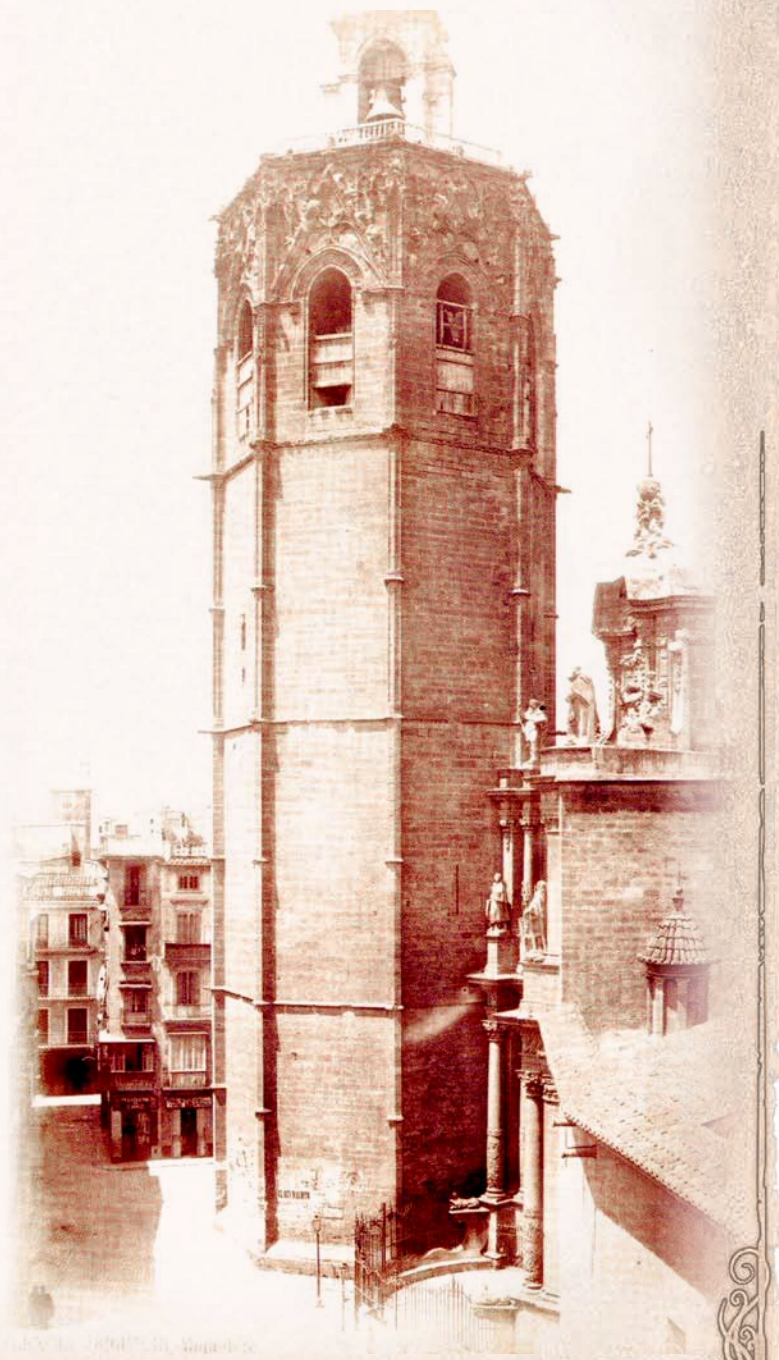
The torture commences.

During each minute of torture described below, each onlooker loses 1/1D4 Sanity, unless someone bolsters them all by causing a scene. Unfortunately, this draws a reprisal from the guards (1 HP damage). A big Moorish prisoner does this on minute 3, thrashing and cursing through his gag.



### Who Are You?

At the very beginning of this first scene, even before handing out the pregenerated characters, give the players the following instructions: "You, the players, **may not speak to each other**, because your Investigators are gagged and hooded. Furthermore, **you may not reveal your Investigator's identity to each other**, even in a meta-gaming sense." The players' inability to recognize which of the other characters present are fellow Investigators is a crucial element of the scenario's opening Torture Scene.





## The Line-Up

- a slim, pale young man in black robes [**Bartolome Goncalves**; priest; Christian/Jewish]
- a stout elderly woman, eyes tightly closed, gray hair straggling from a formerly neat bun [**Erzsebet Sevti**; housewife; Jewish]
- a middle-aged man dressed as a shopkeeper, who seems in a daze [**Joachim the chandler**; candlemaker; Christian]
- a strapping, athletic-looking, dark-complexioned man [**Tariq ibn Batula**; swordsman; Muslim]
- an attractive young woman who seems strangely calm [**Maiden Marta**; pious virgin denounced by jealous suitor; Christian]
- a wiry, well-dressed, curly-haired teen who scowls at every authority figure in the room [**Iago**; young blood; Jewish]
- a beautiful young woman in black, defiant and proud [**Dalilah**; young widow (her husband having been killed by the Inquisition a week ago); Muslim]
- a tall, powerfully built, dark-skinned man with shaven head [**Aldebeh the Moor**; horse-trader; Muslim]
- a small, deeply tanned man in rich silks, looking elegant and self-possessed even in these circumstances [**Mulai Ahmed ben Asoud**; envoy; Muslim]
- a frail, elderly man with sad eyes [**Solomon**; elderly rabbi; Jewish]

### Minute 1

The Inquisitor uses a ratchet handle to stretch the victim, inducing excruciating pain and 1/1D6+1 Sanity loss. “*Sinner, do you reject the flesh that dooms you?*”

At this point, give a copy of **Handout B3: Escaping Torture** to the player of the tortured Investigator. Also read aloud the descriptions given above of the ten prisoners currently in the room (if not using pregenerated characters, adjust the Investigator descriptions accordingly). For each successful Know roll, that Investigator recognizes a fellow prisoner and knows his or her name. However, he suffers a –20 penalty to Know a member of a different faith. For example, Tariq has a 70% chance to recognize Dalilah (a fellow Muslim) but only a 50% chance of knowing Joachim (a Christian).

If the Investigator elects to *Confess* and succeeds, skip to **Serial Confession** below.

If he elects to *Blame Someone Else* and succeeds, he switches places with the blamed person, and the torture begins anew. Note that any strained relationship will do for a rationale (desperate business rival, spurned ex-girlfriend, my devout mother turned in his witch sister). If the blamed person is outside the room, a guard fetches him. There is a 50% chance this person is in the holding room (see **Scene 2**); otherwise the guard returns after dispatching soldiers to find and arrest the person. In any case, the torture soon continues with a new victim. The blamed person receives his or her own copy of **Handout B3** but has a –75% penalty when exercising the *Blame Someone Else* option.

### Minute 2

Ligaments and cartilage snap with loud popping noises, causing 1 point of DEX damage and 2/1D6+2 Sanity loss. An Inquisitor intones “*Onlookers, behold the price of sin.*”

The torture victim experiences a random vision from **Appendix C: Visions**. All Investigators in the room recognize the tell-tale look on the

victim’s face and the gasp for breath that follows the vision, for they each have experienced past-life visions during their lives. Esteban recognizes that gasp too, and realizes that he has a reincarnate in his clutches. A successful Insight roll means that the Investigator knows that Esteban knows. For now, Esteban does nothing but straighten in his chair.

### Minute 3

Muscle stretches beyond its limit, unable to contract again, causing 1 point of STR damage and 3/1D6+3 Sanity loss. “*This next turn will ruin your shoulder. Shall I continue?*” At this point Aldebeh the Moor causes a brief disruption, as described above.

### Minute 4

Left shoulder dislocates, eliciting an involuntary scream. The victim loses 4/1D6+4 Sanity and the use of his left arm until a successful First Aid roll snaps the shoulder back into its socket. A random prisoner faints dead away but is soon revived with brutal kicks and slaps.

### Minute 5

Right shoulder dislocates. Victim loses 5/1D6+5 Sanity and passes out just as the Inquisitor reaches for a metal torture implement from the side table.

Proceed to **Serial Confession** below.

## Serial Confession

A guard removes the torture victim from the rack. The Inquisitor goes down the prisoner line, ungagging each prisoner, and asking for a confession. It makes little difference to this scenario if they confess. Most blubber incoherently. In-room Investigators can now speak and possibly clue their reincarnate comrades to their own identity. A torture victim who endured Minute 5 regains consciousness.

When the Inquisitor nears the end of the line, he ungags a large Moor, who hops to his feet, head butts the Inquisitor, and spits on his robes. The Inquisitor lies stunned across the rack. The brave Moor curses the Inquisitors and attempts to rally the prisoners. Esteban looks to the guards, who react swiftly. They silence the brave Moor’s outburst with blows to the head and groin just before the following event transpires.

## Denizen Revealed

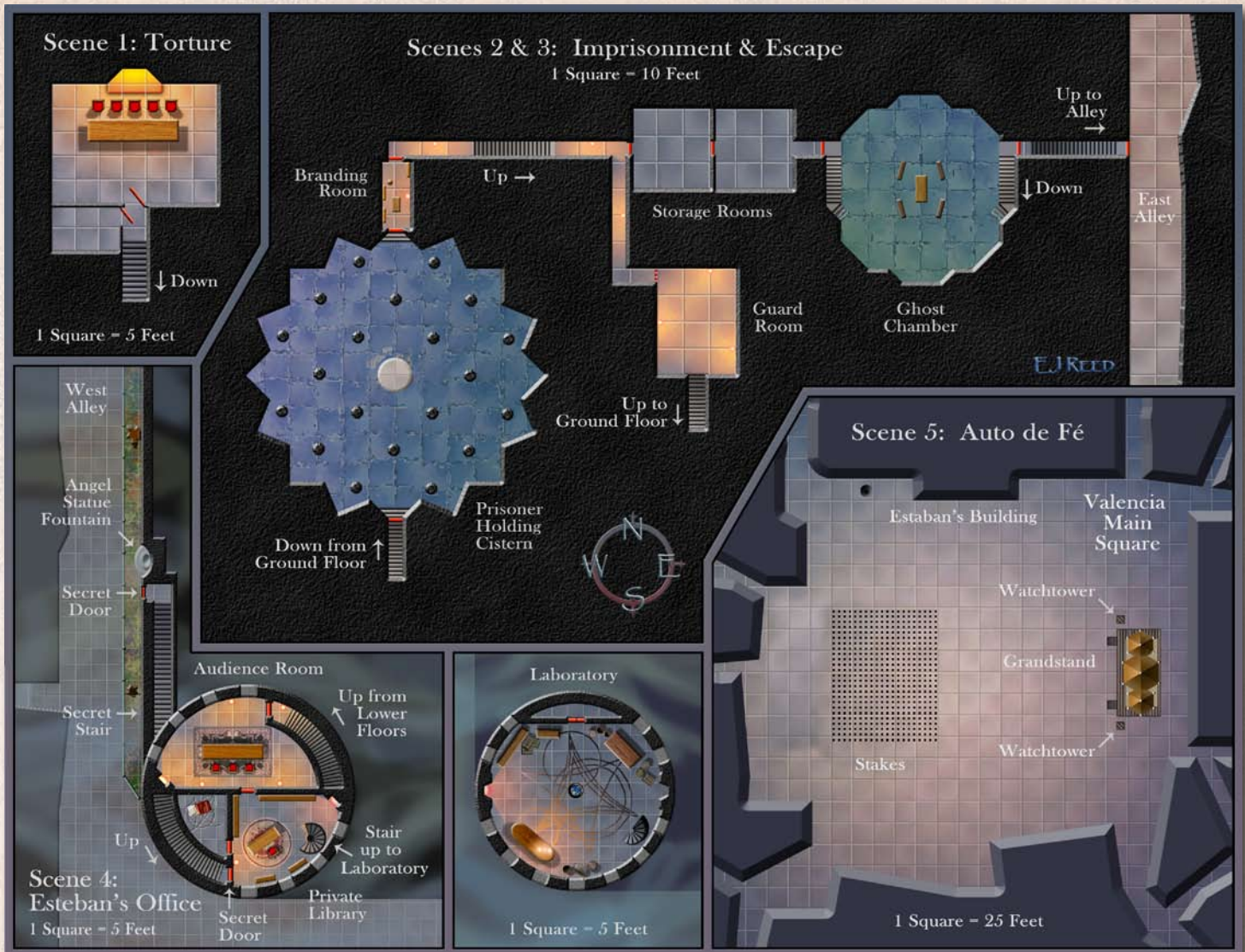
A pale-faced cardinal in red attire enters unannounced and demands Esteban’s immediate audience. Esteban nods and three new guards enter, goading a new hooded and chained prisoner wearing traditional Moorish robes and jewelry into the room. The cardinal forces himself to unhood the prisoner and cut off the bandages that wrap the prisoner’s face. This reveals to all the nightmare visage of a Denizen of Leng in its natural form (0/1D6 Sanity loss).

The head-butted Inquisitor grabs a hot poker and holds it to the Denizen’s face, hissing, “What manner of foul demon are you?” It replies, stuttering, “I’m just a human, like you; a shopkeeper, a Moor.”

Esteban gets an idea and leers in triumph. He rises to his feet and says, “Heaven be praised, you just gave me everything I need!” Peng now realizes that his Denizen pursuers are disguising themselves as Moors and hiding amongst the populace. He will soon make a spectacle of this “demon,” galvanize the citizens against the Moors, and leverage the power of a mass execution to power a spell to teach him how to summon Azathoth. At Esteban’s signal, a guard knocks out the Denizen. Esteban rehoods the creature and marches toward the door. Guards drag the Denizen behind.

Wheeling at the door, Esteban orders the original two guards





to remove all other prisoners to the holding pit. To the tortured Investigator that Esteban recognized as a reincarnate, he says, "Be patient. I must put aside dealing with your personal heresy for a short period. But you'll join the fires at dawn with the rest of the abominations. This great sacrifice will power . . . the greater glory of our One True God!" All Investigators get a Spot Hidden check to notice tattoos peaking out from Esteban's neckline. The word *Azathoth* burns in the mind of one who notices.

## SCENE 2: IMPRISONMENT

*The two armed guards re-hood you and lead you down stone stairs, through stretches of dank tunnels, and deep into the bowels of the building. A door opens, you're pushed through, and the door slams shut behind you. Its echoes suggest you are in a wide space. You stand in an inch of water. The acrid smell of smoke and blood and urine seeps in through your hood. Hushed voices murmur at distances about you.*

Aldebeh, the big Moor from the first scene, asks one of the Investigators to kneel down. Aldebeh lifts his chained wrists as high as he can and yanks off the Investigator's hood. He requests the same courtesy.

*You stand ankle-deep in a fancy, 12th-century cistern. Pillars dominate this round space and suspend a groin-vaulted ceiling twenty-five feet above a cracked stone floor. Dregs of daylight spill down through a central cylinder open to the sky. Spaced evenly along the walls, four torches gutter, polluting the thin air and staining the walls and ceiling black. Groups of men, women, and children whisper in the torches' flickering light, call to the open sky from the shadows of pillars, and cry alone along dark stretches of wall. Everyone stands conspicuously far from a door opposite the one you entered.*

The Investigators notice that (a) all forty-eight prisoners wear the same shackles as they do, (b) the prisoners tend to huddle by race, and (c) all prisoners other than the Investigator's newly arrived group suffer a fresh and livid "H" brand on their forehead (*H* for *heretic*).

No guards watch here.

### Central Skylight

The cylinder that connects the cistern ceiling with the open sky above is ten feet in diameter and twenty feet high with smooth sides. An unchained prisoner could climb a pillar, but scaling the cylinder is impossible. Directly under the cylinder lies a sundered statue of the Virgin Mary, which prisoners have long since demolished. Bartolome



## The Canonical hours

People in medieval times did not wear wrist-watches but told time either by the sun or, in major cities, by the tolling of bells at set times throughout the day. For purposes of this scenario, the Keeper may wish to use the following terms (given here with their approximate modern equivalents) to avoid too-modern time-idioms.

<b>Matins</b>	(midnight)
<b>Lauds</b>	(3 am)
<b>Prime</b>	(6 am)
<b>Terce</b>	(9 am)
<b>Sext</b>	(noon)
<b>None</b>	(3 pm)
<b>Vespers</b>	(6 pm)
<b>Compline</b>	(9 pm)

gains an Idea roll suggesting that he could gather mud and statue pieces to craft a golem with a few hour's work.

### Location and Exits

Both doors are locked. The door through which the Investigators entered is solid and barred from the other side. The opposite, utterly avoided door leads to the branding room where guards burn the angry *H* on prisoners' foreheads. Through a three-inch by five-inch gash along the door's base (which Mulai could squeeze through in Snake Form), peering Investigators can see four guards chatting near a second door at least twenty feet distant.

Questioned prisoners know that (a) the distant door in the branding room must lead out, because the guards never exit through the cistern, (b) a key ring to unlock both prisoners' chains and the branding room door hangs on the branding room wall, and (c) the guards collect all new prisoners and brand them just before Compline (about 9 pm). It is now sometime after Vespers (6 pm), but how long after they do not know.

### The Jews

Malachi Leb, a childhood friend of a Jewish Investigator (Bartolome, if using the pregenerated Investigators), rushes over and embraces him. He talks too loudly of golems and retribution.

With a successful Listen roll, an Investigator overhears (or Malachi introduces him to) a group of Jews talking. The men curse the "Demons of Valencia" (the angels) whom they fear will arrive to take someone again tonight. They discuss hiding places and possible weapons. They wonder how the Christians can be such fools as to go willingly with creatures allied with such wickedness.

### The Christians

Numerous Christians pray aloud. They ask for forgiveness and redemption. "Dear God, I beseech You. If I, Your humble servant, be worthy, send Your angels to save me tonight. If not me, then a child."

### The Moors

The Moorish prisoners are men of action, desperate for a leader and an escape plan. They immediately approach and annex Aldebeh as an asset of great physical strength. He in turn recommends any Investigators (including non-Muslims) who gave no confession and who showed resistance to the Inquisitors. The Moors will follow anyone with a half-decent plan.

## Denizen in the Dark

Alone in a corner, a badly beaten Spaniard rocks on his haunches. Prisoners took turns beating him and tore his priestly robes to shreds (a fate that may also befall Bartolome if he too-loudly proclaims his status as priest). One side of his face droops. He spasms and shouts sporadically. The prisoners say he's an ex-priest, a man plagued by visions of ancient times and foreign lands. They say a demon possesses his soul. They are more right than they know.

Father Alonzo hosts a Denizen who possessed him using a poorly-made prototype sphere. The Denizen planned to surprise and capture Peng, but the reverse occurred. Peng thinks Alonzo is an assassin, not a hosted Denizen. Presently, the Denizen barely retains control of his human shell. The Denizen makes a show of having visions in hopes of attracting the attention of true reincarnates. Its goals are to (a) escape with them, (b) encourage them to kill Peng, and (c) capture them to study their connection to the sphere in order to improve his own sphere's magic. Due to its host's physical breakdown, the latter would require drawing the reincarnates into a Denizen ambush.

Father Alonzo has a lot to offer an escape party. He knows the layout of the grounds, the hierarchy of the clergy, the schedules of prayer, the confessed temptations of guards, and the rules of the Inquisition. Though all prisoners present scorn Alonzo, the Moors reconsider if they discover that Alonzo tried to take Esteban's life.

## Esteban's Announcement

A half hour into their incarceration, the Church bells ring outside. A successful Know roll recognizes the strange timing. A successful Listen roll reveals that Esteban is making an announcement in the square above. Hushing everyone makes Esteban's speech audible.

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*"God sent me to Valencia to purge it of heresy, witchcraft, and evil. By His grace, angels attend me. But why are they here? They are here because devils are here. Look to the man at the stake, my children. Now look at the fell creature that hides under his hood." The crowd gasps. "This . . . creature . . . says he is a Moor. A simple shopkeeper. I say he is a demon!" The crowd yells in assent. "All Moors are devils," Esteban proclaims. "They must be gathered tonight, scourged till dawn, and burned back into the hellfire from which they flew. Tomorrow, we shall free Valencia. The Holy Inquisition shall grant indulgences to those who help drag these devils from their den. Praise be to God." The crowd roars like a wild animal. There is a sudden whoosh of a great fire being lit. Moments later, a single inhuman scream pierces the air and echoes down into the cistern.*

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The hair-raising death cry of the Denizen makes Father Alonzo shudder. Aldebeh turns to the Moor prisoners and says, "We must escape tonight." Alonzo adds, "Or tomorrow we all burn."

## Escape Plans

To escape, the prisoners must proceed through the branding room door. Peeking into the room reveals that two of the usual four guards are absent (called to join the Moor hunt).

Many escape plans have a chance of success. Give the players time to brainstorm. If the Investigators ultimately fail to contrive a plan, brave Aldebeh does. He says that he will volunteer for branding if someone



else will too. Once inside the room, the pair will overcome the guards, snatch the keys, unlock their chains, toss the keys to others, and fight their way out. None of the other Moors approach Aldebeh's size or confidence. They are eager to follow Aldebeh out, but only after he gets the keys. An Investigator must volunteer to be branded with Aldebeh and hope that it doesn't go that far.

To have any hope of success, Aldebeh and the Investigator must get their hands free. Using metal, such as from the torch sconces, a prisoner can hammer open one chain link between now and Compline (the time the guards enter to collect prisoners for branding), thereby freeing feet or hands. More than three people hammering at once draws the guards' attention. It is possible to weaken a link so that it remains weakly connected until muscled apart.

### Alonzo's Confession

Before the escape attempt, Father Alonzo draws the friendliest Investigator aside to reveal slivers of truth.

*"Do you know why I'm here? Why I tried to kill Esteban? Why we must still kill Esteban? Listen to me closely. Esteban is Lei Peng. And some of us—including you, me, and your friends—are the reincarnated souls of his old hosts, brought together throughout the ages to stop him. And stop him we must, for only we know the truth. Only we can prevent him from summoning Azathoth. Only we, you and I, today, can save . . . everything."*

If the Investigator appears confused or asks questions, Alonzo continues:

*"Don't you see what Peng is doing? Do you think he cares about Moors or demons or Catholics? He's gathering sacrifices. And Valencia is unwittingly collecting them for him. Right now, half the city hunts Moors. If we don't stop Peng by morning, make no mistake, a thousand fires will defile the sky."*

Alonzo wants to escape and help the Investigators stop Peng. He acknowledges that he does not have the physical strength to fight his way out of prison. But if the Investigators will take him with them, he claims to have the spell knowledge necessary to stop Peng. A successful Insight roll senses that his motives and claims appear genuine. The Denizen's spell, Mind Transfer, will indeed stop Peng—by putting him in Alonzo's body and the Denizen in Esteban's. For fear that the Investigators will not take him with them, Alonzo neglects to mention that the spell is on a confiscated scroll in Esteban's offices.

Only if the Investigators make clear their intent to leave Alonzo behind does he offer this final advice. "The angels are byakhee, disguised by Peng. Reveal them, and you reveal him."

### Feeding Time

At a time of the Keeper's choosing, prior to the escape attempt, an angel descends into the cistern to steal its blood meal. Because Peng forbids the creature to eat in front of others, the byakhee is here to carry away a victim.

Jews and Moors, some armed with shards of the Virgin, hide behind pillars. Christians approach the angel with streaming tears and open arms. Mothers hold out their children and plead for the angel to take them.

An investigator within ten feet of the angel receives a Spot Hidden check to notice a beak in its torchlit shadow.

If the Investigators intervene physically, the angel cries, "Behold the true heretics in our midst!" Three Christian men and an old woman hurl themselves against the Investigators to batter and pull them away. If injured, the angel bleeds a foul-smelling black ichor and strikes back decisively, leaving claw marks where its fists land.

If the creature dies, it reverts to byakhee form (1/1D6 Sanity loss). Non-witnesses cannot be Fast Talked into believing that that this demon was once an angel.

The byakhee prefers escape over combat, but it will not leave without a victim. If the Investigators arrange for the byakhee to select one of their own, the creature does so only if the individual appears docile; the Keeper must adjudicate the consequences. Otherwise, if the byakhee can, it departs carrying a willing young woman. Her aged mother bursts into thankful tears, shouting "Praise be to God."

### Branding Time

Just before Compline, the branding room door squeaks open and two guards in breastplates, studded leather caps, bracers, and greaves (altogether granting 3 points of Armor) enter the cistern. Each carries a short sword and wears a boot knife. One carries a bullwhip for crowd control.

If unchallenged, the guard with the whip stays in the cistern while the other guard takes a prisoner into the branding room, locks the prisoner's leg chain to an open bolt, and leaves him unattended while he fetches another prisoner. Once he collects ten prisoners, both guards return to the branding room, lock the door, return the key ring to its nail on the wall, and begin branding foreheads. If a prisoner strikes a guard, the guards muscle him over to a tree stump, lop off his hand, and cauterize it with a branding iron.

The smoky eight- by twenty-foot torture chamber smells of blood, vomit, and urine. The door to the cistern can be barred from this side as well as locked. The room's contents include two braziers (one burning), a stained table with binding cords and corner chains, a stained tree stump section with a two-handed axe and a hand axe stuck in it, racks of torture implements including pincers and a cat-o-nine tails, and buckets and mops for cleaning up the blood and bile. A wall rack also contains two short swords, a rapier, an array of knives and daggers, and one breastplate. A Spot Hidden uncovers a satchel of simple repair tools that can be used as lock picks. The door at the far end of the room is locked from this side.

The guards know the full layout of the building, except for the top floors, which Esteban forbids anyone to enter. The guards also know that almost all of the building's forty guards have been dispatched to capture Moors, collect firewood, and erect wooden stakes for the morrow's event.

## SCENE 3: ESCAPE

The branding chamber's far door opens into an unlit corridor. At the first turn is a door, locked and barred on the corridor side, with "NEVER OPEN" scrawled in pitch across its heavy wood. No guard will pursue escapees through this door, and none know whether it leads to another exit.

Approaching the corridor's next turn, any Investigator who makes a Listen x3 check hears voices. A locked iron gate stands just around the turn, opened by a different key on the ring presumably already in their possession (otherwise Locksmith x2 to unlock; to break the lock, Investigators can combine their STR to overmatch a STR 40 on the Resistance Table).



In the room beyond, eight armed, harried guards sharpen weapons, repair armor, and coil chains and rope. Accustomed to screaming from the branding room, they are not on alert for trouble from the corridor. They discuss how all city gates have been closed and how they are short on pitch and chains suitable as shackles. They debate the difficulty of erecting hundreds of stakes, forcing citizens to strip enough wood from buildings to make a decent *auto-da-fé*, and what measures are most effective for rounding up Moors who have gone into hiding.

If they see escapees, they take two rounds unlocking the gate and then pursue the prisoners.

## Terrible Interrogations

Beyond the “*NEVER OPEN*” door are two dusty, furniture-cluttered rooms leading to another heavy, unlocked door. There is nothing of interest in the first two rooms, but the third room contains vital information for the Investigators, though to gain it they must pay a steep price:

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*Beyond the inner door, a wooden staircase with no banister drops steeply down into a sunken, black-walled, unlit chamber. A gothic chandelier without candles hangs in the room's center, lower than eye-level. Directly across the chamber, an identical staircase climbs to another door. Black water hides the floor. A scarred table with manacles rises two feet above the water, flanked by two racks of torture implements.*

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The water is two feet deep. The far stair's door leads to a stone staircase, which climbs to a tiny door on an exterior alley.

In this room, Esteban secretly tortured to death Valencia's previous lead Inquisitor, Diego Tomás. Esteban extracted secrets about Valencia's court and Church and about forbidden lore in the Church's archives. Diego's splintered ghost lingers here, tormenting itself.

Although Diego's ghost cannot manipulate physical objects, full-sensory illusions affecting objects here are part of its manifestation. Once someone touches the table or torture implements, or approaches the far staircase, illusions make the entrance door seem to slam and lock loudly, the far staircase collapse in a spray of water, the chandelier swing on its creaking chain, and all lights sputter out.

Diego's ghost shudders into visibility in its Inquisitor Aspect: a glowing, grim, towering figure in full Inquisitor robes with a whispering voice and intimidating mien. It strides across the water's surface, which seemingly hisses and steams beneath its feet (Sanity loss 1/1D6 to witness). It confronts each Investigator with a question challenging Catholic-doctrine knowledge or devotion to the Inquisition. It scrutinizes answers with its Insight (skill 80%). Hesitancy or dissembling causes the specter to flicker and suddenly reappear bent over the empty table, twisting a torture implement where a victim would be.

A shriek rings out, the Inquisitor Aspect vanishes, and the ghost reappears in its Victim Aspect, a naked, brutalized torture victim, broken and shackled on the table, screaming as wounds appear matching the device the Inquisitor Aspect used (Sanity loss 1/1D6 to witness). The ghost matches its POW 18 against the hesitant or lying Investigator's POW on the Resistance Table. If it wins, the Investigator feels the illusory injury, suffering 1/1D6 Sanity loss.

The Victim Aspect wails, “Ask me what you will! Stop! Stop! Stop!

Just ask me what you want to know!” It answers truthfully, within Diego's knowledge while living, any one question, screaming as if the answer were torn forth by torture. If no one asks a question, it blurts out one of the following statements. It knows many things Esteban told it during torture, including all of the following:

- Esteban is possessed by an evil, non-Christian spirit perverting the Inquisition to its personal use.
- The angels are otherworldly, non-Christian monsters in disguise, bound by a spell Esteban keeps in his chambers; they are enslaved to Esteban's cross.
- Esteban has discovered several blasphemous spells in the Church's forbidden archives and translated them onto parchments in his chambers for his own use.
- Esteban discovered a cup that anyone can fill with his own blood to pass his own power to its drinker.
- Esteban has summoned his own terrible book to himself with a spell that ripped a victim apart.
- Esteban has all but completed his research into means to prevent souls from reincarnating.
- Esteban wants a massive sacrifice to finish his plans, a blood-letting the Inquisition empowers him to cause.
- A hidden door on the building's west side beside a small fountain leads to a secret interior staircase that in turn climbs to Diego's former chambers, now Esteban's lair, where all Esteban's secrets await. Open the door by lifting the fountain's angel-statue's left wing.

After answering a question, the Victim Aspect vanishes. The Inquisitor Aspect immediately flickers back into sight to question Investigators anew. An Idea roll suggests that answering incorrectly (and enduring the retaliatory torture) will bring back the Victim Aspect again with more information.

The ghost's illusion makes one unable to see or feel the far staircase leading out, but it is still there and can support a person's weight. Because the climber cannot see or feel the steps, however, he needs a successful INT x2 or POW x2 roll to make the climb to the top. Failure doesn't make him fall; failure stops his progress, inflicts 0/1 Sanity loss, and requires another roll to continue climbing.

## Into the Streets

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*The staircase up from the ghost chamber climbs to a tiny door in the building's east exterior wall, fashioned to look like blank wall from the outside.*

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The low door opens in the midst of a narrow, bent alley between tall buildings; it swings shut if unattended and can't be reopened from outside. A sliver of red sky roils above, but darkness enshrouds the alley's floor. Shouts, crashes, the clatter of arms, and children's wailing echo off the empty lane's looming walls, the sounds coming from both directions.

## Angelic Judgment

Before the Investigators reach either end of the alley, a byakhee swoops down silently from hiding. If its Fly Silently roll succeeds, the Investigators cannot react before it attempts to grapple Father Alonzo (50% chance) and carry him aloft. If it misses Alonzo, maneuver Alonzo to allow the byakhee another attack. If the byakhee successfully seizes Alonzo, it flies where it can be seen outside the alley and cries



aloud, “Behold the escaped heretic!” As Alonzo struggles in its grasp, he calls to the Investigators, saying “Esteban’s offices! My scroll!” The angel drops Alonzo to impale him on a building’s spire and next points to the Investigators, crying “and behold his blasphemous confederates!” before flying away. If it fails to snatch Alonzo, it simply reveals the Investigators’ location.

## Run Like Hell

Their attention drawn by the angel’s commands, four guards see the Investigators and begin pursuit through the medieval city’s narrow, twisting streets. Fortunately, none carry ranged weapons.

Dozens more presently marshal on the building’s far side directly in front of the secret fountain-side entrance to Esteban’s Chambers. To

## Chase Rules

**Distance:** The guards start an abstract “Distance” of 10 behind the Investigators. Track each Investigator’s Distance separately. Each round, the guards shorten this Distance by one (to 9 on the second round, 8 the third round, etc.) until they catch up.

**Escape:** To escape successfully, each Investigator needs to devote a round to making a successful Hide check. Each gets a +10% bonus on his Hide check for each point by which his Distance exceeds 10 (+10% bonus to Hide check at Distance 11, +20% at Distance 12, etc.).

**Obstacles/Features:** Each round, the Investigators’ group faces two Obstacles/Features on the **CHASE TABLE**, below (chosen or rolled randomly by the Keeper). Each Obstacle/Feature has a Difficulty Level (chosen by the Keeper or rolled on 1D6; 1–3 = Easy, 4–5 = Moderate, 6 = Hard).

Each Investigator must choose one of these two Obstacle/Features confronting him and then overcome it. Different

Investigators can select different Obstacles/Features, but this may force them to split up (and their pursuing guards as well).

To overcome an Obstacle/Feature, each Investigator chooses which Skill or Characteristic roll he will use from those listed under the Obstacle/Feature’s Difficulty level on the table. Success means the Investigator adds the “Distance Added” to his Distance lead on the guards. Failure means that Investigator’s Distance drops by 1.

**Rooftops:** All Obstacles/Features (except #7) can be used for Investigators who climb to rooftops, although some Obstacles/Features provide a different description. Note that failing to overcome Obstacles/Features #3, #4, or #8 may cause a fall to the street (see table footnotes).

**Guards:** Guards don’t roll on the table. Guards automatically reduce Distance by 1 each round unless the Investigators overcome an Obstacle/Feature, in which case the Investigators add the Distance Added instead.

CHASE TABLE			DIFFICULTY		
	Obstacle/Feature	Distance Added	Easy	Moderate	Hard
1	Climb Over Wall	Easy 1 Mod. 2 Hard 3	Climb x2 DEX x3 STR x3	Climb DEX x2 STR x2	1/2 Climb DEX STR
2	Squeeze Through Gap Between Buildings or Hole in Wall	Easy 2 Mod. 3 Hard 4	(DEX x5) minus SIZ	(DEX x4) minus SIZ	(DEX x2) minus SIZ
3	Cross Slippery Street, or Slippery Rooftop†	Easy 1 Mod. 2 Hard 3	Dodge x3	Dodge x2	Dodge
4	Cross Mired Street or Loose-Tiled Rooftop†	Easy 1 Mod. 2 Hard 3	Dodge x3 STR x4	Dodge x2 STR x3	Dodge STR x2
5	Navigate Street Obstacles, or Rooftop Clutter	Easy 1 Mod. 2 Hard 3	Dodge x3 STR x3	Dodge x2 STR x2	Dodge STR
6	Pull Objects Across Path (Each Investigator can pull 1 object)	1 for each Success (each benefits all Investigators)	DEX x4 STR x5	DEX x3 STR x4	DEX x2 STR x3
7	Move Through Crowd (Not Applicable on Rooftops)	Easy 1 Mod. 2 Hard 3	Dodge x4 Fast Talk x4 STR x4	Dodge x3 Fast Talk x3 STR x3	Dodge x2 Fast Talk x2 STR x2
8	Cross Gully or Culvert, or Jump Roof to Roof*	Easy 1 Mod. 2 Hard 3	Jump x4	Jump x3	Jump x2
9	Find Shortcut (Only 1 Investigator must succeed for all to benefit)	Easy 2 Mod. 4 Hard 6	Idea Spot Hidden x3 Navigate x4	1/2 Idea Spot Hidden x2 Navigate x3	1/3 Idea Spot Hidden Navigate x2
10	Climb Up to or Down from Rooftops	Easy 2 Mod. 4 Hard 6	Climb x3	Climb x2	Climb

† A failed rooftop roll of 10 or less on requires a Dodge x2 or DEX x4 roll to avoid a 10-foot fall to the street. Such a fall causes 1D6 Damage.

\* A failed roof-to-roof jump roll requires a Dodge or DEX x2 roll to catch an edge and avoid a 10-foot fall to the street. Such a fall causes 1D6 Damage.



use this entrance, Investigators will have to return after these guards move off (which will occur roughly a quarter-hour later).

Guards closed all outer-wall gates, so escape must be found within the city. Chaos rules the streets as groups move about trying to escape city guards, who are kicking in doors and beating information out of people in their hunt for Moors. Other guards have marshaled citizens to assemble enough wood for stakes and fires; these groups tear down buildings to load wagons with combustibles.

Investigators can disappear into the bedlam if they can escape their immediate pursuers. Run this encounter as a harrowing street chase of your own design or use the Chase Rules on page 43.

Any Investigator who fails to escape pursuit is eventually recaptured, securely bound, and taken to the place of execution at once (see **Scene 5**). The Keeper is free to ad lib any escape attempts, bearing in mind that while overworked the guards will keep a keen eye on these known troublemakers who have already escaped their grasp once. If the entire Investigator group is captured, skip to **Scene 5: Auto-da-Fé**—except now the Investigators' point of view is that of someone chained to one of the stakes and soaked in accelerants while awaiting their grisly fate.

