



M.U.

Miskatonic University
LIBRARY ASSOCIATION

**MONOGRAPH
#0358**

*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



THE VAULT



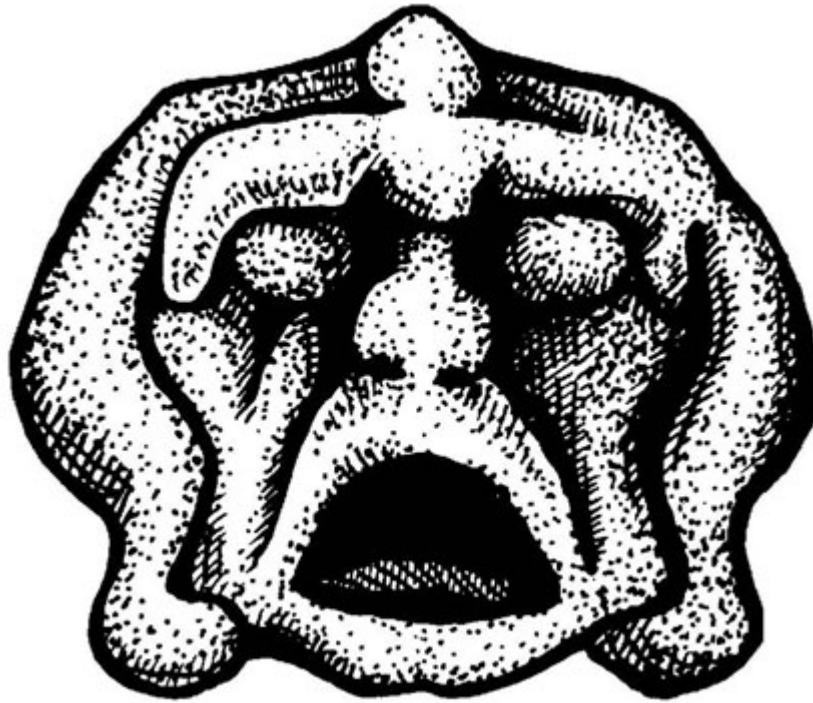
**A Call of Cthulhu Scenario of Darkness
and Terror set in the Roaring 20s**





**We hope you enjoy
this Chaosium publication,
and thank you for purchasing this
PDF from www.chaosium.com.**

The Vault



A Call of Cthulhu scenario of darkness and terror set in the roaring twenties, for 4-6 players.

A Complete Scenario Kit

By Andre Kruppa



M.U.

Miskatonic University
LIBRARY ASSOCIATION

CHAOSIUM MONOGRAPH

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



Worlds of Adventure

CHAOSIUM MONOGRAPHS have proven remarkable popular with fans of *Call of Cthulhu* and *Cthulhu Dark Ages*. More importantly, they're a lot of fun. Here is a selection chosen from the fifty currently available.

A CTHULHIAN MISCELLANY (CHA0342): This book explores a number of optional expansions to the original *Call of Cthulhu* rules—primarily in the areas of new, specialized skills; new spells, books, and magical artifacts; and new (or expanded) insanities to inflict upon hapless Investigators. It also introduces a few new Mythos creatures for your playing enjoyment (for those of you who actually like dying horribly or ending up gibbering insanely in a asylum), along with several NPCs to complicate your Investigators' lives.

THE RAVENAR SAGAS (CHA0348): a collection of three *Cthulhu Dark Ages* scenarios spanning a thirteen-year period between 989 AD and 1002 AD. The Sagas take place across Scandinavia and what will later be known as Nova Scotia. Players take the roles of the crew of a small knorr (a Viking longship), facing many adventures during the Sagas, honing their skills as they conquer countless challenges.

GATSBY AND THE GREAT RACE (CHA0324): *You know Julian Gatsby. He recently inherited the family home following the sad demise of his father. Julian is a free-spirited young man, in his mid-20s, and a new fan of the horse races. You arrive for a fabulous garden party and are shown to your room. Other guests arrive shortly after. In a few hours you will gather in the garden for an enjoyable afternoon of food, drink, stimulating conversation, and the radio broadcast of the Great Race. This scenario has the capacity for up to 32 people to be involved, playing in several overlapping games.*

THE GASLIGHT EQUIPMENT CATALOGUE (CHA0319) — *Being a Compendium of Various Useful Articles and Sundries for the Victorian Era, Together With Information Pertaining to Their Use.* This volume is more than just a price list: its aim is to provide both keeper and player with as much information as is possible within these few pages about the way people over a century past lived and worked -- the sorts of items that were available (and when they were invented), how they were used, even at times what people knew. This is particularly important because the 19th century is perhaps the single most remarkable period in the history of the west: no other century, not even our own 20th century, saw such amazing change and development.

FAREWELL, MY SANITY (CHA0346): Enter the noir world with two adventures set in and around Los Angeles during the early 1920's. "Under the Boardwalk" concerns a teenage girl lost among the roller coasters and rum-runners in the amusement park city of Venice. The second scenario, "An Enchanted Evening," explores a mysterious concert on the paradisiacal isle of Catalina off the shore of Southern California. Both investigations are based on historical facts and extensive research.

CHAOSIUM

Find these and other treasures
online at www.chaosium.com



The Vault

A Scenario of Terror and Darkness

Children will always be afraid of the dark, and men with minds sensitive to hereditary impulse will always tremble at the thought of the hidden and fathomless worlds of strange life which may pulsate in the gulfs beyond the stars, or press hideously upon our own globe in unholy dimensions which only the dead and the moonstruck can glimpse.

- H.P. Lovecraft

Acknowledgments

Call of Cthulhu is Chaosium Incorporated's registered trademark for its roleplaying game of horror and wonder.

Special thanks to my friends who playtested and contributed to this game in many ways: Jennifer Allen, Scott Bradley, James Bryant, Cathy Caron, Jerry Corey, Sam Corey, Tammy Corey, Ralph McCarty, Lindsay Niethercut, Eric Niebauer, Laurel Regan, Benjamin Roehrl, Abby Vaughan, Andy Vaughan, Mike Walls, and Cory Yost.

I greatly appreciate the editorial and proofing assistance kindly provided by Andy Vaughan, Muriel Kruppa, and Jennifer Allen.

I would also like to thank all of the others that played this scenario at a convention or away session, prior to the production of it in this form. Most of whom I have only their first names recorded from the player summaries: Amy, Bill, Corey, Dave, Donna, Jim, Katie, Kurt, Kyle, Nyssa, Phil, Rachel, Shawn (Dollar), Steve, Tad, Tammy, Tanya.

My apologies to any contributors or players I may have forgotten.

- Andre



Table of Contents

| | |
|--|----|
| Keepers Introduction | 3 |
| Scene 1 – Opening The Door | 3 |
| Scene 2 – Buried Alive | 4 |
| Scene 3 – Interlude & Exploration | 4 |
| Scene 4 – First Casting of the Invocation | 6 |
| Scene 5 – Speaking to the Dead | 8 |
| Scene 6 – Exploration | 11 |
| The Sorcerer's Goals – Resolving the Remainder of the Action | 16 |
| New Spells and Spell Effects | 19 |
| Scene 7 – The Wizard Attacks | 22 |
| Final Action | 23 |
| Wrap Up | 23 |
| Staging Notes | 24 |
| Characters and Handouts | 25 |



A Call of Cthulhu scenario of darkness and terror set in the roaring twenties. This game can be played in a single 5-7 hour session.

Keeper's Introduction

The story revolves around the malignant wraith-like spirit of Ephram Whatley, who intends to help bring about the return of the Old Ones and the clearing off of the earth. He is fully described below. It is the malign will and horrific presence of the sorcerer that will terrorize the party for the duration of the scenario. The primary emotions to be evoked in this scenario are claustrophobia and violation. This is not a scenario for the squeamish keeper or players and some may view the drama herein as harsh.

The scenario is intended for 4-6 players. If only 4 players are available they should be the Whites and the Crowes. The game begins on September 15, 1927.

Keeper's Note: Typically it is wise to say something along the following lines: This scenario may contain some mature themes that are not suitable for all players. This scenario is intended as a role-playing exercise. Please do your best, when speaking as your character, to talk and act as you envision your character would. Because atmosphere is vital to the game, please refrain from making asides, comments, and humorous remarks that are not in character.

I recommend also pointing out to the players as they examine the introductory material that the word "Ye" is in fact "The" or "Thee" and the "Y" is representative of the Thorn character which is now no longer in common usage. It is still common in pseudo-archaic usage such as Ye Olde Shoppe, which is "The Old Shoppe" not really "Yee Olde Shop". The handouts contain a large amount of pseudo-archaic verbiage present for atmospheric reasons, but true old english is not used as it would be too burdensome.

The Keeper should read the Player Introduction and the Letter from Isaac Trimble that comprise the introduction before reading the first scene.

Some spells and effects that are beyond the scope of the scenario have been detailed here to make sure that the keeper is able to fully understand the logic with which this material is presented. If the game becomes the launching point for future sessions this information can be used as a guideline.

Scene 1 – Opening the Door – 9:00 AM Thursday – September 15th

Most of the digging crew has been dismissed. The foreman, Harold Granby and 2 of the most trusted crew, Edward Miller and Jon Palmer, remain above with a stock of crating materials.

The characters are gathered at the entrance to the vault. The tunnel is somewhat cramped and narrow. It is about 50 feet in length and extends down a flight of fieldstone steps from what was once the basement of the old house. Like a mining tunnel it is shored up with strong wooden beams every few feet. At the end of the tunnel the characters face a solid granite door that appears to be intended to pivot from the right side and thus pull forward from a large thick verdigris-covered copper ring on the left. The door extends beyond the opening to the right to provide a counterweight. The door is rather plain and appears to have been marked with indecipherable painted symbols that have been mostly worn away. The game opens with the party having a few moments to role-play as a prelude. The scenario truly begins with the opening of the door.

The door is difficult to open and requires the work of two characters and will be drawn open with a slow grinding sound. The next scene begins the moment that the door opens. Beyond the door a glimpse of the antechamber is visible (see below).

Keeper's Note: Typically at the start of the game, prior to play beginning, it is recommended that the players are given a moment to go around the table and describe their characters and say a little bit about them. Following this it is often wise to give them a moment to role-play a bit to get into their roles. Under no circumstances are the characters allowed to take any additional actions prior to opening the door. Any role-playing prior to this is allowed for establishing purposes only. Also, when running this scenario it is recommended that the keeper use the provided character summary and make all passive rolls such as Spot Hidden, Listen, Track and so forth to speed play and increase suspense.

Scene 2 – Buried Alive – Shortly After 9:00 AM – September 15th

As the door begins to open a few muffled cracks are heard like distant firecrackers. Then there is a shout from the tunnel entrance and Harry (Harold Granby) runs rapidly toward the gathered characters with Jon Palmer right behind him. He shouts: "Shots from the mountain! There is a madman! I have been shot!" Jon behind is yelling "A shooter! Look out!". As he yells, panting and racing down the tunnel, there are several deep muffled booms followed by the rapidly escalating rumble of an avalanche. Most of the tunnel collapses spraying stones, dust, and debris into the remainder of the tunnel.

A DEXx5 test is required to avoid taking 1d6 damage. Characters that take 4 or more points of damage are caught in the rubble. A STR test versus a resistance of 12 is needed to crawl forward into

the remaining space in front of the vault door. Characters that are not caught may assist.

As the collapse occurs Harry manages to avoid taking damage by diving and rolling forward. Jon is not so lucky and takes 5 Points of Damage and is caught partly in the rubble.

The characters are trapped, buried alive, with the half open vault door ahead and a collapsed tunnel behind. It is quite clear that the tunnel is filled with tons of material. Based on the rate of prior excavation, it can be expected that any rescue will most likely take at least a week at best. Unless some source of air is present in the vault the characters can expect to suffocate long before rescuers arrive. Smart characters can be expected to extinguish lanterns at this point.

Harry is wounded having been shot by a rifle and had suffered an 8 point wound. He is bleeding and in need of first aid. He has little to report to the characters other than to say that as soon as the gunfire began from higher on the mountain he ran within and attempted to warn the party. He did not see the shooter. Harry is most upset and in partial shock. It is his belief that a few crazy locals have brought the mountain down upon the group, as they are mad with their foolish superstitions. Harry did not see what happened to Ed Miller, but he hopes that he was able to get away.

Jon is in need of a bit of help and must struggle free or receive assistance from another to escape the rubble. He did not see anything either and is inclined to agree with Harry, which is usually the case. Jon has suffered from 5 points of Damage, due to being struck by rubble. Jon thinks that Ed was down by the outhouse when the shooting started and may have gotten away.

Staging Notes: It is vital as this scene unfolds that the Keeper does his best to promote a feeling of claustrophobia and gloom. Dousing the lights and then placing some rocks onto the table while describing the collapse can be a symbolic effect. An avalanche sound effect is also a good idea. Inducing fear of death by pointing out the likely oxygen problems can also be effective.

Harold Granby, Construction Foreman, Age 47

STR: 14 CON: 16 SIZ: 16 INT: 11 POW: 11
DEX: 12 APP: 14 EDU: 13 SAN: 55 HP: 16 (8)

Damage Bonus: +1d4

Weapons: Fist 60%, Damage 1d3 + db
Kick 40%, Damage 1d6 + db

Skills: Accounting 20%, Bargain 40%, Conceal 15%, Craft (Construction) 60%, Credit Rating 25%, Dodge: 24%, Drive Auto 30%, Fast Talk 45%, First Aid 45%, Geology 20%, Hide 25%, History 15%, Listen 25%, Natural History 15%, Navigate 20%,

English 55%, Operate Hvy. Mch. 30%, Persuade 45%, Ride Horse 30%, Sneak 25%, Spot Hidden 25%, Track 15%

Appearance: He has close-cropped blond hair and green eyes. As a rule he sports a few days of stubble and has a square jaw, thin lips, and wide set eyes. Most of the time he is wearing coveralls and work boots.

Role-Playing Notes: Harry is a tough, no-nonsense, hardworking man born in northern Maine and raised on a potato farm. He moved to Portland as a young man and has worked in construction ever since. He grew up in the school of hard knocks. He is honest, has a strong work ethic, and is not particularly religious. He speaks in a deep voice and is generally taciturn. "We can get out of this if we remain calm and wait for rescue. We'll be okay as long as the air holds out."

Jon Palmer, Construction Laborer, Age 31

STR: 16 CON: 14 SIZ: 13 INT: 8 POW: 7
DEX: 11 APP: 10 EDU: 10 SAN: 35 HP: 14 (9)

Damage Bonus: +1d4

Weapons: Fist 40%, Damage 1d3 + db
Kick 30%, Damage 1d6 + db

Skills: Accounting 10%, Bargain 20%, Conceal 15%, Craft (Construction) 40%, Credit Rating 20%, Dodge: 22%, Drive Auto 35%, Fast Talk 25%, First Aid 45%, Hide 35%, History 15%, Listen 25%, Natural History 15%, Navigate 10%, English 50%, Operate Hvy. Mch. 15%, Persuade 15%, Ride Horse 20%, Rifle 40%, Sneak 25%, Spot Hidden 25%, Track 35%

Appearance: Jon has brown hair and blue eyes. He sports a medium length spade-shaped beard and has thick lips. He has a bit of a paunch but is otherwise in decent shape. Jon typically wears jeans and a flannel shirt.

Role-Playing Notes: Jon is a simple man with religious convictions that only become apparent under stress. He tends to blather on when nervous and speaks with a heavy Maine accent. He was born in Bangor, but has spent his adult life living and working on construction projects in Portland. He has worked on a number of crews with Harry. "We best pray to Gawd. 'Cause here we be trapped and dyin' in the dark. What are we gonna do? What are we gonna breathe? What are we gonna eat 'an drink?" He is likely to go insane quickly and require babysitting.

Scene 3 – Interlude & Exploration

After a moment to reflect upon the current turn of events, the characters have some time to explore. The layout of a portion of the vault is described below. The characters are still in for a few surprises.

The next event occurs as the characters enter the main cavern.

Vault Description and Layout – Main Section

The vault is mostly linear in nature and is effectively a modified series of interconnected caves. It has been carved in many places, showing the signs of hand tools. In some areas stone arches have been emplaced to offer additional support. Antique copper lanterns are hung strategically throughout. Bad wicks render them useless. Air is supplied to the vault through a series of narrow cracks and crevices in the main cavern and lab area far too small for man or beast to traverse. The ceiling height in most of these areas is about 10 to 11 feet. Once the antechamber door is opened, any character that succeeds with an INTx5 test can discover a very light airflow.

Antechamber

The long antechamber is clearly an old storage space filled with cobwebs and dust. It has supporting arches in several spots. There are a number of old crates containing moldered hand tools that have long since become useless, although valuable from an archaeological standpoint. There is a small cask of wine that has turned to vinegar, a dry cask containing moldered flour, and a third dry cask containing smoked venison that has long gone by. An oak door, banded in iron, with rusty hinges is closed at the end of the chamber.

Upon entering the Antechamber the characters feel a chill run up their spines. The keeper should make a POWx3 test for each player character. The characters that succeed sense a malign presence and feel as though they are being watched.

Torture Chamber

This chamber is much wider than the last and has several antechambers with shackles hanging from the ceiling. The first one on the left has a skeleton with long rotted clothes hanging within. In the center of the room a skeleton occupies a rusty cage suspended from the ceiling. An ancient rusted and dry rotted oak rack occupies the far end of the room, near the door. To the right of the entrance are four pairs of arm and leg shackles along the wall. These were clearly used to chain prisoners into an upright position. Also on the right, before the archway, is an old dry rotted torture frame. Near the frame is a large rusted brazier on a stand and a tool rack containing a variety of rusty and brittle torture implements such as tongs and irons. Hanging on the wall next to the door are a variety of tools such as thumbscrews, large dry rotted wooden clamps, wedges, and dry rotted mallets. Another oak door, banded in iron, with rusty hinges is ajar at the end of the chamber. (This location was chosen to avoid having the sound of the victims emanate from the

crevices that supply air to the main cavern. A choice that had limited effectiveness)

Upon entering the Torture Chamber, the keeper should make a POW x 4 test for those characters that have not already noticed the malign presence. The characters that succeed sense a malign presence and feel as though they are being watched. Those characters that had already succeeded sense an increasingly oppressive presence.

As the door is approached the keeper should make a Listen roll for each character. Success indicates that the character hears a faint rattling of chains. (This is best conveyed with a quick note to those that succeed.)

Main Cavern

The main cavern area shows several signs of modification. An arched barred antechamber blocked with thick metal bars allows only partial entry. The far wall is pierced by two banded oak doors with barred windows. To the right are a series of shelves and between them are the remains of a pair of cots, a small dresser containing old moldering colonial clothes, and several pairs of rotten shoes. In the right of the circle near the center of the cavern is a small lectern with a useless writing kit. The floor shows signs of being marked up with chalk and erased many times.

Upon entering the antechamber of the Main Cavern, the keeper should make a POW x 5 test for those characters that have not already noticed the malign presence. The characters that succeed sense a malign presence and feel as though they are being watched. Those characters that had already succeeded sense an increasingly oppressive presence.

Keeper's Note: Ephram Whatley's first attack takes place here as soon as the characters are within the barred antechamber and is carried out in the form of a spell with the help of his reluctant tool Sir Kenelm Digby. Digby is the only slightly sane one left of the resurrected remaining imprisoned in the vault (details below). Pass the players a handout showing the circle at this time.

In the center of the floor a circle with a triangle within surrounded by words, as outlined below has been deeply inscribed into the floor. A successful Occult roll identifies this as a Thaumaturgic Circle commonly associated with the summoning of spirits or demons.

Above the triangle the following words are inscribed: I Call Upon Ye Opener Of Ye Way. I Call Upon Ye Gate And Key. I Summon Ye Yog-Sothoth

On each side of the triangle the following words are inscribed and thus repeated three times:

Aeyha Yog-Sothoth Yenagah Yog-Sothoth
Throdagah Yog-Sothoth.

In the center of the triangle is inscribed the following Greek characters: Ελληνική. (*Keeper's Note: This means Imbue in Greek.*)

Below the triangle the following words are inscribed: Constitute Ye Key Yog-Sothoth. Open Ye Way Yog-Sothoth. Imbue Ye Sacrifice Yog-Sothoth. Dies Mies Jeschet Boenedoesef Douvema Enitemaus

Keeper's Note: These words are the evocation needed to call a portion of Yog-Sothoth forth and imbue a sacrifice with a small portion of itself intended to create its offspring on earth. It suffuses the sacrifice with the potential of creating a child of Yog-Sothoth. It renders female sacrifices pregnant and a male's seed becomes potent with this potential so that a child fathered by the sacrifice will be a child of Yog-Sothoth. The details are given below.

Chained to the far left wall with a very stout chain about 12 feet long attached to his left ankle is the resurrected Sir Kenelm Digby. The chain is long enough to give him some room to move but prevents him from reaching the doors or the circle. Near the huge ring that holds the chain to the wall is a sturdy colonial style chair, a simple writing desk with long moldered cheap writing implements and paper, and a small table with a chess set upon it. Incongruously, it appears that there is a chess game in progress upon the board.

He is wearing loose rags of what were once colonial era clothes. His eyes are wide in their sockets with bloodshot whites clearly visible even at a distance. The look in his eyes conveys a feeling of unimaginable terror and infinite sadness. His skin appears coarse in a strange fashion that can only be described as loose knit. His hair is long and matted and falls below his shoulders. He has a filthy beard and his lips appear swollen. He has a wide brow and a nose. Despite his obvious crazed look he somehow gives the impression of a keen intellect. (Seeing him causes Sanity loss of 0/1d2. His full statistics appear below in the next scene.)

The bars blocking the entrance are made of a very thick rusted steel, which can be broken with time and effort as outlined below. On the left side of this barred section is a metal door. A thick five-foot wide metal section separates the bars on the door into two narrow sections. The door is locked from the inside and the lock is arranged in such a way that it can only be reached from the inside, preventing the characters from entering further without considerable effort. This arrangement of bars was intended to keep any of the experiments from escaping or interfering with the torture of others and

as a measure of security to prevent penetration of the working spaces by outsiders.

The metal door is considered to have 50 Hit Points and can be kicked by a character doing normal kick damage and only failing to hit on a 96-100. The door can also be forced open by a series of STR tests. The STR of the door is equal to half of the current remaining Hit Points. Each attempt to force the door takes two rounds and inflicts 1d6 points of damage. Up to two characters may participate in an attempt to force the door in which case their STR is combined. A barred section can be attacked in the same fashion, but is considered to have 60 Hit Points.

The doors on the far side of the cavern have been barred on the inside and cannot be opened without smashing them open. The doors can be broken open with the same system as outlined above, except that the doors are considered to have 32 Hit Points.

Keeper's Note: The rules for breaking open the bars need only be applied if attempted while an action such as melee, spirit combat, spell casting, or the like is in progress. If such is not occurring the Keeper should feel free to approximate the time needed to penetrate the barrier.

The shelves on the wall nearest the entrance contain several boxes of chalk, 5 boxes of 2 dozen candles (mostly black and red and still able to work albeit a tad poorly), a few goblets, a silver and a copper bowl, several boxes of incense, a couple of incense burners, 2 jars of red dust, a number of moldered sacks, and several leather jacks with a residue of indeterminate contents. The far shelves contain a half dozen additional lanterns, some spare wicks that are no longer useable, a number of jars of whale oil that have mostly evaporated, several sets of pewter tankards with plates and silverware, the remains of several towels and napkins, and a number of sheets of dry flaky paper.

Scene 4 – The First Casting Of The Invocation

This scene begins as the characters enter the barred antechamber of the main cavern as described above. Sir Kenelm Digby rises shakily to his feet in chains and, acting as Ephram's assistant, speaks the vocalizations for the spell. "Invoke The Opener Of The Way." His words and actions are outlined below in a scripted format.

Keeper's Note: The following scene is a set piece required to set the stage for the horror of the scenario to unfold. As such the normal mechanics of the spell are ignored and while the Keeper should appear to make rolls for casting, POW struggles, and the like, for the sake of appearance, the scene

must unfold as described to create the tension necessary for the meat of the scenario to proceed. Only magic weapons can harm the avatar of Yog-Sothoth and so it cannot be hurt during this first scene. Statistics for it are given further in this scenario.

"I ask thee to be generous and Christian and forgive me the transgression I am about to commit to thee. May god have mercy upon our souls. I would that..."

[He shivers and shakes and his face twists into an expression of anguish. He then drops to his knees, chain rattling, and continues to speak.]

"Yes, Yes, damn thee!"

[He shakes a fist at the air, and then begins the following intonations.]

"I Call Upon Thee Opener Of the Way. I Call Upon Thee Gate And Key. I Summon Thee Yog-Sothoth."

[He rises to his feet chain rattling.]

| | | | |
|-----------|-------------|---------|-------------|
| "Aeyha | Yog-Sothoth | Yenagah | Yog-Sothoth |
| Throdagah | Yog-Sothoth | | |
| Aeyha | Yog-Sothoth | Yenagah | Yog-Sothoth |
| Throdagah | Yog-Sothoth | | |
| Aeyha | Yog-Sothoth | Yenagah | Yog-Sothoth |
| Throdagah | Yog-Sothoth | | |

[He gestures into the air vaguely in the direction of the circle. A series of intermingled glowing spheres appears in the air above the circle looking misty at first but quickly coming into focus.]

"Constitute Thee Key Yog-Sothoth. Open Thee Way Yog-Sothoth. Imbue Thee Sacrifice Yog-Sothoth. Dee Mee Gee-Shay Bwen-Nee-Do-Sef Dwav-Ee-Maa Ee-Nit-Ee-Maws"

[He throws his hands into the air, falls to his knees amid a rattle of his chain, and begins to sob dry racking sobs, crying tearlessly as though he had no moisture for tears. The avatar of Yog-Sothoth begins to move toward the gathered characters moving slowly at first but gathering momentum like a freight train. It seems small at first, but that appears to be a trick of perspective as it begins to fill the view and flow toward the party.]

The characters may attempt to interfere with the spell with little effect. The one character with a handgun can shoot, taking a round to draw the gun if it is not out already. It will only take three rounds to cast the spell and each shot only does one point of damage. Firing a shot through the bars is at half chance of success, due to their width and density. If the character rolls 1-5 less than the malfunction number the shot ricochets and each character must make a Luck Test to avoid injury. If more than one character fails the Luck Test, the ricochet hits the

highest roller, with any ties rolling off. The damage of the ricochet is at ½ damage. Weapons or objects thrown through the bars are at ¼ chance to hit. Sir Digby is well outside of melee range.

Once the invocation is complete the avatar of Yog-Sothoth flows through the space after the characters. It looms larger and larger filling the antechamber and flowing toward them. It simply flows through the bars without visible effort. Seeing the thing costs a Sanity Loss of 1d3/1d10. Harry Granby screams and throws himself upon it screaming and striking ineffectually. It smashes Harry with a flick of an extended psuedopod-like tendril, leaving a broken and disheveled corpse that resembles meat beaten for hours with a hammer. It takes only one round to flow through the bars. (In the aftermath those inspecting the body of Harry Granby need to pass a CONx5 test or be sick. Characters inspecting the body must also test for a Sanity Loss of 0/1d3.) (The avatar is described fully at the end of this scenario.)

Should the characters manage to interpose a door between it and them, it simply bursts through the door blowing it off its hinges. Any character hiding directly behind the door takes 1d6 damage and any character attempting to brace the door takes 2d6 damage. This damage can be avoided with a successful Dodge Roll.

After crushing Harry it settles upon a randomly chosen female character, if one is present. It settles upon the character for one round and imbues the character with its essence. The character takes 1d6 burn damage. The selected character may make a Dodge attempt at ½ each round (due to the confined space and its size), but it will single-mindedly pursue its victim and ignore all others. It forces its essence into the character. Once it has committed this act, it simply fades away the following round leaving behind the strong smell of ozone and the faint acrid smell of something acidic.

