



GÖBLIN on BOURBON STREET

by Oscar Rios

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Goblin on Bourbon Street

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Published in the United States by:
Golden Goblin Press
90-48 210th Street
Queens Village, New York, 11428

ISBN 978-0-9895603-5-1

PUBLISHED IN THE UNITED STATES OF AMERICA

GÖBLIN ON BOURBON STREET

Written by Oscar Rios

Keeper's Information

Santos Hernandez is a 2nd generation Spanish immigrant living in the French Quarter, currently a decayed bohemian neighborhood of New Orleans. Most people know him as the charismatic owner of The Den of Dark Brews Coffee House, known locally as "The Brew". His close friends and local occult enthusiasts know that The Brew has an exclusive and highly secret shop above the coffeehouse. This secondary establishment, called The Shadow Stacks Bookstore and Art Gallery, is a high end occult book store and art gallery, specializing in the macabre and grotesque.

Life has been good for Santos Hernandez until someone broke into The Shadow Stacks Bookstore and Art Gallery in an attempt to rob him of his most prized possession. Another wizard, a visiting tourist from Dunwich named Mordechai Whateley, correctly identified a curio while perusing the offerings in the Shadow Stacks. The item, part of Mr. Hernandez's personal collection, is an exquisitely cast statue of black fire hardened clay. It depicts a pot-bellied, droopy breasted feminine creature with sharp teeth and pointed ears, holding a spiked club and wearing a tunic of loose fitting animal skin. Whateley correctly surmised that this statue had to be a Golden Goblin Idol, one of a number of ancient artifacts rumored to whisper secrets of power and forbidden knowledge to its owner.

Whateley quickly raised some capital at a local pawn shop called Philosopher's



Stone, by selling a number of gold coins. Photography inside the shop is not allowed, but he then returned to Shadow Stacks the next evening with a small camera, cunningly hidden inside of a large flask, and took a dozen photographs of the idol. He used the photos as references for local artist Yolanda Vega, a recent graduate of Newcomb College (the women's College of Tulane University) who now runs a gallery and gives private classes. She made several copies of the statue, and Whateley took the one that best matched the original and broke into The Shadow Stacks Bookstore and Art Gallery after it

closed. His intention was to steal the original, replace it with the copy, and be back in New England before anyone was the wiser. Things did not go as planned.

What Whateley didn't know was that the statue, the key to Santos Hernandez's power, had broken years ago. The imprisoned goblin within was released and then subdued by Mr. Hernandez before she could kill him. The fledgling wizard and powerful creature once imprisoned with the statue reached an understanding. Since then the powerful creature, which Santos named Nena Negra, has willingly served him as a familiar of sorts.

The creatures imprisoned within the idols of Golden Goblin statues are tasked with spreading dangerous knowledge to mankind. This goblin knew that Shadow Stacks sold numerous rare Mythos tomes, such as *Nameless Cults* and *Revelations of Hali*, first editions printed by Golden Goblin Press, in New York. Since Santos was spreading the dark knowledge of the Mythos to the masses of humanity, and causing untold indiscriminate suffering while doing so, Nena Negra felt compelled to keep helping him. As masters go, she thought, a creature such as herself could do far worse.

Nena Negra didn't approve of someone breaking into The Den or appreciate a stranger handling her former vessel (which she now resided in, although she could now leave it at will). The goblin transformed into a panther and attacked. Whateley, a strong man, managed to escape the shop after being mortally wounded, by leaping out of the second story window. He fled down the alley and into the street, passing a local poet speaking with two area prostitutes.

Involving the Investigators

Investigators may become involved in this case in several ways.

1. Investigators can be friends of the innocent bystanders: struggling poet Andrew McDonald, and/or the prostitutes Emily Graham and Regina Mireau.
2. Investigators can be asked to look into the incident by local occult expert Étienne-Laurent de Marigny. He suspects dark goings on after learning that a New England tourist from Dunwich, Massachusetts, who is a member of the decayed line of the Whateley clan, has died in the French Quarter under mysterious circumstances. Where there is that much smoke, there is often a dangerous fire smoldering somewhere.
3. Investigators may be friends of Matthew Morgan, a zookeeper at Audubon Zoo. He would have called on them to help him save the life of Cody, a Central American cougar who is being blamed for the attack.
4. Investigator may decide to look into this on their own, after reading the sensational headlines running the morning after the attack in *The Item*. (See *Goblin Papers #1*.)

POSSIBLE LINES OF INVESTIGATION

- They can investigate the scene of the attack.
- They can investigate the victims.
- They can investigate Audubon Zoo (red herring).
- They can investigate Mordechai Whateley.

THE SCENE OF THE ATTACK

By the time the investigators arrive here, all four bodies have been cleared away, taken to the morgue at Charity Hospital (see "Charity Hospital"). Also, the early morning rain has washed away most of the blood. Keepers can describe local police, newspaper reporters, area residents, and visiting gawkers loitering in the area.

The Buzz in the Crowd: Most people are talking about the "escaped cougar" and wondering how it got to Bourbon Street from the zoo unseen. No one is sure who started the story but several people seem convinced this is the only logical

Whateley tried to reach his nearby parked car, but was losing blood quickly from his wounds. The goblin, still in panther form, pursued the would-be thief and ran headlong into the three witnesses. The working girls screamed and the poet tried to flee. The Goblin reacted reflexively and quickly killed all three. The creature then

Goblin Papers #1

Friday May 14th, 1927

SINGLE COPY 5 CENTS

QUESTS
Y CAKE;
CALLED

FOUR SLAIN IN ANIMAL ATTACK ON BOURBON STREET!

Police responded to a grisly sight in the pre-dawn hours as a vicious animal of some sort maimed and killed three locals and a visiting tourist in the French Quarter last night. The victims were Emily Graham and Regina Mireau, both local women well known to area police as ladies of ill repute, and Andrew McDonald, an area poet. Their bodies were found in an alley off Bourbon Street, between St. Ann and Orleans, showing clear signs of being attacked by a large currently unidentified animal. A fourth victim, Mordechai Whateley of Massachusetts, was found dead on Orleans, about half a block south towards Rue Royal. It is unknown what Mr. Whateley was doing in

the area in the wee hours, although police suspected he was attacked with the other victims and fled, as a trail of blood links him to the ally where the others were found.

All the victims suffered savage wounds from the claws and fangs of a large animal. Police suspect this to be the work of a cougar after finding bloody feline tracks at the scene. Unfortunately, it started to rain shortly after the attack, ruining any chances of tracking the animal. Bloodhounds were brought in but were unable to pick up any scent. Police are turning their attention towards Audubon Zoo to check for signs of any recent escaped big cats.