## SCENE 4: ESTEBAN'S OFFICE

Once the Investigators have successfully eluded pursuit, they should realize from what they've learned (from Fr. Alonzo and the ghost Inquisitor) that stopping Esteban requires gaining access to papers in his office. Otherwise, hundreds will die horribly in a few short hours—perhaps many of their friends and family among them.

### Getting Back In

If the Investigators can escape pursuit, they can, with half an hour of sneaking through back-alleys and narrow lanes, reach the home of Josu, the Church clerk who attempted to aid his Investigator friend in the first scene. Josu has barred himself and his family inside his home and cannot be persuaded to leave. He has keys to doors on the Inquisition building's main levels but not to doors in the dungeons or to Esteban's chambers. A successful Persuade roll convinces Josu to relinquish his keys, but he points out that entering openly will, at a minimum, require getting past two guards at the front gate and likely more within. Josu knows about the existence of the concealed door by the western-wall fountain, and he has heard rumors that it opens on a private staircase to Esteban's chambers. This information he readily shares. From Josu's home, it takes another half-hour to reach their goal if Investigators are moving cautiously; they can cover the distance in a quarter-hour if they walk about openly, but this risks being spotted and recaptured.

The west exterior wall of the massive building housing the Inquisition abuts another alley. A spike-topped iron fence encloses a long narrow garden (about three feet wide) running the building's length, from which bushes and trees grow to shade the alley itself. Within that garden, a small, dry, semicircular fountain with a bronze angel statue in its center rests in an alcove up against the building's wall. Pressing up the statue's left wing reveals a keyhole that unlocks and snaps open a small secret door concealed by a bush. Esteban carries the only key, but the device is simple, operable with a successful Locksmith x2 roll that can be retried with two minute's effort. Within, a narrow staircase climbs to Esteban's Library.

## Grand Inquisitor's Chambers

Esteban's Chambers comprise two levels.

**Main Entrance.** A staircase rises from below to a platform before the main entrance door. A single, alert guard is posted here to protect the bishop from intrusion, but he is well-trained not to respond to screams and disturbing sounds from inside. He knows Esteban has another, hidden exit, but not where. Only Esteban carries this door's key.

**Audience Room.** This lushly appointed room, used to impress church dignitaries, contains little of interest. A door leads from here to Esteban's private library.

**Private Library.** Esteban uses this small paneled room as his office. A stone spiral staircase leads up to the Laboratory. One door leads to the audience room; another to his bedroom. In addition, one of the beautifully carved panels conceals a door to the secret staircase opening in the outer wall behind the angel fountain.

Locked cabinets contain blasphemous ancient writings in many languages—none of them with spells or information directly relevant here. The desk contains sheaves of Esteban's notes. Ten minutes of study and a successful Occult or Mythos roll gleams that Esteban has for weeks been planning a massive burning of Inquisition prisoners as some sort of sacrifice for an unspecified blasphemy.

**Bedroom.** This spartan chamber just off the library bears nothing of note other than the many non-Christian wards etched deeply into the floor under the bed. A successful Mythos roll reveals only that the obscure symbols are meant to ward off otherworldly entities.

**Laboratory.** The Library's spiral staircase opens through the floor of this large, high-ceiling chamber with tall, shuttered windows. Of the many lanterns, candelabras, and soot-darkened hanging braziers, only a single lantern glows.

Several elegant work tables stand about the room. Torture implements dangle from a wall rack. Double-doors indicate a closet.

A giant circle is etched into the floor, surrounded and filled with non-Christian symbols and Mythos glyphs for summoning, binding, and protection. Dried blood, shreds of skin, and one stray finger joint clog the inscribed grooves. At the circle's center, the floor contains a three-foot-diameter hemispherical hole filled with clear water. A flesh-leather tome, the *Codex of the Harbinger Star*, floats on this water on a plain wooden board painted blue. Anyone touching the *Codex* by hand or with a tool triggers a magical trap, suffering a Breath of the Deep spell (possibly drowning the unlucky Investigator).

### Behind the Double-Doors

- In a closet-sized space hang three torture-mutilated corpses: one of a Denizen in natural form (1/1D6 Sanity loss to see) and two of humans possessed by Denizens through proto-spheres.

### In the Codex

- Even a quick glance reveals gloating diatribes that indicate Peng frequently uses the spell Flesh Ward to trade magical energy (magic points) for physical protection (armor).
- Skimming reveals information about a magical energy transfer in which a donor bleeds into an enchanted cup (losing magic points) and from which another person drinks (gaining magic points).
- Looking at the most recent pages reveals all information in **Appendix D: Codex of the Harbinger Star**. This gives the Investigators knowledge both useful in resolving their current dilemma and helpful if playing the full *Red Eye of Azathoth* campaign.



## On the Tables

- Two broken brass spheres. These seem identical to Peng's, except that they are not inscribed with any names.
- An Arabic scroll translating cuneiform markings, scrawled over with Esteban's notes. Ten minute's study and a Mythos x2 roll identifies these as translating the Remortification spell. Esteban used it to call back Diego's ghost, seeking more information, but now does not know how to dispel the specter.
- An Arabic scroll containing the Summon/Bind Byakhee spell, with complete Spanish translation and a phonetic transcription of the Arabic incantation. A successful Cthulhu Mythos or Occult x2 roll allows one to read directly from the parchment's phonetic incantation to cast a "separate binding" in one round, immediately binding a present byakhee. Note that this only works if the byakhee has completed Esteban's last binding order and Esteban has not rebound it yet. (See the *Separate Binding* sidebar in the basic rulebook's chapter **A Mythos Grimoire**.)
- Notes in the margins of the Summon/Bind Byakhee spell speak of a "whistle with ruby wounds." On a successful Idea roll, an Investigator realizes that this must be the crucifix they saw on Esteban in the first scene. The notes indicate that when the whistle is blown, it automatically rebinds a byakhee once it has completed a previous command. The Keeper should determine the byakhee's current command.
- A charcoal rubbing of a partial Egyptian hieroglyph tablet. The surviving text references the Black Pharaoh Nephren-Ka and contains an incomplete spell that banishes outsiders (Mythos creatures), identical to the spell Prinn's Crux Anasta. Studying Esteban's attached Spanish partial translation for ten minutes, combined with a successful Cthulhu Mythos x2 or 1/2 Occult roll, identifies the spell's purpose, but does not allow casting it. After the translation, Esteban's notes describe his plans to put the spell's magical principles to new uses. Specifically, he hopes to create a ritual to bar other-dimensional beings from traveling to Earth through any magical device, and he plans to modify his sphere to prevent returning souls from reincarnating. [**Keeper's Note:** If any player points out that Egyptian hieroglyphs had not yet been translated in this era, cheerfully agree and have his or her Investigator make a SAN check (0/1D2 SAN) at the realization.]
- A series of broken cuneiform tablets (in Assyrian, though it may be difficult for the Investigators to determine that) sit beside a carefully crafted scroll in Spanish that neatly sets forth the following new spell:

**Consume Likeness (variant):** After the target of this spell voluntarily drinks the blood or tastes the flesh of a living victim, the caster must expend 10 magic points, touch the target during the casting, overcome the victim's MP on the resistance table, and (if the target is unwilling) overcome the target's MP on the resistance table. If successful, the target's likeness transforms into that of the victim and the caster loses 1D8 Sanity points. The effect lasts until 24 hours elapse or the target dies, whichever comes first. The caster must choose one significant feature of the target to remain unchanged, and another feature, beyond the caster's control, remains unchanged solely in the target's shadow. While the target wears the likeness of the victim, the original victim's face appears flayed or featureless (Keeper's option).

- Drawings of angels devouring men defile the margin.
- Father Alonso's confiscated scroll containing the spell Mind Transfer in perfect Spanish; this variant must be cast within 100 yards of the target.
- An ancient bronze goblet with dried blood stains inside and over the rim.

**Cup of Blood (new magic item):** To access the cup's magic, a creature must fill it with his own blood, which costs 2 hit points and transfers 2D6 of his magic points into the cup. The lost hit points and magic points regenerate naturally. A willing recipient who drinks the blood loses Sanity equal to the magic points stored in the cup and gains an equal amount of magic points, even if his total magic points would exceed his POW score. Additionally, all of the recipient's Luck rolls are reduced by half for 24 hours unless those Luck rolls are made either protecting the donor or within five yards of the donor.

## SCENE 5: AUTO-DA-FÉ

On the morning after the Investigators' incarceration, an *auto-da-fé* begins in Valencia's main square. Esteban has been up all night preparing for the event. As the Harbinger Star paints the square an angry, bloody red, angels, clergy, and guards fulfill Esteban's preparatory commands. Once all five hundred stakes are erected, around Lauds (3 am), Peng spends hours laying his palm on each of them, mumbling some foul curse for its victims to come. Witnesses of the five hundred "blessings" praise God for Esteban's piety and sympathy.

### An hour after Prime (7 am)

Excitement builds as a crowd begins to gather. Over the next hour two thousand people flood the streets surrounding the large square.

### An hour before Terce (8 am)

Lesser clergy (priests, clerks, etc) and civil authorities (politicians, officials, etc) gather in the center of the square. On the square's east side, Esteban and his entourage of cardinals, bishops, and guards ascend a wooden grandstand built for the occasion. The two angels alight on flanking perches attached to the grandstand like thirty-foot-tall watchtowers without steps.

### Half an hour later (8:30 am)

Streams of shackled prisoners, mostly Moors captured during the night (and including any captive Investigators), exit buildings at sword point and join a single heavily-guarded procession that hobbles toward five hundred stakes pounded between the flagstones on the square's west side. The stakes stand five feet apart, forming twenty-five rows of twenty stakes each laid out on a one-hundred and twenty-five foot by one-hundred foot grid, seventy yards from Esteban's grandstand. Chopped wood, broken furniture, and other combustibles carpet the grid in heaps. Guards lead the prisoner procession atop the fuel that will soon consume them. A guard unshackles a prisoner's legs, runs the chain behind that individual's stake, and reshackles his or her legs, then repeats the process with his or her wrist shackles. No chain runs between ankle and wrist chains. The Inquisition simply ran out of chains.



### Terce (9 am)

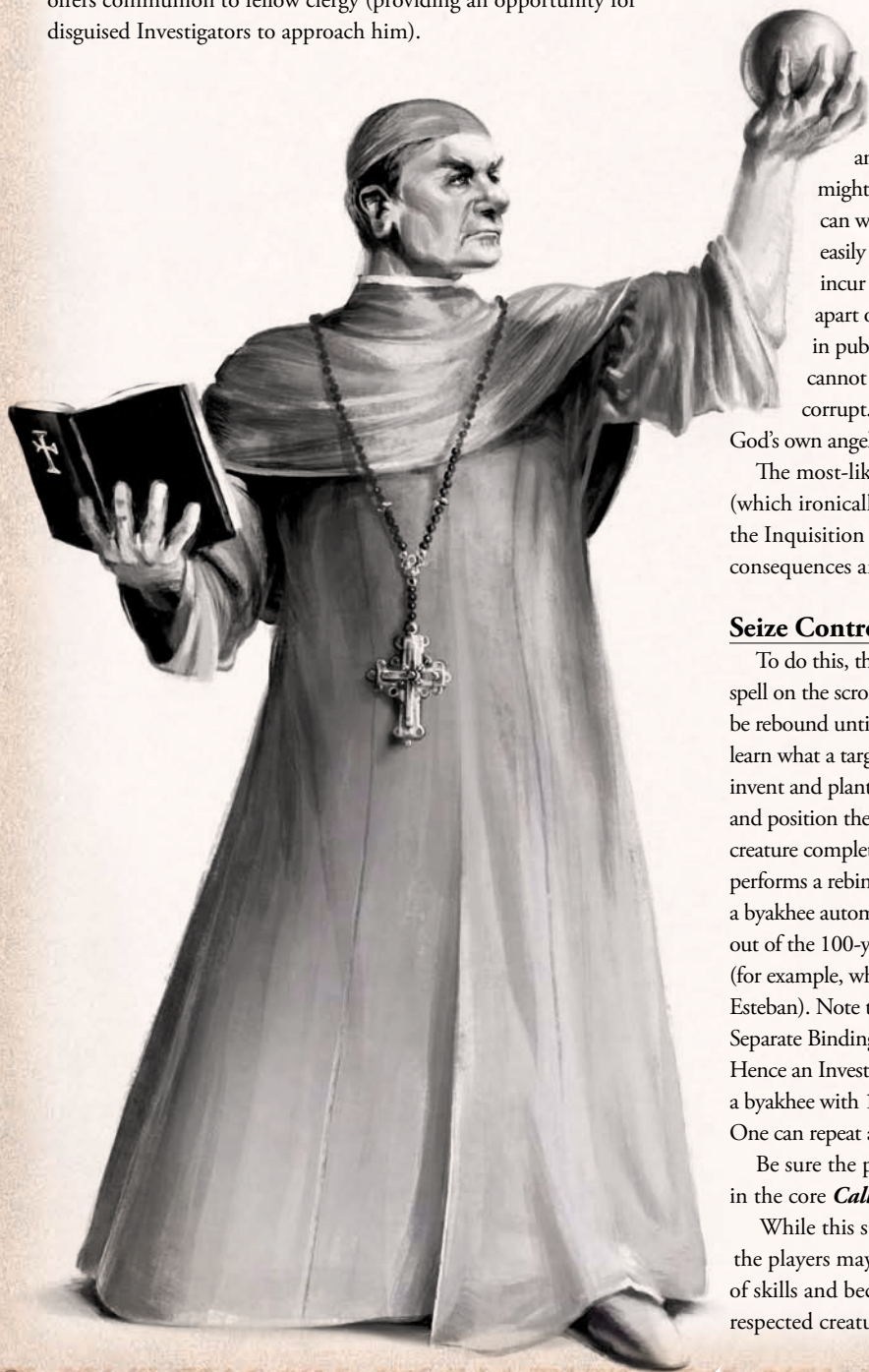
The staking of prisoners continues, and an impatient Esteban orders the guards to solicit the help of bystanders (providing an opportunity for Investigators and their allies to pretend to relock chains). Stakes run out and multiple prisoners are chained to one stake.

### Half an hour later (9:30 am)

Clergy invite citizens to stand behind them in the square's center. The square becomes a solid mass of people (providing cover for Investigators but difficult to move through).

### A quarter-hour later (9:45 am)

A full Catholic mass begins, with angels watching. Esteban officiates the ceremony, delivers a hellfire sermon on "the devils within" and offers communion to fellow clergy (providing an opportunity for disguised Investigators to approach him).



### An hour before Sext (11 am)

The mass ends. Guards douse the wood under the stakes with fat, alcohol, tar, and any flammable liquids they can find. Esteban announces that the staked heretics have been found guilty in God's eyes and are condemned to death. He orders the fires be lit.

## Investigator Strategies

The *auto-da-fé* spectacle is both the best and worst time for the Investigators to stop Peng. To the Investigators' advantage: Peng cannot cast spells without betraying himself to the public, and plenty of Christians would witness an angel return to its hideous natural form if someone were to kill one. To the Investigators' disadvantage: Every guard in the city stands by, and muttering a spell or getting close to Peng or an angel with a weapon presents quite a challenge.

The Investigators may adopt any number of strategies for stopping Peng at this event. Reward well thought-out plans with a reasonable chance of success.

Physical strategies employing combat and stealth but no spell casting have little chance of success (which an Idea roll might suggest). For example, the Investigators might attempt to kill an angel where an aghast Christian crowd can witness it revert to its hideous byakhee self. This strategy can easily backfire. If the Investigators merely injure an angel, they incur the wrath of the Christian populace, who will tear them apart on the spot. If the Investigators do manage to kill an angel in public, they risk Esteban convincing the crowd that "Angels cannot die . . . but they can be ensorcelled by devils to appear corrupt. Kill the warlocks who have cast their spells and defiled God's own angels!"

The most-likely-to-succeed strategies require spell casting (which ironically make the Investigators guilty of the exact heresies the Inquisition denounces). Some possible strategies and their consequences are detail below.

### Seize Control of the Angels

To do this, the Investigators must first learn the Summon/Bind Byakhee spell on the scroll in Esteban's laboratory. Since a bound creature cannot be rebound until it completes its current command, the Investigators must learn what a target byakhee's current command is (which the Keeper may invent and plant in Peng's *Codex* or make obvious by the creature's actions) and position themselves to cast a Separate Binding immediately after the creature completes the command (casting time 1 round) but before Peng performs a rebind. Given that Peng can blow his crucifix whistle to rebind a byakhee automatically, the Investigators must either ensure that Peng is out of the 100-yard range for a rebind or steal the whistle around his neck (for example, while posing as a priest and receiving communion from Esteban). Note that a creature cannot be bound by a person fighting it. A Separate Binding requires matching magic points on the Resistance Table. Hence an Investigator with 10 magic points has a 50% chance of binding a byakhee with 10 magic points, at a cost of 1 Sanity and 0 magic points. One can repeat a failed Separate Binding immediately.

Be sure the players understand the Separate Binding rules as detailed in the core *Call of Cthulhu* rulebook.

While this strategy features risky and complicated components, the players may enjoy it immensely because it demands a broad range of skills and because it puts them in control of supernatural, well-respected creatures. The Investigators might instruct the creatures to



attack Esteban, who fails to Fast Talk his guards into defending him against angels. Consequently, he is forced to defend himself with spells and thereby betrays himself to the public.

### Summon/Bind New Byakhee

Much simpler than seizing control of the angels, the Investigators could use the Summon/Bind Byakhee spell to summon their own (albeit demonic-looking) byakhee. An Investigator who expends X magic points has an X times 10% chance of summoning a byakhee, at a cost of 1D3 Sanity to cast the spell and 1D6 Sanity to see the byakhee. Summoning takes five minutes for each magic point spent. A caster can repeat a failed summoning if he has sufficient magic points remaining to spend anew. In 2D10 minutes, a byakhee flies down from the sky already bound, still icy from space. If successful, the Investigator could command his byakhee to attack Esteban or his angels. If Peng's angels destroy the Investigator's demons, the Investigator's plan fails. But if the Investigators' creatures triumph, the crowd trembles before this sign of evil's might (so that guards are much less willing to attack such powerful sorcerers). Better still, Peng may be forced to use spells to protect (and thus betray) himself.

The next two strategies involve matching an Investigator's magic points against Peng's. Investigators can improve their odds by using the Cup of Blood from Esteban's Laboratory to pool their magic points or by causing Peng to waste some of his own magic points. For example, having learned from Peng's Codex that Peng knows Flesh Ward, clever Investigators might prompt Peng into casting the spell on himself (thereby exhausting magic points) if credible information indicated that his life were in imminent danger—for example, word that a skilled assassin (Scab) is lurking nearby. A generous Keeper might assume that Peng has already expended half his remaining magic points to cast Flesh Ward, giving himself 5D6 armor, and now has only 5 magic points.

### Turn Esteban into a Byakhee

To do this, the Investigators must (a) learn the Consume Likeness variant from the material in Esteban's laboratory, (b) collect blood from a living byakhee, (c) trick Esteban into drinking blood (perhaps in his communion chalice), and (d) touch Esteban during the casting. Since an Investigator expends 10 magic points (and 1D8 Sanity) just casting the spell, the Investigator must have at least 11 magic points available prior to casting in order to have any chance to overcome Peng's 10 magic points on the resistance table. If cast successfully during the *auto-da-fé*, instant mayhem erupts, particularly if Esteban just completed his "demon inside" sermon. The frenzied mob attempts to seize and burn him, and Peng's only defenders are the angels he still controls.

### Turn an Investigator into Esteban

To do this, the Investigators must learn Mind Transfer from Father Alonzo's confiscated scroll in Esteban's laboratory and cast it successfully against Esteban. Since an Investigator expends 10 magic points (and 1D10 Sanity if successful) just to cast the spell, the Investigator must have at least 11 magic points available prior to casting in order to have any chance to overcome Peng's 10 magic points on the Resistance Table. If the Investigator fails the casting (10 minutes chanting), Mind Transfer compels him to try again or lose his soul to oblivion. If the Investigator succeeds, the Investigator's mind lands in Esteban's body and Peng's mind lands in the Investigator's body, which might now well be tied to a stake. The Investigator (in Esteban's body) has Peng's whistle and controls the angels.

### ESTEBAN DEL CASSANDRO (LEI PENG TSE SAL), GRACE OF VALENCIA, BISHOP AND GRAND INQUISITOR

STR 17      CON 15      SIZ 17      INT 17      POW 21  
DEX 13      APP 7      EDU 30      SAN 0      HP 32

Magic Points 21 (10 remaining)

**Damage Bonus:** +1D6

**Weapons:**

Fist/Punch 45%, damage 1D3\* + 1D6 db  
Kick 40%, damage 1D6\* + 1D6 db  
\*2x damage if Martial Arts also succeeds

**Armor:** none

**Spells:** Augur, Call Harbinger Star, Consume Likeness (Variant), Death-thralls, Dread Curse of Azathoth, Enchant Object (Knife), Enchant Object (Whistle), Flesh Ward, Remortification, Shriveling, Summon/Bind Byakhee, Wrack

**Skills:** Climb 75%, Cthulhu Mythos 45%, Devotion to the Harbinger Star 99%, Dream Lore 65%, Evil Histrionics 75%, Hide 60%, History 80%, Jump 75%, Listen 75%, Martial Arts 50%, Occult 90%, Prophecy 85%, Sneak 80%, Spot Hidden 65%, Write Foreboding Text 85%

### ANGEL (Disguised Byakhee)

STR 18      CON 11      SIZ 17      INT 12      POW 10  
DEX 14      Move 5/20 flying      HP 14

**Damage Bonus:** +1D6

**Weapons:**

Claw 35%, damage 1D6 + 1D6 db (attacks with two claws simultaneously)  
Bite 35%, damage 1D6 + blood drain (byakhee may remain attached, draining 1D6 STR per round, until victim dies)  
Grapple 50%, damage special (carry victim aloft)

**Armor:** 2 points of fur and tough hide.

**Skills:** Fly Silently 80%, Hide 50%, Listen 50%, Sneak 50%, Spot Hidden 50%

**Spells:** none

**Sanity Loss:** 1/1D6 Sanity points to see undisguised byakhee.

## CONCLUSION

There's plenty at stake in this scenario (besides heretics). If the Investigators fail to stop Peng, over five hundred men, women, and children (mostly Moors) are burned at the stake in a conflagration like nothing Valencia has ever seen. Peng harnesses the sacrificial power of the mass execution and uses it to power subsequent spells that greatly advance his knowledge of how to summon Azathoth.

If the Investigators reveal the angels as byakhee and Peng as the creatures' controller, Valencia reels at the implications. Like waking from a nightmare once beyond their control, clergy and laymen unlock the chains that bind innocents, starting with children, to their stakes. Uneasy months of strained relationships between religions, races, and religious/laypersons follow. The Catholic Church withdraws the Holy Inquisition from the city and, in time, expunges all written knowledge of the embarrassing event in Valencia.

**Keeper's Note:** If you crave one last plot twist, consider the following. If the Investigators prevent the mass execution, several previously condemned men, women, and children hosting Denizens go free. These Denizens seek to capture the reincarnates. The Denizens' imperfect proto-spheres permit only temporary possession (1D8+20 days), and both host and possessor often go mad when the possessor's control begins to slip. Destruction of a fragile proto-sphere breaks the possession (and usually the host's mind as well).



## APPENDIX A: PREGENERATED INVESTIGATORS

### TARIQ IBN BATULA, Age 33, Wary Sellsword

STR 14 CON 16 SIZ 15 INT 10 POW 11  
DEX 15 APP 10 EDU 14 SAN 55 HP 16  
Idea 50% Luck 55% Know 70%

**Damage Bonus:** +1D4

**Weapons:** none

**Weapon Skills:**

Tulwar 55%, damage 1D8 + 1 + 1D4 db

Composite Bow 45%, 1D8 + 1 + 1D4 db

**Skills:** Climb 45%, Dodge 50%, First Aid 35%, Fist/Punch 55%, Grapple 40%, Incarnum 30%, Jump 35%, Listen 35%, Other Language (Spanish) 26%, Own Language (Berber) 70%, Ride 35%, Sneak 35%, Throw 40%.



The mercenary Tariq arrived in Spain ready to sell his sword to any faction, army, or caravan. As a child of the Berber mountain tribes, he has witnessed many strange events, specifically the Denizens who appear when the veils are thin to question the tribe's spirit women about the location of reincarnates.

### BARTOLOME GONÇALVES DE MAGAS DE YUSO, Age 26, Two-Faced Priest

STR 12 CON 10 SIZ 13 INT 12 POW 15  
DEX 11 APP 11 EDU 18 SAN 75 HP 12  
Idea 60% Luck 75% Know 90%

**Damage Bonus:** +1D4

**Weapons:** none

**Weapon Skills:**

Dagger 35%, damage D4 + 2 + 1D4 db

**Skills:** Bargain 15%, Dodge 40%, Fast Talk 40%, History 30%, Incarnum 30%, Insight 50%, Listen 50%, Occult 25%, Other Language (Latin) 25%, Other Language (Spanish) 60%, Own Language (Judaeo-Spanish) 90%, Persuade 60%, Ride 25%.

**Spells:** Create Golem, † Dominate

†as Create Zombie, but made from clay, mud, or rock and takes 1D4 hours to build. After 1 hour, the golem begins to take on the face of a Jew Bartolome has betrayed, and each passing hour costs him an additional 2 SAN to look upon the golem



Bartolome comes from a family of recently converted Jews (*Conversos*). In an attempt to deflect suspicion from his ancestry, he became a Catholic priest and is now an ardent denouncer of heretics, Moors, and crypto-Jews (*Marranos*). Thanks to his zealous reputation, he has been the recording scribe at several Inquisition torture sessions, but he is increasingly sickened by what he has become. Shortly before his father's death, the secrets of golem-craft were passed to Bartolome. Bartolome is loathe to use this power for it makes his Jewish heritage plain to all, and the golems he creates always take on the faces of those he has persecuted.

### "SCAB" (JUAN MARCOS) Age 30, Penitent Leper

STR 17 CON 16 SIZ 17 INT 11 POW 10  
DEX 11 APP 3 EDU 12 SAN 50 HP 17  
Idea 55% Luck 50% Know 60%

**Damage Bonus:** +1d6

**Weapons:** none

**Weapon Skills:**

Garrote 45%, damage strangle

Whip 35%, damage 1D3 or grapple

**Skills:** Climb 45%, Dodge 27%, Grapple 50%, Hide 50%, History 25%, Incarnum 30%, Jump 35%, Library Use 30%, Listen 40%, Locksmith 40%, Occult 25%, Other Language (Latin) 10%, Own Language (Spanish) 60%, Sneak 50%.



Born with a deeply cleft lip, Juan Marcos was abandoned as an infant. When he contracted scabrous leprosy as a child, the Church took him in. Realizing the value of one with such a powerful frame, the Church has set Scab to the task of eliminating those deemed distasteful by those in authority. Scaling their windows at night, Scab has fourteen successful assassinations under his belt. Most assassins are paid in gold, but Scab is paid with promises of salvation, having been told that if he continues to carry out the Church's will, God will eventually love one even as misshapen as himself. Scab has begun to have his doubts, as the God he is told about is nothing like the God in his Bible. More than anything, Scab longs for acceptance, and he cherishes anyone who calls him by his real name.

### MULAI AHMED BEN ASOUD Age 37, Honey-Tongued Mystic

STR 10 CON 11 SIZ 11 INT 15 POW 16  
DEX 11 APP 13 EDU 17 SAN 65 HP 11  
Idea 75% Luck 80% Know 85%

**Damage Bonus:** +0

**Weapons:** none

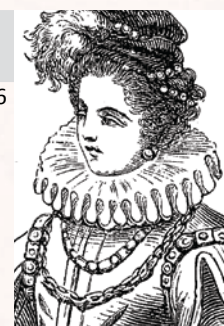
**Weapons Skills:**

Rapier 40%, damage 1D6 + 1 + 0 db

**Skills:** Astronomy 21%, Cthulhu Mythos

15%, Dodge 27%, Hide 30%, History 40%, Incarnum 30%, Law 35%, Library Use 40%, Listen 50%, Occult 50%, Own Language (Arabic) 85%, Other Language (Latin) 20%, Other Language (Spanish) 48%, Persuade 60%, Sneak 30%.

**Spells:** Cloud Memory, Command Snakes, Evil Eye, Snake Form



Rumored to have been sired by a Djinni, Mulai is the diplomatic envoy to Valencia on behalf of Sultan Bayezid II, who has offered asylum to those persecuted by the Inquisition in Spain. Dressed in his rich silks and fine turban, Mulai is unmistakable with his serpent-headed cane and brilliant green right eye. Mulai's personality is naturally engaging, but his way with words has accomplished some truly amazing feats—often leaving those he negotiates with befuddled and struggling to remember exactly what was said. Above all, Mulai is a manipulator of men, puller of strings, lover of snakes, and given to trance-like fugues where strange memories of the past spring unbidden to his mind. Mulai grows ever more concerned regarding the future of Moors in Valencia.



## APPENDIX B: PLAYER HANDOUTS

### Handout B1: What Do You Know?

It's the winter of 1487 AD in Valencia, Spain. The Spanish Inquisition has descended upon the city under the absolute direction of Grand Inquisitor Esteban del Cassandro, the "Grace of Valencia." When Esteban first arrived, he was merely a young bishop adjunct. That was before the comet appeared a month ago, holding itself in the sky ever since and bathing Valencian nights in its bloody light. And it was before three angels descended from Heaven, alighted on the Basilica of Our Lady, and declared Esteban their emissary on Earth.

With the authority of angels, Esteban sanctifies the streets in heretics' blood. He roots out Moriscos and crypto-Jews (Spanish Muslims and Jews, nominally Christian converts, who continue to practice Islam and Judaism). As angels watch from their perches, the Inquisition seizes suspected heretics throughout the city. At night, screams and curses pierce the darkness as Church agents drag people from their homes and torture men, women, and children to extract the confessions necessary to save their souls from eternal hellfire. When morning dawns, branded non-penitents shuffle forward in chains and burn at the stake in public squares.

A stifling climate of fear grips the city's throat. Suspicion eclipses trust. Neighbors, family, and friends accuse each other of sins real and imagined. Counter-accusations redirect torture and provide the Inquisition with fresh chains of victims. No one is safe. Anyone could be taken, tortured, or killed at any time. With satisfied angels witnessing events, to whom can one appeal?

### Who Are You?

You are a prisoner of the Inquisition—seized in the night, gagged, hooded, and shackled. A chain connects your ankles. Another connects your wrists. A third connects the first two. A sword point goads you through Valencia's main square. You hobble and trip up a stone step into a building. No one has told you your crime. Maybe no one ever will.

### Handout B2: A Lucky Break

As you are being marched into the room with the others, a friend of yours—a clerk of the Inquisitorial court named Josu—recognizes you by your walk and your dress. Acting quickly, Josu takes a risk, throws his weight around, and convinces the guards to leave you with him in the antechamber instead of leading you into an adjoining main room with the other prisoners. He whispers his promise to vouch for you and speak with Bishop Esteban about your release. You kneel against the wall and remain gagged and hooded. Josu and someone else, possibly a guard, stay in the room with you.

### Handout B3: Escaping Torture

#### Option #1: Confess

Confess the heinous crime of heresy, disclose the details of your sin, and make a Fast Talk roll to determine whether the Inquisitors believe you. You gain a cumulative 20% "confession bonus" for each minute of torture endured. Based on the Inquisition's track record, you estimate that there is an 80% chance that a confession will see you crackling on a burning stake at dawn.

#### Option #2: Blame Someone Else

A friend of a friend escaped torture by insisting on his innocence, proclaiming his undying devotion to Jesus, and convincing his Inquisitors that the *real* sinner was his accuser. You could try the same. Trouble is, accusers are anonymous. You collect your thoughts and decide that you need to give them three likely—and more importantly, believable—victims to take your place. Two will be fellow prisoners in this room, the third someone they will have to go and look for (hopefully buying you more time). All you have to do is identify a person (see below), explain why he or she deserves the full scrutiny of the Inquisitors, include some believable detail (your relationship, some specific ungodly deed you witnessed, &c.), and make a Fast Talk roll with a bonus 10% higher than your current confession bonus.

**Person #1 in Room:** \_\_\_\_\_

**Relationship:** \_\_\_\_\_

**Person #2 in Room:** \_\_\_\_\_

**Relationship:** \_\_\_\_\_

**Person Absent:** \_\_\_\_\_

**Relationship:** \_\_\_\_\_



## APPENDIX C: VISIONS

The Keeper can use these Visions, or any of the ones from previous segments of the campaign, whenever called for by the adventure.

### Vision #1: The Turbaned Man

*Under a many-colored sky, the turbaned man beckons you to join him aboard the great black galley moored at the river-side. No sooner have you walked up the gangplank than he kicks it away, saying "No more need for that—there's no going back." From some inner pocket of his dark robes he pulls forth the object you've dreamed about time and time again: a small, smooth brass sphere. Trembling with excitement, you take it from his extended hand, noticing for the first time that there's something wrong, something not quite human, about the fingers. But you quickly forget that, lost in the glory of the moment as you cradle the smooth unmarked brass in your hands, turning it over and over again. You know now that you are the Chosen One, the Harbinger, he who will summon the Great Sultan.*

### Vision #2: The Reincarnate

*The false priest staggers back bleeding from the stroke of your bronze sword. "How is this possible?" he wails, clutching at his wound. "You were helpless to stop me when I took your body. Why have you returned, and how?"*

*Stepping forward, you raise the blade again. How you do not know, but you bless Tarhunt above and Lelwani below, Arinna the sun and all the other gods for giving you this unexpected chance for revenge. As you drive the blade through his black heart, you know you would return time and again if that were what it took to stop his mad scheme and avenge the evil he did when wearing your form.*

### Vision #3: The Stepped Pyramid

*So close! Even from here, lashed down across the great stone altar by inexorable bonds, you can see your enemy limp painfully as he drags himself closer step by step. If only you'd had a little more time to make a killing stroke, or he had not been so well prepared for your assault. You can see your two comrades, linked to you by some tie stronger than death itself, struggle uselessly to get at him from where they await their own turn on the altar. Wearing his feathered coat and ceremonial headdress, and wielding a wicked obsidian knife in one hand, he leans over you to gloat one final time:*

*"Three of you this time. And still it is not enough. Why not give up, and go back into the darkness. Let me get on with my great work."*

*With that, Lei Peng strikes, stabbing you in the chest. The world dissolves in agony, but through it all you somehow stay conscious as he cuts out your still-beating heart and holds it aloft, shouting "Die, and despair, and sink back into nothingness!"*

### Vision #4: Labyrinthine Are Her Ways

*Is there no end to this accursed maze? Ahead you hear the mocking laughter of the fleeing priestess. You follow through the twisting, winding passages, crossing and re-crossing your path. Sometimes in the near-darkness you find drops of blood, fallen from the self-inflicted mutilation of her eyes. From time to time you pass the shattered remains of something that used to be human, cruelly smashed and sundered. Then finally you come into a circular room open to the sky above, bathed red in the lurid light of the great comet overhead.*

*On the far end of the chamber the priestess stands defiantly, blood running down her face while she chants something in a language no good Cretan should ever speak. You have to stop her before that chant reaches its end. But as you reach the center of the chamber, something steps from the darkness behind her. Ai! Ai! Ai! Your mind reels at the sight of something that cannot be, something with the body of a very titan among men, yet with a head no human ever wore. You snatch for one of the great double-bladed axes hanging on the walls, and then suddenly he is upon you.*

### Vision #5: Death by Cats.

*You curse, fall, force yourself to your feet, and stagger forward again. Behind you comes the pursuit: silent, inexorable, deadly. You thought you'd taken everything into account this time once you'd dispatched the reincarnates. The Lengites warned you: beware Her minions, deadly foes of all who ally with our Masters. If only you can reach the river . . . It can't be far now, but you've gotten turned around in the dark. Curse these endless winding cobbled streets! Is it down that alley, or over that wall and along that rooftop? If only you weren't so winded, your breath coming in great rasping gaps.*

*Then for the first time you hear them: a low, deep growling coming from a thousand furred throats. Small, sharp-fanged forms stalk out of the shadows on all sides, eyes glowing: you're surrounded. You look around for a weapon—a loose cobble, a fallen brick, anything. You start to gasp out one last spell, to try to harness the power of the great Harbinger, when they're on you, surging forward, mouths gaping. You're a long time dying as a thousand small mouths eat you alive, a tiny biteful at a time.*



## APPENDIX D: CODEX OF THE HARBINGER STAR

A letter today from the Archbishop of Sevilla. He denies my request to see all blasphemous and heretical documents within Sevilla's archives. I sent him an angel. The creature will bring me the archive's treasures. A bloody Moorish scarf shall be found in the Archbishop's apartment but never his body.

I performed the origin ritual. It left me fevered, barely able to think. Cannot recall all of the visions, but I remember that the sphere was created by lore-masters and torturers of the Outer Gods called azagoths. These abominations mix wisdom with insanity. They made spheres, including mines, to penetrate worlds their masters cannot see. Are azagoths like harbingers? Do the spheres open doors for masters?

Will adapt Summon/Bind Byakhee spell to summon an azagoth. I believe this is what has been destined all along. As loremasters, azagoths shall teach me to how to summon Mighty Azathoth. Many innocents must die to power the Summon/Bind azagoth spell. My position as Grand Inquisitor could not be more convenient.