The victim of the attack must now make an INTx2 test. If successful the character makes a Sanity Loss roll for 1d6/2d6. If the INTx2 roll is failed the character must make a Sanity Loss roll for 1/1d3. A successful intelligence test indicates that the character has become aware that the thing has left behind a portion of its essence within the character's body, that the character has become infused with a portion of the thing. If at any time the player of the imbued character fully understands that the essence of the thing is now inside his or her body then a Sanity Roll for a loss of 1d6/2d6 is made immediately. Also, the affected character can receive first aid for the burns suffered. This involves using the water carried by the party to soak the clothing to provide some relief from the burns. This first aid attempt uses up the party's water, regardless of success.

Keeper's Note: A pretense of rolling randomly for all the characters should be made, but the thing prefers a female victim and will always select a female to imbue with its essence first and a male second, given the option. During this scene the keeper should feign an attack roll, but it succeeds automatically in this first invocation scene with a successful Dodge only prolonging the moment. The appearance of normal mechanics should be kept up at all times in this scene. The avatar need not be dismissed as is normal with a summoning because it departs after achieving its purpose. Ephram has spent his entire POW and must rest, regaining consciousness in 6 hours.

Staging Notes: It is important during this scene to instill a sense of intense action and engender as much panic as is possible. A heartbeat soundtrack, or music with a climactic crescendo or strong cacophony would be wise to use here.

Scene 5 – Speaking To The Dead

The attack of the avatar closes the last scene and opens directly into this scene. After the attack the characters do have some time to reflect and perform First Aid. During this time Digby continues to sob, occasionally rattling his chain as he crawls about on the floor agonized by what he has done.

Jon Palmer has become nearly hysterical and needs to be calmed down. He simply says over and over: "Gawd is punishin' us for our trangreshuns. We be done for now I expect. All a body can do be to pray and pray..." He remains like this for the duration of the next scene. For the duration of his role in the game he follows whoever is the most kind to him around like a lost, traumatized, and pathetic puppy.

Characters that had become aware of a malign and observing presence are aware that the presence seems to be gone at the moment.

Keeper's Note: Make sure to let those that did sense the presence know that the sensation is gone as this is vital to the next scene and the continuity of the scenario.

Sir Kenelm Digby will continue to sob for a while until he is approached or it seems time to move the game along. He is truly traumatized by what seems an eternity of horror. Digby is a reconstituted horror resurrected by the sorcerer to be tortured and prodded into revealing his secrets by means of the Resurrection spell. His statistics appear below.

Staging Notes: During this scene a small length of chain that can be rattled while Digby is talking could be most useful.

Sir Kenelm Digby, Resurrected & Tortured Alchemist, Age ?

STR: 22 CON: 12 SIZ: 14 INT: 18 POW: 16

DEX: 11 APP: 9 EDU: 21 SAN: 0 HP: 13

Damage Bonus: +1d6

Weapons: Bite 35%, Damage 1d3 + db (Chance is x2 with a successful Grapple)

Grapple 50%, Damage Special (STR vs STR to hold)

Fist 55%, Damage 1d3 + db

Kick 40%, Damage 1d6 + db

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Skills: Accounting 20%, Astrology (Astronomy) 65% *, Alchemy (Chemistry) 75% *, Bargain 50%, Chess 65%, Conceal 15%, Craft (Glass Making) 40%, Dodge: 26%, Fast Talk 25%, Fencing 80%, First Aid 45%, Hide 35%, History 55% *, Listen 45%, Natural History 75% *, Navigate 30% *, English 96%, Latin 45%, French 60%, Greek 20%, Persuade 55%, Ride Horse 40%, Sneak 25%, Spot Hidden 25%, Track 35%

* Denotes knowledge acquired up to the end of the 17th Century.

Sanity Loss: 0/1d2 (If recognized as outlined below 1d3/1d8 additional Sanity is lost)

Appearance: He is wearing loose rags of what were once colonial era clothes. His eyes are wide in their sockets with bloodshot whites clearly visible even at a distance. The look in his eyes conveys a feeling of unimaginable terror and infinite sadness. His skin appears coarse in a strange fashion that can only be described as loose knit. His hair is long and matted and falls below his shoulders. He has a filthy beard and his lips appear swollen. He has a wide brow and nose. Despite his obvious crazed look he somehow gives the impression of a keen intellect.

Role-Playing Notes: He is barely able to remain coherent and is only able to do so in hopes of discharging his torture inflicted obligation to Ephram and then beg for mercy, while the evil spirit rests. He has held onto a semblance of sanity due to his strong will, but is not truly sane by any means. He speaks in fluent old English. If he is approached within melee range (i.e. within reach) he will not be able to hold back from attacking as the thirst for blood and need for sustenance is too strong. He will attack by grappling and then tearing the flesh from his victim by biting if possible. If engaged in melee by multiple foes at once there is a 45% chance that he will kick at his enemies, but odds are high that he will grapple and feed anyway as he is beyond ravenous. Multiple foes attacking him gain a +10% bonus, due to the chain. Once he has fastened upon a victim and is feeding, all other melee attacks enjoy a +20% bonus.

Note: Reducing his hit points to 0 can defeat Sir Digby. It is a matter of debate if he is truly slain by

this but he is rendered ineffective. He can also be returned to his essential salts by using the reverse of the Resurrection spell upon him. (The spell is outlined in the Laboratory and also in the Grimoire of Ephram Whatley.

He is interested in bargaining with the party. He wishes to state what he knows in return for a merciful killing via beheading and dismemberment, followed by being dissolved in acid. As he is a devout Catholic he cannot commit suicide as this guarantees that he has no chance for salvation. He urges the group to listen to what he has to say, prior to even forcing the bars. He will reveal all he can if the group agrees to kill him, with the understanding the he is on the very edge of control and he will fight them. If the group does not agree he will then ignore them and study his chessboard. He has memorized the board and does not truly need it should a spiteful player manage to disrupt it and dodge away. The chess games that Ephram plays with him are one of the few things that have allowed him to retain any shred of a semblance of sanity. He is prone sometimes to break down into sobs or to simply begin laughing for no apparent reason.

Once he has identified himself all characters may make a History or Occult roll, whichever is higher, to recognize him. Characters that succeed make a Sanity Roll for a 1d3/1d8 loss and should be given the Sir Kenelm Digby handouts with his picture and bio. Once the other characters become convinced that he is a dead historical figure, as stated by a character that succeeded in a History roll, then they also must roll for this sanity loss.

The speech below is intended as a guideline for the keeper and some things may need to be adlibbed. Keep in mind that he will do nothing for them if the bargain is not made. He will insist upon an oath that is in the name of God and their honor.

"I would say well met, were the circumstances not so. I beg thee to forgive my weak and pitiful state and the horror that I have wrought under duress and agony. I say this unto Thee. The Sorcerer Whatley is a merciless tool of the devil and brings hell to the very earth. Come and speak unto me, but ware thee do not yet work free the rusty bars for I Sir Kenelm Digby have been called forth from the dead and been made through vile torture beyond imaginings to become a tool of true and boundless evil. It appears that thee are truly amongst the living and by thy strange garb it is a long time hence since the foul one did call me up from my grave. Tell me this brave souls, what is the year of our lord and this month and day?" [He walks near to the end of his chain.]

[As long as they give a good response he will continue.]

"What strange marvels thee might speak to me of if all was not as it is for my will and mind hang on the thinnest of threads. The lucidity that thee perceive is but illusion. I say unto thee mark me well for time is fleeting and he rests of need, but shall be back to torment thee and me who are at his mercy. He is the foul wizard Ephram Whatley and no longer hath he simply a body but is a potent spirit with an intellect and will sharper than the most sharp of razors and his hate hast made him strong. I will tell thee all I know with a promise upon thy honor and upon the Lord our Redeemer to slay me as quick as thee are able. That thee shall put me to rest by means of decapitation and dismemberment or by reduction to my essential salts and that further thee shall immerse my body in Aqua Fortis or like substance that I may never again be called up and may finally go to judgment. Thou shalt swear to act as I have specified once I declare to thee I have spoke unto thee all that I may. Mark thee the time and decide quickly as the sands do run fast in the glass."

Characters with a Chemistry of 20% or better or who make a successful Occult or Chemistry Roll identify Aqua Fortis as the alchemical name for a solution of Nitric Acid made from Saltpeter by mixing it with Alum and Vitriol and distilling it with a hot fire. It was first invented by the alchemist Jabir ibn Hayyan around 800 AD.

[If the characters do not agree he shall say the following.]

"I beg thee to reconsider. [He drops to his knees with a rattling of chain and sobs.] Now and only now can you give mercy unto me and a chance to gain the upper hand upon the dread one. I tell thee this; death is no stop to his vile and malignant ministrations. He brings pain upon pain and more to make it beyond bearing. It is by the thinnest of threads I can speak with thee at all. Think! The sands run swift in the glass!"

[If the characters still do not agree he will grow very distraught and say the following amid racking sobs.]

"I beg thee. Are thee not Christians? [Crawling forward to the extent of the chain on his knees as it rattles behind him.] Hast thou no mercy? [Sobbing] Hast thou not a desire to preserve thyself? [Sobbing] Know thou this, the pain is without mercy and gives him great and eternal joy. [Sobbing and more sobbing] Canst thou not forgive me enough to slay me for I may not slay my own self and be thus cast into the pit! [Sobbing and groveling] I beg thee in the name of the Savior help me. [Sobbing]"

[If the characters still do not agree he will drag himself to his chair amidst further sobbing and say the following.]

“Ah, what a foul and weak fool I be. Thou art folk from a heathen and callous age. [Sobbing] It shall be doom upon us all and the pain he brings thee shall be only the beginning of thy torment. [Sobbing] For thy foolishness shall aid him and that which he desires is most dreadful beyond thy dreams. [Sobbing] What pitiful wretch I be to put hope in such as thee. [Sobbing and more sobbing] Mark me thusly, thee will surely regret thy decision. I spit at thee and turn my back upon thee. [He casts a look of pure venom upon them. He then slowly ceases to sob and enters a fugue state contemplating the chessboard. At this stage he cannot be roused again except to fight and will not render aid of any kind to the party.]

[If the characters agree to do as he bids and swear the oath he will utter the following lines.]

“Mark well my words for I speak unto you whilst lucidity is my friend, but it is most true that she abandons me more than she befriends. Thou hast fallen into the clutches of a most vile and powerful creature, the greatest of malign and tenebrous evil. It was once a man born to this world as Ephram Whatley. A man it is no longer but instead a vile and malignant wraith, which feasts upon the pain and misery it is wont to bring. No Christian element, no mercy, no shred of tenderness belongs to the pitch-black soul it doth possess. [He begins to pace back and forth, to and fro, dragging his chain and gesticulating as he speaks.] Great joy it doth take from torment. He hath made a bargain of the most infernal repute with that which lies beyond the spheres. If I rightly understand that which the foul one hast let slip between gloating moments and the utter agony he brings, it is a great and potent spirit, beyond the ken of man, to which he is bound in the manner of a bargain most foul.”

[For a moment he seems to lose his composure and rattles his chain and seems to need to stifle a giggle that threatens to become a sob.]

“I know not the substance of his infernal bargain. This I do say unto thee that he be a harbinger of the end times. If I understand aright what has been uttered at the height of his passion, in my moments of greatest agony and torment, when his most guarded tongue be unfettered, it is that his master, Yog-Sothoth, shall bring doom to man. [He shakes and shivers and runs his hands through his matted hair.] He shall be the instrument of doom and usher forth an age unimagined in Man’s wildest dreaming. [He pauses for a moment and seems shaken. It takes an effort of will to regain his composure.] This I do most fervently believe in my innermost heart. I beg thee to do as thou may to end the awful horror of his terrible work.”

[He sits in his chair and runs his hands through his matted hair, looking up with wild agony filled eyes. A sob escapes his lips.]

“It must be said ere I proceed apace two items of great import. [He casts about with his eyes.] Item of the first: I sense not his malign and foul presence and mark this well. He may be at his rest now, but the sands of time run swiftly and time is of the essence. Item of the second: I must tell thee I know not how long he must be in a swoon at rest from the foul casting of his awful spell. I a mere instrument, a lackey, his voice, it was indeed he that used his finely honed powers, his will, to call forth the thing from the nethermost void. He needs rest perhaps a quarter or half a day at most and then he shall be unleashed upon thee. Thou shall know the dread potency of his hateful presence as the tingle of terror runs up thy spine and a chill like the breath of winter falls upon thee. [He looks with wide horror-filled eyes upon the group.] Thou knowest in thy heart that of which I speak.”

[He stands and begins to pace, his chain rattling as he moves.]

“I know not the plan the foul beast hath conceived in the forge fueled by his fiery hate. This I do know, he gave his soul through some binding with a being of great power beyond the spheres which among its many names is wont to be called Yog-Sothoth. This binding doth grant him life eternal of a kind or so I surmise. This life be not in manner as man might conceive. He may use his body or may not as he deems the need. This I say to thee, he walks as he wills. His body remains the seat of his soul or so I do well conceive. As such, in this I theorize lies the essence of his weakness. [He turns and paces to the length of his chain gaining the group and earnest look.] Mark me well as I have studied long and hard his ways and do this believe; he shall become as a haunt, a ghost, or wraith, of some more mundane manner should his body see true dissolution. Were he immersed in vehement Aqua Fortis, as I request for my own self against his calling up my essence again, the body may well release him in death. Thusly his soul being bound no longer to a corporeal prison and thus unbound shall be subject to remedies applied to a haunt or suchlike.”

[He turns and starts to pace back and forth again rattling his chain.]

“It is the hope of the sorcerer’s doom which has left me lucid these many years. [A choking giggle escapes his lips.] Mark well my words. When he was trapped by that bold act of his retainer and interred herein he was served by another, one Hiram Walen, his acolyte. Hiram became quickly afear of his master and began to prepare a potent betrayal. A great and powerful protection against spirits was of his making and bound strongly to an

amulet he most assiduously prepared. The work he performed whilst the evil one cast forth his spirit, as he is wont to do. With great care he acted, careful in the hiding of his work, ever vigilant in care of his master's return. Well and careful was the work, yet disaster did befall Hiram. He did cut the throat of the foul one in hopes that the death of body would slow the mind. This was not to be and Hiram did most sadly work his magic in error. He did not enact his magic in such a speed as was his need."

[He seems to lose his composure and sinks into his chair holding his head in his hands. A sob racks his body.]

"The Wizard fell not at his hands. In his turn the sorcerer did torture Hiram unto death. Long did he suffer pain and wracking the like of which is beyond ken. An ocean of pain, a hell on this earth, brought Hiram lower than low until he passed on. [He sobs again and shakes in his chair rattling his chain.] Death was no end to his suffering. His body was rendered into essential salts and he was raised up from the dead. His torture was seemingly without end. To see it is only to have the most vague of notions as to the depths of depraved vile evil that the Wizard doth engage. His joy in pain is a most depraved and bottomless pit of darkest foulness. [He stands and paces rattling his chain. He gives a look of utter horror.] Hiram became a most warped twisted beast lost as a man. His state became so deeply pathetic in its nature that the wizard's pleasure did wane. He was cast down into the pits wherein he likely suffers in a mindless agony to this very day. [He giggles a bit and then sobs running his hand through his matted hair.] There is but a little more to say to thee."

[He turns and paces to the end of the chain and gives the group an urgent terror filled look.]

"Ephram is most depraved and most sadistic and of greater import, he is wrathful and arrogant in great measure. It is this that is his weakness. The wretch Hiram was cast down bearing his amulet as in his arrogance it gave great pleasure to the evil one to malign his former acolyte's skill and he placed it back upon him after his raising. I doubt not that the gibbering beast he now is wears it to this day in the darkest gloom of his pit. [He shakes and rattles his chain holding his head running his hand through his hair.] His spell and notes are hidden herein and it is that which is needed to aid thee with thy work. Hiram hid it against the chance of his failure, knowing that some day thy like would come, but I know not where as there can be no revealing of what is not known. Mark this well, I surmise that it needs be cast before the evil one is upon thee and not as he nears thee. It no doubt lasts some length of time to be measured in minutes, yet the length of this I know not. Further ware his body that walks at his need. I say again, know well that it is my most

fervent belief that his body is his binding, which I well believe will bring him near his end should it, as I say, be fully dissolved or otherwise rendered without substance. Such will then be thy opportunity to vanquish his essence, should Hiram's magic be of effect, as he shall have no corporeal form to hold him to this earth."

[He sits back down into the chair amid a rattle of chain and again holds his head in his hands. For a moment or two he giggles and then sobs.]

"The grip of the spirit of lucidity is fast falling from me. Mark well that I shall fight thee, when thou takes thy promised step to encompass the making of my rest. Further, know thee well that I have mastered the sword and such should be kept from my hands. I have said all I may. It is time for thee to keep thy word and make thy bargain true. It is now the time to destroy me. It is by dismemberment or the spell that shall reduce me to my salts of an essential nature that now falls to thee."

[After speaking he begins to sob and then falls to staring and mumbling.]

At this point he has concluded his speech. He will fully expect the group to end his misery and cannot be of further assistance.

Intermission

An intermission or break of about 10 minutes is appropriate after about two hours. This is likely place for this intermission.

Scene 6 – Exploration

Vault Description and Layout – Back Section

Laboratory

The cavern that comprises the laboratory is separated from the adjacent prison by a stout oak door of the same kind that is described above in the Main Cavern description. Like those doors it has 32 Hit Points. It has been barred from the inside of the Lab area. The ceiling of the cavern slopes down from about 11 feet in height at the entrance to about 6 feet in height at the right-hand wall.

To the left of the entrance is a series of shelves containing a number of various sized jars and jugs. The bottom shelf contains 8 5-gallon glass jugs. These are labeled in either Latin or Alchemical Symbols. The jars contain a variety of now moldered or otherwise useless herbs. The jugs contain a variety of liquids and powders identified by alchemical symbols. These include ¼ pound of Quicklime (a pure white powder), a jug of Ammonia (a clear liquid with a yellow tint), a mostly empty jug with 12 ounces of Green Vitriol (a yellow-green crystalline substance), about 4 ounces of Nitre (a white crystalline powder), 2 pounds of Cinnabar (a



fine heavy red powder), and 3 jugs of various amounts of Aqua Fortis (a mostly clear liquid tinged faintly with yellow), containing approximately 5 gallons, 3 gallons and 1 gallon each respectively. The most useful substance to the group is the Aqua Fortis, which is identified as AF. A Character with a 20% or better Chemistry skill may successfully identify the Aqua Fortis with an Occult roll or a Chemistry roll whichever is higher. This is a strong acid, which is dangerous to handle. The rules for this are described below under Final Action – Concluding the Story.

In the far right corner of the room is a lab bench. The bench has a number of colonial era items of lab equipment. This includes a number of flasks, a large retort (a glass container with a flask shaped bottom that tapers up to a curved spout used for distillation), a small brazier, a mortar and pestle, a small bellows, several pairs of tongs, a human skull, and a pair of scales with a set of weights. On a shelf under the bench are several more large retorts, a ½ dozen additional flasks, a small retort, a medium sized retort, a large mortar and pestle, a pair of large tongs, 4 glass rods (for stirring), a few empty clay jars, a fermentation tube (This is a round bottom flask with three apertures that has a narrow secondary bulb and a u-shaped tube at the end allowing for a water lock.), 4 empty clay pots, 3 empty jars, and a small supply of dried out cork.

Behind the bench, inscribed into the wall is an Oroboros. This is a circular depiction of a snake eating its own tail. This was a common symbol of alchemy and represents the eternal cycle of the universe, death feeding life and so forth.

Beyond the bench, to the left, is a second series of shelves. These are mostly empty containing an odd assortment of dried up inks, crumbling parchment, assorted animal bones, and a dozen human skulls.

Between the bench and the shelves is a narrow passage. This leads down to the spring as described below.

Directly to the right a pentacle has been inscribed into the floor. On the wall past this are inscribed two symbols and some accompanying words. These are the words to the spell of Resurrection. The first set to raise the dead from their salts and the second to return them to their salts. The left hand words are surmounted by a Dragon's Head symbol and the right hand words are surmounted by a Dragon's Tail symbol. The incantations are outlined below and in the player handout as well.

Left hand words: Y'AI 'NG'NGAH, Yog-Sothoth, H'EE – L'GEB, F'AI THRODOG, UAAAH
Right hand words: OGTHROD AI'F, GEBL – EE'H, Yog-Sothoth, 'NGAH'NG AI'Y, ZHRO

The first incantation can be used to reconstitute one of the dead from their essential salts found in the vault-like closet described below. The effects of this are described with the spell explanations below. The second incantation can be used to reduce Sir Kenelm Digby or the resurrected prisoners to their essential salts, at a cost of 3 magic points and 1d10 sanity loss.

Keeper's Note: As long as the player does a credible job of pronunciation the spell should be effective. If the player does not make a reasonable attempt the spell fails. It is presumed that the actual reduction of a corpse to essential salts requires additional action, as it is an alchemical process.

The laboratory airflow is supplemented by a series of clefts feeding into a narrow and twisting chimney-like fissure that runs near the crevice at the rear of the chamber. This chimney cannot be accessed, broken into, or modified with available tools. During bright sunny days some faint gray light trickles down from the chimney that is only perceptible in the pitch-blackness.

A small rusted furnace is set in the corner near the crevice with a small chimney pipe that is fitted into the crevice. It is beyond repair.

Under the archway on the left and near the furnace is a large glass tub set upon 4 stone blocks. It has a simple glass valve at the base, which also has a glass stopper blocking the spigot. The tub sits a bit over 2 feet off the ground. This is a convenient height for working and draining the tub. It is used as part of the process for the reduction of a corpse to its salts.

In the far left corner is a squared-off vault-like section with a sturdy door. It is locked with an iron padlock that can be easily broken, as it has become brittle. It can be forced using the same mechanics as the doors, but is considered to have 10 Hit Points. Within this small vault is a series of shelves. There are 5 tall leaden flasks with a single handle on the left under a sign reading "Custodes" and 17 squat jar shaped flasks below a sign reading "Materia". The jars are sealed with leaden stoppers. Each flask is lightly engraved with strange unidentifiable markings. Each flask has a numbered tag. Two of the jars in the Materia area numbered 6 and 13 respectively are set apart from the rest. These flasks contain a fine dusty powder of a dull neutral color that has a strange non-adhesive property that leaves no residue behind. The powder ranges in color from blue to yellow to green or pink and is apparently random. There is no apparent key or catalog for the numbered tags. The results of resurrecting the dead from their salts are given below under New Spells And Spell Effects.

Keeper's Note: This lab was used for ritual preparations, resurrection, and minor lab work. The primary lab was an adjunct to the now defunct house.

Spring

A narrow passage winds downward to a small bubbling spring, which fills a small pool approximately 4 feet wide by 6 feet long, and flows out through a narrow crevice. The crevice is not quite large enough for a human arm to fit in and is definitely not a method of escape, but it is a source of fresh water. Several rotted buckets are set in this room.

Hidden Corpse Niche

A hidden pivoting door in the wall behind the lab bench leads to a narrow niche in which the decomposed body of Ephram Whatley lies. It is well concealed and appears to be natural fractures in the rock. A small fissure above the door contains a simple ring that acts as a latch. Pulling up on the ring appears to release the door latch; however, it only opens a small fraction and seems to be wedged shut from the inside. Ephram has wedged the door shut with an oak bench. The door can be forced, but resists with a STR of 24. Up to 2 characters may combine STR to force the door, taking one melee round with each attempt. The wizard will attack, if he can, to defend his body. Of course he may leave, if he wishes, at any time. Seeing the animated corpse in action has a sanity cost of 1 / 1d6. It appears as a skeleton with long wispy white hair wearing rotted gray breeches, a pair of filthy white stockings, along with buckled brown leather shoes, and a moldered threadbare frock coat. In the left pocket of the coat are a brass key and a copper key. The brass key fits the brass safe in the Corpse Niche and the copper key fits the study door. The shriveled leathery eyes within the sockets manage to project a malignant glare. (The stats are given below.) Ephrams' spirit will be hidden here while recovering. The body will defend itself if it is discovered and the wizard is conscious. He will try to hide if Ephram is weak or he will use his spells and take other actions as needed.

In the back of the niche at the top of the wall is a second small hidden niche. It is a simple pinned slab that can be pivoted up if found. Moving it reveals a colonial era brass door with a strong lock. It is very securely mounted and is not able to be forced with the tools available. The key in the frock coat of the wizard's corpse fits this lock. Within this strong box are 6 small chests containing a variety of mostly ancient and colonial gold coins. Each chest contains 400 some odd coins and the total value is a bit over \$64,000 in gold value for the contents combined. Many of the coins date to ancient Roman and Greek days. With this factored in the value of

some of the coins brings the total value to as much as \$180,000.

Keepers Note: The value of this gold is approximately \$1,860,000.00 in late 2000 dollars.

Hidden Study

A hidden door in the ceiling, past the pentacle, opens to an overhead passage. A stone protrusion can be gripped firmly and pressed in, allowing the hidden door to be pushed open. The door itself is balanced in the center on a pivot. The mechanism, which acts as a latch, is hard to push and the door is cunningly concealed. This narrow modified crevice has a dry rotted and useless small ladder set within it. It leads to a stout copper covered oak door that is locked with a brass padlock. The lock is still functional, but crude by modern standards. It is a +20% to pick with a Locksmith roll. Unlike other locks herein it is not easily broken and the door not easily challenged.

Within this room is a set of shelves containing an antique bookcase, a small writing desk, a chair, a larger writing desk and chair, an armoire, a set of shelves, and a sturdy bookcase with a glass panel against the far wall. There is a cot on the left side of the room with several moldered blankets and pillows and a set of discarded colonial era small clothes (undergarments). Near the cot is a small table with a washbasin and a pitcher.

The armoire contains some spare clothes, including small clothes, ceremonial robes, breeches, a jacket, and a few spare blankets. All is moldered and old and of little use. At the back of the armoire is a long wooden case. Within the box is an Enchanted Iron Sword carefully packed in an oil soaked cloth. It was packed for the ages and the cloth still drips of oil. Some rust has gotten to it and it is very brittle. If used in combat it does 1d8+1+db Damage and has only 10 Hit Points. Each time the sword hits a target the wielder must make a DEXx5 roll or the weapon shatters. If the roll to hit with the sword is a 96 or higher then it shatters. It counts as an enchanted weapon when used against mythos creatures, but was made for ritual use.

Both writing desks contain some dry parchment, dried out ink, sealing wax, and simple seals representing an Oroboros. The large desk also contains a dozen sheets of vellum, a Grimoire entitled Some Notes On Magick And Alchemy, and a ring with a single iron key that fits the lock to the storage chamber containing the salts. The Grimoire is outlined below.

The bookcase contains a number of erudite tomes including; Hermes Trismogistus – the Mesnard Edition, Liber Investigationis by Geber, The Key of Wisdom by Artephous, Peter Jamm's set of Albertus Magnus, Thesaurus Chemicus by Roger Bacon,

Clavis Alchimiae by Fludd, Daemonolatrea by Remingus (28 wks – 1d4/1d8 Sanity – +8 Cthulhu Mythos), The Art of Distillation by John French (a pamphlet), and The Treasure of Treasures for Alchemists By Philippus Theophrastus Bombast (Paracelsus the Great). The only actual Mythos tome is the Daemonolatrea. True study of the book would take time beyond the scope of this scenario. Skimming it for 3 hours will give the information in the player handout entitled Daemonolatrea Skimming Summary. Skimming the other books takes 3 hours each, except for the John French book which takes 1 hour, and yields no information. The books are fragile and must be handled with care. A character with a successful Occult roll is aware that the Daemolatrea is a study of the practices of witches and wizards and is the book from the bookcase most likely to be pertinent.