About "Hubig's

turned to its quarry, only to see Whateley collapse and he succumbed to his wounds, bleeding to death about a half block away. Nena Negra returned to Shadow Stacks and informed its master of the break in and her reaction to it. Santos Hernandez quickly cleaned up the mess in his shop before the police arrived. The bodies on the street were too public for even him to hide.

explanation. This is a clue, of sorts, as the rumor was started by Santos Hernandez and reinforced in people's minds by magic.

THE BLOODY ALLEYWAY

This is where the three innocent bystanders were found, the prostitutes Emily Graham and Regina Mireau, and their friend Andrew McDonald. A police officer, John Dugan, stands guard here, to keep out the curious. Investigators will need to make a success Fast Talk, Persuade, or Credit Rating roll to talk their way past him. They may also try to make a successful Sneak roll to get by him. Failing that, they may offer him a bribe of \$5, which he happily accepts.

The bodies are gone although there are still some faint bloodstains, even after the morning rains. Investigators making a successful Spot Hidden roll find a shard of broken glass hidden under some garbage. The glass is painted black on both sides. Investigators taking a careful look around notice that the building on the left side of the alleyway, belonging to The Brew coffeehouse, has black painted windows. Investigators carefully examining these windows, and making another successful Spot Hidden roll, notice that one of these windows on the second floor looks to have been recently replaced. Such scrutiny attracts the attention of Nena Negra, who alerts Santos Hernandez. (See "Area Residents".)

AREA RESIDENTS

Keepers can have the investigators question any number of people in the area who knew the victims: nearby shop owners, fellow prostitutes, and an odd assortment of poets, painters, and sculptors who frequent the area around The Brew. One of these may be Santos Hernandez, who tries to talk to anyone asking too many questions. There are also police, reporters, and gawkers still milling about crime scene. Such people can give the investigators basic information on the victims. (See "Information about the Four Victims".) Here are a few random names Keepers can use to flesh out these random non-player characters:

Random Men

Louis Allain
Claude Narcisse
Gaspar LeBlanc
Douglas Byrne
Paul Wolf
Leroy Franklin

Random Women

Virgina "Ginni" DeMarco
Yvette Vallier
Tanja Mayer
Clarice Lasoda
Mary Caroline
Susan Simone

INFORMATION ABOUT THE FOUR VICTIMS

The investigators learn nothing of value while looking into the three innocent bystanders. Emily Graham and Regina Mireau were both independent local prostitutes, well known to area residents. Aside from their profession, they were thought of as simple working girls with no enemies, who seldom caused any trouble. Emily had her skull crushed and punctured; Regina had her trachea torn out.

Andrew McDonald was also well known as an area resident, a minor poet who made a living publishing his work and performing at local coffee houses and poetry dens. Mr. McDonald was known to associate with both Emily and Regina. All three were on good terms. He died from a bite to his shoulder and being disemboweled, both of which caused massive blood loss.

No one has any idea what they might have been doing with the other dead man (Mordechai Whateley). Residents are pretty sure that the three locals didn't know him. Witnesses say that the man spoke with a Yankee accent, drove a Model A, and had been seen in the area several times this week. Other than that nobody knows anything about him. He was the most badly wounded, having had his lower left arm torn off, which police found in the alleyway near the other victims. He somehow managed to stagger a half a block away before he collapsed from shock and bled to death.

Following the Faded Blood Trail

If investigators retrace the route to where Mordechai Whateley died as he left the alleyway where the bodies of the innocent bystanders were found, they find themselves moving south along St. Ann towards Port Royal Street. If investigators look for clues along his projected route, they find a Model A with hotel towels secured to its windows, blocking all view into the interior of the vehicle.

WHATELEY'S CAR

Investigators wishing to search the car must make a successful Locksmith roll or break a window to gain access. This is Mordechai Whateley's car and contains a packed suitcase and duffel bag. The luggage suggests that Mr.





CODY, THE SCAPEGOAT

Officers Scott and Beauregard are victims of Santos Hernandez’s magical influence. They’ve been ensorcelled by him to use the zoo’s cougar as a scapegoat for the incident outside The Den of Dark Brews. They have an unshakable belief that a witness did identify a zoo delivery truck leaving the scene, even though they can no longer remember who the witness was.

Whateley was preparing to leave town. There are several items of interest in the car:

1. **Two Books:** These two items are neatly wrapped in brown paper and tied closed with black ribbon scented in lilac. Investigators who unwrap the packages find brand new copies of *Nameless Cults* and *Revelations of Hali*, the editions printed by Golden Goblin Press. (For more information, Keepers should see pages 96–99 of the 6th edition *Call of Cthulhu* rulebook.)
2. **The Painting:** In the back seat is an unframed canvas, three feet square, wrapped in paper and tied closed with twine. If unwrapped and examined, the canvas holds an unsigned painting which skillfully depicts a scene of debauchery and horror. Two men and two women are nude, wearing only half masks depicting the ears and snouts of pigs. The figures are engaged in an orgy upon what appears to be at first glance a large bed. However, the bed is actually covered with lactating breasts, eyes, groping hands, open mouths with lapping tongues, and multiple sets of both male and female genitalia. On the back of the painting, painted in careful gold calligraphy on the wooden frame, is the
3. **The Hidden Camera:** This appears to be a large flask, but feels heavy and solid when handled. If examined investigators discover that there is a small disposable camera hidden inside with a button to take photos clandestinely. There is no film inside of it.
4. **The Pawn Shop Ticket:** (Goblin Papers #2) This ticket, crumpled on the floor of the front passenger seat, found with a successful Spot Hidden roll, is from Philosopher’s Stone Pawn Shop (located at 610 Ptolemy Street, in Algiers). It shows a receipt for five antique gold colonial era coins being held on deposit for \$700.
5. **The Towels:** The six towels are old and have seen better days. They are monogrammed with the name “The Viridian Resort,” a motel on the shores of nearby Lake Pontchartrain.

AUDUBON ZOO (Red Herring)

Investigators may visit the Audubon Zoo to look into the rumor that a big cat escaped and committed the murders. The police are already here, and the big cat exhibit has been closed for the day. When the investigators arrive, two police officers, one of whom carries a shotgun, are seen angrily arguing with a zookeeper, Matthew Morgan. The investigators can eavesdrop on their conversation or join in it.

