



M.U.

Miskatonic University
LIBRARY ASSOCIATION

**MONOGRAPH
#0338**

*Miskatonic University
Library Association*

monographs are works in which the author has performed most editorial and layout functions. The trustees have deemed that this work offers significant value and entertainment to our patrons.

Other monographs are available at
www.chaosium.com



DARK MIRROR



Adventures as Cultists, Pariahs,
Nihilists, Followers of the Dark Path,
and Disciples of Cthulhu





Call of Cthulhu: The Dark Mirror

Table of Contents

Page	
2	Introduction: Gazing into the Dark Mirror – What is the dark mirror and how does its reflection alter Call of Cthulhu?
4	Characters: Reflecting the Dark Mirror – Creating and playing characters in the world of the dark mirror.
12	Adversaries of the Dark Character: Stemming the Tide of Darkness – A look at those who would thwart the plans for world domination.
21	Rituals, Rites and Ceremonies: All Hail the Dark Ones – A guide to worshipping the creatures of the night.
26	Dark Adventures: Dark Deeds in the Dead of Night – A guide to creating/converting adventures and running campaigns.
38	Sample Adventure: The Dark Heist – A complete adventure through the dark mirror.
49	The Dark Heist Handouts – To accompany your first foray down the dark path...
52	The Dark Mirror References – To find out more about the world of the dark mirror.
53	Credits



*"Battle not with monsters
lest ye become a monster
and if you gaze into the abyss
the abyss gazes into you."*

Friedrich Nietzsche

2

Call of Cthulhu: The Dark Mirror

copyright © 2010 by chaosium inc.

Introduction: Gazing into the Dark Mirror

"This is the very worst wickedness, that we refuse to acknowledge the passionate evil that is in us. This makes us secret and rotten."

D. H. Lawrence

Call of Cthulhu has, at its core, the pitting of a dedicated group of investigators (controlled by the players) set against a whole host of ills and evils. Sometimes the investigators are simply clearing up a localised problem where something has gone awry. Other times the investigators are battling tooth-and-nail against a global cabal, intent on plunging the world into darkness – either way it is the investigator who struggles against the darkness.

But what if the player, rather than being a fearless paragon of order and humanity was the bringer of night? What if the player was a dark reflection of the investigator – a cultist who struggles towards the darkness and rages against the light? In 'Cthulhu: The Dark Mirror' this is the sinister reality – that rather than trying to stop the great Cthulhu and his ilk from destroying the world, you want to help out. Rather than halt the slide into madness, you want a front row seat. In the dark mirror, you are Dorian Gray's reflection, devoted residents of Innsmouth, worshippers at the foot of Nyarlathotep, devotees of Joseph Curwen - disciples of Cthulhu.



Motivation: Raging Against the Light

Why play Cthulhu through the Dark Mirror? From a pure gameplay point of view it is a challenge! Playing from a totally different perspective can breathe fresh adventure to familiar scenarios. Playing a Dark Character is also entertaining, as the saying goes, bad girls (or player in this case) have more fun. That said, quality role-playing is a question of good characters. Good characters, in turn, are products of accurate motivation. If you are intending to control a Dark Character (this is the term that will be used to refer to an evil character created for 'Cthulhu: The Dark Mirror') then it is important that time is given to considering why you would set out to commit evil and destroy the world. As a cultist or sorcerer you need to be committed to the desecration and destruction of all that the average person holds dear. With this in mind, there are a number



of broad motivations that the player can draw upon; to encourage them to tread the left-handed or sinister path:

Nihilism – This philosophy refers to a belief in nothing. A view that human existence, indeed the whole world, is meaningless and without value. If as an adherent to nihilism, one sees no value, then to act to destroy the world is as valid as saving it. (**Note:** There is a huge philosophical debate as to the meaning and vale of nihilism which is not engaged with here!)

Power – Power corrupts, and absolute power corrupts absolutely. It is little wonder then, that people will be attracted to that (or those) which offers power - regardless of the consequences. The titanic power of the Outer Gods must be an attractive path for power hungry humans.

Destruction – Some believe the world is going to end, and many think this end will be soon. There is a short journey of logic from standing on street corners with a sign reading 'the end of the world is nigh' to deciding that fate needs a push and enacting your prophesy. Perhaps you think the second coming of a certain religious figure will only occur when darkness rules the lands – so to bring the light you must first bring the darkness.

Revenge – History is littered with those motivated by the desire to get even. It can be a powerful motivation that poisons the mind with dark deeds. Revenge upon an uncaring society, or getting even with powerful authorities may twist the player so much so it aligns them with powers even more destructive.

Forbidden Knowledge – Whenever the dominant culture decides that certain areas of knowledge or research are taboo, there will be those drawn to seek this forbidden wisdom. That knowledge may end up as corrupting as it is addictive.

Madness – Some would seek to cast down the sacred for no other reason that the misaligned humours of their mind. A view of reality that comes from a warped mind could come to see good as evil and evil as good, therefore the only way to rid the world of evil – is to destroy it utterly.

Characters: Reflecting the Dark Mirror

"The belief in a supernatural source of evil is not necessary; men alone are quite capable of every wickedness."

Joseph Conrad

There are a number of routes by which the player can control a Dark Character: Perhaps the character is from an existing game or campaign where s/he has been driven mad – turning into that which they have spent so long fighting. Alternatively a new character could be created specifically for nefarious purposes. Dark Characters are generated as normal, with the following differences:

- **Occupations** – As well as the related existing occupations (see below), when creating a new character, there are two new occupations to choose from; businessperson and politician.
- **Skills** – A new Dark Character gets a bonus to their Cthulhu Mythos skill, plus destroying the world may need a few new skills, listed below.
- **Focus** – A Dark Character does not view Sanity in the same way as an Investigator. Focus is the negative equivalent for the Dark Mirror.
- **Wicked Reputation** – As the Dark Character performs dark deeds, so they attract the attention of those whose role is to protect society and humankind. This score reflects that attention.

Occupation

All the existing occupations are valid as most Dark Characters live undetected in normal society, and to do this they peruse normal jobs and careers alongside their malevolent pursuits. If a player wishes to create a Dark Character then they should consider the Tribal Member, Dilettante, Antiquarian or Zealot occupations as detailed in the main rulebook, as these most closely mirror the occupations of cultists in Cthulhu fiction. In addition there are two new occupations that the player can choose from; Businessperson or Politician.

New Occupations

Businessperson: Depending on the time-period your game is set in, this occupation may also be known as: trader, merchant, importer or executive. There are also more specialised sub-categories of Businessperson such as consultant, antiquities dealer or arms dealer. This occupation represents the banality of evil – the ability of money to overcome morality. A businessperson can travel and purchase all manner of unusual items without arousing suspicion, indeed will often get the assistance of officials keen to encourage inward investment or grease their own career path.

Skills; Accounting, Bargain, Credit Rating, Fast Talk, Other Language (player choice), Persuade, plus one other skill as a personal or era choice.



Politician: If you need cover whilst plotting to rule the world – there is nothing like having your own power base to ease the process (e.g. the character of Miranda Sharp in ‘The Stars are Right’). Alternative names from differing time periods in the same profession are; tribal elder, court advisor, association or group head, and high official or senior bureaucrat. Becoming a politician-cultist provides an excellent launch pad for duplicity and cover-ups. Hiding behind the veneer of respectability, using the ‘spin’ of the party apparatus and moving in circles that give access to privileged information and locations, are just a few of the advantages. Keepers should exercise caution here, as this character can be powerful. To equalise the power imbalance, the politician may not yet have been elected or may have to interrupt adventures for official duties, as well as being prone to nefarious scandals that may destroy her/his career.

Skills; Credit Rating, Fast Talk, Law, Persuade, plus three other skills as a personal or era choice.

Skill Enhancements

Stepping through the mirror does offer a slight advantage in terms of the skills the character has. The Dark Character starts with 1d6 worth of points on their Cthulhu Mythos and Occult skills, as it is assumed that they have some knowledge of the world beyond the veil.

New Skills

As to be expected, the Dark Character has at their disposal a few skills that might abhor the average person. These extra skills are added into the skills list as normal and must be selected as a personal choice when creating a character. Listed next to each skill (in brackets) is the base change for success.

Dark Skills

(Note: The figure in brackets shows initial value for new character)

Cult Connections (05) - This skill is similar to Credit Rating, in that it uses the reputation of the character to aid their progress. However, here the character uses their reputation and contacts in the cult world to aid them. This skill allows the character to access more underground items or services – such as safe houses, weapons, and willing helpers for dark deeds or protection from meddling officials. The Keeper may choose to modify the skill when a roll is attempted depending on what the cultist is asking for and how difficult it is to procure in the current game environment.

Dream (01) - This skill works in a similar manner to Spot Hidden, in that it offers revelations in the form of small clues, though here the power being tapped is not the logical conscious brain, but the sub-conscious dreaming mind. It can be used where the player has failed to Spot Hidden or as a replacement for a Spot Hidden roll. It can only be used if the player enters

Rapid Eye Movement (REM) sleep. The first REM sleep period usually occurs about 80 minutes after the character falls asleep. If the sleep has been induced by chemicals (such as sleeping pills or alcohol) then the Keeper may decide to impose a penalty on the skill as this impacts upon the accuracy of the information.

Obfuscate (10) - This skill means the player is trained at covering his/her identity trail. It is, in effect, a form of counter-surveillance skill. The Dark Character knows to use public call boxes for important calls, to falsify address details and to avoid being tailed or observed. This skill is used whenever the player discovers that the Keeper, or another player, is attempting to find out information about them (e.g. via Library Use or Spot Hidden rolls). The Dark Character tests this skill, and if successful, then applies a penalty of -1% to the roll of the person investigating, per 5% (rounded down) of Obfuscate skill the Dark Character possesses. For example a Dark Character with 32% Obfuscate learns that the police (controlled by the Keeper) are looking for old newspaper clippings about to her. A successful roll would modify the police's Library Use skill's chance of success by -6%. This successful result indicates that the trail of false details the Dark Character has used makes finding articles harder than normal.

Torture (05) - Torture is the art of forcefully extracting information from a victim who is unwilling to part with any information voluntarily. To use this skill the Dark Character needs to have the victim conscious and pliant (i.e. Restrained and so unable to fight back physically). This would normally mean the victim is tied up in some manner. In addition, the player may get a bonus on the skill if they can access torture implements (such as knives or electric current) of +5 to 25% (Keeper's choice). To apply the skill the Dark Character must first pass a torture roll. Each torture roll, regardless of success, costs the victim 1 HP of damage. If passed, the Dark Character may test her/his POW against the victims. Per successful resistance test, the Dark Character can extract one piece of information (it is the Keepers decision what constitutes this). However, for each failed roll, the Dark Character deducts 1 from their roll for the next POW test. The Dark Character may use this skill consecutively for as long as they wish until their POW test is reduced to zero, the victim dies or until all the required information has been extracted. In addition if the torture roll is double zero (00), the pain has killed the victim. The Keeper may also wish to introduce the possibility that a victim who has no knowledge will provide false information, tailoring what they say to what they believe the Dark Character wishes to hear, simply to end the pain they are in.

Sanity and Focus

In becoming a pariah against normal conventions of right and wrong and accepting the dominion of dark powers, the Dark Character has long since abandoned any concept of what a normal person would call 'Sanity'. For all intents and purposes, they are insane. However, they are still human – trying to



contain the knowledge of these titanic alien entities within a mind not designed for such thoughts creates a powerful internal conflict. This means the Dark Character is still subject to a form of Sanity, but it has mutated to become 'Focus'. Focus is the ability of the character to lock away the horror, inhumanity and crippling psychosis into a hidden corner of their mind, thus allowing them to continue with their nefarious deeds. Sometimes the barrier of willpower the Dark Character has erected to protect the conscious mind from these unwanted emotions breaks down – and Focus is lost.

As such, Focus functions exactly like Sanity – with points being lost for seeing terrible sights and reading unspeakable texts. The Dark Character may suffer bounds of madness and mania that are identical in symptom to a normal character's loss of Sanity and may require time and/or 'treatment' to recover. Once the Dark Character's Sanity becomes zero, their mind has cracked under the pressure, as normal. Dark Characters are also awarded Focus for completing missions and adventures, reflecting a strengthening of their resolve to see Babylon in flames. It is common for cults to run their own 'treatments' where defocused cultists can be re-indoctrinated back into the fold. This operates in the same manner as treatments for insane Investigators, but restores Focus and not Sanity.

Humanity and Focus

There is a devastating result possible to the Dark Character who faces a loss of Focus – the return of their Humanity. If the Dark Character fails a Focus roll on a double zero (00) then the motivation and barriers that had moved the Dark Character towards evil have completely dissolved and the character can now see the fullness of their actions for what they truly are. In essence the character has recovered their humanity. The character must take a second Focus test to determine if this is permanent – failing this test means it is. The character will (for as long as the Humanity lasts) seek to confess their crimes and bring any ongoing evil plans to the attention of the authorities. Other Dark Characters will need to stop the player from doing so. If the change is permanent, other Dark Characters may need to consider a more long-term solution, or risk facing a dangerous foe (see section on *Reformed Cultists*).

Wicked Reputation

Much of the activity that Dark Characters need to indulge in involves breaking the law, ritual sacrifices of sentient beings and stealing ancient relics. All of this tends to put one in conflict with the authorities. As such, the player will accumulate a 'Wicked Reputation'. Points are accumulated as a result of major criminal/cult acts. Keepers should remember that this is not simply awarded for Dark Characters who are arrested or charged – but also represents the gradual accumulation of intelligence in various state files and of a negative street reputation that points towards serious wrong-doing. In short, the higher the character's Wicked Reputation, the closer to being a 'usual suspect' the Dark Character becomes. This can result in unwelcome pressure, sometimes

resulting in arbitrary arrest and harassment for acts that have nothing to do with the player's actions!

This score is tested using the percentile roll upon the Keeper's request. Typically this would be when the player has contact with law enforcement agencies or government/bureaucratic departments. A failed test would mean the official concerned becomes suspicious of the Dark Character. As a result of the failed test, this official will no longer comply with the player's request and either begin to question the player or just pass on their concerns to the appropriate law enforcement agency. The Keeper may judge that the official, if capable, may even try to detain the player or any associates.

For example, Jayne Corbet, a cultist with a Wicked Reputation of 34 is attempting to obtain a copy of a birth certificate. The Keeper asks her to test her *Wicked Reputation*, for which she rolls a 21, and so fails the test. The official charged with providing the copy becomes suspicious and refuses to comply with the request. Jayne may try a *Persuade* roll which, if she fails, will arouse more suspicion and cause the official to phone the police after she has left his office.