Reading the text of Daemonolatrea through skimming has a sanity cost of 1d4 (see skimming rules in rulebook). The book is a study of the hunting of witches, sorcerers, and their ways by the French Judge Nicholas Remy, whose name translated into Latin is Remingus. It contains some observations regarding Yog-Sothoth. If the character has been imbued with the life force of Yog-Sothoth and succeeds with an INTx5 roll an additional 1d6 sanity is lost, unless the character has already lost sanity from being imbued and reading the Yog-Sothoth notes.

The Grimoire may be examined in two ways. The book may be scanned briefly to get an idea of the contents, which takes a half an hour and indicates a section regarding Yog-Sothoth that takes another half an hour to read. The players may be given the Yog-Sothoth handout, in this event. This handout costs 1d4 sanity to read. If the character has been imbued with the life force of Yog-Sothoth and succeeds with an INTx5 roll an additional 1d6 sanity is lost, unless the character has already lost sanity from being imbued and reading the Daemonolatrea notes. The Grimoire may also be skimmed for 2 hours costing 1d8 sanity and allowing the player the information in the handout entitled Grimoire Skimming Summary. The notes and the skimming costs are cumulative

Grimoire

The wizard's Grimoire contains a number of notes and also the following spells. There are a number of spells that Ephram knows that are not present. These spells are more akin to mental powers than the others and, while an important part of his arsenal, do not appear in the Grimoire. The characters may attempt to learn the spells, if they survive. As these are clearly outlined rituals it will take only one half of the normal time to properly learn the spells, this being 1d6 weeks each. Thus learning and mastering these spells is beyond the

scope of this scenario. The exceptions to this are the incantations for Resurrection and the reversal of Resurrection, as the most complex portion of the spell is the rendering of the essential salts. The players may also utilize the Spirit Protection spell developed by Hiram Walen, which is explained below. This can be used for similar reasons, as the hardest portion of the magic is the making of the needed amulet. Reading the Grimoire will give the group some idea of the scope of Ephram's power. The spells within are summarized below for the Keepers convenience.

Ye Tower Of Calling / The Calling of Yog-Sothoth In Ye Most Potent Guise As Master Of Ye Gate And Key To Ye Way (Call/Dismiss Yog-Sothoth): The specifics of this ritual are outlined in a player handout entitled Yog-Sothoth and the skimming summary, along with some relevant notes. The specific rules for Call/Dismiss Yog-Sothoth are as outlined in the rulebook.

Ye Calling Of Ye Opener Of Ye Way (Invoke The Opener Of The Way): The specifics of this ritual are also outlined in the player handout entitled Yog-Sothoth and the skimming summary. The specific rules are outlined below under new spells.

Preparation Of Ye Sword Of Ritual (Enchant Knife): The rules are as outlined in the Rulebook for Enchant Knife, except that these rules are applied to the enchanting of a sword.

Ye Curse Of Poor Luck (Evil Eye): The specific rules for Evil Eye are as outlined in the rulebook.

Ye Fist Of Yog-Sothoth: (Fist of Yog-Sothoth): The specific rules for Fist of Yog-Sothoth are as outlined in the rulebook.

Ye Alchemical Means Of Reducing Ye Dead Unto Essential Salts / Ye Raising Of Ye Dead From Their Salts And Ye Means Of Returning Them Thus (Resurrection): The rules work as outlined in the book for Resurrection, except that it is presumed that there is a long and involved alchemical process for the preparation of the dead and the reduction of the corpse into its essential salts. Two types of resurrected are produced: the well formed and the imperfect, which are deformed ravaging things made up of "onlie the liveliest awfulness". Those corpses reduced to their essential salts that are missing some important part result in the imperfect resurrected ones.

Ye Calling And Binding Of Ye Horror From Beyond Ye Spheres (Summon / Bind Dimensional Shambler): The specific rules for Summon / Bind Dimensional Shambler are as outlined in the rulebook.

Making Of Ye Sign Of Voor (Voorish Sign): The specific rules for Voorish Sign are as outlined in the rulebook.

Warding Against Ye Curse Of Poor Luck (Warding of the Eye): The specific rules for Warding of the Eye are as outlined in the rulebook.

Ye Withering Of Ye Victims Limbs (Wither Limb): The specific rules for Wither Limb are as outlined in the rulebook.

Prison

The cavern that comprises the prison is separated from the adjacent laboratory by a stout oak door of the same kind that is described above in the Main Cavern description. Like those doors it has 32 Hit Points. The connecting door to the Lab has been barred from the inside of the Lab area. The door into the Prison from the Main Cavern has been barred from the inside. The ceiling of the cavern is variable in height and peaks at about 12 feet and slopes down to a height of about 9 feet to the left, where the prison pits are located. A set of keys hangs on a hook to the right of the lab door. These keys open the cell locks and the Main Cavern Door lock.

In the center of the room is a large rusted brazier filled with ashes. At the far wall from the main Cavern door are two cells. The first cell on the right has two skeletons in rags chained within. Each cell contains a rotten bucket, two stools each, a pair of moldered straw pallets, and several rotted blankets. The third cell entrance is not visible from the main cavern entrance and contains a third skeleton in a dress that has long since fallen to rags, also chained to the wall. The cell doors are similar to the doors that barred entrance to the main cavern and have 50 Hit Points each. They can be forced as outlined in the Main Cavern description, however the keys to the locks are hanging next to the laboratory door.

Leaning against the wall across from the two cells is a long dry-rotted ladder. It will break under the weight of any character of SIZ 9 or higher. Hanging from the pillar near the center is a long hooked staff. The hook is a $\frac{3}{4}$ circle approximately two feet in diameter. A second staff with a rotted noose mounted on the end hangs next to it. These are used for removing uncooperative prisoners from the pits.

The far left side of the room has a series of 8 evenly dispersed stone slabs pierced with holes set on the floor. The slabs are about 4 feet in diameter and weigh over a hundred pounds. They cover pits that are approximately 16 feet deep and 3 feet in diameter. These pits were used for holding prisoners and 3 of them still contain occupants.

Upon entering the Prison area, if the presence of Ephram is not felt, the prisoners begin to wail and moan. These unearthly and horrific moans, screams, and wails cost 0 / 1d2 sanity to hear.

The first pit on the right, the second pit on the left, and the far pit in the center contain prisoners. These resurrected undead are now slaving monsters with no shred of sanity or humanity left. Their existence is a horrific experience of misery comprised of unbearable ravenous hunger and unending suffering. Ephram still inflicts pain on them on occasion indulging his sadistic urges. They fear him and are silent if he is sensed about. They cannot communicate and if given the opportunity will attack mindlessly in an attempt to slake their voracious hunger. Their statistics are given below and are treated as uniform for the sake of simplicity. The undead appear as loose skinned corpse-like creatures wearing the ragged remnants of old colonial clothing, with matted hair, and broken claw-like fingernails damaged from unceasing attempts to climb the stonewalls of their pits. The far center pit contains what was once Hiram Walen, Ephram's assistant. It wears an amulet that Ephram, in his arrogance and disdain, left about his neck as it amused him to do so. This amulet is used for the Spirit Protection spell discussed below.

Tortured Resurrected Things

STR: 22 CON: 14 SIZ: 14 INT: N/A POW: 12
DEX: 11 APP: N/A EDU: N/A SAN: 0 HP: 14

Damage Bonus: +1d6

Weapons: Bite 40%, Damage 1d3 + db (Chance is x2 with a successful Grapple)

Grapple 50%, Damage Special (STR vs STR to hold)

Fist 45%, Damage 1d3 + db

Kick 30%, Damage 1d6 + db

Armor: Impaling weapons do 1 point of damage and all others do $\frac{1}{2}$ damage.

Skills: Dodge: 26%, Hide 35%, Listen 45%, Sneak 25%, Spot Hidden 25%

Sanity Loss: 1/1d3

Appearance: Loose skinned corpse-like creatures wearing the ragged remnants of old colonial clothing, with matted hair, and broken claw-like fingernails

Note: Reducing their hit points to 0 can render them ineffective. It is a matter of debate if they are truly slain by this. They can also be returned to their essential salts by using the reverse of the Resurrection spell upon them. (The spell is outlined in the Laboratory and also in the Grimoire of Ephram Whatley.)

Hidden Wall Niche

A hidden niche in the wall, where the single cell wall meets the cavern wall, conceals the notes of Hiram Walen. The niche is sealed with a stone. A STR test against a resistance of 11 is required to remove

the stone. Only one character may grasp the stone at a time. The notes are detailed in the Some Notes For Ye Who May Come. The spells and their effects are outlined below.

The Sorcerer's Goals – Resolving The Remainder Of The Action

Ephram is a unique creature that shares both the characteristics of a ghost and a wraith and is far more. He is bound to the vault and vicinity by a strange bargain with Yog-Sothoth. He haunts the vault area and environs and has an effective range of approximately one mile and is able to ply his influence both inside and out of the vault. (The specific rules for this are outlined below.) His virulent influence has haunted and maligned the region for nearly 150 years. He has patiently awaited the arrival of his descendants and has a complex plan to advance his interests and fulfill a cruel bargain with Yog-Sothoth. He has been certain his ritual calling Outside the Spheres would bring at least one to come looking for him. (To be sure greed for gold has been factored into his plan as well.)

To fulfill the bargain he needs to cast Invoke The Opener Of The Way. The purpose of the spell is to summon an aspect, a portion, of Yog-Sothoth to imbue as many sacrificial victims as possible with a part of its essence and engender the potential for its progeny. One sacrifice will be imbued each time the summoning is performed successfully. The bargain is fulfilled when at least one child of Yog-Sothoth is born. He wishes to perform multiple castings to gain maximum opportunity for success. Once the bargain is fulfilled he may choose to travel to any place in time and space and inhabit the body of one of his parallel forms or he may remain and help nurture the offspring hastening the arrival of the old one and the time that the earth is to be cleared off. He expects to remain and help aid the rearing of the child or children of Yog-Sothoth. Once the earth is cleared off, he expects to be given great power over those human and/or other beings that remain in bondage to the returning Old Ones. This goal appeals to his warped and sadistic hate filled personality. The rearing is expected to take some 21 years and require the casting of potent rituals by the adult offspring. The stars are right in 1928 and shall be again in 1949. This needed knowledge is contained in such obscure tomes as the Necronomicon.

The issue at hand for him is that the spell requires vocalizations for success and this he cannot do himself. He has made all the preparations needed for success and waited a long time for suitable sacrifices to present themselves. The spell requires no focus and the circle is simply for ceremonial purposes. Should the characters deface the circle it will have no effect as the circle can be redrawn in

chalk and the spell could be cast without it. The full effects of the spell are described below.

As is common in tales of horrific bargains with potent powers beyond the ken of mortal man, Ephram did not fully understand the gift that he was given when he was granted life eternal. His body still withered and rotted leaving him alive as an entity but not in the sense that he imagined. While he does not grasp it, as his mind is twisted and driven by hate and his own torment, his goal to assist in the clearing off of the earth is likely the same. He, of course, is no creature of reason.

In fact his mortal life was ended when his assistant, Hiram Walen, cut his throat while he was projecting his consciousness. Hiram, having an imperfect understanding of the gift from Yog-Sothoth, hoped to then battle and destroy his sprit. He believed that mortal death would slow Ephraim's mind as it took effect. This was not the case. It did damage the Wizard's vocal apparatus. Hiram knew that his own death was inevitable once the two had become trapped in the vault by the tons of rock and earth released by the charges set by Isaac Trimble in 1782. He knew that it was only a matter of time before the food ran out. He could not expect to become the potent sorcerer that his master had become and live beyond a mortal span. Hiram became most distraught once he understood he was trapped, while for the wizard it was merely an extremely troubling hindrance. Ephram had sensed a change in his body and snapped his mind back to the vault so quickly that Hiram did not have time to complete his preparations. He did not charge the amulet made from the spell Spirit Protection – Servants of The Outer Gods quickly enough and as a result died.

The sorcerer tortured Hiram to death slowly and agonizingly for his betrayal. He resurrected him and then tortured him again and again. Once the sorcerer became bored with Hiram he cast him into a prison pit. The amulet that Hiram prepared is still about his neck, Ephram has disregarded it as important in his haughty disrespect for Hiram. He viewed it as a simple charm or failed magical accoutrement of no value and it amused him to hang it about the resurrected victim's neck. However, he is most incorrect as the amulet has been well prepared. Such is the arrogance of evil.

The wizard resurrected Digby not too long before the actions of Isaac Trimble caused him to be trapped within the vault. He is aware of the fact that Hiram was engaged in secret research and knows that the notes for a spell of protection that may help defeat Ephram exist. He believes that the party may learn this simple ritual and use the amulet to defeat the foul sorcerer. Provided the party has agreed to assist him in dying, he will have revealed this in his

speech. Otherwise the party will need to discover it on their own, which is highly unlikely, albeit very remotely possible. (The specifics of the spell and amulet are detailed below.)

The first time the avatar of Yog-Sothoth is called, during Scene 4 – The First Casting Of The Invocation, Ephram has spent all of his power to insure success. As he regenerates power while his body exists it seems like a wise risk. Since his POW was drained to 0 to cast the spell it takes 6 hours to become conscious again and he then has a POW of 7. As stated in the rules $\frac{1}{4}$ POW is restored every 6 hours.

If the characters kill Digby, the sorcerer will attack the party relentlessly, using his abilities to torture and kill, to force at least one of them to speak the words again to the spell and cast Invoke The Opener Of the Way. If they do not kill him then he will simply force the poor alchemist to cast the spell again. He has used Digby to vocalize for him for nearly 150 years now. He will do his best to protect imbued characters from harm while coercing the rest. His preference is coercion over killing. He will kill the entire party if he feels sufficiently threatened, as he is sure that more will come in their wake. (He would prefer that his line beget a child of Yog-Sothoth but is not absolutely wed to this notion.) He will also use the greed and desires of the characters to play one off against the other, if he can. He will watch them and observe as he may. It is the wizard's intention to cast the spell at least every 24 hours or sooner on as many occasions as possible to maximize the opportunity for the progeny of Yog-Sothoth to be born. The wizard will use the party and the prisoners as a source of POW. This means that the frequency of casting could be several times a day after the first attempt. Once all are imbued he will allow rescue to take place.

It is his intention to have the imbued characters at his mercy long enough to break them down and make them his tools. He has a number of methods for doing this that include torture and mental domination. He also needs servants to assist with incantations. He is certainly likely to bargain with greedy characters for the gold and promises of fantastic wealth in return for assistance advancing his plans. He will also promise great occult powers and a favored place with the potent Old ones, whose arrival is but a matter of time. His ability to project his mind and spirit to varied locations can be used in a number of ways to gather data of financial, political, and other forms of benefit from the poor souls that he encounters. Of course he has no real idea of the true complexity of the modern world other than to observe that man has developed ever increasingly complex machines. When threatened, or as needed, he can certainly be adept at playing the characters against each other should some fall

under his sway. If it is needed he can easily slow down and disrupt efforts at rescue when needed. A rescue party does in fact represent an excellent source of POW. The keeper will need to adjudicate such actions basis on an ad hoc basis with the tension of the story in mind as a priority.

If it goes as he plans, those that have fallen under his influence or become his tools through domination shall bear away his body, or at least a portion, after the rescue. In this way he may manifest himself near them as needed. He fully intends to guide the rearing of the children of Yog-Sothoth and train them to do what is needed as the time soon approaches. Of course, if he succeeds then the Old Ones will return in 1949 and clear off the earth. It would be a perfect result to become physically reconstituted through the use of resurrection and he once longed for this but now considers it impractical.

It will be his first priority to insure that the imbued will procreate and thus bear a child of Yog-Sothoth. The process of becoming imbued engenders great fertility and this should work easily. Further a female character becomes pregnant with the process of imbuing automatically. A woman that realizes a great horror is growing within her is subject to a 1d3/1d6 Sanity Loss. This is in addition to the loss outlined above for understanding that she has been imbued with a portion of it. A male who realizes that he has fathered such upon a woman suffers a loss in the same way.

Ephram's next act, which takes place about 12 hours after is to attack Jon Palmer, draining him for his POW. At the time of the attack, the sorcerer will have a POW of 13. (He is likely to drain the prisoners as well.) When the consciousness of the wizard begins to become manifest near, the characters are entitled to a roll each to sense his presence. See a full treatment of this given below.

Ephram can be expected to defend his body both with spirit combat and physically, if needed. He is not overly concerned about a threat to his body, unless the characters actually begin to prepare to place him in Aqua Fortis. He can animate his body, when required, but does not do so these days as it poses little advantage. If Sir Digby is still alive, he will use him as a spell-casting tool as needed. He will also try to dominate others into becoming a tool, when possible. He can supplement his POW as needed by attacking and draining the characters. He has time and patience, when not enraged. He can use his mental spells to cause significant effects craftily using Mental Suggestion or Enthrall Victim. Fist of Yog-Sothoth could also be used to incapacitate or shove a party member into a pit. He is very cautious of his POW expenditure. He is prone to fury and also to arrogance. He will monitor the progress of the party and follow them around unless he feels that they pose a threat to him. He

cannot be compelled to enter a POW vs. POW struggle at the location of his body or a portion of it, unless he is compelled with Hiram's spell. He cannot be truly banished unless his body is dissolved. Keep in mind that his body cannot really be destroyed short of being dissolved in an acid bath. Also keep in mind that Ephram is not fully conversant with the exact rules that affect his manifestation but rather the general parameters. He secretly hopes for a full physical resurrection.

It is also important to note that the workers that trapped the characters within the vault did so after being conditioned by him. He haunted and tortured and dominated them until they had no choice but to obey him. The rock fall and entombment of the party represents his plans bearing fruit.

Should he gain the upper hand, he is likely to attempt to maneuver matters so that the bulk of the characters are trapped in the prison pits. He will attempt to dominate some characters and force them to do this to other characters. In this fashion he can more easily dominate, isolate, and control the party.

Ephram Whately – Wrathful Sorcerer Spirit

He is a powerful spirit being with the characteristics of a ghost, a wraith, and to some extent a vampire. The binding of eternal life that he was blessed with by Yog-Sothoth binds his spirit to his body. He can walk around as an undead zombie-like creature. Even if his body is disabled and damaged so badly that he can no longer move it still remains the seat of his consciousness. This is the case even if he is burnt into ashes unless the fire is so hot as to consume his bones, an effect beyond the scope of this scenario. In fact he can manifest his consciousness and project it within one mile of any portion of his body. His spirit is treated as being at a physical location, but is not visible without a special means of seeing him. It cannot be harmed by any physical methods. If his body has been destroyed he becomes linked to the Main Cavern, as this is the ritual area wherein he has made his greatest efforts of willpower. He may still project his consciousness and use all his other abilities, but he can no longer regenerate his Power like a normal being. He will be very cautious about his power expenditure, should he feel at risk.

Spirit: INT: 17 POW: 26 EDU: 21 SAN: 0
Magic Points: 26
Body: STR: 22 CON: 16 SIZ: 11 DEX: 14
APP: N/A HP: 14

Bargain 65%, Biology 70% *, Chemistry 85% *, Chess 55%, Cthulhu Mythos 24%, Fast Talk 40%, Geology 35%, History 55%, Library Use 55%, Listen 35%, Medicine 65%, Occult 65%, Arabic 55%, English 80%, French 30%, German 25%, Greek 35%, Latin 65%, Spanish 20%, Persuade 55%,

Pharmacy 45% *, Psychology 65% **, Spot Hidden 65%

Skill Notes:

* Denotes knowledge acquired up to the end of the 18th Century.

** Denotes a keen, albeit twisted, understanding of the human mind.

Damage Bonus: +1d6

Weapons: Bite 30%, Damage 1d3 + db (Chance is x2 with a successful Grapple)

Grapple 40%, Damage Special (STR vs STR to hold)

Fist 45%, Damage 1d3 + db

Kick 30%, Damage 1d6 + db

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Sanity Loss: Wraith: 1d3 / 1d10

Animated Corpse 1 / 1d6

Spells Known: Call/Dismiss Yog-Sothoth **, Cloud Memory, Invoke The Opener Of The Way *, Enchant Sword (same as Enchant Knife) **, Enthral Victim, Evil Eye, Fist of Yog-Sothoth, Resurrection **, Mental Suggestion, Nightmare, Summon / Bind Dimensional Shambler **, Voorish Sign **, Warding of the Eye, Wither Limb

* New Spell

** Requires vocalizations and/or physical acts and cannot be cast by Ephram without an assistant or use of his body if no vocalizations are needed.

Spectral Appearance: He appears as an older man in colonial garb wearing a long frock coat, breeches, and brown leather shoes with shiny brass buckles. He has thin white hair, a long thin sharp beak of a nose, a narrow angular chin, piercing blue eyes, and thin lips. He becomes visible to those that he is attacking, while the attack is in progress.

Physical Appearance: He appears as a skeleton with long wispy white hair wearing rotted gray breeches, a pair of filthy white stockings, along with buckled brown leather shoes, and a moldered threadbare frock coat. In the left pocket of the coat are a brass key and a copper key. The brass key fits the brass safe in the Corpse Niche and the copper key the Study Door. The shriveled leathery eyes within the sockets manage to project a malignant glare.

Powers And Effects:

POW Drain Attack: A POW vs. POW struggle is performed. If the wizard wins, the character loses 1d4 POW. If the character wins, Ephram loses 1d3 POW. A special success for either party does result in double damage. He adds POW won to his total. If he has no body and his POW is reduced to 0 then he is dissipated and thus destroyed. If he still has a body then he simply regenerates Power normally at the rate of ¼ every 6 hours. Any piece of his body remaining is sufficient as outlined in the prior

section. This attack is able to inflict brutal and unbearable pain upon the victim. He may elect not to drain POW, if desired, and use this effect simply for purpose of inflicting pain. Each time the pain is inflicted the victim must save current POWx5 or be incapacitated for 1d6 rounds. The pain that Ephram can inflict is indescribably brutal. While there is no actual game effect he is able to vary the intensity from mild to a very high level. More moderate levels of pain require no POW roll for incapacitation. He becomes visible when he attacks. He may speak to the minds of those that he has attacked at least once, when he is near them.

Mental Domination: Repeated infliction of pain confers a pain aversion upon the target. Once the target has been tortured for more than one round the conditioning process begins. Each subsequent attack, after the target has had several minutes or more to recover, begins to condition the target. The target must roll POWx5 to resist obeying Ephram's commands. This resistance roll is reduced by 10 points each time the character is subsequently tortured. The character cannot be forced to kill himself or a loved one, but can be forced to commit most other acts that do not pose immediate consequences that result in similar acts. After a number of days of torture equal to the victim's POW/2, with an occurrence of pain infliction at least four times a week, the individual may be forced to kill himself or a loved one or commit another acts completely inimical to his or her base philosophy. The pain aversion response is instinctive and cannot be avoided. (The keeper may need to exercise some judgment, but the aversion to pain outweighs common sense, long term self preservation, the instinct to protect loved ones, and most other individually important concerns.) Each discreet session of torture has a Sanity Loss of 1/1d3.

Keeper's Note: Some players will insist that this effect is not reasonable and that they can withstand any level of pain. This is not a realistic view as is born out by substantial evidence. It may be wise to eliminate such players from the game by having Ephram drain thier POW to 0 killing them. This is only recommended should the player become very disruptive or obdurate.

Project Consciousness: The wizard can project his consciousness or spirit within one mile of the location of his body. If his body is in many locations he can choose which location to manifest near. His perceptions are much like his being present physically at that location. His understanding is limited to by his incomplete knowledge and he has not been able to grasp the full complexities and intricacies of the modern world. If his body is destroyed he becomes bound to the Main Cavern and may project from that location. He is in effect present at whatever location he travels to and can

be sensed as outlined below. He can only be seen through magical means or when he is attacking.

Communication: He is able to speak to those that he is attacking. He can communicate to his victim. This communication comes with some degree of pain even if he chooses not to inflict POW loss.

Presence Effects: Others may sense his presence as a malign feeling of being watched that comes initially with a cold dread chill. A POW test is made as follows: POWx5 within 30 feet, POWx4 within 60 feet, POWx3 within 90 feet, and POWx2 within 120 feet.

Sense Power: Ephram is able to instinctively sense the POW of his potential victims automatically. He, in effect, reads their auras.

New Spells and Spell Effects

Resurrection

While the reconstitution and reduction of the dead to their essential salts occurs primarily as outlined in the rulebook, the actual process of reducing the dead to their essential salts is presumed to be a complex alchemical process and that the incantation and its reverse are mere triggers for a painstakingly created magical effect. Some modifications to the rules are presumed here.

Making the essential salts requires an alchemical laboratory equipped with a furnace and ingredients such as Nitre and diluted Aqua Fortis and some other esoteric substances. The body is prepared with the chemicals in a tub and enchanted with a spell costing the caster 6 POW and 1d6 Sanity over the course of 3 hours. The body is then placed in a furnace and reduced to its essential salts for a 6 – 10 hour period depending upon the furnace. The spell requires that the entire corpse be fully recovered to produce an intact specimen. If the remains are not fully recovered the resultant being that is called up will be an insane malformed ravenous beast.

Raising the dead is performed as outlined in the rulebook with some elaboration. Reciting the incantation over a period of 2 rounds at a cost of 3 POW and 1d10 Sanity reconstitutes the dead from their salts. Reciting the incantation backwards over the course of 2 rounds at a cost of 3 POW and 1d10 Sanity reduces the dead to their salts. The caster must defeat the resurrected in a Magic Point test on the Resistance Table to succeed. The sanity is not lost in the event that the attempt fails. Only those resurrected from their salts may be reduced to them again. The first time a being is resurrected it costs that being 1d20 Sanity and 1d6 Sanity upon future occasions until a total loss of 20 Sanity Points is reached.

The story The Case of Charles Dexter Ward implies the recently resurrected must have fresh blood to assuage their hunger and restore their vitality for three months after awaking. It implies that the resurrected suffer from a recurring ravenous hunger that must be satiated and this is why Joseph Curwin did not keep his guards in material form. For this reason any of the dead that are resurrected require blood from a living person. To stave off this need to feed the individual must pass a POWx4 roll. This roll becomes harder for each 1/2 hour that the resurrected remains unfed dropping to POWx3 and then POWx2 and then POWx1 until satiated. If the roll fails the being will frenzy and attack the nearest living person. The reconstituted must feed in this manner at least once per week for 3 months; the cravings returning after 7 days each time until the three months have passed. Once this time has passed the being must still feed once a month, with the craving resistance occurring at a daily rate rather than 1/2 hour. This feeding requires that the victim be drained fully until dead. Performing such an act costs 1d10 sanity on each occasion until a total loss of 10 Sanity Points is reached.

The reconstituted dead have the same statistics as in life, except that their strength is increased by half again rounding up. They are not truly required to eat but do suffer from hunger as outlined above. Impaling weapons do 1 point of damage and all others do 1/2 damage. Their skin suffers from a coarse and loose knit appearance. They also suffer difficulty adjusting to a new age, should they be from another time. Technically they are undead.

The dead in the lab are divided into Custodes and Materia. The Custodes are servants of the wizard and have been used as guards and assistants in the past. They are kept in an un-constituted state to avoid the need to feed them and reduce their impact on the area. To raise them now would require the blood of the characters who are needed to become the parents of Yog-Sothoth's children. He would only wish them reconstituted to avoid the threat of his complete destruction. It is possible that he may try to force Digby or a character to resurrect a few. They are malevolent beings with a Sanity of 0 who are willing cult members and servants. They will most certainly aid the wizard if called for and fully expect to be part of his retinue once the clearing off has occurred. Generic statistics are given below, as detailing them would take considerable space.

The Materia are those significant persons of their ages that have been reconstituted many times for interrogation and torture. Originally this was for the purpose of gaining the secrets of their special knowledge and later was done by the wizard for his sadistic pleasure. These poor creatures are now so far gone as to be raving and ravenous bestial creatures. Some may rave madly and none can

control their hunger. The Keeper should feel free to ad lib as needed. For simplicity use the generic statistics as outlined for the prison dwellers above. There are two exceptions to this occupying the flasks numbered 6 and 13.

