



M.U.

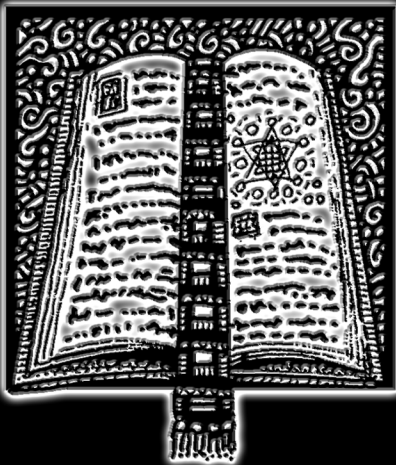
Miskatonic University
LIBRARY ASSOCIATION

**MONOGRAPH
#0379**

*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



PLAN 09

FROM HALLOWEEN



THE BLACK MAGI

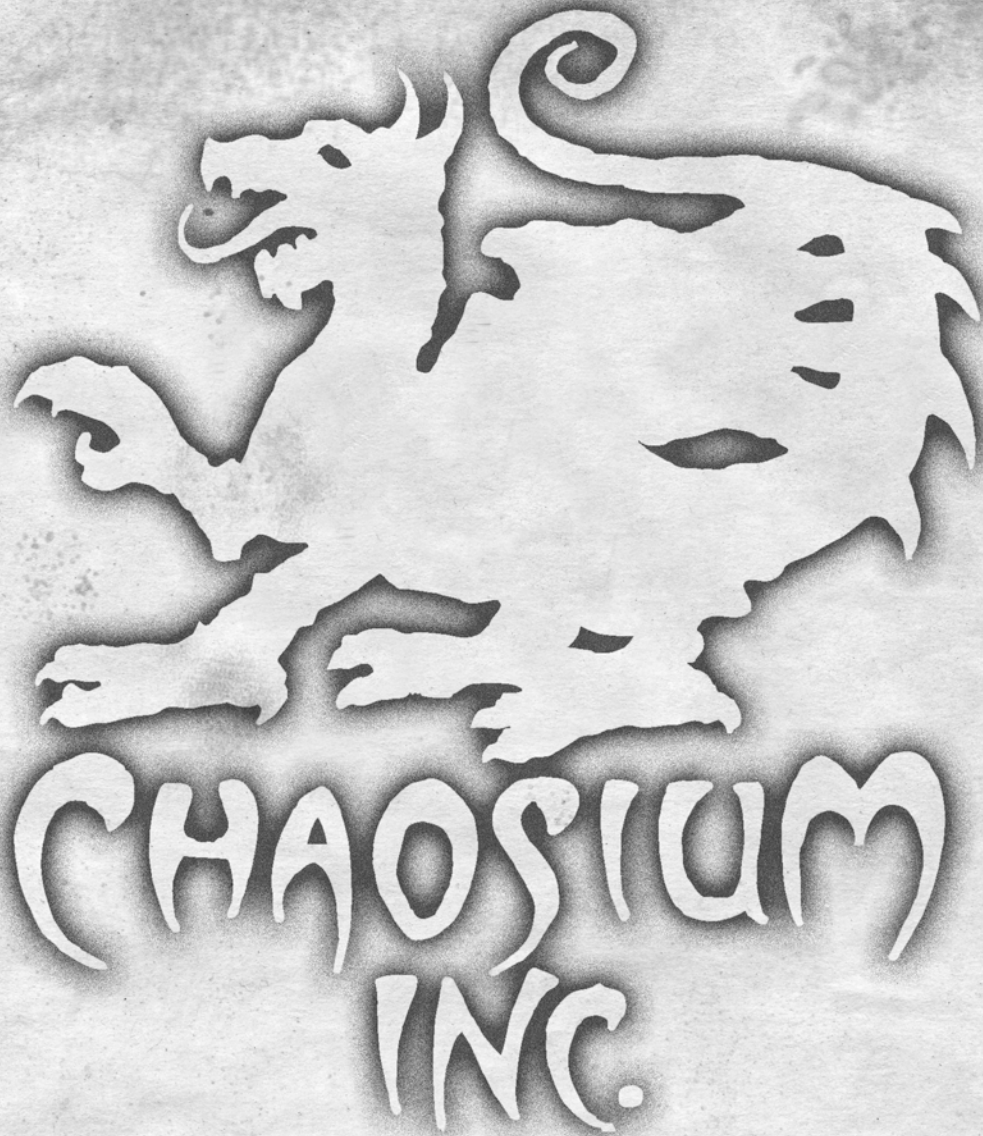
LEARN THE TRUTH ABOUT
SPIRITS FROM BEYOND
THE GRAVE!

TONIGHT AT THE ARKHAM THEATRE

WITNESS:
WATERY DOOM OF ATLANTIS!
THE MOROCCAN SWORDS OF DEATH!
DARING EXPLODING CRATE ESCAPE!

"Flesh Festival" and Other Tales From All-Hallows Eve





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

PLAN 09

FROM HALLOWEEN

Flesh Festival	3
You Are What You Eat	14
The Faculty Party	23
Halloween Quit	45
Must the Show Go On?	57
The Dead School.....	69



PLAN 09 FROM HALLOWEEN is published by Chaosium, Inc. PLAN 09 FROM HALLOWEEN © 2009 Chaosium Inc. as a whole; all rights reserved. Text for PLAN 09 FROM HALLOWEEN is © 2009 by the respective authors. “Chaosium Inc.” and “Call of Cthulhu” are registered trademarks of Chaosium Inc. Similarities between characters in PLAN 09 FROM HALLOWEEN and persons living or dead are strictly coincidental.

Address questions and comments by mail to
Chaosium Inc., 22568 Mission Blvd. #423, Hayward, CA 94541-5116 U.S.A.

Our web site **www.chaosium.com** always contains the latest release information and current prices.
Chaosium publication 0379. ISBN 1-56882-314-2. Published in October 2009. Printed in the United States.

FLESH FESTIVAL

By Victor M. Aguirre

Flesh Festival is an adventure for CoC which takes place during the Roaring Twenties, in some place of New England. The Gamemaster may have to adjust the scenario to the requirements of his campaign; any town of Massachusetts should fit perfectly. The date of the adventure coincides with the arrival of Samhain, although the exact year is left to the Gamemaster design. We recommend the investigators to have some experience, although it is not essential for the adventure to be played.

Plot

The Fouchet Bros. Company is a moving Canadian festival that every year tours along the East Coast, from Canada to the United States, and then returns to Canada. The festival includes a small circus and some other attractions, with some kind of odd and old fun, distant from the present day entertainments. The Fouchet Bros. Company is officially administered by Phillip Fouchet, a not very brilliant lawyer from Quebec. Actually, his brother Thibault is who really manages it all. Thibault is the Illusionist of the company, and also the brains of all its freaking complot.

Fascinated with the pagan rituals of his Inuit ancestors, a book of twisted wisdom was acquired by Thibault, *Rites Macabres des Inuits*, wrote by a French missionary in 18th century, as a compendium of the deviant customs that had to be eradicated from the Americas. Among other things, the book explains the rituals to prolong live through the consumption of human flesh. Thibault and his followers appear younger than what they really are (between ten and twenty years younger), because the dreadful acquisition of that macabre magic. With the festival as cover, they travel long distances bringing unaware people to their claws, always kidnapping prostitutes or beggars, and then eating their flesh in diabolic rituals celebrated at some specific

dates — Solstice, Walpurgis, Samhain, etc. — as worship of their foul gods (usually Tulscha).

In this adventure, the investigators, warned by a brief newspaper mention, have knowledge of the disappearance of a woman occurred near their hometown, not far from the festival's location. Also, the day before, a drunkard had shot and injured a member of the festival, claiming they killed his daughter. Examining the two references, they will soon conclude that the two events are related. They should try to prevent the ritual from taking place next Samhain, rescue the girl and put the criminals into prison.

Introductory Note

The satisfactory development of the adventure depends to a large extent in the oppressive atmosphere of the festival. The festival of the Fouchet Bros. Company is intended to be joyful and cheery, but it is right the opposite: the attractions are outmoded and the infrastructure is old and neglected; when you walk through the place you notice a foul smelling in the air, as if a bunch of rotting corpses were piled inside some crates; four clapped out caravans are resting apart, with their cabs full of filth and its axles flooded by dirt oil. A significant part of the show consists in malformed people, human beings whose role in the festival is to disgust, and to frighten. The joy is offered through a depressive perspective. This is what the old-fashioned outfits suggest, some of which are just rags, or twisted clown clothing which seems to have originated in a madman nightmare. The outdated speaking-style and the French-speaking accent strengthen this feeling.

The festival is the key to creating a dreadful impression in your investigators. They should be uncomfortable while in it, they must think there is nothing good in that place, although all seems to be in order. The festival transmits insecurity, anxiety, and distress. Psychologically they should not want to be next to the members of the festival, nor to its physically demarcated space.

PARTS OF THE ADVENTURE

The best way to play the adventure is by controlling the days. The investigation may begin the 28th or 29th of October, three or four days before Samhain, date in which the adventure will reach the climax of the action. As guide, the succession of events could be as follows: the first day is used by the investigators to get informed about the problem and to make the first inquiries; the second (and maybe third) can be use to explore the festival and find proofs which will lead the characters to serious conclusions; finally, these proofs will take them to the forest where the cultists hold their rituals.

Depending on how the investigators act, this outline may change. Also, the inquiries of the characters can be very successful, rescuing the kidnapped woman before she is killed, or arriving at the forest when the mad Thibault has not yet invoked his horrible god; or may be disastrous, not finding Janet or having the stars hideous entity on Earth when they arrive. The Gamemaster should adapt the adventure to the rhythm of his players. They might not even get the madmen on the Samhain ritual, losing all opportunity to defeat them.

The adventure is divided in three acts, which can match up with the three days considered. These parts are The Approach, The Mask and The Feast.

The Approach

The 27th of October a piece of news in a local journal ('The Morning Bulletin') will attract the attention of the investigators. There are two interesting events they may relate: first, a passionate crime, second, a disappearance. The woman kidnapped can be a relative of one of the investigators, or be familiar with one of them, so they may get involved in the search.

(City chosen) **27th October.** Yesterday afternoon a man fired on a showman of the Canadian festival situated in the outskirts of town. The aggressor P. M. was drunk and heavily insane, having to be reduced by force by three agents of the local police. Questioned by the

authority, he said that the members of the Fouchet Bros. Company killed his daughter several months ago, but had no proof. The showman was barely injured and is making a favorable progress in the local hospital.

(City chosen) **27th October.** The town neighbor Janet Anderson disappeared the day before yesterday while returning from the Canadian festival of the Fouchet Bros. Company. She was last seen next to the railway station. The police are searching the place looking for traces of her.

The investigators will see lots of posters of the festival in town, glued on the walls of the streets or scattered on the sidewalk. It represents some of the festival showmen in different postures (the contortionists in their show, and below, Thibault gesticulating one of his tricks), with a faded print and a sinister look. The poster shows the place where the festival stands: outskirts of town, by the road to a neighboring city.

The first steps of the investigators can be to interrogate the drunkard or the injured Canadian guy. They may also try to find more information about the Fouchet Bros. Company: previous tours, problems with the law, etcetera. The police can also have some information about the missing woman. If they want to go directly to the festival, do not stop them.

The Police

The two local agents who will attend the investigators are annoyed by them meddling in their affairs. They are Bill Hicks and Matthew Logan. The investigators may try to convince them to share information, but it's not easy: they need to have success in a difficult throw of *Fast Talk* (-20%). Alternatively, they can try to steal some documentation from the police office by night, with the risks it carries. They will find that the police know almost nothing about Janet Anderson's kidnapping. They didn't find any trace of her in the places next to where she was last seen. The police is considering the possibility that she fled from her husband, but the family firmly denies this point. They have also some documentation about an argument related with a blasphemous show in 1919, in a previous tour of the festival (*Library Use* to find).