Wicked Reputation Score

This score begins at 0. This is the innocent until proven guilty Dark Character! As it is accumulated, so the negative repute of the player character grows...

Score	Effect
1-25	The player has a minor reputation in localised (e.g. Town, city or borough) police circles for any odd petty crimes that occur. They may find it hard to get the co-operation of the police for other matters, but unless directly reported to the authorities, tend to be left alone.
26-50	The player has an unhealthy reputation for unusual and/or criminal matters. They are on a few city/state/county police watch lists and will find that if they ever fall foul of the law – even for a minor offence, the book is thrown at them.
51-75	The player is considered to be a career criminal (within several cities/states/counties) and is watched with suspicion wherever he or she goes. The police operate a policy of minor hassling of the player and known associates, especially when any odd or unusual events happen. Occasional media stories linking the player with crime or unusual happenings appear in local media. Gossip will permeate amongst places where the Dark Character frequents.



76-100	The player is a major known felon on a par with the Mafia. Their reputation is national and larger agencies such as the FBI have expansive files on them. The player will be subject to routine harassment by the authorities and must take steps to keep out of jail. Regular media stories appear linking the player with crime or odd happenings.
100+	The player is considered such a threat that action to combat their growing power is discussed in the highest circles of national security. The state will now be considering extreme action – inside or outside the law – to deal with the threat they pose.

Wicked Reputation Modifiers

The following modifiers are examples of activities that will increase a Wicked Reputation score:

Modifier	Effect
+1	Being observed or witnessed near the site of a minor crime, even if interviewed as a bystander or witness.
+3	Being observed or witnessed near the site of a major crime, even if interviewed as a bystander or witness.
+5	Being arrested for a minor offence.
+10	Having photographs and finger prints taken by the authorities.
+15 to 35	Failing a Lie Detector test (depending on the legal status and public knowledge of such a test).
+20	Having DNA samples taken by the authorities.
+10 to 20	Being convicted of a minor offence (such as theft, breaking and entering, fraud – this may also involve fines, probation and/or some jail time).
+20 to 40	Being arrested for a major offence (such as kidnapping, rape, murder, racketeering).
+20 to 60	Being convicted for a major offence (this will also involve prison time).

The following modifiers are examples of activities that will decrease a Wicked Reputation score:

Modifier	Effect
-1 to 10	Using an alias. This is simply taking on a new name or nickname but without all the legal trappings of a change in identity (see below).
-1 to 50	Doing the time! If a character pays the fines, does the time or community service, then the debt of some crimes is forgiven.

-10 to 90	Changing identity – the act of taking a false name and any alterations to appearance can throw off pursuers and defuse suspicion. The variation in the modifier depends on how thorough the change is – from simply using an alias or dying ones hair to forged documents or plastic surgery. Modern, drastic surgery procedures along with a name change could completely alter someone's identity, however, this drastic a change would only be available in 1990's/now games.
-15 to 35	Passing a Lie Detector test (depending on the legal status and public knowledge of such a test).
-15 to 55	Employing Criminal Lawyers - The player may use legal threats and actions against law enforcement officials who have acted zealously or failed to follow the correct protocol. The authorities are wary of taking on people who use such means until the case against them is more than watertight.
-20 to 60	Employing Public Relations (PR) – while the name 'PR' is a more recent phenomenon, the idea of using various marketing and image manipulation techniques is as old as humanity. From the commissioning of statues and images on coins in ancient times, to the birth of the modern PR industry with the US organisation Committee for Public Information formed to push the government line on WW1. This is an expensive option, but for those with a seriously negative public perception, employing this powerful method of changing opinion can overcome a harmful image.
-20 to 60	Employing Libel Lawyers – A character with deep enough pockets may threaten or indeed sue individuals and media outlets for any stories printed, regardless of the truth. Such actions make people and media organisations wary to write gossip, speculation or innuendo for fear of large libel bills.
-30 to 70	Obtaining a pardon - This is not easy to do, but some local laws as well as some country leaders have the power to grant pardon. The endorsement of such a powerful figure within the local/national arenas will vastly improve the reputation of a Dark Character.
-30 to 80	Moving – The easiest and often most effective method for a character to reduce a Wicked Reputation score. The amount it is reduced by depends on two factors – the distance the player is moving and the era the game is set in. Generally, the greater the distance, the greater the reduction. If the player has moved to a different country, this further lowers the score. The era impacts as the earlier the time the game is set, the more effective its impact on lowering the Wicked Reputation score. This reflects the changes in communication and media technology. In a Dark Ages game, news and information filter very slowly so changing location is effective. In a 1990s/Now game, technology such as email, the Internet and telephones mean that it is far harder to shake off a bad reputation.

Does Bad News Travel Fast?

Dark Characters will undoubtedly move around; from town to town and from country to country. They will need to consider how their reputation may either precede or follow them. It is important to consider the following issues that impact on communication:

- *Language* – If the new locations the Dark Characters have moved to does not share the same language (or even culture) as the location they may have earned their Wicked Reputation in, it is less likely that their past will follow them. This reflects both the translation barrier and the cultural gap.
- *Time Lag* – This reflects both the length of time that a message takes to be communicated, (see technology below) and the passage of time since they earned their Wicked Reputation.
- *News Values* – For news to travel it has to be of interest elsewhere. For example, simple local crimes may not carry much interest beyond the impacted area, however, crimes with macabre details will have a stronger news value and so are more likely to have a wider take up by other news outlets.
- *Technology* – Below is a timeline of the development of the major communication and media technologies:

1832 - Electrical telegraph (goes wireless in 1894)

1893 - Radio (Regular broadcasts not around until 1922)

1849 - Telephone (1926 is the first two-way conversation across the Atlantic)

1885 - Television (not widespread until 1940s)

1993 - Internet (World Wide Web)

Adversaries of the Dark Character: Stemming the Tide of Darkness

"All that is necessary for evil to succeed is that good men do nothing."

Edmund Burke

In normal Call of Cthulhu, investigators are predominantly facing a foe with greater power and organisation than the players – indeed, this bias of strength adds to the overall horror of the situation and makes the gameplay all the more challenging. This challenge needs to continue in through the Dark Mirror. To that end, the Keeper is advised to throw at the players a range of law-enforcement, extra-judicial and secret organisations to make life all the more difficult. After all, destroying the world should be a major challenge!

Law Enforcement Organisations

Law enforcement organisations are organisations created and maintained by sovereign states to ensure that the laws they created are obeyed and that the state itself remains the sole arbiter of authority. In the past, this enforcement role would have been carried out by the military or by local lords/tribal chiefs. The first paid, non-military police force was created in Glasgow, Scotland in 1800. Call of Cthulhu played in 1890s, 1920s, 1990s or modern day will all encounter such agencies.

Police

A police force tends to be based around a local geographical area such as a city or region. For example in the United Kingdom, the police forces are organised by counties. This will be the type of law enforcement most commonly encountered by the players. The effect of the policing in a Dark Mirror scenario is as varied as the types of police that exist; from the small town sheriff who takes a disliking of strangers, to the vagueness of a metropolitan police officer asking questions as part of an official 'stop-and-search' policy.

Special Crime Divisions - While a local police force will deal with the majority of incidents arising, some will require specialist input. This can be because the crime crosses the regional boundaries of police forces or because the fire-power or severity of the crime requires dedicated professionals. Examples of such specialised forces include the FBI, whose law enforcement remit allows it to cross US state lines, Special Weapons and Tactics (SWAT) teams who bring greater combat training and fire-power on demand and The Flying Squad, who were the London Metropolitan Police's specialised unit for dealing with organised crime and serious robberies. Such units are best deployed in scenarios where the Dark Characters have failed to operate in relative secrecy or when a player's Wicked Reputation is such that they warrant 'special' attention.



Antiquities Crime Divisions - Often a sub-group of a special crime division, the existence of specialist groups to combat art and antiquities theft gets a special mention due to the fact that most Dark Characters will encounter such law enforcement task forces as they regularly encounter rare and often stolen antiquities with hidden magical and/or cult connections. Such special divisions normally consist of a mixture of police detectives and art/antiquities experts. Examples of such organisations include the FBI Art Crime Team, The Heritage Emergency Task Force (Co-sponsored by the US Federal Emergency Management Agency), the European-wide police force Interpol's Stolen Art Section and the United Nations culture section; UNESCO also has a section devoted to this area. Within such division exists good scope for the Dark Characters to acquire nemeses – officers convinced they are part of a larger smuggling network and so determined to stop them. As such divisions also have a wide-ranging crossover with both the academic and political institutions of the day, there also exist good possibilities to introduce new scenarios into campaigns.

Police Character Stats

Police Officer, London Metropolitan Police circa 1890, 1920

STR 14 CON 13 SIZ 14 INT 12 POW 10
DEX 15 APP 13 EDU 12 SAN 60 HP 14

Damage Bonus +1D4

Weapons: Fist 70% damage 1D3+1D4

Grapple 70%, damage special

Truncheon 50% damage 1D6+1D4

Skills: First Aid 40%, Law 25%, Listen 60%, Psychology 55%, Spot Hidden 65% Local Knowledge 50%

Typical Patrolman, USA circa 1920

STR 15 CON 15 SIZ 15 INT 11 POW 13
DEX 10 APP 12 EDU 10 SAN 60 HP 15

Damage Bonus +1D4

Weapons: Fist 65% damage 1D3+1D4

Grapple 60%, damage special

Nightstick 50% damage 1D6+1D4

.45 Revolver 45% damage 1D10+2

Skills: First Aid 40%, Law 25%, Listen 60%, Psychology 55%, Spot Hidden 65% Local Knowledge 50%

Special Crime Division Character Stats

Detective, US circa 1920s

STR 15 CON 15 SIZ 15 INT 15 POW 11
DEX 15 APP 12 EDU 09 SAN 55 HP 15

Damage Bonus +1D4

Weapons: Fist 65% damage 1D3+1D4

Grapple 60%, damage special

.45 Revolver 55% damage 1D10+2

Skills: Bargain 45%, Credit Rating 35%, Drive Automobile 45%, Fast Talk 55% First Aid 40%, Interrogate Suspect 55%, Law 35%, Library Use 30%, Listen 60%, Persuade 40%, Psychology 55%, Spot Hidden 65% Local Knowledge 50%

Police Officer, SWAT Team 1990s/Cthulhu Now

STR 17 CON 15 SIZ 17 INT 12 POW 10
DEX 15 APP 13 EDU 12 SAN 50 HP 16

Damage Bonus +1D6

Weapons: Fist 70% damage 1D3+1D6

Grapple 70%, damage special

Nightstick 50% damage 1D6+1D6

Glock 19 9mm Automatic Handgun 60% damage 1D10 (3 shots per combat round)

M16A2 Assault Rifle 60% damage 2D6

Also equipped with heavy Kevlar vest and helmet – stops total of 13 HP damage

Skills: Climb 50%, Computer Use 15%, Drive Auto 60%, First Aid 40%, Law 25%, Hide 25%, Library/Internet 20%, Listen 60%, Martial Arts 40%, Spot Hidden 60%

Antiquity Crime Division Character Stats.

FBI Art Crime Team Detective 1990s/Cthulhu Now

STR 14 CON 13 SIZ 14 INT 14 POW 10
DEX 15 APP 13 EDU 16 SAN 50 HP 16

Damage Bonus +1D4

Weapons: Fist 70% damage 1D3+1D4

Grapple 70%, damage special

Glock 19 9mm Automatic Handgun 60% damage 1D10

Skills: Archaeology 20%, Art 20%, Bargain 50%, Computer Use 25%, Drive Auto 60%, Fast Talk 40%, First Aid 40%, Interrogate Suspect 55%, Law 60%, Library/Internet 50%, Listen 60%, Spot Hidden 60%

National Security Apparatus

In addition to the police, most countries also have a military enforcement arm as well as law enforcement. This consists of a number of branches and organisations – such as the army, navy, air force, intelligence and command. The military are no strangers to involvement in the Cthulhu Mythos - for example in Shadow over Innsmouth there are references to naval and military prisons being used to hold captives of raids on the degenerate towns. This reference implies two things – that the military were involved in the suppression of the cult activity uncovered there, and that it must have been deemed serious enough to bypass normal civilian law and the constitutional rights of those captured.

The Military: Many countries armed forces exist in compartments such as the army, navy and air force. From the perspective of those outside, such distinctions are of less importance than the fact that they represent the ultimate physical expression of state power. When the army get involved in any adventure, they bring with them serious resources and fire-power. They have a command structure outside civilian law and tend to act first and ask questions later. The player will find Fast Talk and Persuade less effective (+2D12 to any roll) when they attempt to use this skill as civilians if they encounter anyone from the armed forces. Within the Dark Mirror, the army are best used as the crisis enforcement arm of the law – often the last ditch attempt by the state to control a situation it fears beyond all other considerations.

Intelligence Services: These are the arms of the military (or organisations connected to the security state) that are responsible for covert action and information gathering. These are the most likely of any government body to have occult/Mythos dealings. The actions such organisations undertake varies from intercepting letters, phone calls and emails, to covert assassinations and kidnapping. In the 1890s and 1920s era, such agencies were less formal structures. The US had an ad-hoc grouping of agencies such as Military Intelligence Division, War Department General Staff and MI-8 (a Cryptography department). In Britain wide-ranging and serious intelligence activity began during World War I, as MI5 and M16 emerged from their parent organisation, the Secret Service Bureau (founded in 1909). Call of Cthulhu in 1990s/Cthulhu Now has an abundance of examples to draw gameplay from including the CIA (founded in 1947) who are responsible for gathering intelligence outside the USA, MI5 is the British secret service concerned with internal security, whilst MI6 does external intelligence – and so on as each country has its own intelligence services. Many intelligence organisations are powerful and brutal institutions that people fear to cross. The player will find Fast Talk and Persuade less effective (+3D12 to any roll) when they attempt to use this skill as non-intelligence civilians. As the world of intelligence and counter-intelligence is a labyrinthine and secretive world, there will exist many ‘groups within groups’ who can, and do operate with little to no monitoring on insidious projects. Examples include MKULTRA, the CIA’s covert mind control operation and reputed experiments into ‘Remote Viewing’, an alleged form of psychic powers. Such agencies represent a goldmine of opportunities for scenarios and role-playing within the Dark Mirror: The frequent visits of the players to obscure foreign locations could arouse suspicion in higher circles. They could be monitoring the activities of the Dark Character’s cult, viewing their group as a growing threat to national security. Even if the intelligence agencies are unaware of the true nature of any such cult they could be mistaken for an ideology that is of real interest such as communists. As such, agencies operate outside the normal moral and legal frameworks of their host states, they could just as conceivably be working with a cult to gain hidden knowledge, as attempting to exterminate them.