Confirmed that it is my sphere itself that reincarnates souls of those whose lives I've stolen in the past. It should thus be possible to alter the sphere's magic and prevent reincarnating souls from being reborn. I shall immediately commence the research to cast those troublesome fools into oblivion once and for all.

Three Denizens of Leng found and attacked me. Rather than killing me, they seized my brass sphere and tried to flee. Only with the aid of my angels did I overtake them, capture one and destroy the others. The Denizens carried spheres that look like mine. I must perform the origin-divining ritual on one these baubles.

The ritual revealed that Lengites in the Dreamlands crafted these spheres to possess humans, but these imitations are not properly attuned to their prey. Possession is brief and doomed. Proto-spheres are fragile. Destroying a proto-sphere may even kill its Denizen.

Tortured Denizen. It confirmed my fears. They know who I am and seek to destroy me permanently. They fear that I shall actually summon Azathoth, stealing humanity from their use as possession playthings. They want to possess humanity en masse and ride it to ruin. They want to sever my link to my spheres, denying me further reincarnations. They would perform experiments on my sphere to learn how to perfect their own proto-spheres.

Now that Denizens have found me, I must set aside other pursuits. First, I have protected my sphere. I dismissed my misgivings and entrusted my sphere to Azrael with binding instructions to carry it far west across the sea and bury it on an island not far from where other men lives, but where no Denizen shall think to look for it. I already have the perfect host this cycle, so keeping my sphere here where it may be vulnerable serves no purpose.

I must put aside my plans for azagoth summoning for now. I need to devote my energies to the Lengites. I shall burn them from Valencia like sin from flesh. The Inquisition shall again be my tool.





# SCENARIO 4:

## LOST SHALL BE THOSE BEARING SOULS SPLIT IN TWAIN

*For among my people are found wicked men; they watch,  
as fowlers lie in wait; they set a trap, they catch men.*  
—Jeremiah 5:26

It is a shameful and unblessed thing to take the scam  
of people and wicked condemned men to be the people  
with whom you plant; and not only so, but it spoileth the  
plantation; for they will ever live like rogues, and not fall  
to work; but be lazy, and do mischief, and spend victuals,  
and be quickly weary, and then certify over to their  
country to the discredit of the plantation.

—Francis Bacon

### INTRODUCTION

*Date: April 13th, 1587 AD*

**Location:** *Roanoke Island, on the eastern coast  
of the New World*

In Spain a century ago, Lei Peng, the self-appointed disciple of the horrific Outer God Azathoth, found that the nightmarish Denizens of Leng had hunted him down again and discovered that he possessed the body of Valencia's Grand Inquisitor. Peng realized that the Denizens sought to steal his brass possession sphere, break his link to it, study its magic, and use it as a template for creating thousands of their own possession spheres. Shaken and infuriated, Peng responded swiftly. He ordered a byakhee he had summoned, a winged Mythos creature capable of flight between the stars, to carry his sphere west across the sea and hide it on some remote but inhabited island unknown to the Denizens. That byakhee crossed the entire Atlantic and buried Peng's sphere in the woods of what would become known as Roanoke Island.

Here, our tale begins anew. But this time the Denizens of Leng steal the focus of this adventure from Peng. If the Investigators defeat the Denizen at the dark heart of this scenario, they effectively end the Denizens' threat to mankind for centuries to come. Failure, however, will unleash a new terror on the world at the end of the campaign, even if the Investigators snatch victory from Peng and prevent Azathoth's arrival in the climax of the final adventure: **And Madness Shall Rise to Devour the West.**

**Keeper's Note:** This scenario offers an alternate explanation of the fate of the Lost Colony from that given in a previously published *Call of Cthulhu* adventure, "Whispers from the Abyss" by Tom Bailey, which appeared in **Whispers from the Abyss and Other Tales**, published by Theatre of the Mind (T.O.M.E.) in 1984.

### Keeper's Background

Roanoke Island is twelve miles long north to south and three miles wide east to west, situated between the Outer Banks and the mainland of what is now the northeast coast of North Carolina. First settled in 1585 as a military settlement led by Richard Grenville, the initial settlement was a mad dash to lay claim to the land before Spain could do the same. Scientists such as Grenville, Thomas Hariot, and Joachim Gans accompanied the expedition to explore the new land for resources such as gold and copper, and make contact with the natives.

At first, contact went well and the surrounding tribes either remained neutral or helped the settlers. Things rapidly deteriorated, however, after August 1585, when Grenville departed for England and Ralph Lane was appointed governor. Lane immediately set about building a star-shaped fort—fresh from fighting the Irish and fearful of a Spanish attack, Lane and many of the one hundred and seven men under his command didn't trust the local inhabitants. Although he realized how much the aid provided by the tribes directly supported the colony's survival, Lane found himself unable to overcome his mistrust of the Indians.

In September 1585, one of Lane's men, George Howe, uncovered Peng's possession sphere while clearing land. When Howe touched the sphere, Peng jumped from the Dreamlands to possess his body.

Of all his challenges, Peng feared most the inevitable appearance of the reincarnating souls—the Investigators. Butchering natives to power his sorcery, Peng began to alter the sphere's magic in an effort to bar these reincarnates from ever again being reborn to thwart him. Peng's arcane meddling will eventually twist the sphere's magic in ways he never anticipated, with effects that will only become fully apparent in the final battlefield in the Arizona Territory in 1887.

Peng also knew that the Denizens would somehow track his departure from the Dreamlands and follow him here, seeking once



again to steal his precious sphere. Hence, he summoned another byakhee and dispatched the monster to hide his sphere somewhere in the vastness of this new land. Peng still doesn't know how to summon Azathoth, but in Spain he discovered that the Outer Gods' loremasters and torturers, abominations called "azagoths," created his sphere to penetrate worlds Azathoth cannot see. In Valencia, Peng's research developed the means to summon an azagoth to teach him how to call down Azathoth, but he never had the chance to begin the azagoth summons. Now he's determined to try again, but he needs a bloody sacrifice to do so.

Three things occurred when Peng's consciousness returned to this realm. First, a comet appeared to the south. Second, disease ravaged the Secotans. Third, a Denizen of Leng, sensing Peng's dimensional shift, traveled by spell to the Waking World, assuming the guise of Malsum, the Dark Wolf, an Indian legendary figure of doom. The Denizen brought with it hundreds of proto-spheres, the Denizens' flawed imitations of Peng's possession sphere.

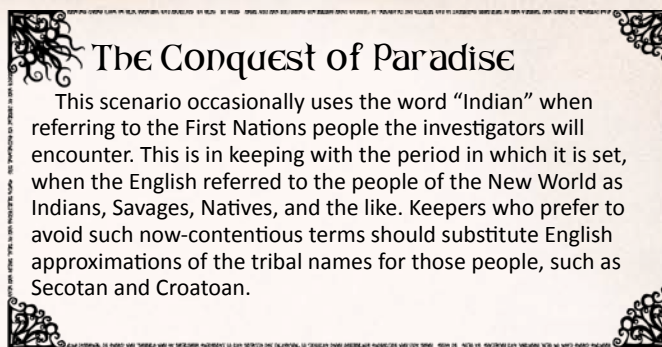
When the natives found the bodies that Peng, as Howe, had butchered, hostilities between the natives and the colonists escalated. In response, Howe led increasing violent colonist raids, killing Indian women and children, hoping to reap a sufficient blood sacrifice to summon an azagoth. His actions forced the tribes into an alliance that attacked the fort. Francis Drake rescued the colonists, who were tenuously holding onto the island, in June 1586. Lane decided to leave behind fifteen soldiers to hold the fort, and Howe begged to be one of them. Lane refused, however, and forced the man to return to England, afraid that Howe's aggressive actions would result in the complete annihilation of the remaining guard.

After the departure of the English, Malsum snuck into the fort and left two dozen proto-spheres to be discovered. When fourteen of the soldiers picked up these curiosities, Denizens possessed their bodies. These weak possessions lasted only minutes, but that was enough for Malsum to slaughter them all. The Denizen, in a half-human, half-wolf form, killed the fifteenth soldier last with tooth and claw, savoring his dying terror and despair. Malsum then skinned the corpses. Over the next several months, Malsum transformed the skinless cadavers into undead under his command and used their skins to create arcane drums to beat out a rhythm he hopes will attune his proto-spheres to human possession. Before he tries, however, Malsum earnestly desires to examine and experiment with Peng's original sphere, and for that Malsum awaits the nearly deathless sorcerer's return.

## SCENE I: THE TENT AND CULL

In this scenario, the Investigators are men and women who have signed up to be part of Raleigh's newest attempt at colonizing Roanoke Island in the New World. Some of the colonists are scientists, looking to explore; others are soldiers, looking to retire to a quieter life or try their hands fighting a new kind of foe; some are criminals escaping punishment, accepting exile in lieu of a more dire fate (e.g., hanging).

John White, leader of the expedition, has asked all its members to join him at the *Tent and Cull* public house in south London on the evening of April 13th, 1587. This scene is designed to give the Investigators time to get to know each other and also introduce some



### The Conquest of Paradise

This scenario occasionally uses the word "Indian" when referring to the First Nations people the investigators will encounter. This is in keeping with the period in which it is set, when the English referred to the people of the New World as Indians, Savages, Natives, and the like. Keepers who prefer to avoid such now-contentious terms should substitute English approximations of the tribal names for those people, such as Secotan and Croatoan.

major NPCs.

*The public room here at the Tent and Cull is crowded, smoke-filled, and fragrant with the smells of old ale and roast pig. At the head of the room is the imposing figure of John White. Although of only average height, his thick white hair and massive mustache make him easy to spot, and his assured voice and manner make him the center of attention. Most of your fellow colonists are men—a mix of soldiers, farmers, carpenters, and what not—but more than a dozen women are present (one of them, who bears a striking resemblance to White, obviously several months' pregnant) and even a few children.*

In total, there are one hundred and seventeen people present, including the Investigators and White himself: ninety men, seventeen women, and ten children. The Investigators are encouraged to mill through the crowd and interact, with others striking up conversations, introducing themselves, asking the Investigator's opinions of what the new world will be like, and exchanging gossip. Most are upbeat about the mission, seeing it as a chance to get "rich as a Spaniard." A few are nervous about the stories of strange creatures and, of course, the Indians, about whom there is much speculation. One or two are wistful about how long it'll be before they have another mug of proper English beer.

After thirty minutes or so of mingling, White calls the meeting to order and introduces himself in a confident, gentlemanly tone. He explains that the purpose of the expedition is to resupply the fifteen soldiers currently holding the island and establish a permanent, sustainable colony. He presents the following information.

- There are one hundred and seventeen colonists traveling on three ships. The estimated arrival time is June. (*Investigators should make Natural World rolls at this point.*)
- Roanoke is a small island between an outer bank of islands and the mainland, and hence somewhat protected from the weather. It has ample room for farming, as well as wood for building. The waters around the island teem with fish, and game is plentiful on the mainland. The land itself is rich in copper and other natural resources.
- Based on past experience, the natives are generally friendly to the colonists. An Indian named Manteo will be accompanying the colonists to help smooth negotiations. (*Investigators should make Insight rolls here.*)
- The colonists will initially inhabit the fort built by the 1585 expedition while expanding the town.
- Although "my lord Raleigh" is outfitting most of the necessities for the expedition, people will need to bring supplies including



clothing, weapons, and tools.

If an investigator succeeds on his Natural World roll, he realizes that a June arrival means any delays on the way will put the colonists too late in the season to clear the ground and plant crops in time for a full harvest that first year. If an Investigator succeeds on his Insight roll, he realizes that White is being somewhat evasive about native interactions with colonists.

As soon as White finishes speaking, others in the crowd begin asking him questions. Encourage the Investigators to join in with questions of their own. White knows the following additional information. If the Investigators do not ask questions that would elicit any useful information, the Keeper should feel free to have an NPC ask them, or simply let them go unasked.

- No one has been in contact with the soldiers holding down the fort for the better part of a year now, since the majority of the initial settlers returned to England. The soldiers know more colonists are coming but not when.
- Yes, the group's arrival so late in the year means they will probably be dependent on native help for survival the first year.
- White will admit that one reason most of the original party returned to England was that relations with the Indians deteriorated. Several skirmishes created animosity between some of the tribes and the settlers. One tribe, the Croatoan, remains friendly to the best of his knowledge.
- He has not seen any "monsters," and many of the animals are simply different varieties of what can be found in Europe. There are deer, birds, fish, and snakes. There is even a creature similar to the Egyptian crocodile.
- It's true that spies in Spain are actively searching for English colonies in the New World. England's agents in Madrid and Seville have confirmed that Spanish ships are looking to pounce upon other colonies in their backyard. Hence the wisdom of the Roanoke colony being placed in an accessible but secluded area where the Spanish will never find it. Besides, those who wish to gain much must sometimes risk much in the bargain.

As White is finishing his question and answers session, someone from the back yells out that the Indians are "*Cannibalistic Savages unwilling to accept the Christian God!*" As people turn, a man who has been quietly but steadily drinking all evening rises from his seat in the back corner. A successful Listen check hears White mutter "*Howe.*" The man explains in a hoarse, loud voice that he was on Grenville's first mission to the island and served under Ralph Lane, Governor of Virginia in 1585. He insists that all the following are true:

- The Indians are brutal cannibals who murdered the English in their sleep. However, the Indians are little more than children when it comes to reasoning, so they will be easy to outwit and defeat. Besides, their women are stunningly beautiful.
- The Indians stole every valuable the colonists had, including guns, which the Indians will do doubt use on the English if given the opportunity.
- The Indians worshipped a comet and sacrificed many of their own people to it. At any mention of the Christian God, the Indians would spit on the ground and sometimes attacked the offender.
- White lies when he mentions the copper. The real wealth is the gold, which is so plentiful that all the Indians wear golden

ornaments and have treasure troves of the stuff in their homes.

- A good Christian owes it to God to return to Roanoke and avenge the fallen. An expedition this size should have no trouble securing the area, driving the savages away, and getting rich in the process.
- The Indians were able to overpower the English because the English foolishly trusted the natives. This time, the English can go to Roanoke prepared for their treacherous ways.
- As for the Spanish, Howe asserts that he never saw a single Spaniard in his whole time at Roanoke. The island is too secluded for them to find in such a vast wilderness.

The room erupts into an uproar as people try to ask White for confirmation of Howe's claims, seek more information from Howe, and speak excitedly among themselves. White insists that most of what Howe claims is false, including the gold, but people aren't listening. Howe's tale of easy gold has most people thrilled about the journey. Investigators who make successful Insight rolls gain the impression that White generally believes what he says, though he may be downplaying the danger involved. As for Howe, whether he believes what he says or not is difficult to determine, but he definitely is deliberately seeking to stir up the crowd's enthusiasm for righteous conquest and easy riches.

As the initial uproar dies down, the crowd begins to break up as people file from the room in small groups, still excitedly chattering among themselves. The flotilla leaves in two weeks. Since people contracted to be on the journey, they know they will have to show or face the loss of their entire life's savings at best and, for some among them (the transported criminals), much worse.

**Keeper's Note:** Some players might want to follow this scene with detailed investigation of White, Howe, Grenville, the initial colonization attempt, their fellow travellers, and what not. In the interests of keeping the story moving along, curtail this as much as possible by reminding them that they have only two weeks to make all their final preparations for departure, acquire any item(s) they plan to take along with them, and bid farewell to the friends, family, and homeland they will probably not see again for years, if ever.

## SCENE 2: A FOULE VOYAGE

The flotilla of three ships—the 120-ton flagship the *Lion*, a pinnace named the *Tiger*, and a flyboat called the *Wolf*—set sail on April 27th. The investigators are all aboard the *Lion*.

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*The two and a half month voyage is harsh. Only captains and important crew have bunks. All the other passengers are expected to sleep in whatever free spot they can find below deck or, on those rare occasions when the weather permits, on the deck. Below decks is cramped and disease-ridden. Ankle-deep standing seawater from the frequent storms is ever present, as are the unsavory odors of vomit, urine, and feces. Sea-sickness is rife, rendering even strong men helpless as half-drowned kittens.*

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A few days out, the Keeper should ask players to make CON x5 rolls. In an Investigator fails this roll, he suffers from sea-sickness. Until he recovers, all skills are halved. He also loses 1D3 HP. To recover, the Investigator must succeed at a second CON x5 roll.

If an Investigator talks to White during this voyage, the expedition's leader vents a little by complaining about the uncooperative behavior of Simon Fernandez, the *Lion's* pilot. White, used to absolute obedience from English sailors, is flustered by the Portuguese pilot's constant questioning of his commands. According to White, Fernandez is so eager to go privateering that the pilot had suggested just dropping the colonists off at some convenient spot before heading to the Indies for plunder.

Fernandez is a loquacious Portuguese willing to talk to anyone about almost anything, from his early life at sea and previous exploits privateering on the Spanish main to the charms of various female conquests at diverse ports (he will flirt outrageously with any female Investigator, no matter how firmly discouraged). He is also a born contrarian who, if told to sail north, immediately points out the advantages of sailing south, although if commanded to sail north will cheerfully comply. Although brash, Fernandez is fairly honest; Insight rolls won't detect deceit, just perhaps a little creative embellishment. If asked about his reservations regarding the mission, he'll breezily impart the following.

- Leaving at the end of April means the ships probably won't reach Roanoke until July. That, in turn, leaves precious little time for the flotilla to turn to privateering after dropping off the colonists.
- Roanoke lacks a deep harbor port, so the *Lion* will have to stay anchored outside the Outer Banks and thus be at risk from any passing Spanish warships. The Spanish having placed a large bounty on Fernandez' head, he welcomes them to try.
- He's been to Roanoke before; it's a terrible place for a colony. The natural resources are too limited. Further north near the Chesapeake would be a better option.

On May 7th, a major storm in the Bay of Portugal strikes the little flotilla, resulting in much misery from the many sea-sick passengers cooped up below. All characters who fail a Luck check take 1D3 damage from bruising and battering in the storm-tossed vessel; in addition, any character not currently sea-sick must make a new roll, as described above, or be stricken now. During the night, Investigators who are reincarnated Vikings experience **Vision #1a**; those who are reincarnated monks experience **Vision #1b** instead. Either version of this vision results in a 1/1D3 SAN loss from a deep sense of unavoidable pending disaster; Incarnum possibilities are up to the Keeper.

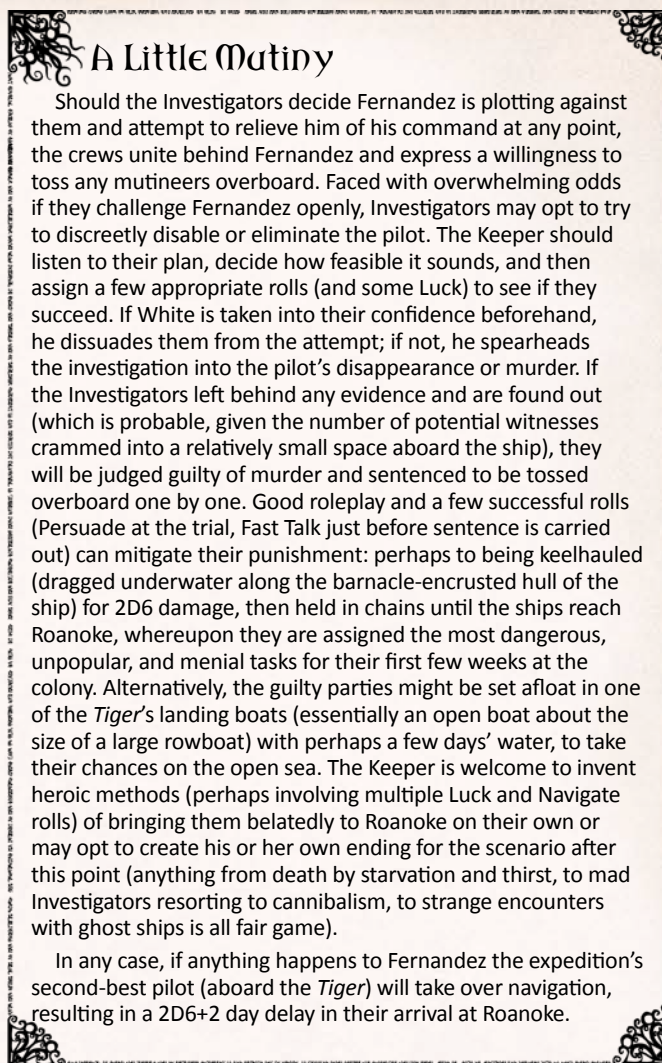
## FLASHBACK

**Trigger:** A storm at sea

**Target:** Reincarnated Viking Investigators (1a) or reincarnated monk Investigators (1b)

**Vision #1: Prelude to Lindisfarne**

The morning after the storm, read or paraphrase the following to any Investigator who goes up on deck and succeeds on his Spot Hidden or Idea roll. Those who stay below-deck or fail their rolls only hear muffled shouting and perhaps catch the latter part of this exchange.



## A Little Mutiny

Should the Investigators decide Fernandez is plotting against them and attempt to relieve him of his command at any point, the crews unite behind Fernandez and express a willingness to toss any mutineers overboard. Faced with overwhelming odds if they challenge Fernandez openly, Investigators may opt to try to discreetly disable or eliminate the pilot. The Keeper should listen to their plan, decide how feasible it sounds, and then assign a few appropriate rolls (and some Luck) to see if they succeed. If White is taken into their confidence beforehand, he dissuades them from the attempt; if not, he spearheads the investigation into the pilot's disappearance or murder. If the Investigators left behind any evidence and are found out (which is probable, given the number of potential witnesses crammed into a relatively small space aboard the ship), they will be judged guilty of murder and sentenced to be tossed overboard one by one. Good roleplay and a few successful rolls (Persuade at the trial, Fast Talk just before sentence is carried out) can mitigate their punishment: perhaps to being keelhauled (dragged underwater along the barnacle-encrusted hull of the ship) for 2D6 damage, then held in chains until the ships reach Roanoke, whereupon they are assigned the most dangerous, unpopular, and menial tasks for their first few weeks at the colony. Alternatively, the guilty parties might be set afloat in one of the *Tiger's* landing boats (essentially an open boat about the size of a large rowboat) with perhaps a few days' water, to take their chances on the open sea. The Keeper is welcome to invent heroic methods (perhaps involving multiple Luck and Navigate rolls) of bringing them belatedly to Roanoke on their own or may opt to create his or her own ending for the scenario after this point (anything from death by starvation and thirst, to mad Investigators resorting to cannibalism, to strange encounters with ghost ships is all fair game).

In any case, if anything happens to Fernandez the expedition's second-best pilot (aboard the *Tiger*) will take over navigation, resulting in a 2D6+2 day delay in their arrival at Roanoke.

*After a night that seemed it would never end, it's a relief to breathe fresh air again. But you can't help feeling, looking out over the empty sea, that something's wrong. That's when you notice that the Wolf is no longer tied to the Lion's stern. In fact, it's not even in sight. Then you (and probably everybody else on board) hear the sound of White shouting at Fernandez. Both men are standing on the stern of the ship, but whereas White is beside himself with anger, the Portuguese seems cool in his response.*

*"You abandoned them!" White hotly accuses Fernandez. "Six men, and a boat, gone! Just like that!" He seems choked with rage, almost at a loss for words.*

*Fernandez admits as much, adding with a shrug "Very unfortunate! But too much risk, keeping tied together. A massive wave, he might lift up our little Wolf and smash her into our big Lion. No good. Or maybe she sink, and we no cut the ropes in time, she drag us down with her. Also no good. So, I cut her loose, tell her captain, he to batten down and ride out the storm. We sail to same place; see him on the other side. In any case," he adds cheerily, "now little ship she gone, we other ships make better time, yes? No little boat to slow us down."*

Investigators who succeed at a Know roll realize that if the waters around Roanoke are shallower than White lets on, then the *Wolf* might have been the only ship small enough to navigate to the island. If



questioned, Fernandez claims it was his responsibility, as the flotilla's senior pilot, to make decisions involving the ships' safety. In any case, he repeats, now they can make better time without the smaller ship. For his part, a despondent White speculates aloud that Fernandez, no doubt in league with the Spanish, is deliberately sabotaging the mission. To make matters worse, the captain of the *Wolf* has never been to Roanoke and was relying on the *Lion* and *Tiger* for guidance.

Use the shared experience of the long voyage to encourage the Investigators to think of themselves as a team. In addition, let them make a few friends among their fellow colonists during the passage. After all, these will be their friends and neighbors for months to come. These new friends also provide one or two potential allies in the days to come, make the mass of fellow settlers seem less undifferentiated, and might serve as back-up characters in case an Investigator experiences an early demise well before the scenario's climax.

For his part, during the entire voyage George Howe is quiet, suffering horribly from sea-sickness. In the close confines of the ship, where there is little privacy, cautious Investigators can confirm that he is neither tattooed, nor given to muttering in strange tongues, nor carries a brass sphere, nor brought along any suspicious tomes. He does nothing to draw attention to himself and seems simply one among many in the cramped hold, biding his time till they reach the other side.

On July 22nd, after two landing attempts in the wrong locations, the pair of ships reaches the waters off Roanoke. White immediately transfers to the *Tiger* to be able to go inside the outer banks and visit the island. The Investigators are welcome to join him. If they don't go with him, nothing interesting happens onboard the ship, as folks pack up their possession in preparation for disembarking.

## SCENE 3: THE ARRIVAL

John White selects twenty men to go ashore and make contact with the garrison. The Investigators can join the landing party, particularly if they have won White's trust during the long voyage. The *Tiger* is able to navigate the shoals around the outer islands and get close enough to launch two landing boats. The men go armed, not knowing what awaits them on shore.

As the boats pull away, a crewmember steps to the gunwale of the *Tiger* and shouts down that only White will be allowed back on the boat. The others are to remain on the island. Fernandez wants to set sail for the West Indies as soon as possible.

White protests this command but has no real choice. If an Investigator argues on behalf of White using Bargain, Fast Talk, or Persuade, he can convince Fernandez to remain in the area for a full week. Should the Investigator have befriended Fernandez during the voyage, add a 20% bonus to these rolls.

As the two boats near the island, Investigators should each make a Listen check. Those who succeed hear a faint drumming coming from somewhere onshore. The party makes landfall at the one end of the island and proceeds inland toward the fort.

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*So this is Roanoke—the first outpost of what will become the first village, then the first town, then the first city in a new England here in the New World. A palisade wall in good condition stands inside what look like filled-in earthworks. Above the palisade you can see, with a sudden twinge of*

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*nostalgia, the tops of roughly built but familiar Tudor half-timber houses; one or two even show brave attempts at thatched roofing. The area around the fort has been cleared; the ground looks to be a mix of dirt and fine sand. You don't see any planted fields, nor any signs of life from the fort. But you do hear the throb, throb, throb of the distant drumming.*

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A successful Spot Hidden check as they near the garrison doesn't show any signs of life. As the group gets closer, a Listen roll might allow an Investigator to overhear White muttering in a puzzled tone about how odd it is that the relatively flimsy wooden palisade still stands while the much sturdier earthworks that once surrounded the fort have all but disappeared. Any Investigator who makes a Natural World check must then make a SAN check as well; failure at the latter means the profoundly unnatural paradox of this strikes home (0/1 SAN loss).

No one appears or answers their hails. Once the new arrivals enter through the gaping gateway (the gate-doors of which are missing), inside the walls they find the buildings appear to be in serviceable condition, although wild gourd vines have all but covered the first floor of most. Deer are feeding on the vines, only to go bounding away when they see the intruders. There is no sign of the men.

Allow Investigators to each make two Spot Hidden rolls. Success on the first finds, half-buried in a ditch, the shattered remains of what looks like several brass spheres, each the size of a baby's head. None of the shards bear any markings resembling writing.

Success on the second Spot Hidden roll unearths something white glinting in the sand behind a house. Closer inspection reveals it to be a skull. Digging uncovers an entire skeleton, covered in large tooth marks. A successful Natural World roll reminds the investigators of massive canine teeth, larger than any dog they've seen in England—a wolf, perhaps? The realization that one of their fellows was probably eaten by wolves on this very spot results in a 0/1 SAN loss. A thorough search of the area turns up no signs of the other fourteen garrison members. The colony is deserted.

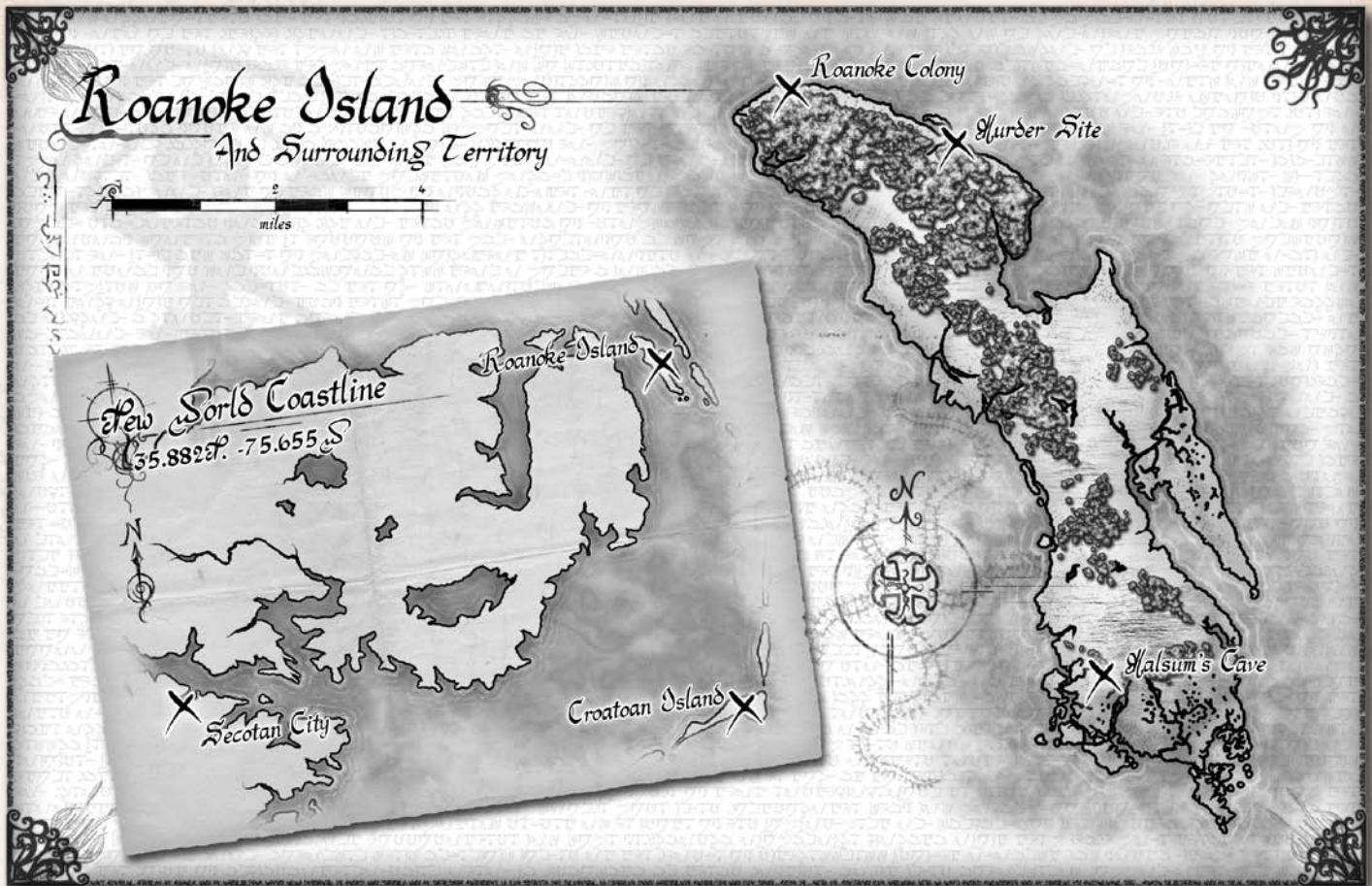
Despite this ominous finding, White orders all the colonists brought ashore.

## Discoveries and a Challenge

White orders the colonists to start repairing the buildings. The Investigators are expected, but not forced, to help (unless they are transported felons, in which case they have no choice). For convenience, unless they suggest an alternate scheme, assume the Investigators will be living in the same house together, which will be the one they are expected to prepare for renewed habitation. Meanwhile, White and his son-in-law Ananias Dare are clearing vines from one of the larger buildings (already designated the White/Dare residence) and directing repairs on the wall. George Howe is tuning and repairing several fiddles left behind. Manteo, who seems to have a way with children, is pointing to various things and telling a small group of youngsters their Indian names. Fernandez, who has come ashore to see the colony for himself, strolls about cheerfully making critical remarks about the fort's various shortcomings and offering to take any who change their mind about staying here off on his privateering expedition.

Assuming the Investigators do help, they are tasked with cleaning out one of the residences. If they ask, White tells them that the





residence belonged to Thomas Hariot, one of the scientists on the first mission. If an Investigator decides to search the house, or with a successful Spot Hidden roll, he finds a rusty metal box partially buried under a pile of windblown leaves in a shadowy corner. With some force, the box pops open and ink bottles, writing implements, and papers go flying. The papers are the remnants of notes and drafts for Hariot's *A Briefe and True Report of the New Founde Land of Virginia* (see Appendix C). If the investigators show the papers to White, he'll confirm that Hariot was writing a book about Virginia. These must be some of his notes.

Shortly after the papers are discovered, the Investigators hear a shout from the main gate.

*From wherever you happen to be inside the fort, you hear the dreaded shout: "Indians!" Everyone drops whatever they were doing and runs to the gate. There they are, dozens of them, stealthily emerging from the forest. Colonists who climb to vantage points along the wall confirm that more Indians are approaching from all directions. A quick tally suggests the fort is now surrounded by some two hundred Indians, each carrying a bow and a stone ax. George Howe shouts for everyone to fetch their muskets and prepare to "Fire! Fire! Fire, before it's too late, and we are overrun by the Savages!" Much scrambling and confusion results, as women and children flee indoors while men try to locate and ready their weaponry. White moves to the Gate to attempt a parley, while the Indians continue to move forward with silent deliberation.*

When first spotted, the Indians are too far away for any effective musket fire to hit them. As they draw nearer, Howe carefully raises his musket to fire at the nearest native. Unless an Investigator standing nearby intervenes (for example, by knocking the barrel up so the shot goes harmlessly up into the sky), Howe shoots the nearest native, who falls to the ground writhing. This unfortunate event has an equal chance of either precipitating an all-out attack by the Indians—who outnumber the colonists more than three-to-one (since not all the English have yet disembarked)—or of causing them to withdraw at once, ending any chance of friendly relations with the natives.

Assuming Howe's provocation is squelched, the stand-off continues. Any Investigator or other colonist who raises his musket causes the nearest native to lower his bow and step back a few paces. Repeating this around the fort will cause the entire force to withdraw to what a successful Idea roll indicates is a point just beyond the effective range of the colonists' muskets. Calls and hails will be ignored; even hand gestures are not acknowledged. It seems the new arrivals are waiting—but for what?

Allow the silence from the Indians to drag on long enough to begin to take on a sinister, menacing tone (0/1 SAN). Then, at whatever the Keeper deems the dramatically appropriate moment, Manteo, White's Croatoan friend, emerges from one of the houses, steps to the gates, and calls out in the native tongue. The Indians immediately drop their weapons and begin to run toward the fort, laughing and shouting. Assuming no one panics and fires, the newcomers rush inside, where they hug Manteo and anyone else nearby. White, Manteo, several of the natives, and anyone else



## The Drums of Roanoke

The drumming the Investigators hear as they arrive is Malsum playing drums made from fourteen members of the original colony. The rhythm is constant and pervasive. As long as the investigators are on Roanoke Island, they will hear the drumming. The closer they get to Malsum's location, the louder the drumming becomes.

who want to, go to a settlement's central square for an impromptu meeting. White explains that these Indians are their friends, the Croatoans. White apologizes to his guests for the treatment the Indians received under the previous colonists and promises the tribes will be treated fairly this time. The natives accept White's apology and promise to assist the colonists when they can, but state plainly that they can't provide food.

The Investigators can ask the Croatoans any questions they want, using Manteo as a translator. Use the following to craft suitable answers to probable questions: successful Insight rolls reveal that all answers are direct and truthful. Any Investigator who has picked up a little Croatoan can also tell that Manteo's translations are trustworthy.

- The Secotans and other mainland tribes are still very angry with the English. They are unlikely to help during the coming winter. By contrast, the Croatoans will do what they can.
- The drumming is Malsum, the Wolf of the Dead, calling the

departed to him. The legends say that when Malsum learns the music, the star will return to devour the earth.

- The Croatoans live not on Roanoke itself but on a nearby island.
- Crops have grown poorly the last two years (“since the drumming began”). The Croatoans will have barely enough food to make it through the coming winter themselves, so there will be nothing left over to share with the settlers.
- The Croatoan claim not know where the missing garrison went; they simply found all the Englishmen gone, vanished between monthly visits. A hurried consultation among the Croatoan leaders follows, after which their spokesman adds (through Manteo) that “perhaps the Great Wolf took them.”