The Drunkard

He is named Peter Maxwell, and is from Newport (or other town, if this is the one selected by the Gamemaster for the adventure). The police have him imprisoned in the local cell for further interrogation. The cell is a narrow and damp room. The agent will try to dissuade the characters from speaking with the prisoner. It will be necessary a successful *Credit* or *Law* check, with an easy rating (+20%) because of the boring disposition of the policeman, to convince him to let them speak to the prisoner.

Peter has a decrepit appearance, with rings under the eyes, a neglected beard and a mess of hair. He will be glad to speak with the investigators; very nervous, he will tell that his daughter fell in prostitution years ago, but he tried to recover her. She was a young, beautiful woman, who finally disappeared in the proximity of Newport, just some days after the arrival of the Fouchet Bros. Company with their festival (a year ago). A *Psychology* throw will reveal he is telling the truth. After his daughter vanished without trace, Peter started a parallel investigation aside from that of the police. He found out that one way or another, diverse kidnappings occurred in different places always when the festival was near. He collected various newspapers cuttings. He will tell the players that the police confiscated his possessions, where they would find those cuttings. Convinced of his deductions, Peter moved following the festival, and when he heard the news about the missing woman, he lost his nerve, got drunk and shot the first Canadian showman he found.

Certainly, if the policeman is asked, he will provide the investigators with the cuttings kept in the prisoner's wallet. There are seven, from different newspapers, years and places, always a disappearance in the proximity of the festival, always unsolved. If the characters pass an *Idea* throw, they will uncover another piece of information: the disappearances occur several days before a pagan ritual date (Walpurgis, 23rd June, Samhain, 31st October, etcetera). This is just the same case as that of Janet Anderson.

The Showman

The showman by the name Marcel Junot is just a contortionist of the Fouchet Bros. Company, taken to the local hospital after Peter fired on him. He was hurt in the shoulder, but nothing serious. His wife, Marie-Claire Junot (a clown in the show), a strong and imposing woman, won't let anyone in. They are, of course, trying not to attract any attention. The characters might enter the room by force, although this will bring them serious legal consequences or they can choose to use subterfuge (like pretending to be doctors), but won't get further information.

The wound is very light (just a scratch), and Marcel will be out of the hospital that evening.

Other Sources of Information

The investigators may want to ask some townfolk who visited the festival or the local archives to look up for information about previous comings of the Fouchet Bros. Company.

People asked about the festival will usually answer it is strange, 'European taste' someone might tell, which it's not really true. The festival is really bizarre, and not particularly attractive. It would be admired by surrealism lovers, but not by ordinary families looking for common fun.

If the characters try to search in the local archives, they may find something interesting. If they ask for permission to consult the archives; an old, hieratical woman at the entrance will let them in. In a bundle of papers, at the top of a shelf (*Library Use*), they will find that the first visit of the Fouchet Bros. Company to the city was in 1918; Phillip Fouchet was already manager of the business. In the legal section of the archive, they can find (*Library Use*) a pair of reports of immoral show attaining the Fouchet Bros. Company, in the year 1919. The reports are related with some kind of blasphemous sketches. The festival continued with its activities after paying a fair fine. It seems that the controversial show was removed in the following years.

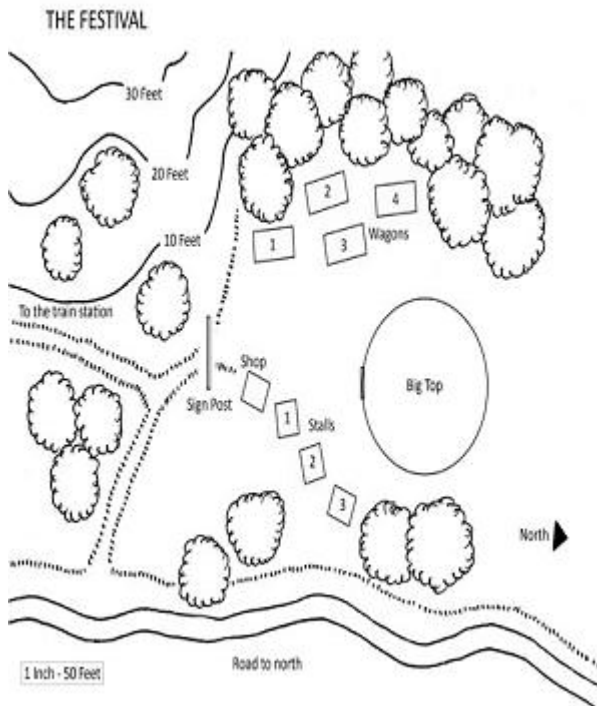


The Mask

Sooner or later, the investigators must visit the festival. It is established in the outskirts of town, in a forest clearing, next to a road that leaves the town heading north. Large trees cover the landscape with the wind whispering through their branches. The big top and tents of the festival almost camouflage in this windy and cold environment. They show faded colors, over damaged, scrapped fabric.

As the investigators approach the place, a childish and somehow mocking music echoes throughout the surrounding area. Some people pry around, showing curiosity about certain attractions. An old sign at the entrance says ‘Fouchet Bros. Company’. If the characters come by night, the festival is silent and mysterious; the light of a solitary lamp dances in the center of the place, near the entrance to the circus. The following description tries to show the festivals attractions and the details of each one, so the Gamemaster must fit this information to the moment of the day that is fitting. Where needed, extra details are available about day or night changes

The Gamemaster should read the festival guide while observing the attached map (named The Festival).



The Caravans

The members of the festival brought with them four battered caravans, with signs of rust over their bodywork. The doors of the caravans are out of position on their hinges, and make husky noises when turned. These caravans roll over two pairs of worn out wheels, which screech on their axles. They also have a pair of small windows on each side, all of them short of cleaning. The caravans carry with them all the building materials needed to construct the big top and the stands.

The caravans are carried by draught horses. They are parked some feet away from the core of the festival (the big top of the circus). By night, the members of the festival will be sleeping here for sure, except for a pair of lookouts that keep watch over the place. It is easier to break into the caravans by day, when the people of the festival are playing their shows. The eight horses are tied up next to the caravans, in front of a pair of watering holes; two times a day they are fed with barley and rye by one of the guards.

It shouldn't be hard to force open the doors of the caravans (*Locksmith*, +20%), except those of Phillip and Thibault, logically under harder security (*Locksmith*). By day, the possibility that one member of the festival comes past the caravans is high, almost 25% for each picklock attempt. The characters can avoid being discovered with a successful *Hide* check.

The description of each caravan's content is as follows:

This is the caravan of the fakir (Claude Lichnowsky), the shop owner (Marlene Silverman), the three guards and the violinist (Andre Chifflet). The inside part has an unpleasant filth smelling, and contains three pairs of not very hygienic bunks. There is a small table with four chairs around it, a closet and a trunk with personal belongings. The fakir keeps some exotic instruments and knives inside, while the guards store some ammunition, cash (in Canadian dollars, almost 200\$) and other unimportant things.

The second one is the caravan of the six freaks (the fat woman, the crippled, the dwarf, the cat man, the zombie and the vampire). Its interior side is similar to that of the first caravan, with some dirty bunks and other furniture. The possessions of the freaks are somewhat disturbing. The characters would find here a Jivaro reduced head, extremely chilling; a handful of superstitious trinkets, a mummified finger, and a small jar full of eyes. This last item is really disconcerting; the eyes are contained in a sickening fluid, and seem human. A throw in *Medicine* will reveal, almost certainly, that these are human eyes, but it can't be used as a proof of murder. Really, these are human eyes, property of the dwarf, but this information will not be known by the investigators.

The third caravan is that of the three clowns, the two contortionists and the presenter of the freaks show (Alain Duchamp). Actually, one contortionist (Marcel Junot) is in the hospital and his wife (one of the clowns) is with him. The inside is similar to that of the other caravans. A cupboard hides (*Search* to find) a small amulet with bizarre symbols. A successful check in *Cthulhu Mythos* will reveal its connections with the cult of Azathoth. There is also some obscene poems to the Outer Gods, in French (*French* check to read) very confusing and without much sense.

The fourth and last caravan is the one which belongs to the Fouchet brothers. It is bigger and has two rooms, one for Emile and his wife Chantal, and the other for Thibault. These rooms aren't big, but with space enough for a closet, a table, a small toilet and a chest of drawers with mirror. Over Thibault's table there are lots of documents and papers, and a map, with a zone rounded on it with a pencil mark. This place marked is a ruined farm deep in the forest, where the cultists will hold their rituals once in Samhain. If the characters *Search* among the papers, they will find a calendar with an annotation on the 31st of October: "La fête" (French: The Feast), it says. Thibault also has a trunk with a tough padlock. It is really difficult to open without the key (*Locksmith* -50%); Thibault has the key with him all the time; the

investigators will have to steal it when the illusionist is sleeping, and this is not a simple task. The Gamemaster should impose hard *Hide* and *Sneak* tests if the characters really want to take the key and open the trunk. There are other ways to get the key; for example: the characters can try to make a mould with wax (*Idea*) or something similar. Inside the trunk is kept the book 'Rites macabres des Inuits', used by Thibault to execute his diabolic ceremonies, a gun with some ammunition (Automatic gun .32), and cash (in Canadian dollars, 500\$). In any case, Thibault has personal notes about the rites he leads, so the rob of the book will not stop him from carrying on with his plan.

The Stalls and the Shop

Near the big top of the circus, there are three stalls and a shop of candies and other childish things. The stalls contain the show of the freaks, accompanied by the music of the violinist. The presenter, Alain Duchamp, wears a tail coat and a top hat, and introduces the freaks to the audience with the violin music adapted to the excitement of the moment. The violinist, Andre Chifflet, carries an outfit similar to that of the jugglers, and dances harmonious with his music. The show of the freaks is cruel, offensive and macabre. It takes advantage of many Halloween creatures to represent them through the deformed, but it tries not to be a Halloween performing. The festival uses it as a sign of the unholy faith of its managers, like a secret private joke to those who visit the show. The freaks perform roles of popular monsters.

The show is divided into three stalls, each one of them with a gloomy, dark decoration. Originally, the freak's show was conceived to make the people laugh. The case now is much different: it scares. The route is hosted by the presenter, who tells a brief history about each freak, while the violinist plays low, annoying notes. The first stall contains the obese hag, with bloodstains around her lips, laughing like a mad grandma while stirring a bubbling, viscous brew, with eyes floating in its surface. At the same time, the dwarf, dressed like a mocking ghost and the

face painted in white, slides between the people with treachery. The presenter will tell that he represents an evil spirit who will attract misfortune to those who do not give him a present (especially money). People usually give him some cents.

In the second stall, the show is still more sinister. The 'Vampire' (a man suffering porphyria) stays hieratic seated next to a table, well dressed and bearing a top hat. His aspect is horrific: several suppurating ulcers scatters over his face, with the eyes swollen and the skin dry and chapped. He is quiet, like a statue. Next to him, and tied with a leash, is the 'Catman', a retarded black man suffering microcephaly, with a small and sunken cranium, similar to that of a cat. He is lying down in the floor, like an animal. Looking at this scene will require a check in *Sanity* (1d2/0). The presenter will describe the scene as the 'Court of the Undead'.

The last stall contains the zombie and the crippled freak. The zombie stands like a dummy, dressed as a deceased man. His face and hands show the rotten flesh common to a leper. His face is full of eczemas, with the eyes irritated and several bald patches on his head. His nails are quart and dark. Sometimes he makes a low groan (not performing). Around him, moves quickly a crippled man walking with his hands. He was born without legs. The cripple will mingle with the audience, as the presenter describes the horrible second live of the zombie while the violinist plays his depressing notes. A new check in *Sanity* is required, for a loose of 1 point if failed.

At night, the stalls are silent and empty. The long, heavy shadows of their sets may scare the investigators, but there is nothing menacing inside of them. There isn't any proof or trace for their investigation in these places.