Military Character Stats

Free Warrior, circa 1250AD

STR 15 CON 15 SIZ 15 INT 11 POW 13

DEX 10 APP 12 EDU 10 SAN 60 HP 15

Damage Bonus +1D4

Weapons: Fist 70% damage 1D3+1D4

Grapple 45%, damage special

Longsword 40% 1D8+1D4

Short Spear 25% (as hand weapon) 1D6+1D4

Short Spear 40% (as thrown weapon) 1D6+1D4

Leather and Rings armour (4 points)

Skills: Grapple 45%, Natural World 25%, Climb 25%, Ride 40%, Track 30%, Longsword 40% Short Spear 25% (hand weapon) 40% (thrown), Listen 45%, Spot Hidden 25%

Infantry Solider, US circa 1920

STR 16 CON 17 SIZ 15 INT 12 POW 10

DEX 13 APP 12 EDU 12 SAN 60 HP 16

Damage Bonus +1D4

Weapons: Fist 70% damage 1D3+1D4

Grapple 70%, damage special

.303 Rifle 80% 2D6+4

Skills: Climb 75%, Conceal 50%, Dodge 26%, First Aid 50%, Handgun 20%, Hide 60%, Jump 50%, Machine Gun 45%, Navigate 40%, Listen 50%, Rifle 80%, Spot Hidden 25%, SMG 15%, Shotgun 30%, Sneak 70%, Swim 25%, Throw 40%

SAS Special Forces Solider, Britain circa 1990s/Cthulhu Now

STR 17 CON 15 SIZ 17 INT 12 POW 13

DEX 16 APP 13 EDU 15 SAN 70 HP 16

Damage Bonus +1D6

Weapons: Fist 80% damage 1D3+1D6

Grapple 80%, damage special

Glock 19 9mm Automatic Handgun 75% damage 1D10 (3 shots per combat round)

Heckler & Koch MP5 80% damage 1D10 burst capability

Also equipped with gas mask and heavy Kevlar full body armour and helmet – stops total of 15 HP damage

Skills: Climb 80%, Conceal 60%, Dodge 32%, Computer Use 15%, Drive Auto 65%, First Aid 60%, Handgun 75%, Hide 70%, Jump 60%, Machine Gun 70%, Navigate 80%, Listen 60%, Martial Arts 70%, Rifle 90%, Spot Hidden 65%, SMG 80%, Shotgun 30%, Sneak 70%

Intelligence Service Character Stats

MI6 Officer, Britain circa 1920

STR 15 CON 15 SIZ 15 INT 15 POW 12



DEX 15 APP 12 EDU 09 SAN 55 HP 15

Damage Bonus +1D4

Weapons: Fist 60% damage 1D3+1D4

Grapple 60%, damage special

.45 Revolver 50% damage 1D10+2

Skills: Bargain 45%, Climb 40%, Conceal 50%, Credit Rating 45%, Drive Automobile 45%, Fast Talk 65% First Aid 40%, Interrogate Suspect 65%, Law 25%, Library Use 40%, Listen 60%, Persuade 40%, Psychology 60%, Spot Hidden 60%, Write/Break Codes 50%

CIA Case Officer, US circa 1990s/Cthulhu Now

STR 16 CON 14 SIZ 13 INT 16 POW 13

DEX 16 APP 11 EDU 14 SAN 50 HP 14

Damage Bonus +1D4

Weapons: Fist 65% damage 1D3+1D6

Grapple 65%, damage special

.38 Automatic Handgun 60% damage 1D10 (2 shots per combat round)

Heckler & Koch MP5 80% damage 1D10 burst capability

Skills: Accounting 25%, Bargain 50%, Climb 60%, Conceal 50%, Credit Rating 50%, Dodge 32%, Computer Use 50%, Drive Auto 60%, Fast Talk 60%, First Aid 50%, Handgun 60%, Hide 40%, Jump 50%, Law 30%, Listen 60%, Martial Arts 20%, Spot Hidden 65%, SMG 25%, Shotgun 25%, Sneak 50%

Non-Governmental Enforcement

There are a number of non-governmental organisations that can be brought into the realm of the Dark Mirror with considerable power and influence, but whose mandate does not extend from the state. These are groups whose commitment to their ideology means they are often prepared to use force and/or break national laws in the pursuit of their aims. They will often consider themselves justified to operate outside any social, moral and legal frameworks that normal people adhere to. Their group motivation will also mean they are often not tied to any one national boundary or wedded to a single governmental allegiance.

Religious Terrorist Groups: While most similar groups are linked to national liberation movements, most of the world's major religions have spawned ultra-militant groups whose perceived moral outrage compels them to attack those they see as threatening or desecrating their faith. Cells of such groups who uncover a Cthulhu cult may consider it to be a form of blasphemy and idolatry of an intolerable kind and so lay plans to attack. Many such groups also attract people with a propensity for extreme violence and with few moral qualms. It could be possible that the group's twisted logic also sees parallels with the apocalyptic vision of a Cthulhu cult and they offer a degree of support. The Keeper should play such groups with caution in any adventure. Modern day examples include Al-Qaeda, The Order and the Lord's Resistance Army.



Occult Groups: As the power of the organised religions grew, there arose a renewed interest in the 'forgotten' arts and philosophy of various occult and cultural traditions. From reviving the druids to re-interpreting ancient Egyptian texts, a number of occult groups began springing up in Europe and the US from around the beginning of the nineteenth century onwards; such as the original Hermetic Order of the Golden Dawn (founded in London in 1888) which mutated into the Stella Matutina (Morning Star) and the Alpha et Omega around 1903. Other examples include the Thule Society, a racist, nationalist and occult-influenced group who seeded many of the Nazi Party's ideas. Another is the Ordo Templi Orientis, a group famously associated with Aleister Crowley, that considered itself to be the Keeper of a secret magical tradition thousands of years old. While many such groups lack any real power (temporal or spiritual) their self-perception may differ! Such groups may covet the power of a cult, could wish to chase-off the upstart Dark Characters from what they consider their 'realm' or simply drive up the prices of rare magical tomes at auction. There are a plethora of occult groups that may find themselves in competition for forbidden texts and sacred relics. Even if the group is unaware of the Mythos, there is still scope for inter-sect conflict.

Religious Orders: Organised religion has long seen its role as providing some form of protection from chaos, be it defending the moral high-ground or enforcing their interpretation of correct living on the masses. Many of the world's major religions have thus spawned movements that seek out and confront those they believe oppose their divine protective mission. In the past, such orders have been very militant to the point of being a small army – Knights Templars or Knights Hospitaliers being famous examples. Other examples of the 'warrior-monk' tradition, that mix religion and martial prowess include the Shaolin Monks and the Gosha Odosama (Samurai who are also devout Buddhist priests). Perhaps the most famous militant religious organisation that opposed cult-type activity (or murdered innocent people to steal their wealth, depending on your point of view!) is the infamous Inquisition. To use the full Latin title, the Inquisitio Haereticae Pravitatis Sanctum Officium was formed around 1230 AD to pursue heretics and blasphemers. Worship of the Great Cthulhu would be certainly considered both heretical and blasphemous. The last offshoot of the Inquisition (the Spanish Inquisition) executed its very last victim in 1826. A related body exists today – the Sacred Congregation of the Holy Office (from 1908) renamed to the Congregation for the Doctrine of the Faith in 1983. For 1890s and 1920s Call of Cthulhu it could be suggested that die-hards from the order, or their charges still fight their holy mission. A Keeper might also wish to create a shadowy offshoot of the Congregation for the Doctrine of the Faith that pursues heretics and blasphemers still. The existence of such a religious order can act as a counter-balance to the growth of a cult. These can be powerful enemies; backed by a wealthy and powerful trans-national organisation and acting with an extra-judicial ruthlessness in the pursuit of its holy aims. (**Note:** While they have been placed in this category, some religious groups/institutions were/are part of the government infrastructure, especially in theocratic societies. For the purposes of this game they have been

included in this category, though Keepers should feel free to ally or link such groups to the state.)

Investigators: Ironically it is the least grand enemy of the Dark Character that is often the most effective - the Investigator. There are a handful of selfless individuals across the globe from various cultures, ethnicities and walks of life that have an understanding of the true danger facing this world. It is the dedication of these people, through fair means and foul, that more often than not thwarts the best efforts of those who wish to see the world rendered asunder. What makes the suppression of these people hard is that there is no central command to subvert or destroy, their motivation is often beyond that of wealth or power and they are prepared to suspend the national laws of any land in pursuit of their higher purpose. It is recommended that the Dark Character wipe out such obstacles whenever they are encountered – that the players will terminate them with extreme prejudice. The Keeper may wish to create a more professional band of Investigators – perhaps where one of the members has money and understands the full implications of the release of a minion of the dark powers onto the earth. This band would have access to far greater resources than the normal Investigator and so be a foe of greater significance for the Dark Character. Perhaps over the course of a campaign, the band of Investigators opposing the players morphs into a fully-fledged non-governmental organisation that pulls contacts and representatives of law enforcement into its fight.

Reformed Cultists: More dangerous than the Investigator are those who have passed through the Dark Mirror and re-emerged into the light. Seeking salvation, such individuals pursue their former cult-peers with an almost supernatural zeal, whilst turning the knowledge of the cults' psychology, organisation and magic against it. Such people are rare – most cults will kill anyone who attempts to leave the fold – but the few who do make it out may prove to be a serious thorn in the side of the Dark Character's attempts to bring down Babylon. Many become 'consultants' to the authorities in occult-related crimes, often taking an academic path using their extensive knowledge to publish papers and books on the subject, as well as training specialist law enforcement representatives in how to spot cult activity. Other reformed cultists may join bands of Investigators, seeking any means possible to hit back at the evil that has almost destroyed their lives.

Non-Governmental Enforcement Character Stats

Inquisitor, circa 1250AD

STR 15 CON 15 SIZ 15 INT 11 POW 13
DEX 10 APP 12 EDU 13 SAN 60 HP 15

Damage Bonus +1D4

Weapons: Fist 70% damage 1D3+1D4

Grapple 40%, damage special

Mace 60% 1D6+1D4

Leather and Rings armour (4 points)

Skills: Grapple 40%, Natural World 25%, Climb 25%, Ride 40%, Track 30%, Mace 60% Occult 20%, Listen 45%, Religious Law 65%, Spot Hidden 25%, Torture 50%

Thule Society Acolyte, Germany circa 1920s

STR 11 CON 10 SIZ 12 INT 11 POW 12

DEX 13 APP 14 EDU 14 SAN 45 HP 11

Damage Bonus - none

Weapons: Fist 25% damage 1D3

Grapple 25%, damage special

Skills: Archaeology 20%, Art 20%, Bargain 50%, Credit Use 45%, Library Use 25%, Occult 55%, Oratory (Only Thule Society Propaganda) 40%, Law 15%, Listen 55%, Spot Hidden 60%

'The Order' White Supremacist, US circa 1990s/Cthulhu Now

STR 15 CON 15 SIZ 12 INT 10 POW 10

DEX 14 APP 12 EDU 13 SAN 55 HP 14

Damage Bonus +1D4

Weapons: Fist 55% damage 1D3+1D6

Grapple 55%, damage special

.45 Revolver 75% damage 1D10+2

Kevlar vest (8 points)

Skills: Dodge 35%, Drive Auto 60%, Create Explosives 30%, First Aid 30%, Handgun 75%, Hide 30%, Jump 40%, Listen 40%, Spot Hidden 50%, Plant Bomb 55%



Rituals, Rites and Ceremonies: All Hail the Dark Ones

"Religion is an insult to human dignity. With or without it, you'd have good people doing good things and evil people doing bad things, but for good people to do bad things, it takes religion."

Steven Weinberg

The Dark Character has allied him or herself to ancient and ruinous powers – and as such they often demand supplication. The exact nature of the relationship between the Dark Characters and the Mythos races or deities is a complex and intertwined one. The granting of powers and spells by a cult or inhuman entities is a far from being a simple gift. The boon of the darkness comes at a price – the dedication of one's life (not to mention soul!) to the furthering of a cause. The players are required to observe the rituals, rites and ceremonies of their chosen sinister powers as best they can. Chief amongst the obligations of the path they have chosen is veneration and supplication.

This supplication differs from a normal Call of Cthulhu spell as it is intended to create a direct magical effect, such as the summoning of a certain type of creature, but is instead directed at the general appeasement of one or more deities. Whilst not directly aimed at summoning, some rituals may result in contact with a dark god or spirit, though this contact would not be on the players' terms. It is more likely that the contact would take the form of prophetic voices and/or visions granted to those taking part in the ritual as the being smiles on it's mortal subjects. (**Note:** Some spells are indeed akin to rituals and rites. This section is intended to keep the worship of a Mythos being as a separate act from magic. A rite/ritual/ceremony is an act of worship intended to display devotion – an effect may result from such an act - but any such consequences or effects are not the intended aim of the act and are totally at the Keeper's discretion. By contrast, a spell is a conjuration of magical energy with a direct rule-governed result.)



Rituals themselves should be fairly complex observances that take effort and resources on the part of the player. Being an acolyte of the gathering darkness

is no easy task. The Keeper may wish to draw up a calendar of 'holy' days that the players must observe to keep favour. Each Mythos deity will have their own schedule (or lack thereof) of rites and worship. It is important that in designing any religious timetable and events the Keeper does not simply mirror human religious practices. Whilst these can offer ideas, it is important that they keep an alien flavour to them – remember these are rites handed down from generation to generation since pre-history and are rooted in other planets or dimensions!

So, rather than the religious days falling within a recognised Gregorian 365-day cycle, they could fall into an unfamiliar pattern. For example, The Aztec calendar had tonalpohualli and xiuhpohualli. While xiuhpohualli or the 'counting of the years' was on a 365-day solar cycle, tonalpohualli, or the 'counting of days' was a cycle that originated from the observation that the sun crossed a set point close to the Mayan city of Copan. This happened every 260 days. A calendar of worship for the Old Ones based on this system would have the following dates, assuming the rites followed this path and began on the 1st January:

Gregorian Calendar
1 st January 1920
17 th September 1920

Another example of non-Gregorian date-cycles includes the orbit of the outer Ghroth, a planet-sized entity of ash and molten iron that appears as a rust-red cracked surface sphere. This entity is in an orbit around the sun with a radius of 14 trillion miles. This means that it completes an orbit every 26 to 30 million years, so will periodically pass near the earth with often devastating consequences (as was documented in the adventure 'Music of the Spheres!') and so may have hidden rituals associated with its various phases of passing.