After the meeting, White gives each Croatoan a small crucifix so that they can be recognized by the other settlers. After that, the Croatoans return to Croatoan island, with Manteo accompanying them to see his family again. As the Indians leave, George Howe growls and spits on the ground, gnashing his teeth in anger.

The following day, more good news arrives. The *Wolf*, thought lost at sea off the coast of Portugal, arrives at Roanoke. The remaining colonists and supplies are quickly unloaded. Any Investigator observing Fernandez should make an Insight roll. A successful roll indicates that the pilot seems surprised. If questioned, he admits to being amazed the (English) captain was able to find his way to Roanoke on his own.

## The New World

The Investigators and other members of John White's 1587 expedition to settle Roanoke and resupply the small English garrison originally settled in 1585, will find an alien world awaiting them. While many Europeans know of the new continent and perhaps think they understand it based on reports and paintings by men such as John White, they will find themselves unprepared for the reality. The Investigators are trading the relative comforts of a familiar homeland for a life of uncertainty in a land few have visited. The Keeper should stress the differences between the world the Investigators are in and the world they left. Instead of large cities such as Elizabethan London, with its palaces and playhouses and churches and markets and mews, the investigators will be living in a small settlement of little more than a hundred people that will be forced to be almost entirely self-sufficient.

Native tribes, most of whom do not speak English and who have vastly different cultural expectations from those of the new arrivals, surround the community. Because of trouble in 1585 and 1586, some of these tribes are now openly hostile. While the Investigators might have seen or even met one of the few Indians to have visited England, the Investigators are now in the tribes' territories. Few of the natives speak English (Manteo and Wanchese of the Croatoan tribe are two notable exceptions). Most communication will have to be done through sign language.

Another human foe lurks nearby. The Anglo-Spanish War began two years ago and the Spanish, operating from forts in Florida and the Caribbean, are hunting for ways to strike at the English. If the Spaniards can locate the Roanoke colony, they will be sure to descend upon it in force. In any case, the impending attack by the Armada (launched just a year later, in

May of 1588) means England cannot spare much in the way of resources: the colonists are pretty much on their own for the foreseeable future.

Even the flora and fauna are different. The Investigators should quickly learn that just because something looks harmless, that doesn't mean it is. If a colonist travels far enough south from Roanoke, he'll find plants that eat insects. Four different kinds of poisonous snake call the colony home (coral snake, water moccasin, copperhead, and rattlesnake). Although the Investigators might be familiar with stories of crocodiles, the typically larger (but luckily more timid) alligator found in the Virginia colony might surprise them.

The hot, humid weather is uncomfortable for the Investigators, who are used to the cool, wet, breezy climate of southern England. To make matters worse, hurricanes (which are altogether outside the colonists' experience) regularly pound the region in late summer and early fall.

The land itself is also different. Thick forests encroach on the island settlement and cover the mainland. Whereas in England centuries of habitation have pushed back the old forests to a few remote enclaves, this is not the case in the New World. Here the forests are old, tall, and dark, with the average tree larger than a person can put his or her arms around. At night, there are no cities to cast even the smallest amount of ambient light. The canopy overhead can be so dense that going outside without a torch is akin to being blindfolded.

The Keeper can make as much or as little of the differences the Investigators will encounter in the new world as he or she pleases. However, removing the comforts of the familiar and making it seem as though the world itself is out to get them can help heighten the dread and terror they will face.



## SCENE 4: DEATH WHILE CRABBING

Over the next few days, the new arrivals begin to settle into their new home. Some work at transferring goods from the ships into the settlement. Others clear fields and prepare the ground for planting, to grow what they can before the onset of winter—which they hope will come somewhat later in this warmer climate. Still others fan out and explore the island to see what hunting and fishing might do to supplement their food supplies. A few surreptitiously begin spending all the time they can spare searching for gold, which seems to be scarcer than they had been led to expect. The first Sunday service is held (with Deacon Roberts officiating), and Fernandez makes his departure in the *Lion* with a cheerful “*See you on the way back; we’ll be the ones with all the Spanish loot!*” Things seem to be off to a good start for the little colony.

Then one hot midday one of the teenage boys with the colony, Thomas Cooper, comes running into the fort, screaming “*Murder! Murder!*” Breathlessly he says that George Howe has been killed by Indians while out hunting crabs. Young Cooper never saw the killing (“*God be thanked!*”), he only found the body.

Cooper doesn’t want to return to the site, although a successful Persuade roll might change his mind. Otherwise he gives clear directions to where he discovered Howe’s body, in a secluded cove some two miles from the fort. In either case, it is easy to find the place and see the scene of the crime.

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*The shirtless body lies in lapping water, most of the blood already washed out to sea. Howe’s body is covered in jagged cuts, as if he put up a determined fight against his attacker(s). But to no avail. He is partially decapitated; only a small flap of skin keeps his head attached.*

*In addition, Howe’s tattered chest and back are covered in strange tattoos freshly etched into his flesh. Horribly enough, great patches of his skin have been removed, so that the patterns are interrupted by missing skin.*

*Even more bizarrely, a brass sphere the size of a child’s head is jammed into the man’s mouth, causing his jaw to grotesquely distend. The sphere is perfectly smooth with no marks on its surface.*

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### FLASHBACK

**Trigger:** Seeing the brass sphere in Howe’s mouth

**Target:** All Investigators

**Vision #2: The Sorcerer’s Head**

**Sanity:** Experiencing the flashback results in a loss of 1/1D4 SAN.

Howe’s body is a horrible sight, even to hardened soldiers, and seeing it results in 1/1D4 SAN loss. A successful Natural World roll reveals that the cuts were made not by a metal knife but by a rough stone, or maybe something made of bone or tooth. A successful Know roll reveals the tattoos to be some Asian script. If any Investigator knows Chinese (perhaps through use of the Incarnum skill), he recognizes the script as musical notation. A successful Medicine or First Aid roll indicates that

it looks like Howe was being skinned, possibly while still alive. Finally, a Spot Hidden allows them to discover a puzzling clue: a plant root is grasped tightly in Howe’s right hand. With a successful Natural World roll, an Investigator can determine that this root is a fern root.

If the Investigators take time to search the area, the sand around the body is churned up. A Spot Hidden reveals a small crucifix buried in the sand. Investigators who head twenty feet south along the shore reach a point where Howe’s footprints can be found. A successful Track roll reveals another set of footprints as well. These look like enormous dog tracks, emerging from the surf and following Howe’s tracks. Those prints disappear in the churned soil and do not reemerge in any direction.

Those who cast about also find another strange sight, half-hidden among the nearby ferns. On a flat area of mud, someone drew a perfect, nine-foot-diameter circle overlaid with strange pictograms and symbols.

**Keeper’s Note:** Malsum fell on Howe as he inscribed this summoning circle in preparation for summoning a byakhee and binding the Mythos beast to the task of hunting down any Denizens in the vicinity.

### FLASHBACK

**Trigger:** Seeing the arcane circle drawn in the mud

**Target:** All Investigators

**Vision #3: The Arcane Circle**

**Sanity:** Experiencing the flashback results in a loss of 1/1D4 SAN

**Incarnum:** Any Investigator experiencing the flashback who learned the Summon/Bind Byakhee spell can recall that spell now.

White gives the Investigators time to examine the body and then, after briefly considering whether it wouldn’t be better to bury what’s left of Howe on the spot, orders it wrapped up and carried back to the fort for proper Christian burial. If questioned about the crucifix, White confirms that it’s the same as the ones he gave to the Croatoans just days ago, but he vehemently denies that the tribe had anything to do with Howe’s murder. (Insight rolls suggest he rather desperately refuses to believe the worst because the implications are so dire for the colony’s survival.)

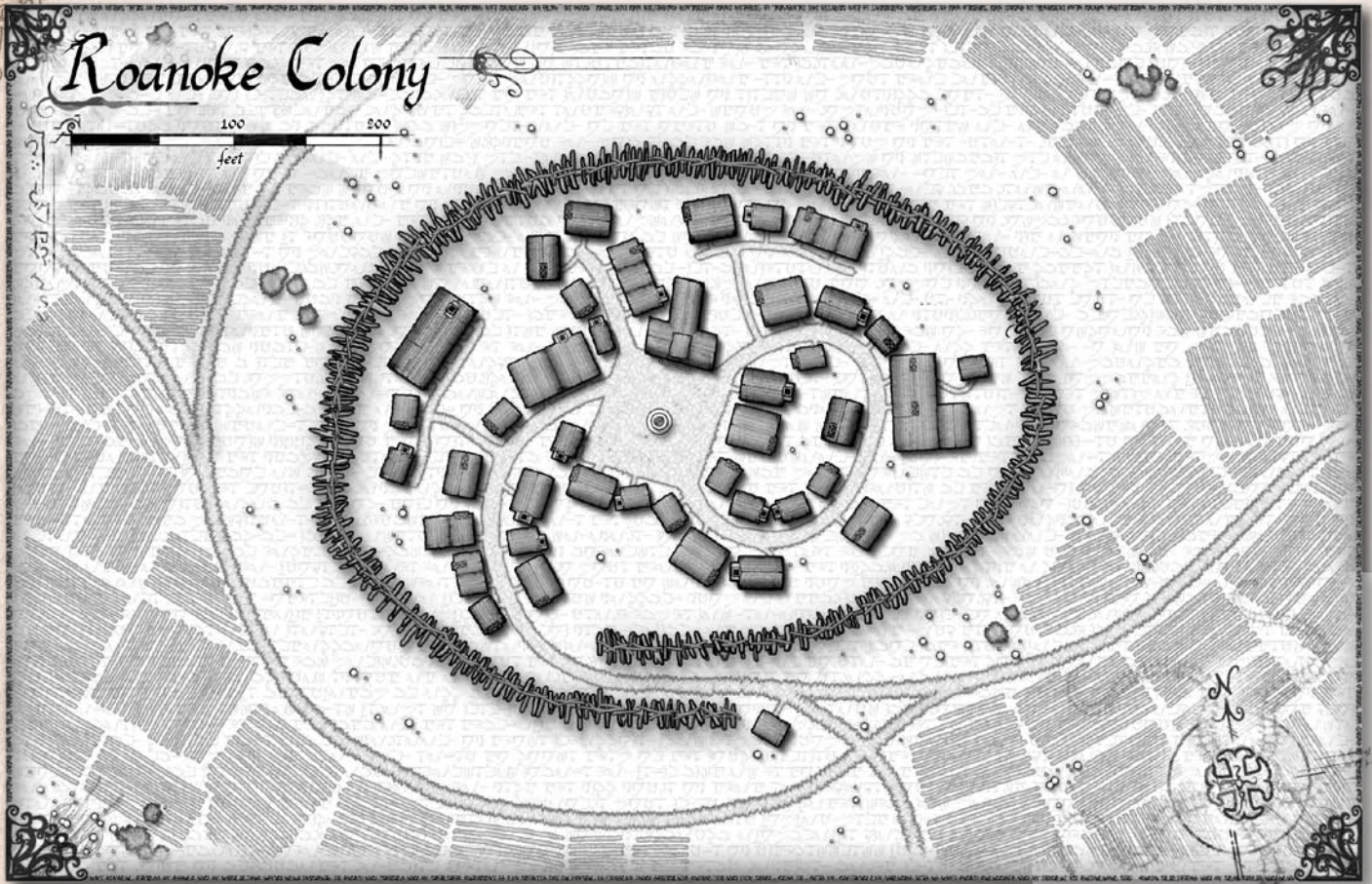
### A Joyous Occasion

Upon returning to the fort, the Investigators find everything is in commotion. Eleanor Dare is giving birth. She is sequestered in the fort’s kitchen with several women trying to help deliver the baby. Twenty onlookers, including Manteo, are gathered in the room. It’s obvious the birth is not going well. An Investigator with Medicine or First Aid can deliver the baby with a successful roll.

If the Medicine or First Aid roll is successful, a girl emerges from the canal healthy and screaming her lungs out. Manteo smiles at the girl and proclaims the birth a good sign for the colony. “*The wolves will be kept at bay,*” he says.

If the Investigator fails his roll or no one steps in to assist with the birth, the girl is born breech with the umbilical cord wrapped around her neck. Another Medicine or First Aid roll is necessary to remove the cord and help the baby breathe. In this situation, Manteo says this birth is a bad sign for the colony. “*The wolves will feast,*” he says.





## The Burial

Howe's burial is held the next day in a plot set aside for a small graveyard just outside the fort (if the skeleton found earlier has not yet been interred, it is buried here today as well). All the colonists are in attendance. Just as the ceremony is starting, fifteen Croatoans appear and join in the prayers. Investigators watching the Croatoans (Spot Hidden or Listen rolls) notice that the Indians brought their crucifixes with them and pray to the Christian God. Those who instead watch the crowd of colonists (Spot Hidden or Insight rolls) see that over half the assembled men glare at the Croatoans and keep their distance. The animosity is palpable. If questioned, the natives deny any involvement in Howe's death; Insight rolls suggest they are telling the truth but keeping something back.

After the funeral, White announces his intent to leave Roanoke for England to gather more supplies for the colony. He sets sail tomorrow aboard the *Tiger*, accompanied by the *Wolf*, and hopes to return by October with enough foodstuff for the winter. He appoints his son-in-law, Ananias Dare, as the nominal leader in his absence. He leaves one of the *Tiger's* flyboats with the colonists so they can reach the mainland for hunting. If they have to abandon the fort for any reason, White instructs Dare to leave a message carved on a tree telling where they've gone so he can follow and find them. If an Investigator offers to return to England in his place, White refuses, citing his own connections back home and also the need for all able-bodied people here at the colony. If an Investigator stows away on the flotilla, he's out of the adventure.

## SCENE 5: AN HORRIFIC DISCOVERY

*The morning after White's departure for England, life returns to normal. As you work around the fort, at some point you realize that the distant drumming has become louder and seems more variable—almost as if it has taken on a more melodious note. Then comes the scream—long, loud, and heartfelt. Dropping what you were doing to follow the shrieks, you see your fellow colonists running from all over to converge on a point at the edge of the woods surrounding Roanoke Town (as you've all begun to call it). Passing just inside the circle of trees, you come to a sudden stop at the sight of four bodies. Nooses around their necks, hanging from the trees. Two men, a woman, and—oh God!—a child. Dead, yes, but you find your mind, striving desperately to avoid thinking about what you're seeing, wondering if it counts as 'nude' when you've been completely stripped of skin?*

Seeing these mangled bodies of their fellow colonists bizarrely disfigured, and realizing it must have been done silently and stealthily within earshot of the entire fort, results in a 1/1D6 SAN loss. By the time all the Investigators have arrived, most of the other colonists have gathered as well. While some cut down and decently cover the bodies, all who failed the Sanity check are suddenly filled with a thirst for vengeance. (**Keeper's Note:** this is a side-effect of Malsum's drumming.) Many of the men begin to shout things like "Those



*Savages!* and “*Howe was right!*” and immediately call for a reprisal raid against the Indians. Those who brought their muskets with them train them on the woods, as if they expect the murderers to emerge at any moment to kill again. Retreating back to the central market inside the fort, the colonists hold a roll call which uncovers that the dead are Roger Parker, his brother Steven, his wife Molly, and their eight-year-old son John. Roger was the fort’s premier hunter, and all four were liked and respected by the community.

The gathering immediately turns into a planning session for launching the attack on the Indians at once. The Investigators can allow the reprisal raid to happen, in which case the colonists fall upon and slaughter the unsuspecting Croatoans. However, twenty colonists are killed in return and the fort loses its only ally for thousands of miles. The Investigators will also thereafter have a much more difficult time getting information from the Secotans. If the Investigators speak out against the raid, on a successful Fast Talk or Persuade roll they can convince the men to wait for twenty-four hours—which gives the Investigators just until this time tomorrow to avert disaster. A preliminary investigation of the scene can reveal the following.

- Asking around reveals that Roger has been going to the mainland to hunt for more game. Going to the mainland would have taken him into Secotan territory. The powerful Secotan tribe has so far ignored the colonists—or has that now changed?
- Examining the bodies after they’ve been cut down, and rolling a successful First Aid or Medicine roll, reveals that they were skinned very carefully. The cuts are more akin to a very sharp metal knife than the sharpened stone tools used by the Croatoans.
- A Spot Hidden or Track roll, if done before the ground is too trampled by the crowd, uncovers two sets of footprints in the grass, both approaching from deeper within the woods. One are those of a barefoot man.
- The second set of prints look to be from a large dog. A successful Natural World or Idea roll suggests that the dog-prints are in a gait more resembling something that walks on two legs as opposed to four (this realization costs 0/1D3 SAN).
- A Spot Hidden roll made during the gathering reveals a man in a hooded cloak standing in the tree line watching the fort. If the investigators raise muskets or move in that direction, the observer disappears into the forest, leaving no tracks.
- Finally, a Navigate roll reveals that the bodies were hung on the opposite side of the fort from the direction in which Croatoan Island lies. The Indians would have had to circumnavigate the fort both before and after killing the Parkers and mutilating and hanging the bodies, all without ever having been seen.

Presenting two or more of these pieces of information to the assembled colonists permits another Persuade roll. With a successful Persuade roll or eloquent roleplaying, the attack is suspended while the truth is tracked down. Fresh graves are dug and a quick burial service held for the murdered family. This is followed by another mass meeting which ends in the resolution that the colony should be put on a war footing, with everyone staying close to the fort and going about armed, ready to repel an attack at any moment. The Investigators are tasked with finding out who did these foul murders.

## SCENE 6: SECOTAN CITY

Any leads the Investigators follow up among their fellow colonists prove dead-ends or red-herrings. The real solution to the mystery lies outside the fort, and eventually the Investigators should venture forth in search of it. They might head directly off trying to find the source of the persistent drumming, in which case proceed to **Scene 7: Malsum the Wolf**.

However, several clues point toward the various tribes as a possible source of information. In particular, Hariot’s notes found in the Investigator’s house regarding his talks with the Secotan (see **Appendix C**) include references to “the Pang” (Lei Peng), fern root (cf. Howe’s corpse), “Mulsoom” (Malsum), and a sinister comet; together these should suggest (call for Idea rolls if necessary) that going and talking to the Secotan may prove worthwhile.

The Secotan live on the mainland and are a much more powerful tribe than the Croatoans. Having suffered greatly at the hands of the English colonists, they have no desire to help the newcomers. The Investigators will need to take gifts to the Secotans if they hope to win an audience, much less the tribe’s trust.

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*You’ve been rowing the launch boat from the island to the mainland for the better part of an hour now, when you see your destination just up ahead: a landing-site with perhaps twenty canoes—each large enough to hold a score or more of men—neatly pulled up onto the sand. At your feet are the gifts Dare insisted you bring along to offer to the Secotan chief: five muskets, with ball and powder to match; copper cookware; fine cloth; a string of beads; ten metal knives; and the colony’s best remaining bottle of spirits. Clearly your approach has been detected, as a large crowd—mostly armed men, but including a smattering of women (the first you’ve seen) and children—has gathered onshore. They move back to clear a space for you to land.*

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If the colonists have attacked the Croatoan village, the Secotans will be utterly hostile towards any Europeans. A Fast Talk or Persuade roll *by someone speaking in Algonquin*, or a promptly-offered bribe of weapons, is required to prevent the Secotans from attacking the intruders on sight.

Otherwise, although distrustful the Secotans obey the laws of hospitality so far as to receive the Investigators. The crowd parts, and one warrior gestures for them to follow him. If questioned, the only words he will say are “*come!*” and, pointing ahead, “*Granganimo!*” The Investigators are allowed to stow their boat and gather up their gifts (the sight of which starts much excited murmurs). If they distribute some of the gifts here and now, this greatly pleases the crowd, although the armed men among them do not relax their vigilance. Assuming the Investigators succeed in establishing contact, the Secotans take them to their leader.

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*You’re shocked at your first sight of the Secotan settlement. In your mind’s eye you were picturing an encampment of crude lean-tos inhabited by savages. Instead you find a well-laid-out town—*noy, city*—of perhaps five thousand souls, living in well-made huts. Nearby are well-tilled fields, and the people here seem healthier than your own folk you left behind in the crowded little fort. Aside from the lack of familiar sights such as mill and church and manor-house, it could almost be an English town like Plymouth or Portsmouth. Eventually you reach a large building, no doubt the chief’s residence, where you are escorted inside to meet a powerfully built man, who*



introduces himself as “Granganimo.” As you sit down to begin the meeting, two young women—his wives? daughters?—step forward and offer you each a cup filled with cool, clear water. But once your eyes fully adjust to the half-light you are shocked again to see that his guards standing around the perimeters of the room are armed not with bows but with English muskets!

Granganimo, the Secotan’s war-chief, knows some English from contact with the earlier colonists (such as Hariot). Although wary, he is willing to talk in order to find out why the English have come here, how long they intend to stay, and whether they mean to make war upon his people. In the course of the ensuing exchange, Investigators can gain the following information through adroit questioning.

- The Englishman Howe killed Granganimo’s brother, Wingina, chief of the Secotans, two years ago. If told Howe is now dead, Granganimo says “*Good!*”
- The muskets were gifts presented to Wingina and Granganimo by the Englishman Grenville two years ago. (*Insight check: this is partly true; he fails to mention that others were taken off the dead bodies of some of Lane’s men after hostilities began*)
- A disease, brought by Malsum, the Wolf of the Dead, killed many of the Secotans. It happened when the wolf star rode through the southern sky. It is the Englishmen’s coming that has caused these evil things to happen.
- The drumming they heard (which they now realize cannot be heard here on the mainland) is Malsum, playing a song on the leather of the fallen. When Malsum performs the song correctly, the wolf star will reappear to reap more destruction.
- Malsum lives in a cave at the far end of the island from Englishtown. They say that those who fall to Malsum become the afterwalkers, doomed to follow their conqueror and serve him beyond death.
- The hooded figure they saw is Malsum, the-wolf-who-walks-like-a-man, who goes cloaked to hide his inhuman form.
- If shown the brass sphere, Granganimo pronounces it “*bad medicine.*” He refuses to touch it, claiming it reeks of the wolf star.
- The natives won’t assist the Investigators in any action against Malsum. Granganimo warns them that Malsum can’t be killed by men’s weapons. Better the English go back where they came from; perhaps then Malsum’s drums would cease to beat.
- The English aren’t so mighty as all that, he says. The Secotan too now have those words-on-leaves, just like the Englisher Hariot carried with him. If the Investigators ask to see this, Granganimo demands an additional gift. If their offering proves satisfactory, proceed to **The Codex** below.
- The two women are his youngest wife and his eldest daughter. If the English chief is interested in negotiating an alliance, Granganimo is willing to marry one of the Englishwomen and allow his daughter to marry a leader of the English tribe.

At any point during the meeting, physical threats on the part of the Investigators will result in the Secotan attacking. Only the ten who serve as Granganimo’s personal bodyguard have muskets, but there are thirty more well-armed warriors within earshot, and hundreds more between the Investigators and their boat. Thus attacking the Secotan is a bad option for anyone who wants to leave the village alive. Once the interview is over, the Investigators are escorted back to their boat under armed guard.

## The Codex

If the investigators convince Granganimo to show them their ‘words on leaves’, the Secotan gestures to one of the women (his daughter), who brings him a massive copper pot. This he hands to the Investigators. The pot contains the battered, bloodstained *Codex of the Harbinger Star*, written in several languages, including brief passages in English at its end. Sample useful passages are given below, but the Keeper should feel free to include any information he or she thinks the Investigators need to know to decide what to do next.

- Educating a colonist with enough otherworldly truth to make him an adequate vessel through which to summon forth this *Codex* proved particularly challenging. Never has a race been crippled by more obstinate obliviousness than these English are. It was a joy to watch his body explode at last, a profound pleasure to hear his shrieks of betrayal as I slowly extracted this booke from his steaming organs.
- Those with whom I have shared a soul ever awaken and seek to frustrate my Great Work. Soon, this will cease! I learned much from the blasphemous texts in the forbidden Church archives in Spain. With the blood of savages on my hands and tongue, I have begun the work of altering my sphere’s magic to prevent the reincarnating fools from returning in future centuries. Alas, they are likely born already in this present cycle, but soon I will sever the bond utterly. I shall live again through my sphere, as many times as needful to achieve my destiny, but the fools shall never know their last life will soon be upon them, thereafter to be cast into oblivion.
- My former allies from Leng have turned on me and slaughtered me once already. Now I know they seek to desecrate my sphere, sever my bond to it, learn its secrets, and then craft countless imitations of their own to possess the bodies of mankind *en masse*, living out their most depraved whims from within the safety of human flesh. They shall never touch my sphere! Earth is not fated to be their playground. Mankind has a more profound and everlasting destiny than the simplistic madness and slaughter they envision.
- I called and dispatched a byakhee to carry my sphere far into the wilderness where no traitorous Denizen of Leng shall find it. I am already alive again in this adequate body. I no longer need the sphere this centurie.
- The colonie has failed, and I am forced to return to England. Nay, to England I go for the first time in many centuries. Only my bodie is returning.
- The Harbinger Star shall return over the New World by August 1587. I must return by then. The Lengite must not be allowed to succeed. I will hunt it from byakhee wing and wield the fern-root so I mayst prevail against it. By cloaking itself in a form drawn from native legend, it took on that form’s fatal flaw. I shall smite it and then destroy its drums to prevent its pathetic attempts to attune its false spheres to the rhythm of mankind’s souls.
- Then shall I induce the savages and colonists to slaughter each other. I shall bathe in the massacre, which shall power my ritual to summon a loremaster and torturer of the Outer Gods. This *azagoth* shall show me how to tear open the dimensional rift for Mighty Azathoth at last.



**FLASHBACK****Trigger:** Seeing Lei Peng's handwriting**Target:** Any Investigator who looks at the book**Vision #4: Beneath a Many-Coloured Sky****SAN loss:** none.

## SCENE 7: MALSUM THE WOLF

The Investigators now have enough information to stop Malsum, but little time (no more than a day at most) to do so—as will be clear once they return to the island by the fact that the drumming is much louder and more insistent. Henceforth all Listen rolls take a 20-point penalty (and a 50-point penalty within the caves themselves). The easiest way to defeat Malsum is to destroy the drums; without these instruments, the Denizen can't finish attuning its proto-spheres. The Secotans can provide directions to The Wolf's Cave, which lies deep within the swamps at the far end of Croatoan Island from the Roanoke colony. If they return to Roanoke Town first, perhaps seeking some allies to join them in the fight ahead, read aloud the following:

*Night is falling as you reach the fort. The cleared area outside the palisade is deserted; clearly, unnerved by the day's events, everybody has taken refuge within. Suddenly a shot rings out, and a musket-ball passes within inches of your head.*

Assuming they do not over-react and return fire, the Investigators soon find this is simply a trigger-happy sentry firing at strange shapes appearing out of the forest without looking carefully first.

Inside, they find the fort in an uproar. Just as armed colonists were making a final sweep of the clearing at twilight, they found the graves of the Parker family have been dug up and the bodies stolen. Bare footprints in both adult and child size led away from the graves toward the forest. None of the colonists saw anything, but they are all afraid. If the Investigators explain their plan to save the colony, a Persuade roll convinces 1D4 colonists to come with them and help any way they can.

Should Investigators, mindful of Peng's clue, decide to gather some fern root, they can easily find as much as they want at the site of Howe's murder; otherwise, a successful Natural World roll is necessary to find more than a handful in the gathering gloom.

While the Investigators are occupied elsewhere, Malsum launches the first step of its final plan. It captures a colonist outside the fort and forces on him a Denizen-crafted proto-sphere on which Malsum has focused its drum music for weeks. Through this device, another Denizen swiftly possesses the colonist's body. Malsum gives the possessed colonist a sack filled with over a hundred proto-spheres.

The possessed colonist returns to the fort after the Investigators have departed, announcing he has finally found a cache of the savages' New World treasure. Wonderstruck, nearly every colonist takes one. The Denizens in the Dreamlands, however, prove too eager. They immediately take possession of the colonists, well before Malsum completes his efforts to attune the spheres with his drums' rhythm.

The route to the cave is dangerous. By sea it will take an hour, with the trip punctuated with an attack by 1D3 huge, maddened alligators under Malsum's control. Even if the alligators are driven off

or defeated, it's likely that they swamp the boat, forcing Investigators to swim for shore under unfavorable conditions. If they avoid this hazard, they manage to land at a point from which an hour's struggle over rough terrain brings them to the cave.

If they opt for the land route, it takes them fourteen hours to hike the pathless wilderness. Alligators and snakes can pose a threat to the party at the Keeper's discretion. The biggest danger, however, is from the skinless ones. When Malsum skins a human, the resultant being retains a ghastly mockery of life. Although mentally diminished, these are not mindless zombies. Each had the faculties and skills it had in life. In the case of the fourteen original colonists, who are still armed with their muskets, this includes their skill to use those weapons effectively. These fourteen skinless ones harry the Investigators on their journey but do not engage in a pitched battle until after the





## Completing the Nightmare

If the Investigators reach the colony still in good enough condition, consider making them fight the final insane colonists. Before reaching the colony gates, they hear unearthly screams, crashes, and fits of insane laughter. Within, almost all are dead, but a handful of people they knew are stringing up others they knew by their entrails, eating still-quivering corpses, and falling upon each other with slaving howls. They all turn and rush the Investigators, fighting until destroyed. Use the Colonist NPC statistics in Appendix D, dropping their INT to 3 and Sanity to 0.

This resolution presents a nice irony. The Investigators came to help the Roanoke colony survive. Why was it lost? The Investigators killed its last survivors.

Investigators have entered the cave (see below). In the dark, these foes seem little more than lurking shadowy forms; seeing a skinless one clearly for the first time calls for a Sanity check (1/1D4+1 SAN).

By the time the Investigators reach Malsum's cave, a red glow fills the sky overhead. Anyone looking up can see a huge red comet looming in the sky, drawing closer by the minute; it will be overhead within a matter of moments.

The cave itself is a small, inconspicuous opening in a rock face. The drumming is loudest here, reverberating from within. Inside, the sound is almost deafening. Investigators will have to crawl through a tunnel for ten feet before emerging in a twenty-foot-high chamber lit by torchlight. Four of the skinless ones—formerly the Parker family—are in this room, and attack at once with guns (the two men), long knife (the woman), and teeth (the child). If this is the first time the Investigators have seen a skinless one up close, the sight costs them 1/1D4+1 SAN; on a successful Idea roll the Investigator recognizes his former fellow colonists and takes another 1D8 points of SAN loss.

Also in the room is a hooded figure bent over six leather drums. Human faces are visible in the drum skins, including the faces of the Parker family. The drums are made from the skins of the colonists. Realizing this (another Idea roll) results in a further 1/1D8 SAN loss.

As noted, the skinless ones inside the cave attack as soon as the Investigators enter. In addition, if the Investigators didn't exterminate all the skinless ones lurking in the woods on their way to the cave, the remaining foes now enter the cave behind the Investigators. These can be bottled-up in the low tunnel by quick Investigator action, but their advent will still have the effect of dividing Investigator attention at a crucial moment.

Destroying Malsum is no easy task. For one thing, by now the Investigators should be reeling from multiple back-to-back shocks to their collective Sanity. Furthermore, the Denizen has assumed this enchanted form specifically in order to withstand any attack from Lei Peng or the Investigators who share fragments of Peng's corrupted soul. Because of the effects of an alternate form of Flesh Ward, it is immune to any attack from projectile weapons, whether musket-shot or bow-launched arrow, and similarly resistant to any stabbing or slashing attack. It still suffers three vulnerabilities:

- Magical spells, should the Investigators gain access to any through Incarnum, affect the Denizen normally.
- Bludgeoning weapons, such as clubs and rocks, inflict full damage upon Malsum's form.
- The legendary lupine form the Denizen has assumed renders it vulnerable to piercing attacks by fern root. How the Investigators take advantage of this is up to them, but the Keeper should allow

any reasonable plan, such as wrapping a knife in fern root or using shreds of root as wadding for a musket ball, to succeed.

Alternatively, the Investigators could attack the drums instead. It takes 10 points of damage to destroy each, and destroying three of the six is enough to prevent Malsum from completing the ritual. However, the skinless ones go into a crazed, uncoordinated rage and Malsum will also attack any Investigator attempting to harm the drums.

## AFTERMATH

If the Investigators don't succeed, Malsum successfully attunes the Denizens' proto-spheres to mankind. This frees the Denizens to possess human bodies on Earth from the Dreamlands through the proto-spheres for prolonged periods of time. These spheres remain breakable, which ends the possession and can kill the Denizen, but the Denizens stand on the threshold of turning Earth into their macabre playground and riding humanity to ruin. Over the next three centuries, they'll work through the spheres' remaining flaws and be ready to begin their Earthly invasion by the Epilogue of

### Scenario 5: And Madness Shall Rise to Devour the West.

If the Investigators succeed in defeating Malsum or destroying his drums, they undermine the Denizens' plans for centuries to come. Once the Investigators return to Roanoke, however, they discover this victory is Pyrrhic. While they battled Malsum, the Denizens took over virtually all of the colonists' bodies. Disaster followed. Even as the Denizens cavorted in their hosts, torturing, raping, cannibalizing, and living out their most depraved desires, the proto-spheres began to falter. The erratic magic allowed the hosts' consciousnesses to retake partial control for minutes at a time. Both the hosts and their Denizen possessors went insane as they battled for control mentally and strove to annihilate each other physically. By dawn, nothing remained but horrifically brutalized corpses and one sole survivor. Although traumatized, young Thomas Cooper threw off his possessor's control completely without losing his mind.

Before midday, a party of Croatoans led by Manteo arrive. The Croatoans are horror-struck and deem the grotesque slaughter an affront to nature. They insist on burning the bodies, feeding the ashes to the bay waters, and removing any evidence of the monstrous colony. The Investigators' success in destroying Malsum, combined with Manteo's influence and the Croatoans' compassion, suffice to convince the Croatoan elders to extend an offer to the Investigators and Young Cooper to remain with their tribe ("You will be as our brothers").

The Investigators have several options. They can accept the Croatoans' offer, in which case they start a new life as adopted Native Americans. They may choose to establish an outpost on the Outer Banks to be on the look-out for Fernandez's or White's return. Or they may load up the landing boat with as many provisions as they can and set out either down the coast (to throw themselves on the mercy of the Spanish) or up the coast (following Fernandez's advice that the Chesapeake Bay area offers better chances of surviving for colonists cut off from the home country). Cooper begs to join the Investigators wherever they venture. In any case, if they've been lucky enough to survive this long, their ultimate fate is beyond the scope of this adventure.

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*You're leaving Roanoke for the last time, ready to start your new life in this new world. Just as you're heading out, Young Cooper stops and carves the word **CROATOAN** on a tree. You hope that someone someday will find and understand the message: our Indian friends can tell you what happened to us and where we've gone.*

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## APPENDIX A: PREGENERATED INVESTIGATORS

Pre-generated Investigators provide continuity to the storyline. Each Investigator is provided with a history; the Keeper should determine which Investigator from the initial scenario he reincarnates. Because there is no defined skill list for sixteenth-century Investigators, these characters were generated using the *Dark Ages* rules, somewhat modified by the *Cthulhu by Gaslight* rules.

Although only one character—Peter Wye, the former soldier—is listed with extensive weapons and armor, both weapons and armor can be borrowed from other colonists.

### WILLIAM ERSKINE, Age 29, Self-Taught Natural Philosopher (Scientist)

STR 12 CON 11 SIZ 13 INT 17 POW 12  
DEX 10 APP 12 EDU 15 SAN 60 HP 12  
Idea 85% Luck 60% Know 75%  
Damage Bonus: +1D4

#### Weapons:

Knife 55%, damage 1D6 + 1D4 db  
Flintlock Pistol 25%, damage 1D6+1, ROF ¼

**Skills:** First Aid 45%, Incarnum 30%, Insight 50%, Listen 35%, Medicine 60%, Natural World 65%, Navigate 45%, Own Language (English) Read/Write 75%, Persuade 44%, Potions 45%, Science (Astronomy) 35%, Science (Music) 30%, Spot Hidden 45%, Swim 35%



You grew up in Teignmouth in Devon, where you spent your early youth studying the wildlife both on the shore and in the forests. You would have liked to have gone to Oxford or Cambridge but lacked the money and connections. Instead, you taught yourself natural history and the other life sciences. When you learned of White's settlement plan, you immediately enlisted, hoping to follow in the footsteps of your hero, Hariot. You serve as the most qualified doctor on the voyage.

### ANTHONY ROBERTS, Age 24, Determined Deacon

STR 10 CON 12 SIZ 14 INT 15 POW 16  
DEX 12 APP 11 EDU 12 SAN 80 HP 13  
Idea 75% Luck 80% Know 60%  
Damage Bonus: None

#### Weapons:

Fist/Punch 50%, damage 1D3 + 0 db  
Cudgel 35%, damage 1D6 + 0 db

**Skills:** Accounting 30%, Fast Talk 60%, First Aid 30%, Incarnum 30%, Library Use 45%, Listen 65%, Occult (saint's lives) 50%, Other Language (Algonquin) Read/Write 25%, Other Language (Latin) Read/Write 55%, Own Language (English) Read/Write 60%, Persuade 70%, Ride Horse 30%, Science (History) 55%, Science (Theology) 55%



You were a moderately successful Anglican minister in England. Your personal firebrand style of preaching, however, somehow alienated your congregation. When the opportunity arose to convert the heathens in the New World, you jumped at the chance. To prepare yourself, you learned some Algonquin from Manteo and his brother Wanchese while still in England. You'd hoped to practice assiduously on the voyage from England to Roanoke, but were disappointed to learn that Manteo sails aboard the *Tiger* rather than your ship, the *Lion*. No matter; there'll be plenty of time on the other side. You've already translated several prayers into Algonquin; perhaps one of your fellow voyagers can assist you in tackling a few simple hymns next.