Flask Number 6 contains the remains of Tituba who was one of the first to confess to witchcraft during the Salem Witch Trials. If she is reconstituted she will beg and plead for mercy proclaiming her innocence and insisting that she only confessed to witchery to appease the Reverend Paris. She proclaims that she never did anything to hurt his daughter Betty. She insists that she has no knowledge of magic and begs to be left free to rest in peace. She begs not to be tortured again and can shed little light on matters. She speaks with highly accented old English and is a plump middle-aged appearing woman of Caribbean decent. Use the prison dweller stats for her except that she has a STR of 17 and is partly lucid. She will succumb to hunger eventually, but the Keeper is free to ham it up a bit first.

Flask number 13 contains the remains of Cotton Mather dug forth from his grave on Copp's Hill Burying Ground in the North End of Boston. He is a plump middle-aged man with very short hair as he is used to wearing wigs. He will first decry his nakedness. He demands to be put to rest saying that he can shed no light on the matter and that his resurrection at the time of the Lord's coming is put in jeopardy. He will declare that those who have called him up are heretics and have committed mortal sin as death is not to be trifled with. Mather was a significant participant in the Salem Witch Trials that drove Ephram from that town. The Wizard has taken pleasure in calling him forth on several occasions. He is responsible for the introduction of spectral evidence in the investigative procedure surrounding the trials, believing that the spirits of others could wander the night and inflict harm on the innocent. He also introduced corn hybridization and the smallpox inoculation. He authored a number of books including Wonders of the Invisible World and The Christian Philosopher. He is a strict puritan. He is barely lucid and must submit to his hunger despite his loathing of it.

Keeper's Note: A wealth of information on these personalities is easily found on the web.

Custodes (Guards)

STR: 24 CON: 14 SIZ: 14 INT: 11 POW: 14
DEX: 12 APP: 9 EDU: N/A SAN: 0 HP: 14

Damage Bonus: +1d6

Weapons: Bite 40%, Damage 1d3 + db (Chance is x2 with a successful Grapple)

Grapple 50%, Damage Special (STR vs STR to hold)

Fist 55%, Damage 1d3 + db

Kick 40%, Damage 1d6 + db
Club 55%, Damage 1d8 + db

Armor: Impaling weapons do 1 point of damage and all others do ½ damage.

Skills: Dodge: 26%, Hide 35%, Listen 45%, Sneak 25%, Spot Hidden 25%

Sanity Loss: 1/1d3

Appearance: Naked loose-skinned men with hunger in their eyes.

Role-Playing Notes: Simple yet cunning men who speak in old English and seek to serve Ephram. They will lie and connive to manage to feed and do anything they can to help their master. These guards have not been reconstituted since the original sealing of the chambers and have no real comprehension of the current situation. Some sample names are Stephen Goode, Jonathan Jacobs, Michael Smith, Edward Silver, and Paul Field.

Note: Reducing their hit points to 0 can render them ineffective. It is a matter of debate if they are truly slain by this. They can also be returned to their essential salts by using the reverse of the Resurrection spell upon them. (The spell is outlined in the Laboratory and also in the Grimoire of Ephram Whatley.)

Invoke The Opener Of The Way

This spell is used to call forth an avatar of Yog-Sothoth to imbue a sacrifice with its essence. The spell can only be cast after a pact has been sealed with the Outer God. The spell has a base cost of 9 POW, except on May Eve Night and Halloween Night when it has a base cost of 3. The spell has a chance of success of 5% for each point of POW over the base cost that is expended. If a Thaumaturgic Triangle is used the chance of success is increased by 10%. The caster of the spell may involve a number of ritual assistants who may vocalize and/or contribute up to 1 point of POW toward success each. The spell requires words of power to be vocalized to create vibrations that aid in the summoning. The avatar arrives immediately upon a successful invocation and will promptly move to imbue a sacrifice, after which it shall depart.

Keeper's Note: When the spell is cast the first time in this scenario the chance of success is 95%. Ephram's POW of 26 - 9 = 17. 17 x 5 = 85% + 10% for the Thaumaturgic Circle = 95%.

The Opener Of The Way – An Avatar Of Yog-Sothoth

This avatar is a being that exists for the sole purpose of imbuing its victims with the essence of Yog-Sothoth that he may father children in the world.

Only wizards that have made a pact with the deity himself may summon it using the spell Invoke The Opener of The Way. The children grow up in many shapes and sizes and exist to call Yog-Sothoth down to open the way for his arrival. The stars are right every 21 years and were right in 1928. (The keeper may judge such effects as needed. See the rulebook and The Dunwich Horror for more.)

It appears as a conglomeration of glowing iridescent globes that constantly shift and change. The globes shift and flow into one another and its size is only approximate. Its shape varies at its whim and it may move at speeds measured in hundreds of miles per hour. In most respects it simply appears as a much smaller version of Yog-Sothoth.

Any living being nearby is a legitimate target for the summoned avatar, although it will not choose from the cultists that summoned it unless no others are present. It prefers a female sacrifice and will select randomly from those present, if any, first. The avatar will immediately upon appearance attempt to envelop a target. It may squeeze through all but the most narrow of spaces as its shape can vary in proportion at will. The intended target may attempt to make a Dodge Roll each round to avoid being enveloped. This roll is a ½ in a confined space like a cavern.

The character takes 1d6 burn damage when being imbued. This damage occurs on the outer exposed skin. Being fully encased in material can prevent this process if no skin at all is exposed. Any organic material can be dissolved by the being's acidic effect enough to allow penetration after several rounds. An enveloped character may attempt to win free by making a Strength test on the Resistance table, in subsequent rounds. The imbuing process is some kind of osmosis like effect and has no other physical symptoms. Once it has committed this act, it simply fades away the following round leaving behind the strong smell of ozone and the faint acrid smell of something acidic. Its entire purpose is this effect. It only attacks other than this if it is harmed or threatened. The affected character can receive first aid for the burns suffered by soaking the exposed skin with water.

The victim of the attack must make an INTx2 test. If successful the character makes a Sanity Loss roll for 1d6/2d6. If the INTx2 roll is failed the character must make a Sanity Loss roll for 1/1d3. A successful intelligence test indicates that the character has become aware that the thing has left behind a portion of its essence within the characters body, that the character has become infused with a portion of the thing. If at any time the imbued character fully understands that the essence of the thing is now inside their body then a Sanity Roll for a loss of 1d6/2d6 is made immediately.

The Opener Of The Way – An Avatar Of Yog-Sothoth

STR: 66 CON: 99 SIZ: 36 (Shape Varies)
INT: 21 POW: 54 DEX: 7 Move: 60 HP: 68

Damage Bonus: +5d6

Weapons: Envelope 90%, Damage 1d6 Acid
Damage per Round (STR vs STR to hold)
Smash 75%, Damage 6d6 (May strike 1d3 targets
per round within 20 feet)

Silver Fire Bolt 65%, Damage 6d6 in 3 Yard Radius
(In line of sight)

*Note: It may perform any and all of these attacks
each round.*

Armor: Can only be hurt by magic weapons

Sanity Loss: 1d3 / 1d10

The Spell Of Hiram Whalen (Found in Some Notes For Ye Who May Come)

Ye Amulet Of Protection Against ye Invisible Servants And Spirit Slaves Of Ye Outer Ones (Spirit Protection – Servants of The Outer Gods): This spell creates an amulet consecrated to Nodens. To make this amulet a square piece of silver must be bathed in the light of the constellation of Orion and the star Betelgeuse for 7 nights and kept at other times in a lidded container and covered in sea salt. Once this is done the caster makes a pentacle with an eye within to represent the eye of Nodens and then speaks words of power while engraving the amulet. The ritual costs 14 points of power to cast and a sanity loss of 1d4. The sanity is lost as the cosmic power of Nodens flows into the amulet.

The amulet only affects beings and creatures that are dedicated to the service of the Outer Gods. It allows such beings to be seen by the caster, even when invisible or spirit form, if the eye is not covered. To see the target it must be within the normal range of sight, even if theoretically upon another plane. (As long as it is present in this plane as well.) It also allows a bonus of +15 to all POW resistance rolls against such beings. It further allows the wearer to initiate POW vs POW combat with any being dedicated to the Outer Gods that has the ability to attack in this fashion. (Generally ghosts, wraiths, and similar beings.) Once such a struggle is initiated the wearer may maintain the combat even if the spirit wishes to withdraw and the spirit may do the same. (Either party can force the struggle to continue.) It may also be charged with the might of Nodens by speaking the words of power and expending 1 POW point and a loss of 1d4 sanity. This allows the wearer to negate POW equal to the users current POW in the spirit, but not to reduce it below 1. For example a user with a current POW of 16 being attacked or attacking a being with a POW of 32 would reduce the effective POW of the being to 16. As a rule, beings that have no corporeal body

on this plane or special method of binding them to this plane are dismissed or vanquished once a POW of 0 is achieved. The shielding effect once charged lasts for 14 minutes. It then falls to ½ protective power for 7 minutes and then becomes ineffective.

Scene 7 – The Wizard Attacks

After 12 hours has gone by the wizard will attack the group. His return may be presaged by the possible sensing of his approach. He will start with the NPC Jon Palmer. Jon, who is likely to be rather crazy by this point, will begin screaming and crying and and be driven unconscious shortly thereafter. Witnessing Jon's agony results in a 0 / 1d3 Sanity Loss. After this attack the wizard should have a POW of 20. Once this is done he will attack one of the prisoners that remain to raise his POW further, if the prisoners still exist. This should get him back up to a POW of 26. He can then begin his merciless plan to torment the party, which he is able to engage in regardless.

Once this attack has been carried out he will force Digby to vocalize the spell Invoke The Opener Of The Way or begin to get a suitable substitute to do so. He will mercilessly hound the party and attack them in turn to supplement his power as needed. He is able to use mental effects and other means to cow the group. He will begin breaking them down to force them to speak the words. He will say lines such as:

"Thee are mine now. Speak the words or suffer at my hands. There shall be no mercy for thee. Thy suffering shall be endless unless the words are spoken. Thou shalt summon the Opener of the Way and be quick about it."

"The gold shall be given thee for thy aid. It is through me that ye shall survive. I am the way."

"Speak the words or die. Speak the words or suffer. Speak the words, now and call the opener. I am now thy only path to life."

Final Action – Concluding The Story

The story can be concluded in one of several ways. The party can prevail over the wizard or become his tools.

Rescue

Rescue will come in the form of a digging party. The digging will commence after 4 days. The first indication of this will be the rumble of blasting. If the group has resisted Ephram's desires he will attack the rescue crew and delay matters. The diggers can be driven off several times. If he does not interfere the rescue team will dig into the vault in 8 days. It can be delayed a number of times and the Keeper is

going to need to judge this carefully. As long as the wizard has the upper hand he can delay the digging party indefinitely. The rescue party can be assumed to have average POWs of 10 and 11. It is not in his interest to delay the rescue to the point of failure, so he will instead harass and cause problems by singling out one person to wreak havoc and commit sabotage.

A Sheriff's deputy Giles Wayne leads the relief team of 4 men. He is a large barrel shaped man in his early thirties with blue eyes and a square jaw. He is friendly and rough spoken. 3 other men accompany him. These are: William Neil a stout bearded dark haired man with green eyes, Jim Burkit, a lanky sinewy fellow with ash blond hair and a wispy beard, and Frank Monroe, a stout clean shaven blond haired man with gray-green eyes. If they have been attacked they will remark about the erratic actions of one of their company and his acts of sabotage, hysterical actions, and the need to replace labor slowing the rescue.

Effects of Aqua Fortis

This is a strong Nitric Acid stored in the lab. It is a nearly colorless yellow liquid with a strong acrid odor. It can be used to dissolve the body of the wizard. It is very dangerous and must be handled carefully. Splashes can cause severe burns. The fumes can also cause inhalation damage. Direct contact is very harmful. Organic material is dissolved by it with moderate ease. Even bones will become dissolved in time. Contact with skin dyes it yellow and neutralization changes this to an orange coloring. When exposed to the air it gives off brown fumes. It bubbles when organic material is placed within it.

The acid must be poured into the tub to give enough working volume to dissolve the body. Characters must make a DEXx5 roll to avoid splashing damage. Splashes cause 1d3 points of damage the first round of contact representing the number of splashes striking the character. The character then suffers the same amount of damage every 2 rounds until the affected parts are thoroughly rinsed off with water. If the result of this roll is a 96 – 100 the character has been splashed in the face and will be scarred badly. In this event a Luck Roll at ½ is required, failure indicates that the character has become blinded by the action of the acid. When the body is slid into the tub it will begin to bubble violently and a DEX save of the same type is required again. Immersion in the acid will cause 1d6 damage per round. A body is considered fully dissolved after 1.5 hours of immersion. A second use triples this to 4.5 hours.

Searching And Tracking Time

The scenario mostly hinges around time management. It is vital to keep track of the total time expended closely. When in doubt charge the group a time cost. To make the plot advance, time must pass.

Searching any of the chambers thoroughly takes at least 4 characters 3 hours except the Lab and Prison which take 6 hours and the Spring, Study, and Corpse Niche chambers which only take 1 hour. Fewer characters are proportionately slower and more characters faster. 2 characters will take 8 hours to go over most chambers or 12 for the Lab or Prison. 6 Characters will take 2 hours for most chambers and 4 for the Lab and Prison. This is for a search going over the room completely and examining everything. Each character receives a normal Spot Hidden roll. A faster search at ½ time can be made at ½ normal Spot Hidden or ¼ time for a ¼ Spot Hidden chance. A Special Success results in a find in ½ of the normal time. If only one character succeeds in a search only one find is located and is determined randomly.

Food and Water and Starvation Effects

The characters have access to plenty of water due to the spring, but only have enough food for a few meals. The characters are not likely to starve unless they remain for a very long time. Hunger pains are distracting and after 2 days the characters suffer a – 5% penalty to skill rolls. (3 days with a CON of 15 or more.) A character begins to suffer from extreme hunger after a number of days equal to CON. Each day after this the character loses 1 point of STR until reaching 0, at which point the character dies. Careful reintroduction of food allows the character to recover 1 point of STR per day. If the character drops to ½ STR a permanent point of STR is lost, at ¼ STR 2 points are permanently lost.

Wrap Up

The players can consider themselves to be doing quite well if they survive and are rescued. If they escape with the gold then they are rather wealthy. Of course they will be lucky to be sane. Characters that have become indefinitely insane are to be institutionalized for their own good. The Whalens are able to divide the gold up amongst themselves. As far as the gold goes the other characters are at their mercy. Survival grants 1d6 Sanity.

Epilogue And The Book Of Eibon

If at the conclusion of the game the players ask about tracking down a copy of the Book of Eibon, or the characters discuss it, then the allow a Library Use roll for each character that is not institutionalized. Success indicates that they are able to track down a copy and gain access to it.

This is the *Livre D'Ivon* as translated by Gaspard du Nord at the Bibliothec Nationale in Paris, France. Travel there and the subsequent study of the book will consume several weeks if they glean the desired spell by skimming, which is presumed. Within the book is a spell named *The Rite of Cleansing The Accursed Of The Outer Gods In The Name Of Nodens*. This can purify the essence of Yog-Sothoth from the imbued. This costs the caster 1d4 sanity and the players may choose the caster. The characters may still need to perform the rite upon a character that has been placed in an institution. Each character may make a Persuade test to succeed in managing this. Each imbued character that is cleansed gains back 1d6 Sanity. Each character involved in performing the Rite gains back 1d6 sanity if all of the imbued are cleansed. No sanity is regained for either case if an imbued character is left with the essence of Yog-Sothoth within.

Staging Notes

This is the staging plan that I used with this game and is included to help give keepers ideas for setup.

Props

The table can be dressed in a number of ways. My setup consisted of 4 glass lanterns two of which are red with LED candles on the table. At the foot of the table between the lanterns are 4 small chests with plastic gold coins spilling out. In front of the scenario book, which is on a bookstand, is placed a single full size plastic human skull. Before the skull was placed a placard with the Lovecraft quote from the scenario cover. A small coffin shaped wooden box was used to contain the chain and Hiram's notes. The players are seated on either side of the table with none at the foot. The player intro sheets are copied for each player. The handouts that are intended to appear as handwritten are printed onto parchment. Ephram's notes are punched and bound with a ribbon and Hiram's are rolled like a scroll and tied with a ribbon. The *Invoke The Opener Of The Way Circle* and *Resurrection Pentacle* handouts were printed onto 11x17 paper and then laminated. 6 Map handouts were made for the players and laminated. Black tablecloths were used to keep the room dark.

Lighting

8 Par cans are normally used. 4 lamped at 200 Watts and gelled a moderately strong blue to give some additional light when needed for dark scenes. These are placed above the table as best as possible. 2 units lamped at 150 Watts gelled with a medium straw are hung facing along the length of the table from the foot. These are used at the beginning of the game to simulate light streaming down the tunnel before the cave-in and are killed

abruptly for effect as the vault is sealed off. 2 units lamped at 100 Watts are gelled a medium green and placed to light the keeper from the side and below for the Digby and spectral wizard appearance scenes. 4 White units can be used, if needed, to supply control over general lighting. Lighting control is supplied by standard household dimmers, which are wired into boxes. The players are given small flashlights so the room can be kept dark as much as possible. A gooseneck LED reading lamp is clipped to the Keeper's notebook.

Music

Before the game is begun classic roaring twenties music is played while the players arrive. As the game begins the session is started with a Full Blown Chaos song entitled *The Voorhees Complex* and then several Antonio Badalamenti cuts from the *Lost Highway* soundtrack are played while the introductory material is being read. The Full Blown Chaos song is played at the start, after each break, and at the end of the game as well for continuity. The music that was used during play is all from artist CDs on the Swedish Cold Meat Industry label: Atrium Carceri's *Ptahil* and *Kapnobatai* along with Sephiroth's *Draconian Poetry*.

Relevant Reading

This scenario is based upon several Lovecraft stories. The most significant being *The Case of Charles Dexter Ward* and *The Dunwich Horror*. Also of some relevance are the stories *The Silver Key* and *Through The Gates Of The Silver Key*.



Call of Cthulhu

Horror Role-Playing

1920s Investigator's Sheet

Investigator Name Alfred Whaites
Occupation Antiquarian
Colleges, Degrees Master's from Miskatonic University
Birthplace Boston, Massachusetts
Mental Disorders

Characteristics & Rolls

| | | | | | | | | | |
|------------|----|-------------------|----|------------|--------------|------------|------|-------------|----|
| Sex | M | STR | 14 | DEX | 11 | INT | 17 | Idea | 85 |
| | | CON | 10 | APP | 13 | POW | 13 | Luck | 65 |
| Age | 43 | SIZ | 11 | SAN | 65 | EDU | 18 | Know | 90 |
| | | 99-Cthulhu Mythos | | 99 | Damage Bonus | | +1d4 | | |

Sanity Points 65 **Magic Points** 13 **Hit Points** 11

Investigator Skills

| | | | | | |
|---------------------|----|-------------------------|----|----------------------|----|
| Accounting (10%) | 20 | History (20%) | 50 | Photography (10%) | 10 |
| Anthropology (01%) | 1 | Jump (25%) | 25 | Physics (01%) | 1 |
| Archaeology (01%) | 1 | Law (05%) | 5 | Pilot (01%) | |
| Art (05%) | | Library Use (25%) | 75 | | |
| Book Restoration | 25 | Listen (25%) | 50 | | |
| | | Locksmith (01%) | 1 | Psychoanalysis (01%) | 1 |
| Astronomy (01%) | 1 | Martial Arts (01%) | 1 | Psychology (05%) | 5 |
| Bargain (05%) | 30 | Mech. Repair (20%) | 20 | Ride (05%) | 30 |
| Biology (01%) | 1 | Medicine (05%) | 5 | Sneak (10%) | 10 |
| Chemistry (01%) | 1 | Natural History (10%) | 10 | Spot Hidden (25%) | 55 |
| Climb (40%) | 40 | Navigate (10%) | 10 | Swim (25%) | 25 |
| Conceal (15%) | 25 | Occult (05%) | 45 | Throw (25%) | 25 |
| Craft (05%) | | Opr. Hvy. Mch. (01%) | 1 | Track (10%) | 10 |
| Book Binding | 25 | Other Language (01%) | | | |
| | | French | 31 | | |
| Credit Rating (15%) | 50 | German | 31 | | |
| Cthulhu Mythos (00) | 0 | Latin | 41 | | |
| Disguise (01%) | 11 | Greek | 41 | | |
| Dodge (DEX x 2%) | 22 | | | | |
| Drive Auto (20%) | 20 | | | | |
| Elect. Repair (10%) | 10 | | | | |
| Fast Talk (05%) | 15 | Own Language (EDU x 5%) | | | |
| First Aid (30%) | 30 | English | 90 | | |
| Geology (01%) | 1 | Persuade (15%) | 15 | | |
| Hide (10%) | 20 | Pharmacy (01%) | 1 | | |

Firearms

| | |
|-------------------|----|
| Handgun (20%) | 20 |
| Machine Gun (15%) | 15 |
| Rifle (25%) | 25 |
| Shotgun (30%) | 30 |
| SMG (15%) | 15 |

Weapons

| Melee | Damage | % | Range | Hnd | # Att | Hp |
|-----------------|----------|----|-------|-----|-------|-----|
| Fist (50%) | 1d3 + db | 50 | touch | 1 | 1 | n/a |
| Grapple (25%) | Special | 25 | touch | 2 | 1 | n/a |
| Head Butt (10%) | 1d4 + db | 10 | touch | 0 | 1 | n/a |
| Kick (25%) | 1d6 + db | 25 | touch | 0 | 1 | n/a |

| Firearm | Damage | % | Malf | Rng | # Att | Shots | HP |
|---------|--------|---|------|-----|-------|-------|----|
|---------|--------|---|------|-----|-------|-------|----|

The Vault



Alfred Whaites

Age 43

Antiquarian

Alfred is a moderately sized Anglo-American with light blond hair and green eyes. He sports a triangular beard and a well-trimmed moustache. He commonly wears casual clothing with a brown jacket and a fedora. He is well spoken and has a tendency toward verbosity. He is a bibliophile with a voracious appetite.

Alfred was born in Boston, Massachusetts, on April 4, 1884 to Sharon and Eugene Whaites. He has a younger sister Sheila and an older brother Stephen. Most of his youth was spent in the Boston area with frequent family trips to the Cape in the summer and a few trips to Europe. His undergraduate work was done at Harvard and his postgraduate work at Miskatonic University. His primary area of interest is the rise and fall of the British Empire. He has lately become more interested in occult studies and philosophy brought on by a close brush with death a few years ago in a riding accident when he was unconscious for over three days. During this period he had some very odd dreams and visions seemingly of past lives during colonial America and late medieval England. He is not sure what to make of these vivid dreams, but finds that they do recur on occasion, and it has whetted his appetite for more exploration into mysticism and spiritualism.

In recent years he has been reading some fairly esoteric books as well as exploring the theories of Jung and his notions of collective unconscious and integrated spirituality. He is particularly drawn to the idea of a more balanced approach and has begun to doubt that all can be explained through the scientific method. This has become a sore point with his wife as she eschews such a position and is a firm believer in the scientific method and a great admirer of the precepts of the philosophies that arose during the Age of Reason.

The majority of Alfred's career has been spent writing about his period of interest. He makes a modest living writing about a variety of subjects and maintains a modestly successful bookstore, Whaites Rare and Antique Books, in Arkham. He and his wife live in a two-story apartment above the shop. He spends a significant amount of time tracking down rare books for his clientele and incidentally gathers information for his research projects.

Alfred is happily married to Cordelia Whaites of the Arkham Stonington family. He often travels with her as she pursues her Archaeological work combing the nearby region for rare books. They have been married for 13 years and met in the fall 1914, when she began working for Miskatonic University. The two met at a lecture on colonial publishing methods by Dr. Henry Armitage.

Alfred is suspicious of his sister's husband Barry Crowe. Ever since she started dating Barry, he has been concerned about the musician's tendencies to spend a lot of time with the wrong crowd. As far as Alfred is concerned Barry is always after the easy money and has been a bad influence on Sheila since they met. He admittedly has a soft spot for his younger sister and has a hard time ascribing wrong to her. Alfred is well aware that she spends a lot of time in the speakeasies and Chicago clubs where her husband plays.

Overall, despite the moderate success of his business, the family is not doing as well these days and may need to sell some assets. He would like to save the family home from being sold in Boston and worries that his elder brother Stephen is having a hard time making ends meet.

Equipment

On Person

Flashlight
Pocket Knife
Notepad
Black Pen
Red Pen
Canteen

In Small Valise

Kodak Brownie Camera
Thin Leather Gloves
6 Small Sample Envelopes
4 Medium Sample Envelopes

2 Large Sample Envelopes
3 Pair White Cotton Gloves
Book Cradle
1 Pair Book Pads
1 Pair Spare Flashlight Batteries
Small Toolkit:
Flat Head Screwdriver
Philips Head Screwdriver
Tweezers
Small Adjustable Wrench
Pliers

Call of Cthulhu

Horror Role-Playing

1920s Investigator's Sheet

Investigator Name Cordelia Whaites
Occupation Archaeologist
Colleges, Degrees Master's From Harvard University
Birthplace Arkham, Massachusetts
Mental Disorders

Characteristics & Rolls

| | | | | | | | | | |
|------------|----|-------------------|----|------------|--------------|------------|------|-------------|----|
| Sex | F | STR | 11 | DEX | 16 | INT | 18 | Idea | 90 |
| | | CON | 17 | APP | 17 | POW | 16 | Luck | 80 |
| Age | 39 | SIZ | 11 | SAN | 80 | EDU | 20 | Know | 96 |
| | | 99-Cthulhu Mythos | | 99 | Damage Bonus | | None | | |

Sanity Points 80 **Magic Points** 16 **Hit Points** 14

Investigator Skills

| | | | | | |
|---------------------|----|-------------------------|----|----------------------|----|
| Accounting (10%) | 10 | History (20%) | 60 | Photography (10%) | 10 |
| Anthropology (01%) | 21 | Jump (25%) | 25 | Physics (01%) | 1 |
| Archaeology (01%) | 65 | Law (05%) | 5 | Pilot (01%) | |
| Art (05%) | | Library Use (25%) | 50 | | |
| Sketching | 25 | Listen (25%) | 40 | | |
| | | Locksmith (01%) | 1 | Psychoanalysis (01%) | 1 |
| Astronomy (01%) | 1 | Martial Arts (01%) | 1 | Psychology (05%) | 55 |
| Bargain (05%) | 35 | Mech. Repair (20%) | 20 | Ride (05%) | 25 |
| Biology (01%) | 1 | Medicine (05%) | 5 | Sneak (10%) | 10 |
| Chemistry (01%) | 1 | Natural History (10%) | 30 | Spot Hidden (25%) | 65 |
| Climb (40%) | 40 | Navigate (10%) | 20 | Swim (25%) | 25 |
| Conceal (15%) | 30 | Occult (05%) | 5 | Throw (25%) | 25 |
| Craft (05%) | | Opr. Hvy. Mch. (01%) | 1 | Track (10%) | 10 |
| | | Other Language (01%) | | | |
| | | Latin | 41 | | |
| | | Greek | 31 | | |
| Credit Rating (15%) | 45 | | | | |
| Cthulhu Mythos (00) | 0 | | | | |
| Disguise (01%) | 1 | | | | |
| Dodge (DEX x 2%) | 32 | | | | |
| Drive Auto (20%) | 20 | | | | |
| Elect. Repair (10%) | 10 | | | | |
| Fast Talk (05%) | 5 | Own Language (EDU x 5%) | | | |
| First Aid (30%) | 30 | English | 96 | | |
| Geology (01%) | 41 | Persuade (15%) | 65 | | |
| Hide (10%) | 20 | Pharmacy (01%) | 1 | | |

Firearms

| | |
|-------------------|----|
| Handgun (20%) | 20 |
| Machine Gun (15%) | 15 |
| Rifle (25%) | 25 |
| Shotgun (30%) | 30 |
| SMG (15%) | 15 |

Weapons

| Melee | Damage | % | Range | Hnd | # Att | Hp |
|-----------------|----------|----|-------|-----|-------|-----|
| Fist (50%) | 1d3 + db | 50 | touch | 1 | 1 | n/a |
| Grapple (25%) | Special | 25 | touch | 2 | 1 | n/a |
| Head Butt (10%) | 1d4 + db | 10 | touch | 0 | 1 | n/a |
| Kick (25%) | 1d6 + db | 25 | touch | 0 | 1 | n/a |

| Firearm | Damage | % | Malf | Rng | # Att | Shots | HP |
|---------|--------|---|------|-----|-------|-------|----|
|---------|--------|---|------|-----|-------|-------|----|

The Vault



Cordelia Whaites

Age 39

Archaeologist

Cordelia Whaites is an attractive woman with long curly auburn hair, piercing light blue eyes, and a freckled complexion. She typically dresses in tan or brown trousers and a gray jacket while in the field. She wears tasteful and conservative dresses otherwise. She can be terse in her manner and is a firm believer in the scientific method. She is able to formulate strong logical arguments and has excellent debating skills. She has a passion for colonial and pre-colonial Britain and colonial America.