You may find inspiration for your non-elucidian cult calendar from the methods different cultures have used to map the passage of time; The Hindu Calendar, which has two forms - a solar calendar (using the position of the earth en route around the sun for dates, called saura māna) and a lunisolar (which uses both moon phases and the solar year, called chāndra māna). In the saura māna the ecliptic route of the sun is divided into twelve parts called rāshi-s. The day on which the sun passes into each rāshi, but before sunset, is the first day of the Hindu solar month. In the chāndra māna, the end of the lunar month will coincide with the new moon; the first day of the lunar month begins following the new moon before sunrise. The variations in numbers of day per month and extra days in some cycles have special meanings for some religious festivals. Such a system, or a variation of it, could be used to generate a new Other Gods cycle of observances. Other calendars that have interesting patterns include another lunisolar calendar, the Tibetan calendar. In this system, each year is associated with an element (Fire, Earth, Iron, Water and Wood) and an animal (Hare, Dragon, Snake, Horse, Sheep, Ape, Bird, Dog, Pig, Mouse and Bull Tiger). Interesting variations on this could be made where the elements or animals are substituted beings from the Cthulhu Mythos.



The Wrath of the Disregarded

The Dark Characters have embarked upon a complex religious/magical relationship with one or more titanic alien/supernatural entities. This relationship, like any other in life, needs to be attended to. As such entities are far from benign, the most the Dark Character can expect from correct observance of the rites is a vision or similar dark blessing. However, ignoring important acts of worship can arouse the wrath of either an associated cult or the gods themselves. This effect can be either limited to an individual or may spread to a whole lodge, branch or totality of a cult. If such a negative effect, as outlined below, has infected a cult, then drastic action may be needed to reverse it. This can vary from simply re-adhering to the rites, to offering up a particularly satisfying sacrifice or even the murder or ritual slaughter of the senior cult figurehead deemed most responsible for the lapse.

The following is a suggested list of possible negative outcomes from the failure of adhering to the correct worship and rites. (**Note:** In the following descriptions the term god/s is used to refer to the pantheon of creatures and gods of the Cthulhu Mythos in general. The Keeper should ensure that any wrath incurred is proportional to both the entity the player is engaging with and the nature of the insult the player has dealt.) These outcomes listed are in order of severity, from least to most:

Loss of Favour: The god/s turn their favour from the player/cult and so they will find that casting spells related to the god/s costs 1D6 more magic points than normal. For example, if the player had neglected the rites to Shub-Niggurath, then an attempt to use the spells; Summon Dark Young of Shub-Niggurath, Bind Dark Young of Shub-Niggurath, Call Shub-Niggurath would cost 1D6 more of magic point each to cast. The player must re-roll each time a spell is cast until such time that the Keeper has determined the favour of the god/s in question has been restored. (**Note:** While normal player characters cast and use spells without showing the adherence, the loss of favour represents those who have made the god/s aware of their devotion, then reneged on it!)

Loss of Luck: The hidden forces of chance that ebb and flow around the universe have been de-harmonised for the player/cult by the snubbed god/s in question. As such, either the Keeper can force the player to re-roll any crucial dice-rolls or, for each roll the player has to make, they must first roll a 1D10. A result of 1 means the subsequent roll – whatever it was – is considered to have been failed. This applies even if the the roll that was about to be made was a foregone conclusion, such as a 90% attack with a +15% bonus or the like.

Loss of Life: A slighted god/s may go one stage further – and may seek to convey to his wayward servant, either personally or via a servitor,??? and attempt to inflict damage and/or death in response. The Keeper may choose



how this will manifest – the god/s may be satisfied with a digit or limb but may be so aggrieved that only the heart of the wayward servant will suffice. In some respects this can be seen as a contract of damnation akin to the story of Goethe's 'Faust' (or modern day equivalents such as the 1987 Alan Parker film, 'Angel Heart') but the motives and desires of the creatures and gods of the Cthulhu Mythos will be far more alien and chaotic than the 'lawful-evil' psyche envisioned by Goethe and other such writers.

A Sample Rite, Calling Cthulhu

This is a sample ritual based on the one described in 'Call of Cthulhu' as discovered by Inspector Legrasse. This gives a good idea of what is entailed in a ritual. Some of it is based on the inspector's account while other aspects are believed to come from a forbidden text held by the Miskatonic University and British Library, London. Recent anthropological research has concluded that a number of variations of this rite exist.

The first point of note is the date used for the rite; 1st November. This is also the traditional date that marks the beginning of Samhain, the pagan winter. It is notable that this rite is held on the day following Halloween, a traditional date when some consider the veil between worlds to become thinner than at any other time. Others speculate that the hellish rite takes place over two days, beginning on Halloween and climaxing on the first day of Samhain.

The ritual requires a number of components:

- **A statue of Cthulhu** – the bigger the better!
- **Drums and drummers** – to provide the musical accompaniment to the ritual.
- **A fire** – for the congregation to dance around.
- **Ritual sacrifices** – these can be animals, but only as a temporary measure while something more suitable is obtained – something human. Ideally there should be three or four human sacrifices – willing or not. If the ritual is completed time after time with no human offerings then the cult may begin to incur the wrath of Cthulhu or its minions.
- **A wizard-priest** – a member of the cult senior enough to lead the rite. This should be an individual with a Cthulhu Mythos rating of 25 or more. If the ritual is attempted with a less senior figure, then this might be seen as a slight by Cthulhu or its minions.
- **Ten Scaffolds** – to hang the sacrifices upon.

To prepare the ritual the cult must place the ten scaffolds at regular intervals with the fire and the statue at the centre. This takes around 5 hours to prepare. The drummers must then begin to play and the rest of the cult dance and writhe to the music. This stage lasts for around 10 to 15 hours until an altered state of consciousness has been evoked in the participants. The wizard-priest must judge if this has been achieved. Next the sacrifices must be brought before the



statue of Cthulhu and ritually slaughtered. Some variations of this rite have the sacrifices being debased in the most inhuman manner prior to death, while others simply have them being slaughtered as if they were cattle. The dead bodies are then hung around the scaffolds, where possible, head downward. While the slaughter is happening, the assembled masses and the wizard-priest chant, "Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn." This next stage takes between 1 and 10 hours depending on the methods and processes of sacrifice used.

Dark Adventures: Dark Deeds in the Dead of Night

"We are each our own devil, and we make this world our hell"

Oscar Wilde

Introduction

The main difficulty with creating a dark adventure is that the ideal result for the Dark Character is the end of the world, and so quite possibly the end of the game. Depending on the power the players have accumulated, the reclaiming of the mortal realm by the Great Old Ones ??by result in the blissful death of the Dark Characters. Role-playing a world claimed by Cthulhu would be no mean feat. Such a world has been envisioned by some, such as 'End Time' by Michael C. LaBossiere. This supplement is more concerned with the journey to that point – rather than life (or lack of it!) afterwards. It is recommended that before the Dark Characters can raise the star-spawned evil from its slumber, they must confront and overcome a myriad of obstacles, challenges and adversities. There are two main differences between adventuring in the world of the Dark Mirror and normal Call of Cthulhu:

The first is that the player can be active rather than reactive: The players in normal Call of Cthulhu are almost always responding to the appearance of strange events. In the Dark Mirror the players may well be the ones creating the unusual occurrences. The Keeper will need to be pro-active in dealing with the requests of the players – the players could well find themselves initiating searches for ancient tomes, artefacts and people that fit with their plans rather than following up requests for help from old friends. If the players are finding it hard to be proactive in their endeavours, or the Keeper wishes to guide things more, then having them align themselves with a cult is a possible solution. The cult hierarchy can then issue orders to the player, thus acting as the catalyst for action (more details on this later).

The second is that this version has an end point: In normal Call of Cthulhu the investigators face a never-ending task and must be ever vigilant. In contrast, the Dark Character needs only succeed in raising Great Cthulhu from his slumber once, to end the current iteration of the game. As such it is important that the Keeper is vigilant to the successes of the players and keeps a watch on the continuity – from adventure to adventure – to ensure the play remains fun and challenging.

Building Dark Adventures

These are the smaller slices of play that make up either a campaign or a session of play. These are best suited to smaller events and player requests. Sample ideas of adventures that may fit are:

Get Money: Money is a powerful tool for the Dark Character. Access to ready cash is important for a whole host of nefarious activities, from bribes to ensure the right papers are signed, to securing sole access to that deserted industrial site you plan to use for some hellish ritual. If the Dark Characters don't have access to much money then they will have to be enterprising about getting some. As the players are planning for the end of the world, they should not be squeamish about getting involved in any number of criminal enterprises to secure a good supply of loot. Adventures can begin as opportunities; a chance to get in on an insurance scam or smuggling racket. Adversity can force the players hand; needing a bail-bond for an important cult figure or securing a powerful lawyer for a murder trial.

Obtain Item: The players require a book, artefact or similar item with Mythos or occult connections. The adventure charts their attempts to recover it – and evade any arising consequences. The item may be held in a secure location such as a bank or museum (see sample adventure, below), may be in the private collection of a wealthy individual or could be lost to antiquity. Such adventures have several stages to them: First the players must find the location (or probable location – Dark Keepers may wish to use false leads and fake artefacts to spin additional webs of intrigue!). Second they must plan a means of acquiring the item. If the item can legally be purchased, then money may be the key – and this may require the raising of the appropriate funds by fair means or foul. Next, there could also be additional tasks of securing the correct permits (especially for an imported object). More often, the item may not have been obtained legally, and so the players must seek other means. This in itself can be an adventure; the cat-burglar or mob boss who is willing to help first needs the player's help with something related to their own agenda and so forth. In this case, once the players have the means to obtain the object, the robbery must be executed. This should not be an easy task and there is plenty of scope for the imaginative Keeper to keep the players on their toes; a member of the gang is an informant, the item is unexpectedly moved so putting the mission under major time pressure, important items needed for the mission such as safe-cracking equipment are intercepted by the authorities and so on. Finally the players need to get away with it. If they have not been careful then there will be clues left behind; finger prints, DNA, witnesses and so on. If the players have not stated that they will be wearing gloves – assume a fingerprint is left. If they have been arrested before – will samples of DNA be on file? Such adventures require an attention to detail, and the Keeper should exploit slip-ups in the execution. Once the authorities have suspects they will then begin hunting for them. Here a Wicked Reputation test would be required to see if the players are suspected – modified by the amount of clues the authorities have gathered. The players could be allowed to think that the heist was a success until several player sessions later when the FBI raid their houses!

A Brief History of Forensic Science

Often, the Dark Characters find themselves committing acts prohibited by law.



Whether or not the authorities uncover the players' actions depends on the amount of evidence they leave behind. Most forms of evidence used are the non-scientific methods – witnessed, motives and so on. However, there are forms of analysis that use more scientific methods to gather evidence such as forensic science. The Keeper should note that even if a forensic test is available, the degree to which such methods are applied often relates to the severity of the crime (and/or political considerations). In all forensic methods, the Keeper may wish to allow the use of magic and/or other methods to allow Dark Characters to attempt to beat the system – it should be down to their inventiveness, research and imagination.

Lie Detectors/Polygraphs: An early version of the polygraph was invented in 1902 but it was not until 1924 that its modern successor was used in police interrogation and investigations. The theory behind the system is that when a person lies, the stress produced causes involuntary physiological reactions such as changes to blood pressure, breathing rate, pulse and sweating. Sensors attached to the device monitor the subject's reactions seeking anomalies. The use of such devices is still controversial and they are considered far from 100% accurate. If the player passes such a test – even if lying – it can lower their Wicked Reputation score. To pass the test the player must pass a resistance test of their POW vs the machine and operators combined score:

Era Base Score:

- 1902 Lie Detector - POW 10
- 1924 Polygraph - POW 12
- 1990s/Cthulhu Now Polygraph - POW 14

Modifiers:

+1D10 for operator (variable represents the operator's skill with the device)
 -2D6 if the player is telling the truth
 +2D6 if the player is lying!

Fingerprints: While the original work to develop the theory was conducted in around 1880, a formal method, known as the Galton-Henry System was introduced to policing in 1901 at Scotland Yard (Britain's principal law enforcement body). Fingerprints are left on any surface touched by the naked hand. The smoother the surface, the better the print that can be lifted from it. Washing with soap and water or rubbing vigorously with a cloth can remove them. Fingerprints are uncovered by 'dusting', which involves coating the surface with a fine dust that adheres to the print rendering it visible. For the players, this means there is a chance that prints may be left behind to identify them. Any crime that character commits leaves a possibility of becoming a suspect if the police discover prints related to the crime. To test for this the player must test his/her Wicked Reputation score with the following modifiers:

Era Modifier:

- 1900s: -25 (reflects how scarce and imprecise fingerprinting is)

- 1920s: Normal
- 1990s/Cthulhu Now: +25 (reflects enhancement to fingerprinting over last 90 years)

Modifiers:

+1D10 if the player has to rush from the scene of the crime (variable represents increased chance of mishap)

-3D6 if the player is wearing gloves ??

-1D6 per full hour the player has to clean up the scene of the crime

Forensic Serology: This is the biological study of blood in relation to crime. There are a number of important dates that would determine what evidence the authorities can gather from any blood left at the scene of a crime. In 1901 the Precipitin Test was developed that allowed the determination of whether or not a sample of blood was human or animal. It was not until 1930 that blood groups - the identification of which is mainly used to rule suspects out of an ongoing investigation - was discovered. From 1986 onwards DNA testing became available, thus allowing for a far more accurate picture of the owner of a sample of blood. This means that, depending on the era, blood can be used as a clue in solving crimes. If there is any blood left at the scene of a crime it adds the modifiers below to any Wicked Reputation tests related to the crime. This reflects the chances of the blood yielding a clue that may point to the player's involvement.

Era Modifier:

- 1900s: No change.
- 1920s: +1d6
- 1990s/Cthulhu Now: +4d6

Additional Modifiers:

+1D10 if any blood spilt belongs to one of the players (applies only to that player's test)

-1D4 per full hour the player has to clean up the scene of the crime

Forensic Ballistics: This is the science of matching bullets to guns - the first legal use of which can be traced back to 1835 when a defect in the barrel of a weapon lead to the unique markings on the bullets it fired being matched back to the gun. The first deliberate test firing of a weapon to link it to the bullets fired was in 1902. In 1925, Calvin Goddard, a physician and ex-army officer wrote an article entitled 'Forensic Ballistics', which discussed using microscopes to match bullets and weapons; and so the modern science of Forensics was born. This means that if a gun has been used at the scene of a crime it adds the modifiers below to any Wicked Reputation tests related to the crime. These reflect the chances of the gun yielding a clue that may point to the player's involvement.