### PETER WYE Age 31, Tired Soldier

STR 16 CON 11 SIZ 14 INT 12 POW 10  
DEX 14 APP 09 EDU 10 SAN 50 HP 12  
Idea 60% Luck 50% Know 50%  
Damage Bonus: +1D4

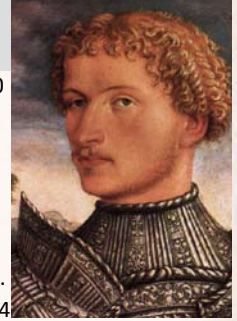
#### Weapons:

Fist/Punch 60%, damage 1D3 + 1D4 db  
Infantry Sword 60%, damage 1D8 + 1D4 db.  
Matchlock Rifle 55%, damage 1D10+1, ROF 1/4  
Flintlock Pistol 60%, damage 1D6+1, ROF 1/4

#### Armor:

2-point helmet (head)  
3-point breast plate (upper body)

**Skills:** Climb 55%, Dodge 60%, First Aid 40%, Incarnum 30%, Jump 45%, Ride Horse 45%, Occult (superstitions) 30%, Other Language (Flemish) 25%, Own Language (English) 50%, Sneak 55%, Spot Hidden 55%, Swim 35%, Throw 35%, Track 45%



You sought adventure as a youth, signing on with a mercenary company when you had just turned fifteen. You spent the next fourteen years fighting in the Eighty Years War, fleeing back to England right before the Siege of Antwerp. You've vowed never to go through that again. For you, the New World offers a once-in-a-lifetime chance to leave your soldiering days behind and start over as a farmer.

### DAVID RICHARDSON Age 21, Opportunistic Opportunist

STR 11 CON 13 SIZ 12 INT 16 POW 14  
DEX 17 APP 16 EDU 10 SAN 60 HP 12  
Idea 80% Luck 70% Know 50%  
Damage Bonus: None

#### Weapons:

Fist/Punch 50%, damage 1d3 + 0 db  
Small Knife 55%, damage 1D3 + 0 db

**Skills:** Bargain 45%, Climb 65%, Conceal 50%, Craft (Snares) 50%, Dodge 55%, Fast Talk 45%, Hide 60%, Incarnum 30%, Navigate 35%, Other Language (Algonquin) 15%, Own Language (English) Read/Write 50%, Persuade 35%, Sneak 60%, Spot Hidden 70%



Back in London they called you a professional criminal. You prefer the term "self-sufficient." When you couldn't steal enough food or money, you'd get by catching pigeons. Although you're being transported as a reprieve for being hanged, having been caught with a purse not your own one time too many, you're looking forward to leaving old England behind. You view the New World as a ripe peach, ready to be plucked. Realizing you have to be ready for all challenges, you managed to meet Wanchese, Manteo's brother, and convinced him to teach you a little Algonquin.



## APPENDIX B: VISIONS

### Vision #1a: Prelude to Lindisfarne (Viking)

*The great grey waves of the cold encircling sea rise and fall. Your longship cuts through the ten-foot swells as it glides smoothly towards your goal. Up ahead, beyond the dragon-prow, you catch a first glimpse through the gathering clouds of an island rising suddenly from the surrounding waters. Atop it rests a monastery. Before dawn blood will flow and you'll be richer by whatever gold you can loot from the unsuspecting monks inside. But for some reason, from this angle the great stone building seems oddly ominous, as if your hapless prey were in fact a cunning predator, like some great wolf-spider waiting to pounce on an unwary fly.*

### Vision #1b: Prelude to Lindisfarne (Monk)

*Despite having completed the evening prayers, you are strangely uneasy tonight. Perhaps it's the strange weather, which feels as if a storm is blowing in. Taking one last turn outside before retiring to your cell for the night, you look out at the ever-tossing sea—and are suddenly frozen when the clouds part just long enough for you to see the sleek dragon-prows of two longboats filled with ravening Vikings bearing down on you. You know in that instant that many of your brethren will die before the dawn: The devil's own warriors have come to Lindisfarne.*

### Vision #2: The Sorcerer's Head

*A mountain stream runs north to south; along it runs an overgrown man-made track. The track fords a small stream flowing out of a cave mouth to the west. Emanating from the cave is a green light which turns your stomach. Worse still, a boulder in front of the cave bears a horrible burden. The mad sorcerer's head is nailed to the stone with a brass spike through its forehead; jammed into the broken mouth is a brass sphere the size of a newborn's head. Inexplicably, the head's eyes still move, endlessly reading a message written in the snow before it with what must be Amatsu Koichi's own blood. Somehow you can read the strange characters, which say "Your time has passed. Now through the brass sphere we shall ride humanity as the beasts we bred them to be. Witness the fruits of your eternal labors, your purpose served."*

### Vision #3: The Arcane Circle

*A spiral staircase opens through the floor of a large, high-ceiling chamber with tall, shuttered windows. Through the shutters come shouts and screams of a city in chaos. Of the many lanterns, candelabras, and hanging age-darkened braziers, only a single lantern is alight. Several elegant work tables stand about the room. Numerous torture implements dangle from a wall rack. At the chamber's center, a giant circle is etched into the floor, surrounded and filled with strange symbols and pictograms. Dried blood, skin shreds, and one severed finger joint clog the inscribed grooves. At the circle's center, the floor contains a three-foot-diameter hemispherical hole filled with clear water. A dark book floats on this water on a plain wooden board painted blue. From outside, you hear the mocking laughter of an angelic voice. You know the angel to be a monster.*

### Vision #4 : Beneath a Many-Coloured Sky

*The cold pangs of death take you. And then . . .*

*. . . you awaken in the midst of a strange landscape. Your eyes widen as you sit up and look around, gazing on mountains higher than any earthly mountains, great rivers and mighty waterfalls, strange birds perching in stranger trees, all beneath a sky of a colour you cannot name. You realize you are no longer in the Middle Kingdom. "I have returned to the land of dreams," you say aloud. "But how?"*

*"You died, of course," speaks an unctuous, not-quite-human, but all-too-familiar voice from behind you. "And so, we meet again. Just as I said we would."*

*You whirl about. There stands the merchant from distant Leng who predicted you would try and fail without the help it offered. In its left hand, it holds a strange, perfectly smooth sphere made of that new metal they call brass. "Take this," it says. "Accept our offer, and you will be given many lives to fulfill our joint purpose."*

*You hesitate. Obviously it is lying to you. But you need power if you, a humble scribe, are to see the Harbinger Star again. Next time you will find a way to keep your eyes open, no matter what, so as to behold the Great One in all his awful glory. You swear it by the Daemon Sultan himself!*

*And so, ignoring the other's sinister smile, you reach out, and take the brazen sphere in your hand . . .*



# APPENDIX C:

## A BRIEF AND TRUE REPORT OF THE NEW FOUNDE LAND OF VIRGINIA

By Thomas Hariot

### Physical Description

*A Briefe and True Report of the New Founde Land of Virginia* is not yet a book. It won't be published until 1590. However, when Hariot left the Roanoke colony, he left behind numerous pages, some of which are the only copy of that page in existence.

Hariot hastily scribbled observations while in the field with his survey crew and later transcribed those notes to a final copy. This sheaf of fifty pages are the remnants of those notes, insects, rodents, and weather having ravaged the papers, stored in a metal box, during the intervening years between when Hariot left the island and the second settlement group arrives. The papers are in no order and lack an introduction, table of contents, or index. Numerous pages have tattered or chewed edges, and in some cases only a half-page or less survives. The paintings by John White that adorn the 1590 and later versions don't appear here.

### Skimming

Although the handwriting is cramped, the writing is clear and lucid. The pages are full of surveying measurements, observations of the flora and fauna, and descriptions of the natives that inhabit the regions around Roanoke Island. Despite the orderly, logical flow of the text, very few of the entries are dated. Those few exceptions are dated relative to another event (for example, "three days later").

### Research

Within the context of this scenario, no outside research can be performed regarding this text. However, Hariot is a well-known and highly regarded philosopher and scientist in England. An educated Investigator will have heard his name and be familiar with his reputation.

### Thorough Reading

To be read properly, the pages must first be put in order. Given the damage and missing pages, this is a daunting task requiring a successful Library Use roll and eight hours of work. The author doesn't go into great detail about anything, instead preferring to cover many topics.

The surveys include descriptions of native flora such as ground tubers, maize, oaks, and evergreens. He spends several pages on the swamps on the mainland. Hariot includes descriptions of four different kinds of poisonous snakes, the new-world crocodilian (alligator), and the small deer that inhabit both the island and mainland. He also includes an observation regarding a large shark he saw in the waters off the island.

When describing the natives, he provides details of the different tribes' manner of dress, and religious customs. In the notes, Hariot mentions complex geometric patterns the natives create for their homes by weaving fibers. He says that when the light shines through the patterns, it rivals the great stained glass artwork in Europe. Hariot tells how the English won over the natives with gifts and promises of more trade. He also records the abuses of the English against the natives, such as the massacre of Aquascogoc where an English force razes an Indian village because of the supposed theft of a silver cup. Hariot says that relations with the powerful Secotan tribe have diminished to the point where an alliance

of Secotans, Mandoags, and Weapemeocs engaged in open warfare with Ralph Lane and his men. The Croatoans on the other hand withdrew their support from the English but didn't join in the hostilities.

Readers of these pages will also discover unique events that Hariot records, such as the passage of a comet immediately before numerous Secotans die from illness; as well as a Secotan youth who rises from the dead after being buried.

### Quotes

"... although his body had lain dead in the grave, yet his soul was alive and had travelled far in a long broad way, on both sides whereof grew most delicate and pleasant trees, bearing more rare and excellent fruits, than ever he had seen before or was able to express."

"... at nine o'clock on the evening a comet blazed close to the earth, south over the sound. This was but a few days before the beginning of an illness which struck down many Secotan as they slept. The Secotans called the comet *The Eye*, and a great fear arose among them as their members did start to die."

"The Indians believe that when one of their false gods, *Mulsoom*, learns the proper music, the comet will return to herald the end of mankind. They claim he is sovereign against all injuries and can only fail when pierced by ye humble fern root."

"... the use of the loadstone in drawing iron, a perspective glass whereby was showed many strange sights, burning glasses, guns, books, writing and reading, spring clocks that seem to go of themselves... Whereupon greater credit was given unto that we spake of concerning such matters."

"... Secotans saw my notebooks today and marvelled at the drawings. They commented on how it is similar to something of their tribe. They referred to it as the *Pang*. I have not been able to see this item yet."

"... are spoken with such vehemency and so great passions, that they... are so out of breath they can scarce speak. So that a man would take them to be exceeding angry or stark mad."

"some of our company towards the end of the year, showed themselves too fierce, in slaying some of the people, in some towns, upon causes that on our part, might easily enough have been borne withall."

### Tomes

*A Briefe and True Report of the New Founde Land of Virginia*, in English by Thomas Hariot. A.D. 1585–1586. Sanity Loss: None; Natural World +10%; Navigation +5%; Occult +2%; average 2 weeks to study and comprehend. Spells: None.









# SCENARIO 5:

## AND MADNESS SHALL RISE TO DEVOUR THE WEST

*The windstorm howling across the badlands carries so much sand that it eclipses the afternoon sun. In false twilight, the gale shrieks between the posts of a listing gallows. Four corpses dangle from the gibbet, spiraling on ropes that creak. What little flesh the sands haven't scoured from the cadaver's is blackened and desiccated. The wind rattles a wooden plaque nailed to the platform's front edge. Its sole word, scrawled in pitch, reads "Cannibles".*

*One rope, weakened by months of wrenching, finally snaps. Its carcass falls, careens off the platform's edge, breaks off the sign, and then drops eight more feet to the earth. It hits the hardpan with a thump . . . and grunts. Like something in a nightmare, the thing that should be dead curls over on its side, breaking its bonds. Its claw-like hands scrabble at the noose knotted around its neck. Above it, the other three cadavers corkscrewing in the racing shadows begin to quake and gyrate, kicking feet and straining to free hands from behind backs. In a land where all reason has died, four dead things shudder back to life.*

*And these are the good guys.*

### BAD BEGINNINGS

*Date: October 1887 AD*

*Location: Desperation, Arizona Territory*

**L**ei Peng, the endlessly persistent Chinese sorcerer, moves inexorably forward towards calling Azathoth down on our world. Whenever the Harbinger Star looms, Peng returns from the Dreamlands to take over the body of whoever holds his brass possession sphere. Each cycle, however, an unintended side-effect of his sphere's magic also allows the souls of those Peng possessed on prior manifestations—souls whose lives Peng stole—to reincarnate and challenge the sorcerer. Before their fateful encounter in Roanoke, Peng sought to modify his possession sphere's magic to bar these reincarnating souls from ever being born again to bedevil him during any future cycles of their eternal dance. He eventually succeeded, but unknowingly destabilized the sphere in the process. Now, everything's different.

It's now October 1887. When Peng possessed a new body in the Arizona Territory five months back, in May of this year, he was shocked to discover that his new host wasn't alive or even human.

**Undead Wendigos.** Peng presently possesses the corpse of one of the ill-fated Donner party, a group infamous for resorting to cannibalism when snow-bound in the High Sierras forty years earlier, in 1847. Back

then, starvation drove Peng's host and two cohorts insane. They embraced cannibalism too rapaciously and murdered living Donner-party members to acquire fresh meat. Others had to kill all three, but starvation ultimately forced these survivors to eat the three murderers' flesh.

Perhaps drawn by this irony, some Mythos power (probably Ithaqua, given the bitter cold of Donner pass) reanimated the three as undead wendigos, manifestations of depraved hunger cursed with both an insatiable craving for human flesh and an irresistible compulsion to drive the living into madness, mayhem, and cannibalism. They are skeletal grotesqueries bound together by twisted gristle and hate, rimed by ice that never melts. **Appendix D: New Monsters** details their abilities.

For decades, these fiends wandered the West. They stole the appearance of people they ate to intermingle with the living undetected. They conjured storms to trap victims. They cursed victims with Sanity-draining, flesh-eating urges. And they feasted. Over the years, one by one they found six more malignant souls who, after dying, became wendigos too and joined their wandering band. When Peng took possession of these monsters' leader in May this year, he quickly came to dominate all eight other wendigos.

**Desperation.** In July, Peng's band entered Cañón de Espiración, a small box canyon east of the Mojave, named for the sound of the desert winds sighing between its cliffs. Ten years ago, three thousand souls filled the canyon's gold-mining boomtown. Now most of the town's mines have been tapped out, and its population has plummeted to



## Spot Rules for Suffocation

A character unable to breathe for any reason must make a CON x10 roll to stay conscious. The next round, this becomes CON x9, then CON x8, and so forth until it reaches CON x1. A failed roll means the character passes out and takes 1D6 points of damage that round and each subsequent round, until the obstruction to breathing is removed.

fewer than two hundred. Many buildings stand vacant, and everyone simply calls it “Desperation.”

**Seizing Control.** While Peng keeps a low profile, his cohorts masquerade as the local reverend, a federal judge riding circuit, and six U.S. Marshals. They secretly destroyed all food sources except one they control. They slaughtered and ate Desperation’s leading citizens, framing these murders on the four individuals whose bodies the Investigators inhabit in this scenario:

- Desperation’s Marshal **Garvin Bryce**
- The notorious gunfighter “**Doc**” **Holliday**
- The saloon and brothel owner **Caroline Laveau**
- The Chinese mine-demolitions expert **Zhang**

The wendigos hanged these four scapegoats outside town and then isolated Desperation for months behind a hurricane-force sandstorm. As food ran out and fear ran rampant, the townsfolk turned governing authority over to the Judge and Marshals and put their faith in the Reverend. Peng’s Codex details these acts (see **Handout 4**).

The wendigos cursed the only remaining food—human flesh cut from corpses and arrestees—with the Depraved Hunger spell (see **Appendix E: New Spells**). They serve the starving locals this unnamed meat, slowly driving everyone mad with increasingly violent tendencies and cannibalistic urges. The Reverend preaches that Desperation remains cursed because the worst among them still harbor cannibalism in their hearts.

**Peng’s Plan.** Desperation trembles on insanity’s brink. To power his magic to summon Azathoth, Peng will induce the entire town to devour itself. Ironically, the Investigators’ arrival will trigger this slaughter.

## ♦♦♦ ADD A VERY BAD END

This is humanity’s final hour. Peng prepares to tear open a dimensional rift. To lure Azathoth through, he’ll crash the Harbinger Star into Earth’s far side. Amidst cataclysmic devastation, Azathoth will emerge, accompanied by legions of azagoths, the Outer God’s loremasters and torturers (see **Appendix D: New Monsters**). Azagoths will fan out across the broken planet to collect surviving splinters of mankind, render them deathless, and torture them for eternity, slaking Azathoth’s hunger for agony and horror.

When the Investigators reach Peng at the bitter end, they’ll have a single, small opportunity to obliterate their nearly deathless foe forever. Azathoth’s nuclear chaos will consume utterly anything cast into the dimensional rift before the Outer God emerges. If the Investigators throw in first the possession sphere and then Peng’s current body, they’ll end his comet-crashing spell and destroy him permanently. But if the Investigators can’t then seal the gate with an Elder Sign, mankind’s fate will be worse than oblivion.

# SCENE I: GALLOWS DANCE

This adventure starts *in medias res*.

## A Mighty Strange Place to Look for Heroes

When Peng altered his possession sphere’s magic, his machinations had an unintended side-effect he could never have imagined. He was able to locate and kill his eternal foes’ current incarnations before their deep-buried memories awoke. But the link between their souls and his proves too strong for even death to forestall.

Thus, late in the afternoon of October 31st 1887, the sphere awakens the reincarnating souls in the battered corpses whose lives Peng wrongly ended—the four hanged scapegoats—returning them to sudden life, but still dangling from the gallows.

The Investigators’ bodies are fully healed, but their transformation from shriveled cadavers to fully living bodies isn’t complete. For the next twenty-four hours, until the Investigators’ metabolisms fully adjust, the revivifying magic limits injuries they incur as follows:

- all hit-point damage they suffer is reduced by half
- extra damage from any impale is reduced to a single hit point only.

Only through injury, however, do Investigators discover this. Unfortunately, Doc’s tuberculosis rejuvenates fully too. He’s dying again.

**The Investigators have no memory of these bodies’ pre-execution lives.** They understand their skills and spells but have no idea who they are or how they got here. They even need to ask one another what they look like.

## Who Are You?

This adventure begins with the Investigators suffering from amnesia, not even remembering their names, much less knowing where they are, and certainly not why they were hanged. At the Keeper’s option, this amnesia persists until a character returns to his or her home or meets someone who had known him or her well. Copy all the information about their stats, skills, spells, and physical description provided in **Appendix A: Pregenerated Investigators** onto generic Call of Cthulhu Investigator sheets and give the players these instead at the start of the scenario, substituting the relevant sheet from page 87 once a character regains his or her memory.

## A Rude Awakening

*You awaken spinning in a shrieking wind filled with scouring sand. Agony grips your neck like a vice. While your lungs are presently full, you cannot draw the slightest breath. Cords bite your wrist, binding your hands behind your back. Your feet kick freely below you, not touching ground. As you corkscrew on the gale, you catch sight of ghastly, desiccated cadavers dangling from nooses beside you. And then you understand. You’re being hanged. On your next rotation, you see the other corpses’ flesh grotesquely re-knitting itself. You’re dying, but they’re returning to life.*

Each Investigator suffers 1/1D6 SAN loss. Each begins suffocating as if he or she had a full lungful of air (see sidebar). One Investigator’s



noose rope (preferably Zhang's) automatically snaps in the first round.

A rickety ladder climbs to the listing gallows' eight-foot-high platform. Nooses hang from a scaffold above that, tied at platform level to anchor bolts on one side post. Executioners stood convicts on stools and kicked them out.

Extreme weather over several months has weakened both noose ropes and wrist bindings, allowing the following actions:

Action (can retry each round)	Number to Roll Under
Break or untie wrist cords	STR x3 or DEX x3
If hands are free, grab rope above noose, pull up, and loosen noose enough to get a breath (but not escape)	STR
Break rope	1/2 STR
Remove noose after rope is untied, cut, or broken	Automatic with hands free
Once freed, break or untie another investigator's rope	STR x4 or DEX x4

Anyone falling when a rope is untied, cut, or broken gets a DEX x4 roll to avoid 1D3 damage tumbling from platform to ground.

**Keeper's Note:** Remember to half Investigator injuries due to their current quasi-living status.

## Ain't Nothin' Easy

Months ago, the Reverend cast Contact Sand-Dweller south of town. In exchange for the Reverend's pledge to keep the sandstorm roaring indefinitely, the sand-dweller's tribe prevents anyone from traversing the wastes. One now hides behind a nearby dune, ready to stop a freed Investigator from freeing others. It knows that each trapped citizen of Desperation is a mobile meal for its summoner and thus initially grapples or pushes, clawing to kill only if injured. It retreats after losing 8 HP.

### SAND-DWELLER

**Move 8, HP 14, Grapple 30%** (STR 13, damage special), or **2 Claws** 30% (damage 1D6+1D4 db), **Armor 3, Skills Hide 60%, Sneak 50%, Sanity Loss 0/1D6** to see

## Takin' Stock

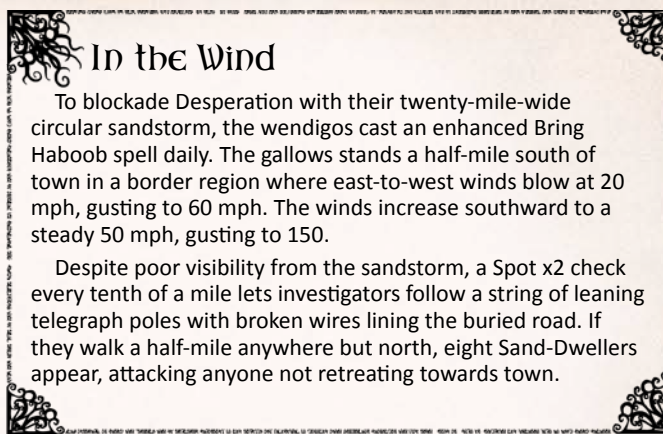
The Investigators clothes are shredded tatters, their feet bare. The "CANNIBLES" (*cannibals*) plaque rests face down on the ground. The sands hide a small knife and a tin badge that reads, "Marshal, Cañón de Espiración"; this can automatically be found on any attempt to Spot Hidden.

# SCENE 2: BONEYARD

Halfway to town, the road borders a nameless cemetery. Sand-dwellers won't enter it.

*The winds shift, drawing back the sand cloud west of the road like a curtain. At the road's edge, a man lies beside a horseless, overturned wagon. Beyond him, silhouettes of countless crosses march up the side of a dark hill. The markers lean askew amidst the drifts, their names and epitaphs scoured away. Then sand clouds, carried on a gale shrieking like pain given voice, sweep in front of the boneyard again, hiding it from view.*

An azagoth, drawn to the cemetery, intercepted a relief wagon



## In the Wind

To blockade Desperation with their twenty-mile-wide circular sandstorm, the wendigos cast an enhanced Bring Haboob spell daily. The gallows stands a half-mile south of town in a border region where east-to-west winds blow at 20 mph, gusting to 60 mph. The winds increase southward to a steady 50 mph, gusting to 150.

Despite poor visibility from the sandstorm, a Spot x2 check every tenth of a mile lets investigators follow a string of leaning telegraph poles with broken wires lining the buried road. If they walk a half-mile anywhere but north, eight Sand-Dwellers appear, attacking anyone not retreating towards town.

sent towards Desperation by a mining company. After unleashing its Return-to-the-Old-Ways Aura (see **Appendix D: New Monsters**), which temporarily crippled the wagon's axles and drivers' guns, it toyed with the drivers. Satisfied, it returned to Desperation's mine tunnels.

**Blood.** The man beside the wagon is dead, thoroughly butchered. Skin shorn from his face hangs mask-like from loose nails jutting from the wagon's side (SAN loss 1/1D4+1—except for Garvin, who is immune to SAN loss from non-Mythos injuries and corpses; see page 87). A Medicine check confirms he died mere hours ago. A black Stetson and a fully-loaded Colt .45 Peacemaker lie underneath him. His pocket contains six bullets.

**Spoils.** The wagon's sideboards read "*Solomon & Ophir Mining Co.*" Beside the wagon, amidst four empty crates, lie a lantern, axe, crowbar, shovel, and fifty-foot rope. Sands conceal three cans of beans, a full flask of whiskey, four full jars of kerosene, a box of thirty matches, and a stick of dynamite. After the azagoth left, sand-dwellers looted the food. A successful Spot Hidden +2 or Track roll discovers their fading (inhuman) footprints, possibly calling for another Sanity check (0/1 SAN).

Two torn satchels contain clothes. Give each investigator four (1/2 Luck) checks, one for each item, to find something that almost fits:

- shirt
- pants
- boots (pair)
- black duster

**Trail.** A Listen x2 check catches real screams above the wind. A successful Spot Hidden or Track x2 roll discovers a four-foot-wide trail of unidentifiable squiggles winding up into the graveyard. Two furrows from a dragged man's feet overlap this trail. Several yards up, a successful Spot Hidden roll notices a bloody, half-buried, double-barreled 12-gauge shotgun (fully loaded).

In addition, an Idea roll reminds Investigators of the blood-soaked clothing worn by the dead man beside the wagon.

## That Just Ain't Right

The trail leads to a man impaled on an eight-foot obelisk at the cemetery's apex. He's naked, screaming, and completely skinless, flayed with prodigious skill (SAN loss 1/1D6+1 to witness, including Garvin). A Know +2 or Medicine x2 check confirms no one could possibly survive such injuries. He shrieks wordlessly for several minutes before shouting, "I AM . . . FOREVER!!" He suffers an azagoth's Endless Torment (see **Appendix D: New Monsters**). He remains fully conscious and cannot die unless someone destroys his body utterly. His complete insanity prevents communication. If freed, he only writhes and screams.

**Visions.** The first person touching the flayed man suffers a





### Keeper's Note:

Desperation's streets form Azathoth's symbol. Don't show players any Desperation map unless their investigators find **Handout 1** in the Mining Assay Office (area 12) or Town Hall (area 17).

horrifying, full-sensory vision (**Appendix C: Vision #1**). In addition, any Investigator who failed the SAN check has a flashback to Bishop Ardul's similar impalement at the climax of the first adventure (see page 15).

**Spoils.** Strips of skin and shreds of clothing encircle the post's base. The gruesome heap conceals three 12-gauge shells, a Bowie knife, and a gore-soaked buff-colored Stetson.

## SCENE 3: DESPERATION

Humanity ends in Desperation unless the Investigators track down their personal histories, arm themselves, discover the wendigos' machinations, learn how to seal a gate, destroy Lei Peng, and seal the sorcerer's dimensional rift—a daunting challenge! The greatest advantage the Investigators have is that for once Lei Peng is not expecting them.

Investigators arrive two hours before sunset. They can explore where they will until the wendigos respond to their presence (see **Scene 4: Showdown**). Use vivid descriptions to make the Investigators' wanderings begin eerie and end harrowing. Fear rules the townsfolk, and their surroundings should echo this. Winds blow constantly, sometimes dropping to 20 mph, occasionally gusting up to 60. Interiors creak and moan. Outside, hissing sands keep streets largely deserted. Daytime resembles twilight. At night, the Harbinger Star's lurid glow pierces the sand clouds with uncanny clarity, creating a macabre, red landscape of lurching shadows.

	Visibility Limit	Listen Penalty	Spot Hidden, Throw, and Ranged-Weapon Penalty
Day	200 yards	-5% / 10 yards	-5% / 10 yards
Night	100 yards	-5% / 10 yards	-10% / 10 yards

These penalties triple when facing the wind directly, which currently blows from southeast to northwest, although Keepers can shift winds within streets as needed.

### Insanity's Edge

Under Peng's control, Maynard's Kitchen (area 46) has been the town's sole food supplier for months. No one knows or dares suggest that its stew, which the Marshals dole out by supervised lot, is human flesh. The cursed food makes folk violence-prone, increasing crime. Many arrested simply disappear into Jail (area 53). None know the wendigos have connected the Jail to Maynard's Kitchen's cellars through abandoned mining tunnels beneath the town. There Peng keeps his living larder: joint-by-joint amputations from living captives make the tastiest meat.

Townsfolk are beginning to succumb to the Depraved Hunger curse. People disappear, murdered quietly by those forced to feed. Folks say those who vanished must have tried to escape through the windstorm. All hide their real suspicions, fearing to betray their own

cannibalistic urges. Virtually everyone's Sanity-point level hovers near the Depraved Hunger curse's next-to-lowest (secret cannibal) threshold (see **Appendix E: New Spells**).

### Ain't So Happy to See You

Everyone knows the Investigators Caroline (who ran the town's finest brothel) and Garvin (the former Town Marshall) on sight, and most can say where they lived, worked, and with whom they were often seen. Half the town recognizes Doc (a notable drifter), and most of these know he was seen separately with both Garvin and Caroline and spent nights at The Last Chance Saloon (area 29).

Half the Chinese townsfolk recognize Zhang, but believe a curse befalls any who speak with a dead man walking. Only five percent of non-Chinese folk recognize Zhang as the hanged Chinaman, and none of these know more about him than that. Locating Zhang's residence and its crucial contents should prove challenging.

Townsfolk have two levels of response to Investigators: their Initial Fear Response and their Disposition thereafter.

**Initial Fear Response.** Unfortunately, anyone recognizing Investigators naturally thinks he's seeing walking corpses and suffers 1/1D6+1 SAN loss. Anyone losing 2 or more points responds dramatically. Reactions might include freezing in shock, fainting dead away, cowering, calling for help, backing away while crossing one's self, presenting a cross, fleeing (quietly or screaming), rushing to tell the Reverend or Marshals, or even attacking. Give Investigators who demonstrate smart, appropriately mollifying conduct a 1/2 Fast Talkor Persuade roll to placate this fear.

**Disposition.** Once calmed, each townsfolk's Disposition modifies the Investigators' communication-skill rolls (Bargain, Fast Talk, Persuade) towards them:

Disposition	Likelihood	Communication Skill Modifier	Chance to Alert Authorities
Helpful	01–07%	+25%	0%
Guarded	08–20%	+10%	0%
Indifferent	21–60%	+0%	05%
Distrustful	61–95%	-10%	20%
Hostile	96–00%	-25%	50%

### TYPICAL NON-CHINESE TOWNSPERSON

(90% of population)

**Location:** Anywhere in town  
**Condition:** 16 Sanity, 8 hit points, no weapon or small knife 25%  
**Appearance:** Gaunt, haunted-looking, fearful  
**Disposition:** Roll on table above for each Investigator  
**Information:**

- General knowledge about town events
- Respects Reverend, Judge, and Marshals
- Suspects, but isn't convinced, that Investigators committed the School House massacre (see page 91, entry for July 18th) and caused Desperation's curse
- Desperate to conceal cannibalistic urges

### TYPICAL CHINESE TOWNSPERSON

(10% of population)

Same as Typical Non-Chinese Townsperson except as noted  
**Disposition:** 50% Distrustful, 50% Indifferent towards Zhang  
 Distrustful towards all others  
**Information:**



- Little respect for Reverend, Judge, or Marshals
- Because Zhang was hanged, considers everything about Zhang bad luck. Resists disclosing Zhang's living-quarters location.
- 75% know Zhang handled blasting for Solomon & Ophir Mining Co.
- 95% know that their fellow Chinese townsman the Marshals shot and jailed yesterday was Zhang's apprentice

### Wendigo Usual Locations

Wendigo	Location
Lei Peng	In Tunnels, consorting with azagoths
Judge, 2 Marshals	Jail (area 53)
Reverend	Church (area 51) or Tunnels beneath town
1 Marshal	Patrolling streets
1 Marshal	Maynard's Kitchen (area 46)
1 Marshal	Living Larder (under area 46)
1 Marshal	Mining Tunnels below Church Trapdoor (area 51)

The patrolling Marshal and one from the Jail join the Marshal at the Kitchen during food-line times, from 9 to 10 am and 6 to 7 pm. For the wendigos' response to the Investigators' presence, see **Scene 4: Showdown**. Unless the players are unusually acute, the Keeper should be able to protect Peng from Investigator discovery until **Scene 7: The End of Everything**.

### Wendigo Knowledge and Clues

Peng only entrusts the Reverend and Judge, not the Marshals, with his plans to induce Desperation to cannibalize itself and summon Azathoth. The time for the summoning is near in any case, and the Investigators' unexpected return decides Peng to launch the massacre and commence the summoning.

**Keeper's Note:** The following wendigos carry the specified Handouts. Remember these when the Investigators search the bodies of those they gun down!

<b>Handout 6</b>	The first Marshal the investigators search	page 96
<b>Handout 7</b>	Reverend*	page 96
<b>Handout 8</b>	Reverend	page 97
<b>Handout 9</b>	Judge	page 98

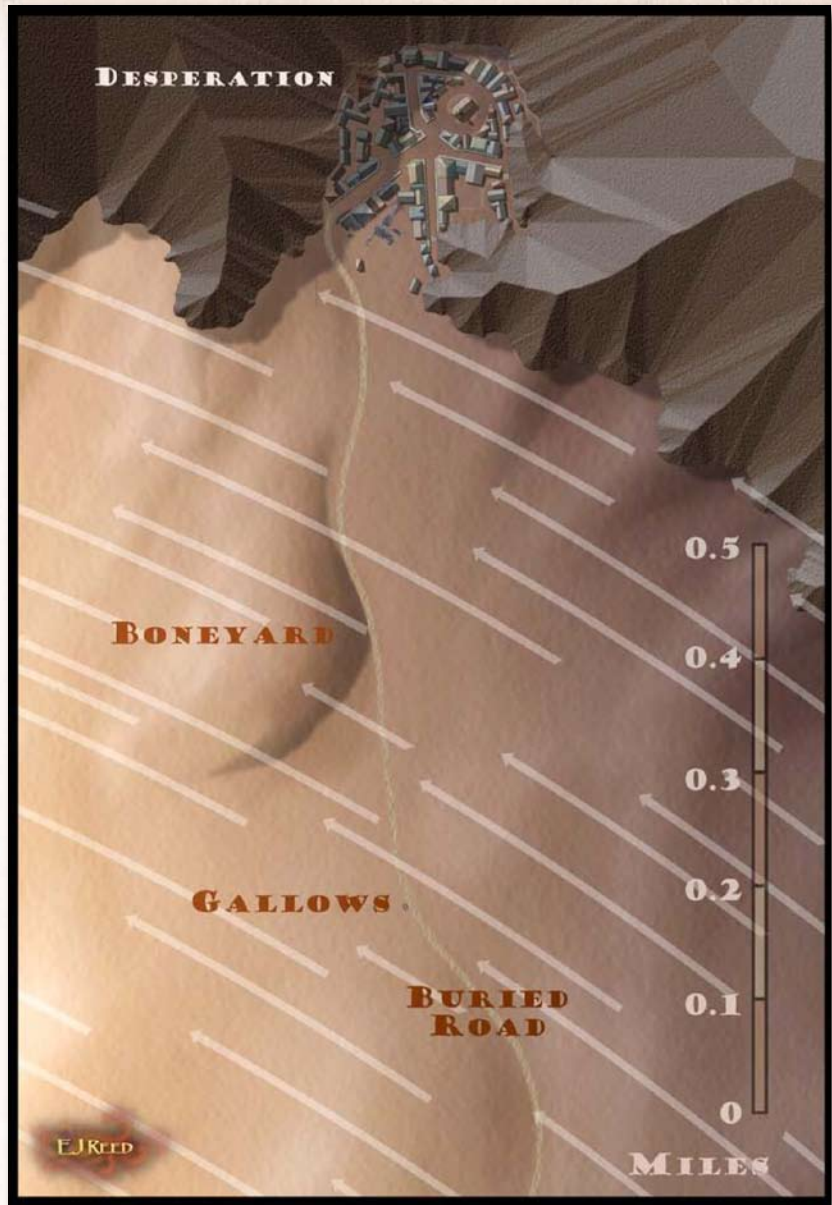
\*unless the Investigators find **Handout 7** in the west sacristy of the Church (area 51) first

### Locations

All the following locations are keyed to the **Desperation Map** (page 74); for a quick overview of the town, see the **Locations List** (page 75).

Stores have two stories or one floor with a false front suggesting a second. The wendigos encourage businesses to stay open, but many buildings are closed or abandoned. Boarding houses are grim, two-story tenements. The three boarding houses to the southwest house Chinese workers.

Places of particular interest are described below, along with



parenthetic markers giving the Keeper a quick summary of what the site has to offer.

### 1. Gateway (Information)

The wooden gateway over Main Street's entrance bears the sign, "Welcome to Cañón de Espiración." Someone has crossed out "Cañón de Espiración" and scrawled "Desperation" above it.