Officer Scott and Officer Beauregard are accusing Dr. Morgan of covering up the cougar’s escape and then recovering the animal with a box truck. They say that a witness identified the zoo’s delivery truck leaving the scene shortly after the murders. When asked who the witness was, they refuse to answer, saying that’s not anyone’s business. (See “Cody, the Scapegoat”.) The officers are insistent that this story is an indisputable fact and ignore all of Mr. Morgan’s arguments. They want to shoot and kill the animal, at once, as it’s a public menace and man eater.

The zookeeper grows increasingly upset. He first calmly states and then, once he’s been ignored several times, loudly shouts his argument. His points, each logical and truthful, are as follows:

- a. Neither he nor the zoo owns, or has ever owned, a box truck.
- b. The cougar in residence, Cody, has not escaped and has never hurt anyone.
- c. They can examine Cody for blood on his fur or claws if they like. To this, the

Goblin Papers #2

PHILOSOPHER'S STONE PAWN SHOP
610 Ptolemy Street, Algiers, New Orleans

Name of Agent: Duncan MacAndrews Date May 11, 1927

Amount Issued: \$700.00 Reclaim By: May 21, 1927

Description of Item(s):
Five (5) Antique Gold Coins @ \$140 each
Total of \$700

Approved By: Duncan MacAndrews

Received By: John Dee

- police reply that the animal was likely cleaned up after it was recaptured.
- d. They can examine the enclosure to see if it's secure, to which they reply, "Oh sure, it's secure now..."
 - e. The animal is both old and partially lame, walking with a pronounced limp due to arthritis. Mr. Morgan explains that Cody wouldn't be physically able to commit acts with the level of violence that occurred on Bourbon Street. "The street cat who raids my garbage can is probably more dangerous than poor old Cody," the zookeeper explains.

The argument ends with Officer Beauregard slamming the zookeeper against a wall and threatening to "beat his lying ass into the ground." Mr. Morgan yells back that unless the police have a court order demanding that he release the animal into their custody that he isn't letting them anywhere near Cody, even if they beat him up. The officers say they'll be back with a warrant soon, so they can "shoot that fucking animal" and then beat Mr. Morgan for wasting their time. As they leave, Officer Scott smacks Mr. Morgan hard in the back of his head. If the investigators try to get involved, they may also be roughed up as well. If they push things too far, the investigators might even be arrested, or worse.

After the police, leave the investigators may talk to Matthew Morgan. He explains that he has been a zookeeper here for twelve years and there has never been an escape. He states again that there is no way Cody could have done this and shows the animal to the investigators. The cougar is large, fat, and old, walking with a slight limp. Mr. Morgan says, "He's just a lazy old cat, practically a pet at this point. Sure, he's a wild animal, but he didn't do those things. He couldn't if he wanted to..."

Mr. Morgan is dumbfounded as to why the police won't see reason. If the investigators offer to help, the zookeeper urges them to do whatever they can to save Cody, to whom Mr. Morgan has grown much attached.

CHARITY HOSPITAL

The investigators will have a difficult time getting access to the bodies of the victims. The morgue is under guard by a police officer, who's been given a tip from a witness that someone might try to get to the bodies in order to destroy evidence. Officer Brant doesn't remember who gave him the tip, but, due to the magical influence of Santos Hernandez, he steadfastly believes it. Investigators

cannot talk or bribe their way past him, but he is not very smart or diligent. Investigators making a successful Sneak check, or causing a distraction which pulls him off his post, can easily enter the morgue area.

Once there, the investigators can speak with Dr. Scott Junter, the coroner handling this case. Investigators making a successful Fast Talk, Persuade, or Credit Rating check easily gain his cooperation; failing this a bribe of \$5 does the trick. His report and the investigators' observations confirm all of the information about the victim's wounds listed in "Information about the Four Victims". However, two additional clues are found here.



Goblin Papers #3

Mordechai Whateley has a pair of freshly fractured heels. Dr. Junter jokes that they call this injury "Brothel Heel", because men get it from jumping from windows to avoid arrest when a house of ill repute is raided. The deceased Whateley also has something drawn on the inside of his right wrist. It is a strange symbol is slightly faded, maybe three days old, and appears to be an upside down

GOBLIN ON BOURBON STREET

The Den of Dark Brews Coffee House. This receipt is made out for copies of *Unspeakable Cults* (\$160), *Revelations of Hali* (\$85), and a painting called *Rapture of the Debase* (\$110).

VISITING YOLANDA'S POTTERY

Investigators visiting here find Yolanda Vega, a dark skinned Creole woman and master artisan. She runs a small pottery gallery and teaches classes in the rear workshop behind the store. If asked about Mr. Whateley or his priority order, she won't want to discuss it, explaining that her commissions are a private matter. Should investigators make a successful Fast Talk ("He sent us.") or Persuade ("This might help us find his killer.") roll, Ms. Vega does discuss it.

She says Mr. Whateley visited her three times, once to ask if she could make reproductions from photos, a second time to drop off a dozen

photos for the reproductions and a deposit for five finished statues, and a final time to pay the balance and pick up the order. She mentions that he paid extra to have the assignment finished very quickly. She also recalls that he asked her if she knew of a good pawnshop in the area, to which she honestly replied that she did not.

She is willing to give the investigators the photos he gave her. The photos show the real Nena Negra, a Golden Goblin Statue, from various odd angles. The statue in the photos seems to be on the top of a bookcase in a dark room; the wall behind the bookcase appears painted black. Most of the photos are poor quality.

VISITING PHILOSOPHER'S STONE PAWN SHOP

This cluttered pawn shop is owned and run by Duncan MacAndrews, a large, powerfully built man. He deals with a lot of stolen goods so he won't easily discuss any past dealings, even outright denying his own store's claim ticket. If the investigators make a purchase of greater than \$20, or offer him a bribe of \$5, he will talk about the gold coins.

He says a Yankee came in with gold coins, "Real gold, I've seen enough monkey shit to tell the difference". The man said he needed to raise some money fast. MacAndrews remembers the guy saying that "it was for a special girl". MacAndrews paid cash and told the man he had ten days to reclaim the coins, but the Yankee said that he wouldn't be back. MacAndrews no longer has the coins, having sold them at a profit, to a jeweler, who promptly melted them down.