In relation with the shop, there is nothing of utility in it for the characters. The shopkeeper, Marlene Silverman, is the daughter of a businessman of Chicago and speaks perfect English. She sells candies, lollypops, lemonade, and other useless things. It is just a shop for children, decorated with unpleasant red masks

over dirt shelves. At night, a lamp hangs from a wooden support, which sways with the wind, creaking.

The Big Top

The main attraction of the festival is the circus, although it is not very big. The show consists on the contortionists, the clowns, the fakir, and of course, on the magic of Thibault. The interior part contains the circular stands and the central space, reserved for performing. There are four representations per day: two in the morning and two in the evening. Each representation consists in:

A show on contortionism, in which the two contortionists interacts rolling themselves, twisting their bodies and performing curious figures just with their anatomies.

An intervention of the clowns, with some distasteful jokes, worsened by the screeching voice and obscene postures they assume.

The show of the fakir, really eye-catching. He takes red hot knives down his throat, eats glass, dances over embers and finally puts himself in a big fire, without any harm.

Again the clowns. In this part of the show, they take to the scene people of the audience; then, they play on them disquieting performances, like sitting the person on a chair with the eyes bandaged, next jumping over him with great skill, and finally passing between them knives and small axes over the person head and shoulders. Contemplation of this show is really disturbing; it seems the clowns are really mad, with their crazy laughing and illogical movements, always speaking loud and with piercing voices.

Finally, a smoke explosion scatters the clowns, and the lights turn off. A tall and skinny figure appears, with a top hat, a tail coat and a cape, like a shadow. He starts moving his hands hypnotically, with accuracy and gentleness. He is Thibault, the Illusionist. First, a lamp hanged in the top part of the big top starts projecting a phantasmagoria into the canvas over the heads of the audience. The phantasmagoria consists on bright silhouetted images performed in the dark

interior. The device mechanism creaks and clatters softly. At the beginning, there appear stars rolling and figures similar to Celtic decoration. A gramophone starts playing a slow and deep sound, a throat chant, strange to Anglo-Saxon audiences. In the middle of the song, the person in darkness (Thibault) starts levitating, attracting immediately the applause of the people. One spotlight lights Thibault, who lands softly. The phantasmagoria continues, now representing Indian riders, over strangely huge mounts, and Thibault, lighted by the spotlight, starts his show. He makes lots of simple tricks with his hat and cape; after that, the show becomes sinister: Thibault starts extracting snakes from his hat, and finally it seems that his arms turned into tentacles, agitating nervously under his vest! The sinister song continues. Most people are disturbed by the show, leaving the place; it's so real, that is difficult to know if Thibault is using real magic or just illusions. If the characters assist to this show, they have to pass a *Sanity* check or a lose 1 point. At the end of the performance, Thibault disappears and the circus plunges into shadows. The show has finished.

The ticket to the show costs 2 dollars. By the day there will be around a hundred townsfolk assisting. Normal people come to the show in pairs or with some kids. If the investigators go to the circus they will notice that the showmen withdraw to a room under the stands, in front of the entrance to the big top. Anyway, this should be an interesting place to search.

By night, the big top is lonely and shady. A treacherous black cat prowls around it and flees when the characters approach. They may break in without much difficulties, but one of the night guards is always in the inside part of the big top. The investigators can try to get rid of him, or to evade him. A grave silence turns the circus into a temple of restlessness; the empty stands, the stuffy atmosphere, the wind whistle in the outside part, flapping the canvas. This can be a good moment for the cat to give a fright on the investigators. An open door with a big, awful mask, lead to the showmen dressing room. The guard may be here or inside of it.

The Dressing Room

The dressing room is spacious, with lots of different and colorful outfits shared in almost ten closets. A part of these outfits are lying around, hanging in a pair of chairs, over a round table or in an old trunk. If the characters search in the trunk, they will only find clown dresses. There is also a cupboard belonging to Thibault closed with a key (*Locksmith*, it also can be broken with a hammer or a gun butt, but with some noise), and a big mirror with a beautiful bronze frame, to reflect a full person. A rough curtain separates the dressing room from a small, marginal space at the other side. Behind the curtain there is a stretcher, and a small table with some butcher tools: this is the place where the Illusionist quarters his victims. All the blood has been meticulously cleaned, the police wouldn't find anything (the victim will be killed by the sorcerer four hours before the rites).

The cupboard contains lots of trinkets belonging to Thibault necessary to perform his shows. There is also, in a low shelf, a strange dinner service, made of a dark ceramic. Examined, it has remains of some stinking meal (this is the set used to eat the human flesh in the rituals). Among other things, there is a small paper with some kind of poetry on it, referring in French (*French* throw) to a certain ungodly dance around a diabolic sultan. The words 'Daemon Sultan', 'Green Flame', 'The Master' and 'Black Goat' appear frequently. A check in *Cthulhu Mythos* will reveal more about these evil gods and, maybe, about their cultists.

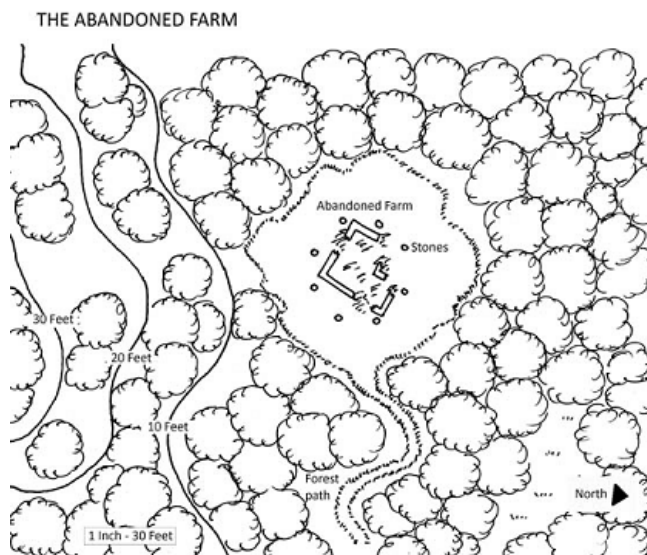
Finally, the mirror hides before it a compartment in which is kept the kidnapped woman. It is not easy to find, because the sides of the mirror are full of closets and luggage, so the back space of the mirror is out of sight. To be opened, it is necessary to find a small button in the top part of the mirror (*Search*, -20%, focused on the mirror). When pushed, the mirror opens like a door. The woman in the small compartment is drugged and unconscious, and has a very weak pulse. If the investigators find her, they have to help her immediately (*Medicine* or *First Aid*) or she will die in the morning.

Note for the Gamemaster: If the characters find Janet, it will not be the end of the adventure. The police will catch Thibault and Phillip and take them to the town jail, but they will deny everything, with a very eloquent defense. The police will search for the drugs they used on Janet, and find nothing (Thibault carried them on him, and has destroyed every track). She is very ill and unconscious, so she won't testify for now. Therefore, the two Canadian will be free for the late evening. Because of this, they can continue with their evil plan, but without Janet. Instead of her, the victim to be eaten will be the guard fooled or defeated by the characters. Thibault will accuse him of disregarding his obligations: the show must go on.

The Feast

Thibault needs to finish his macabre plan. The unholy mass must be celebrated with Janet or without her. If she was freed, then another must replace her. Thibault and his mad followers know that their cruel gods will not be glad if they fail, and may destroy them all if proper respect is not shown. The illusionist invokes Tulzscha in certain dates to get commands from him and to show their loyalty and faith through some impious dances, and the day has come.

The day 31st of October, around 20:00 PM all the members of the festival (freaks included) will move to the depths of the forests, leaving their belongings unprotected. After an hour walking through the vegetation, they will arrive at an old, ruined farm, built from what the inhabitants thought was a colonial church. It was really something much more ancient, and much more horrible. The Indians had destroyed the foul sanctuary time before the first Europeans arrived at the shores of America. It was a place of evil adoration; an impious space to those menacing gods of the stars plunged in a millenary lethargy. The ancient places of worship are perfectly referred in 'Rites macabres des Inuits', the book obtained by Thibault. This is just one of many.



The ancient farm is pulled down; the naive family who established here suffered without doubt a terrible fate. The branches of the sinister trees twist over the clearance like the claws of a predator. The unstoppable ivy climbs its remaining walls in intricate ways. The stone used to build the farm has a dark shade, and a strange cold touch. Much time passed since the roof was in its place; although all the interior part of the farm was cleaned from the remains of lumber and tile. Instead of it, there is a circle of big stones, prepared for the invocations (see map, The Abandoned Farm).

The members of the festival will light a great fire in the centre of the farm (21:15 PM) and start their chants around it (21:30 PM). These are low throat chants, very chilling. After some diabolic rituals lead by Thibault, the banquet will commence (22:00 PM). In the ceramic set specifically built for that, the showmen will start eating without cooking the remains of the kidnapped woman or the unlucky guard. This show is really horrible, lasts around twenty minutes, and if the characters see it they will need to pass a *Sanity* or lose 1d6/1 points. To eat human flesh is a essential step to achieve the invocation. The mass to attract the Green Flame of Tulzscha will start around 23:30 PM, and will finish at midnight. All the members of the festival combine their magic efforts (MP) to invoke the evil god. If the mass is concluded and the demoniac deity appears, the characters will have serious problems.

The Characters' Intervention

The characters can try to convince the police to follow them to the forest in which the ritual is going to be held. The festival is under suspect by the police, and a check in *Persuade* or *Fast Talk* will guarantee their collaboration (no more than three agents). It is easy to hide from the cultists (who are dancing and singing and eating, in the middle of the dark forest), just checking *Hide* with a bonus of +30%.

Thibault will not let anyone to interrupt his ceremony. He will become madly angered if someone foreign to the cult discovers the plan. If Tulzscha is not yet invoked, Thibault will try to kill the investigators, sending his followers against them and using his gun. But this is just a desperate procedure. Only Thibault and the guards are armed, so the characters have advantage. The other members of the festival will try to kill the investigators with their hands, advancing like blind zombies with their mouths stained with human blood, but they will take fright if shoot. If Thibault is injured or killed, his followers will flee through the forest. They will be caught by the police in the following days.

But if the characters are late and Tulzscha is invoked, the Illusionist will feel protected. The poisonous Green Flame will reach the skies with its misty, rolling vapors, shrinking the heart of anyone observing it. Its harmful, fluctuating anatomy lights the cloudy sky with a greenish shadow of despair. Causing the noise of a hurricane, the enraged entity will try to reach the leader of the group, to throw on him its fire attack (if they are not yet running panicked). If the characters are out of range (15 meters), Tulzscha will try to invoke Byakhees to kill the interfering fools. In any case, to dismiss the evil god requires the use of the manuscript and the investment of Magic Points. Luckily for the investigators, Tulzscha has a low POW statistic (only 15) so it will not be very difficult. Consult the CoC rulebook for the characteristics and powers of Tulzscha, and for the rules of expelling a Mythos deity. And remember that seeing this THING requires a check in Sanity for 1d3/1d20 points.

Conclusion

There are several ways for the adventure to finish. Saving Janet will make the characters gain

1d3 points of *Sanity*. If they also prevent Thibault from invoking his evil god, they will gain another 1d4. If Tulzscha is invoked, the *Sanity* lose can be massive; although, if they can kill Thibault and therefore expel the evil god, they will receive 1d8+1 extra *Sanity*.

The police will try to cover all the facts, and will ask for the characters silence in this matter. However, the press will soon make a publication about the horror provoked by a moving festival of flesh eating madmen. The public opinion will be shocked for months. Finally, some weeks later, the State Department will recognize the investigators collaboration with the granting of an award to them.