Frayed postings hang in the wind's lee on the gateway's central support. One says, "WANTED, John Henry 'Doc' Holliday, for Murder of Frank Stilwell, \$1,000 Reward." The drawing's likeness is unmistakable.

### Streets (Information)

Pedestrians emerge as dark silhouettes at the edge of sight. Most sidle away from others. Folks wear bandanas to protect faces from sand and others' scrutiny. The patrolling Marshal, however, examines folks closely.

As an early encounter, Crooked Jack stumbles up for a handout:



# CAÑÓN DE ESPIRACIÓN ("DESPERATION")





**“CROOKED JACK” RAWLINS**

Town Drunk

*Location:* Any street or Jail (area 53)

*Condition:* 25 Sanity, 5 hit points

*Appearance:* Ancient scarecrow, almost toothless. Crude, uncompromisingly direct, laughs at own and others’ misfortune. Claims “crooked” refers to his stagger.

*Disposition:* Helpful: Doc, Zhang  
Unfriendly: Garvin  
Hostile: Caroline

Each drink given Jack improves his Disposition by one step towards the character who gave the drink.

*Information:*

- Caroline routinely insulted Jack and ejected him from her saloon.
- Garvin occasionally jailed Jack for public drunkenness.
- Zhang twice stopped ruffians beating Jack.
- Doc often shared a bottle with Jack, enjoying his sarcasm.
- Doc was infatuated with Caroline but sleeping with Pepper Beddingfield.
- Doc longed for true friends, for redemption for his life wasted, for one last battle, for something worth dying for.
- While in lock-up, Jack overheard that the Jail has a trapdoor, near the rear door, dropping into old mine tunnels below town.
- Doc and Garvin investigated fires and food-stores poisonings. Both thought someone framed Jeremiah.
- Jeremiah, before he was gunned down by the Marshals, ran

Maynard’s Kitchen; now his widow, Miss Matilda, struggles to keep the place open.

- Recently, townsfolk do whatever Reverend says, such as turning over all guns and food to the Marshals and refusing to discuss desires to “bite each other.” Reverend preaches against sin of cannibalism so constantly, no one thinks about much else.

**11. Chinese Boarding House (Information, Spell)**

The closet-like rooms of this squalid tenement have only Chinese tenants. Since Zhang’s hanging, they deem anything related to Zhang bad luck. Hence, 50% are Unfriendly to Zhang, and 50% are Indifferent. All are Unfriendly to non-Chinese.

All here know Zhang handled blasting for the Solomon & Ophir Mining Co. and stored dynamite in a mine-tunnel safe (area 63 on the **Desperation Map**). All know Zhang had an apprentice named Peizhi whom the Marshals shot and jailed yesterday.

None want to identify or approach Zhang’s room. Bad luck; it’s locked. Within, a bundle of workman’s clothes conceals a few useful items:

- Paper scrap with several numbers jotted down on it (dynamite-safe combination; see area 63)
- Ancient Chinese scroll
- Cracked china cup decorated with a delicate design

**Elder Sign.** The scroll contains an incomplete Elder Sign spell, omitting the Sign-diagram itself and certain other elements. Learning this spell requires an hour’s study and costs 2 points of POW and

**LOCATIONS: Cañón De Espiración (“Desperation”)**

H. House	19. Grand Hotel	43. Black Buck’s Boot & Leather Supply
BH. Boarding House	20. Grand Hotel Stables	44. Kermit Cooley’s Brick Oven Bakery (abandoned)
1. Gateway	21. Black Mountains Clothing & Fine Apparel	45. Hildebrandt Masonry & Carpentry
2. Telegraph Office (abandoned, lines down)	22. The Jumped Claim Saloon	46. Maynard’s Kitchen
3. The White Blaze Corral (burned down)	23. Whiskey’s End Saloon (abandoned)	47. The Close Shave (barber)
4. The Lost Canyon Corral (burned down)	24. Marshal Garvin Bryce’s House	48. Grizzly Earl’s Chuck Wagon (closed restaurant)
5. Ellison & Co. General Store (burned down)	25. Baur & Stephens Tannery (closed)	49. Harding & Laramie Bank (abandoned)
6. King & Gibson Lumber Co. (abandoned)	26. Carson Renaldo & Sons Blacksmith	50. Bella Union Hotel (closed)
7. Mojave & Mountain Mining Supply	27. The Belmont Hotel (closed)	51. Church of Santa Barbara
8. Excelsior Hotel (closed)	28. High Sierra Lumber Co. (closed)	52. Courthouse
9. The Canyon Pioneer (abandoned newspaper)	29. The Last Chance Saloon	53. Jail
10. Star & Bullock Hardware (abandoned)	30. Tyler Wakely Grocer & Dry Goods (abandoned)	54. Mayor’s House
11. Boarding House for Chinese Workers (Zhang’s home)	31. The Two Step Palace (dance hall)	55. J. Collins Randolph Mansion (principal owner, Solomon & Ophir Mining Co.)
12. Espiración Mining Assay Office (closed)	32. The Sheriff’s Mug (closed tavern)	56. Solomon & Ophir Mining Co.
13. Water in the Mojave Saloon	33. Clayton Ellison’s House	57. Kleinberg & Grossenbacher Mining Co (abandoned)
14. Bank of the West	34. Gilded Canyon Dining Hall (burned down)	58. Brown & Russell Mining Co. (closed)
15. Espiración School House (abandoned)	35. Grand Lyric Opera House	59. El Dorado Mining Co. (closed)
16. Clayton Chandler’s Elite Furnishings (closed)	36. The Espiración Spectator (newspaper)	60. Two Connors Mortuary
17. Town Hall	37. Miss Tara’s Parlor (closed brothel)	61. Kleinberg & Grossenbacher Mine Entrance
18. Grandstand	38. Koehler Mining Supply	62. Brown & Russell Mine Entrance
	39. Tex Larou Fine Firearms (closed)	63. Solomon & Ophir Mine Entrance
	40. Joshua Tree Fine Arts (closed gallery)	64. El Dorado Mine Entrance
	41. Western Star Apparel	
	42. Stephanie’s Elegance (silversmith)	



0/1D6 SAN. This version of the spell can be cast in a single round (after the Sign itself has been drawn), but the caster must make a Cthulhu Mythos roll with a -10 penalty or the spell fails (but still costs 2 POW).

However, if cast on a gate with the intent to close the dimensional rift, pushing the living body of the person who opened that gate into the rift both kills the person thus sacrificed and converts this -10 penalty into a +35 bonus. Furthermore, the gate opener's sacrifice pays the spell's 2 POW cost.

**(Keeper's Note:** A complete version of the spell, with no failure risk, can be forced from an azagoth, although this approach obviously has perils of its own.)

The cup's decorative symbol, bisected by the crack, depicts an Elder Sign and can be used to complete the spell. The Sign can be recognized with a Cthulhu Mythos roll.

## 12. Mining & Assay Office (closed) (Map)

A 15-minute search here finds a copy of Desperation's street map (**Handout 1**).

## 17. Town Hall (Map)

Another, slightly blood-stained, copy of the town's street map (**Handout 1**) hangs on the Mayor's Office wall.

## 24. Garvin Bryce's House (Rifle)

An attic trunk here contains a .44 Winchester lever-action rifle and 40 bullets.

## 29. The Last Chance Saloon

(Information, Pistols, Magic Items)

Caroline's saloon and brothel remains the most prosperous business in town. Evening crowds still average three dozen customers.

**Magic Items.** A concealed floor compartment in Caroline's office contains all the following:

- A bag of Bad-Corpse Dust
- Caroline's mother's Fetch Stick
- African tribal items to cast Power of Nyambe
- Six long needles and small, genderless, sand-stuffed cloth doll.

### PEPPER BEDDINGFIELD

Saloon Keeper, Prostitute, Caroline's Best Friend, Doc's Sometime Lover

**Location:** Last Chance Saloon

**Condition:** 18 Sanity, 8 hit points, small knife 35%

**Appearance:** Fiery redhead. Hoarse, seductive voice. Gossip.  
Comfortable inside others' personal space.

**Disposition:** Helpful: Caroline, Doc

Indifferent: Garvin, Zhang

**Information:**

- Pepper's been Caroline's best friend, employee, and right-hand-gal at the Saloon for years.
- Since Caroline's hanging, Pepper has run the saloon.
- Only Pepper knows Caroline's past: Caroline is the granddaughter of Marie Laveau, the famous Voodoo Queen of New Orleans. To prepare Caroline to protect her role as the next Queen, Caroline's mother, Marie Laveau II, forced on Caroline as a child magic far darker than her grandmother's. She made Caroline attack other children with potential to become rivals.

- Caroline's riverboat-gambling father, of French and Spanish decent, discovered what his daughter was becoming. He stole her, escaped west, changed their last name, and opened the Last Chance Saloon. He died last year from lancing pains consistent with her mother's overpowered Enchant Doll (Voodoo) spell.
- Caroline feared there might be no redemption for her childhood evils.
- Caroline's office hides Caroline's mother's "skull spear" and Caroline's "zombie blocking dust."
- Doc is Pepper's lover ("*no accounting for taste*," she adds)
- Suspicious of the Marshals, Doc hid guns under Pepper's mattress: 2 short-barreled .45 Colt revolvers, twin-holster belt, 48 bullets.

## 33. Clayton Ellison's House

(Information, Shotgun, Tunnel Entrance)

Clayton Ellison owned the General Store (area 5) until the wendigos burned it down. He's Friendly to Caroline and Garvin, Indifferent to the others. He saw two Marshals in the crowd watching his store burn three days before the Marshals and Judge supposedly arrived in Desperation.

Clayton hides a 12-gauge double-barreled shotgun with 36 shells.

A fragment of Clayton's root-cellar floor collapsed into the abandoned mining tunnels. He's never explored the area and has no reason to bring this up, unless Investigators mention that they're looking for a place to hide. The wendigos aren't aware of this entrance to the mines.

## 35. Grand Lyric Opera House (Disguises)

The grandiose proprietor, Bartholomew Xavier Trent, is Friendly to both Doc and Caroline, Indifferent to the others. Bartholomew has myriad costumes (and uses his Disguise skill on others with 70% effectiveness).

## 36. The Espiración Spectator (newspaper) (Information)

Old editions of the local paper provide full descriptions of the burnings, poisonings, School House massacre, sandstorm's arrival, trials and executions, the Judge's election, food rationing, and folk's belief that the town is cursed. All portray the disguised wendigos favorably. This site is now derelict; Investigators who force the locked door and explore here find the body of the paper's editor (/reporter/printer/publisher) slumped over his desk, having committed suicide several days before. A scrawled suicide note simply reads "No more lies".

## 39. Tex Larou Fine Firearms (closed)

(Pistols, Information)

### TEX LAROU

Gunsmith, Garvin's Trusted Friend

**Location:** Apartment above store

**Condition:** 28 Sanity, 12 hit points

**Appearance:** Barrel-chested 45-year-old, mutton chops, Texan accent, left leg missing below knee

**Disposition:** Helpful: Garvin

Guardedly Friendly: Doc

Indifferent: Caroline, Zhang

**Information:**

- Garvin often deputized Tex to face serious threats. Tex was shot last year, losing a leg.
- Garvin always clung to honor like hope. Others turn to him for



- courage when theirs fails.
- After the Judge was elected Mayor, Reverend told everyone to give all guns to the Marshals “for everyone’s safety.” Folk happily complied. Tex was mortified.
  - Next day, Marshals stripped Tex’s store.
  - Tex hid and kept the following: .45 Colt revolver (with holster and 200 bullets), .40 double-barreled Derringer (with forearm-spring holder, and 40 bullets), and fifty .44 bullets (no gun)
  - Garvin’s attic (area 24) holds a .44 Winchester taken from the first outlaw to shoot at Garvin. Garvin used to say it “reminds me I got just one life.”
  - Clayton Ellison (area 33) has a shotgun.
  - Tex is horrified by Judge’s insistence on fast-draw gunfights to settle even minor disputes.
  - Jail must be packed. Few arrestees seem to emerge again.

#### 46. Maynard’s Kitchen (Information, Magic Items, Tunnel Entrance)

With all other food sources exhausted, this Kitchen feeds the entire town. Here Peng, impersonating the corpulent, elderly Matilda Maynard, serves tainted stew that spreads the wendigo’s curse. Everyone knows Matilda: an overworked, devoutly religious woman mourning her husband, ever on the verge of tears. Nonetheless, she has a kind word for all customers. All believe she loathes the Marshals who executed Jeremiah and commandeered her Kitchen.

Matilda usually prepares the stew on the ground floor here with two clueless drudges. However, they’re working without Matilda today; Peng has retreated to the tunnels below the town to make final preparations for Azathoth’s summoning. Only wendigos are allowed in the cellars (see the description of the Living Larder in **Scene 5: Horrors Below**).

**Food by Lot.** The Marshals assigned each towns person one daily meal, at 9 am or 6 pm. Lines extend to the Bella Union Hotel (area 50). One Marshal always guards the entrance. Two more join him at mealtimes (one from the jail and the other the one who patrols the streets), for a total of three.

**A Penny’s Worth.** The Judge sentences folks convicted for anything resembling cannibalism to death by starvation in four-foot-square metal cages chained to the boardwalk just west of the Kitchen. They presently hold three soiled doves from Miss Tara’s Parlor (area 37 on



the town map) who got caught eating their last nightly customer. Bloody, barely clothed, and emaciated, they’re tormented by the smell of the Kitchen’s cooking meat, little knowing they’ll soon be on the menu. For a penny, the Kitchen’s Marshal offers passersby a stick to poke them for one minute.

#### 51. Church of Santa Barbara (Climax Location, Tunnel Entrance)

The map above depicts this building. (**Keeper’s Note:** Peng doesn’t raise the magical barrier shown on the map until the climactic scene.)

This adobe structure, dedicated to the patron saint of miners (and those who work with explosives), has double doors in the front and small, locked doors on both sides. Its roof begins twenty feet up, peaking at thirty-five feet. Grimy, dust-covered stained-glass windows start ten feet up; there are no ground-level windows.

**Trapdoor.** A well-concealed trapdoor behind the altar opens into the abandoned mining tunnels (finding this requires a Spot Hidden roll at only one-fifth the normal chance of success). It’s locked when the Reverend isn’t here. Peng warded it with a self-resetting Wither



## 53. JAIL



Limb spell trap (counts as having 21 magic points on the Resistance Table) that triggers on anyone opening the trapdoor without first saying “*la! ia!*”

**Marshal.** A Marshal stands guards in the tunnel just below the trapdoor.

**Reverend.** When not attending Peng, the Reverend stays here, preparing for the End of Days. He casts a 7-point Flesh Ward (for an average of 24 armor points) each morning, using Power Drain on Living Larder victims to replenish magic points. He carries **Handout 8** in his pocket and **Handout 7** too (unless the investigators have already found this in the west Sacristy). If possible, keep the Reverend alive long enough to play his part in **Scene 6: Desperation’s End**.

The Reverend genuinely comforts parishioners, brilliantly hiding his true nature. If Investigators reveal themselves to him, he demands in his resonant baritone that they prove they’re not murderous spirits returned for vengeance. He eventually allows himself to be placated, truthfully saying he always doubted their guilt in the School House Massacre. His genuine distaste for the domineering Judge and unrefined Marshals seems like distrust. He listens to the Investigators and offers minor help—mostly saying trust God, not violence—while trying to discover everything about them. A highly skilled liar, he uses his high Insight score (95%) to cause misleading results for those who try to use their

own Insight against him (that is, by winning opposed Insight rolls), so that rolls made against him typically only reflect the persona he wants to project.

**Tactics.** If threatened, the Reverend casts Mesmerize to create confusion or pulls a hidden shotgun from behind the altar. He says “*la! ia!*”, then opens and drops through the trapdoor, slamming it behind him. He locks it from below, where the guardian Marshal covers his escape. The Reverend tells the Judge, launching **Scene 4: Showdown**.

**Clues.** Pages torn from Peng’s *Codex* (**Handout 4**), lie hidden in the west Sacristy (unless the investigators have already found Peng’s *Codex* in the **Living Larder**, in which case nothing’s here). **Handout 7** lies hidden here as well (unless the investigators found it on the Reverend’s person first).

### 53. Jail (Information, Guns, Tunnel Entrance, Map)

The **Jail Map** depicts this building. The Judge and two Marshals station themselves here, one going to Maynard’s Kitchen (area 46) during meal service (9 am and 6 pm). A locked wall cabinet holds the following:

- One Remington New Model Army .44 revolver with holster
- Two .44 Winchester lever-action rifles
- One 16-gauge, double-barreled Shotgun
- Two hundred .44 bullets, 30 shotgun shells, 2 bandoleers



**Cell 1.** The Marshals put prisoners here. Enough sand dusts its corners for a Parting Sands spell. A Reach spell (4 magic points) could grasp either the gun cabinet's contents or the cell keys from their hook, both hanging on the far side of the cell's west wall.

Despite the dozens arrested over past weeks, only two prisoners remain, both in Cell 1. One is Peizhi, Zhang's apprentice. The second is either "Crooked Jack" Rawlins (if players need his information; see page 75) or Celeste Wakely, the much-beaten-down wife (widow) of a local grocer, who has only 7 Sanity points remaining. The shock of seeing a bloody wound, not to mention a hanged cannibal walking around, could drive her over the edge into homicidal rage. This would entertain the wendigos, so they put all prisoners here.

Rifling the desks with a successful Spot Hidden roll reveals a hand-drawn tunnel map (**Handout 2**). A successful Spot Hidden roll in the northwest cell reveals the locked trapdoor leading down into the underground tunnels.

### PEIZHI (MEANING "RESPECTFUL")

Zhang's Demolitions Apprentice

*Location:* Jail, Cell 1

*Condition:* 33 Sanity, 2 hit points (unconscious), 2 bullet wounds in leg

*Appearance:* Small, lean, 17-year-old Chinese. Speaks English well. Meek but startlingly astute.

*Disposition:* Helpful: Zhang  
Guardedly Friendly: Caroline  
Indifferent: Doc, Garvin

*Spells:* Healing

*Magic Points:* 15

*Information:*

- Was Zhang's Demolitions apprentice for a year.
- A locked safe in the mine (area 63) contains dynamite. Zhang does not know the safe's combination.
- Knows Zhang's boarding-house location (area 11) and room.
- Zhang taught Peizhi the Healing spell.
- Hours before Marshals arrested Zhang, Zhang urgently told Peizhi secrets to pass to "Miss Caroline" if Zhang disappeared. These are as follows:
- Master in China sent Zhang to America five years ago to follow signs.
- Master told Zhang a lost warrior would lead him to an ally, a sorceress in hiding.
- Master said Zhang and allies might have to die to save world.
- Two years ago, during his wanderings, Zhang saw his sign in Desperation's street map.
- Zhang carries a secret "to close what must never be opened."
- This secret is a china cup.

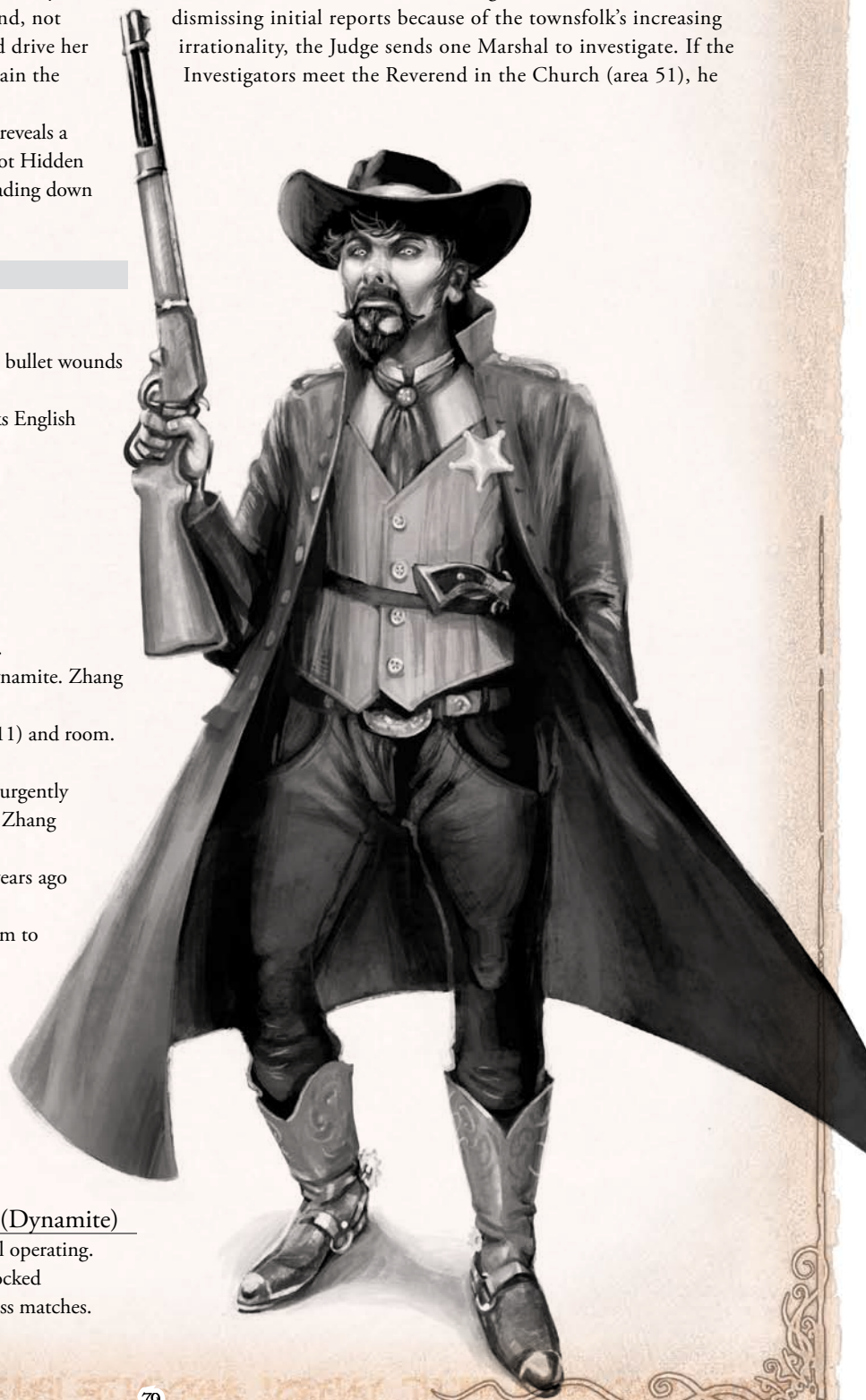
### 63. The Solomon & Ophir Mine Entrance (Dynamite)

Two guards with clubs watch this last large mine still operating. Inside, some two hundred yards from the entrance, a locked combination safe holds six dynamite sticks and countless matches.

## SCENE 4: SHOWDOWN

Let the Investigators complete much of their investigation and arm themselves before this encounter. This **Showdown** should precede **Scene 6: Desperation's End**, but could come before or after the encounters in **Scene 5: Horrors Below**. Remember that the first Marshal defeated carries **Handout 6**, and the Judge carries **Handout 9**.

**Wendigo's Response.** Townsfolk eventually inform the Reverend or Marshals about the hanged cannibals' return. After dismissing initial reports because of the townsfolk's increasing irrationality, the Judge sends one Marshal to investigate. If the Investigators meet the Reverend in the Church (area 51), he





## Other Encounters

Beyond the site-based encounters detailed above, the Keeper may choose to include either or both of the following optional encounters.

### Jailbreak

The Investigators may attempt to rescue another captured Investigator or Zhang's assistant Peizhi. See both the description of area 53 (the Jail), the **Jail Map** (page 78), and the "Tactics" section under **Scene 4: Showdown**.

### Witness a Forced Gunfight

With the cursed food making folk violence-prone, the Judge sentences all who come before him to fast-draw gunfights in public and endorses gunfights to settle even minor slights between citizens.

To trigger this event, the Church bell rings, calling spectators out into the streets. Marshals lead four folk into position. One pair features civilians fighting over an accusation of cheating at poker. The other features prisoners sentenced to duel to the death for hoarding food. The Marshals loan out half-loaded pistols (three bullets in each), collecting guns and bodies afterward. They also arrest for murder any survivors who drew early and succeeded in killing their opponents.

**Keeper's Note:** Be prepared for this scene to escalate into **Scene 4: Showdown**.

immediately thereafter tells the Judge, but the Judge still initially dispatches only one Marshal for confirmation. Thereafter, he sends four, leaving one below the Church and one in the Living Larder if he can. The Judge personally guards Maynard's Kitchen (area 46), while the Reverend descends into the tunnels to find and inform Peng.

**Tactics.** The four Marshals call out the "cannibals" for a public duel, determined to be viewed as victors in a fair fight. They don't know Peng's real plans, so they're eager to retain public respect. If the Investigators oblige, spectators watch, so the Marshals won't draw early unless bluffed. Instead, they cast **Enthrall Victim** on investigators and then focus fire on those not stunned.

If two Marshals fall, the others flee. At half hit points, a wendigo's ghastly undead aspect begins showing through its **Consume Likeness** disguise. If this happens, the Marshals shout that the cannibals are cursing them with black magic. Nonetheless, all spectators' Dispositions towards the Investigators shift one step towards **Helpful**.

This Showdown shouldn't cascade into town-wide cannibalistic slaughter—that doesn't begin until **Scene 6: Desperation's End**. Therefore, assume only one or two spectators drop below 11 Sanity points during this event and are quickly restrained by the crowd. Thus, even if shocked by what they see, most of the townspeople resist the urge to feed immediately. Essentially, any homicidal cannibalisms should seem isolated events—for now.

### MARSHAL (UNDEAD WENDIGO)

New monster (see **Appendix D**)

**POW/Magic Points 20; Move 8; HP 16; Dodge 30%, Grit 30%**

**Quick Draw 1D10+15; Revolver 55%** (damage 1D10+2), or **Rifle 45%** (damage 2D6+3), or **Bowie Knife 25%** (damage 1D4+2+db

(1D4)), and simultaneous **Bite 30%** (damage 1D2 plus 1 magic point drain\*)

\*wendigo gains 1 magic point

**Armor** non-magical attacks do half damage

**Weakness** vulnerable to magic affecting animated corpses

**Spells** **Bring Haboob** (enhanced), **Consume Likeness** (enhanced),

**Depraved Hunger** (new spell: see **Appendix E**), and **Enthrall Victim**

**Skills** **Climb 45%**, **Hide 30%**, **Insight 10%**, **Jump 45%**, **Listen 25%**, **Sneak 30%**, **Spot Hidden 25%**, **Track 30%**

**Sanity Loss** 1/1D6+1 to see disguise unraveling

If the Investigators won't come out to duel, the Marshals hunt them. They jail any captured Investigators, hoping to lure the others into an ambush when they attempt a rescue. If they capture all four Investigators, they force them, in pairs, into public quick-draw duels to the death. They load guns with only one bullet and whisper that they'll burn alive losing survivors and anyone refusing to draw. Under Peng's orders, they stop these duels once two Investigators die, releasing the (disarmed) survivors as catalysts for the slaughter in **Scene 6: Desperation's End**.

### Desperation's End.

If the Investigators defeat the first group, the Judge rallies all surviving Marshals. They then use stealth, cunning, and spells to stalk and slaughter the Investigators. In half an hour, however, word reaches Peng, who has the Reverend call them off.

## SCENE 5: HORRORS BELOW

Eventually, to solve the mystery of what's happening in **Desperation**, the Investigators are likely to seek answers that can only be found underground. Alternately, they may take to the old mines as a hiding place from the Judge and Marshals.

### Tunnels Beneath Desperation

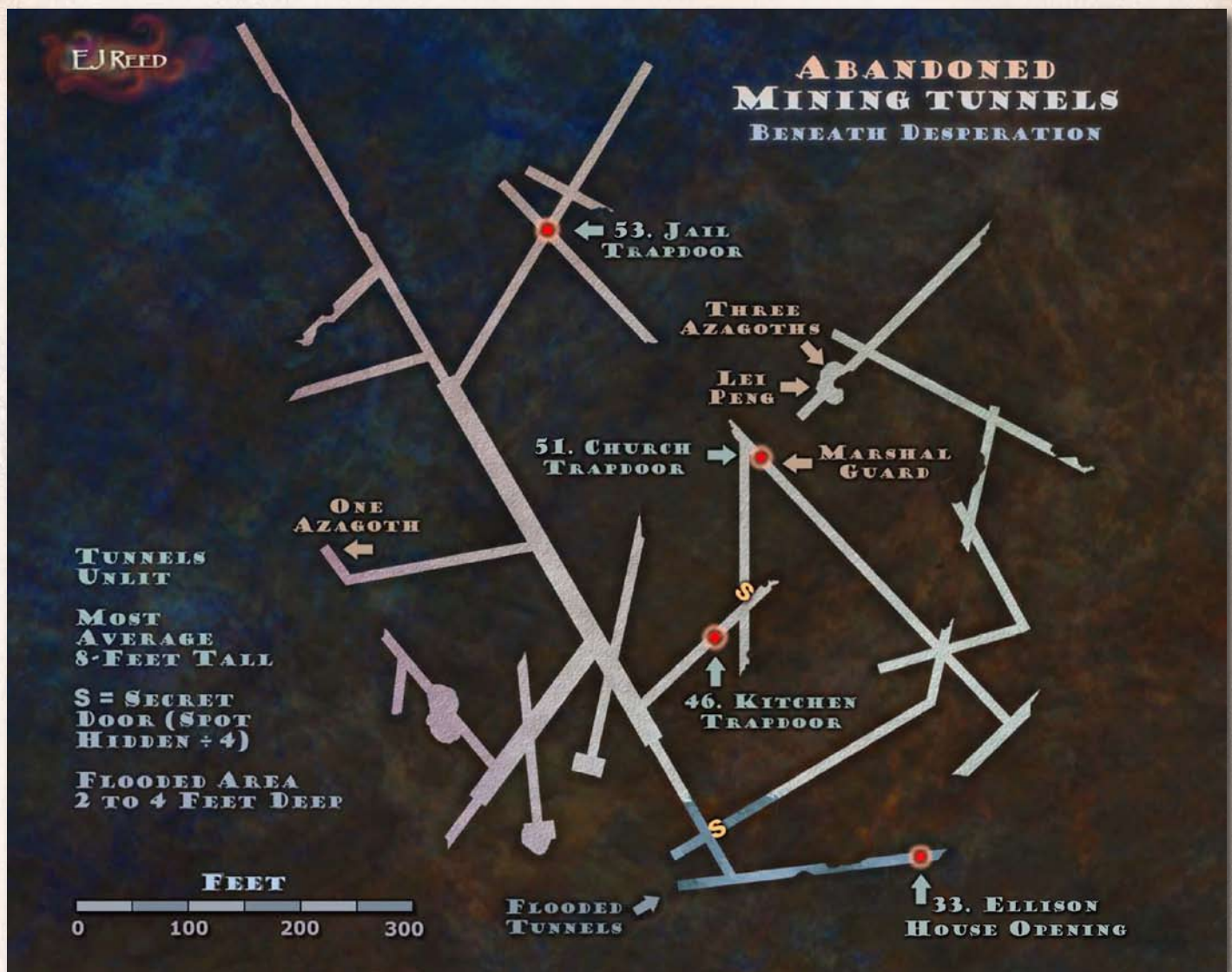
The **Abandoned Mining Tunnels Map** depicts the unlit labyrinth beneath **Desperation**.

Tunnels average eight feet high and ten feet wide, shored up by wooden supports. A mining-cart railway runs along most tunnels. Access points can be found through hidden, locked trapdoors beneath **Maynard's Kitchen** (area 46), in one of the cells of the **Jail** (area 53), and below the altar in the **Church** (area 51). Wendigos drag prisoners and corpses through these tunnels to the **Kitchen's** lowest cellar, Peng's **Living Larder**. **Clayton Ellison's** cellar (area 33) drops into a flooded tunnel, but the wendigos don't know this. Peng works with three azagoths east of two well-camouflaged doors, hidden amidst cave-in rubble. Each requires a **Spot Hidden** roll at one-quarter the normal chance of success to find.

### Living Larder

*An overwhelming stench of rotting flesh chokes this grisly chamber. Three long tables, their notched surfaces stained with gore, fill the room's center. Dripping saws and knives dangle from a rack over the center table, which bears a dismembered corpse. A second table holds bloody platters. A desk sits in a corner beneath dozens of grisly masks*





hanging on the wall. Human bones overflow barrels in another corner.

Several body parts hang from meat hooks near one wall. They drip on two bodies shackled beneath them. Numerous bloody bandages encase one body's torso. Dark red cloths wrap the stumps where both her legs and one arm should be. The other body, naked, with only a bandage on one leg, trembles. Their eyes have been gouged out.

Witnessing this gruesome scene calls for a SAN check (1/1D6+1) for all the Investigators except Garvin.

**Guard.** A Marshal leans on the desk, enraptured by visions imparted by a flesh mask he wears (see Vision Masks, below). He removes it whenever someone enters, acting last in the first combat round.

**Victims.** The female amputee is comatose and missing much of her torso's flesh. Long, uneven stitches crisscross everywhere beneath her bandages. The other, Travis Kirk, is eyeless with only one leg bite so far. He's in shock; only a successful Medicine or Persuade roll enables him to speak. His story calls for another SAN check (0/1D6 SAN) from all listeners.

### TRAVIS KIRK

Tasty Snack

**Condition:** 11 Sanity, 3 hit points

**Appearance:** 16 years old, bone white, empty eye sockets, bandaged calf, overwhelmed by pain and horror (Generalized Anxiety Disorder—motor tension, autonomic hyperactivity, expectations of doom)

**Disposition:** Helpful towards anyone human

**Information:**

- Laborer for Solomon & Ophir Mining Co.
- Forced into quick-draw duel for pushing in food line. Travis won, but the Marshals arrested him for drawing first.
- Next day, the Marshals dragged Travis and a female prisoner (Travis doesn't know her name) through tunnels.
- On the way, they passed a side tunnel from which horrible screams came.
- They were shackled here in this horrible place.
- Mrs. Maynard emerged from the tunnels later. She wrote in a big book at the desk.
- Later, Mrs. Maynard and a Marshal bound the female prisoner on table and, while she screamed, slowly sawed off, joint by joint, one arm and both legs. They carved



flesh from these pieces, gesturing and muttering terrifying, incomprehensible words over them. Afterwards they carried the meat upstairs on platters.

- The Marshal stitched and bound woman's stumps, then took big bites out her shoulder and Travis's calf, stitching and bandaging the wounds afterwards.
- After eating, the Marshal donned several skin masks, clearly enraptured by each. "Here's our best one," he sighed. "She saw . . . everything."
- Mrs. Maynard dug out Travis's eyes with her fingernails. "She ate them! She ate my eyes! Oh my God."
- Travis heard others enter and eat from the amputee.
- If specifically asked about a "Codex," Travis recalls he heard Mrs. Maynard bark, "Never touch this Codex or this stone"
- There's a dynamite safe inside the Solomon & Ophir mine (area 63).

**Vision Masks:** Thirty-two shriveled masks decorate the wall. These are facial skin flensed from victims, stretched on wicker frames. When the room quiets, a Listen check catches eerie, distant screaming coming from them.

Donning one induces a vision, inflicting 1/1D10 SAN loss. In a rapidly shifting montage, the wearer relives full-sensory moments from the dead victim's torment in the Larder. These include piecemeal amputations, being methodically eaten alive, having eyes gouged out and the face flayed off, and dying.

Each mask reveals 1D2+1 wendigos' identities, always including Matilda as a wendigo (**Keeper's Note:** but not as Peng too). Each mask reveals 1D3 of the following:

- Matilda commands the others.
- Matilda and others cast spells over butchered human flesh.
- Marshals debate which townfolk need more cursed meat.
- Matilda lets nobody else read in the book she writes.
- Matilda mutters something (a successful Listen roll hears, "Mana-Yood-Sushai"), removes a wall stone hidden by a mask behind her desk, pulls out a large book, and replaces the stone.

**Desk:** On the desktop, notes in English track meals carved from victims, with checks beside them under a column headed "Depraved Hunger." Separate lists (monitoring who's eaten what) contain names of townfolk with checks beside each. Those with the fewest checks are given a page by themselves (**Handout 6**) labeled "insufficient meals," including Pepper Beddingfield, Clayton Ellison, Tex Larou, and "Pie-Face the Chinaman."

A drawer contains disorganized Chinese notes with cryptic diagrams, passages crossed out, and bloody fingerprints. A successful Occult roll suggests these describe two blood-sacrifice magical procedures altering reality. A successful Cthulhu Mythos roll reveals the first crashes one celestial body into another, and the second rips our dimension's fabric.

Another drawer contains two boxes of fifty .44 caliber bullets and **Handout 3**, diagramming tunnels beneath town.