DUNCAN MACANDREWS

Tough Pawn Shop Owner

STR	14	CON	14
SIZ	15	INT	11
POW	11	DEX	12
APP	10	EDU	10
SAN	55	HP	15

Damage Bonus: +1D4

Weapons:

Colt .45 semiautomatic pistol 50% (damage 1D10+2)

Fist/Punch 65% (damage 1D3+DB)

Grapple 60% (damage special)

Knife 50% (damage 1D4+1+DB)

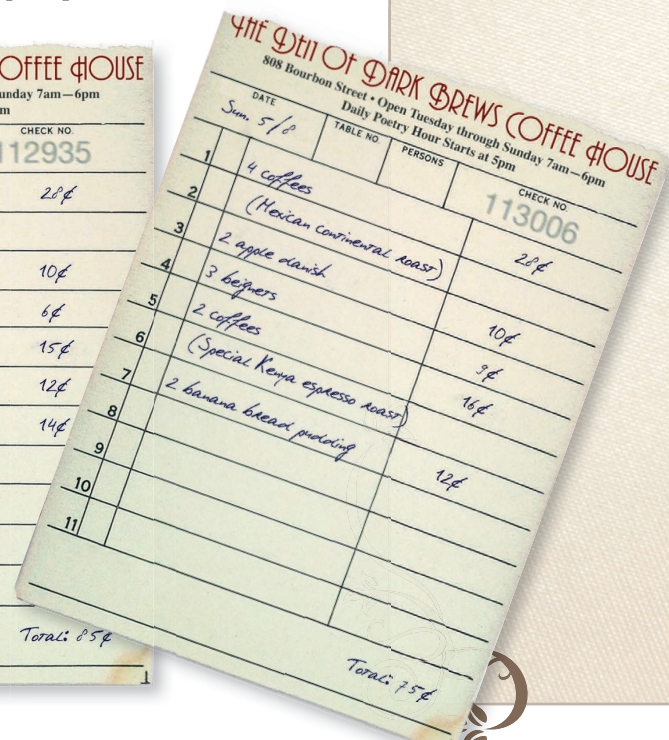
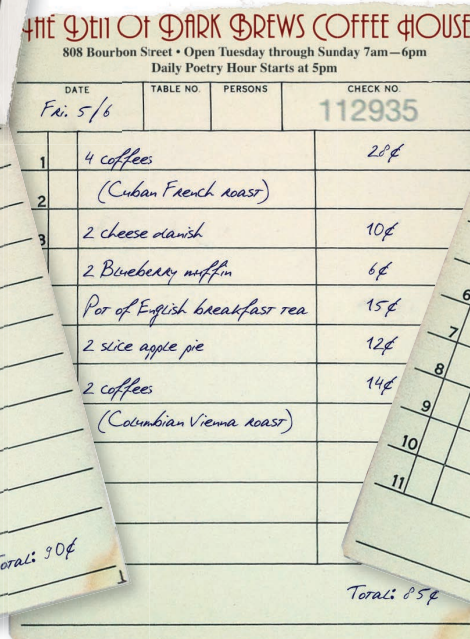
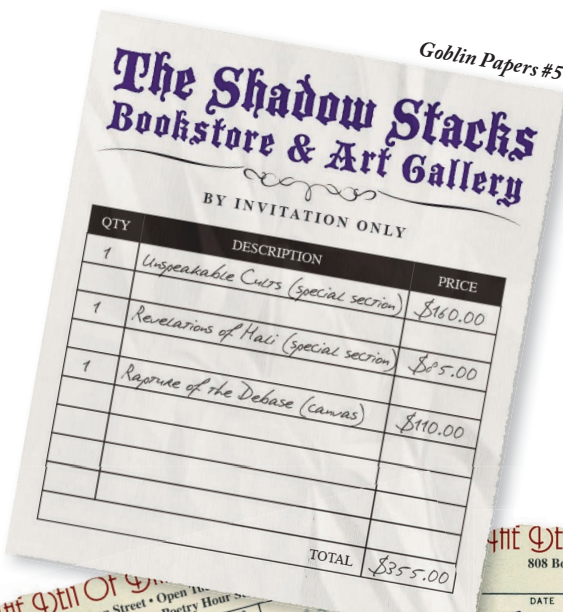
Skills:

Dodge 40%

Listen 40%

Sneak 40%

Throw 50%



JUAN MUERTO

*Magically Disguised Ghast**

STR	23	CON	18
SIZ	18	INT	06
POW	11	DEX	15
MOVE	10	HP	18

Damage Bonus: +2D6

Weapons:

Bite 40%
(damage 1D10)

Claw/Kick 25%
(damage 1D6+DB)

Armor:

3-point thick skin

Spells: None

Skills:

Sneak 70%

Sanity Loss: 0/1D8

sanity points to see a ghast

*See page 160 of the 6th edition Call of Cthulhu rulebook

He will not easily give out the jeweler's name, under any circumstances, as that business is under the protection of Yvon Giacona, a local mob boss.

THE DEN OF DARK BREW COFFEE HOUSE

This coffee house serves coffees and teas from around the world, as well as a wide selection of baked goods. It is open six days a week (closed on Monday) from 7 AM until 6 PM. Between 5 PM and 6 PM, the shop hosts open poetry readings, which are quite popular. Poets, amateur and professional, local and touring, stop by The Brew to perform regularly. While a bit pricey compared to similar establishments in New Orleans, the quality of the beverages and baked foods is excellent. Regulars come for the relaxed atmosphere and the company of the owner, Santos Hernandez, who seems well liked by all.

Investigators visiting here easily realize that there is a heavy oaken door barring entry to the second floor. It contains not one, but two fine locks. Typically, this would be where the shop's owner lives.

THE SHADOW STACKS BOOKSTORE & ART GALLERY

It is located at 808 Bourbon Street, directly above The Den of Dark Brews Coffee House. This combination bookstore and art gallery takes

up about 70% of the space on the second floor. The remaining space of two small rooms and a bathroom comprises a modest apartment where Santos Hernandez resides.

Very few people know of The Shadow Stacks Bookstore and Art Gallery, and fewer know how to find it. It is not listed in directories and travel guides, as its very existence is one of darkest secrets of the French Quarter. Patrons are admitted by invitation only, so investigators will have difficulty gaining entry. The establishment caters to the wealthiest patrons, serious collectors of macabre art, dedicated students of the occult, and practitioners of the dark and forbidden arts. The Shadow Stacks is open three or four nights a week, depending on appointments, between the hours of 11 PM and 3 AM. Visitors arriving without an appointment have a 70% chance of finding the shop open (or at Keepers discretion).

Getting In: Patrons gain entry to The Shadow Stacks by crossing through The Den of Dark Brews and traveling upstairs, but this is easier said than done. Not only is the front door (leading into the coffeehouse) kept locked; the interior door to the second floor has two locks (see "The Den of Dark Brews") and a reinforced oaken door (20 HP). Finally, whenever The Shadow Stacks is open, the building is protected by a diligent and formidable watchman named Juan Muerto (aka John Death).