Cordelia was born on October 16, 1888 in Arkham, Massachusetts, to the Stonington family. She spent her youth growing up in witch-haunted Arkham and finds those with a morbid bent drawn to the colonial town to be rather irksome. She did both her undergraduate and postgraduate work at Harvard University where she graduated Summa Cum Laude. She has pursued her career with drive and vigor and is an Assistant Professor in the Archaeology department at Miskatonic University. She handles the sexism among the faculty at the school with apparent aplomb, but often complains about it bitterly to her close friends.

She has spent a significant portion of her career traveling to a variety of New England and British sites and has written a number of enlightening papers that focus primarily on cultural effects of significant events and their reflection in building, design, and production methods. She frequently travels with her husband, Alfred, who often combs the local area for rare books while she is working. The two live in a two-story apartment above the Arkham shop, Whaites Rare and Antique Books.

Cordelia is happily married to Alfred Whaites of the Boston Whaites family. They have been married for 13 years and met in the fall 1914, when she begun working for Miskatonic University. The two met at a lecture on colonial publishing methods by Dr. Henry Armitage.

She has become concerned in recent years with her husband's newfound fascination with the occult. He had a bad riding accident a few years ago and some disturbing dreams during his brief time in a coma and now seems to have an interest in mysticism and dream lore. He has been reading some fairly esoteric books lately as well as exploring the theories of Jung and his notions of collective unconscious and integrated spirituality. Cordelia is a firm believer in the scientific method and a great admirer of the precepts of the philosophies that arose during the Age of Reason.

She knows that Alfred has been concerned with his sister Sheila's marriage to Barry Crowe of the Chicago Crowes. The largest difference in their point of view is that she believes that Sheila is not the most trustworthy person either and seems drawn to the seedier side of society. It is well known that the two of them spend a lot of time in the Chicago Speakeasies and he makes his meager living playing in those clubs. Cordelia agrees with Alfred that Barry is not to be trusted, but is very cautious about Sheila as well. She tries not to argue about it, as she knows that her husband has a soft spot for his younger sister. She does not like Barry at all and hides this for social reasons. He has propositioned her a number of times and she works hard to never be alone with him, as she does finds him repulsive and is happily married.

She knows that overall, despite the moderate success of Alfred's business, the family is not doing as well these days and may need to sell some assets. She knows that her husband would like to save the family home from being sold in Boston and worries that his elder brother Stephen is having a hard time making ends meet. She sympathizes with this concern.

Equipment

On Person

Small Notepad
Pen
Flashlight

Assorted Charcoal
6" Ruler
3 Handkerchiefs

Tote Bag

Sketch Pad
6 Pencils & Assorted Erasers
Pencil Sharpener

In Picnic Basket

2 Sandwiches for each person with Pop, Chips, and Cookies

Call of Cthulhu

Horror Role-Playing

1920s Investigator's Sheet

Investigator Name Barry Crowe
Occupation Musician
Colleges, Degrees University of Chicago - No Degree
Birthplace Chicago, Illinois
Mental Disorders

Characteristics & Rolls

| | | | | | | | | | |
|------------|----|--------------------------|----|------------|---------------------|------------|------|-------------|----|
| Sex | M | STR | 13 | DEX | 15 | INT | 15 | Idea | 75 |
| | | CON | 17 | APP | 10 | POW | 14 | Luck | 70 |
| Age | 37 | SIZ | 17 | SAN | 70 | EDU | 15 | Know | 75 |
| | | 99-Cthulhu Mythos | | 99 | Damage Bonus | | +1d4 | | |

Sanity Points 70 **Magic Points** 14 **Hit Points** 17

Investigator Skills

| | | | | | |
|---------------------|----|-------------------------|----|----------------------|----|
| Accounting (10%) | 10 | History (20%) | 20 | Photography (10%) | 10 |
| Anthropology (01%) | 1 | Jump (25%) | 25 | Physics (01%) | 1 |
| Archaeology (01%) | 1 | Law (05%) | 15 | Pilot (01%) | |
| Art (05%) | | Library Use (25%) | 35 | | |
| Percussion | 65 | Listen (25%) | 75 | | |
| Upright Bass | 50 | Locksmith (01%) | 26 | Psychoanalysis (01%) | 1 |
| Astronomy (01%) | 1 | Martial Arts (01%) | 1 | Psychology (05%) | 25 |
| Bargain (05%) | 30 | Mech. Repair (20%) | 20 | Ride (05%) | 5 |
| Biology (01%) | 1 | Medicine (05%) | 5 | Sneak (01%) | 10 |
| Chemistry (01%) | 1 | Natural History (10%) | 10 | Spot Hidden (25%) | 60 |
| Climb (40%) | 40 | Navigate (10%) | 10 | Swim (25%) | 25 |
| Conceal (15%) | 15 | Occult (05%) | 30 | Throw (25%) | 35 |
| Craft (05%) | | Opr. Hvy. Mch. (01%) | 1 | Track (10%) | 10 |
| | | Other Language (01%) | | | |
| | | Italian | 11 | | |
| Credit Rating (15%) | 20 | | | | |
| Cthulhu Mythos (00) | 0 | | | | |
| Disguise (01%) | 1 | | | | |
| Dodge (DEX x 2%) | 40 | | | | |
| Drive Auto (20%) | 20 | | | | |
| Elect. Repair (10%) | 10 | | | | |
| Fast Talk (05%) | 30 | | | | |
| First Aid (30%) | 30 | | | | |
| Geology (01%) | 1 | | | | |
| Hide (10%) | 10 | | | | |
| | | Own Language (EDU x 5%) | | | |
| | | English | 75 | | |
| | | Persuade (15%) | 35 | | |
| | | Pharmacy (01%) | 1 | | |

Firearms

| | |
|-------------------|----|
| Handgun (20%) | 20 |
| Machine Gun (15%) | 15 |
| Rifle (25%) | 25 |
| Shotgun (30%) | 30 |
| SMG (15%) | 15 |

Weapons

| Melee | Damage | % | Range | Hnd | # Att | Hp |
|-----------------|----------|----|-------|-----|-------|-----|
| Fist (50%) | 1d3 + db | 50 | touch | 1 | 1 | n/a |
| Grapple (25%) | Special | 35 | touch | 2 | 1 | n/a |
| Head Butt (10%) | 1d4 + db | 10 | touch | 0 | 1 | n/a |
| Kick (25%) | 1d6 + db | 60 | touch | 0 | 1 | n/a |

| Firearm | Damage | % | Malf | Rng | # Att | Shots | HP |
|---------|--------|---|------|-----|-------|-------|----|
|---------|--------|---|------|-----|-------|-------|----|

The Vault



Barry Crowe

Age 37

Musician

Barry Crowe is a very large man with dark brown hair, brown eyes, a long aquiline nose, a pale complexion, and a black Fu-Manchu style beard with a particularly long moustache. He typically dresses in black or charcoal pinstripe suits with white, gray, or red stripes. He has been wearing jeans, flannel shirts, and a brown fedora while at the excavation and has occasionally complained about the clothing expense.

Barry was born in Chicago, Illinois, on May 4, 1890 to Gilda and Mark Crowe and was the youngest of three brothers. His older two bothers were Luke and Wayne. Most of his youth was spent growing up in Chicago. He ran numbers for the rackets in his youth as well as running with a pretty rough crowd in general. He engaged in some breaking and entering and petty crime as well. He managed to attend the University of Chicago on a scholarship but did not graduate. He was asked to leave due to a scandal involving a party, the complaints of some co-ed students, and a large number of missing instruments. This was kept quiet and his wife Sheila is not aware of this. He plays drums with a jazz band, Jim Silverstone and the Sky Captains. He has a great passion for music and is an excellent percussionist and a very good Upright Bass player. He often travels out of town to do shows frequently going to New Orleans and other towns. His wife, Sheila, rarely travels with him as her work at her jewelry shop keeps her busy.

Barry has been married to Sheila for over 8 years. She is from the Whaites family of Boston, once renowned for their real estate holdings and shipping interests. Their fortunes, it turns out, have waned, which is really not what he had hoped for.

The couple has spent considerable time at a number of Chigago Speakeasies including The Green Mill where Joe Lewis is a house performer, and performances by Sophie Tucker, Bix Beiderbecke, Jack Teagarden, and Benny Goodman are common. (The Green Mill is partly owned by Jack "Machine Gun" McGurn and frequented by Al Capone.) They have also spent quite a few hours at clubs like John Barleycorn's and The Green Door.

Barry has had a number of affairs and has a girlfriend, Elise St. James, in New Orleans. He has kept this a secret from his wife, Sheila. He is envious of her successful business and resents the fact she makes more money than he does with her jewelry enterprise. She is a co-owner of Levi and Crowe Jewelers and is rather successful. He sometimes feels angry that she grew up with privilege and despite her hard work resents her failure to understand the difficulties he encountered growing up in poverty. Despite all this he truly loves her, but cannot seem to curtail his less savory behaviors.

He has a number of bad habits and likes to smoke and drink. Like his wife he usually carries a flask, preferably filled with scotch. He smokes Snell's Medium Flake Cigarettes when he can get them. His childhood poverty and experience with the Chicago rackets has only reinforced his greed and desire for a quick buck. He has always lusted after Cordelia Whaites and in a drunken moment of weakness has propositioned her a couple of times. He is not proud of this and does not intend to do it again. He is aware that Alfred is suspicious of him and often plays Sheila off against him.

He is aware that the Whaites family as a whole has fallen upon hard times. He hopes that the gold in the vault can help. Of course he looks forward to his share of the gold.

Equipment

On Person

Small Flashlight
1 Pair Spare Flashlight Batteries
2 Packs Snell's Medium Flake Cigarettes
1 Zippo Lighter
Pocket Toolkit:
 Needle Nose Pliers
 Screwdriver
 Small Crescent Wrench
1-Pint Flask of Scotch

Handkerchief
Magnifying Glass
Lock Pick Set



Call of Cthulhu

Horror Role-Playing

1920s Investigator's Sheet

Investigator Name Sheila Crowe
Occupation Artist - Metalsmith
Colleges, Degrees Bachelor of Fine Arts - Art Institute of Chicago
Birthplace Boston, Massachusetts
Mental Disorders

Characteristics & Rolls

| | | | | | | | | | |
|------------|----|-------------------|----|------------|--------------|------------|------|-------------|----|
| Sex | F | STR | 16 | DEX | 18 | INT | 16 | Idea | 80 |
| | | CON | 17 | APP | 11 | POW | 15 | Luck | 75 |
| Age | 36 | SIZ | 13 | SAN | 75 | EDU | 16 | Know | 80 |
| | | 99-Cthulhu Mythos | | 99 | Damage Bonus | | +1d4 | | |

Sanity Points 75 **Magic Points** 15 **Hit Points** 15

Investigator Skills

| | | | | | |
|---------------------|----|-----------------------|----|----------------------|----|
| Accounting (10%) | 10 | History (20%) | 40 | Photography (10%) | 30 |
| Anthropology (01%) | 1 | Jump (25%) | 25 | Physics (01%) | 11 |
| Archaeology (01%) | 1 | Law (05%) | 5 | Pilot (01%) | |
| Art (05%) | | Library Use (25%) | 25 | | |
| Drawing/Sketching | 45 | Listen (25%) | 50 | | |
| | | Locksmith (01%) | 36 | Psychoanalysis (01%) | 1 |
| Astronomy (01%) | 1 | Martial Arts (01%) | 1 | Psychology (05%) | 45 |
| Bargain (05%) | 25 | Mech. Repair (20%) | 30 | Ride (05%) | 5 |
| Biology (01%) | 1 | Medicine (05%) | 5 | Sneak (10%) | 30 |
| Chemistry (01%) | 21 | Natural History (10%) | 10 | Spot Hidden (25%) | 55 |
| Climb (40%) | 40 | Navigate (10%) | 10 | Swim (25%) | 25 |
| Conceal (15%) | 15 | Occult (05%) | 10 | Throw (25%) | 30 |
| Craft (05%) | | Opr. Hvy. Mch. (01%) | 21 | Track (10%) | 10 |
| Metalsmith/Jeweler | 65 | Other Language (01%) | | | |
| Credit Rating (15%) | 35 | | | | |
| Cthulhu Mythos (00) | 0 | | | | |
| Disguise (01%) | 1 | | | | |
| Dodge (DEX x 2%) | 36 | | | | |
| Drive Auto (20%) | 20 | | | | |
| Elect. Repair (10%) | 10 | | | | |
| Fast Talk (05%) | 35 | | | | |
| First Aid (30%) | 50 | | | | |
| Geology (01%) | 1 | | | | |
| Hide (10%) | 10 | | | | |

Firearms

| | |
|-------------------|----|
| Handgun (20%) | 40 |
| Machine Gun (15%) | 15 |
| Rifle (25%) | 25 |
| Shotgun (30%) | 30 |
| SMG (15%) | 15 |

Weapons

| Melee | Damage | % | Range | Hnd | # Att | Hp |
|-----------------|----------|----|-------|-----|-------|-----|
| Fist (50%) | 1d3 + db | 50 | touch | 1 | 1 | n/a |
| Grapple (25%) | Special | 25 | touch | 2 | 1 | n/a |
| Head Butt (10%) | 1d4 + db | 10 | touch | 0 | 1 | n/a |
| Kick (25%) | 1d6 + db | 25 | touch | 0 | 1 | n/a |

| Firearm | Damage | % | Malf | Rng | # Att | Shots | HP |
|---------------|--------|----|------|-----|-------|-------|----|
| .38 Automatic | 1d10 | 40 | 99 | 15 | 2 | 6 | 8 |

The Vault



Sheila Crowe

Age 36

Artist - Metalsmith

Sheila Crowe is an athletic woman with blond hair cut in a bob, pale skin, and gray-green eyes. She typically dresses in elegant and stylish dresses and has spent a good portion of her time as a flapper. She has been wearing jeans and flannel shirts while on the site of the excavation as this is practical clothing, but often complains about the chafing and missing the busy Chicago social scene.

Sheila was born in Boston, Massachusetts, on June 23, 1891 to Sharon and Eugene Whaites. She has two older brothers Alfred and Stephen. Most of her youth was spent in the Boston area with frequent family trips to the Cape in the summer and a few trips to Europe. Her primary interest is in artistic pursuits and enjoying the busy nightlife of Chicago. She received her Bachelor of Fine Arts from the Art Institute of Chicago where she studied the art of metalsmithing. She has become a skilled jeweler and jointly operates Levi and Crowe Jewelers. She pursues her art with passion, but often has a problem engaging in those projects that don't excite her. This can sometimes be a conflict between Abraham Levi and herself. As an older man with grown children who have moved away, he tends to treat her like a daughter.

She has spent most of her adult life in Chicago and particularly enjoys the nightlife. She spends several nights a week in the speakeasies and clubs. She particularly enjoys popular music such as ragtime and jazz. She has spent a great deal of time exploring new music and enjoys the company of musicians. She is a big fan of Louis Armstrong of Fletcher Henderson's group, King Oliver, Bessie Smith, and the Hot Fives. She drinks considerably most days and generally carries a flask of whiskey with her. She also enjoys smoking as well and smokes Silver Fox Cigarettes. She blows smoke rings with consummate skill.

Sheila has been married to Barry Crowe for over 8 years. The two have spent considerable time at a number of Chicago clubs. He plays drums with the jazz band Jim Silverstone and the Sky Captains. He often travels out of town to do shows frequently going to New Orleans and other towns. Sheila rarely travels as her work at the shop keeps her busy.

She and her husband have spent considerable time at a number of Chicago Speakeasies including The Green Mill where Joe Lewis is a house performer, and performances by Sophie Tucker, Bix Beiderbecke, Jack Teagarden, and Benny Goodman are common. (The Green Mill is partly owned by Jack "Machine Gun" McGurn and frequented by Al Capone.) They have also spent quite a few hours at clubs like John Barleycorn's and The Green Door.

She has suspected that Barry has had a number of affairs over the years and is rather suspicious of him as of late. While she enjoys the nightlife and the exciting times that they have had together, she has begun to feel that he married due to her connection to a New England family that he perceived as being well off. As hard times have come and gone his greedy side has reared its ugly head. She sympathizes with his impoverished upbringing and admires his artistic power and passion but is beginning to think that this is not enough. She knows that her brother is not pleased with her choice of husbands, but does not talk to him about it. She cannot confront him on the subject unless she decides to divorce Barry, a decision she has not been willing to make. It is her work that provides the primary income for the two of them.

She is aware that her older brother Stephen has fallen on hard times, is not doing as well these days, and may need to sell some assets. She knows that Alfred would like to save the family home from being sold in Boston and worries that his elder brother Stephen is contemplating selling the house.

Equipment

On Person

1 Zippo Lighter
.38 Automatic (Holster - Small of Back)
1 Spare Clip For .38 Automatic
Silver Cigarette Case (20 Cigarettes)
Cigarette Holder
Flashlight

In Small Backpack

Sketch Pad
Pencil Set & Gum Eraser
Small First Aid Kit
2 Packs Silver Fox Cigarettes
1 Box Wooden Matches
1-Pint Flask Whiskey
Lock Pick Set

Call of Cthulhu

Horror Role-Playing

1920s Investigator's Sheet

Investigator Name Umberto Giordano
Occupation Author
Colleges, Degrees Master's Miskatonic University
Birthplace Boston, Massachussetts
Mental Disorders

Characteristics & Rolls

| | | | | | | | | | |
|------------|----|--------------------------|----|------------|---------------------|------------|------|-------------|----|
| Sex | M | STR | 13 | DEX | 15 | INT | 16 | Idea | 80 |
| | | CON | 16 | APP | 15 | POW | 14 | Luck | 70 |
| Age | 43 | SIZ | 16 | SAN | 70 | EDU | 18 | Know | 90 |
| | | 99-Cthulhu Mythos | | 99 | Damage Bonus | | +1d4 | | |

Sanity Points 70 **Magic Points** 14 **Hit Points** 16

Investigator Skills

| | | | | | |
|---------------------|----|-------------------------|----|----------------------|----|
| Accounting (10%) | 10 | History (20%) | 60 | Photography (10%) | 10 |
| Anthropology (01%) | 1 | Jump (25%) | 25 | Physics (01%) | 1 |
| Archaeology (01%) | 1 | Law (05%) | 20 | Pilot (01%) | |
| Art (05%) | | Library Use (25%) | 75 | | |
| | | Listen (25%) | 50 | | |
| | | Locksmith (01%) | 1 | Psychoanalysis (01%) | 1 |
| Astronomy (01%) | 1 | Martial Arts (01%) | 1 | Psychology (05%) | 55 |
| Bargain (05%) | 20 | Mech. Repair (20%) | 20 | Ride (05%) | 5 |
| Biology (01%) | 1 | Medicine (05%) | 5 | Sneak (10%) | 10 |
| Chemistry (01%) | 1 | Natural History (10%) | 10 | Spot Hidden (25%) | 50 |
| Climb (40%) | 40 | Navigate (10%) | 10 | Swim (25%) | 25 |
| Conceal (15%) | 15 | Occult (05%) | 55 | Throw (25%) | 25 |
| Craft (05%) | | Opr. Hvy. Mch. (01%) | | Track (10%) | 10 |
| | | Other Language (01%) | | | |
| | | Italian | 41 | | |
| Credit Rating (15%) | 40 | French | 41 | | |
| Cthulhu Mythos (00) | 0 | Greek | 21 | | |
| Disguise (01%) | 1 | Latin | 31 | | |
| Dodge (DEX x 2%) | 30 | Arabic | 21 | | |
| Drive Auto (20%) | 20 | | | Firearms | |
| Elect. Repair (10%) | 10 | | | Handgun (20%) | 20 |
| Fast Talk (05%) | 5 | Own Language (EDU x 5%) | | Machine Gun (15%) | 15 |
| First Aid (30%) | 30 | English | 90 | Rifle (25%) | 25 |
| Geology (01%) | 1 | Persuade (15%) | 45 | Shotgun (30%) | 30 |
| Hide (10%) | 10 | Pharmacy (01%) | 1 | SMG (15%) | 15 |

Weapons

| Melee | Damage | % | Range | Hnd | # Att | Hp |
|-----------------|----------|----|-------|-----|-------|-----|
| Fist (50%) | 1d3 + db | 70 | touch | 1 | 1 | n/a |
| Grapple (25%) | Special | 25 | touch | 2 | 1 | n/a |
| Head Butt (10%) | 1d4 + db | 10 | touch | 0 | 1 | n/a |
| Kick (25%) | 1d6 + db | 50 | touch | 0 | 1 | n/a |

| Firearm | Damage | % | Malf | Rng | # Att | Shots | HP |
|---------|--------|---|------|-----|-------|-------|----|
|---------|--------|---|------|-----|-------|-------|----|

The Vault



Umberto Giordano

Age 43

Author

Umberto is a tall man with short curly black hair, dark brown eyes, a square jaw, a tan complexion, and a thin well-trimmed moustache. In the field he wears jeans, a sweater, and a thick flannel jacket. Normally he wears a brown, tan, or gray sports jacket and black slacks with a tan or gray duckbilled driver's hat. He has a dry ironic wit and is very well spoken.

Umberto was born on September 2, 1884 in Boston, Massachusetts. He spent his youth in the north end of Boston, also known as Little Italy. He had to struggle to avoid falling in with a bad crowd. This gave him some street fighting skills and strength of character. He did his undergraduate work at Northeastern University and received his Master's Degree in History from Miskatonic University. He has a natural knack for writing and has always excelled at producing fiction. He has been published in a variety of magazines including Amazing Stories, Weird Tales, Wonder, and Astounding Stories. These tales are primarily science fiction and tales of the strange and supernatural. He has a particular interest in the workings of ancient cults, underground conspiracies, and organized crime, which are reflected in these tales. He publishes under the pen name of Jonathan E. Graystone. In addition to this he acts as a freelance researcher for a number of individuals at the university. He has an excellent reputation for solid and accurate research. Additionally, he ghost writes for a number of clients.

He has an excellent memory for spoken words and is able to recall the gist of the spoken words of others for an hour or so, giving him enough time to record them. Critics have always spoken well of his dialogue. Most of his work captures the dialects of the speakers with consummate skill.

Umberto is a widower whose wife Anne-Marie was killed in a boating accident three years ago while taking a cruise with friends off Cape Cod. It was a tragic accident; she was knocked overboard in a squall and drowned. He has one daughter Gina, who is a journalist with the San Francisco Chronicle. He is very proud of her work.

He once spent considerable time traveling on cruise ships, mostly to Europe, especially Italy and the Mediterranean. He and his wife enjoyed these trips tremendously. He found that the pace allowed him considerable freedom to write and that the leisure often sparked the muse giving him great inspiration. He has not gone on one of these trips since Anne-Marie died. He also has not felt as inspired as a writer since. He feels that his writing has been rather mechanical since then.

Umberto has a strong interest in the occult and the supernatural. He has never had a truly defining supernatural experience. He has had a number of odd insights and a few strange events over the years. One such was a nightmare that awoke him from a nap at the time of his wife's death. He also had an unusual experience in a shunned house in Ipswich, Massachusetts, the former home of the Atherton family about 4 years ago, the lot of which perished at the hands of the family patriarch, reputed to be possessed, during one night of stark and brutal terror. At the house he had felt a cold spot and later had dreams of the horrible events that took place there. Something he could not define has disturbed him about this ever since.

He has great respect for Alfred and has worked with him on a number of projects, including research into the location of the vault. He understands that Alfred's elder brother Stephen has fallen on hard times and hopes his work may assist the Whites family. While not overly motivated by money, the promise of a share in the gold gives him some hope of some future leisure. Despite his success as a writer his earnings are not sufficient to make him wealthy by any means.

Equipment

On Person

3 Cuban Cigars In Case
Cigar Cutter
2 Packs of Wooden Matches
Pocket Knife
Flashlight

In Small Pack

Small First Aid Kit
4 Fountain Pens
3 Legal Pads
Notepad
Pocket Dictionary – English
Weird Tales – September Issue

Call of Cthulhu

Horror Role-Playing

1920s Investigator's Sheet

Investigator Name Margaux Laurent
Occupation Anthropologist
Colleges, Degrees Master's Miskatonic University
Birthplace New Orleans, Louisiana
Mental Disorders

Characteristics & Rolls

| | | | | | | | | | |
|------------|----|-------------------|----|------------|--------------|------------|------|-------------|----|
| Sex | F | STR | 14 | DEX | 15 | INT | 18 | Idea | 90 |
| | | CON | 17 | APP | 15 | POW | 14 | Luck | 90 |
| Age | 35 | SIZ | 11 | SAN | 70 | EDU | 18 | Know | 90 |
| | | 99-Cthulhu Mythos | | 99 | Damage Bonus | | None | | |

Sanity Points 70 **Magic Points** 14 **Hit Points** 14

Investigator Skills

| | | | | | |
|---------------------|----|-------------------------|----|----------------------|----|
| Accounting (10%) | 10 | History (20%) | 20 | Photography (10%) | 10 |
| Anthropology (01%) | 71 | Jump (25%) | 25 | Physics (01%) | 1 |
| Archaeology (01%) | 21 | Law (05%) | 20 | Pilot (01%) | |
| Art (05%) | | Library Use (25%) | 60 | | |
| | | Listen (25%) | 50 | | |
| | | Locksmith (01%) | 1 | Psychoanalysis (01%) | 1 |
| Astronomy (01%) | 31 | Martial Arts (01%) | 1 | Psychology (05%) | 20 |
| Bargain (05%) | 5 | Mech. Repair (20%) | 20 | Ride (05%) | 5 |
| Biology (01%) | 1 | Medicine (05%) | 5 | Sneak (10%) | 10 |
| Chemistry (01%) | 31 | Natural History (10%) | 30 | Spot Hidden (25%) | 60 |
| Climb (40%) | 40 | Navigate (10%) | 10 | Swim (25%) | 25 |
| Conceal (15%) | 15 | Occult (05%) | 65 | Throw (25%) | 25 |
| Craft (05%) | | Opr. Hvy. Mch. (01%) | 1 | Track (10%) | 10 |
| | | Other Language (01%) | | | |
| | | French | 51 | | |
| Credit Rating (15%) | 55 | Latin | 21 | | |
| Cthulhu Mythos (00) | 0 | Greek | 21 | | |
| Disguise (01%) | 21 | Arabic | 11 | | |
| Dodge (DEX x 2%) | 30 | | | | |
| Drive Auto (20%) | 20 | | | | |
| Elect. Repair (10%) | 10 | | | | |
| Fast Talk (05%) | 5 | Own Language (EDU x 5%) | | | |
| First Aid (30%) | 30 | English | 90 | | |
| Geology (01%) | 1 | Persuade (15%) | 40 | | |
| Hide (10%) | 10 | Pharmacy (01%) | 1 | | |

Firearms

| | |
|-------------------|----|
| Handgun (20%) | 20 |
| Machine Gun (15%) | 15 |
| Rifle (25%) | 25 |
| Shotgun (30%) | 30 |
| SMG (15%) | 15 |

Weapons

| Melee | Damage | % | Range | Hnd | # Att | Hp |
|-----------------|----------|----|-------|-----|-------|-----|
| Fist (50%) | 1d3 + db | 50 | touch | 1 | 1 | n/a |
| Grapple (25%) | Special | 25 | touch | 2 | 1 | n/a |
| Head Butt (10%) | 1d4 + db | 10 | touch | 0 | 1 | n/a |
| Kick (25%) | 1d6 + db | 25 | touch | 0 | 1 | n/a |

| Firearm | Damage | % | Malf | Rng | # Att | Shots | HP |
|---------|--------|---|------|-----|-------|-------|----|
|---------|--------|---|------|-----|-------|-------|----|

The Vault



Margaux Laurent

Age 35

Anthropologist

Margaux Laurent is a striking woman with dark brown hair, deep brown eyes and a round cherubic face. She normally wears light tan trousers and a brown jacket while out in the field and often sports a battered charcoal gray fedora that an old boyfriend gave her. She is accustomed to wearing long conservative dresses with very little adornment on most other occasions. She has a jocular manner and can be very witty and garrulous. She often has a dry ironic remark to hand.