Appendix I: NPCs

MAIN CHARACTERS

THIBAULT FOUCHET (male, apparently 55 years, really 80)

STR: 9; *CON*: 12; *SIZ*: 12; *DEX*: 12; ; *APP*: 12; *INT*: 17; *POW*: 17; *EDU*: 18; *SAN*: 85; *Idea*: 85; *Luck*: 85; *Know.*: 90; *HP*: 12; *MP*: 17.

Attacks: Gun .32, 30%(x3), 1d8.

Skills: Anthropology 80%, Astronomy 90%, Library Use 85%, Occultism 80%, Craft (Prestidigitation) 90%, Persuade 70%, History 60%, Natural History 50%, French 95%, English 85%, Spanish 80%, Inuit 75%, Nahuatl 55%, Cthulhu Mythos 33%, Psychology 45%.

Spells: Call/Dismiss Tulzscha, Summon/Bind Byakhee.

Additional Information: Thibault is a tall and slim man, distant descendant from an Inuit chaman, with the face crossed by deep wrinkles, and a cruel gaze under thick eyebrows. He looks like fifty, but is really eighty (he is not aging due to the worship of Tulzscha). His fingers are long and bony, and a thin moustache adorns his cadaverous face. He has always with him the key to his caravan and cupboards and a .32 gun (a way to be respected). He is usually at the circus, or sleeping in his caravan by night.



PLAN 09 FROM HALLOWEEN

PHILLIP FOUCHET (male, apparently 50 years, really 75)

STR: 11; *CON:* 14; *SIZ:* 12; *DEX:* 9; *APP:* 13; *INT:* 13; *POW:* 13; *EDU:* 16; *SAN:* 65; *Idea:* 65; *Luck:* 65; *Know.:* 80; *HP:* 13; *MP:* 13.

Attacks: Derringer .25, 35%(x1), 1d6.

Skills: Library Use 50%, Fast Talk 40%, Persuade 45%, Law 55%, Credit 40%, French 85%, English 60%, Bargain 35%.

Other information: Phillip is an obese and bald man, much different from his brother Thibault. He is lazy and coward. Phillip is often in city drinking or around the festival; by night he is sleeping with his wife in the caravan. He is just the legal cover of Thibault's plan, and always carries a lot of money (around 300\$) and a Derringer gun.

POLICEMEN (male 25-50 years)

STR: 12; *CON:* 13; *SIZ:* 12; *DEX:* 12; *APP:* 8-12; *INT:* 13; *POW:* 11; *EDU:* 11; *SAN:* 55; *Idea:* 65; *Luck:* 55; *Know.:* 55; *HP:* 12; *MP:* 11.

Attacks: Nightstick 55%, 1d6, Gun .32, 40%(x3) 1d8.

Skills: Law 30%, Climb 35%, Dodge 32%, Hide 40%, Persuade 30%, Sneak 40%, Track 45%.

Other information: no.

GUARDS OF THE FESTIVAL (male 25-40 years)

STR: 13; *CON:* 14; *SIZ:* 12; *DEX:* 12;

APP: 8-12; *INT:* 11; *POW:* 10; *EDU:* 9; *SAN:* 50; *Idea:* 55; *Luck:* 50; *Know.:* 45; *HP:* 13; *MP:* 10.

Attacks: Revolver .38, 40%(x2) 1d10.

Skills: Hide 40%, Sneak 40%, Track 50%, Listen 45%.

Other information: they don't have more ammunition than that loaded in their guns.

SECONDARY CHARACTERS

NPC	STR	DEX	INT	CON	APP
POW	TAM	EDU	HP	MP	
P. Maxwell	12	9	10	12	10
9	13	8	12	9	
Catman	10	13	3	12	4
6	10	1	11	6	
Chantal F.	9	12	13	12	14
12	11	11	11	12	
Clowns	(3)	11	14	11	13
12	10	12	10	12	10
Contort. (2)	12	17	11	15	13
10	12	9	13	10	
Crippled	11	8	8	8	7
9	10	5	9	9	
Dwarf	8	8	12	12	7
9	5	8	8	9	
Fakir	12	13	12	16	12
11	14	9	15	11	
Hag	12	6	10	14	6
10	15	7	14	10	
Leper	8	5	9	4	3
11	12	8	8	12	
Presenter	11	12	14	12	13
12	13	12	12	12	
Shop Assist.	10	11	13	13	13
11	12	10	12	11	
Vampire	7	8	12	5	3
11	13	11	9	11	
Violinist	12	14	13	12	12
13	13	14	12	13	

Note: all the members of the festival have the combat statistics at its base level, except the fakir, who will fight with one of his knives (70%, 1d6+1d4) and the contortionists, who can fight with Martial Arts (50%, 2d3). If any other statistic is needed, the Gamemaster can improvise bearing in mind the professional skills of each one.

Appendix II: Mythos manuscript

rites macabres des Inuits (Macabre rituals of the Inuits): in French, by Father Emile

La Fontaine, 1768 AD. This is a small unfinished book of 212 pages, in leather bind and handwritten, with delicate italic letter and illustrated with more than fifty drawings, black and white, very detailed. The format is that of an erudite study typical of the Enlightenment era, very academic and well informed.

The catholic priest La Fontaine was in Quebec during the decades of 1750 and 1760, battling the ancestral faith of the locals. It is said that he was looking for the most chilling customs of the Indians, maybe with a sick interest in unpleasant details. In his writings, he collects lots of ceremonies and procedures of pagan sign, most of them already lost in the 18th century, but remembered by the oldest chiefs of the people. These rituals include cannibalistic feasts and invocation of horrific deities. Very interested in the anthropologic issue, La Fontaine reveals dances and procedures of those diabolic masses in his illustrations.

La Fontaine died ill in 1768, completely mad. His work was unfinished. In spite of this, the church was soon shocked by its content and tried to remove it, without much success: several manuscript copies were made in the following years. In the present day it may be found at some universities of the United States and Canada, although there are no more than eight copies known.

Sanity loss 1d3/1d6, +4 to Cthulhu Mythos, 9 weeks. Spells: Call/Dismiss Tuzscha, Contact Servitor of the Outer Gods, Summon/Bind Byakhee.

Appendix III: New Spells

Call/Dismiss Tuzscha: to call Tuzscha usually requires a group of cultists executing some horrible rituals in definite dates (like Samhain). In this version of the spell, it is required a ceremonial banquet of human flesh, carried out after some established chants. When the banquet ends, the invocation may be successful if it is followed by certain dances. Tuzscha will come for a short period of time (10-20 minutes), and will grant some request (usually to stop aging, but also to impose curses or give byakhees as servants). The evil god demands frequent worship or it may invert all at once the effect of the spell. Consult the CoC Rulebook for more information about the Call/Dismiss Gods procedure.

YOU ARE WHAT YOU EAT

By Jason Lindsey

This story is for a group of investigators who have just finished with an adventure or a major campaign. Rusty's diner is off the beaten path and lets them get a chance to clean up and recover for a bit before they depart for their next adventure. This is where the fun begins.

Have one of the investigators make a Luck or Know Roll to remember where this place was at and/or Rusty was very helpful with a case in one of the player's past. Alternatively, have a mutual acquaintance direct them to the diner. Rusty always turned a blind eye to anything that seem unusual or weird. He has in the past helped them hide bodies on his property from their past adventures. He gets money from the mob or organized crime from the larger cities for hiding bodies on his property as well. That is how he keeps his diner afloat.

The investigators will arrive in the middle of the night; Rusty's is open 24 hours. Besides giving the investigators a chance to dispose of any bodies and feeding them, Rusty is willing to put the investigators up for the night at his house.

Rusty's Dinner

Rusty's Diner is out in the middle of nowhere. The diner is on a 140 acre wooded lot of land and is surround by even more forested state lands and privately owned lands that are used for hunting. All together there are about 600 hundred acres. There are no neighbors for miles around. The diner itself is an old one-story building that has been neglected for many years. If playing a modern game, this area has no cell phone service.

The parking lot of the diner is L shaped and there are three vehicles in the parked there. Rusty's pickup and Skip's pickup are parked along side the building. A dark blue car is in front of the diner. If the investigators make a listen check they will hear the engine cooling and tinging noises from the vehicle.

When the Investigators enter the diner they will notice that it seats about sixty or seventy people. It has fourteen booths, three large tables in the center of the diner, and a bar that has six stools to sit at. The menu proudly declares that Rusty's Diner has the best burgers and shredded pork in the state ten years running. From the age of the menu it seems this was a few years back. There is also a telephone booth in the corner of the restaurant. If the investigators make a listen check they will hear music playing on a record player, or if you are playing Cthulhu now a radio, back in the kitchen. If anyone is in the kitchen, the investigators cannot hear them over the music.

The investigators will notice that no other patrons are here at this time. As they enter, the bell above the door rings. Skip comes to the order window behind the bar and greets them. Have Skip make a Spot Hidden roll if the players are fresh from their last investigation (i.e. have blood on them or carrying weapons or acting strange). If Skip notices anything odd, he will tell them to have a seat and he will get Rusty to fix their meals. He says it will only take a couple minutes. Skip leaves through the back door and goes out to the shed where Rusty is preparing meat. See **Rusty's Shed** for more description.

While waiting for Skip to return with Rusty, the investigators may decide to explore. In the back of the diner is the kitchen area. It has two large ovens, a grill, a fry station, and two stoves, all of which are currently turned on. A prep table stands at one end of the room. A large metal door behind the table leads into a small walk in freezer stocked with frozen goods. The door Skip exited through shares a wall with two massive sinks for washing dishes. A rack containing clean dishes sits between the cooking station and the order window.

Sharing a wall with the door into the kitchen are the restrooms. The men's restroom has a urinal, a toilet and a sink. A small window hangs over the toilets. The women's restroom has two toilets and a sink. A window similar to that in the men's room is over the stalls. A small black purse is on the floor next the sink. It is open, lying on

its side, and the contents are scattered on the floor. Among the contents are identification for Stacy Mills, a small .22 revolver, car keys, and, if playing a modern game, credit cards and a cell phone. If there are no female investigators to make finding the purse easy, have the investigators make a Spot Hidden check while walking to the bathrooms. Stacy put up a fight when she was kidnapped and the women's restroom door is hanging a bit off its hinges.

If any investigators use the restroom, have them make a Listen check to hear Stacy Mills muffled cries for help coming from the shed. The players can see the shed if they attempt to look out the windows. If the investigators decide to check out the shed, move to the description of **Rusty's Shed** for details, but Rusty and Skip will have already left for the diner.

The investigators will hear the back door open and two people coming into the kitchen. Rusty welcomes them to his diner and asks how he can help them. Have Rusty make a Spot Hidden check to see if he recognizes any of the investigators from prior business. If he knows an investigator, or an investigator was directed here by someone Rusty knows, he will offer them his regular services, a place to get cleaned up and/or a place to stay for the night. If there are no such connections, Rusty will simply suggest the diner's specialties, "Best burgers and shredded pork in the state, ten years running." Have the investigators make a Psychology check to notice that Rusty is acting strange.

The meal is excellent and filling, with large portions. If they ordered either of the meals the investigators are stuffed. If a player does not want to have a meal have them make a Power check to resist the smell of the food cooking and watching the other investigators are enjoying the food. Have the players make a Spot Hidden check, one of them will find the tip of a human finger in their food. After the meal, if the investigators have not yet searched the restrooms, have them make a CON X2 check to see if they need to use the restrooms.

If any of the investigators ask about the vehicles outside, Rusty or Skip will explain that

the trucks are theirs. The car has been there for a few days. The owner had engine troubles and had a friend pick them up. Any questions about the purse will receive the response that a young woman stopped in to use the restroom earlier in the day, she must have forgotten her purse when she left. They will brush off any questions about the strange sounds from the shed with comments about having problems with animals getting inside the shed. Have the investigators make a Psychology check to see if they are hiding anything. In reality, the car belongs to Stacy Mills. She arrived about 20 minutes before the investigators and went in to use the bathroom where she was attacked by Rusty and Skip. They didn't have time to clean up the purse and fix the door before the investigators arrived.