Mr. Muerto, an enormous ox of a man (see "Juan Muerto") greets those knocking at the door by





asking for the password, which is currently “Arsenic”. Bribes won’t work on Mr. Muerto, but investigators might be able to learn the password while a patron with an invitation is gaining entry. This requires both a successful Hide and Listen check, as the investigator eavesdrops. (See “Lord and Lady Mardröm”.) Failing this, investigators may attempt a roll at -10% on Fast Talk, Persuade, or Credit Rating to get past Mr. Muerto. If successful, he allows them in but demands a \$100 “browser’s fee”. The massive man warns them not to try anything “unsavory, rude, or provocative” while visiting the shop. Once inside, investigators are escorted by Juan through the coffee bar, past the stout double-locked door, and up the stairs into The Shadow Stacks Bookstore and Art Gallery. If the investigators did not give the password Juan takes them right to Santos Hernandez and introduces them as “possible new clients, Master...”

Juan Muerto: The very loyal Juan Muerto, who serves as The Shadow Stacks Bookstore and Art Gallery watchmen, is more than he seems. He is large and powerfully built under his perfectly tailored dark suit. He is soft spoken and polite, with a deep voice and slow deliberate way of speaking. Mr. Muerto is not bad looking, with a shy smile, a cleanly shaved head, and smooth dark skin.

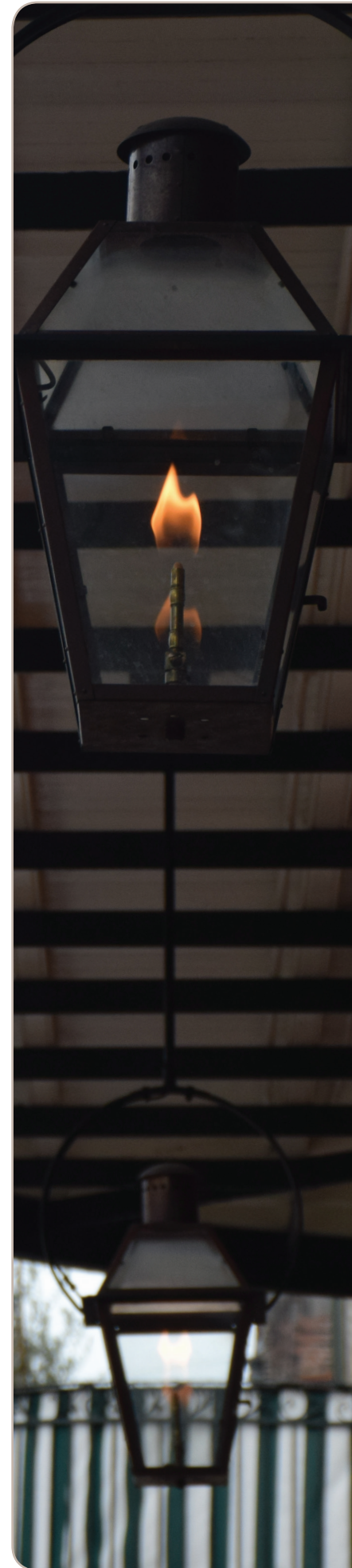
However, all this is a powerful illusion, as Juan Muerto is actually an extremely small ghost (possibly a runt or dwarf-ghost), magically bound to serve Santos Hernandez. The creature arrives,

through a gate in Mr. Hernandez’s apartment, every day at 9 PM and departs every 4 AM. In conversation with Santos Hernandez, he often calls him “Master”. When this happens, Santos replies, “How many times do we need to go over this Juan?” to which the answer is always, “I’m sorry... Mr. Hernandez.” Juan does this intentionally and repeatedly, as a form of protest.

If forced to fight around witnesses, it maintains the illusion and just punches (see stats). If allowed to fight without regard for witnesses, it drops the illusion and fights with its jaws and claws. Investigators who suspect that Juan is more than he seems can try to piece the illusion by watching him intently for a few seconds and making a POW x 1 check. If successful, the investigator catches the briefest glimpse of the ghost’s true form (which requires a Sanity Check)

Lord and Lady Mardröm: Investigators carefully watching The Shadow Stacks Bookstore and Art Gallery see a limousine pull up shortly before midnight. Two figures, a man and a woman, exit the passenger area. They are dressed in formal wear, as if they were going to the opera, and have decorative Venetian style masquerade masks covering the upper half of their faces. They walk to the door, knock on it, give the large guard (Mr. Muerto) the password, “arsenic”, and are then escorted inside.

The husband and wife are quite friendly (towards other patrons of The Shadow Stacks Bookstore and Art Gallery) and speak English with a thick Swiss accent. They introduce themselves as Lord



SANTOS HERNANDEZ*Cunning Wizard and Businessman*

STR	12	CON	13
SIZ	12	INT	16
POW	22	DEX	12
APP	15	EDU	20
SAN	0	HP	13

Damage Bonus: +0**Weapons:**

Beretta M1915
9mm Pistol 50%
(damage 1D10,
7 rounds, RoF 2)

Sawed-off Remington
Model 10A Shotgun 45%
(damage 4D6/2D6/1D6,
Range 5/10/25,
6 shells, RoF 1)

Switchblade 40%
(damage 1D4;
Concealed 40%)

Armor:

Steel Lined Bulletproof
Vest (with sufficient
warning, takes three
rounds to put it
on, 10/5 points of
protection vs. high/
low velocity attacks)

Skills:

Accounting 65%
Art (Critic) 45%
Bargain 55%
Conceal 40%
Credit Rating 50%
Cthulhu Mythos 35%
Dodge 40%
Fast Talk 75%
Hide 60%
Listen 55%
Occult 85%
Own Language:
 Spanish 95%
Other Languages
 English 65%
 Latin 35%
 Greek 35%
Persuade 60%
Psychology 65%
Sneak 70%
Spot Hidden 50%

Spells: Bat Form, Bind
Enemy (if he can acquire
target's hair), Breath of
the Deep, Cloud Memory,
Create Gate, Deflect
Harm, Entrall Victim,
Extend, Healing, Implant
Suggestion, Mesmerize,
Summon/Bind Ghost

and Lady Mardröm (not their real names, as Mardröm means “Nightmare” in Swedish). They are serious collectors of macabre art who travel to New Orleans from Oskarshamn (actual place!) twice a year just to shop here. They are fabulously wealthy, with deranged and eccentric tastes in art, but are otherwise quite harmless. Lord and Lady Mardröm flee back to their limousine at the first hint of trouble.

Other Patrons: Investigators visiting here find between 0–3 other patrons (1D4-1), unless they followed Lord and Lady Mardröm (see Lord and Lady Mardröm), in which case they are the only other patrons in the shop. Customers here are serious buyers, willing and able to pay The Shadow Stacks' high prices. Some customers have traveled hundreds, or even thousands, of miles to shop here. Each patron has either been invited by the owner, recommended by other regular patrons, or has an approved appointment after sending in a request.