**Hidden Niche:** Behind the desk, a mask conceals a loose wall stone. Removing the stone by hand without saying "Manna-Yood-Sushai" discharges a self-resetting Wither Limb trap (consider this as having 21 magic points for purposes of the Resistance Table). The niche contains two potentially useful items:

- **Lei Peng's Codex (Handouts 4 & 5).** These are the last pages of the latest version of Peng's *Codex*. Both sets of pages are still bound in the *Codex* if the investigators didn't find **Handout 4** in the Church (area 51). **Keeper's Note:** Glued to the first page of **Handout 4** are two fragments of desiccated gristle Peng carved from inside his eye sockets; Caroline could use these for her variant of the Enchant Doll (Voodoo) spell (see **Appendix E: New Spells**).
- **A magical, .44 Remington New Model Army revolver.** Strange glyphs are inscribed on this gun's surfaces. After ten minutes of study, a successful Cthulhu Mythos roll reveals that if the shooter says "Mana-Yood-Sushai" when firing, the gun functions for that shot as if under an Enchant Object (Weapon) spell. Unlike the variant of this spell which appears in **Appendix E: New Spells**, using this special gun means the shooter suffers a 1/1D4 SAN loss with each shot but his (or her) Luck doesn't diminish.

## Azagoth Tunnel

The **Azagoth Tunnel Map** (page 83) depicts a torture site (the point marked "One Azagoth" on the Abandoned Mining Tunnels map on page 81). Endless screams echo up to the mine's main north-south tunnel. Presently, a single azagoth works here. Around the bend, Investigators see a horrific sight (SAN loss 1/1D6+1).

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*The tunnel terminates perhaps fifty feet ahead. Against the back wall, a brazier of embers casts a wavering glow. Silhouetted against the weak orange light, four naked, partially skinned humans dangle upside down from the ceiling, their broken bodies twisting and dripping. Their feet have been nailed to the tunnel's support crossbars. Shreds of flesh, tendon, and skin hang from them, swaying and sweeping the floor as they convulse. In the gaps between them, three more naked, mutilated bodies writhe, impaled on upright rails standing in the middle of the corridor. Their collective screams complete this scene from Hell.*

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Clearly, all seven victims should be dead. The azagoth keeps them alive with its Endless Torment ability, skinning, branding, and dismembering them repeatedly as they regenerate. All are too insane to talk.

The azagoth presently tortures the dangling victim farthest down the tunnel. Read to the players the azagoth's description in **Appendix D: New Monsters** (page 101).

### AZAGOTH

New monster (see **Appendix D**)

**POW/Magic Points 19; Move 8; HP 18; Dodge 26%**

**Barbed Tentacle 35%** (1D3 tentacles attack each round, can attack different targets) (damage 1D4+1D6 db), or **Mythos Vision**, or **both**.

**Armor** 4-point preternatural skin, non-magical attacks do half damage, cannot be impaled by bullets; **Special Powers** Endless Torment, Mythos Vision, Return-to-the-Old-Ways Aura, Sanity Awareness; **Spells** Dread Curse of Azathoth, Dominate (only when touching victim), Wither Limb, Wrack; **Skills** Cthulhu Mythos 99%, Listen 65%, Spot Hidden 65%; **Sanity Loss** 1/1D8 Sanity points to see.



**Tactics.** Upon noticing intruders, the azagoth initiates its Return-to-the-Old-Ways Aura (see page 101). This disables most nonmagical mechanical devices, including firearms, within 150 feet.

It then attacks. Azagoths view humans as torture objects, not things to kill outright. If this one renders a victim unconscious, or Dominates him, it nails him to something, intending to use Endless Torment on him after stripping his Sanity away with Mythos Visions. To secure one victim, it gladly lets others escape. It never flees but won't pursue beyond this tunnel.

If it is killed, another azagoth replaces it within 1D2 hours.

**Awful Knowledge.** For appropriate Mythos Visions, see **Appendix C: Visions**. Make **Vision #2** the first one the azagoth inflicts in combat.

An investigator who voluntarily submits to one of the azagoth's Mythos Visions and overcomes its POW with his or her own on the Resistance Table can choose the Mythos-lore topic the azagoth's vision reveals. He or she could, for instance, discover Peng's vulnerability (**Vision #3**), or learn the complete Elder Sign spell (**Vision #4**).

**Grisly Spoils.** Scattered near the torture victims are sledge hammers, iron spikes, knives of all sizes, saws, a big axe, a cavalry sword enchanted with the Bless Blade spell, a bullwhip, a barrel of salt, and an Apache spear crafted with the Enchant Spear spell. The brazier holds six branding irons.

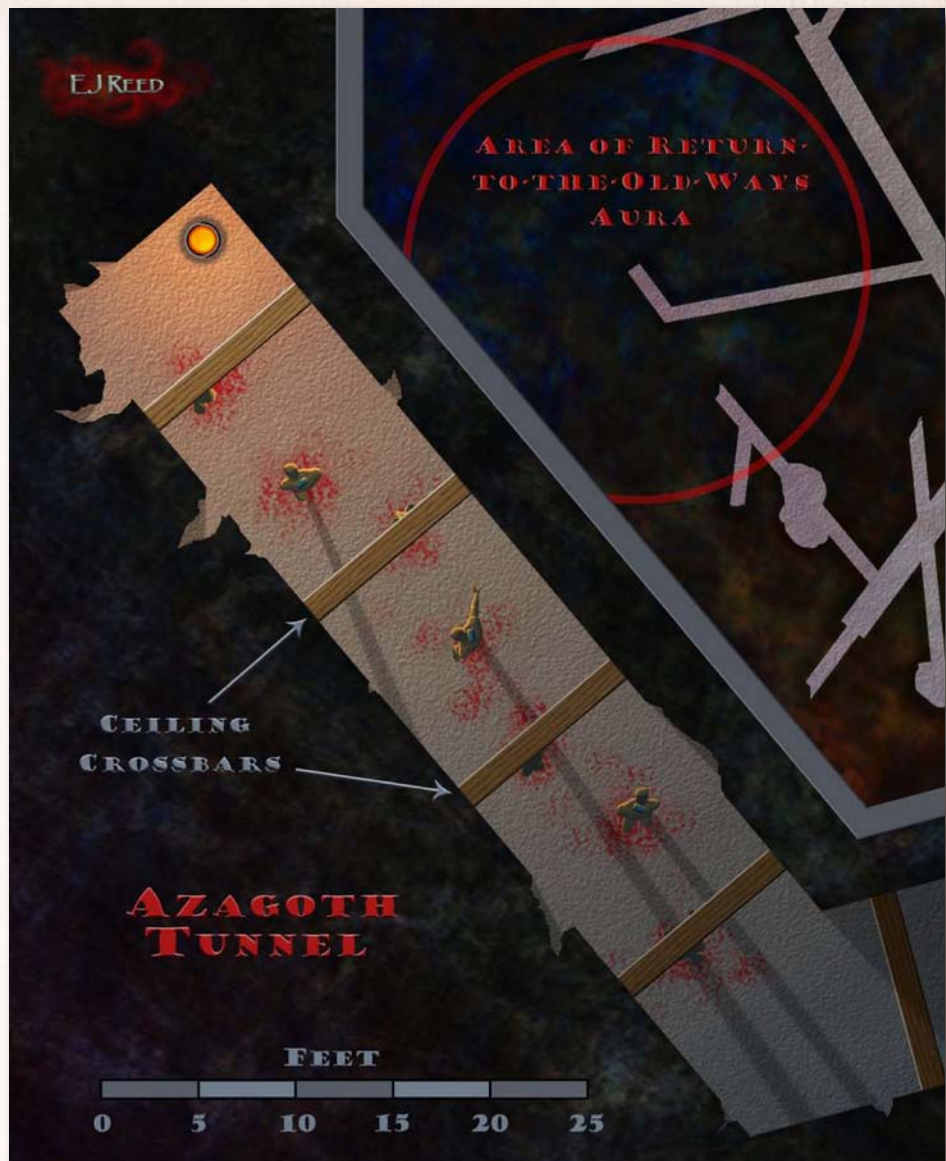
**Peng's Brass Possession Sphere.** This item is hidden within the brazier's embers and is currently red-hot. A mere touch could scorch for 1D3 points of damage (1D2 on a Luck roll); actually picking it up or coming into close contact with it (say, having it thrown into a creature's gaping maw) causes 1D8 damage per round.

## SCENE 6: DESPERATION'S END

At a moment of the Keeper's choosing, the Reverend launches the entire town against the Investigators, triggering the cannibalistic slaughter that dooms Desperation (The Judge or even Lei Peng can do this if the Reverend cannot).

### Pulling the Trigger

Stage this scene only when the Investigators have fully armed themselves, after **Scene 4: Showdown**, and preferably after they've read Peng's *Codex* in the Living Larder, although that's not crucial. The



Reverend's spell here, Sekhmenkenhep's Words, requires a half-hour oration. If possible, time this event to begin when the Investigators are underground, perpetrating a jailbreak, or otherwise occupied elsewhere, unable to arrive until the sermon's climax.

The Reverend has already cast his daily Flesh Ward (gaining 24 points of armor at the cost of 7 magic points). He now rings the Church bell, calling out the town. He then casts Sekhmenkenhep's Words, mounts the Grandstand (area 18) or the Church steps (area 51), and begins speaking. Everyone in any street in town hears his words, carried on the eerie, supernatural winds. Townsfolk file towards him, mesmerized.

The Reverend describes how the town's plight began when the Investigators massacred everyone in the School House (see **Handout 4**, entry for July 18). He expounds upon their atrocities—their feasting on the mayor, schoolmarm, and all of Desperation's children. He illustrates how everyone in town has suffered ever since. If the Investigators gunned down any Marshals, he highlights these "murders" as proof the risen dead are here to destroy the town's last hope. In his rich, thrilling baritone, he closes with the following:



*"Four months ago, when Satan sent his four blackest minions to masquerade as God-fearing folk in our midst, we unveiled them. The cannibalistic Marshal. The Whoremonger. The Assassin. And their child-eating Chinaman. I urged you to burn these Demons at the stake, but you allowed the Marshals to simply hang them.*

*"Satan saw your weakness. Many of you continued to harbor sins in your hearts, allowing Satan to remain. And lo! The Lord of Darkness conjured up his Hell Storm. He imprisoned us all in this diabolical crucible of accursed sand. He frolicked in the hearts of the unrighteous, flooding you with urges to feast upon human flesh. You know who you are!*

*"But you have not abandoned your souls entirely! Not yet! And your resistance fills Satan with rage and fear. So now he makes his last, desperate play. Your sins linger, and he strikes before you can achieve absolution.*

*"From the Pit he vomits up the Damned. He reanimates their cadavers and looses them into our streets to drag you all down to eternal Damnation. Make no mistake! This very night, Hell's doorway shall yawn before you!*

*"Now the final hour for humanity is at hand! Shall we allow the Devil's own spawn to walk openly on the face of God's good Earth? Shall we let undead abominations slaughter us, feed upon us, and condemn us to Endless Torment? Or shall we cleanse this Curse from our world forevermore by casting Satan's devices and then Satan himself back into the Mouth of Hell even as it opens?"*

*"There can be only one answer! Destroy them! Destroy them all! Summon every last ounce of strength you have and DESTROY THEM ALL!!!"*

Given the townsfolk's tremulous mental state, the Reverend automatically makes all Persuade rolls the spell *Sekhmenkenhep's Words* requires with respect to them. His spell doesn't affect the Investigators. At sermon's end, all townsfolk (except Investigators) become obsessed with one thought: Kill the Investigators. Even if the Investigators silence or kill the Reverend before he finishes, the inflamed mob still explodes into single-minded action.

## And Madness Shall Devour

At this point, investigation ends as the Investigators are engulfed in a sea of carnage.

**Onslaught.** Townsfolk search in packs of 3D6 hunters. Any spotting the Investigators shout, grab makeshift weapons, and attack. Beyond encircling the Investigators, attackers seem maddened and unthinking.

### TOWNSPERSON

**Sanity 9, Move 8, HP 8, Dodge 20%, Grit 16%, Damage Bonus +0, Small Knife 25%** (damage 1D4+db), or **Small Club 25%** (damage 1D6+db), or **Large Club 25%** (damage 1D8+db), or **Fist 50%** (damage 1D3+db), **Armor 0, Skills Spot Hidden 25%**

The Reverend's spell compels townsfolk to believe that their own sins have ferried them right to damnation's brink, and that true demons have come to collect their souls. This inflicts 2D6 points of

Sanity loss (assume an average of 7 each), cascading almost everyone into the Depraved Hunger curse's worst stage. These must feed immediately, becoming homicidal to do so, if they fulfill any of the following conditions:

- View any grievous, open wound.
- Come within ten feet of a corpse.
- See someone eat human flesh.
- Lose 3 more Sanity points within 1 hour.

**Massacre.** Each round that Investigators kill or seriously wound any attackers, one third of those present wheel to devour the stricken. In comparable ratios, cannibalism overcomes newly arriving packs. Fighting over cadavers, people pull out each other's throats and guts with their teeth.

Let the Investigators take hits but keep slightly ahead of the carnage. Steer Investigators away from the Church (area 51), or **Scene 7: The End of Everything** will commence before **Scene 6: Desperation's End** concludes. Continue the gruesome bloodletting until bodies pile up like cord wood.

**Saving Folk.** As Peng's Codex reveals (**Handout 5**, entry for October 17), Investigators can weaken Peng's world-ending magics by saving townsfolk, such as by knocking them out or tying them up, and then protecting their bodies. Each five they save diminishes the sacrifice's power, requiring Peng to spend one more magic point on his spell and ritual, and adding one round to the time it takes Peng to crash the comet and summon Azathoth.

**Burn it All Down.** For the full Hell-on-Earth experience, consider setting the town aflame as the massacre rages. Wendigos could torch buildings, townsfolk could throw lanterns at Investigators, or Investigator weaponry could ignite the blaze. The canyon's circular winds sweep fires everywhere, leaving only the Church unburned. Keepers can channel Investigator movements with burning structures and debris. Flaming townsfolk screaming in agony complete the nightmarish scene.

**Bitter End.** After 125 or so have been butchered, throw the last survivors at the Investigators. Upon their defeat, bring the massacre to a sudden end.

Desperation is no more.

## SCENE 7: THE END OF EVERYTHING

If the Investigators haven't yet learned an Elder Sign spell and discovered Peng's plans, give them one last chance to do so before this climax of the entire campaign begins. Once Desperation's population devours itself, Peng passes through tunnels to the Church (area 51) and commences his spell to crash the Harbinger Star and his ritual to open the dimensional rift. Any surviving wendigos take up positions inside the Church from which to shoot advancing Investigators. See the **Church Map** (page 77).

**Azagoths.** Four azagoths (three, if the investigators earlier killed one in the mines) slither into the streets. They recover unconscious or helpless survivors from the carnage, curse them with Endless Torment, and nail or impale them on nearby structures. They ignore ambulatory folk unless attacked.



**Adjusting Peng's Strength.** Peng cast Flesh Ward earlier today, gaining 28 armor points. He restored all spent magic points by biting people (see the Wendigo description in **Appendix D: New Monsters**).

For each dead or incapacitated Investigator when this scene begins, reduce Peng's Flesh Ward armor points by seven and magic points by two. If all four Investigators are near full strength, add an azagoth inside the magical barrier with Peng.

## Unholy Light

When the Investigators approach the Church (or if they need direction to the climax location), Peng's spell and ritual peak:

*A lurid column of blood-red light flares upward, bursting the Church's roof outward in a hail of shattered beams and shingles, leaving a broad, smoking hole over the sanctuary. The light rolls back the sand clouds, cleaving the night straight up to the Harbinger Star blazing overhead. A heartbeat later, the light column doubles back, suddenly swelling to five times as wide, and crashes to earth with a boom that shakes the ground and washes the Church's entire exterior in bloody scarlet. All fires and lights in the rest of the town go out.*

The hellish light extends fifty feet from the Church. The winds shriek as they encircle the light column, which crackles with red lightning.

**Magical Barrier.** Inside the Church, the light forms a thirty-foot-diameter cylindrical beam centered on the altar. Its outside edge functions like the barrier created by the Create Barrier of Naach-Tith spell, with a STR of 22, but only magical weapons can breach it. It's sealed from above (twenty-feet-up) and also across the floor surface (including the trapdoor).

**Total Recall.** Whenever an Investigator stands inside the red light or anywhere inside the Church, he or she remembers all of his or her past lives and can access their skills and spells without Incarnum. Likewise, Peng recognizes in each Investigator all those prior lives.

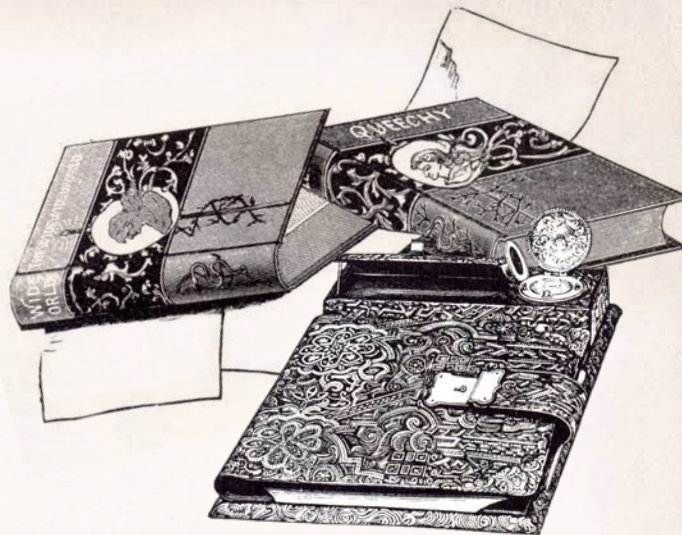
## Blasphemous Magics

When the Investigators enter or look into the Church, Peng completes both the spell and ritual.

*A broad pillar of crimson light pulses down through the hole in the roof, bathing the sanctuary like blood. An obese, elderly woman in a stained butcher's apron stands on the altar, exultant, her ancient arms held up wide to the Harbinger Star. A double holster with one gun hangs at her waist. One hand holds a bloody meat cleaver.*

*A man, woman, and child are staked to the floor equidistant around the altar. They're naked and covered in black glyphs that throb and slither across their skin. As these figures scream, black crackling bolts arc from their writhing forms to the old woman's hands. She cries out in ecstasy and then shouts words in a language so shocking you fear your heart will seize up.*

**Cost.** Peng exhausts five magic points, plus one for every five townsfolk the Investigators saved. The three victims each lose 13, leaving each with three.



*A heartbeat of absolute silence halts everything, followed by a searing pulse of light and a cacophonous BOOM. The floor and walls crack, the stained-glass windows explode outward, and the altar shatters. The old woman hangs transfixed in the air for a breath, limned by black and red lightning, and then sinks to the floor just before the altar's rubble. The light column suddenly races southward across the floor, up the wall, and vanishes, as if the Harbinger Star were pulled away northward like a fast-setting sun.*

*Trembling, the woman raises her butcher's knife and slashes it vertically through the air. Black lightning crackles from its blade, slicing the air itself asunder. A shriek like metal on metal fills the Church, followed by a tinkling like falling glass shards. A towering rent rips down through the air from the ceiling to just above the altar's wreckage. Through this rift, a fathomless darkness swells, potent and terrible. From its depths flow the muffled, maddening beating of vile drums and the thin, monotonous whine of accursed flutes.*

**Countdown.** The Harbinger Star crashes and Azathoth emerges twenty rounds after Peng completes his magics, plus 1 round for every five townsfolk the Investigators saved. To end the comet-crashing spell, the Investigators must kill Peng. To stop Azathoth, they must cast an Elder Sign at the rift's base.

**Azathoth's Approach.** As the drums and flutes grow louder, something writhing, bubbling, abhorrent, and impossibly immense can be seen through the rift, moving swiftly towards it. This quick glimpse of Azathoth's approach costs 1D4/1D10 SAN.

**Weakened Barrier.** Although the comet's light vanishes, the magical barrier's vertical walls remain intact, shedding a dim red glow. When struck, red bolts crackle around its circumference. While still only vulnerable to magical attacks, the barrier's resilience has now dropped to STR 14. Moreover, the barrier loses its top and bottom, no longer barring roof or trapdoor access. (**Keeper's Note:** Peng has left the trapdoor unlocked, but remember that it is trapped with a self-resetting Wither Limb spell that triggers if anyone opens it without first saying, "Ia, ia!")

**Rift.** The dimensional rift sucks in air in a continuous, roaring gale. Investigators inside the Church see sand racing into the rift from above. If the barrier falls, the sucking wind swallows glass shards, small furnishings, and loose items inside the Church.



## The Last Showdown

**Bites and Taunts.** While the barrier stands, Peng bites a bound victim each round to replenish magic points. Between bites, Peng taunts the Investigators:

- Thanking them for launching Desperation's massacre, the sacrifice powering his magics
- Laughing at their prior-life failures and gruesome deaths
- Boasting about how he tracked down and destroyed the Denizens most familiar with the Waking World one by one over the past century to prevent their interference
- Gloating about how he destroyed Desperation (plugging Investigator knowledge holes)
- Describing what "his" azagoths will do to mankind
- Bragging about how he's become Azathoth's Harbinger of Doom, who shall receive godlike powers and dominion over Earth for centuries beyond counting for serving up mankind's eternal torment to Azathoth.

**Tactics.** When the barrier falls, Peng does as much of the following as the Investigators let him:

- Takes cover behind the rift or by lowering himself partially down the ladder below the trapdoor; then
- Casts Wrack on a gunman if one is within 10 yards; then
- Casts a second Flesh Ward if the first has been used up, expending 8 magic points and gaining 30 more armor points; then
- Attacks the most injured Investigator with Spectral Razor or his revolver, making sure his target is dead before shifting to the next victim.

Peng focuses his full wrath on anyone creating an Elder Sign. If the Investigators seem likely to defeat Peng too easily, bring an azagoth close enough outside that its Return-to-the-Old-Ways Aura fills the interior, or have an azagoth join the battle.

## The End of Everything

**Destroying Peng Forever.** Killing Peng in any manner ends the comet-crashing spell. Destroying Peng forever requires more specific action, as revealed by **Vision #3**:

- Killing Peng outright returns him to the Dreamlands, whether or not the brass sphere survives.
- Throwing Peng into the rift kills him, returning him to the Dreamlands if the brass sphere survives at the moment of his death.
- Casting the brass sphere into the rift destroys it forever. This destruction bars Peng's return to the Waking World but doesn't harm Peng himself.
- Throwing Peng into the rift after, or at the same time as, the brass sphere destroys Peng utterly, forever. Peng's death also pays the cost (2 points of POW) for anyone casting Elder Sign on the rift.

**Stopping the End of Everything.** Only an Elder Sign stops Azathoth. For Zhang's incomplete version, see the description of area 11 (page 76). **Vision #4** transmits the complete version.

Drawing an Elder Sign accurately requires three rounds and a successful Cthulhu Mythos roll, a DEX x2 roll, or an Art (Drawing) roll. The caster automatically recognizes a faulty drawing, requiring a correction attempt and re-roll each round to fix. A chalk-drawn Sign seals the gate only until erased. An etching or similarly permanent Sign requires several hours' work.

## EPILOGUE

### Defeat

If the Investigators fail to kill Peng, the ground heaves as cataclysmic earthquakes rock the planet. If they fail to seal the gate with an Elder Sign, Azathoth emerges, exploding the Church as It expands and tearing the rift open to impossible heights. Sanity loss for viewing the Outer God is 1D10/1D100. Moments later, 1D10 Lesser Outer Gods and 1D100 Servitors of the Outer Gods emerge. Legions of azagoths follow, spreading across the world to embrace mankind in Endless Torment. They swarm the Investigators, embrace them, impale them, and begin skinning them. Forever.

If still living, Peng rushes towards Azathoth, enraptured. But azagoths seize him too, embrace him, and impale him. He joins the Investigators' eternal screams.

Perhaps, in several centuries, Investigators lucky enough to have died before this catastrophic ending will reincarnate to launch a campaign to retake our broken world from Azathoth. But that's a far, far darker campaign than this one.

### Victory

If the Investigators kill Peng and seal the gate, the Harbinger Star hurtles away. If they stop Azathoth but Peng returns to the Dreamlands, the Investigators feel this. Even without his sphere, he may find a way to return.

If the Investigators destroy Peng forever, voices of the hundreds Peng destroyed over the millennia, including those massacred in Lindisfarne, Iwaizumi, Valencia, Roanoke, and Desperation, swirl around the Investigators, giving thanks in myriad languages. All of the Investigators' prior-life memories and skills remain with them thereafter.

### A New Beginning

If the Investigators win, the windstorm dies with the last wendigo. 3D10 survivors emerge, plus those the Investigators saved. Within hours, all cannibalistic urges vanish. They're traumatized, starving, and look to the Investigators for aid.

Fortunately, eight hours after the climax, a traveling salesman's wagon reaches town bearing food supplies. If, however, the Investigators failed to defeat the Denizen Malsum at Roanoke, the flamboyant driver sells other wares, too, including dozens of shiny brass "good luck" spheres for a penny apiece, each "*guaranteed to make you feel like a whole new person.*"

"*Everyone wants 'em!*" he crows. "*Each town I visited, everyone bought one!*"  
"*Everyone!*"





# APPENDIX A: PREGENERATED INVESTIGATORS

## CAROLINE MARIE (LAVEAU), Age 28, Sage

STR 7 CON 16 SIZ 10 INT 16 POW 21  
DEX 14 APP 18 EDU 11 SAN 58 HP 13  
Idea 80% Luck 100% Know 55%

**Magic Points:** 21

**Damage Bonus:** +0

**Quick Draw:** 1D10 + 16

**Combat Skills:**

Fist 60%, 1D3 + 0 db

Shotgun 65% [impale 13%], damage by shotgun type

**Skills:** Accounting 15%, Art (Drawing) 45%, Bargain 15%, Cthulhu Mythos 32%, Dodge 70%, Fast Talk 70%, Grit 32%, Hide 55%, Incarnum 40%, Insight 70%, Occult 50%, Own Language (Creole) 80%, Own Language (English) Read/Write 55% Persuade 40%, Run Saloon/Brothel 85%, Sneak 55%, Spot Hidden 65%, Status 40%

**Spells:** Create Bad-Corpse Dust, Create Fetch Stick, Deflect Harm, Enchant Doll (Voodoo), † Enchant Object (Weapon), † Enthrall Victim, Evil Eye, Implant Suggestion, Power of Nyambe, Reach, Siren's Song, Wither Limb

†New Spell: see **Appendix E**.

Saloon and Brothel Owner, Prodigal Heiress to the Voodoo Queens of New Orleans. She's 28, 5' 10" tall, 130 lbs., and stunningly beautiful, with brown eyes, light mocca skin, curves, lustrous black hair, a rich husky voice, and a New Orleans accent.



## JOHN HENRY "DOC" HOLLIDAY Age 36, Dying Gambler

STR 6 CON 8 SIZ 12 INT 15 POW 14  
DEX 18 APP 9 EDU 14 SAN 70 HP 10  
Idea 75% Luck 70% Know 70%

**Magic Points:** 14

**Damage Bonus:** +0

**Quick Draw:** 1D10+29

**Combat Skills:**

Pistol 90% [impale 18%], damage by pistol type

Rifle 60% [impale 12%], damage by rifle type

Shotgun 52% [impale 10%], damage by shotgun type

**Skills:** Dodge 90%, Fast Talk 40%, First Aid 70%, Gamble 35%, Grit 50%, Hide 45%, Incarnum 40%, Jump 30%, Medicine 20%, Own Language (English) Read/Write 70%, Quick Draw 60%, Sixth Sense 70%, Spot Hidden 50%, Track 30%

**Special:** A lung disease is killing this Investigator. He'll die soon and knows it. Whenever he spends more than three rounds moving faster than 5 or undertakes any other strenuous activity, he must make a CON x5 roll each round or suffer a coughing fit lasting 1D3 rounds during which his movement cannot exceed 1 and all skill rolls are halved. If he suffers five coughing fits in one hour, he loses 1 CON.



Dying Gambler, Alcoholic, Dentist, Notorious Gunslinger, and Wanted Criminal. Doc is 36, 5' 10" tall but stooped, 150 lbs., with sallow skin, thinning black hair, a broad mustache, and a Georgia accent. His breath comes in shallow wheezes, and he coughs regularly, often bringing up blood. His voice cracks, at times crumbling to a mere whisper. There's a look of death upon him. But his hands still move surely and give the word swift a new meaning.

## GARVIN BRYCE, Age 48, Marshal of Desperation

STR 17 CON 15 SIZ 16 INT 17 POW 11  
DEX 12 APP 10 EDU 10 SAN 55 HP 16  
Idea 85% Luck 55% Know 50%

**Magic Points:** 11

**Damage Bonus:** +1D6

**Quick Draw:** 1D10+20

**Combat Skills:**

Fist 70%, 1D3 + 1D6 db

Grapple 30%, Special

Pistol 70% [impale 14%], damage by pistol type

Rifle 81% [impale 15%], damage by rifle type

Shotgun 35%, (impale 07%), damage by shotgun type

**Skills:** Dodge 70%, First Aid 40%, Grit 70%, Hide 40%, Incarnum 40%, Insight 40%, Law 26%, Own Language (English) Read/Write 50%, Persuade 40%, Quick Draw 40%, Ride Horse 10%, Sixth Sense 30%, Spot Hidden 35%, Status 70%, Track 35%

**Special:** No Sanity loss for suffering injuries or seeing non-Mythos injuries or corpses

Frontier Lawman, Unstoppable Force for His Brand of Justice. He's 48, 6' 1" tall, 220 lbs., with weathered skin, piercing blue eyes, brown hair shot with gray, a drooping brush mustache, a decisive manner, a Texan accent, and a deep, rumbling voice like a long trip over too much gravel road. His scars suggest he's fought more battles than most five lawmen put together.



## LIU HE QUAN ZHANG Age 32, Chinese Sorcerer

STR 16 CON 15 SIZ 17 INT 17 POW 21  
DEX 12 APP 6 EDU 9 SAN 65 HP 16  
Idea 75% Luck 100% Know 70%

**Magic Points:** 21

**Damage Bonus:** +1D6

**Quick Draw:** 1D10+14

**Combat Skills:**

Fist 80%, 2D3 + 1D6 db (Martial Arts)

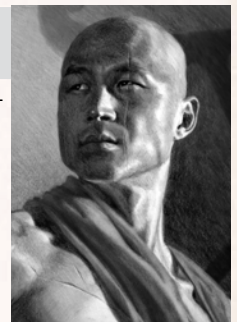
Kick 80%, 2D6 + 1D6 db (Martial Arts)

Rifle 45% [impale 9%], damage by rifle type

**Skills:** Climb 33%, Craft (stonework) 30%, Cthulhu Mythos 40%, Demolitions 50%, Dodge 75%, Fast Talk 10%, Grit 30%, Incarnum 40%, Insight 10%, Martial Arts 80%, Occult 26%, Other Language (English) 09%, Own Language (Mandarin) Read/Write 45%, Repair/Devise 25%, Status 05%, Throw 50%

**Spells:** Augur, Detect Enchantment, Dominate, Healing, Parting Sands, Power Drain, Shriveling, Wrack

Chinese Demolitions Expert, Martial Artist, and Sorcerer on a Mission. Zhang is 32, 6' 3" tall, and 240 lbs. of well-defined muscle; a strong, silent living weapon.





# APPENDIX B: PLAYER HANDOUTS

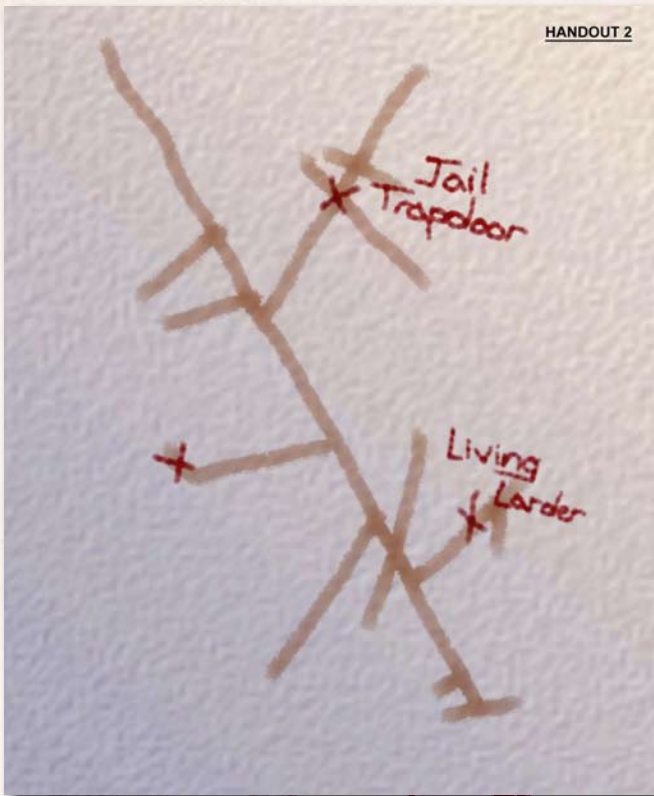
## CAÑÓN DE ESPIRACIÓN

HANDOUT 1





HANDOUT 2

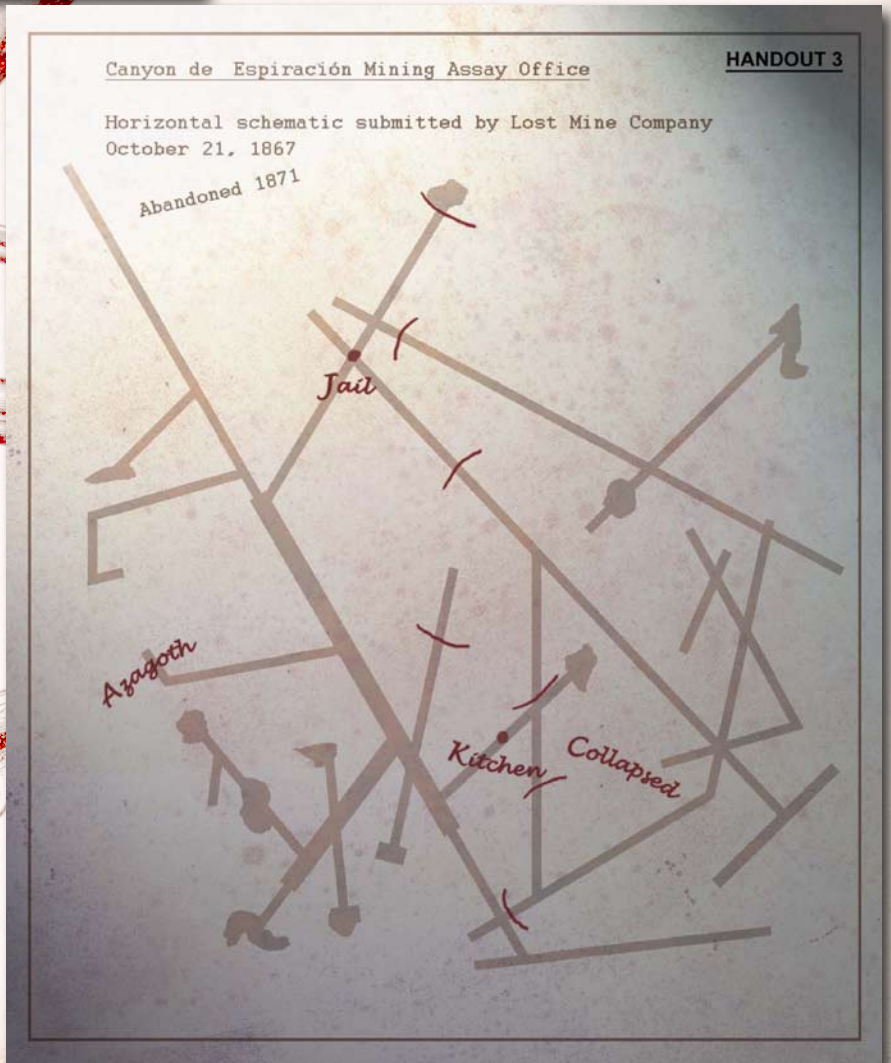


Canyon de Espiración Mining Assay Office

HANDOUT 3

Horizontal schematic submitted by Lost Mine Company  
October 21, 1867

Abandoned 1871





Handout 4

July 1  
Reached Desperation. Servants wait in wastes.

July 6  
Streets lie true. The sign I've sought.

July 7  
My skull lacks eyelids to remove. Instead I pared strings of gristle out of each eye socket to glue here. It worked. I see the way.

Food control is everything. Maynard's Kitchen has largest food-storage cellars, fed hundreds daily in Desperation's gold-boom days.

Need new face.

July 9  
Devoured Matilda Maynard. I'm a fat, withered nobody. My meal's husband, Jeremiah, owns Maynard's Kitchen. He'll die.

My servants burned down both corrals. Owners, animals dead. No witnesses.

July 11  
Servants poisoned food stores in:

~ Tyler Wakely's Grocery, Kermit Cooley's Bakery, and Grizzly Earl's Chuck Wagon.

Burned down:

~ Ellison's General Stores and Gilded Canyon Dining Hall.

Left evidence inculpatating Jeremiah for each.





Now Maynard's Kitchen possesses only abundant food supplies. Our noose tightens.

July 11

Favorite servant consumed local reverends assuming his appearance. His urge to comfort others before eating them should play well.

July 13

My other servants openly entered towns masquerading as Judge riding circuit and six U.S. Marshals. Well received.

July 14

My marshals arrested Jeremiah.

July 15

Judge tried Jeremiah for burnings and poisonings. Reverend used Sekhmenkenhep's Words. Convinced local mayor and schoolmarm to testify they saw Jeremiah start fires. Swift guilty verdict.