The Action

If Skip feels that the investigators know something is odd about the food, start asking too many questions, or start nosing around the shed, he will use the pay phone, or a satellite phone in Cthulhu Now, to call the cult members and tell them to come to the diner. Most of the cult is already out at the church where the ritual will take place setting things up, but five of them are hanging out at Rusty's house and will arrive within a few minutes. There is an off switch for the phone underneath the bar in the diner. Skip will turn the phone off after he makes the phone call, so the investigators can't use it to call for help.

When the cultists arrive at the diner, three of the cultists go in through the front and the other two go around to the back and wait outside. If they hear either fighting or yelling inside the diner, they will come through the kitchen to join the fight.

If it looks like they will have to fight to protect Rusty, the cultist will pull knives on the investigators and attack. When the fight starts, Skip and Rusty head for the nearest door. Rusty heads deeper into the woods. Skip heads to the shed to get Stacy Mills for the ritual. They intend to use the young woman as a sacrifice. When he reaches the shed, Stacy has gotten the gag out of



her mouth and screams at the top of her lungs for help. Skip will hit her a few times to silence her. He will then throw her over his shoulder and head into the woods, following the path Rusty had taken.

One Rusty and Skip have escaped from the diner, any surviving cultists will break off and head for the ritual site. They will attempt to stop the investigators from pursuing them. Once the investigators exit the diner, a Spot Hidden or Listen check will make the investigators aware of Skip and Stacy. He has her over his shoulder and a knife in his hand. He threatens to kill her if they don't let him go. Have the investigators make a Psychology check to notice that he is lying through his teeth. He does not want to waste the sacrifice. If they try to talk with him, he will keep moving slowly toward the ritual site.

In order to rescue Stacy at this point, the investigators will have to fight Skip. He will drop Stacy when the investigators attack. Once Skip is either dead or unconscious, it is a simple matter of waking Stacy up. She demands to go with them when they pursue Rusty, so that she can make certain he will not kidnap anyone else. She is also willing to use her skills as a student nurse to patch up any of the investigators if they get hurt in the encounter with the cultists or the Blood Demons.

The Stuff Hits the Fan

If Rusty and Skip are killed before leaving the diner, have the investigators make a Listen check to hear the remaining cult members out at the church screaming in terror and pain, as well as the sounds of fighting. Alternatively, simply declare that they hear the noise and avoid having all the investigators fail their Listen checks.

Rusty's House

There is a small house to the right of the diner about 100 yards. This is where Rusty lives. He has a spare room available for stranded motorists and the occasional investigator. He charges a small fee for the room. If the investigators choose to take Rusty up on a place to stay, he will ask

Skip to go over and clean the place up a bit. In reality, Skip is going to let the cultists waiting there know to go somewhere nearby in case of trouble.

The house has two bedrooms, a living room, a small kitchen, and a bathroom. There is also a storm cellar in the back of the house. The outside of the house appears just as rough as the diner, but the inside looks very clean and well cared for. If the investigators go to check out the house without telling Rusty they are going to stay, they will find five young people in their late teens or early twenties hanging out drinking beer. The kids will tell the investigators that Rusty lets them hang out in his house and Rusty will back them up if asked. The cultists parked their cars at a roadside picnic area, so no one would ask questions about the cars parked outside the empty diner.

If they are planning to stay the night at the house, the house will be empty, with no sign of the cultists having been there. A Spot Hidden check will let them find a small shoebox sitting on the coffee table in the living room. In it there are newspaper clippings about missing women between 18 and 25 years old. The clippings go back over the last ten years and are from newspapers printed in various large cities in the area. There are nine people, one for each year except the current year, and each one went missing at this time of the year. There is also a small notebook with what looks like an ancient Germanic language written in it. This is Rusty's copy of the spells written on the altar in the church. A Language German check will translate it as the spells Summon Nightgaunt and Summon/Bind Blood Demon. The shoebox and its contents are the only objects of interest in the main house.

The storm cellar has a large lock on it and should the investigator wish to pick the lock or break into the cellar, they will find that the cellar is about five feet high and there is a light switch next to the stairs. They will find all manner of discarded junk piled about (i.e. lawn equipment, old and broken furniture, etc.) A small work area with a tool bench is on the far side of the cellar. A

Spot Hidden check is required to notice a row of nine jars screwed into a beam on the cellar ceiling. Each jar contains hair, teeth, and small bones and is neatly labeled with a name. Make a sanity roll 0/d4 sanity loss. If the investigators were already in the house, and found the box of articles, they will recognize the names of the missing women.

When the investigators come out of the cellar, if they have not already found Stacy Mills, have them make a Listen Check to hear her muffled cries from the shed. If the investigators decide to search the shed, move to the description of *Rusty's Shed* for more details. Rusty and Skip are not in the shed at this time.

Rusty's Shed

When Skip goes to get Rusty, he is in the shed behind the diner disposing of the body of an overly curious former patron from a few days ago. The body is that of a young girl around the age of 20 years old. He has de-limbed the corpse and all that is left is the trunk of the body. Her head is lying upon a second table along with the tools Rusty has been using. These are covered with blood and gore. A hand grinder is bolted to the table as well. If the investigators make it in here have them make a Sanity check 1/d6 loss. The shed is a ten-foot by ten-foot room and has all the tools for deboning and grinding meat are hanging neatly on the walls. A third table sits near the door holding a roll of brown paper and several small packages of meat. There are various hooks hanging from the ceiling.

A woman in a light green dress hangs from one of the hooks. She is bound hand and foot and gagged with a dirty rag. Her name is Stacy Mills. She was traveling to see a friend for school break and got lost. Rusty and Skip attacked her when she stopped at the diner to get directions and use the restroom. The shed has a nasty smell of death about it. Skip lets Rusty know that they might have some more unusual people here. Rusty will go to the diner to investigate. Before leaving, Rusty picks up the packages of meat that had come from the body he is working on and says to Skip "Let's feed our patrons."

If the investigators rescue Stacy from the shed, Rusty and Skip will see them leaving the building. Skip will attack and try to keep them from leaving the area. Rusty will yell for help, calling the five cultist in the house (if the investigators are not staying the night) or nearby (if they are staying) over to join the fight. Rusty will then flee in the direction of the church.

The Church of the Nightgaunts

The church the cult uses for their rituals is set back a few hundred yards on property. It is a small building that has one window and two doors; one facing the diner and the other is on the back of the building. This is where the cult performs the rituals for their worship. The church has two long benches and a small granite altar that has been stained with blood. The surface of the altar is covered with writing in an ancient Germanic tongue. A Language German check is required to translate it. The writings are the spells Summon Nightgaunts and Summon/Bind Blood Demon. The walls are sturdy but the back half of the roof is open to the elements. This is where the Nightgaunts enter the building to reach the sacrifice.

When the investigators reach the church, they find the bodies of several cultists strewn about. They have been torn apart and the bodies show signs of having been clawed and chewed upon. However, there is very little blood near the bodies. Rusty is cowering in a corner, babbling incoherently about the things under the altar. A Spot Hidden check has investigators noticing a plate-sized stone with carvings lying near the corner of the altar. An Occult check will reveal that it is a working elder sign. Another Spot Hidden check is required for the investigators to figure out how the altar can be slid aside. If the investigators want to move the altar, have them make a resistance roll against the weight of the altar. The difficulty is 16 and will drop by two for each investigator helping to move it.

The Temple of the Blood Demons

After the investigators have moved the altar, they will find stairs leading down into the

darkness. If they use flashlights or lanterns, the stairwell goes down further than the light reaches. The stairs, walls and ceiling are made of white marble streaked with pale red veins. The stairwell is only wide enough for one person to go down at a time. Have the investigators make a Spot Hidden check to notice that a blood channel has been carved down the middle of the staircase and continues the entire length of the stairs. The stairs are covered in decades of dust except for where the blood channel runs. That appears to have been licked clean.

The stairwell leads into a small landing that is about four feet by six feet. The walls, floor and ceiling are made of the same white marble as the staircase. The blood channel spills into the sunken floor of the landing. Once again it appears that the floor, which would normally be covered in blood, has been licked clean. There are two sconces, one on each side of the landing, containing burned out torches. Cobwebs and dust hang from them. The far wall has a heavy oak door. It appears that it was once locked, but the lock mechanism has been broken. The door is currently closed. When the investigators try to open the door, have them make a Spot Check to realize that the door is no longer hanging properly on its hinges. If they fail to notice this, or drag the door across the floor, the grating noise will cause the Blood Demons in the two side rooms to come attack.

When the investigators open the door, they enter a large room, roughly 30 feet by 30 feet in size. The white and red marble continues into this room. Shredded bodies and hundreds of bones are strewn across the floor. Investigators who make successful Spot Hidden check will realize that some of the body parts are from the cultists upstairs. A large stone table stands in the middle of the room. It appears that the table was carved at the same time as the room and it is all one continuous piece of marble. The top portion of the table, however, has been stained with the blood of many sacrifices and is now the red-black color of dried blood. The surface is covered with carvings written in the same language as the altar in the church above. The translation reads, "Flailing, screaming victims. Blood flowing. We

are alive." It appears that something has been feasting here for a long time. Sanity check 0/1 in the room.

To either side of the door, a hallway stretches out some twenty feet from the room. The same marble forms the rest of the building. Small bones litter the floor of the left hall. At the end of the hall, a doorway opens to the right. If the investigators make a Listen check going down the hallway, they will hear crunching and sucking noises coming from the room. When they arrive in the doorway, have them make a Spot Hidden check. They will notice what appears to be a person huddled in the corner, with his back to the investigators, eating something. If they make a critical success, they will see a blood demon chewing on a human femur, sucking out the blood and marrow. 1/1d4 sanity loss. When the investigators move into the room, the demon will notice them. It has no eyes, but tracks their body heat. It will attack the nearest injured investigator. If none of the investigators are injured, it will attack the nearest heat source. See Blood demon stats on page xx.

The hall going off to the right of the main room has a body lying in the middle of it. It appears that one of the cultists fled down into the temple in an insane attempt to escape from the Blood Demons, only to be torn apart, 1/1d4 sanity loss. At the end of the hallway, a doorway opens to the left. If the investigators attempt a Listen check in this hallway, they will hear nothing. When the investigators enter the room have them make a Spot Hidden check to notice a blood demon hanging upside down from the ceiling. It appears to be sleeping. 0/1d4 sanity loss. If the investigators want to leave the area without disturbing it, have them make a Sneak check to get away before it notices. If anyone fails this roll, the demon will wake up and attack the closest injured investigator. If none are wounded, he will attack the nearest heat source. The demon stats are on page xx

If the investigators engage in combat with either blood demon, the other one will hear the fight and join the battle.

The Cult of the Nightgaunts

The Cult of the Nightgaunts has been in this area for many decades. A member of Rusty's family has been in the cult since its founding sixty years ago. The cult has been working to open a permanent portal into this world for the Nightgaunts. They do a sacrifice every few months. Their sacrifices do not have to be human; they use animals as well. A human sacrifice must be used for their holy day. During this holy day, they lose a member of their cult to the Nightgaunts. Rusty's family has mistranslated the spells on top of the altar and are using the Bind Blood Demon spell to try and control the Nightgaunts. Some of the members have broken off from the cult to start their own cult somewhere else in the country. The cult of the Nightgaunts does not know that they are being used by an ancient evil that lives below the church in the woods.

The Cult Members

Rusty Harris

Rusty is the cult leader. He has been worshipping the Nightgaunts for many years and is a devoted follower. He runs and owns Rusty's diner, this is where he disposes the bodies that he sacrifices during his yearly rituals. He is a man in his late forties, has dark red hair, and a freckled complexion. He is about six foot tall and is about forty pounds over weight. He has fifteen followers in his cult.

In combat he may summon a Nightgaunt to help in the fight. It matters how nasty the keeper wants to be and how beat up the investigators are. If it looks like the investigators need a bit more of a challenge, use the Nightgaunts.