Description of the Store: The shop is a single massive room holding six freestanding bookcases, two bookcases against walls, a single large oak table with six chairs, and a counter area where the proprietor usually sits. While skimming volumes is permitted, prolonged reading is frowned upon (“This isn’t a library, you know...”). The walls space and sides of the bookcases are covered with paintings of various sizes. There are also a number of shelves holding sculptures as well. The room is lit dimly, but well enough to read. The walls, ceiling and windows are painted black. Incense is burned every hour or so, giving the air here a spicy exotic aroma.

The Books: At any one time, there are between 800 and 1000 volumes offered here, covering a wide array of occult topics. Investigators have a 70% of finding any occult tome (as distinct from a Mythos tome) listed in the *6th edition Call of Cthulhu* rulebook among these stacks, such as *The Golden Bough*, *Malleus Maleficarum*, *Oracles of Nostradamus*, and *The Witch Cult in Western Europe*. If a book isn’t here, the owner has a 50% chance of knowing where he can find it, and can obtain a copy within 1D3 weeks (for a 20% deposit on the price). Texts can cost anywhere from \$10 to \$200, depending on the book’s rarity (or 1D20 x \$10). Access to one bookcase is blocked by a locked stained glass door, which obscures the titles of the books it holds. This is The Special Collection (see “The Special Collection”) and requires the owner’s assistance, and permission, to peruse.

The Art: At any time, between eight and seventeen (1d10+7) paintings, sketches, and

sculptures are on display here. Everything on display is for sale, with new pieces replacing older ones as room becomes available. All of the art is of a disturbing nature, images of death, horror, obscenity, and the visions and fantasies of madmen and monsters. Items are typically sold for between \$100 and \$800 dollars (2D8 x \$50).

Quite often, the collection contains dangerous items, such as a watercolor featuring active Yellow Signs, which have adverse effects on the human mind. Those examining the collection are affected by it, dramatically so. Viewers must make a Sanity check for 1D3/1D8, with those driven insane often fainting, being driven to screaming fits, or fleeing in tears from the collection. One jet-black sculpture displayed here sits atop the bookcase containing The Special Collection. It depicts a droopy breasted, potbellied, impish creature, wearing an animal skin and holding a club. She is Nena Negra, the only item in The Shadow Stacks Bookstore and Art Gallery not for sale. (See “The Golden Goblin Idol”.)

The Special Collection: This one, thin bookcase has a stained glass door, which is kept locked at all times. It currently contains a collection of sixteen Mythos tomes, each one rare, dangerous, and expensive. Most of them are modern print versions, many of which most are produced by Golden Goblin Press in New York. It holds two copies of *Zanthu Tablets* (\$70), four copies of *Nameless Cults* (\$150), four copies of *Revelations of Hali* (\$85), three copies of *Visions from Yaddith* (\$100), two copies of *People of the Monolith* (\$110), and a single complete set of all thirteen volumes of *Revelations of Glaaki* (\$800).

The Golden Goblin Idol: This black ceramic statue is the former imprisonment vessel of Nena Negra, a powerful and malevolent spirit. The entity still resides within it, although it is no longer her prison but her home. The statue is placed high atop the bookshelf which contains the Special Collection. Santos Hernandez does not allow anyone to touch the statue nor does he entertain any talk of selling it, at any price. He explains that it is part of his personal collection, which he displays here for sentimental reasons.

Santos Hernandez: On the surface, the businessman Santos Hernandez is a pillar of the community. Witty, well liked, and popular, he is also a patron of the local art scene. More notably, Mr. Hernandez is a leading community activist working to have the French Quarter both revitalized and restored by pressuring the city council to declare the area a historically protected district. By day, he runs The Den of Dark Brews Coffeehouse, and on several nights a week, he

also runs The Shadow Stacks Bookstore and Art Gallery. He lives here as well, in a small apartment above the coffeehouse, connected to the bookstore/art gallery.

For the next two weeks, Santos Hernandez won't leave the building. He has supplies delivered and laundry picked up and dropped off, cooking his meals at home or ordering in food, et cetera. The wizard is hunkering down until he is certain the messy public business with the deaths and apparent animal attack has died down without any of it being connected to him or his various businesses.

**SANTOS HERNANDEZ,
THE WIZARD OF
THE FRENCH QUARTER**

While some people know about his macabre art gallery and occult bookstore, no one suspects he possesses any real arcane knowledge or abilities. But Santos Hernandez is a wizard of no small skill as well as a master of charm and misdirection. While he does possess both a pistol and a sawed off shotgun to defend himself and his property, he is loath to resort to outright violence. Similarly, while able to cast a wide variety of spells, he tries to limit such actions as they are risky to his well-established cover within the community. His true power is his subtle manipulation of people, augmented, when necessary, by magic.

In conversation, Santos Hernandez denies any and every wrongdoing, claiming to be either

totally ignorant or an innocent victim. Even if investigators speak to him in The Shadow Stacks and Art Gallery, surrounded by blasphemous texts and nightmarish paintings, he claims it is nothing more than a business that caters to wealthy eccentrics with peculiar tastes in art and literature. He claims no harm ever came from reading a book or gazing too long at art, no matter how disturbing (which he knows firsthand to be untrue). If confronted about a possible break in, he feigns ignorance, but promises to perform a careful inventory to identify any missing items. If backed into a corner Santos Hernandez may strike first, typically with spells, but he tries to settle things with lies until violence is unavoidable or offered.

Ultimately, Santos Hernandez is not a wizard trying to hasten the end times, summon a Great Old One, or cause mass destruction. He is crafty and content, happy to make money off spreading blasphemous knowledge and unspeakable art to those who can afford it. Mr. Hernandez only wishes to be left alone and is more than happy to reach some sort of agreement with the investigators, so long as his business is not affected. For example, he could offer the investigators a 10% discount at The Shadow Stacks Bookstore and Art Gallery for their silence, or agree to shift the blame for the "unfortunate incident" away from Cody (the aged cougar at the Audubon Zoo).

Battling Santos Hernandez: If pushed too far, threatened, or attacked Santos Hernandez is a formidable opponent. Not only does he have a wide array of spells; he carries a knife and a concealed 9mm pistol, and has ready



**NENA NEGRA
(THE LITTLE
BLACK GIRL)**

Goblin Servant of Santos Hernandez

STR 04 **CON** 04
SIZ 02 **INT** 15
POW 13 **DEX** 13
MOVE 08 **JUMP** 12
HP 04

Damage Bonus: +0

Weapons:

Bite and Claw 35% (damage 1D6-1D6, minimum 1 point)

Armor: 2 points of leathery, bristly hide. Statue form has 10 points.