Margaux was born on July 8, 1892, in New Orleans, Louisiana, to the Rousseau family. She is the younger of two children. Her brother Philippe is an illustrator in New York. She spent her youth in New Orleans and went to school at Miskatonic University where she graduated from the Anthropology program. She has made a halfhearted attempt to join the faculty there and teaches several classes, usually on a temporary basis. She does not, at present, have a permanent position, but instead fills in for members of the staff on leave or sabbatical. She finds the politics and sexism of her department vexing and has a difficult time with some of the faculty.

She is the child of a reasonably well-off family that made significant money in the shipping trade after the close of the Civil War. As such, she has little concern for money over all. She has spent most of her career pursuing her personal research projects and has published in a number of journals and self publishes as well. She is an inveterate letter writer with a large number of correspondents in the United States and a significant number in France and Europe. Typically she writes 4-6 letters a day. She is also an excellent typist and able to produce up to 60 words per minute with very few errors. She is the kind of writer that can easily compose her thoughts and record them fluidly with little editing required. Many of her peers envy this in her.

She is married to Julien Laurent who is an art consultant and buyer. His primary client is the Museum of Fine Arts in Boston as well as the Metropolitan Museum of Art in New York. He spends a considerable amount of time on the road and she often misses his company. They do not have any children together.

She spent some time in school acting and participated in a number of productions in college. She has dabbled in playwriting and has had two minor works produced by the Arkham Players. Both were one-act plays, the first entitled *Smoke and Mirrors* about a fraudulent medium and the second entitled *Digging Up the Bones* about an archeological expedition and conflict and sexism amongst the team.

She thinks very well of Alfred and Cordelia and distrusts Barry and Sheila. She has heard a great deal about Barry and would prefer that he and his wife were not present. She knows that Alfred has a soft spot for her, but has talked extensively with Cordelia about the two.

Having come from a wealthy family she is not overly concerned about money. She has always been curious about the supernatural and has heard a number of stories, but has yet to see anything convincing. Margaux has heard the tales of the wizard and empathized with the concerns of the locals in that she feels that there must have been something factual that the legends are based upon. She has serious reservations about the vault, but has not communicated them to anyone. The possibility of encountering the supernatural excites her and she secretly hopes for some proof of the existence of something beyond the world of her five senses.

She is a good friend with Cordelia and holds her in high regard. She admires her professionalism, fortitude, and perseverance. She does what she can to emulate her and sometimes berates herself for becoming easily frustrated.

Equipment

On Person

Notepad
2 Fountain Pens
Flashlight

In Tote Bag

Paperback: *To The Lighthouse* By Virginia Woolf
Bag of 20 Butterscotch candies
3 Packs of Teaberry gum
Sunglasses
3 Handkerchiefs
Ball of Twine
Legal Pad

The Vault - Player Character Name Tags
(Paste up with folded 3x5 Card)

Alfred
Whaites

Antiquarian
Age 43

Cordelia
Whaites

Archaeologist
Age 39

Barry
Crowe

Musician
Age 37

Sheila
Crowe

Artist-Metalsmith
Age 36

Margaux
Laurent

Anthropologist
Age 35

Umberto
Giordano

Author
Age 43

| Player | Character Name | Profession | Conceal | Credit Rating | Cthulhu Mythos | Disguise | Fast Talk | Hide | Library Use | Listen | Locksmith | Navigate | Occult | Persuade | Psychology | Sneak | Spot Hidden | Track | POW | Luck | Idea | Know |
|--------|------------------|------------------------|---------|---------------|----------------|----------|-----------|------|-------------|--------|-----------|----------|--------|----------|------------|-------|-------------|-------|-----|------|------|------|
| | Alfred Whaites | Antiquarian | 25 | 50 | 0 | 11 | 15 | 20 | 75 | 50 | 1 | 10 | 45 | 15 | 5 | 10 | 55 | 10 | 13 | 65 | 85 | 90 |
| | Cordelia Whaites | Archaeologist | 30 | 45 | 0 | 1 | 30 | 20 | 50 | 40 | 1 | 20 | 5 | 65 | 55 | 10 | 65 | 10 | 16 | 90 | 80 | 96 |
| | Sheila Crowe | Artist - Metalsmith | 15 | 35 | 0 | 1 | 35 | 10 | 25 | 50 | 36 | 10 | 10 | 25 | 45 | 30 | 55 | 10 | 15 | 75 | 80 | 80 |
| | Barry Crowe | Musician | 15 | 20 | 0 | 1 | 30 | 10 | 35 | 75 | 26 | 10 | 30 | 35 | 25 | 10 | 60 | 10 | 14 | 70 | 75 | 75 |
| | Umberto Giordano | Author | 15 | 40 | 0 | 1 | 5 | 10 | 75 | 50 | 1 | 10 | 55 | 45 | 55 | 10 | 50 | 10 | 14 | 70 | 80 | 90 |
| | Margaux Laurent | Anthropologist | 15 | 55 | 0 | 21 | 5 | 10 | 60 | 50 | 1 | 10 | 65 | 40 | 20 | 10 | 60 | 10 | 14 | 70 | 90 | 90 |



The Vault



The Vault Player Introduction



It is Thursday, September 15, 1927. There have been a number of interesting events in recent years. The Charleston, a new dance, has scandalously taken the country by storm. The United States is well into the era of Prohibition. The rockets of Robert Goddard have begun to penetrate the upper atmosphere. In March of last year Germany was denied a permanent seat in the League of Nations. In January of 1926 the Pasteur Institute announced the discovery of an anti-tetanus serum and in London John Baird demonstrated the first television transmission. In November of the same year the British Commonwealth was formed. In March of this year a new world land speed record of 203.841 mph was set. In May, Britain severed diplomatic relations with the USSR amid accusations of espionage, sabotage, and subversion.

After many years of work your friends and associates have finally found the site of an ancient Whaites family holding. For a number of years you have pursued the rumored location of an old vault believed to contain a hoard of gold. It took much time and effort to locate the likely site. It was eventually located at the foot of Brimstone Mountain in Maine. The nearest habitation is approximately four miles distant and is the settlement of Houghton, a very small community on a road that makes its way through the wilderness to Canada. The nearest large towns are over twenty miles away and are Rumford and Mexico.

In fact, it is mere happenstance that the site was found at all. The connection was only recently made between a large, not entirely natural appearing, black granite monolithic stone seen on the shoulder of the mountain and a letter mentioning the secret abode of Ephram Whatley being near such a stone. In those days it must have been a forlorn and lonely place indeed.

To understand how the site came back into the Whaites family some further explanation regarding the family name is required. For reasons that are not entirely clear, the family name was legally changed from Whatley to Whaites in the very late 1700s. This was discovered due to the diligent efforts of Eugene Whaites some thirty years ago as part of his extensive genealogical research. A clue to this had been found in the extensive papers of Isaac Trimble who had worked for the Whatley family during the late 18th and early 19th centuries. It was he who arranged for the fosterage and rearing of Thaddeus Whatley, after the disappearance of his father Ephram, and arranged for the name to be changed to Whaites. Young Thaddeus had been attending the Dunham School for Boys in Arkham, Massachusetts. *[The merchant Elija Dunham funded the school, the father of the famous first president of Miskatonic University, John Dunham, and it bears his name. The school itself was lost to a fire shortly before the Civil War.]* It is Thaddeus to whom the Whaites trace their lineage. Prior to this the Whatley line can be traced in America to Dunwich, Massachusetts, where they moved after leaving Salem in 1692.

While pursuing the known holdings of Ephram Whatley, Eugene discovered that the family held a large property comprising most of Brimstone Mountain and vicinity. Pursuing this further it was learned that the property had reverted to the local government but had not been sold. The locals had not sold the property despite the considerable debt, due to both some strange and foolish superstitious beliefs and the fact that the land had been leased to a logging firm until recently. Eugene was able to purchase the property for the back taxes due after considerable negotiation, threat of litigation, and overcoming substantial reluctance upon the part of the locals. After the acquisition, a fine cabin and several small guest cabins were built on Beaver Pond, near the northern foot of Brimstone Mountain not far off the main road. This was a fine summer retreat for the family and used by the elder Whaites as a hunting cabin. The property had seemed a likely location for Ephram's retreat, but was so extensive that prior searches were for naught.

It was only in the past year, during further historical research, that a few unknown letters from Isaac Trimble to his bother James in Richmond, Virginia, were discovered somewhat accidentally during the cleaning of an old attic space. It was through luck that the owner of the home had been aware of the family interest in the Trimble clan. One of these letters specifically mentioned the rumored vault of hoary family lore specifically. Of course it was also full of ridiculous superstitious nonsense and a confession of murder, ending the mystery of the disappearance of Ephram Whatley. *[Please see included letter.]* Prior to the finding of the letter, the vault was only part of passed down stories and innuendo that originated from the mouths of servants, tradesmen, and, as was recently discovered, the folklore of the Brimstone Mountain area.

Ephram Whatley, in addition to being a shipping magnate, was also a chemist pursuing esoteric studies and was driven from Salem during the witch hysteria. He had a family home built in Boston, after this dire pursuit, but was absent most of the time, leaving affairs of the family in the hands of those who he believed to be faithful servants. It is this witch crazed mad superstition that no doubt drove him to what must have been the wildest regions of what was then Massachusetts. In those bygone days he had a reputation for great wealth and much had been passed down to his son. Yet it had been said that he had a secret laboratory in the wilds wherein he secreted a substantial portion of the family gold. It was said that this fortune was kept in the depths of a hidden vault. It is this vault that you have sought for so many years.

It took months, after finding the letter, to survey the site. Some excitement occurred early when a few foundations were found in a small vale a half-mile or so from the southeast foot of the mountain. Some excavation and test digging seemed to indicate that these were simple homes and did not reveal extensive basements. These were believed to be the homes that were mentioned in the letter of note. After considerable work, a foundation was uncovered that had become an overgrown hillock at the base of the mountain. Excavation of the foundation revealed a number of colonial era artifacts that included several esoteric items. Among these items were a modest size furnace, a number of flasks, several condensers, a crucible, a calcination bowl, several retorts, a mortar and pestle, and an assortment of other artifacts that seemed to be related to alchemical processes. This find seemed to indicate that it was the site that had been sought for so long.

Sadly the locals seemed to bear the long memory of some past superstition regarding Ephram Whatley and odd distorted tales are still told of the sorcerer and doom he brought upon some local folk. These tales mostly consisted of some craven nonsense about wasting illnesses, curses, the howling of dogs, the evil eye, and the robbing of graves. As a result of this, no help could be obtained from the nearby folks to clear the site and begin excavation. Labor had to be brought up from Portland. The project was daunting and the expenses needed to be kept to a minimum, as the family was well past its zenith in terms of wealth, and funding was very limited. The cost to clear a road to this site was high enough that only a rough track was cut, limiting the equipment that could be brought in. Much labor was required in terms of digging and care was needed to avoid damage; it took much time to clear away the foundation alone. Blasting was kept to a minimum to avoid collapse of the vault itself. Further, the local vendors were recalcitrant and difficult, causing much in the way of labor problems with their dread talk and odd folklore. Some workers claimed nightmares and sickness, no doubt brought on by such foolish talk of horrors, hauntings, curses, and wasting diseases. This created a continual need to replace workers, which both slowed the project and raised the cost. It seemed like the moment of revelation would never come.

After all the time and effort the moment has arrived and the door awaits opening. Most of the digging crew has been dismissed. The foreman Harry Granby and two of the most trusted crew, Jon Palmer and Ed Miller remain above with additional tools and a stock of crating material, awaiting the completion of an initial exploration. The word that has been given to the workers is that the vault is being opened due to antiquarian pursuits. You have gathered before the great stone door and now you are ready to discover the fabulous treasures that lie within. Your pulse has begun to race as the moment dawns...

27 October 1782

My Dear Brother,

I pen this missive to say I have done as ye taught this summer past. Another Hallows Eve could not, in good conscience, be allowed to come and bring more death and ruin upon what is left of our northern kin and ye folk of this land. What has been wrought in ye past needs have been stopped, and I at great price lingered lo these many years and acted too late at such a great cost to so many. I have done as best I could and wish that cruel fate had not robbed ye legs of strength that ye would be rock and staff that I may have leaned upon, as ye mind and willpower have always been. If I had believed that wizard's cruel spell took ye legs so many years aback, perhaps I would have drawn a fiery courage from ye fate. I know that we, ye family, foolishly cast ye out and would that we could have been made to see plain truth. Ye wizard's ancient gold blinded us all and we have paid such cost it is more than can be borne.

In the wee hours of yester morn Thomas and I went into ye house and found ye entrance to the vault within ye hill. No doubt at all ye evil wizard was within. We are doomed to hell for our loathsome murder of ye wizard's hired hands. Sin now weighs heavily upon me. Both of us fancied we could hear cries and sufferings of tortured souls entrapped within far loathsome chambers. I doubt me not that those sounds will chill me with terror unto ye end of my days. I made signs and painted sigils upon ye



door whilst I spoke potent words of power ye gave me. I hope I have done aright, but I have not as deep learning as ye do and fear that I may have made an error.

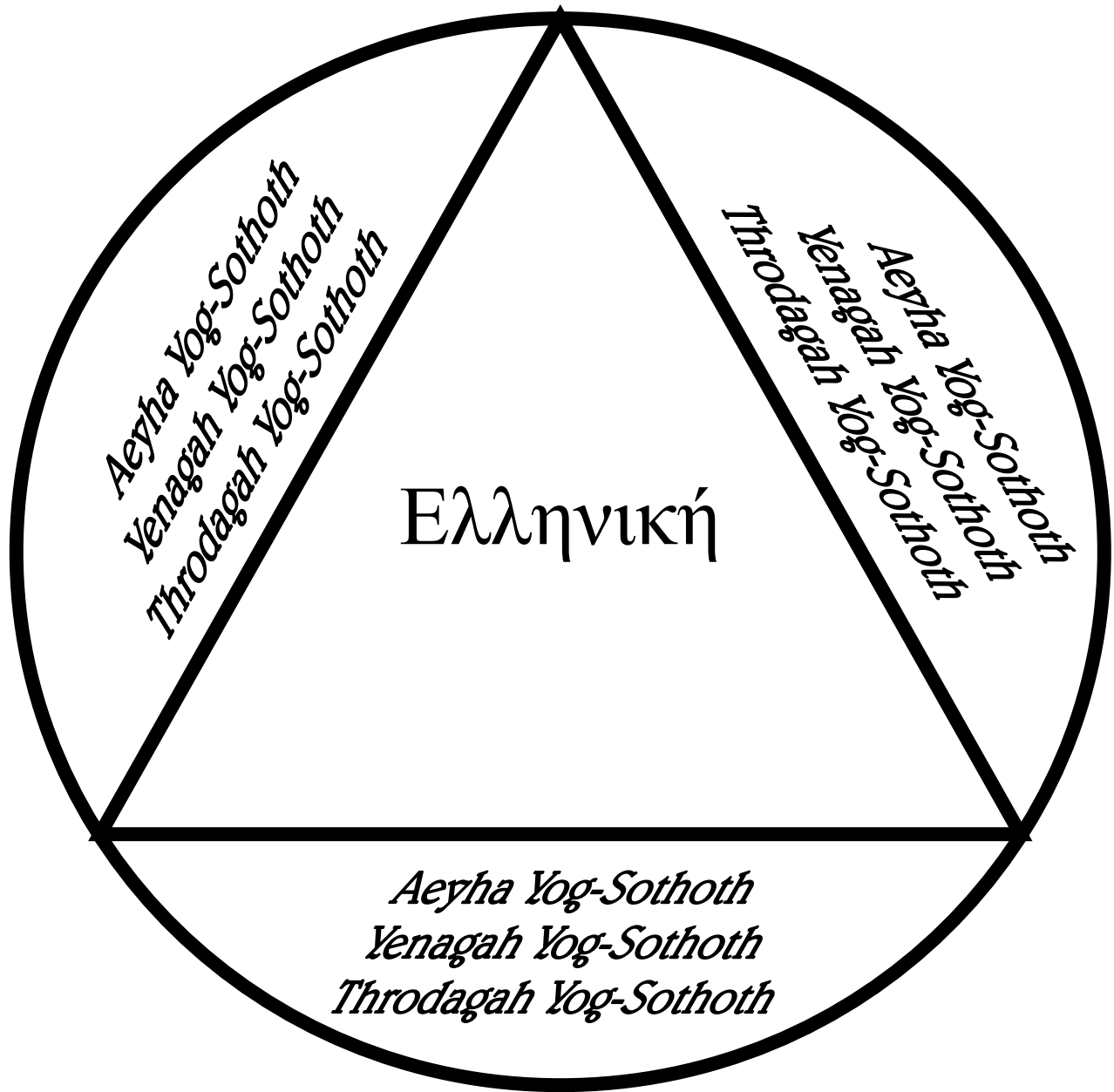
Once this spell was done, afraid at any moment that Ephram Whatley, foul sorcerer, would come out from ye abhorrent depths, Thomas and I placed three kegs of powder in ye tunnel. The fuse was lit quickly and ye house brought low. We lit afire the remains of ye house for good measure. That wizard and his foul ancient and corrupting gold be well hid sealed in ye vault. May it be that no one in their greed and foolishness seek out ye foul gold he had used to lure our folk to their tainted doom.

As the seasons come and go all that shall be left to mark ye site shall be ye black monolith. A finger of doom rising high upon ye hill, a black tower of granite built by ancient loathsome natives to mark ye site. This we lack strength to pull down and must leave. It shall be a forlorn monument to ye wizard's foul resting place and to ye wasted and forsaken abodes in ye vale below. The megalith will be ye only marker near the sad lot wherein our kin and close folk suffered, wasted, and perhaps were embraced by a fate worse than death. If only I had believed ye lo these years past, my brother, perhaps some would have been saved.

Yours truly in humble service,

Isaac Trimble

*I Call Upon Ye Opener Of Ye Way
I Call Upon Ye Gate And Key
I Summon Ye Yog-Sothoth*



*Constitute Ye Key Yog-Sothoth
Open Ye Way Yog-Sothoth
Imbue Ye Sacrifice Yog-Sothoth
Dies Mies Jeschet Boenedoesef Douvema Enitemaus*

Sir Kenelm Digby

July 11, 1603 – June 11, 1665

Privateer, Naval Administrator, Astrologer, and Alchemist



Sir Kenelm Digby

July 11, 1603 – June 11, 1665

Privateer, Naval Administrator, Astrologer, and Alchemist

Biography In Brief

Sir Kenelm Digby was born on July 11, 1603 at Gayhurst, Buckinghamshire, England and died on June 11, 1665. He was born to gentry as the son of Sir Everard Digby, who was executed for his part in the Gunpowder Plot in 1606. (This plot being an attempt to assassinate James I, his family, and most of the protestant aristocracy, in a single attack by blowing up the Houses of Parliament during the State Opening, and replace him to gain a government more favorable to Catholics.) Sir Kenelm himself was a devout Catholic who at one time did declare himself an Anglican while a member of the Privy Council of Charles I of England, but was unable to remain so and reverted to Catholicism in later life. He went to Oxford, but did not take a degree and later became a rather successful privateer. This did not engender happiness amongst the merchant class after he had won a naval battle against the French and Venetians, and fear of reprisals caused him to abandon this career. For a time he returned to England as a naval administrator after which he became the Governor of Trinity House, an entity responsible for maintaining lighthouses and other navigation aids. After the death of his beloved wife Venetia, grief-stricken, he retreated to a secluded life at Gresham College where he threw himself into scientific pursuits. He eventually moved back to the France of Cardinal Richelieu after legal troubles in England that lost him his estates. He was generally well regarded in intellectual circles, although considered to be quite eccentric. He is known as the father of the modern wine bottle having modified the materials and methodology of their manufacture. He is the first person credited with the notion of vital air, which we know now as Oxygen, noting its importance to plants. One of his major alchemical pursuits was the Powder of Sympathy. This was a form of sympathetic magic where an appropriately prepared mixture was placed upon the instrument that caused a wound in order to invoke a healing process. The intellectual set at the time thought that synchronizing this process might also be applied to the problem of determining longitude. Sir Kenelm Digby died at the age of 62 from what is now believed to kidney stones.

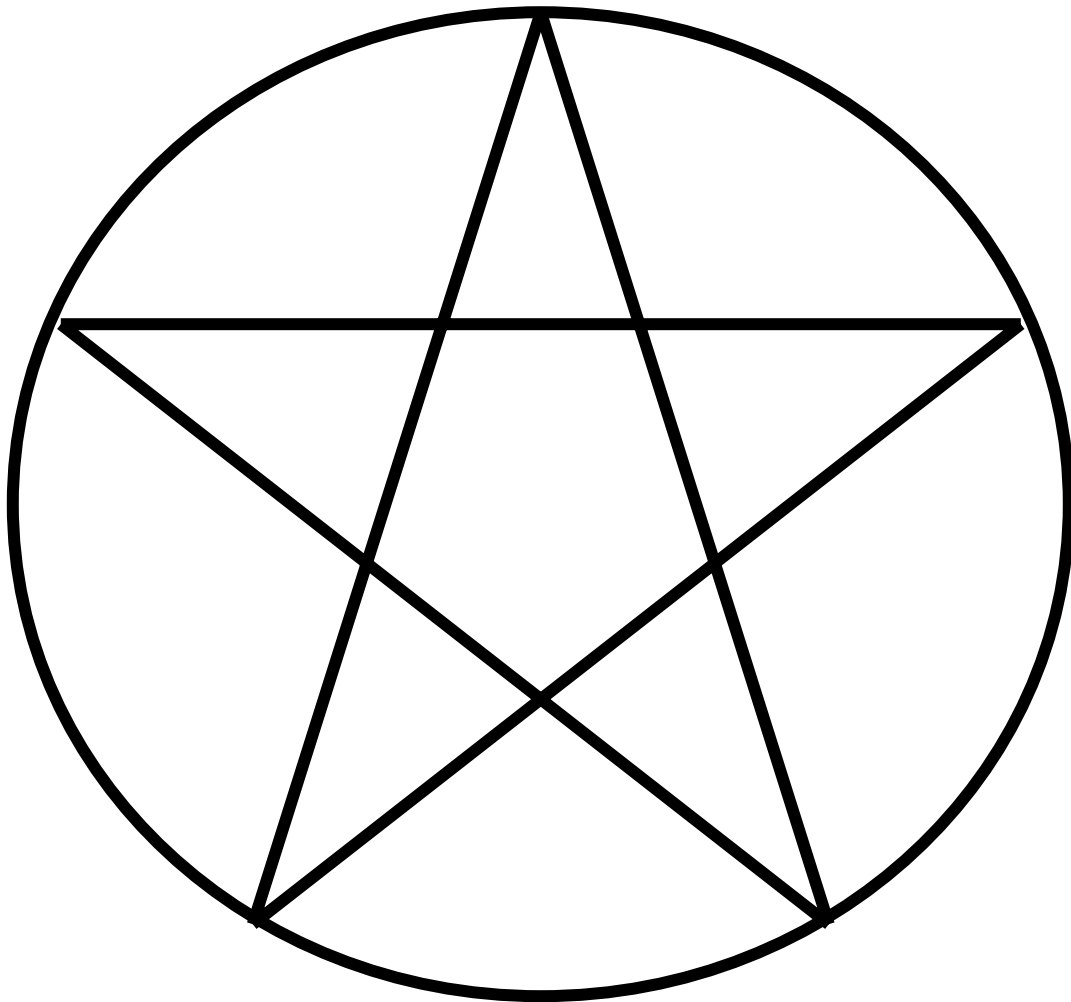




Y'AI 'NG'NGAH
Yog-Sothoth
H'EE – L'GEB
F'AI THRODOG
UAAAH



OGTHROD AI'F
GEBL – EE'H
Yog-Sothoth
'NGAH'NG AI'Y
ZHRO



Daemonolatreia Skimming Summary

The following is a summary of some information that appears to be pertinent from Daemonolatreia by Remingus, published in 1595 and written in English. A 3 volume set, the book is a study of the hunting of witches, sorcerers, and their ways by the infamous French Judge Nicholas Remy, whose name translated into Latin is Remingus. He presided over numerous witch trials and claimed to have sentenced over 900 witches to death. The book itself documents over 100 cases from his ten-year career with the Inquisition. He was a devout Catholic and the text is colored by his beliefs.

The primary topics of the book are the dangers of witches and wizards, their practices, and the objects of their worship. It discusses the methods of identifying, torturing and destroying them. There is much detail given regarding practices, beliefs, cults, rituals, and strange horrific beings.

It mentions, among other things, Yog-Sothoth, a being worshipped by the most dangerous of sorcerers. He is referred to as the opener of the way. The text implies that he is believed by his worshipers to be coterminous with all time and space. Remingus demonstrates uncertainty in this area, as it does not match his view. Yog-Sothoth is also referred to as the gate and the key and a being with many aspects. It is indicated that he is often worshipped and invoked in one of many aspects by wizards seeking longevity and the penetration of the spheres. The implication being that travel is possible to other times and dimensions and that a gift of eternal life is also possible. Apparently he can be bargained with and grant special powers in return for special considerations. The book claims that such arrangements are bargains with Satan himself in an odd guise. The author further indicates puzzlement that his worshipers claim that he is not part of the struggle between God and Satan. He dismisses such notions as foolish ranting and pagan heresy.

In his more malign aspects it is indicated that he is the precursor for the return of the Old Ones, which Remingus believes to be the minions of Lucifer. He mentions that his worshipers claim that he shall clear off the earth for the return of these beings. It is implied that to do so he must father offspring upon man, as it is his get that shall call him forth, when the stars have reached the right alignment. The implication is that this alignment is not particularly rare, although the specific frequency is not stated. The author makes reference here to the antichrist and the apocalypse, indicating that this belief is proof that the being is in fact but another version of the Devil, who seeks to pervert man and bring about the final struggle ending the world.

It warns that Yog-Sothoth has a voracious appetite for life but can only be called at such times as Roodmas (Beltane or May Day) and All Hallows Eve (Samhain or Halloween) It also, in a contradictory way, indicates that he can be summoned to a prepared tower or circle of stones on any clear night. It is not clear which of his many aspects is called at this time. Further, it is stated that a sacrifice is required and that some nearby life must be consumed upon his arrival. This seems to be either a designated nearby hamlet from which he may cull his victims or sacrifices supplied by the cult. Remingus mentions a number of occasions throughout history where villages in remote locations have disappeared. He indicates his belief that Yog-Sothoth and his cult are to blame. He believes that it is only through the actions of those inspired by God that the way has remained closed.