Rusty Stats are:

Str. 13 Con 14 Size 12 Dex. 10 App 10 Int. 13 Pow. 16 Edu. 12 Idea 65 Luck 80 Know. 60

San. 56 Hp 13 Damage Bonus 1d4

Rusty's skills:

Cooking 85%

Conceal 45% Persuade 45%

Cthulhu Mythos 15% Sneak 53%
 Dodge 56% Spot Hidden 65%
 Fast talk 30% Throw 60%
 First aid 20% Track 40%
 Fist/punch 59% Knife 60%
 Grapple 60%
 Listen 44%
 Occult 25%

Equipment:

He has a Pocket Knife on him. There are butcher knives in both the shed and diner within in easy reach. There is an elder sign in the church in the woods for summoning spell.

Spells: Summon Nightgaunt, Summon/Bind Blood Demon

Skip Barter

Skip is a short order cook as well as a follower of the cult. He is loyal and will defend Rusty with his life. He has been a follower for several years and helps with disposing of the bodies and getting the girls for the sacrifice. He goes to larger cities in the area and kidnaps them for the ritual. He is in his late twenties, 5'6 tall, and of average build. He has dark black hair and hazel eyes.

Skips Stats:

Str. 17 Con. 15 Siz. 11 Dex. 13 App 10 Int. 12 Pow. 14 Edu. 10 Idea 60 Luck 70 Know 50

San.54 Hp.13 Damage Bonus 1d4

Skips Skills:

Bargain 30% Listen 40%
 Chemistry 35% Occult 15%
 Conceal 42% Persuade 29%
 Cthulhu Mythos 8% Pharmacy 47%
 Dodge 55% Sneak 70%
 Drive Auto 49% Spot Hidden 43%



PLAN 09 FROM HALLOWEEN

Fast Talk 47% Track 65%
Fist/punch 64% Knife 65%
Grapple 65% Cooking 60%
Hide 50%

Equipment: Switchblade

The Rest of the Cult

The fourteen cultists under Rusty and Skip are young: high school and early college students who are easy to manipulate and control. They will follow the directions of Rusty and Skip to the letter. Even if that means death for them. When the investigators first see the cultist they can make a Psychoanalysis check to notice that they giggle after everything they say. It is a nervous tick from dealing with the Nightgaunts.

The cultists all have the same stats:

Str. 16 Con. 16 Siz. 12 Dex. 14 App. 11 Int. 10
Pow. 10 Edu. 11 Idea 50 Luck 50 Know. 55

Hp 14 damage bonus 1d4

The cultist Skills:

Bargain 20% Sneak 18%
Conceal 25% Spot Hidden 45%
Dodge 39% Throw 50%
Drive auto 30% Track 37%
Fast talk 15%
Fist/punch 66%
Grapple 35%
Hide 27%
Listen 45%
Occult 10%

Equipment: All of the cultist carry two knives on them.

Nightgaunts, the faceless

Str.10 Con. 11 Siz.14 Int. 3 Pow. 10 Dex. 14
Move6/12 flying Hp.13

Damage bonus 0

Weapons grapple 30% Damage held for tickling
Tickle 30% immobilized 1d6+1 rounds

Armor 2 points skin.

Spells none

Skills Hide 90% Sneak 90%

Sanity loss 0/1d6 sanity points for seeing a
Nightgaunt

See page 169 in the Call of Cthulhu core book for
more information.

Other NPCs

The Blood Demons

The blood demons have lived under the church in the woods for decades. A group of witches found the old site during the early colonization of North America and built their church there. They worshiped the blood demons and gave them sacrifices in exchange for arcane knowledge and the promise that they would become blood demons themselves and live forever. After twenty years, a group of early investigators destroyed the witches and the cult was forgotten. The investigators, unable to vanquish the blood demons, placed an elder sign on the altar concealing the entrance to the temple, sealing the remaining blood demons inside. The blood demons have been living off the blood that drips from the altar during sacrifices. They have been waiting patiently for the elder sign to be moved. There were eight blood demons below the church when they were trapped, but they needed blood to survive and began to feed upon each other. Only two have survived to this day.

The blood demons are about four and a half feet tall. Their skin is of a dark reddish hue and

appears rubbery. They are hairless and have no eyes at all; instead they sense heat. Where their eyes would be, there are gill-like slits that move as they detect temperature changes in their environment. This heat vision has a range of thirty feet. Their hands and feet appear to be oversized.

The blood demons stats:

Str. 18 Con.10 Siz. 6 Dex. 16 Int. 11 Pow 13
 Edu 10 Idea 55 Luck 65 Know. 50
 Hp 8 damage bonus 0

Skills:

Bite 60%
 Climb 55%
 Dodge 50%
 Claw 60%
 Hide 45%
 Listen 48%
 Sneak 69%
 Track 10% with heat vision 90%
 Weapons claws 1d4 and bite 1d6

Special Abilities: Their hands and feet are very sticky which gives them the ability to walk on walls and ceilings.

Armor: 1 point

Stacy Mills

Stacey Mills is the potential sacrifice in the shed. She was on her way to see a friend for school break and got lost along the way. She stopped in at the diner to get directions and use the restroom when Rusty and Skip attacked her. She is a student at the Arkham University and studying to be a nurse. She has had some previous experience in dealing with investigators and their injuries in the past. She loves to play soccer when she has any free time from her studies.

Stacy is very beautiful woman with brown eyes, a dark complexion, and long brown hair. She is 5'3 tall and weighs around 115 pounds..

Stacy Mills stats:

Str. 11 Con. 14 Siz. 9 Dex. 10 App. 15
 Int. 14 Pow. 15 Edu. 14 Idea 70 Luck 75
 San. 0 Know 70 Hp 12 Damage bonus 0

Stacy Mills Skills:

Biology 45% Occult 15%
 Climb 52% Persuade 35%
 Dodge 33% Pharmacy 25%
 Drive auto 37% Psychology 15%
 First aid 65% Spot Hidden 44%
 Fist/punch 55% Swim 35%
 Hide 30% Throw 48%
 Kick 65% Pistol 40%
 Library Use 45%
 Listen 40%
 Medicine 25%

Equipment:

Stacy has nothing on her when she is rescued. Her purse, which is in the diner's restroom, contains a .22 revolver.

New spells:

Summon/Bind Blood Demon:

Spell cost 1d4 sanity, two hit points, and 2 magic points. Takes three rounds to cast.

The spell summons a blood demon and allow the caster to control it. The Blood Demon will show up in 1d6 rounds after casting is complete. Use the stats on page xx.

Game Rewards

The investigators will regain one sanity point if they succeed in stopping the cult. If they stop the cult and the Nightgaunts are put into play, they will regain 1d4 sanity points. Should the investigators make it into the temple and succeed in destroying the Blood Demons, add an

PLAN 09 FROM HALLOWEEN

additional 1d4 sanity reward. These sanity rewards may be high for what they have encountered, but this is to prepare them for their next adventure.

The group may also gain a working Elder Sign (from the church) and/or a satellite phone (if playing Cthulhu Now). If they succeed in rescuing Stacy, they will gain a helpful contact with medical skills.

THE FACULTY PARTY

By Jon Hook

Background

The Miskatonic University English Department is holding their annual Halloween party, and you have been cordially invited. The English Dept party is unlike the kind of party found at the local speakeasy; their party is a series of dramatic readings covering some of the greatest authors of horror fiction. The party-goers meet in a smoke-filled room and debate the authors over snacks, coffee, English and Indian tea.

Conversations and smoke float through the air as the faculty and guests are having a good time, everyone except Prof. Janice Moor. Prof. Moor teaches French Romantic Lit and has been in a blue mood for several weeks now. Her friends and coworkers had hoped that the party would help cheer her up, but no amount of joy has succeeded in lifting her out of her dark depression. Everyone secretly wonders what is bothering her.

Character Generation

Players may generate and use any character they wish in this adventure. Characters that are faculty at Miskatonic University, (or some other scholar), are the easiest to introduce into this adventure, but any non-scholar character may be the “plus one” to someone who was invited to the party. Because the adventure takes place at a Halloween party, it is up to the Keeper and his players to determine if characters that use firearms in their occupation come armed to the party.

Keeper Information

The Hermetic Order of the Silver Twilight wants, (among other things), to control the English Department at Miskatonic University. The department has access to many rare and forbidden books on the mythos, and it usually get first crack at any newly discovered tomes. The

Order wants access to their collected works, and plan to eventually intercept any new grimoires before the university is even made aware of them. This is the long-range goal for The Order, and to achieve that goal The Order has elected to insert Mr. Peter Simon, (currently an acolyte in The Order), into the English Department as a teacher’s assistant. It is The Order’s intension to manipulate events that eventually push Mr. Simon into becoming the Dean of the department.

The Order knows the plan may take years to execute, and that it can only be achieved through a series of baby steps. Step one got Peter accepted as a teacher’s assistant in the department. The step was easily executed a year ago, because the university believes Peter to be the son of an aristocrat, and they accepted Peter as a TA along with the sizable donation to the department by the Simon estate. Peter was assigned to be Prof. Moor’s assistant.

The second step in the plan is for Peter to become a professor in the English Department, and The Order has decided that Peter should inherit Prof. Moor’s job. Peter spent the first year as a TA becoming invaluable to Janice, both professionally and personally. And even though Janice is several years his senior, he also began a romantic relationship with her. The Order wants Peter to use his relationship with Janice to engineer an “accident” that allows him to take over her teaching duties.

To celebrate a milestone in their relationship, Peter gave Janice a decorative mirror for her to hang in her office. The mirror is actually a Glass From Leng, given to Peter by The Order. Peter left the mirror, (along with a note and poem), in Janice’s office on October 6th for her to find as a surprise. The note instructed her to look into the mirror as she read the poem, and she would know how much he loved her. The poem is actually an incantation for the Glass From Leng that directs the caster’s vision to a Hound of Tindalos 2,500,000,000 years in the past.

Janice fell into Peter’s trap and viewed the hound through the Glass. Peter and The Order knew that it would take 25 days for the hound to travel from the distant past in it’s pursuit of Prof.



Moor, so they decided to time the accident to occur during the faculty party. The Order is gambling that the hound may open up more than one position, giving Peter his choice of teaching assignment to take over.

Unlike some of the other members of the English Department, this is Janice's first exposure to the mythos, and it has broken her mind. Janice has been in a state of shock and horror since looking into the mirror. Her dreams have been haunted by images of the hound, and she is full of dread as she can't shake the feeling that it is coming after her. She is fixated on how the hound looked at her, how it looked through her, and it is driving her mad.

Part I: The Arrival

The party is being held after regular school hours in the common area in the building. The player characters arrive and the party is already in full swing in Room 1 on the First Floor building map. Read the following to the players as they enter Room 1.

[The building's common area is filled with comfortable chairs and small tables. A dark tobacco and coffee stained rug on the granite floor defines the common area apart from walking area for students on their way to class.

A thick cloud of clove-scented smoke hangs above the thirty or so party goers. The room is a hive of activity with people mingling about and conversing. Some people have formed small groups to listen to readings of horror from such masters as Poe, Wells, Shelly, Stoker, and James; apropos for All Hallow's Eve.

Your eyes cut through the crowd as you see Connie Landers waving you over to the buffet.]

Connie is the secretary to Dean Gerald Billings, and at least one of the player characters needs to have her as a contact prior to starting the adventure. When the characters join Connie at the buffet, she introduces them to Dean Billings and Aaron Macom, a French Romantic Lit graduate student.

Connie initiates some inane small talk with the players to break the ice. Dean Billings follows-up the conversation with an offer to give the players a tour of the building if they are not familiar with it, but that he is waiting on Prof. Moor first, since he is concerned about her. If prodded by the players, Dean Billings and Aaron tell the players about how Prof. Moor has been acting odd recently. Dean Billings hopes the party may lift her spirits. If a player inquires about Prof. Moor's whereabouts, Aaron replies that she is likely with Peter Simon, her teaching assistant. At which point Dean Billings gossips about how he disapproves of their relationship and of Mr. Simon in general due to the manor in which he procured his TA position.