Powers:

Whispering Trickery (see description)

Duplication (see description)

Native Cat (see description and stats)

Guardian/Grantor of Secrets (see description)

Spells: None (see description)

Sanity Loss: 1/1D4 sanity. Seeing Duplication costs an additional 0/1 sanity.

**NENA NEGRA
(NATIVE CAT FORM)**

STR 17 **CON** 11
SIZ 15 **POW** 11
DEX 19 **MOVE** 12
HP 13

Damage Bonus: +1D4

Weapons:

Bite 30% (damage 1D10)

Claw 50% (damage 1D6+DB)

Rake 80% (damage 2D6+DB)

Armor: 1 point of fur

Skills:

Climb 80%

Hide 80%

Jump 40%

Sneak 90%

GOLDEN GOBLINS

Lesser Servitor Race

STATUE FORM

The Golden Goblin appears as a grotesque statue of around eight inches tall, appearing to be sculpted from a single nugget of gold (Nena Negra is made of black ceramic). The figure is bent slightly forwards as if about to spring or lunge (Nena Negra seems to be in a menacing slouch). Its body is gaunt, but suggests a rangy power, with long arms and clutching hands tipped with claws. The legs are thin, but muscular (Nena Negra has a rather plump and saggy figure). The goblin wears a ragged loincloth. It has a leering humanoid face, bat-like ears, black obsidian eyes, a long nose, a mocking grin full of serrated teeth, and a pointed head and chin. Its whole attitude is one of mockery, challenge, and spite (Nena Negra's expression seems to convey a watchful and judgmental menace).

When the Golden Goblin whispers and cajoles its victims, its eyes flash red, and its visage grows more pointed and feral. This can only be seen if the goblin is quickly glimpsed

from the side or its image caught in a mirror. Viewing it directly detects no change.

The statue can be destroyed by mundane means, but this releases the goblin within. Those expecting the goblin's gratitude will be disappointed.

GOBLIN FORM

If the Golden Goblin manifests as a creature, it resembles the statue, except its features are more exaggerated and alarming. Its golden skin is leathery, and its spine and buttocks are crusted with short barbed golden hairs. In this form, it moves with horrid quickness and can leap many times its height (Nena Negra's skin is a dusty black shade, much like the ceramic figure).

NATIVE CAT

If the Goblin takes the form of a giant cat, it is always rangy and of a golden hue, with a wicked drooling mouth full of sharp teeth and a lolling panting tongue (Nena Negra's cat form is a large black panther).

Attacks and Special Effects

Typically a Golden Goblin is encountered bound into a statue. In this form, only its Curse, Whispering Trickery, and Guardian of Secrets abilities are available. The goblin cannot release itself from the statue. This must be done by destroying the statue or releasing the goblin with magic. In its native goblin form, it uses the full range of statistics, losing only Curse. It can also duplicate itself at the rate of one additional goblin per round up to a number equal to its current POW. It can also take Goblin Native Cat form once per night. This form has only its bestial abilities and cannot use Curse, Whispering Trickery, Guardian of Secrets, or Duplication powers.

STATUE ONLY

Curse: The goblin statue is cast in cursed Aztec gold. The goblin can curse individuals, but has only one chance for success. Match POW vs POW. If the goblin wins, the victim automatically fails Luck rolls and has no access to any kind of Luck benefit until the curse is lifted by the destruction of the statue form. This can be done by doing more than 10 points of damage to the statue after armor is taken into account.

GOBLIN AND STATUE

Whispering Trickery: The goblin can fool people into working against their own good. Match INT vs INT with the goblin. On a failure, the victim decides to do something foolhardy and risky that the goblin suggests. Only on a successful INT x 5 roll does the intended victim realize the suggestion has come from some outside agency, rather than his or her own mind. If the goblin fails, it cannot attack the victim until another lunar month has passed. It must come up with a new suggestion and initiate another Whispering Trickery attack. This power can only be employed by the goblin, successfully or not, three times per lunar month.

Guardian/Grantor of Secrets: The goblin both guards and imparts the dark secrets of the Great Old Ones. Each time the goblin uses this ability, it forces a POW vs POW contest between itself and the victim. This power can be used against the owner of the statue at an unlimited distance, or on any one random person within 100 feet of the goblin.

If a person wishes to learn a secret in order to forward the aims of the Great Old Ones, or attempts something which cause harm to him/herself or others, the goblin is likely to

assist him or her. In a contest of POW, if the victim loses—and the victim can willingly lose and surrender to the lure of forbidden knowledge—the victim instantly succeeds at a Cthulhu Mythos, Occult Check, or a roll in attempting to learn a spell. However, this gift drains 1D3 points of Sanity and grants the victim +1% to the Cthulhu Mythos score.

If a person wishes to use the knowledge of the Mythos to oppose the Great Old Ones, the goblin actively tries to prevent that person from doing so. In a contest of POW, if the goblin wins, the victim decides to suppress, keep hidden, or fail to learn any knowledge that falls under the Cthulhu Mythos or Occult skill. If the victim wins, he or she is allowed to act normally. However, the goblin will immediately employ its Whispering Trickery ability and try to trick the victim into harming or acting so foolishly as to discredit him/herself, so the secret can be kept.

GOBLIN ONLY

Duplication: The goblin can create duplicates of its goblin form at the rate of one additional goblin per round up to a number of its current POW. These resemble the original exactly except they have an INT 3 and a limited autonomy, existing merely to serve their progenitor. The duplicates last only 2D6 rounds.

Goblin Native Cat: Once per night, the goblin can take the form of a native cat. This ability is not usable in conjunction with duplication. So, a duplicated goblin cannot also form itself into a cat. Only the original goblin can do this. The Cat has no access to the Goblin's other powers and is used only when the goblin needs a fighting form.



access to a sawed off shotgun. With only a little warning, he can also pull on a steel lined bulletproof vest (takes three rounds). However, he is unlikely to be doing his own fighting, as both Juan Muerto and the goblin, Nena Negra, rush to his aid at the first sign of trouble.