Era Modifier:

- 1900s: No change

- 1920s: +1d4
- 1990s/Cthulhu Now: +4d6

Additional Modifiers:

+1D10 if any gun used is registered to a player (applies only to that player's test)

+1D6 if any gun used has been used for a crime before (applies only to that player's test, reflects the authorities being able to link multiple crimes due to the use of the same weapon)

-2D6 if the gun is stolen (reflects the difficulty in tracing it)

-2D6 if the gun used has never been used or is older than 25 years (reflects lack of previous recorded information on the weapon in question)

Break Out: On most occasions the Dark Characters need to get in somewhere secure to obtain an item of value. Sometimes however, they may find themselves inside the secure location trying to get out. They may also find they need to break a fellow cultist, or other person important to their nefarious schemes, out of jail. These scenarios offer an interesting reversal of the Obtain Object adventure.

Remove Competing Cult: There are a number of ways the world might end (a recent newspaper article rated global warming, viral pandemic and super-volcanoes as being the most likely culprits!). This presents a problem to the motivated cultist if the world is to be brought into the sphere of Cthulhu; it should be their cult that achieves the glorious task. To this end, cults will often find themselves competing, as often as co-operating. This offers plenty of scope for inter-cult intrigue and warfare, as competing sides, who perhaps worship different deities, fight for supremacy and the right to end it all.

Disruption and Assassination: Plans are progressing well but there is a fly in the ointment. Perhaps it is a witness to a ritual murder or scientist on the verge of a breakthrough that threatens carefully laid plans? Maybe a well-respected archaeologist raising funds to excavate an ancient temple the Dark Characters have planned to use for their own purposes? The players need to act to prevent their plans being unravelled by the blundering folly of others. The player may at first plan to disrupt or intimidate the individuals in question into compliance – but if that fails, will the players take the ultimate step? Keepers can make this even more interesting by making the person in question powerful and/or influential in their own right. Maybe the witness to the ritual is a senior police officer or perhaps the scientist in question is about to be awarded the Nobel Prize for physics?

Conduct Ritual: The correct observances to Yog-Sothoth must be performed! As has been discussed before in this Monograph, it is important that the dark players perform the correct rites to ensure the favour of the evil powers. Adventures can be constructed around obtaining gifts, items and sacrifices for

rituals. The players also need to ensure they have suitable locations for their abominable rites and that the aftermath is correctly covered up.

Infiltrate: As part of the pro-active drive to ensure that the world ends, the Dark Characters may find that they need to infiltrate an organisation to gain knowledge or the trust of the organisation in question. This task differs from other adventures such as Gain Item (above) in that the information required is more of a hands-on experience/appraisal. For example, perhaps the Dark Characters need to know how the excavation of a recently unearthed Palaeolithic tomb is going? Perhaps they need confirmation as to whether the rumour that a maverick physics professor has stumbled upon a method of using technology to open a gate to another world or not? It could be that a cult wishes to know about some recent military 'exercises' in an area known for Mythos activity; does the army know something or is it just coincidence? This task poses a whole set of challenges in itself and is an especially good task to suggest for small groups or individuals. The would-be infiltrators may need to secure the correct credentials to gain entry to the site. They will need maps and intelligence about the security and who or what they are looking for. Some locations, such as a university or archaeological digs may have lax security and provide easy pickings, while others, such as military bases, may prove a harder nut to crack.

Good vs. Evil: One interesting way to use the Dark Mirror is to allow a new group of players to go head-to-head with an existing group of players. One group plays the investigators while the other, the Dark Characters – one dark and one good (or even both dark!) against each other. Perhaps one group is planning a ritual while the others must stop them, maybe both groups are after the same artefact? This can mean a busy time for the Keeper; moving between two rooms constantly to balance the actions of each group – but with good planning (and even the addition of more Keepers) this can turn a campaign into a very deadly and exciting game of cat and mouse.

Managing a Dark Campaign

As the Dark Characters are seeking an end to the world, it is to be expected that this is unlikely to happen in a single adventure. Even if the dark adventure is not connected to a campaign, the Keeper will still need to keep a watch on the progress of some scores to ensure that the continuity of the overall game-world is kept running.

Continuity: The Keeper may benefit from devoting a little time to continuity of the world of the Dark Mirror next to any existing normal campaigns and adventures. The simplest method is to keep the two as totally separate games that do not cross – this is especially useful where the player wishes to preserve other Investigator characters if a particularly successful group of players-cultists manage to destroy the world utterly. The Keeper can also elect to cross-over the two. This is undoubtedly more complex, but does offer some interesting elements of gameplay; are they 'parallel universes' or 'alternative universes',

and is there the possibility that powerful magic could allow for cross-overs between these realms? Perhaps the two exist in the same universe – if the Dark Mirror is chronologically the later game, this works well and the destroyed world resulting from the Dark Characters success does not break the continuity. If both are the same universe and time but different players, there is great scope for interesting struggles. If both sets of characters are controlled by the same players, there are more problems and there is little secrecy within the same mind/s – and so much of the gameplay will be lost.

Balancing Wicked Reputation: As the Dark Character/s accumulate Wicked Reputation they will find it harder and harder to operate. This is an intentional state of affairs. It should mean that as the Dark Character/s amass better statistics, magic, cult status and artefacts, the challenge of playing stays as the advantages these bring bring, countered by the increased harassment and surveillance. The Keeper should ensure that there are times when the initiative is removed from the Dark Characters as opponents spring traps on them. These can be legal obstacles such as court action over unpaid taxes (it was this and not for murder that the state finally got Al Capone on June 16th 1931 as he pleaded guilty to tax evasion). It could also be a more serious move such as the major offensive carried out in Innsmouth during the winter of 1927-8 (as noted before). What is significant is that the state imposed martial law on civilian communities despite the various constitutional protocols that would normally prevent such action. This type of state action is a good way for the Keeper to re-instate their control and can set back or destroy the plans of the Dark Characters, forcing them to re-institute schemes and re-evaluate tactics.

Examples of Major State Covert/Overt Actions

The Keeper may wish to look to the following examples to learn more about how the state moves against groups that it considers to be a major threat:

Industrial Workers of the World, 1915-30: The Industrial Workers of the World, or IWW, was a US radical union movement. The ideals of the IWW – that of non-violent direct action to achieve better working conditions and finally removing capitalism altogether, clashed with those who benefited from the status quo. The US government waged a semi-legal 'war' against the IWW that included arbitrary arrests and violence. For example the 1918 conviction under the Espionage Act of 1917 of hundreds of IWW people, even those who had not been members of the union for years or the 1916 murder of at least five IWW members by a drunken mob of deputized businessmen.

Innsmouth, 1927-28: US Federal forces consisting of an “..abnormally large force of men..” moves into the Innsmouth area to destroy a cultish community based around the port-town. The action was carried out in secrecy and cover stories around 'disease' and a 'war on liquor' were used to mask, “..the secrecy surrounding the disposal of the prisoners. No trials, or even definite charges were reported; nor were any of the captives seen thereafter in the regular gaols of the nation. There were vague statements about dispersal in



various naval and military prisons."

COINTELPRO, 1956-1971: The acronym is derived from the full name of *CO*unter *INTELL*igence *PRO*gram. This was a secret operation mounted by the US government to target radical groups it deemed a threat. These targets were predominantly left-leaning and/or anti-war groups such as the Socialist Workers Party, Black Panther Party and the American Indian Movement but also had the Ku Klux Klan on its 'hit' list. The program used a huge range of operational techniques such as:

- Infiltration - where agents and informers both spied on and aimed to discredit and disrupt.
- Dirty Tricks - such as planting false media stories and publishing fake leaflets and other publications in the name of targeted group/s.
- Legal Harassment – inflated and event fake charges were brought against members of the targeted groups.
- Force – the government conducted break-ins, vandalism, assaults and even political assassinations.

Managing Cults – The player may well be invited to join a cult (or secret society, indeed may even create their own cult). Within the game, Keepers will need to keep a tight reign on the processes of the cult. The Keeper will initially need to consider the following in relation to the cult before it is encountered by the player:

- **Cult Aims:** Akin to the 'Motivation: Raging Against the Light' section previously, this is the ultimate aim of the cult and so will inform much about how it works. Is the cult based around a charismatic leader and so extends from her or his authority? Perhaps the cult simply wishes to see the world cast down in blood and flame? Some cults are more repositories of knowledge and power, that may have existed for hundreds of years, passing their occult treasure from generation to generation.
- **Cult Structure:** A cult can vary from a loose association of like-minded people, to a gang-like structure where status comes from power and violence, to a highly formalised group with strict rules of protocol and etiquette. Some may exist behind other more legitimate societies or businesses while others operate in total secrecy adopting 'cell' structures to protect against infiltration and attacks. Often, the form and structure a cult has, mirrors the deities or magic they practice.
- **Cult Size:** This can be anything from a handful of people to a global operation of hundreds. Avoid cults that get too big, as it gets more unwieldy to operate them within the game. Religious cults tend to aim for rapid growth as its members 'spread the word', while Mythos cults tend to grow slowly through families and as the needs of the group demand.
- **Cult Hierarchy:** This relates to the structure discussed above. Some cults will have a loose structure with a single leader (often the most potent sorcerer or most ruthless member). Other cults operate multi-

layered hierarchies that promising members may be promoted through as a reward.

- **Cult Rites:** All cults will have rites that determine how it recruits new members, the positions members take within the hierarchy, how it deals with failure and traitors and ultimately how it plans its strategies. These are important as they determine how the player/s can join and then advance (or fall foul) of a cult.

Examples of Cults and Secret Societies

Brotherhood of the Black Pharaoh: The Black Pharaoh is reputed to be an old and foul god worshipped in ancient Egypt, who is in reality an aspect of Nyarlathotep. In the 1920s, the cult is based in Cairo but has branches in other major cities. The cult stays hidden behind other organisations and activities. In Cairo it meets monthly for a death or sex-based ritual which often involves human sacrifice. The cult has the main aim of returning to life and power this old god and his representatives. They will quickly order the assassination using cult initiates of anyone they see threatening to damage or expose the cult. More can be discovered about this cult in the '*Masks of Nyarlathotep*' adventure.

The Evil Coven: The name given to a coven based in the town of Arkham around 1920 linked to Nyarlathotep. The core of the coven has thirteen – an important number – of members with more on the periphery. Meetings involve the sacrifice of a child. The cult is highly secret and goes to great lengths to preserve this. It's preferred method of dealing with trouble-makers is by poison. More can be discovered about this in the book '*Arkham, Unveiling the Legend-Haunted City*'.

Hermetic Order of the Golden Dawn: Reputedly based upon an ancient German Rosicrucian Lodge, the then titled 'Order of the Golden Dawn' founded in London in 1887 by two physicians Dr. William Wynn Westcott, Dr. William R. Woodman and fellow Freemason Samuel Liddell MacGregor Mathers. The group took influences from a wide range of occultism such as Kabbalah, Hermeticism, Freemasonry, Alchemy and medieval grimoires. Amongst it's more famous members were the occult writer Aleister Crowley (1875-1947), and Nobel Prize winning writer WB Yeats (1865-1939). The group was highly formalised and used a strict hierarchical structure. The Golden Dawn follows a 'fraternal lodge' (probably borrowed from freemasonry) along with specific titles, degrees and initiations (based on Qabalistic 'Tree of Life' symbolism). Advancement was based around the member's ability to display knowledge and skill of occult practices. The group has three 'Orders' of rank, each containing a number of sub-ranks or 'grades':

- **First Order**
 - Neophyte
 - Zelator
 - Theoricus

- Practicus
- Philosophus
- **Second Order**
 - Intermediate
 - Adeptus Minorus
 - Adeptus Majorus
 - Adeptus Exemptus
- **Third Order**
 - Magister Templi
 - Magus
 - Ipsissimus

Aum Shinrikyo: A Japanese religious group that was founded in 1984 by its leader and guru, Shoko Asahara. The group espouses a mixture of Buddhist and Hindu beliefs along with elements of martial arts and Yoga. At its height the group was estimated to have 9000 followers worldwide and attracted a significant intake of 'elite' members from universities and management. The group came to international attention in 1995 when several of its members carried out a sarin gas attack on the Tokyo subways that killed 12 people. It's leader was subsequently arrested and sentenced to death for the attack. This was not the only murder the group carried out. In 1989 several members invaded the home of a lawyer who opposed the group and murdered him and his family. There are estimates of as many as eighty individual murders committed by Aum members. The group was a cult of personality based around its leader. Having doubts about the leader or his teachings was considered a failure of the member's own mental fortitude. The group used training and punishment techniques such as suspension from the feet for hours at a time, immersion in very hot or cold environments and solitary confinement.

Converting Existing Adventures

Any existing adventures that the player may have – either ones they have created or supplements they have brought – are always constructed from the perspective of the investigators and with an eye to confronting the horror. These can easily be recycled to create new adventures reflected back through the Dark Mirror. Even if the players have previously completed an adventure, and so know the outcome, the ideas/characters and or setting can easily be repeated (most often as a different continuity) and present a challenge with only minor adjustments to the narrative. The knowledge the players bring about the adventure, is now inverted so they may know the plot behind the scenes, but it is the actions of investigators and/or the authorities (now controlled by the Keeper) that will create the atmosphere of re-use. Adventures that make good candidates for conversion will have the following characteristics:

- **Powerful Mythos Object/s:** This always gives a Dark Character good reason to get involved and offers a potential positive outcome in the possession of such objects.
- **State Involvement:** The presence of significant state force (i.e law enforcement and/or national security apparatus) ensures that the Keeper can use these assets to keep the Dark Characters on their toes and under pressure.
- **Multiple Narrative Threads:** An adventure that has several points of entry and several conclusions, normally has lots of scope for adding in layers of gameplay and narrative that can cross-link with the plans and schemes that the Dark Characters are involved with.
- **Large Supporting Cast of NPCs:** Plenty of NPCs give the adventure scope to replace some of them with Dark Characters and/or ensure that there are lots of interested parties to events and lots of unsatisfied agendas to keep things busy.