At some point, the Keeper should have the players attempt a difficult Spot Hidden check (Spot Hidden -20%) and a hard Listen check (Listen -10%). A successful Spot Hidden check indicates that the player caught a glimpse of Prof. Moor's body hitting the floor in Room 2 on the First Floor, (see Part II: SUICIDE). A successful Listen check indicates that the player heard Prof. Moor's body hitting the floor in Room 2.

Part II: Suicide

Some late-comers to the party enter the building from north entrance and scream in horror at what they find in Room 2 on the First Floor building map. Their screams alert the party to their find; Prof. Janice Moor has leapt to her death from the Third Floor. Read the following to the players as they enter Room 2.

[You rush over to see what the commotion is, when the situation is suddenly made clear to you. A woman's twisted body lies in an expanding pool of blood on the white granite floor in the center of the building's North Lobby. The lobby has an open "atrium" ceiling to the two floors above. It is obvious that she must have jumped from one of the floors above, most likely from the third floor.]

Sanity check upon viewing Prof. Moor's body: 0/1d4. Any player may attempt an easy Spot

Hidden check (Spot Hidden +20%). A successful Spot Hidden check indicates that the player has noticed the blood-stained note pinned to her blouse. After the players roll to see if they notice the note, Dean Billings pushes through the crowd to join the players. At that moment he shouts out that the dead woman is Prof. Janice Moor.

If none of the players ask someone to call for the police or get the note pinned to Prof. Moor's body, then Dean Billings does both. If anyone reads the note they see that it is written in a hurried scrawl, and the note says:

[The eyes haunt me! It comes for me, I feel it. Why Peter?]

Getting the suicide note from the professor's body is a little gross, but it is not gruesome. If any player wants to physically search Prof. Moor's body, then that action is gruesome and requires a second sanity check because it is impossible to search her body without getting blood and gore all over the character performing the search. Sanity check for physical search of Prof. Moor's body: 0/1d2. A successful Spot Hidden check, (no modifier), indicates that the player found in her jacket pocket the poem Peter left for Janice on October 6th. The poem reads as follows:

[Where are you?

I search

Through the Heavens

Across the Oceans

From my Future

To your Past

Where are you?

Can you hear me?

Can you see me?

Its two billion years or more

From mossy twisted shore

Where are... THERE!]

If any of the player characters are police officers or other authority figures, Dean Billings asks them for their opinion of the situation; otherwise he asks the group in general for their opinion. Dean Billings is willing to assist the players any way possible to investigate Janice's death prior to the cop's arrival. The two primary investigative leads come from the suicide note; the haunting eyes and Peter Simon.

Lead 1: Peter Simon

It should be obvious to the players to interview the remaining party-goers for Peter's whereabouts. If it is not obvious, then a successful Idea roll urges that player to conduct the interviews. It takes three minutes to interview each party-goer; that includes getting their name and other basic info before they answer any questions about Peter. Roll on the table below to see how each party-goer answers the player's questions about Peter.

Questioning the Party-goers Table (1d10)

1 – 2: "I don't know who Peter Simon is."

3 – 6: "I saw him earlier, but I don't know where he is now."

7 – 8: "I saw Peter and Janice arguing outside her office about an hour ago." (Only use this result once. If this result is rolled a second time, use the "3 – 6" result.)

9 – 10: "I just saw Peter heading for his office not ten minutes ago." (Only use this result once. See "Part IV: PETER SIMON'S OFFICE" below.)

If players are suspicious of the party-goers and are concerned that they may be lying, players may attempt a very easy Psychology roll, (Psychology +30%). None of the interviewed party-goers are lying to the players.

Lead 2: The Haunting Eyes

This lead is less obvious. If needed, a successful Idea roll urges that player to check Prof. Moor's office, (see "Part III: PROF. MOOR'S OFFICE" below). If all else fails, Dean Billings suggests checking out her office.

Part III: Prof. Moor's Office

Prof. Moor's office is Room 6 on the First Floor building map. Her office is not locked. Read the following to the players as they enter Room 6.

[Prof. Moor's office is furnished like the other faculty offices; a large metal desk is under the windows and twin six-foot tall filing cabinets stand in a corner near the desk. One wall is a floor-to-ceiling bookcase filled with texts for her curriculum, there is also a leather couch, coffee table, and a pair of chair in the room. Prof. Moor's diplomas are framed and hung above her desk.]

None of the drawers are locked in Prof. Moor's desk or her filing cabinets. A successful Spot Hidden check of the desk indicates that the player has discovered the note that Peter gave Janice on October 6th. The note is in an envelope with Janice's name on outside; the note reads as follows:

[Dearest Janice,

My heart swells when I think of you and this past year. I can only hope that you dream of the same future that I do, one where we teach and grow old together. I hope you like the mirror. I found it in a curio shoppe; I thought it was beautiful, and it instantly made me think of you. Please look deeply into the mirror as you read aloud the enclosed poem I wrote, and you will know full well the love I feel for you.

Forever yours,

Peter

6 October]

Remember: The poem mentioned in the note is in Janice's jacket pocket, see "Part II: SUICIDE" above.

The mirror mentioned in the note is actually a Glass From Leng. The mirror is broken and hidden on the floor under the couch. A successful Spot Hidden check of the couch indicates that the player has discovered the mirror. The mirror is rectangular with an ornate gold-leafed wood frame. The mirror is broken in a radial pattern, as if someone punched the center of the mirror. A small spot of dried blood is in the center of the smashed glass. With the mirror broken, the Glass From Leng no longer works.

For dramatic effect, the Hound of Tindalos finally arrives to the present time five minutes after the players enter the office. The hound manifests through a cloud of pale yellow smoke stinking of rotting flesh pouring out of a corner of the room. Viewing the hound is 1d3/1d20 SAN loss. See the creature listing at the end of this adventure for details on this hound.

Part IV: Peter Simon's Office

Peter's office is Room 3 on the Second Floor building map. His office is locked. Peter is hiding in his office to protect himself from the Hound of Tindalos that he knows is coming. Peter does not acknowledge to anyone that he is in his office. If the players are able to enter the room, read the following:

[The small windowless office is lit only by candlelight. All of the furniture has been pushed to the back of the room, leaving a large open area in the front half of the room. You see robed figure seated on the floor. The figure is surrounded by a circle of blood "drawn" onto the floor and by eight candles evenly spaced around the circle. A large blood-soaked knife rests on the floor in front of the figure, right next to the headless corpse of a rat.

The figure looks up at you, draws back his hood and says, "You're all going to die."]

Players first encountering Peter in his office while in his protective circle must roll a sanity check; SAN loss: 0/1. Peter drew a 6' diameter

circle, a protective spell, in rat's blood. The protective spell Peter has erected around himself is a two-way street; not only is Peter protected from physical or magical attacks from outside the circle, but Peter is prevented from delivering physical or magical attacks from inside the circle. See the "Create Ward of Naach-Tith" spell in the New Spells section below for more details. The Keeper needs to roll to see how strong Peter's ward spell is and how long it is set to last.

Peter has a copy of the "Create Ward of Naach-Tith" spell rolled up as a small scroll hidden in the handle of his knife. The secret chamber in the handle of the knife where the scroll is hidden is discovered with a very difficult Spot Hidden check, (Spot Hidden -30%). Peter has nothing else of occult nature in his office.

End Game

All hell breaks loose once the hound arrives. Keepers may want to target Dean Billings first for two reasons: 1) His death will serve as an example to the rest of the players, and 2) If Dean Billings is dead he cannot tell the players about the spear in his office. Even though Dean Billings doesn't believe the spear to be enchanted, it is a weapon none-the-less.

As soon as the hound arrives and has its initial encounter with the players, it will cast the Summon / Bind Shoggoth spell. It wants the shoggoth to herd the humans and keep them within the building while it seeks out the human that summoned it, Prof. Moor. The adventure becomes a "kill everything in sight" adventure once the hound arrives, so the game ends once every player has reached any one of these possible endings:

1. Death by Hound – The player is killed by the hound.
2. Death by Shoggoth – The player is killed by the shoggoth.
3. Escape – The player escapes the building. Any player that leaves the building for more than ten game minutes will have

survived the action, but all physical evidence of the mythos is gone.

4. Insanity – The player is reduced into a quivering pile of jelly.

It is the hound's goal to find Prof. Moor's body and take it back to the past with it, where it will feast on her bones. The creature is of singular mind on this task, which is why it summons the shoggoth, to deal with the other humans while it seeks out its target. The hound only confronts the humans that directly confront it once it is outside of Prof. Moor's office.

Afterward

Once the hound achieves its goal, it returns to its dimension through the nearest angle leaving the shoggoth behind to clean up. The shoggoth feeds on any corpse left behind by the hound, leaving large smears of blood on the floor marking its kills. The shoggoth exits the same way it arrived, via the sewer system access in the basement maintenance room.

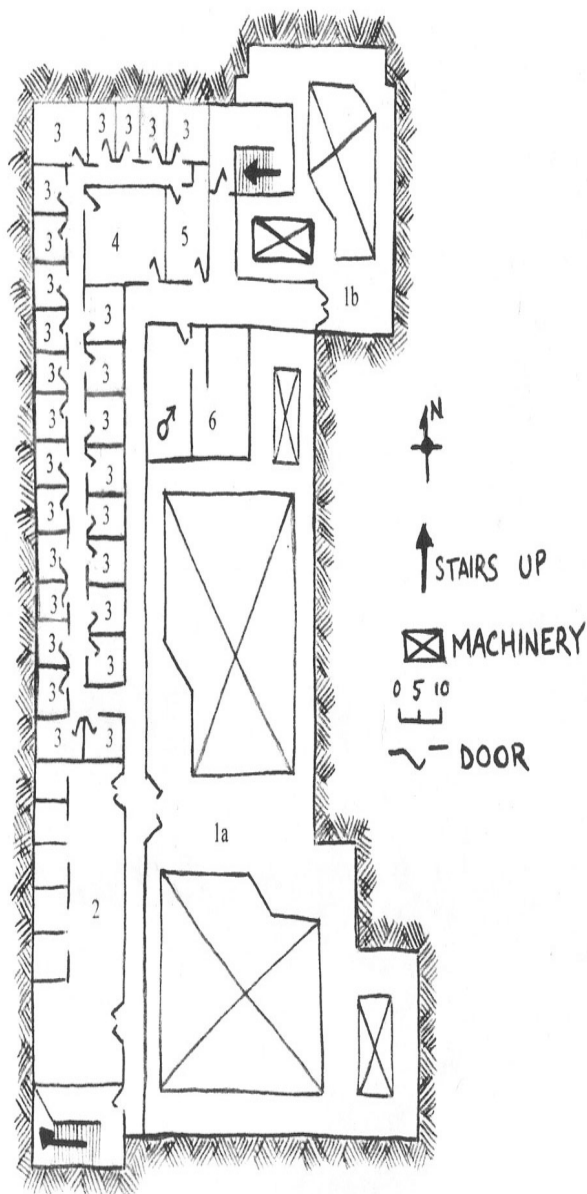
Map of Building

CLASSROOMS

There are two types of classrooms, and they are designated as either "A" or "B".

Classroom A: This classroom seats 100 – 120 students.

Classroom B: This classroom seats 50 – 60 students.



BASEMENT

BASEMENT

This level of the building is cool and moist with concrete floors and walls. Pipes run along the ceiling carrying water, steam, and sewage. An occasional drip of water can be heard echoing down the central hallway.

Rooms 1a & 1b – Maintenance: These rooms are dank and wet. The rooms are loud and steamy with lots of pipes, manhole access to the city sewer system, deep shadows and eerie light sources.