He concludes with strong warnings about the power of the worshipers of Yog-Sothoth. He indicates that they are amongst the most dangerous and loathsome of heretics. He advises extreme caution in their arrest and careful preparation before acting. Alarmingly, there seems to be no advice pertinent to the current situation.



*Some
Notes
on
Magick
and
Alchemy*

Yog-Sothoth

In matters of ye great one Yog-Sothoth caution is ye watch word. He is ye keeper of ye gate and ye key be he. It is through him that ye may find the road to ye past and future. It is by his means ye may pass through to ye spheres and beyond ye places. He is called Tawil at Umar by ye Arab folk meaning Prolonged of Life. He give ye power of life eternal for ye price of sacrifice and service. Ye wise one knows to be wary of such ways. Through him ye old ones are to come. It be writ in ye Necrominicon, ye great book of ye mad Abdul al-Hazrad as translated by Olaus Wormius in ye tongue of ancient Rome words of import as given below.

Nor is it to be thought that man is either ye oldest or ye last of earth's masters, or that ye common bulk of life and substances walks alone. Ye Old Ones were, ye Old Ones are, and ye Old Ones shall be. Not in ye spaces we know, but between them, They walk serene and primal, undimensioned and to us unseen. Yog-Sothoth knows ye gate. Yog-Sothoth is ye gate. Yog-Sothoth is ye key and guardian of ye gate. Past, present, future, all are one in Yog-Sothoth. He knows where ye Old Ones broke through of old, and where They shall break through again. He knows where They have trod earth's fields, and where They still tread them, and why no one can behold Them as They tread. By Their smell can men sometimes know them near, but of Their semblance can no man know, saving only in ye features of those They have begotten on mankind; and of those are there many sorts, differing in likeness from man's truest eidolon to that shape without sight or substance which is Them. They walk unseen and foul in lonely places where ye Words have been spoken and ye Rites howled through at their Seasons. Ye wind gibbers with Their voices, and ye earth mutters with Their consciousness.

They bend ye forest and crush ye city, yet may not forest or city behold ye hand that smites.

Kadath in the cold waste hath known Them, and what man knows Kadath? Ye ice desert of ye South and ye sunken isles of Ocean hold stones where Their seal is engraven, but who hath seen ye deep frozen city or ye sealed tower long garlanded with seaweed and barnacles? Great Cthulhu is Their cousin, yet can he spy Them only dimly. Tã! Shub-Niggurath! As a foulness shall ye know Them. Their hand is at your throats, yet ye see Them not; and Their habitation is even one with your guarded threshold. Yog-Sothoth is ye key to ye gate, whereby ye spheres meet. Man rules now where They ruled once; They shall soon rule where man rules now. After summer is winter, and after winter summer. They wait patient and potent, for here shall They reign again.

So it is writ.

It is said that he giveth long life for his great service. He who brings ye coming of ye great ones shall be shewn ye way of power. His servants shall be given dominion over ye world and all which remains after ye clearing off. Low shall ye slaves of ye Old Ones bow before ye who are master. Ye shall be made anew thy sinew and they bones transformed. Thy slaves likewise shall be come suited to thy needs remade by thy will. Before him ye shall know ye way and see ye passage. His ways shall burn ye clean and make ye strong. Ye veil shall be lifted. Master of ye spheres through him shall ye become.

It is ye way of greatness and ye path to might, a way writ forth in ye stars. He has been called, his ways are beyond ken, a blessing is granted. Ye time comes near.

Ye Tower Of Calling

To call upon Yog-Sothoth ye must first prepare a tower of stone to rise to ye sky. It must be at least thirty and three paces in height. Ye tower must be granted great power as is given in ye dark tome to be of most potent benefit. Know that any tower may do for thy needs but one prepared especial shall grant ye best results. A sacrifice must be given up on ye night of Samhain, ye time of ye thin veil for ye consecration. Each dark of moon thereafter ye enchantment may be given greater power with ye further sacrifice. Ye may perform this great work for up to 13 moons. Ye great Menhir suits ye task well, long was it used by those that came before.

Ye details of such enchantment are simple. Thou shalt close a circle about ye tower in ye same manner as is given below in ye calling. Then ye must cry out boldly a consecration naming Yog-Sothoth. His name must be called thrice times thrice. As this is completed ye sacrifice must be slain upon ye tower. Ye sacrifice may be man or woman of any age but unsullied and young is of best effect. Ye cutting of ye throat is most gratifying but other ways as give ye pleasure may be used. Ye blood must be let to seep into ye stones. Thrice again shalt thou call his name. Once done with ye deed ye circle may be dismissed and ye work shall have proceeded apace.

Ye Calling of Yog-Sothoth In Ye Most Potent Guise As Master Of Ye Gate And Key To Ye Way

The wizard and his acolytes must speak ye great words as spoken of in ye dark book to call him forth. Ye ritual must be performed at a time of clear skies when ye sun be absent from ye sky. In this guise ye may call upon ye great one himself to grant ye a boon as he may choose or impart thy work an especial wisdom. Ware ye blessing of his words as his tongue shall burn ye.

Ye wizard must make ye circle, making its line with ye sword of power. Strong in his mind must be ye power and potent must be ye will. In ye mind's eye conjure ye flames to seal ye circle. As thou reach each cardinal point light ye lamp thereat and call upon ye powers. Make thy circle deasil.

*I call upon ye great spirit of ye North lend thy power to this circle
I call upon ye great spirit of ye East lend thy power to this circle
I call upon ye great spirit of ye South lend thy power to this circle
I call upon ye great spirit of ye West lend thy power to this circle
Seal ye circle with thy might
Seal ye circle with thy will
Seal ye circle with thy strength
Seal ye circle with thy potence
So mote it be*

Once ye circle be sealed ye work to call upon ye great one begins. Mark well that thy sacrifice must be prepared lest he take his needs from thy

company. Ye great boons need ye great sacrifices. In momentous need ye nearby hamlet may suffice as he takes as he needs. Speak ye words as I give ye.

Wizard: We call up ye great and potent Yog-Sothoth. We call ye from ye spheres. We call ye from beyond. We call ye great and high guise to serve and be served. Come unto us thy supplicants oh great and mighty Yog-Sothoth. So mote it be.

Acolytes: So mote it be.

Wizard: Bring ye key Yog-Sothoth

Acolytes: Bring ye key Yog-Sothoth

Wizard: Bring ye gate Yog-Sothoth

Acolytes: Bring ye gate Yog-Sothoth

Wizard: We call upon ye great one. Come forth to us Yog-Sothoth.

We beckon ye Yog-Sothoth. Hear our pleas and come to us.

Wizard: Aeyha Yog-Sothoth. Master of ye Gate

Acolytes: Aeyha Yog-Sothoth

Wizard: Yenagah Yog-Sothoth. Master of ye Key

Acolytes: Yenagah Yog-Sothoth

Wizard: Throdagah Yog-Sothoth. Opener of ye Way

Acolytes: Throdagah Yog-Sothoth

Wizard: I invoke ye Yog-Sothoth. I call ye Yog-Sothoth. I summon ye Yog-Sothoth. Come forth Yog-Sothoth.

Wizard: Aeyha Yog-Sothoth. Master of the Gate

Acolytes: Aeyha Yog-Sothoth

Wizard: Yenagah Yog-Sothoth. Master of ye Key

Acolytes: Yenagah Yog-Sothoth

Wizard: Throdagah Yog-Sothoth. Opener of ye Way

Acolytes: Throdagah Yog-Sothoth



Wizard: Take thy sacrifice Yog-Sothoth. Receive our Offering Yog-Sothoth. Honor thy supplicants Yog-Sothoth.

Wizard: Aeyha Yog-Sothoth. Master of ye Gate

Acolytes: Aeyha Yog-Sothoth

Wizard: Yenagah Yog-Sothoth. Master of ye Key

Acolytes: Yenagah Yog-Sothoth

Wizard: Throdagah Yog-Sothoth. Opener of ye Way

Acolytes: Throdagah Yog-Sothoth

Wizard: We call upon ye. Rend ye veil asunder. We conjure ye Yog-Sothoth. Come forth. Let ye gate be open. Let ye keeper come. Let ye key be seen. So mote it be.

Ye Potent One should come upon ye gathered and take that which is offered. Ye wizard shall chant ye call of power, his acolytes repeating, using ye especial words and his name, until his arrival is sensed. Once ye great one has arrived ye desired boon must be fixed in ye mind of ye wizard. Thy desires must be repeated thrice. Once the sacrifice is taken and ye boon granted he must be called upon to depart. Ware ye that he is not easily dismissed and great will is needed. His departing is a favor to ye and his will thy master. Ye must speak ye words of dismissal.

Wizard: Depart from us Yog-Sothoth. Close thy way. Seal thy gate. Send thy key hence. Favor us thy supplicants with thy return to ye spheres and bind thy potence in ye spaces beyond. We beg thy boon of departure. Be thou gone. So mote it be.

Acolytes: So mote it be.

Wizard: Our will compel thy favor. Our will make fast thy desire. Our will grant thy passage. Begone oh great one. Be gone, Depart, Quit, So mote it be.

Acolytes: Be gone, Depart, Quit, So mote it be.

Wizard: *By ye will of ye North we beseech ye depart. By ye will of ye West we beseech ye depart. By ye will of ye South we beseech ye depart. By ye will of ye East we beseech ye depart. Be gone, Depart, Quit, So mote it be.*

Acolytes: *Be gone, Depart, Quit, So mote it be.*

Wizard: *So mote it be.*

Ye great one may then leave thy presence to return to the void. If once thou repeat thy chant he remains, a sacrifice is needed. His needs are great and he must be fed his desires. In this it is best to insure his needs be met before thy boon is placed before him. If ye hamlet is gone and ye sacrifice taken and he leaves not, his needs must be slaked by thy company. Beware this may come to pass as ye acolytes must be his sup else it falls to thy own self. While ye circle aids in the raising of his presence it is doubtful proof against his might should he choose to assail ye therein.

Once he has left ye may open ye circle as is given herein. Make sure to trace thy circle widdershins as ye words are spoken. Make thy sword held as a bar to indicate ye blocked gate. Hold ye fire of thy will in thy minds eye. Extinguish ye lamps as ye pass whilst calling each power.

Closed is ye way.

Gone is ye key.

Departed is ye great one.

Ye gate is sealed

I call upon ye great spirit of ye North close ye way

I call upon ye great spirit of ye West banish ye key

I call upon ye great spirit of ye South block ye path

I call upon ye great spirit of ye East seal ye gate

Ye circle is broken

So mote it be



Ye Calling Of Ye Opener Of Ye Way

Know well that as ye call upon Yog-Sothoth as ye Opener of Ye Way ye must have made thy pact with him. Ye opener shall bring his get unto ye world that ye clearing off may begin. It is a guise of his greatness and not ye true form. Ye opener is ye tendril of his great might extended at thy calling and his pleasure. It is ye beginning of ye true gate and marks ye march of returning. Ye present sacrifice shall be imbued with his true might that his get may call upon his true name, for such may not fly from ye tongues of men. In this way his offspring shall conjure forth his true and greatest potence that ye Old Ones may return embodied and thus bring about ye clearing off of ye world. She that is imbued shall bear his young with her womb charged with his seed. He that is such shall bear his seed to make a womb charged with his might. Thusly shall he beget his true children upon man.

Know well this truth too, many may be his get for any may call his name and none are especially favored over another save for their ways. Know also that his get shall take of ye mother and grow strong as she grows ever weaker. The coming of the get shall be ye beginning of her end. His seed shall take strength from ye man in which it lies and as time passes so he to shall be devoured. Those that heed his will may gain in potence as they nurture his get. Those that deny him shall grow frail.

His get must be made strong through forbidden teaching and be possessed of strong will. It is ye way of strength and needs be nurtured. Ye books of lore must be gathered. Ye get shall want ye way and their guiding shall come with ease. His get may take many forms and it is said shall grow strong and fast in ye womb. Ye get must be nurtured until ye stars are right.

To call forth ye Opener of ye way is a task of greater ease than ye calling of ye great one. Great will and strength is needed of ye wizard and his voice or that of his acolyte must be strong in the calling. To prepare ye spell scribe a Thaumaturgic Circle of at least 10 paces in size upon ye place of calling. To aid thy effect inscribe ye word Imbue within this circle in ye center within ye triangle. This is not of greatest need, but shall aid ye. Greek or Latin or another tongue as please ye may be used. In Greek it is rendered thus Ελληνική. Ye great words of power may be inscribed upon each side of ye triangle to aid the memory, if it is thy desire. Ye words may then be spoken by ye wizard or his acolyte, whilst ye wizard holds in his mind's eye ye potent sense of ye great one burnt upon him. Speak ye words as I give ye below and ye potent tendril shall come forth through ye gate and touch ye sacrifice. Ye sacrifice shall become imbued with his potence that his get may grow within. Know well not to call unless ye are ready. Be especially sure to command ye Opener with ye words of Agrippa at ye end of ye spell to make certain he follows thy command. Know that he shall depart after he has acted and no dismissal is thy need.

*I Call Upon Ye Opener Of Ye Way
I Call Upon Ye Gate And Key
I Summon Ye Yog-Sothoth*

*Aeyha Yog-Sothoth Yenagah Yog-Sothoth Throdagah Yog-Sothoth
Aeyha Yog-Sothoth Yenagah Yog-Sothoth Throdagah Yog-Sothoth
Aeyha Yog-Sothoth Yenagah Yog-Sothoth Throdagah Yog-Sothoth*

*Constitute Ye Key Yog-Sothoth
Open Ye Way Yog-Sothoth
Imbue Ye Sacrifice Yog-Sothoth
Dies Mies Jeschet Boenedoesef Douvema Enitemaus*

Grimoire Skimming Summary

Page 1 of 2

This is a collection of hand written notes on magic and alchemy that appears to have been written by Ephram Whatley. It is entitled simply Some Notes On Magick And Alchemy.

There are some very specific notes on Yog-Sothoth. It seems to indicate that he is coterminous with all time and space. It further says that he is a being that is instrumental in calling primal beings back to rule the world. That somehow his offspring shall bring about the clearing off of the Earth and the return of these Old Ones, who will make slaves of those they wish and bodily transform them, while clearing off most of this world. It indicates that their servants who called them forth shall rule these slaves. *(This can be read of in greater detail.)*

There are a number of spells. The name of each spell is given along with a brief summary.

Ye Tower Of Calling: This seems to be a description of a means to utilize a tower to call Yog-Sothoth forth. It seems to discuss some method of sacrifice. *(This can be read of in greater detail.)*

The Calling of Yog-Sothoth In Ye Most Potent Guise As Master Of Ye Gate And Key To Ye Way: This appears to be a description of a ritual, using the previously described tower, to call Yog-Sothoth forth and propitiate him with sacrifices. It seems to indicate that he can grant boons or favors. It warns of his desires to feed on life. *(This can be read of in greater detail.)*

Ye Calling Of Ye Opener Of Ye Way: This spell seems to be a means of calling an aspect of Yog-Sothoth forth to imbue a sacrifice with its essence. It would appear that this would cause the birth of his offspring. Further, it seems as though this is the first step in the clearing off of the earth. *(This can be read of in greater detail.)*

Preparation Of Ye Sword Of Ritual: This is a spell, which requires a ceremonial sword, or knife made of pure metal. The ritual seems to call for an iron sword to be made for use in other rituals. An animal sacrifice is required, although the author seems to indicate that more favorable results are achieved with a human sacrifice. The blade must be ritually prepared and a sigil traced in the blood of the sacrifice.

Ye Curse Of Poor Luck: This is described as a kind of Evil Eye wherein the wizard compresses all of his hate and envy into a malign curse upon the target. It seems to be an esoteric mental exercise requiring special training of the mind.

Ye Fist Of Yog-Sothoth: This spell seems again to be a special mental exercise requiring the silent recitation of special words and images to summon a small portion of the might of Yog-Sothoth. It is indicated that the effect is both that of a blow or force like a pushing, but also that a victim can be rendered unconscious.

Ye Alchemical Means Of Reducing Ye Dead Unto Essential Salts: This is a lengthy description of a process that is used for reducing a corpse into its essential salts. This is described as a complex and involved alchemical process. It appears that it would create a powder of small volume that could be used to reconstitute the dead into a resurrected being. It implies that it only works on human beings and similar sentient creatures. Further there are dire warnings about missing portions of the corpse. Rendering the incomplete salts results in animated being of the most awful kind. It implies great horror from such imperfect raisings. Further it warns of raising those that may not be easily put down. Other implications are that the raised has great immunity from some forms of harm. It appears they suffer from insatiable hunger at first and require blood for three months after being raised. Such beings do not truly need sustenance in the normal sense but still suffer from a ravenous hunger if left unfed. The author implies that they feel pain and are in many respects the same as the living. He indicates that they can be subject to torture to force them to reveal their secrets. The author indicates a perverse pleasure in having this power, especially in the infliction of pain.

Ye Raising Of Ye Dead From Their Salts And Ye Means Of Returning Them Thus:

This indicates that there is an incantation that can be used to reconstitute the dead from the prepared salts. A second incantation that is in effect the reverse of the first can be used to reduce the dead back to their essential salts again. It is indicated that both incantations require a strong effort of will. The first incantation is marked by a U shaped symbol referred to as the Dragon's Head and the second incantation is marked by an Upside down U shaped symbol called the Dragon's Tail. It is further stated that the incantations themselves are a mere trigger for the magic and easily performed, although again an effort of will is required. The difficult portion of the process appears to be the rendering of the dead into essential salts.



Y'AI 'NG'NGAH
Yog-Sothoth
H'EE – L'GEB
F'AI THRODOG
UAAAH



OGTHROD AI'F
GEBL – EE'H
Yog-Sothoth
'NGAH'NG AI'Y
ZHRO

Ye Calling And Binding Of Ye Horror From Beyond Ye Spheres: This appears to be a method of calling forth a strange being from the void that is able to wander between the spheres. It may be commanded to perform an action, which includes dragging a victim to some horrifying unknown dimension. This spell requires the use of an enchanted weapon of pure metal.

Making Of Ye Sign Of Voor: This spell describes a complex series of gestures that are made with the left hand while certain images are held in the mind. It is indicated that this helps ease the casting of other spells.

Warding Against Ye Curse Of Poor Luck: This spell describes a set of gestures and mental formulations to be used when the Evil Eye (Curse of Poor Luck) is being cast to prevent its effect.

Ye Withering Of Ye Victims Limbs: This spell describes an awful method that allows the wizard to compress his hatred and sadistic desire to cause pain into a spell. This requires much in the way of strange and horrific visualization and renders a limb of the target withered and misshapen. The author seems to take great pleasure in its use.

Further Notes

A number of magical notes are present as well, mostly fragments and incomplete summaries. There is one section that speaks of calling from outside the spheres to influence the actions of one's ancestral line. That a calling may be made from outside the spheres that acts upon a future descendant in some fashion by means of vibrations from outside. It implies that the descendant can be called to a place and possibly a time and will arrive there eventually of their own will, such as it is. This passage is a little vague but very disturbing.

There is also a large section dedicated to the documentation of alchemical processes. It is very obtuse and obscure and full of odd terminology and cryptic references. To fully understand it would require an expert knowledge of the art of alchemy during the colonial era. It does not seem to indicate dedication of a philosophical nature nor the pursuit of transformation but rather to be akin to more modern chemical pursuits as combined with strange occult practices.

The text makes clear the true malignity of the author, his burning hatred, his sadistic drive, and his iron will. It is clear that he is a truly vile and fearsome horror. He seems to have no respect for or shred of what most would call humanity.



Early in November of 1782, ye day not known

Some Notes For Ye Who May Come

I write against ye failure of my work against he who I have long served, ye wizard Ephram Whatley. Know well reader that if ye read these words I have suffered an unwholesome fate that is worse than death. I pray such is not to be.

I have become trapped herein, within this laboratory wherein I have long served my depraved master. He has held me through my fear, greed, and depraved lust for power, this I must confess. He hath been betrayed by one of ours and ye vaults are sealed by tons of earth and stone. There is no art by which we may remove ourselves and remain whole. My master through his long service and most potent pact with ye great Yog-Sothoth shall be transformed and already casts his spirit forth to torment souls and walk invisible about ye land. I have not this art and cannot rightly expect to gain such. It is but a matter of time before he turns upon me and I become a sacrifice to his work. There is some little hope associates in our pursuits may well find us, but Joseph Curwin has fallen to an angry Arkham mob some few years past and no more is heard from Simon Orne. As such is ye case I deem that no hope of this kind exists in truth.

I have resolved that I shall poison him whilst he has cast forth his spirit and having slain his body defeat his incorporeal essence. In secret these past weeks I have concluded preparation ye amulet of protection against my need. Such work was my hidden pursuit against a future need long before such events as my entrapment came to pass. Now that I am kept herein, I have no hope for advancing my art before ye end comes unto me. Well have I seen the horror he has inflicted upon ye others and I resolve to not be a victim of ye sadistic heart and iron will as he possesses. It is in this betrayal as lies my only hope to avoid suffering and torment.

I write this knowing that should I fail or not that ye shall come. Knowing that should ye become caught within his snare or in ye quest for him from ye calling ye may well tear down ye very walls. I pray that these words may be found should ye need arise. I know ye shall come as he has called outside ye spheres for another of his line. Thus shall he complete his pact with ye potent and great Yog-Sothoth to foster his get and bring about ye return of ye old ones. I too was most instrumental

in this his plan. I too should have gained ye power and dominion, but now ye sands of time hath cheated me of my due and horror is likely to be mine.

It is also within ye realm of possibility that should I succeed ye may find these my notes. Know that ye may not answer thy calling, if such is the case, to know him and his ways for if I succeed I shall dissolve his body in Aqua Fortis or Aqua Regia that he may never be called forth again. Ye may wish to call him from his salts, but if victory is mine, in this ye shall be denied.

I set forth the means of making an amulet to aid in ye battle against ye evil one and such spirits as may serve ye Outer Gods as is described in ye Livre D'Ivon as translated by Gaspard du Nord from ye Liber Ivonis, which itself is a translation in ye Latin tongue by Causis Phillipus Faber and is said to be copied from a Grimoire of ye Hyperborean sorcerer Eibon. It shall ward against ye might of ye wizard in his guise as a spirit, but is only of greatest strength when charged by an especial act of will. It calls upon ye mighty Elder God Nodens who opposes ye Outer Gods such as Yog-Sothoth and his minions. It is his name I draw upon to my own peril, as I of late was a servant of such dread beings in my own right. Know also well that ye amulet shall grant the sight of such incorporeal beings of ye Outer Ones as approach ye wearer. Such is the power of the eye of Nodens. If ye does not wish to see, cover ye eye.

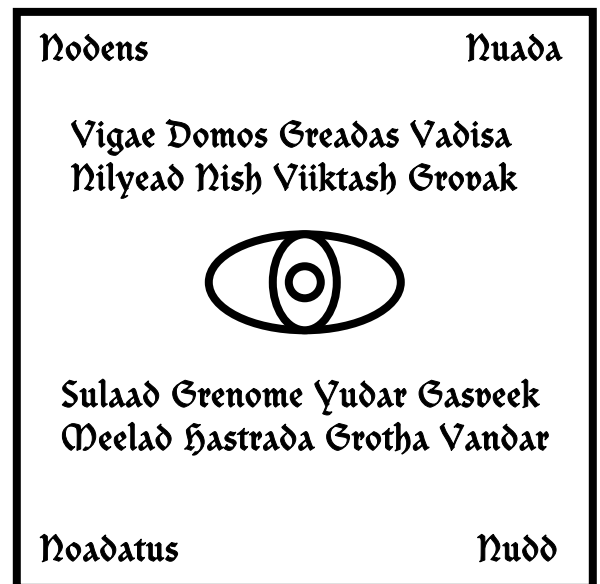
Ye Amulet Of Protection Against ye Invisible Servants And Spirit Slaves Of Ye Outer Ones

To make thy amulet of protection against those spirits and servants of ye Outer Gods begin with ye true silver and make of it a square. Ye silver must be bathed in starlight for seven nights at a time when Orion is in ye sky and the rays of Betelgeuse shine forth. It must be kept safe in ye sea salt when ye constellation is not risen for purification. Thus cleansed take ye silver and place it upon ye altar of work and create thy circle about ye thusly. Begin in ye north and place a lamp or candle at each point of ye compass. As thou proceed in deosil fashion about ye circle, call upon ye powers. In thy minds eye envision a great light and using ye index

finger of thy right hand or thy enchanted blade to mark thy circle as ye proceed calling upon ye powers of ye four quarters. The words ye speak shall be thus.

*I call upon ye great power of Earth seal this circle with thy might
 I call upon ye great power of Air seal this circle with thy might
 I call upon ye great power of Fire seal this circle with thy might
 I call upon ye great power of Water seal this circle with thy might
 I invoke ye powers
 I invoke ye might
 I invoke ye strength
 I invoke ye aid
 By my will it is done*

Now thou shalt prepare to engrave ye amulet as I show ye below. Ye eye of Nodens is to be graven upon ye silver within ye pentacle of power. Four of his names shall be graven upon ye front and upon ye back. Upon ye back shall ye also place his eye and ye words of power. Thou shalt call to Nodens speaking four of his many names. Then chant ye words of power until thou conclude inscribing. Once thou hast concluded speak ye words of closing.



*I call upon ye Nodens Lord Of Ye Abyss
 I call upon ye Nuada He Of Ye Silver Hand
 I call upon ye Noadatus Elder One Of Might*

I call upon ye Nudd Lord Of Ye Hunt

I invoke thy powers against ye invisible

I ask thy aid against thy enemy's servants

I ask thy blessing of protection

I ask thy boon of sight by thy eye

Vigae Domos Greadas Vadisa

Nilyead Nish Viiktash Grovak

Sulaad Grenome Yudar Gasveek

Meelad Flastrada Grotha Vandar

I thank ye Nodens for ye blessing

I thank ye Nuada for ye sight

I thank ye Noadatus for ye wisdom

I thank ye Nudd for ye sanction

By thy will it is done

Once ye have finished thy work walk thy circle widdershins beginning in ye West and speak thusly to close thy circle. Take ye light into thy minds eye.

I call upon ye great power of Water to open this circle

I call upon ye great power of Fire to open this circle

I call upon ye great power of Air to open this circle

I call upon ye great power of Earth to open this circle

I thank ye for thy aid

I thank ye for thy strength

I thank ye for thy might

I thank ye for thy power

By my will it is done

Ye Spell Of Power For Charging Ye Amulet With Might

Use ye words I give to gird thy will for battle with ye incorporeal servants of Yog-Sothoth and the Outer Gods. Know well that ye power shall ebb and call up thy strength only when thy need is soon to be pressing.



*I call upon ye Nodens, Nuada, Noadatus, Nudd
Charge thy vessel with strength
Give thy power to vanquish
Gird my will with thy might
Vigae Domos Greadas Vadisa
Nilyead Nish Viiktash Grovak
Sulaad Grenome Yudar Gasveek
Meelad Hastrada Grotha Vandar*

These words are that which is thy need. Once spoken, ye struggle should be in thy favor, if ye battle occurs before thy strength ebbs away.

Know also this. Other potent magics of Nodens are given in ye Book of Eibon. Other banishings and some few wards against of the powers of Yog-Sothoth and his brethren can be found within. I had use of it upon a trip some years past and it is a tome of greatest rarity containing mostly ye blackest of spells. It was consulted for aid in ye manner of making dust of ye corpse that ye essential salts of ye dead may be well prepared. Would that I had more time to transcribe from ye book, but such was not as my master sought in sending me. Read not such a tome unguarded in thy will as ye mind may be burnt by ye wisdom therein. I would have taken said tome away if not for fear of ye owner. My master too would have been most wroth for there is a number of our company that do work in concert to aid ye Old Ones to return corporeal to this world and betrayal of such allies bears a dreadful price.

I have said more than is needed and must proceed apace with my betrayal. If thy gods of luck favor ye, when ye read these words ye shall find no more that ye vaults and ye dead things. Beware his curse upon ye gold as he has more hatred than ye can know. Ye sun metal has been used to lure many to an unwholesome fate. If I win in ye battle of wills then ye shall have no fear save that which ye gain from knowing of ye true horrors.