Sample Conversion Idea I: *Love's Lonely Children* (from supplement *'The Stars Are Right!'*)

The plot to this 1990s/Cthulhu Now adventure is about a sadistic murderous couple (Colin and Edith Hammond) who run an adult book store and practice horrific rites. This adventure has all the ingredients of a solid conversion into a dark adventure: a powerful Mythos object (The Revelations of Glaaki), the ongoing presence of the state (the police investigation into the murder) and lots of peripheral NPCs.

The investigator's role in the adventure begins with the mutilated corpse of a prostitute and a suspected killer in her boyfriend. Dogged investigators will uncover an upstairs temple to the Great Old One, Y'gononac, in the home of the murdered prostitute's parents. The couple also have a tome, 'The Revelations of Glaaki' that allows them to commune with, and so have become possessed by, the Great Old One. The investigation would conclude successfully with the arrest or death of the couple and the destruction of their temple.

Dark Characters would best be introduced in relation to the powerful tome in the possession of the couple. In the original adventure the book is a photocopy acquired by Colin Hammond for \$5000 from a customer to his adult bookstore. Who was the mysterious figure that sold a copy to Hammond and how were they able to copy the original? The Dark Characters could be sent by their cult to ascertain whether or not rumours of rogue copies of the book they hold sacred were made without permission. The now, horrendously tortured individual who sold the original copy revealed (under duress) that he sold it to a seedy bookstore but nothing more. The cult wishes to know who has the copy and wishes it be reacquired, it also intends that those who had the copy are "*taken out of commission*", along with any others who have the copy.

This sets the scene for some interesting confrontations: Will the Dark Characters get to Hammond and his copy of the book before the Investigators



or the police? Will the investigators or the police begin to suspect the shady newcomers as part of Hammond's peers? What should the Dark Characters do if they discover that Hammond is possessed by Y'gonolac? (Worship him? Kill him? Recruit or kidnap him?)

Sample Conversion Idea II: *No Man's Land*

This adventure is set during World War I and concerns the fate of the US Army's 77th Infantry Division. In the adventure the Investigators play soldiers in this division who become entangled in a terrible plot to use the energy unleashed by the great war to complete a hellish ritual. Investigators are confronted with armies of zombie soldiers intent on sweeping the area clean. If the players can keep their wits and rifles handy, they are able to thwart the plans of Lloigor and their allied local villagers.

As a dark adventure, the player-characters are either the twisted villagers, or a related Lloigor cult. Through the Dark Mirror, the players must master and complete the rites that will enable them to create and command the zombies, preventing the area being overrun with US soldiers. Once clear, the area can then be used to complete the rite. Whilst, in the original, the players control a handful of soldiers, in *Through the Dark Mirror* the Keeper can flood the area with troops (from either side) to challenge the Dark Character's mastery of the area. Characters that play a limited dramatic role, such as the priest Gaspard Laroux, can be 'promoted' to organise opposition to the Dark Characters by recruiting lost soldiers to the higher cause of stopping the Lloigor. The Keeper can also put nasty surprises in the way of the rites' completion – perhaps the players get wind that an allied artillery strike is about to devastate the temple they need to use; can they muster a zombie (or other summoned horror) to counter-attack before the shells fall?

Sample Adventure: The Dark Heist

This adventure takes place in a generic city in the 1920s. It can easily be adapted to an 1890s or 1990s/Cthulhu Now setting.

Keepers Information

Marcus Brandit had only ever wanted a safe job; something with a good, reliable income that was not too demanding. This should have come to pass as his father had bequeathed him the family business, a locksmiths, and he was not without a considerable degree of technical talent. But his destiny was not to be so simple. Brandit was bitten by the gambling bug and it has since been the dominant feature in his life. As this adventure joins his life, Brandit is many thousands of pounds in debt to the mob through his involvement in backstreet poker games. He has sold the business and exhausted most sources of credit with fellow gamblers, friends and associates. There is only one place left to go; the bank. Except that this will not be a legal withdrawal; this will be a safe job. To this end he has recruited a small gang of petty crooks to rob a bank whose vault he himself fitted several years previously, before his addiction set in.

The gang consists of a number of low-life criminal opportunists and an aspiring occultist, Sadie Whorle. Whorle's involvement in the robbery stems from the presence in the vault of personal safety deposit boxes. Most of these boxes contain deeds, wills, jewellery and other legal and personal artefacts. However, Whorle knows that one of these boxes contains a rare book, *Sepoy Thaumaturgical Disambiguation* by Sir Walter Benin. Its owner, Colonel Nugent McTavish, is a reclusive figure who has proven resilient to offers of cash, bribery and attempts at blackmail or pleas for academic advancement. Whorle wants this book and the robbery looks like her only hope of getting it. Whorle had planned to take the book during the robbery then later use it's power to summon a demonic creature to destroy the rest of the gang. This would leave her with the money, the book and no witnesses to the crime. In all, the perfect safe job.

Sepoy Thaumaturgical Disambiguation

Written by Sir Walter Benin, a British Army officer and some-time antiquarian between 1851 and 1854, the book chronicles some of the darker beliefs and rites Benin observed amongst the sepoys (the name given to troops of the British Indian Army, from the Urdu/Persian 'sipaahi' or 'sepaahi' meaning 'soldier') under his command. Benin took an interest in local variations of the Hindu and Muslim rites he encountered; rites he believed connected to older folk-religions dating back into pre-history. The central figure in the book is a warped version of Kali, the Hindu Goddess of death – connected to the Thuggee cult that flourished in India from the 13th to the 19th centuries. The book was proofed for publishing in 1856 and as a result around twenty test copies were made. Benin himself died during the Indian Uprising of 1857. The book then fell from the publisher's favour and was never fully printed.

Sanity loss 1D3/1D6+1, Cthulhu Mythos +10 percentiles; average 2 weeks to study and comprehend. Spells; Command Child of Kali (Summon/Bind Hunting Horror), Call Will of Kali (Summon/Bind Star Vampire)

However, the plan has become a little unstuck of late as the heat is on Whorle. She has been pulled in for questioning by the police in regard to the disappearance and suspected murder of a secretary, Barbara Doctis. This murder is unrelated to the bank robbery, but Sadie knows she is under a degree of surveillance and so her movements are limited. She also knows that the robbery is her best chance to get the book and so has begun to form an alternative plan; to recruit a replacement to fulfil her role in the robbery. This replacement is to secure Colonel Nugent McTavish's safety deposit box and return it to her. She can then use the book contained within to remove the original gang and her replacement too!

Player's Introduction

One of the players should be acquainted with Sadie Whorle. Suggestions include an ex-lover or former members of the same coven; both have been involved in dark plots under a named cult or some other ritual/occult acquaintance. She should not be a close friend of any of the characters, as she plans to kill them at the conclusion. Sadie's contact takes the form of a letter that arrives wherever the players are staying/lodging/working (wherever is the easiest to find them). The note should find the players on a Tuesday to Thursday:

Sadie's Letter

Greetings!

I hope you will forgive the impertinence of my contact, but events are moving fast and I need to turn to a fellow traveller of, shall I say 'darker paths' as the situation I will describe is somewhat delicate. There will shortly take place a robbery of a secure institution that houses, amongst the usual monetary haul, a book of rare and powerful significance. The perpetrators of this crime have no idea of the book and so will doubtless ignore it in favour of more apparent wealth.

However, if amongst their ranks were placed new recruit/s to their endeavour, recruit/s who would aid in their robbery, but also act on a second agenda – that of securing the book, then this prize can still be secured.

Interested? Meet me for lunch at Café Morr this Friday at noon, sharp.

Yours in trust, a Mutual friend.

Café Morr

Café Morr is a generic café that can be located in any western city with ease. It is a slightly sleazy establishment that serves so-so food and drink. It has a reputation as a good 'meeting place' for those who wish to rendezvous without questions being asked. The food is reasonably priced with a meal for around 50c and a drink for 25c. Whatever time of day or night players visit (the café is open from 11am to 11pm) they will find a surly and unhelpful man in his 50s behind the counter. He will insist that the player purchase a drink to remain in the café. Unless noted otherwise it is assumed the players handle the glasses and so leave prints (see *The Hideout* later).

Sadie arrives an hour before the meeting, when the café opens, to ensure that she is not followed and so she can observe the player's arrival. If she suspects that the player has 'hidden' other people in and around the café or if she suspects that the authorities have tailed either her or the player, then she will leave promptly. She is well versed with such techniques and will use Spot Hidden to see if she is being tailed. If she is she will double-back and use her Hide skill to evade detection. If confronted she will claim to be just an ordinary customer called Marion Salee and use her Falk Talk where appropriate. She may try to re-establish contact with the player/s at a later date, depending on circumstance.

The café is run by a former French Foreign Legion officer, Marcus DuPré. He still has good connections with gangs smuggling illicit goods from places he was stationed whilst in the Legion. He will pretend that he does not know Sadie, as is the custom in Café Morr, though they have done business together on a number of occasions, normally concerned with obtaining stolen artefacts from North Africa. He is ignorant of occult connections or the Cthulhu Mythos and accepts Sadie's cover-story, that she obtains rare works for private collectors who value the artefacts more than they value the law. DuPré is an experienced man in underhand dealings so any attempts to Fast Talk or Persuade have a -25% penalty to the roll to reflect this. Assuming there is no trouble, the players will enter, conduct their negotiations and leave without ever knowing about DuPré's role. The sum of DuPré's knowledge is about the time and place of this meeting and that it concerns stolen items. He has been paid by Sadie to intervene if things look dangerous and to that end he has a loaded shotgun under the counter. He will intercede with it, if signalled by Sadie, if she orders a 'White Russian', if violence breaks out or on his own initiative if he feels he or his café are under threat.

The Proposal

Assuming the players go ahead with the meeting they will then be briefed by Sadie about Brandit and his plan – minus the names and details of course. She will explain that a criminal gang is planning a bank robbery and that she was supposed to be the getaway driver. She tells them she can no longer partake in the robbery due to 'other pressing business' and that she wishes to offer the



player/s the opportunity in her stead. She offers to arrange the introduction, to vouch for the player/s to Brandit. In return, she will have a copy of the book made for them plus they can keep a 40% cut of the haul allocated to the getaway driver minus the cost of copying the book. She estimates that the getaway driver's cut of the loot will be around \$10,000.

Sadie plans to kill the player/s, however she does intend to negotiate, so as not to arouse the player/s suspicions. She will concede the following (in order) to either clever negotiations or successful Persuade rolls:

1. Split the cost of the copying process.
2. Pay for all of the cost of the copying process from her cut.
3. Give the player/s 50% of the loot allocated.
4. Give the player/s 60% of the loot allocated.
5. Give the player/s 70% of the loot allocated.
6. Give the player/s 80% of the loot allocated – and that's her final offer.

A successful psychology roll will reveal that she is less than sincere in dealing with the players. Once the negotiations are complete to both parties' satisfaction, she will write out a note with a name, date, time and address on, then leave.

Sadie's Note

*Marcus.
Monday, 9pm.
The Downtown Bar.*

This note leads to a bar where she is due to meet Marcus Brandit. In the meantime she will get the word to Brandit that she has found a replacement for her role and so vouch for the player/s. If she does not do this, then Brandit will not attend the meeting nor accept the player/s onto his crew.

Players may decide to look into the past of Sadie Whorle a little more. To discover why she cannot take part in the robbery requires some good policing connections, as the disappearance of Barbara Doctis as well as Sadie's involvement in it, is not a matter of public record (yet). If players can discover this then Keepers may wish to allow them to find a connection between Sadie and the missing Ms. Doctis to use as blackmail to lever a better deal – if this is the case, Sadie will concede, but as she plans to murder the player/s anyway, it will not alter her plans much other than to find and destroy any incriminating evidence the player/s may have uncovered.

The Downtown Bar

The Downtown bar is a small, sleazy bar that caters for those whose time-table for drinking is either erratic (shift workers, taxi drivers and the like) or all-

encompassing. As such there is always some life in the bar – even if it is very drunken. The bar is a good place to talk 'business' and provided Brandit got Sadie's message, he will be there on time. He is not as well versed in paranoia as Sadie and so just walks from his house to the bar. There he will introduce himself to the player/s as 'Marc', knowing who to talk to as Sadie will have briefed him. If a different player attends that Sadie did not see at the last meeting he will not recognise them and will not do business with anyone other than those Sadie has described. Provided the player/s don't do anything to arouse Brandit's suspicions he will agree to have them on-board and so briefly outlines the plan:

The Plan

"I need you to have a small truck parked near the Union Agricultural Bank on 3rd, that's Thursday night at eleven. You will see me and two other guys walking down the alley behind the bank. Follow us and then just do as you are told. Once we are done in the bank, you need to bring the truck to the end of the alley, from there we can load it then I will direct you to the hideout. In exchange for this you get one quarter cut of the loot."

Brandit will not negotiate the cut of the loot as he needs his share too much. He will concede to allowing the loot to pay the player/s expenses in obtaining transport, but no more. He will then suggest that the player/s finish their drinks and go to get some transport arranged. If questioned about where to get a truck from – he will ignore the question, suggesting that it is the player/s responsibility to find one. He will stay in the bar for some time drinking until the small hours when he will head back to his apartment.

The Robbery

As Brandit has told the player/s, the robbery will take place at eleven. The time has been planned to coincide with the shift-change at the local police station. A private security guard is due to check the premises at around 10pm and 4am. This gives a window of about 5 hours for the robbery to take place within.

Assuming the players are on time, they will see three figures in dark clothing, one with a bag of tools walking into the alley behind the bank. They will not wait for the player/s to join them but will get straight on with the robbery. The rear of the bank is protected by a large fence. The man with the tools, James Coran, will get out some wire cutters and quickly make a sizeable hole in the fence. Once in the back area they will then be faced with a large steel door. Brandit sets to work on the lock with a hand-drill, some lock-picks and a crowbar. Using his expertise he will soon have the door open. He gives Coran a hammer and sends him off to disable the alarm bell (which will get a couple of rings at the most before it is silenced). They then head through the bank to the vault. Here Brandit again sets to work. It will take him between ten and sixty minutes to open the vault (1d4+2 x 10 minutes). Once the vault has been opened Coran

gets four canvas sacks from his tool bag, gives the other three to Brandit, John Gashill (the third member of the gang), and a player and sets about filling the sack with loot.