Nena Negra, The Goblin of Bourbon Street: The goblin, the pseudo-familiar of the wizard Santos Hernandez, never leaves the shop. She is the guardian of The Shadow Stacks Bookstore and Art Gallery, dwelling there within her statue, day and night. The only time in recent memory that she's left the shop was in pursuit of the burglar, Mordechai Whateley. Currently, she is on her best behavior after receiving a severe reprimand from her master. Santos disapproved of her all too public actions, although he feels the violence was completely justified. Should anyone else attempt to break in, she tries to be more subtle in how she deals with things. To her, The Shadow Stacks Bookstore and Art Gallery is a glorious cancer upon humanity, spreading the blasphemous taint of forbidden knowledge to mankind. Such a place **MUST** be protected.

Nene Negra, the Golden Goblin Idol owned by Santos Hernandez, has many differences from the one owned by the brothers Samuel and John Addleton in New York. The description of Addleton's Golden Goblin is given here for the Keeper's reference, with the key differences between the Manhattan idol and the French Quarter one noted to avoid confusion.

Resolution

Once the investigators discover The Shadow Stacks and Art Gallery, their objective *should* be to shut the place down. The shop is dangerous, for the knowledge it so readily distributes is likely responsible for causing countless tragedies across the world. However, Mr. Hernandez is not personally hurting anyone (indirectly so, yes).

If investigators only wish to punish the one responsible for the animal attacks, they must defeat the Goblin, which likely means taking on Santos Hernandez and Juan Muerto as well (no small task). While arson is a possibility, as a fire would destroy the books and art, Santos Hernandez would likely escape (possibly with the Goblin

Statue and/or Juan Muerto). Also, many innocent people would likely die as the fire spread to several of the adjacent buildings.

Unless Santos Hernandez is killed or persuaded to remove the spell over Officers Scott and Beauregard, Cody the cougar is condemned for the attacks and shot. Investigators may feel that Mordechai Whateley got what he deserved for breaking into another wizard's lair, and that his death need not be avenged at all. Exactly how the investigators resolve (or do not resolve) this situation is up to them.

Sanity Awards

For Defeating Juan Muerto +1D8

For Defeating Santos Hernandez +1D6

For Defeating Nena Negra (the Goblin of Bourbon Street) +1D4

For Destroying the Blasphemous Books within Shadow Stacks +1D2

For Permanently Shutting Down Shadow Stacks +1D3

Saturday May 14th, 1927

SINGLE COPY 5 CENTS

**ING GUESTS
ED BY CAKE;
ORS CALLED**

two guests at the Saturday of Louis 22, and Mrs. Edith lay were suffering od poisoning. The cake was held re-

became ill shortly e wedding supper he Assaro home in which had re- with joy a few mo- re was turned into al. Six physicians

ns were unable to ther the poisoning fatal in any case- ey determined de- nature. A few of ill were reported last night.

no, the baker from wedding cake was arrendered to pol- was unable to of- explanation of the poisonings.

ce said liquor was the wedding feast, eliminated it as a isoning when they hat some children not partake of it, r those ill.

**RUSHED
MEXICANS
ND CHURCH**

**FOUR SLAIN IN ANIMAL
ATTACK ON BOURBON STREET!**

Police responded to a gristly sight in the pre-dawn hours as a vicious animal of some sort maimed and killed three locals and a visiting tourist in the French Quarter last night. The victims were Emily Graham and Regina Mireau, both local women well known to area police as ladies of ill repute, and Andrew McDonald, an area poet. Their bodies were found in an alley off Bourbon Street, between St. Ann and Orleans, showing clear signs of being attacked by a large currently unidentified animal. A fourth victim, Mordechai Whateley of Massachusetts, was found dead on Orleans, about half a block south towards Rue Royal. It is unknown what Mr. Whately was doing in

the area in the wee hours, although police suspected he was attacked with the other victims and fled, as a trail of blood links him to the ally where the others were found.

All the victims suffered savage wounds from the claws and fangs of a large animal. Police suspect this to be the work of a cougar after finding bloody feline tracks at the scene. Unfortunately, it started to rain shortly after the attack, ruining any chances of tracking the animal. Bloodhounds were brought in but were unable to pick up any scent. Police are turning their attention towards Audubon Zoo to check for signs of any recent escaped big cats.

**About "Hubig's
Famous Pies"**

TO THOSE WHO EAT THEM:

Goblin Papers #2

PHILOSOPHER'S STONE
PAWN SHOP
 610 Ptolemy Street, Algiers, New Orleans

Name of Agent: Duncan MacAndrews Date May 11, 1927

Amount Issued: \$70000 Reclaim By: May 21, 1927

Description of Item(s):
Five (5) Antique Gold Coins @ \$140 each

Total of \$700

Approved By: Duncan MacAndrews

Received By: John Dee

Goblin Papers #3





THE GUILD OF DARK BREWS COFFEE HOUSE
 808 Bourbon Street • Open Tuesday through Sunday 7am—6pm
 Daily Poetry Hour Starts at 5pm

DATE	TABLE NO.	PERSONS	CHECK NO.
Fri. 5/6			112935
1	4 coffees		28¢
2	(Cuban French roast)		
3	2 cheese danish		10¢
4	2 Blueberry muffin		6¢
5	Pot of English breakfast tea		15¢
6	2 slice apple pie		12¢
7	2 coffees		14¢
8	(Columbian Vienna roast)		
9			
10			
11			
Total:			85¢

THE GUILD OF DARK BREWS COFFEE HOUSE
 808 Bourbon Street • Open Tuesday through Sunday 7am—6pm
 Daily Poetry Hour Starts at 5pm

DATE	TABLE NO.	PERSONS	CHECK NO.
Sat. 5/7			112981
1	3 coffees		21¢
2	(Honduras Italian roast)		
3	5 beignets		25¢
4	cranberry muffin		3¢
5	2 chicory coffees		14¢
6	peach cobbler		6¢
7	3 coffees		21¢
8	(Peruvian Spanish roast)		
9			
10			
11			
Total:			90¢

THE GUILD OF DARK BREWS COFFEE HOUSE
 808 Bourbon Street • Open Tuesday through Sunday 7am—6pm
 Daily Poetry Hour Starts at 5pm

DATE	TABLE NO.	PERSONS	CHECK NO.
Sun. 5/8			113006
1	4 coffees		28¢
2	(Mexican continental roast)		
3	2 apple danish		10¢
4	3 beignets		9¢
5	2 coffees		16¢
6	(Special Kenya espresso roast)		
7	2 banana bread pudding		12¢
8			
9			
10			
11			
Total:			75¢

**The Shadow Stacks
 Bookstore & Art Gallery**

BY INVITATION ONLY

QTY	DESCRIPTION	PRICE
1	Unspeakable Cults (special section)	\$160.00
1	Revelations of Hali (special section)	\$85.00
1	Rapture of the Debase (canvas)	\$110.00
TOTAL		\$355.00