*Good luck in thy mastery of thy fate,
Hiram Walen*

The Vault – Keeper Summary

Scene 1 – Opening the Door – 9:00 AM – Thursday – September 15th – 1927

The characters have a few moments to talk as a prologue. The game does not begin until the door is opened. It creaks open slowly. It requires two characters to open the door.

Scene 2 – Buried Alive – Shortly After 9:00 AM – September 15th

When the door begins to open shots are fired. Edward Miller and Jon Palmer come running in yelling about a madman and then there is a muffled explosion followed by an avalanche. The vault is sealed in darkness by tons of rocks and dirt.

Scene 3 – Interlude and Exploration

The characters have a few moments to explore the initial areas of the vault. The next scene begins when they make their way into the main cavern.

Scene 4 – The First Casting Of The Invocation

As the characters approach the bared entrance to the Main Cavern they encounter Sir Kenelm Digby and he summons the opener of the way. One of the characters is attacked and is imbued with the essence of Yog-Sothoth. Ephram will need some time to recover.

Scene 5 – Speaking To The Dead

Kenhelm Digby will try to bargain for his death with the party. If he succeeds he will try to explain what is going on. He will give the monologue for this scene.

Intermission

A 10 Minute break is placed here or after about 2 hours.

Scene 6 – Exploration

The characters have 12 hours to explore the chambers before the wizard takes radical action. If his body is threatened it will animate and defend itself. If he is threatened in other ways he will attack. If he is still weak in POW he will try to hide the body somewhere, such as the prison spring or a cask in the antechamber.

Scene 7 – The Wizard Attacks

The wizard will attack and kill Jon Palmer and drain one of the prisoners or characters. He will then begin to torment the party. He will use his ways to try to make tools of the group through torture, intimidation and greed. He will try to play them off against each other. He will be merciless and he will torture them and break down their will.

Searching Time Table

| <u>Area</u> | <u>Full Spot Hidden</u> | <u>½ Spot Hidden</u> | <u>¼ Spot Hidden</u> |
|-----------------------------|-------------------------|----------------------|----------------------|
| Vault Chambers | 3 Hours | 1.5 Hours | ¾ Hour |
| Laboratory or Prison | 6 hours | 3 Hours | 1.5 Hours |
| Spring, Study, Corpse Niche | 1 Hour | ½ Hour | ¼ Hour |

Note: Search times are for 4 characters. These times are double for 2 characters, decreased by ¼ for 6 etc.

| Short Temporary Insanity | | Longer Temporary Insanity | |
|---------------------------------|--|----------------------------------|---|
| (1d4 + 4 Combat Rounds) | | (1d10 x 10 game Hours) | |
| Roll | Result | Roll | Result |
| 1 | Character Faints | 1 | Amnesia (Can Not Remember Recent Trauma) |
| 2 | Flees In Panic | 2 | Stupor (Withdrawal - Assumes Foetal Position) |
| 3 | Babbles Incoherently | 3 | Denial (Rationalizing All Events As Normal) |
| 4 | A Torrent Of Coherent Speech (Cannot Stop Talking) | 4 | Psychosomatic Blindness or Deafness (Odd or Even) |
| 5 | Intense Fear Roots Character To Spot | 5 | Fetish (An Object As A Source Of Safety) |
| 6 | Hysteria (Laughs or Cries - No Rational Actions) | 6 | Paranoia (Everyone Is Out To get You) |
| 7 | Can Only Use Phrases Spoken By Others | 7 | Claustrophobia (Must Avoid Close Spaces) |
| 8 | Catatonic (May Be Led But Cannot Act) | 8 | Agoraphobia (Must Avoid Open Spaces) |
| 9 | Can Only Mimic Actions Of Others | 9 | Catatonic (May Be Led But Cannot Act) |
| 10 | Struck Mute (No Speaking Only Gesticulation) | 10 | Inability To Communicate Via Speech Or Writing |

Keepers Aid – Sir Kenelm Digby Monologue – Page 1 of 4

The speech below is intended as a guideline for the keeper and some things may need to be adlibbed. Keep in mind that he will do nothing for them if the bargain is not made. He will insist upon an oath that is in the name of God and their honor.

“I would say well met, were the circumstances not so. I beg thee to forgive my weak and pitiful state and the horror that I have wrought under duress and agony. I say this unto Thee. The Sorcerer Whatley is a merciless tool of the devil and brings hell to the very earth. Come and speak unto me, but ware thee do not yet work free the rusty bars for I Sir Kenelm Digby have been called forth from the dead and been made through vile torture beyond imaginings to become a tool of true and boundless evil. It appears that thee are truly amongst the living and by thy strange garb it is a long time hence since the foul one did call me up from my grave. Tell me this brave souls, what is the year of our lord and this month and day?” [He walks near to the end of his chain.]

[As long as they give a good response he will continue.]

“What strange marvels thee might speak to me of if all was not as it is for my will and mind hang on the thinnest of threads. The lucidity that thee perceive is but illusion. I say unto thee mark me well for time is fleeting and he rests of need, but shall be back to torment thee and me who are at his mercy. He is the foul wizard Ephram Whatley and no longer hast he simply a body but is a potent spirit with an intellect and will sharper than the most sharp of razors and his hate hath made him strong. I will tell thee all I know with a promise upon thy honor and upon the Lord our Redeemer to slay me as quick as thee are able. That thee shall put me to rest by means of decapitation and dismemberment or by reduction to my essential salts and that further thee shall immerse my body in Aqua Fortis or like substance that I may never again be called up and may finally go to judgment. Thou shalt swear to act as I have specified once I declare to thee I have spoke unto thee all that I may. Mark thee the time and decide quickly as the sands do run fast in the glass.”

Characters with a Chemistry of 20% or better or who make a successful Occult or Chemistry Roll identify Aqua Fortis as the alchemical name for a solution of Nitric Acid made from Saltpeter by mixing it with Alum and Vitriol and distilling it with a hot fire. It was first invented by the alchemist Jabir ibn Hayyan around 800 AD.

[If the characters do not agree he shall say the following.]

“I beg thee to reconsider. [He drops to his knees with a rattling of chain and sobs.] Now and only now can you give mercy unto me and a chance to gain the upper hand upon the dread one. I tell thee this: death is no stop to his vile and malignant ministrations. He brings pain upon pain and more to make it beyond bearing. It is by the thinnest of threads I can speak with thee at all. Think! The sands run swift in the glass!”

[If the characters still do not agree he will grow very distraught and say the following amid racking sobs.]

“I beg thee. Are thee not Christians? [Crawling forward to the extent of the chain on his knees as it rattles behind him.] Hast thou no mercy? [Sobbing] Hast thou not a desire to preserve thyself? [Sobbing] Know thou this, the pain is without mercy and gives him great and eternal joy. [Sobbing and more sobbing] Canst thou not forgive me enough to slay me for I may not slay my own self and be thus cast into the pit! [Sobbing and groveling] I beg thee in the name of the Savior help me. [Sobbing]”

Keepers Aid – Sir Kenelm Digby Monologue – Page 2 of 4

[If the characters still do not agree he will drag himself to his chair amidst further sobbing and say the following.]

“Ah, what a foul and weak fool I be. Thou art folk from a heathen and callous age. [Sobbing] It shall be doom upon us all and the pain he brings thee shall be only the beginning of thy torment. [Sobbing] For thy foolishness shall aid him and that which he desires is most dreadful beyond thy dreams. [Sobbing] What pitiful wretch I be to put hope in such as thee. [Sobbing and more sobbing] Mark me thusly, thee will surely regret thy decision. I spit at thee and turn my back upon thee. [He casts a look of pure venom upon them. He then slowly ceases to sob and enters a fugue state contemplating the chessboard. At this stage he cannot be roused again except to fight and will not render aid of any kind to the party.]

[If the characters agree to do as he bids and swear the oath he will utter the following lines.]

“Mark well my words for I speak unto you whilst lucidity is my friend, but it is most true that she abandons me more than she befriends. Thou hast fallen into the clutches of a most vile and powerful creature, the greatest of malign and tenebrous evil. It was once a man born to this world as Ephram Whatley. A man it is no longer but instead a vile and malignant wraith, which feasts upon the pain and misery it is wont to bring. No Christian element, no mercy, no shred of tenderness belongs to the pitch-black soul it doth possess. [He begins to pace back and forth, to and fro, dragging his chain and gesticulating as he speaks.] Great joy it doth take from torment. He hath made a bargain of the most infernal repute with that which lies beyond the spheres. If I rightly understand that which the foul one hast let slip between gloating moments and the utter agony he brings, it is a great and potent spirit, beyond the ken of man, to which he is bound in the manner of a bargain most foul.”

[For a moment he seems to lose his composure and rattles his chain and seems to need to stifle a giggle that threatens to become a sob.]

“I know not the substance of his infernal bargain. This I do say unto thee that he be a harbinger of the end times. If I understand aright what has been uttered at the height of his passion, in my moments of greatest agony and torment, when his most guarded tongue be unfettered, it is that his master, Yog-Sothoth, shall bring doom to man. [He shakes and shivers and runs his hands through his matted hair.] He shall be the instrument of doom and usher forth an age unimagined in Man’s wildest dreaming. [He pauses for a moment and seems shaken. It takes an effort of will to regain his composure.] This I do most fervently believe in my innermost heart. I beg thee to do as thou may to end the awful horror of his terrible work.”

[He sits in his chair and runs his hands through his matted hair, looking up with wild agony filled eyes. A sob escapes his lips.]



Keepers Aid – Sir Kenelm Digby Monologue – Page 3 of 4

“It must be said ere I proceed apace two items of great import. [He casts about with his eyes.] Item of the first: I sense not his malign and foul presence and mark this well. He may be at his rest now, but the sands of time run swiftly and time is of the essence. Item of the second: I must tell thee I know not how long he must be in a swoon at rest from the foul casting of his awful spell. I a mere instrument, a lackey, his voice, it was indeed he that used his finely honed powers, his will, to call forth the thing from the nethermost void. He needs rest perhaps a quarter or half a day at most and then he shall be unleashed upon thee. Thou shall know the dread potency of his hateful presence as the tingle of terror runs up thy spine and a chill like the breath of winter falls upon thee. [He looks with wide horror-filled eyes upon the group.] Thou knowest in thy heart that of which I speak.”

[He stands and begins to pace, his chain rattling as he moves.]

“I know not the plan the foul beast hath conceived in the forge fueled by his fiery hate. This I do know, he gave his soul through some binding with a being of great power beyond the spheres which among its many names is wont to be called Yog-Sothoth. This binding doth grant him life eternal of a kind or so I surmise. This life be not in manner as man might conceive. He may use his body or may not as he deems the need. This I say to thee, he walks as he wills. His body remains the seat of his soul or so I do well conceive. As such, in this I theorize lies the essence of his weakness. [He turns and paces to the length of his chain gaining the group and earnest look.] Mark me well as I have studied long and hard his ways and do this believe; he shall become as a haunt, a ghost, or wraith, of some more mundane manner should his body see true dissolution. Were he immersed in vehement Aqua Fortis, as I request for my own self against his calling up my essence again, the body may well release him in death. Thusly his soul being bound no longer to a corporeal prison and thus unbound shall be subject to remedies applied to a haunt or suchlike.”

[He turns and starts to pace back and forth again rattling his chain.]

“It is the hope of the sorcerer’s doom which has left me lucid these many years. [A choking giggle escapes his lips.] Mark well my words. When he was trapped by that bold act of his retainer and interred herein he was served by another, one Hiram Walen, his acolyte. Hiram became quickly afearred of his master and began to prepare a potent betrayal. A great and powerful protection against spirits was of his making and bound strongly to an amulet he most assiduously prepared. The work he performed whilst the evil one cast forth his spirit, as he is wont to do. With great care he acted, careful in the hiding of his work, ever vigilant in care of his master’s return. Well and careful was the work, yet disaster did befall Hiram. He did cut the throat of the foul one in hopes that the death of body would slow the mind. This was not to be and Hiram did most sadly work his magic in error. He did not enact his magic in such a speed as was his need.”

[He seems to lose his composure and sinks into his chair holding his head in his hands. A sob racks his body.]



Keepers Aid – Sir Kenelm Digby Monologue – Page 4 of 4

“The Wizard fell not at his hands. In his turn the sorcerer did torture Hiram unto death. Long did he suffer pain and wracking the like of which is beyond ken. An ocean of pain, a hell on this earth, brought Hiram lower than low until he passed on. [He sobs again and shakes in his chair rattling his chain.] Death was no end to his suffering. His body was rendered into essential salts and he was raised up from the dead. His torture was seemingly without end. To see it is only to have thee most vague of notions as to thee depths of depraved vile evil that the Wizard doth engage. His joy in pain is a most depraved and bottomless pit of darkest foulness. [He stands and paces rattling his chain. He gives a look of utter horror.] Hiram became a most warped twisted beast lost as a man. His state became so deeply pathetic in its nature that the wizard’s pleasure did wane. He was cast down into the pits wherein he likely suffers in a mindless agony to this very day. [He giggles a bit and then sobs running his hand through his matted hair.] There is but a little more to say to thee.”

[He turns and paces to the end of the chain and gives the group an urgent terror filled look.]

“Ephram is most depraved and most sadistic and of greater import, he is wrathful and arrogant in great measure. It is this that is his weakness. The wretch Hiram was cast down bearing his amulet as in his arrogance it gave great pleasure to the evil one to malign his former acolyte’s skill and he placed it back upon him after his raising. I doubt not that the gibbering beast he now is wears it to this day in the darkest gloom of his pit. [He shakes and rattles his chain holding his head running his hand through his hair.] His spell and notes are hidden herein and it is that which is needed to aid thee with thy work. Hiram hid it against the chance of his failure, knowing that some day thy like would come, but I know not where as there can be no revealing of what is not known. Mark this well, I surmise that it needs be cast before the evil one is upon thee and not as he nears thee. It no doubt lasts some length of time to be measured in minutes, yet the length of this I know not. Further ware his body that walks at his need. I say again, know well that it is my most fervent belief that his body is his binding, which I well believe will bring him near his end should it, as I say, be fully dissolved or otherwise rendered without substance. Such will then be thy opportunity to vanquish his essence, should Hiram’s magic be of effect, as he shall have no corporeal form to hold him to this earth.”

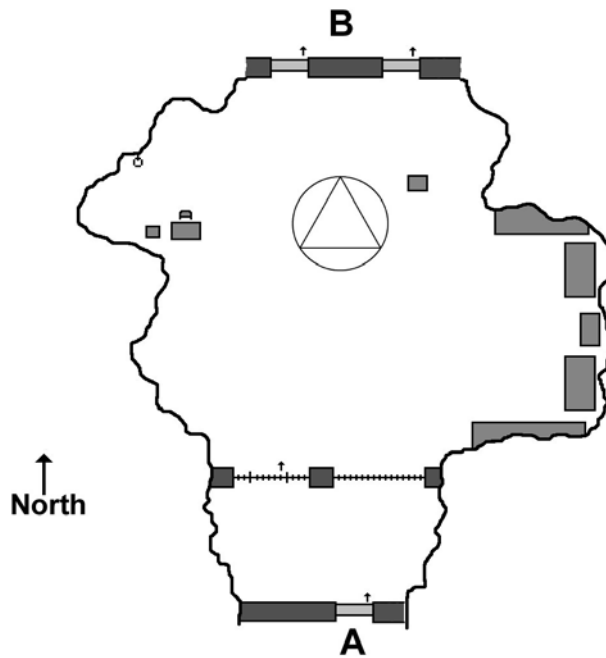
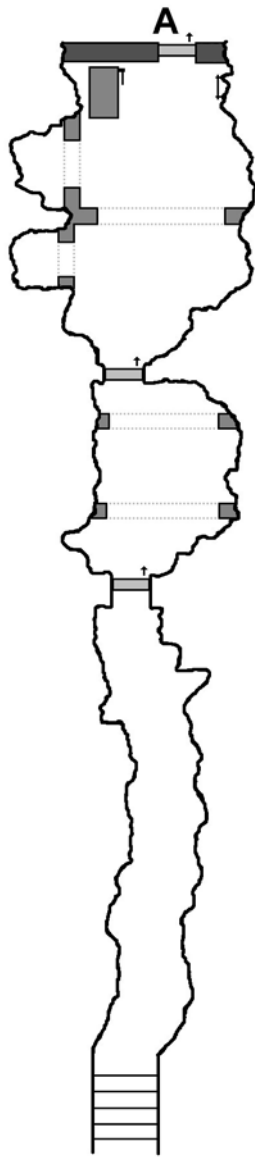
[He sits back down into the chair amid a rattle of chain and again holds his head in his hands. For a moment or two he giggles and then sobs.]

“The grip of the spirit of lucidity is fast falling from me. Mark well that I shall fight thee, when thou takes thy promised step to encompass the making of my rest. Further, know thee well that I have mastered the sword and such should be kept from my hands. I have said all I may. It is time for thee to keep thy word and make thy bargain true. It is now the time to destroy me. It is by dismemberment or the spell that shall reduce me to my salts of an essential nature that now falls to thee.”

[After speaking he begins to sob and then falls to staring and mumbling.]

At this point he has concluded his speech. He will fully expect the group to end his misery and cannot be of further assistance.





| | | | |
|--|------------|--|------|
| | Door | | Arch |
| | Bars | | |
| | Stone Wall | | |
| | Stairs | | |

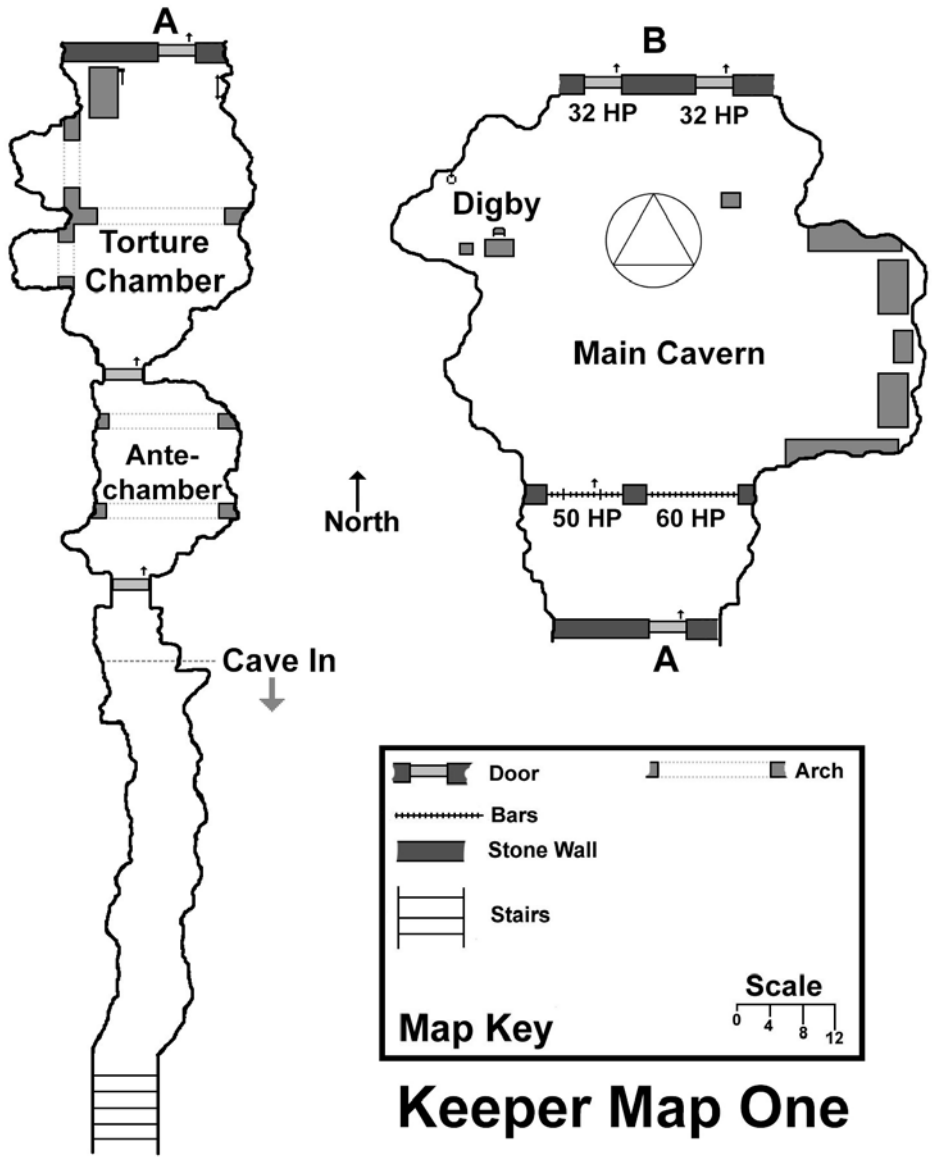
Map Key

Scale
0 4 8 12

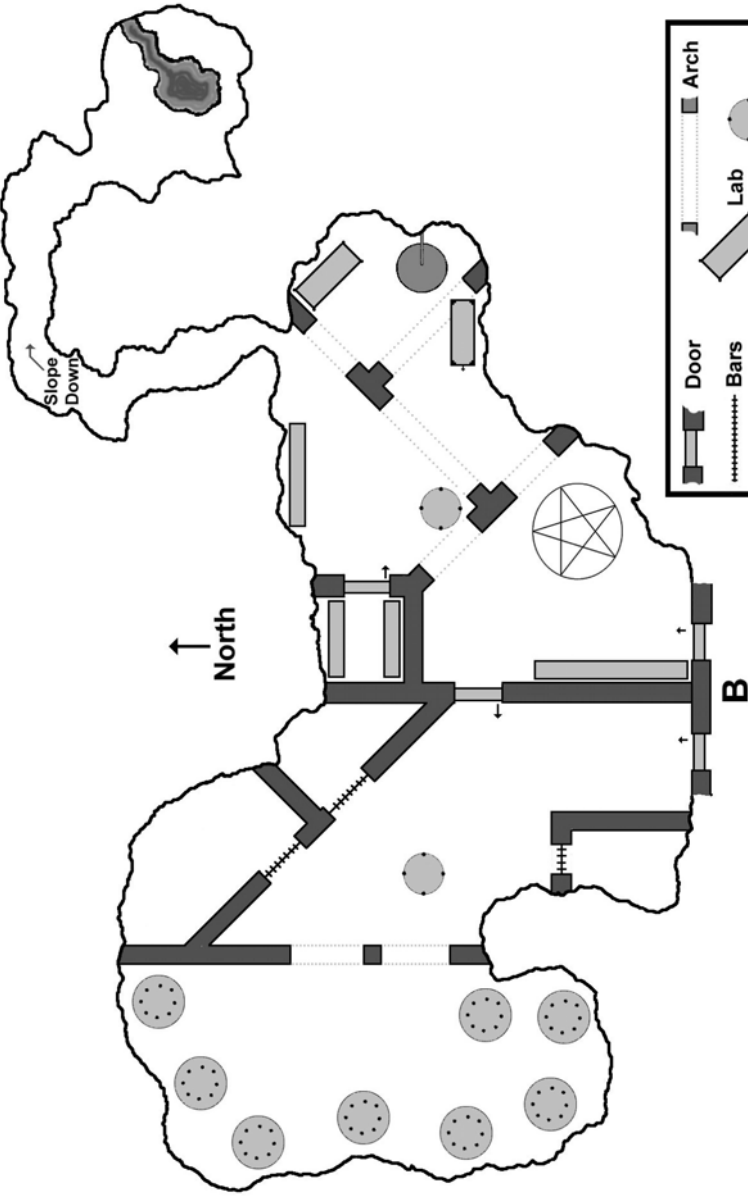
Player Map One



The Vault



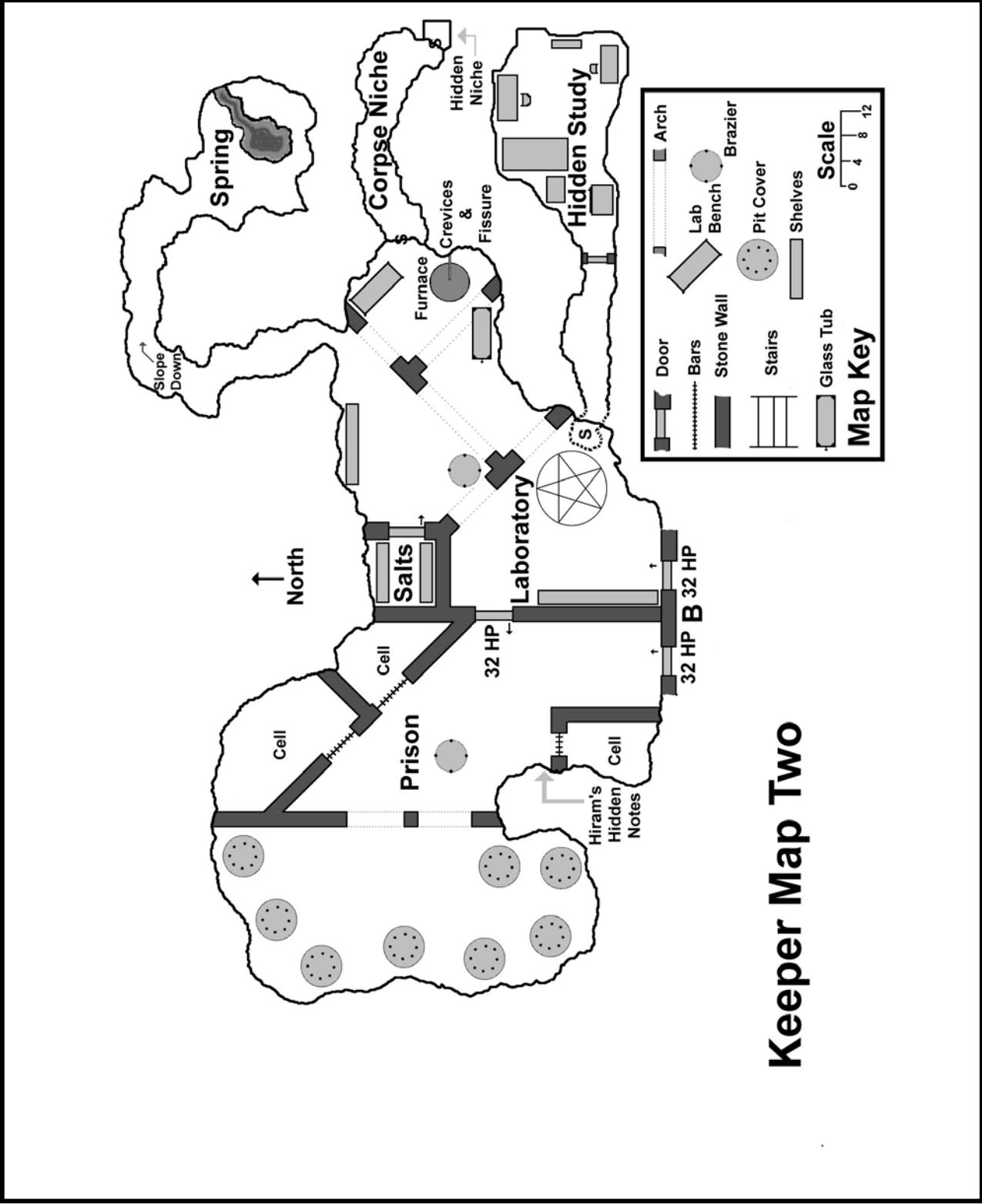
The Vault



Player Map Two



The Vault



Keeper Map Two



The Vault

THE VAULT

...

A Call of Cthulhu scenario of darkness and terror set in the Roaring 20s. This adventure can be completed in a single long session, and is not for the squeamish. Some might view the drama herein as harsh.

ISBN-10: 1568822754
ISBN-13: 978-1568822754



Find other treasures at
www.chaosium.com