It is now that the player/s are expected to find Colonel Nugent McTavish's safety deposit box and the book of forbidden lore. The safety deposit boxes are quite obvious as there are a series of shelves, locked with padlocks, that are listed alphabetically; A to H, I to N, M to S and T to Z. The padlock is not particularly strong (STR 10 on the resistance table) and once opened, the drawer is further sub-divided by name. Inside is a locked metal box (about the size of a box-file with another padlock protecting it (STR 9 on the resistance table) marked 'Col. McTavish. This box can easily be carried. Inside are two elaborate pearl necklaces (worth around \$200 each), some papers (legal documents, private letters etc.) and the book 'Sepoy Thaumaturgical Disambiguation' by Sir Walter Benin. On the inside cover it is signed, "To Oliver, with great affection, Walter." (Successful research will reveal that 'Oliver' is Oliver McTavish, Col. Nugent's father who was a journalist and friend of Sir Walter Benin, hence the reason he would never part with the book.)

Brandit will notice the player/s going for the safety deposit boxes and will get angry, yelling at the player/s to go for the money first. Unless the player/s escalate this row, he will then return to stuffing the bag with loot. The bank has almost a full week's takings, so is pretty flush with cash. After around 10 minutes, Brandit will announce it is time to leave and send the player/s to bring the truck around. He will, from now on, insist on keeping all the loot – including any safety deposit boxes, with him. Unless the player/s have used some degree of subterfuge to hide the book or safety deposit box, he will have noticed this and demand that it be included in the pile of loot. He will get angry at any dissent around this point and will back his argument with his handgun if need be. The other two in the gang (Coran and Gashill), fearing they are being double-crossed will back Brandit. (*Note: Any gunfire has a chance of bringing unwanted attention to the gang. The first shot fired has a 25% chance of resulting in a call to the police, with an increase of 15% per additional shot fired. This will bring a patrol of 1d4+1 police to the bank to investigate the noise.*)

The Getaway

Assuming the player/s go along with Brandit, he will demand the player/s bring the truck to the top of the alley. Once this happens, the gang will load the loot, along with themselves onto the back of the truck. Brandit will direct the player/s from here to a small isolated farm outside the city where the gang have prepared a hideout. The Keeper may wish to make things interesting on the way to the hideout; ideas include a police patrol car attempting to stop and pursue the truck (driving skill test needed to lose the police) or the truck breaking down (repair roll needed).

The Hideout

The hideout is an old farmhouse situated on a deserted farm about 12 miles out of town. The isolated rural location is ideal for the gang to divide the loot and wait until the heat dies down. The location was suggested to Brandit by Sadie Whorle when the robbery was being planned. Brandit then scouted the location a few times until he was satisfied it would meet their needs. The gang plan to stay here for a few days. They have pre-stocked the house with food and drink and will relax as they split their haul.

Running alongside this is Sadie's plan which is to put the gang to sleep. Enter the compound, remove the loot and then call the police. The police should then, following Sadie's anonymous tip-off, find the robbers and a shallow grave containing the remains of Barbara Doctis.

If questioned about the location Brandit is muted, but a successful Fast Talk or Persuade roll will get him to reveal the information. Alternatively if one of the players can get access to a decent library (or other source of property records) and complete a successful Library roll, they will discover that it was owned by the late Herman Doctis until the land went sour and he took his own life in despair. The surviving family abandoned the farm and moved away, having being unable to sell it since. A further successful roll will reveal that Herman Doctis is the grandfather of the missing Barbara Doctis. (**Note:** Be careful not to allow the players to discover this information before the robbery, unless particularly dogged or clever, then relent!) If the players are armed with this knowledge and make the connection that perhaps the missing woman's body is here (and only if, else they are looking for a needle in a haystack) they may try to search the premises and will discover the remains with a successful Spot Hidden or Track roll. If the player's do not investigate any of this but instead wish to search around, then a successful Spot Hidden will reveal not much of interest but lots of broken furniture, crockery and glass and the remains of some fresh(ish) food (a jar of expensive French caviare)– meaning somebody has visited the farm and stayed for a while. If Brandit is then questioned (or re-questioned), then successful Fast Talk or Persuade rolls will reveal that he has visited the location but not eaten any food on the site.

The site is indeed the resting place of poor Barbara Doctis. Her body has been ritually mutilated. A post-mortem will reveal that some of the mutilations were carried out after death using shards of glass or porcelain. The shards of glass and porcelain can be found amongst other broken crockery at the bottom of a cupboard in what is left of the kitchen. These shards are the remains of glasses that both Brandit and (assuming any of them ordered a drink at Café Morr) the player/s have used, complete with finger prints. This means that both the body and the means of it's mutilation (with identifying prints) are in the same location. If the police ever captured them here, it would be the gas chamber for sure...



Sadie's Trap Closes

All of the gang are regular drinkers. Upon arrival, the loot will be piled in the corner of the room and the beer brought out for a celebratory drink. Unknown to the gang, Sadie has laced the beer with phenobarbital, a sedative-hypnotic. The phenobarbital was diluted in the beer stored at the farm. This has given it a slightly bitter taste. All those who drink a full glass of beer have an 80% chance of falling asleep. Modify this by the amount the player/s have drunk (for example 40% if half a glass was drunk). The Keeper may allow player's to test Spot Hidden to detect the bitter taste. Players with pharmacological or chemical training may (at the Keeper's discretion) receive a bonus to this test and may test against any Chemistry skills they have to identify what the taste is.

If not stopped, the gang will happily drink a couple of glasses of beer and be unconscious within the hour. If left undisturbed, they will be unconscious for 1d6+4 hours. About an hour after this Sadie will arrive to remove the loot; she will take two bags of cash and the book (assuming the player/s have not hidden it). Sadie drives a car in and parks in front of the getaway vehicle. She enters the farm house armed and will check to see if everyone is out. If so, she takes the loot, leaves and phones the police from the next phone she encounters to tip them off as to strange goings on at the farm where she saw people 'burying things' suspiciously late at night, in the grounds.

The Aftermath

Assuming the robbery went to plan, the alarm will be raised early on Friday morning, at around 4am, when a routine security patrol checks the building. The police will quickly begin enquiries and establish a description of the getaway vehicle from a hobo who was sleeping in the alley. About an hour after this the tip-off from Sadie will arrive. The detective in charge of the investigation, Lieutenant James Jones, will quickly make the connection between the tip-off and the robbery and gather his men and head off to the farm. The police will arrive at the farm around 6am, find the still sleeping gang, arrest them and begin to search the farm for the buried loot. Instead, they find Barbara Doctis's body at which point the investigation becomes a murder enquiry.

The case will seem pretty clear cut to the police, the gang murdered Barbara Doctis and then robbed a bank. The glass shards with finger prints in the farmhouse kitchen match the type of wounds made to the body and the vehicle at the farm matches the description of the getaway vehicle. If the player/s have a Wicked Reputation score above 26, this will re-double the police's belief they have the right people. If events are allowed to take their course the following will happen:

- The police will 'discover' a witness who saw one of the players talking to Barbara Doctis on the night she disappeared.

- Player/s arrested immediately get +2d6+20 to their Wicked Reputation. Even if the player/s avoid getting arrested they should have 1d6 added to their Wicked Reputation for simply being connected. (This reflects witness statements or other forms of evidence that point to their involvement, even if the police don't know who or what this involvement was.)
- The gang (including the player/s) will be denied bail on the basis of the seriousness of the crimes.
- They will come to court with a pretty overworked and mediocre state-appointed defence lawyer who will advise they plea-bargain by admitting their guilt to avoid the death penalty (or life without parole if the Keeper places the setting in a place without capital punishment).
- The rest of the gang (Coran, Brandit and Gashill) will plead guilty and be given 30 years minimum.
- Flushed with cash and a new book of magic to study, Sadie will vanish from the area to Mexico for around six months as she continues in her quest to power.

The Player's Options

The players' best option is to discover that Sadie has set a trap for them and avoid being caught up in the police investigation. More cautious, less trusting players may have begun to make plans against being double-crossed already. If Sadie suspects that not everyone is unconscious when she arrives to recover the loot she will use her power to summon a Nightgaunt to kill anyone who is not unconscious before she enters the farm.

If the player/s drank the drugged beer, then kindly Keepers may wish to allow them to wake as the police arrive. The police will not hesitate to use firearms to apprehend anyone trying to flee the scene of the crime – thus the player/s may have to shoot their way out of the farm.

If they avoid the trap and escape the scene, Sadie is still keen to tie up loose ends and will not leave until she has tried to track the players down. Once she has located them she will again summon a Nightgaunt (or a Child of Kali aka a Hunting Horror, if she has obtained the book) to kill the fugitive player/s. If this attempt fails she will then leave town for Mexico (as noted above).

If they go to court and plead not guilty, their chances of acquittal are slim. This can be changed if they have money or other influence they can bring to bear on the case. Each player has a base chance of 70% of being found guilty. The following modifiers can then be applied:

Court Modifier:	Modify Verdict by...
Hiring own lawyer/s - if the player has money, the odds may change considerably	-5 to -40% (-5% per \$400 spent to a maximum of -50%)
Player's Wicked Reputation	+half the player's score

Hiring Private Detective/s - to double-check the evidence, undermine witnesses credibility	-5 to 20% (-5% per \$250 spent to a maximum of -20%)
Intimidate Witnesses - if the player has underworld connections, this is often how they help	- 3d10% (or at the Keepers discretion)

Statistics

SADIE WHORLE, Scheming cultist

STR 13 CON 14 SIZ 12 INT 17 POW 15
 DEX 12 APP 14 EDU 16 SAN - HP 13
 FOCUS 68 CRIMINAL REPUTATION 35

Damage Bonus: +1D4

Weapons: Fist/Punch 55%, 1D3+db; 1D4+db; Kick 35%, 1D6+db; Grapple 40%; .38 Revolver 57%, 1D10

Skills: Bargain 45%, Credit Rating 35%, Cthulhu Mythos 12%, Dodge 25%, Drive Automobile 57%, Fast Talk 74%, First Aid 35%, Hide 81%, Listen 62%, Occult 28%, Sneak 35%, Spot Hidden 50%

Spells: Summon/Bind Nightgaunt

Equipment: Flat stone with Elder Sign markings (used for Summon/Bind Nightgaunt), Notebook that contains the spell Summon/Bind Nightgaunt (the book takes 1 week of study to learn the spell and adds 1D6%+2 to the reader's Cthulhu Mythos skill but costs 2D4 points of Focus/Sanity)

MARCUS BRANDIT, Gambling addicted locksmith

STR 11 CON 12 SIZ 12 INT 14 POW 11
 DEX 11 APP 13 EDU 12 SAN 53 HP 11

Damage Bonus: -

Weapons: Fist/Punch 57%, 1D3+db; 1D4+db; Kick 35%, 1D6+db; Grapple 45%; Knife 37%, 1D4+2.

Skills: Drive Automobile 60%, Gamble 23%, Listen 48%, Locksmith 82%, Psychology 21%, Sneak 29%, Spot Hidden 52%.

JOHN GASHILL, Gang member I

STR 14 CON 14 SIZ 12 INT 14 POW 11
 DEX 12 APP 10 EDU 9 SAN 59 HP 13

Damage Bonus: +1d4

Weapons: Fist/Punch 61%, 1D3+db; 1D4+db; Kick 41%, 1D6+db; Grapple 25%; .45 Automatic 47%, 1D10+2

Skills: Bargain 35%, Listen 48%, Sneak 29%, Spot Hidden 52%, Swim 45%, Track 38%

JAMES CORAN, Gang member II

STR 12 CON 16 SIZ 12 INT 111 POW 10
 DEX 12 APP 11 EDU 10 SAN 67 HP 14

Damage Bonus: +1D6

Weapons: Fist/Punch 58%, 1D3+db; Head Butt 34%, 1D4+db; Kick 50%, 1D6+db; Grapple 54%

Skills: Gamble 26%, Hide 49%, Listen 45%, Sneak 31%, Spot Hidden 50%, Swim 70%

MARCUS DUPRE, Café owner and opportunist criminal

STR 12 CON 16 SIZ 12 INT 11 POW 11
DEX 13 APP 13 EDU 12 SAN 57 HP 14

Damage Bonus: +1D6

Weapons: Fist/Punch 70%, 1D3+db; Head Butt 41%, 1D4+db; Kick 57%, 1D6+db; Grapple 70%, Shotgun 62%, 4D6/1D6

Skills: Bargain 63%, Cook 37%, Credit Rating 41%, Hide 49%, Languages; French 84% English 67% Arabic 13%, Listen 70%, Sneak 42%, Spot Hidden 55%, Swim 67%

LIEUTENANT JAMES JONES, Police detective

STR 15 CON 16 SIZ 14 INT 13 POW 14
DEX 12 APP 14 EDU 16 SAN 60 HP 15

Damage Bonus: +1D4

Weapons: Fist/Punch 78%, 1D3+db; Head Butt 50%, 1D4+db; Kick 35%, 1D6+db; Grapple 45%, .45 Automatic 75%, 1D10+2

Skills: Credit Rating 65%, Dodge 40%, Drive Automobile 60%, First Aid 50%, History 15%, Law 45%, Listen 55%, Psychology 20%, Sneak 45%, Spot Hidden 57%



The Dark Heist Handouts

Sadie's Letter

Greetings!

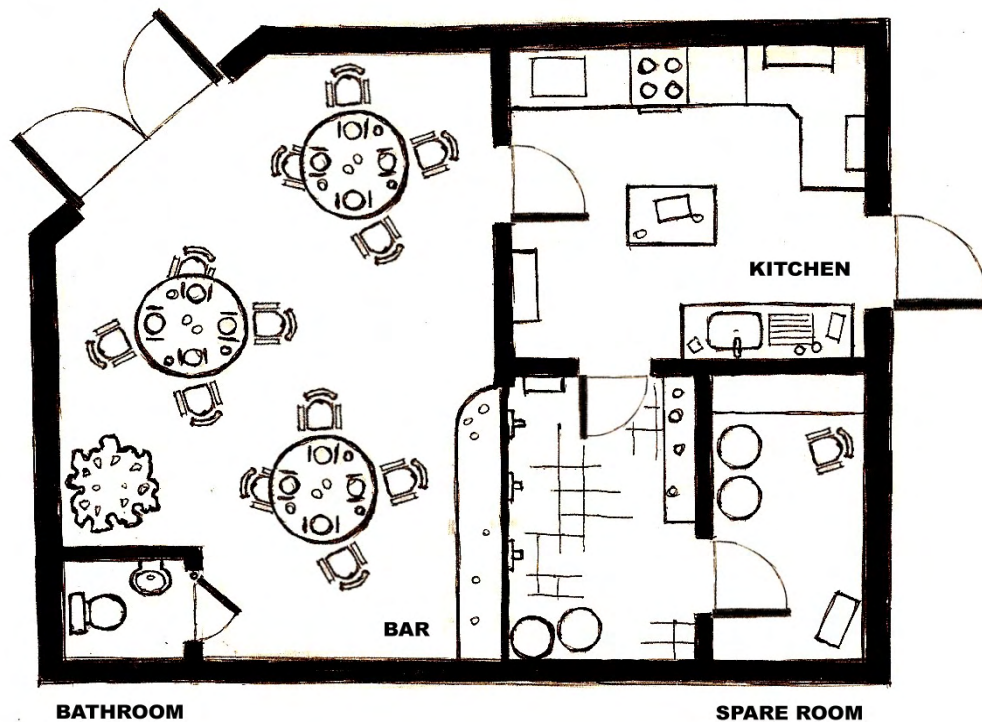
I hope you will forgive the impertinence of my contact, but events are moving fast and I need to turn to a fellow traveller of, shall I say 'darker paths' as the situation I will describe is somewhat delicate. There will shortly take place a robbery of a secure institution that houses, amongst the usual monetary haul, a book of rare and powerful significance. The perpetrators of this crime have no idea of the book and so will doubtless ignore it in favour of more apparent wealth.