Local marshal challenged our jurisdiction and pointed out inconsistencies undermining Jeremiah's guilt. Saloon owner's a problem too. Both see too much, wield too much influence.

July 16

Hanged Jeremiah. Almost full town support. Kitchen is mine.

July 18

In schoolhouse yesterday evening, idiot mayor and schoolmarm met with all town's school children and parents. To allay children's fears. Too convenient.

We butchered them all, gorged ourselves, left partially eaten bodies. Planted evidence pointing to local marshal and saloon owner. Linked conspiracy back to Jeremiah's original fires, poisonings.



July 19

Arrested marshal and saloon keeper. Arrested two others in saloon keeper's company who could be dangerous: wanted gunman (passed out drunk), and silent Chinaman who without weapons, nearly defeated four armed Marshals. Must frame both.

Reverend cast Sekhmenkenhep's Words from grandstand to inflame town's ire against four scapegoats.

July 20

Judge tried and convicted all four. Hanged by road. Whole town bore witness.

As night falls Reverend cast Bring Haboob in wastes to south. Most devastating sandstorm yet. We shall all rotate castings to maintain it. Desperation is cut off.

July 21

Shocked, leaderless townsfolk voted the Judge provisional mayor.

Reverend summoned Sand-Dweller in wastes. Tribe agreed to prevent anyone from passing through wastes if we maintain sandstorm.

July 22

Reverend cast Sekhmenkenhep's Words. Convinced townsfolk to relinquish all firearms to Marshals.

July 23

Repeated spell. Winds carry words. Unexpected.

July 24

Spell agains compelling townsfolk to give remaining food supplies to my Kitchen.

July 27

Today we commenced serving human flesh infected with the Depraved Hunger curse. We must track who eats when to prevent their collapse into madness until all is ready.







אזאגוֹתֵי עוֹלָם יִשְׁמְרוּ אֶת־עַמּוֹתֵינוּ מִיַּד הַיָּדוֹן  
 וְיִשְׁמְרוּ אֶת־עַמּוֹתֵינוּ מִיַּד הַיָּדוֹן

October 12

Now I am master. When azagoths touch me and I accept the agony I can, by force of will alone, compel them to show me visions on topics I choose. I shall make them teach me Outer Gods lore, the most secret and powerful spells, keys to dimensions.

October 13

My Lord Azathoth is that last amorphous blight of nethermost confusion that blasphemous and bubbles beyond normal space and time at the center of all infinity. In Its own inconceivable dimensions, the Sultan Daemon's vast form is pure destructive chaos that consumes and utterly destroys all It touches. It hungers.

October 14

The Harbinger Star is not just a conduit to the Mighty Azathoth. It is a splinter of the Outer God's awareness, will, and destructive power made manifest in our paltry, insignificant reality.

October 15

I must perform a Ritual to rend our dimensional fabric asunder. Simultaneously, I must cast a Spell to crash the Harbinger Star into Earth's far side. If my Ritual alone fails to awaken the Sultan Daemon's boundless craving for terrors, torments, and chaos, the devastation unleashed by its crash shall lure Azathoth through the dimensional rift. Only an Elder Sign cast on the rift could stop It then, and none of this world's fools has means to learn such a spell.

Legions of azagoths shall follow to gather surviving tatters of mankind, render them deathless, impale them, and torture them forever to slake Azathoth's cravings. Thus shall I become the Herald of Doom who serves mankind's eternal torment to the Mighty Azathoth.

October 16

The azagoths seem unaware of prophecies I unearthed four millennia ago foretelling that Azathoth shall reward the Herald of Doom with dominion over mankind's torment for centuries beyond counting. But prophecies have proven true. So it shall be.



October 17

Both Spell and Ritual require a mass sacrifice of the most depraved sort. Sacrifices must know they abandon their humanity as they perish and must die in grotesque slaughters but not by my hand.

Every victim counts. Every five who fail to perish weaken my Spell and Ritual measurably requiring more magical power from me and lengthening the Spell and Ritual's casting times.

October 29

At last, I am master of both Spell and Ritual.

Only the Reverend and Judge know either my plan to incite Desperation into devouring itself or to summon the Mighty Azathoth. The Marshals are too simple to trust.

October 30

I forced azagoths to relinquish the last Truth. For one moment, I shall lean over annihilation's brink with no escape to Dreamlands if I fall. But only when the door swings both ways, and only in one specific manner could I be forever destroyed.

My Sphere plays a part. No earthly force I've discovered can destroy its essences but azagoths can still protect it best. I'll place it with the one to the west. Its destruction would sever my passage to and from Dreamlands. But unless it's destroyed at the right moment, I'd find another route.

I have no reason to fear. Only azagoths can reveal my one weakness. No one remains to extract it from them. Two-hundred-years ago, I cast the reincarnating fools into Oblivion. No one today has the backbone to submit voluntarily to the azagoths' cruel caress. Even if someone did, none possess the willpower — the pure force of will — to compel an azagoth to reveal the secret to my complete destruction.

It is time. I lack only the right spark to launch massacre.



HANDOUT 6

Depraved Hunger - insufficient meals  
don't kill resisters, every living madman counts

✓ "Pie-Face" the Chinaman

- refuses all meat, must have stores
- known associate of hanged Chinaman
- arrest, but only shoot out legs if runs
- force feed in cell, who will care?

For  
Shot him  
Ave - in jail

~~Grizzly Earl~~

- not sure what he's eating, but it isn't people
- force feed in gutter, make it look like charitable act
- crazy anyway, who'd listen to complaint?

Pulled Nife

Pepper Beddingfield

- must be living off something hidden in saloon
- force feed in a whore's room, if she grunts and struggles, folks will just think she's working

Tex Larou

- no explanation
- ornery bastard probably just starving himself to death for spite
- fearsome reputation for cripple
- might kept and hidden guns after raid?
- take 4 Marshals, hit fast and hard after dark

Clayton Ellison

- must have hidden stores from General Store
- force feed after dark
- search house if he complies, otherwise burn it

HANDOUT 7

Enhanced Bring Haboob Castings

- ~~Oct 27~~ Myself
- ~~Oct 28~~ 3rd Marshal
- ~~Oct 29~~ 4th Marshal
- ~~Oct 30~~ Judge
- Oct 31 2nd Marshal

Sand-Dweller tribe still preventing anyone from traversing wastes, as long as we maintain sandstorm.



HANDOUT 8

Organize thoughts for Sacrifice-launching speech.

I'm blank.

Boss says wait. Wait for "perfect trigger." What trigger? I think even ~~he~~<sup>she</sup> doesn't know.

Key is to mortify fleshbags so much they sink, all at the same time, into Curse's murderous stage.

~~Another Sin and Satan sermon? You harbored cannibalism, it's your fault.~~ Weak. Done too many times before. Need NEW focus for fear.

~~Truth? You're livestock. All of you have been eating your neighbors for months without knowing. Now, you've become destined for eternity slaking a God's hunger for torment.~~  
No. Terrorizes, but makes them victims. I must make them the cause of their OWN damnation, transforming mere terror to true horror.

~~Something simple and supernatural? Damnation. Winds blow you to Hell.~~ Stupid. Again victims, not causes. They didn't make winds, I did. Is that why winds carry spell words throughout streets? Or because street design is true omen? Or both? Boss knew sign. She knew immediately. Desperation. Too perfect. Humanity dies in Desperation.

Desperation's End.

Then, the End of Everything

If I can figure out how to start it.



HANDOUT 9

Reverend,

As you seem to hope to curry favor now by virtually living underground, I'll just write instead of searching for you. Some of us have real work to do.

One of my fools passed on your message from the Boss. Kindly advise me if they understood it incorrectly. The Tentacles need:

more nails & spikes  
2 more screamers  
personal items from screamers' homes to make into torture tools

You tell the Boss:

A Tentacles was seen above ground too soon. Probably scouting impaling sites. Seeing it terrified two bloodbags. Shock pushed both into Depraved Hunger's murderous stage. Their violence didn't escalate only because the two turned on each other and no other livestock were present to witness their blood-letting cannibalism. We had to dispatch both, even though the boss says EVERY madman ultimately counts.

We'll keep our eyes open for other livestock flipping too soon, but you must suggest that the Boss keep his pets in the tunnels until his "trigger" appears, whatever that may be.

Tell the Boss I'll remind my idiots:

Before drawing down, check cylinder rotation, trigger movement, or any other device's moving parts. We must all make sure we're not standing within the reach of any Tentacle's Return-to-the-Old-Ways sorcery. Those things could be anywhere under our feet at any time. If anything's frozen, we must shift to knives and teeth before foes realize that guns are all but useless.

You'd best be of a mind to remember this too.

Judge



## APPENDIX C: VISIONS

Each of these full-sensory experiences costs 1/1D10 SAN points to the person experiencing it, grants +1 Cthulhu Mythos, and stuns the victim motionless for 1 round. The first four visions connect directly to this scenario's events. The remaining visions can be used for the Mythos Visions inflicted by the touch of an azagoth or as examples for designing your own. Remember to make them all true.

### Vision #1: A Grisly Fate

This reveals the impaled victim in the graveyard's experiences (see **That Just Ain't Right**, page 71). It provides clues about the azagoths' powers. Here, the azagoth's Return-to-the-Old-Ways Aura (see New Monsters, **Appendix D: New Monsters**) temporarily locked the wagon's axles and disabled the drivers' guns.

*The wheels lock without warning, pitching you forward off the wagon seat onto the ground behind the horse. Pain explodes. Your vision goes black. You cling to consciousness, struggling to your elbows and knees.*

*You hear a slithering grinding, and you suddenly feel horribly exposed. The other driver, John, screams, "God, no! What is that thing?!" You scabble about blindly for the shotgun you dropped. "Jammed! My gun's jammed!" John cries an octave higher. There's a liquid snap, and John screams unlike you've ever heard anyone scream. He shrieks on and on amidst the slicing and crunching sounds until a final crack silences him.*

*Still blind, you sense a terrible awareness shift to you. Something rope-like lashes around your ankles just as your fingers graze the shotgun's stock. You yank it to you, roll over to point at the descending presence, and jerk both triggers to fire both barrels. Neither trigger budes. Something wet closes around your face. With a flood of clarity, you finally understand the one thing you have to offer the universe: your eternal agony.*

### Vision #2: The Doom That Awaits

This should be the first vision an azagoth forces on an Investigator (see **Azagoth Tunnel**, page 83). This vision shows Earth's fate if Peng succeeds.

*You writhe in agony, impaled on a vertical stake beneath a roiling black sky that rains showers of ash. Around you, rolling away in all directions, are endless fields of spikes, all impaling shuddering, mutilated humans. Grotesque, tentacled abominations move among them, slicing, skinning, cracking, burning, disemboweling, and pulling off body parts. The broken world's howling winds cannot drown out their endless choir of screams. An abomination's tentacle slithers around your foot, filling your shattered mind with a vision. You see strange worlds beyond counting, scattered across boundless dimensions, in which these abominations torture all sentient life forms, keeping them alive forever, to slake Azathoth's unending hunger for torment and madness.*

### Vision #3: Destroying Peng

An Investigator must force **Vision 3** from an azagoth (see **Azagoth Tunnel**, page 83). This vision reveals the proper sequence of acts to destroy Lei Peng forever.

*Clutching the brass sphere, you shoot Lei Peng point-blank between the eyes. He flies backwards onto the flagstones, dead. You close your eyes in relief. But in your mind's eye you see his essence reform in a haunting, dreamlike landscape beneath a many-colored sky. His eyes flash with fury, but with confidence too.*

*You breathe.*

*Alone in the hissing wind, surrounded by your comrades' corpses, you cast the brass sphere into a gap in reality beyond which writhes a seething, incomprehensible madness. It consumes the sphere. You feel Peng's connection to other realms, and to your own soul, sever forever. But just then your right hand blows off. Shocked by agony, you wheel to see Lei Peng behind you, his face contorted with rage as he levels his shotgun to fire its second shot.*

*You breathe again.*

*In a roaring wind, you shove Lei Peng, shackled and gagged, into the rent in reality. Struggling, he dissolves in the roiling chaos within. You close your eyes and feel Lei Peng reform in that dreamlike landscape. You look down. Your hand still clutches the brass sphere. You cast it in after him, to its destruction. You feel Peng's malevolent spirit remain in the strange other-land, no longer linked to this world. Isolated, but defiant and determined to find a new way to return.*

*One last breath.*

*You cast the brass sphere into reality's gap and feel Lei Peng's connection to other dimensions sever. You grab Lei Peng, wounded and struggling, and lurch him into the gap next. He's sucked in, screaming. The bubbling chaos consumes him. You feel his essence wink out entirely, gone forever.*

*Then the horrid chaos boils through the rift, looming over you as your mind shatters.*



## Vision #4: The Elder Sign

An Investigator must force **Vision 4** from an azagoth (see **Azagoth Tunnel**, page 83). This vision teaches the Investigator how to cast the Elder Sign spell perfectly in a single round (after the Sign itself is drawn). The vision depicts the Elder Gods binding Cthulhu.

This Vision's viewer becomes immediately aware of a way to avoid paying the usual sacrifice of 2 points of POW that the Elder Sign spell ordinarily requires. If anyone casts the gate opener's living body into a gate, and he perishes as a result, his death pays the 2 POW cost when the Investigator casts the Elder Sign spell thereafter to seal that same gate.

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*You tumble backwards behind the walls of time, plummeting down into the awful pressure of an ocean's abyssal depths. Above you, a host of silent beings, stern and impossibly vast, combine their terrible wills to drive a screaming, monstrous hatred through a cyclopean doorway. Beyond lies a space whose geometry alone threatens to buckle your mind. The host slam the door shut, but the flailing wrath within crashes its colossal wings and claws against its tomb-like confines. The door shudders, beginning to open. But then the greatest presence among the host reaches forward to etch a symbol across the door. The entire host whispers words of power. The inscribed sigil flares white, and the door booms shut with such finality that it's as if the space beyond were severed from this world altogether.*

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Among the following visions, **Vision #5** depicts Azathoth's otherworldly court. **Vision #6** explains how the Denizens of Leng launched this campaign. **Vision #7** reveals Lei Peng's folly. The remainder shuffle through horrid truths of Mythos lore.

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## Vision #5: The Court of the Daemon Sultan

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*You sense an unlit, terrifying realm of primal, roiling madness opening before you. Amidst insane music, a host of abominations exuding auras of mind-shattering power cavort around an amorphous, bubbling chaos too staggeringly huge to comprehend. Its palpable hunger for torment and madness overwhelms you utterly.*

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## Vision #6: The Denizens of Leng

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*On a broad, dreamlike plateau, human-like creatures with bulging heads, broad mouths, and hooves bend over a shining brass sphere and debate. You know them to be Denizens of Leng. Through such spheres, they hope to possess human bodies and ride them to wrack and ruin, fulfilling every grotesque whim with impunity. Earth would become their terrible playground.*

*But the mystical barrier of Azathoth's Lullaby protects Earthlings from possession through such spheres except by other human souls. The Denizens need someone on Earth to discover how to unplay the accursed lullaby.*

*They decide to seed Earth with false prophecies. These promise that whoever unplays Azathoth's Lullaby and then summons him shall become Azathoth's Harbinger of Doom, granted dominion over mankind for millennia. The Denizens decide to give this sphere to whatever misguided fool takes up the challenge. The sphere will grant him power to return from the Dreamlands to Earth's Waking World after his death, and thus to continue his quest. They'll destroy their puppet when he outlives his usefulness, and then make thousands of such spheres for their corrupt pleasures.*

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## Vision #7: The Herald's Fate

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*In a heartbeat that feels like hours, you see thousands upon thousands of Azathoth summoners in different worlds at different times, creatures so strange your thoughts rebel to behold them. Each believed Azathoth would reward its service. Instead, the bubbling chaos or its minions destroyed them all. The grisly methods used on those who are slain and the more gruesome fates of those never allowed to die flood your mind.*

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## Vision #8: Apotheosis

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*The misshapen crown descends upon the man's head. The skull contorts, and his hair falls away. Now all scales and bulging eyes, the thing disappears beneath the rising tide.*

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## Vision #9: The Expedition

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*Dogs bark in the distance. A growl turns to a whine, then a howl of pain. A snow-driven field, then a tent. Inside lies a man on a table. He screams as a tentacled, barrel-bodied creature slowly peels away his abdominal skin and roots through his intestines.*

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## Vision #10: A Dark and Stormy Night

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*You call for your spouse as thunder shakes the old house. In the flash of lightning an albino pygmy leers from the bottom of the staircase. It grips a bloody human thighbone, meat hanging off in strips. Then the white thing bounds up the stairs at you. There's movement behind it. It's not alone.*

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## APPENDIX D: NEW MONSTERS

### Azagoth, Lesser Servitor Race

*A clot of flesh larger than a man scuttles forward on thick tentacles writhing from its underside. Like a knot of entrails encased inside a transparent skin sack, the central mass distorts and shudders. Four whip-like tentacles snake out from its sides with a liquid sound. Blade-like barbs flash at their tips. A single eye—massive, red-rimmed, and unblinking—stares out from the horror's central bulk. Dozens of other malformed eyes bubble up amidst the veins and protuberances roiling just beneath the abomination's skin. They stare unblinkingly before the seething flesh swallows them again.*

Azagoths serve the Outer Gods as heralds, lore-keepers, and torturers. Legions of these vile creatures have impaled and skinned all sentient races on entire planets, keeping them alive with their Endless Torment ability to torture for years beyond counting, feeding Azathoth's hunger for torment and insanity. While some humans deliberately seek them for their knowledge, the unwary may unintentionally summon them simply by devoting too much attention to the Outer Gods.

Azagoths don't speak. They transmit their lore by touch, imparting shocking, full-sensory visions.

**Attacks:** An azagoth attacks with 1D3 barbed tentacles each round, targeting separate victims with each if it chooses. Each hit inflicts damage, imparts a Mythos Vision, or both.

**Endless Torment:** By encircling someone in tentacles for a minute each day, an azagoth can keep a victim with 0 Sanity awake, aware, and unable to die. The victim's body regenerates 2D4 hit points each day (so azagoths can keep torturing him). A victim can die only if something completely destroys his or her body or an azagoth fails to embrace it within one planetary period (on Earth, twenty-four hours).

**Mythos Vision:** When an azagoth touches someone, it can choose to match its POW against the victim's POW on the Resistance table. If it succeeds, the victim suffers a horrifying, full-sensory vision imparting truthful Outer God lore. The victim loses 1/1D10 SAN and is stunned motionless for 1 round. Each vision grants +1 to the victim's Cthulhu Mythos skill. Once a victim loses 20 or more Sanity points from such visions, he or she can't receive more visions that day.

Someone who voluntarily submits to a Mythos Vision and overcomes the azagoth's POW with his own on the Resistance Table can force the azagoth to produce a vision on a specific topic relating to Mythos lore. If the viewer succeeds, however, he foregoes his SAN check roll and automatically loses 1D10 SAN.

**Return-to-the-Old-Ways Aura:** By expending 5 magic points, an azagoth creates a fifty-yard-radius aura around itself for one hour. This aura penetrates all non-magical barriers. While within the aura, all unattended, non-magical devices that have moving parts stop functioning. Each round, someone within the aura touching such a device can make it function with a successful Luck roll at one-quarter the usual chance for success.

**Sanity Awareness:** An azagoth automatically senses the Sanity-point level of all creatures within 30 feet.

### AZAGOTHS, Lesser Servitors of the Outer Gods

characteristic	rolls	averages
STR	4D6+3	17
CON	2D6+6	13
SIZE	4D6+9	23
INT	4D6	14
POW	2D6+12	19
DEX	2D6+6	13

**Move:** 8

**Hit Points:** 18

**Average Damage Bonus:** +1D6

**Weapons:**

Barbed Tentacle\* 35% (damage 1D4+db), or Mythos Vision, or both (azagoth's choice)

\*1D3 tentacles attack each round; each can attack a different target

**Armor:** 4-point preternatural skin, non-magical attacks do half-damage, cannot be impaled by bullets

**Spells:** Each knows at least 1D6 spells

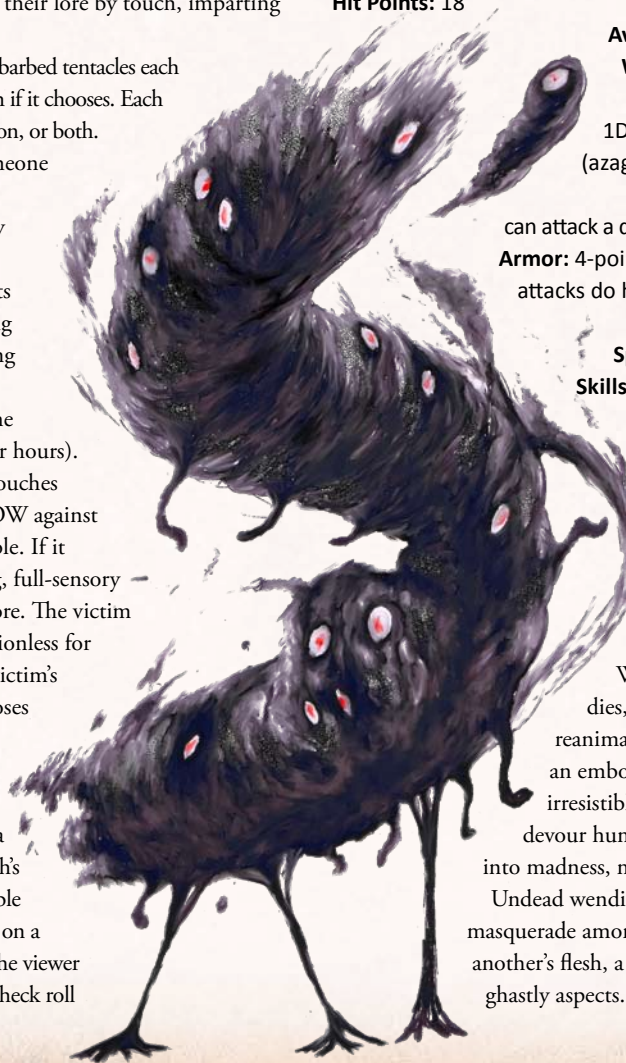
**Skills:** Astronomy 95%, Biology 50%, Cthulhu Mythos 99%, Listen 65%, Occult 65%, Spot Hidden 65%

**Sanity Loss:** 1/1D8 SAN to see an azagoth

### Undead Wendigo, Lesser Independent Race

When an especially degenerate cannibal dies, Ithaqua the Windwalker may reanimate him or her as an undead wendigo, an embodiment of depraved hunger. An irresistible compulsion compels the creature to devour human flesh and to drive living humans into madness, mayhem, and cannibalism.

Undead wendigos use Consume Likeness to masquerade among the living. When not clothed in another's flesh, a wendigo's cadaver presents death's most ghastly aspects.





**Characteristics**

Char.	Rolls	Averages	Judge	Reverend	Marshals
STR	3D6 x 1.5	15-17	15	10	16
CON	3D6 x 1.5	15-17	15	12	15
SIZ	2D6+6		13	11	13
INT	3D6	10-11	15	14	8
POW	3D6+10	20-21	19	25	20
DEX	2D6+6	13	14	12	12
APP*	3D6	10-11	15	17	7
Hit Points		14-15	13	12	16
Magic Points		20-21	19	25	20
Damage Bonus		+1D4	+1D4	+0	+1D4

\*APP of consumed victim's likeness

**Armor:** None, but non-magical attacks do half-damage. The Reverend is protected by Flesh Ward, typically for 24 points of armor; this is reduced by normal damage.

**Weakness:** Vulnerable to magic affecting animated corpses

**Spells:** All undead wendigos know Bring Haboob (enhanced; see below), Consume Likeness (enhanced; see below), Depraved Hunger (see **Appendix E: New Spells**), and Enthral Victim. Those with INT higher than 13 know 1D8 more.

**Judge's Additional Spells:** Dominate, Evil Eye, Flesh Ward, Sekhmenkenhep's Words

**Reverend's Additional Spells:** Contact Sand-Dweller, Dread Curse of Azathoth, Evil Eye, Flesh Ward, Mesmerize, Power Drain, Sekhmenkenhep's Words

**Enhanced Spells:** When a wendigo casts Bring Haboob or Consume Likeness, the creature's inherent magic enhances the spell's effects as follows:

- *Bring Haboob:* The winds produced average 50 mph and gust to 150.
- *Consume Likeness:* Until the wendigo loses half its total hit points, it maintains its consumed victim's appearance perfectly. Thereafter, however, with each wound it suffers, it looks more

like the harrowing corpse it is. Losing its stolen appearance sharply intensifies its hunger but doesn't force it to rest.

**Communication Skills**

	Judge	Reverend	Marshals
Fast Talk	25%	50%	20%
Insight	50%	95%	10%
Persuade	50%	80%	05%

**Other Skills:** Climb 45%, Hide 30%, Jump 45%, Listen 25%, Sneak 30%, Spot Hidden 25%, Track 30%

**Reverend's Other Skills:** Cthulhu Mythos 55%, Occult 50%

**Sanity Loss:** 1/1D6+1 to see an undisguised wendigo or one whose disguise is unraveling.

**Additional Gear**

*Judge, Marshals:* holster, forty .44 bullets

*Reverend:* Bible to thump, 20 shotgun shells

**MATILDA MAYNARD (LEI PENG TSE SAL), UNDEAD WENDIGO SORCERER**

STR 15	CON 11	SIZ 11	INT 17	POW 21
DEX 13	APP 07*	EDU 30	SAN 00	HP 13
	Idea 80%	Luck 100%	Know 55%	

**Magic Points:** 21

\*APP of consumed victim's likeness

**Damage Bonus:** +1D4

**Quick Draw:** 1D10+21

**Weapon/Combat Skill**

Magical, Glyph-Inscribed	50% (impale 10%)	1D10+2 damage
Remington New Model Army .44 Revolver*		
Meat Cleaver	40%	1D4+2+1D4 db
Fist/Punch	45%	2D3+1D4 db [Martial Arts]
Kick	40%	2D6+1D4 db [Martial Arts]
Bite†	50%	1D2 + one magic point

**Wendigo Combat Statistics**

**DEFENSIVE SKILLS**

	JUDGE	REVEREND	MARSHALS
Dodge	35%	60%	30%
Grit	40%	24%	30%

**FIREARM SKILLS**

	DAMAGE	JUDGE	REVEREND	MARSHALS
Remington New Model Army .44 Revolver*	1D10+2	40% [Impale 08%]	(20%)†	55% [Impale 11%]
.44 Winchester Lever-Action Rifle*	2D6+3	(50%)†	(25%)†	45% [Impale 09%]
16-Gauge Shotgun (double barreled)*	2D6+2 /1D6/1D4	(30%)†	50% [Impale 10%]	(30%)†

**QUICK DRAW**

	JUDGE	REVEREND	MARSHALS
Quick Draw skill	27%	01%	10%
Total Quick Draw roll	1D10+18	1D10+14	1D10+15

**HAND-TO-HAND SKILLS**

	DAMAGE	JUDGE	REVEREND	MARSHALS
Damage Bonus		+1D4	+0	+1D4
Bowie Knife*	1D4+2+db	25% [Impale 05%]	40% [Impale 08%]	25% [Impale 05%]
Fist/Punch	1D3+db	50%	50%	65%
Kick	1D6+db	25%	25%	60%
Bite‡	1D2+ one magic point‡	30%	50%	30%

\* weapon can impale

† does not normally carry this weapon

‡ can bite in same round as another hand-to-hand attack; bite drains one magic point, which the wendigo gains, up to its magic point maximum



\*can impale; when the shooter says “*Mana-Yood-Sushai*” while shooting, revolver functions as if under Enchant Object (Weapon) spell for that shot; see page 82.

† can bite in same round as another hand-to-hand attack; bite drains one magic point, which Peng gain, up to his magic point maximum (21)

**Armor:** Flesh Ward (typically 28 points, reduced by normal damage).  
Once Flesh Ward is exhausted, non-magical attacks do half-damage.

**Spells:** Augur, Bring Haboob, Call Harbinger Star, Consume Likeness, Death-thralls, Depraved Hunger, Dread Curse of Azathoth, Enchant Object (Knife), Enchant Object (Weapon), Enchant Object (Whistle), Enthral Victim, Flesh Ward, Remortification, Sekhmenkenhep’s Words, Shrivelling, Spectral Razor, Summon/Bind Azagoth, Summon/Bind Byakhee, Wither Limb, Wrack

**Skills:** Alchemy 75%, Anthropology 60%, Astronomy 95%, Cackling Exposition 15%, Climb 75%, Cthulhu Mythos 65%, Devotion to the Harbinger Star 99%, Dream Lore 65%, Dodge 40%, Evil Histrionics 75%, Hide 60%, History 90%, Jump 75%, Listen 75%, Occult 95%, Other Language (Aklo) Read/Write 50%, Other Languages (various) Read/Write 50%, † Own Language (Chinese) Read/Write 99%, Own Language (English) Read/Write 99%, Martial Arts 50%, Persuade 70%, Prophecy 85%, Quick Draw 11%, Sneak 80%, Spot Hidden 65%, Write Foreboding Text 85%

†Peng retains knowledge of the native language of every body he’s possessed over the last four millennia.

**Sanity Loss:** 1/1D6+1 to see an undead wendigo’s disguise unraveling or gone

**Other Gear:** Double-holster belt, forty .44 bullets.

## APPENDIX E: NEW SPELLS

### Depraved Hunger

This spell curses a victim with a growing madness and hunger for human flesh. It takes an hour to cast and costs 5 magic points and 1D8 Sanity points. To cast it directly on a person requires a fingernail, hair, or other solid body part from that person. Alternately, one can cast it on enough human-flesh meat to make three meals; in this application, anyone eating a meal suffers the curse.

Nightmares of depraved feasting haunt the victim’s dreams, and any insanity he contracts involves cannibalism. Once each day, plus any time a failed roll requires it (as described below), a cursed victim must match his POW on the Resistance table against one-quarter the number of days since his curse began (rounded down). Each failure inflicts a loss of 1D2 SAN and further effects depending on the victim’s current Sanity level.

#### Current Sanity 26+

**Resistance Checks:** Once each day.

**Failure:** The victim grows irritable and increasingly violence-prone. He contracts the indefinite insanity “strange eating desire (cannibalism)” but can control cannibalistic urges with willpower.

#### Current Sanity 11–25

**Resistance Checks:** Once each day, plus anytime the victim views a grievous open wound, comes within ten feet of a corpse, sees someone eat human flesh, or loses 7 or more Sanity points in a single hour.

**Failure:** The victim must consume as much human flesh (living or dead) as he can stomach within twelve hours, but he can slake his hunger in secret, if possible.

#### Current Sanity 0–10

**Resistance Checks:** As preceding entry, but the loss of only 4 Sanity points within one hour triggers a check.

**Failure:** The victim must feed immediately, becoming homicidal if no corpse is readily available.

Feeding always inflicts a loss of 1D8 SAN; this loss does not spur another Resistance check. A victim can break the curse by succeeding on five consecutive Resistance checks after the tenth day since inception. The curse ends 5D3 hours after its caster dies, ending the compulsion, although lost Sanity is not regained.

### Enchant Doll (Voodoo)

This version of the Enchant Doll spell can use any body part from the victim and requires only an hour’s ritual at which the victim need not be present. Pain can be inflicted, however, only within fifty feet of the victim, and only when the victim knows the doll is there.

### Enchant Object (Weapon)

This spell makes a non-magical weapon magical for 1D6 rounds. Ammunition fired from the weapon is magical as well. It takes one round to cast, during which the caster must touch the weapon. It costs 3 magic points and halves the caster’s Luck rolls for one hour. A second casting within that hour halves Luck rolls again, to one-quarter normal, and so on.

### Summon Codex

Lei Peng has tattooed himself with a spell of his own design to summon his *Codex* to him from anywhere in the world and to reform it as long as a single fragment remains. To cast Summon Codex, Peng must find (or train) a human with a Cthulhu Mythos score of at least 10%. He must then carve the design of his spell’s tattoo over every inch of this victim’s skin and perform a six-hour ritual that costs 15 magic points. If he overcomes the victim’s POW with his own on the Resistance table, the carved symbols swirl, the victim’s skin shreds off entirely, and the spell forces the victim to make a Cthulhu Mythos x3 skill check. If this roll succeeds, the victim’s torso bursts open, and Lei Peng can retrieve his reconstituted *Codex* from the corpse’s abdominal cavity.



# APPENDIX F: NEW RULES & WEAPONS

We've gleefully adapted the following rules and weapon tables from "The Good, the Bad, and the Utterly Insane: Call of Cthulhu in the Wild West" by Frank Heller, translated into English by Bill Walsh and published in **World of Cthulhu**, issue No. 2 (Pegasus Press, 1985).

## WILD WEST COMBAT RULES

### Fanning

A gunfighter with a single-action revolver can empty his gun in one round by keeping the trigger pulled and rapidly slapping the hammer on the gun's back with his other hand. This "fanning" turns the cylinder and fires another shot with each slap. Each shot has a one-quarter the normal chance to hit. With a Pistol skill exceeding 74%, each shot has a half-normal chance to hit.

## NEW SKILLS

### Grit (New Skill, base % CON x2)

When a character with true grit reaches 2 or fewer hit points, he can make a Grit skill roll each round to keep functioning normally. If he fails while above 0 hit points, he falls unconscious. If he fails when below 0 hit points, he dies. His Grit roll suffers a -10% modifier for each hit point below zero he has reached (for example, 30% at -3 hp).

### Quick Draw (New Skill, base 01%)

When two or more gunfighters stare each other down from beneath their hat brims, instead of simply having the one with the highest DEX shoot first, call for a Quick Draw round. Each makes a Quick Draw roll:

- $1D10 + DEX + (Pistol\ skill \div 20) + (Quick\ Draw\ skill \div 10)$

Round fractions up. The highest Quick Draw roll fires first, with

others following in descending order. After all first shots ring out, gunfighters able to fire multiple shots in a round fire their second shots in Quick Draw order. This repeats until all shots are fired. A shootist fanning his pistol fires two shots at each opportunity (see "Fanning", above). In subsequent rounds, characters fire in DEX order as usual.

Before any Quick Draw rolls are made, a gunslinger can announce his intent to sacrifice accuracy for draw speed by adding 1 point to his Quick Draw roll for each 5 percent he drops from each Pistol-skill roll he'll make when he actually fires.

A gunslinger who wants to wait for one of his foes to draw first (either out of honor or to claim self defense thereafter) can do so by announcing his intent to wait before anyone rolls. He then suffers a -5 penalty to his Quick Draw roll. If all gunfighters announce they want to wait, allow each a (DEX + POW) x3 roll to bluff and induce others to draw. For each who succeeds, all others must succeed on an Insight or Spot Hidden roll (gunfighter's choice) or fail to detect the bluff and draw immediately without the -5 penalty. Those who successfully bluffed still take the -5 penalty, but clearly draw second. Repeat this until the tension mounts to the breaking point, all the tumbleweeds have rolled by, and someone finally fails to detect a bluff and draws. Then count the bodies.

### Sixth Sense (New Skill, base 01%)

This skill allows a gunfighter to react reflexively to a sudden feeling of immediate peril, well before he could fully perceive the threat or identify its source. Keepers roll Sixth Sense checks secretly. Success might raise the hackles on a character's neck, make him feel suddenly exposed, cause his heart to skip a beat or breath to catch, jolt him with adrenaline, or even fill him with an urge to dodge, duck, or drop and roll, all for no clear reason. Success also precipitates an immediate, automatic Spot Hidden, Insight, or other appropriate skill roll to detect the threat's origin. As a bonus, subtract from this secondary skill roll the amount by which the initial Sixth Sense skill roll's result beat the number necessary for its success.

## Old West Weapons

Use the rulebook's .45 Revolver statistics for single-action pistols like the Colt Peacemaker .45 and the Remington New Model Army .44.

Pistol	Action	Damage	Range	RoF†	Ammo	Malf.	Hit Pts
.40 Derringer, double-barreled*	Single	1D10	6	1 or 2	2	00	5
Colt Peacemaker, .45, Sheriff's Model**	Single	1D10+2	12	1(1)†	6	00	9
Colt Peacemaker, Short-Barrel, .45***	Single	1D10+2	8	1(1)†	6	00	9
Colt M1877 "Thunderer", .41	Double	1D10+1	15	1(3/2)†	6	00	10
.32 Palm Pistol*	Double	1D8	10	2(3)†	7	98	7
Rifle	Action	Damage	Range	RoF†	Ammo	Malf.	Hit Pts
.44 Henry Repeating	Lever	1D8+1D6+3	80	1(3/2)†	16	99	12
.44 Winchester "Yellow Boy"	Lever	2D6+3	80	1(3/2)†	15	99	12
.44-40 Winchester	Lever	2D6+4	80	1(3/2)†	17	99	12
Melee Weapon	Base Skill	Damage	Range	Attacks	Malf.	Hit Points	
Whip	05%	1D3 or grapple	—	1	☐	4	

\* +20% to Quick Draw skill \*\* +10% to Quick Draw skill \*\*\* +15% to Quick Draw skill  
† parenthetical value shows Rate of Fire with a skill exceeding 74%



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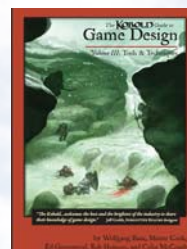


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