However, if amongst their ranks were placed new recruit/s to their endeavour, recruit/s who would aid in their robbery, but also act on a second agenda – that of securing the book, then this prize can still be secured.

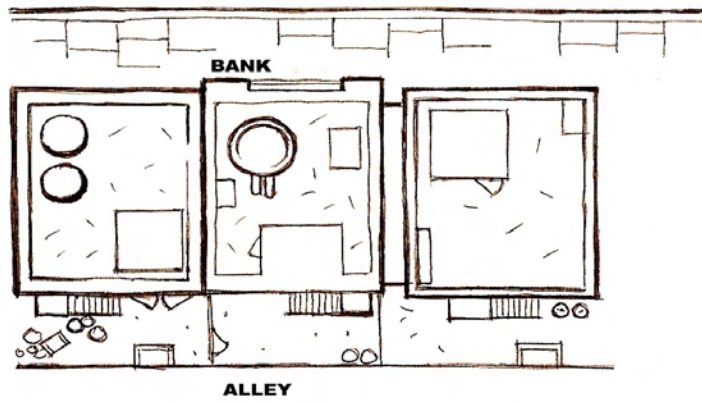
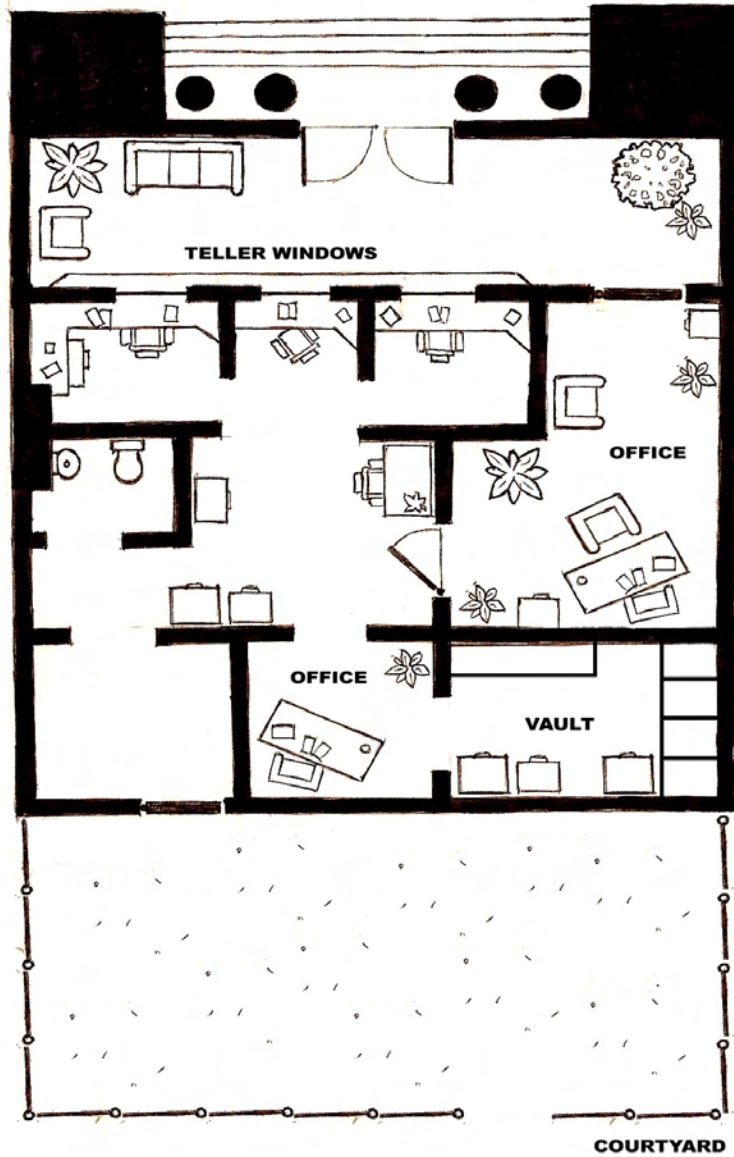
Interested? Meet me for lunch at Café Morr this Friday at noon, sharp.

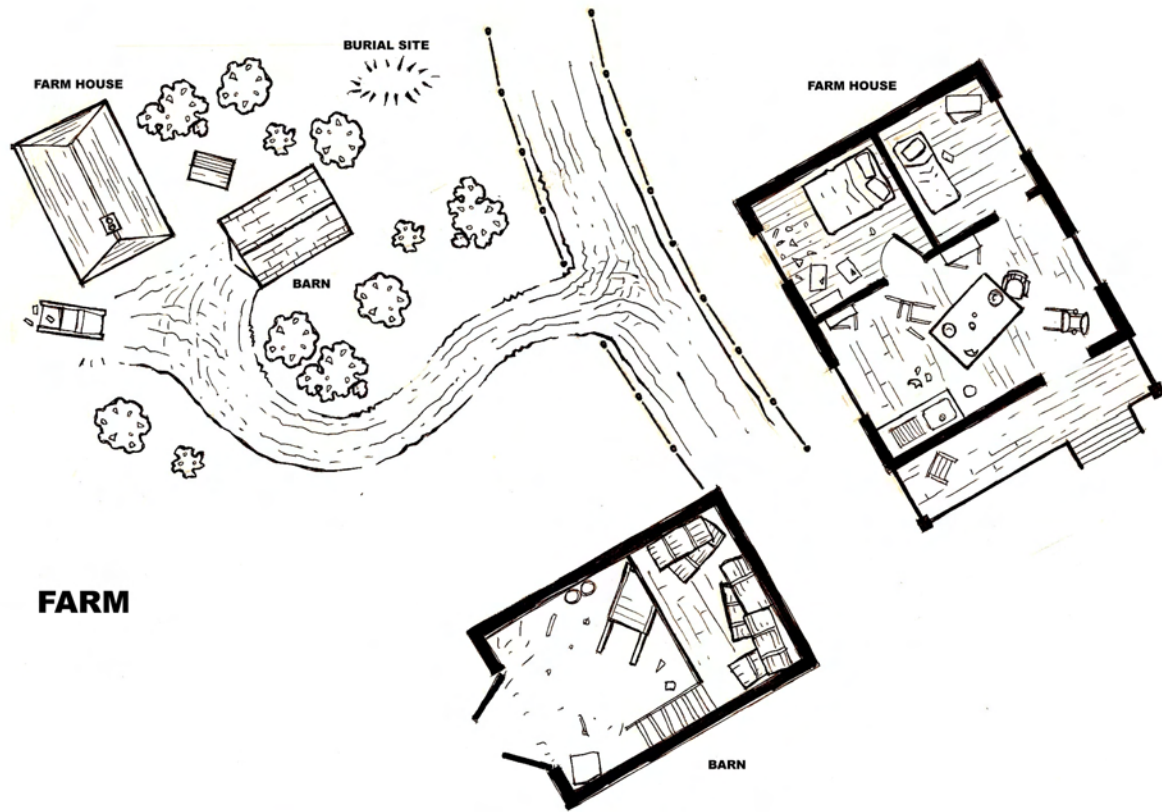
Yours in trust, a Mutual friend.

CAFE



BANK





Sadie's Note

Marcus.
Monday, 9pm.
The Downtown Bar.

The Dark Mirror References

Book References

- Lovecraft H P, Omnibus 1: At the Mountains of Madness, H.P. Lovecraft. Voyager, 1985 edition
- Lovecraft, H P with Joshi S T. More Annotated H.P. Lovecraft. Bantam Doubleday Dell Publishing Group, September 1999 edition.
- Sandy Peterson, Lynn Willis et al, Call of Cthulhu (edition 5.6)
- Bishop et al, The Stars Are Right! Cthulhu Now Chaosium 2004 edition
- Stephane Gesbert et al, Cthulhu – Dark Ages. Chaosium first edition
- Herber, K et al. H P Lovecraft's Arkham. Chaosium 2003.
- Johnson S, No Man's Land. Chaosium 1998

Web References and Further Information

Public Relations

http://en.wikipedia.org/wiki/Public_Relations

Congregation for the Doctrine of the Faith

<http://en.wikipedia.org/wiki/Inquisition>

http://en.wikipedia.org/wiki/Christian_terrorism

http://en.wikipedia.org/wiki/Congregation_for_the_Doctrine_of_the_Faith

<http://www.sundayschoolcourses.com/inq/inqcont.htm>

Government Control

<http://en.wikipedia.org/wiki/MKULTRA>

http://en.wikipedia.org/wiki/Remote_Viewing

<http://en.wikipedia.org/wiki/COINTELPRO>

<http://www.fas.org/irp/world/index.html>

Rebel, Occult, Terror and Other Para-State Entities

<http://www.fas.org/irp/world/para/index.html>

<http://www.usdoj.gov/ag/trainingmanual.htm>

<http://en.wikipedia.org/wiki/Terrorism>

http://en.wikipedia.org/wiki/Hermetic_Order_of_the_Golden_Dawn

http://en.wikipedia.org/wiki/Thule_Society

<http://en.wikipedia.org/wiki/Thuggee>

<http://en.wikipedia.org/wiki/IWW>

http://en.wikipedia.org/wiki/Hermetic_Order_of_the_Golden_Dawn

http://en.wikipedia.org/wiki/Aum_Shinrikyo

<http://www.apologeticsindex.org/a06ac.html>

Forensic Science

<http://www.fbi.gov/hq/cid/arttheft/arttheft.htm>

<http://www.forensicdna.com/Timeline020702.pdf>

http://en.wikipedia.org/wiki/Forensic_science



Calendars

<http://www.crystalinks.com/aztecalendar.html>

http://en.wikipedia.org/wiki/Hindu_calendar

http://en.wikipedia.org/wiki/Tibetan_calendar

<http://en.wikipedia.org/wiki/Samhain>

The End of the World

<http://www.guardian.co.uk/life/feature/story/0,13026,1458536,00.html>

<http://www.yog-sothoth.com/docs/end-time-rules.pdf>

Credits

Written by Tomas Rawlings

Proof Reading by Debbie Connor

Edited by Ana Kronschnabl

Art by Stuart Griffin

Produced by FluffyLogic – <http://www.fluffylogic.net>

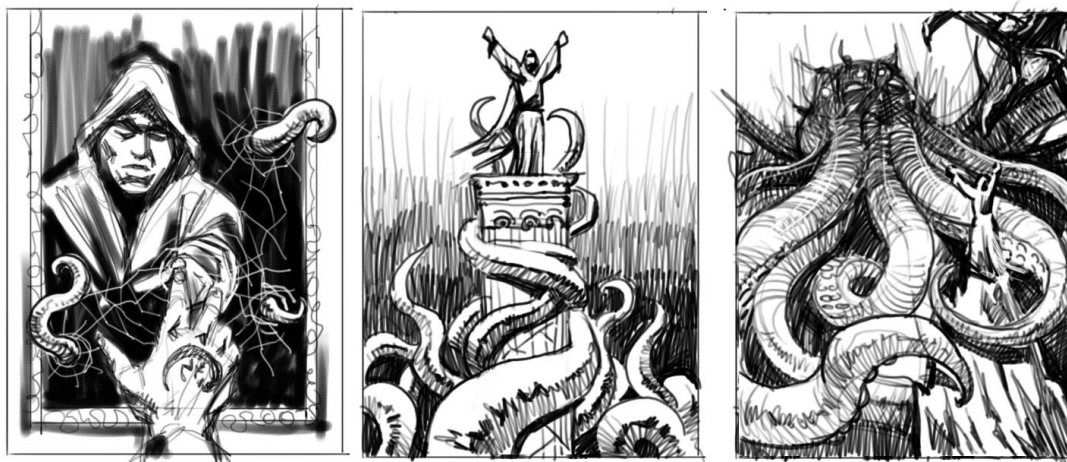
Thanks to:

Dustin Wright

Chaosium

Wikipedia

And of course, to H P Lovecraft



"That is not dead which can eternal lie. Yet with strange aeons Even Death may die."

Call of Cthulhu: The Dark Mirror

Adventures as cultists, pariahs, nihilists followers of the dark-path and disciples of Cthulhu



The well-trodden path within Call of Cthulhu pits a dedicated group of investigators against a host of ills and evils. But what if the players, rather than being fearless paragons of order and humanity were instead the bringers of night?

What if the players were a dark reflection of the normal virtuous investigator – a cultist who struggles towards the darkness and rages against the light? In 'Cthulhu: The Dark Mirror' this is the sinister reality – rather than trying to stop the great Cthulhu and his ilk from destroying the world, you want to help out. Rather than halt the slide into madness, you want a front row seat. In the dark mirror, you are Dorian Gray's reflection, devoted residents of Innsmouth, worshippers at the foot of Nyarlathotep, devotees of Joseph Curwen - disciples of Cthulhu.

This compendium features;

- Character creation in a world of evil including new skills and character types.
- A guide to the various cult and occult groups and those that oppose them.
- How to create adventures through the dark mirror including converting existing adventures into evil and running campaigns.
- 'The Dark Heist' – a complete dark mirror adventure complete with handouts.
- ...and much more!

"This is the very worst wickedness, that we refuse to acknowledge the passionate evil that is in us. This makes us secret and rotten." D. H. Lawrence

Written by Tomas Rawlings
Proof Reading by Debbie Connor
Edited by Ana Kronschnabl
Art by Stuart Griffin

Produced by FluffyLogic – <http://www.fluffylogic.net>

ISBN-10: 1-56882-214-6
ISBN-13: 978-1-56882-214-3



9 781568 822143

Find other treasures at
www.chaosium.com