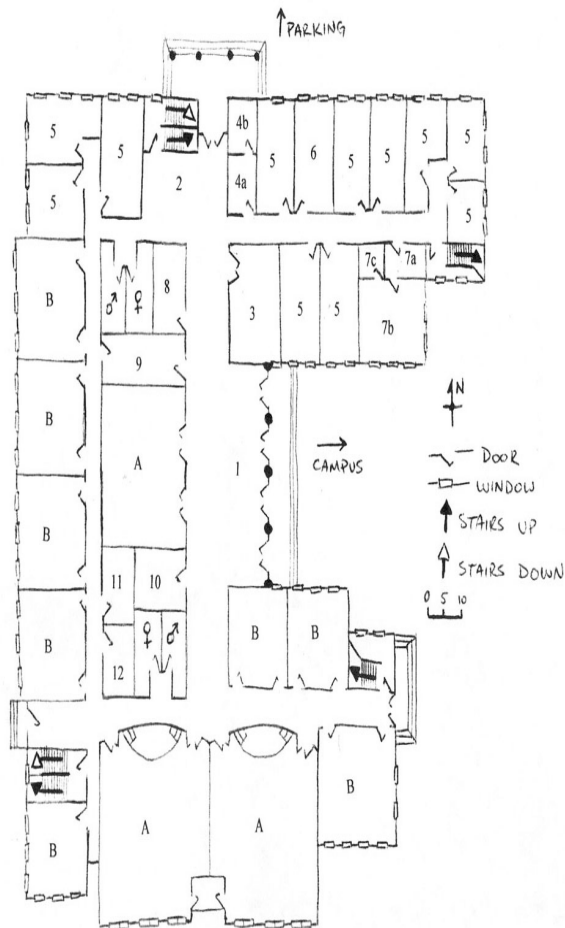
Room 2 – Stacks: This room is a study hall and small literary arts library, primarily used by graduate students.

Room 3 – Graduate Student Offices: These small rooms are for the graduate students.

Room 4 – Graduate Student Lounge: This room is available for the grad students to unwind and relax. It has several chairs, a couple of sofas, a few small tables, and a radio.

Room 5 – Storage: This is a storeroom of unused office furniture.

Room 6 – Showers: This is the shower and locker room.



FIRST FLOOR

FIRST FLOOR

This level of the building is well lit with cool granite floors and walls.

Room 1 – Common Area: See “Part I: THE ARRIVAL” above for a detailed description of this room.

Room 2 – North Lobby: See “Part II: SUICIDE” above for a detailed description of this room.

Room 3 – Book Store: This small shop specializes in the sale of books required for classes held in this building.

Room 4a – Janitorial Closet: This room stores janitorial supplies.

Room 4b – Wet Room: This janitorial room has a floor drain and faucet, and stores mopping equipment.

Room 5 – Professor Offices: These rooms serve as the offices for the professors that teach in this building. Each office has a metal desk, usually under the window in the room, a pair of 6’ tall metal filing cabinets, book shelves, and a few chairs, and a sofa and coffee table.

Room 6 – Prof. Moor’s Office: See “Part III: PROF. MOOR’S OFFICE” above for a detailed description of this room.

Room 7a – Dean’s Secretary: This room has a small metal desk, a pair of 6’ tall metal filing cabinets, and some tasteful artwork and plants. This is secretary’s office for the Dean.

Room 7b – Dean Billings’ Office: This room has a large oak desk with a large leather wingback chair behind it. There are two low leather chairs in front of the desk. There is a pair

of large bookshelves, four 6’ tall metal filing cabinets, and small steel safe in the room too. The room is decorated with an African theme; there are a few small African statues and artifacts on the desk and African art on the walls. The main African décor is a large reed shield and 8’ long spear that are mounted on the wall behind the desk. The spear is an enchanted weapon, see “DEAN GERALD BILLINGS” in the NPC section below for detailed information on the spear.

Room 7c – Water Closet: This is the Dean’s private washroom.

Room 8 – Janitorial Services Office: This room serves as the main office for the janitorial services.

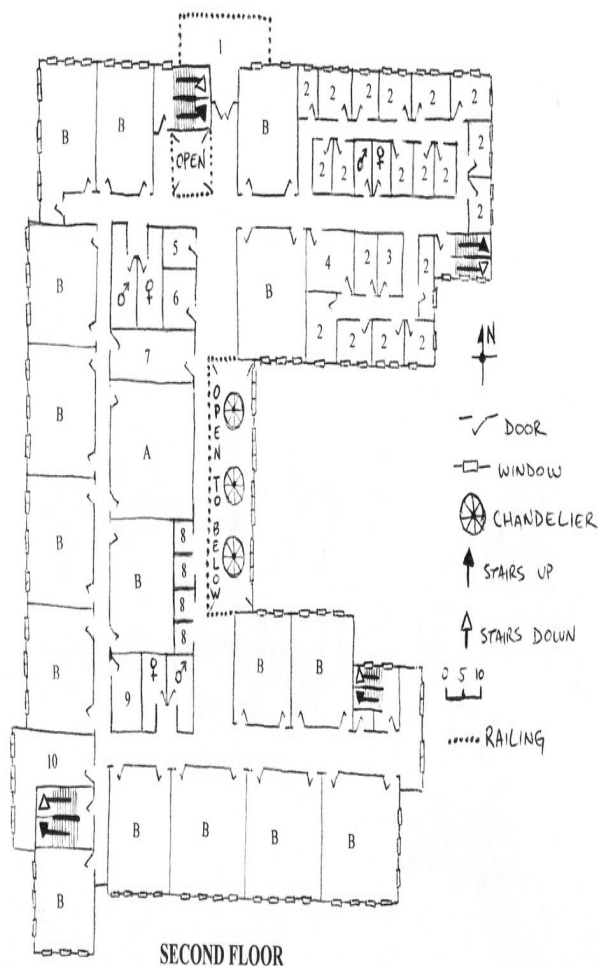
Room 9 – First Floor Stacks: This room is a small study hall and specialized library.

Room 10 – Storage: This is a storeroom of unused office and classroom furniture.

Room 11 – Records Room: This room is always locked, with only Dean Billings and his secretary having the key. This room has ten 6’ tall metal filing cabinets that store both teacher and student records.

Room 12 – Storage: This is an unused storeroom.

PLAN 09 FROM HALLOWEEN



SECOND FLOOR

This level of the building is well lit with cool granite floors and walls.

Room 1 – North Terrace: This is a public balcony the overlooks the north lawn.

Room 2 – Teacher Assistant Offices: These small offices are decorated with a small metal desk, one 6’ tall metal filing cabinet, and a couple of book shelves. Besides the desk chair, the offices have one or two more wooden chairs for extra seating.

Room 3 – Peter Simon’s Office: See “Part IV: PETER SIMON’S OFFICE” above for a detailed description of this room.

Room 4 – TA Lounge: This room has several chairs, a couple of sofas, and a few small tables, and a radio. The TAs can relax in this room.

Room 5 – Janitorial Closet: This room stores janitorial supplies.

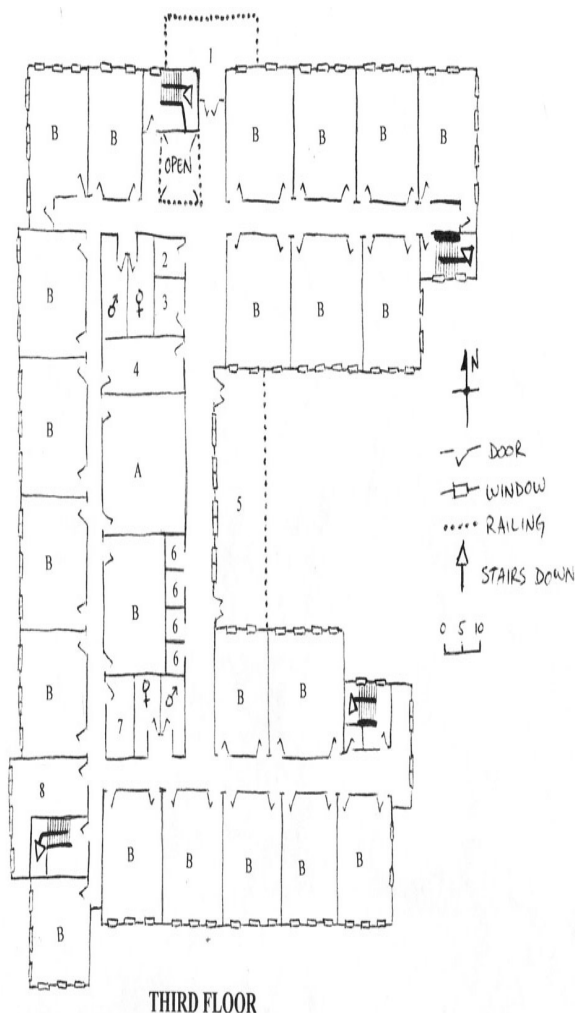
Room 6 – Storage: This is a storeroom of unused office and classroom furniture.

Room 7 – Second Floor Stacks: This room is a small study hall and specialized library.

Room 8 – Study Cubes: These small cubes have a single wooden chair and a built-in desk. Students can use these cubes to study or read between classes.

Room 9 – Storage: This is a storeroom of unused classroom furniture and equipment.

Room 10 – Second Floor Teacher’s Lounge: This room has several leather chairs, a few leather sofas, some small tables, a radio, and a hot plate for brewing coffee.



THIRD FLOOR

This level of the building is well lit with cool granite floors and walls.

Room 1 – North Terrace: This is a public balcony the overlooks the north lawn.

Room 2 – Janitorial Closet: This room stores janitorial supplies.

Room 3 – Storage: This is a storeroom of unused office and classroom furniture.

Room 4 – Third Floor Stacks: This room is a small study hall and specialized library.

Room 5 – East Terrace: This is a public balcony the overlooks the campus and east lawn. There are several metal “bistro” style tables and chairs students can use.

Room 6 – Study Cubes: These small cubes have a single wooden chair and a built-in desk. Students can use these cubes to study or read between classes.

Room 7 – Storage: This is a storeroom of unused classroom furniture and equipment.

Room 8 – Third Floor Teacher’s Lounge: This room has several leather chairs, a few leather sofas, some small tables, a radio, and a hot plate for brewing coffee.

NPCs

PROF. JANICE MOOR

STR: 7 CON: 10 SIZ: 8
 DEX: 10 APP: 11 INT: 15
 POW: 11 EDU: 19 HP: 9

Skills: Art History: 25%, Credit Rating: 35%, History: 40%, Library Use: 60%, Other Lang (French): 80%, Persuade: 45%

PETER SIMON

STR: 15 CON: 16 SIZ: 15
 DEX: 12 APP: 10 INT: 16
 POW: 17 EDU: 14 HP: 16

Magic Points: 17, Sanity Points: 60, Damage Bonus: +1d4

Skills: Astronomy: 16%, Cthulhu Mythos: 27%, Dodge: 35%, Fast Talk: 40%, Library Use: 55%, Persuade: 35%, Spot Hidden: 40%, Sneak: 40%

Combat: Fist/Punch: 55%, damage 1d8; Knife: 40%, damage 1d4+2+DB

Spells: Cloak of Fire

Peter is under strict orders by his Order of the Silver Twilight leaders to avoid detection when the chaos begins during the party. He was ordered to lock himself into his office and use the Create Ward of Naach-Tith spell scroll to protect himself. He is not supposed to engage with

anyone. If the players encounter Peter in his office his “off the cuff” plan is to wait and see if the hound will come and kill the investigators for him while he hides within his barrier, (Peter is unaware that the hound has summoned a shoggoth). If the barrier falls, Peter will defend himself long enough to cast Cloak of Fire, and then he will try to make his escape.

DEAN GERALD BILLINGS

STR: 8 CON: 13 SIZ: 13
DEX: 9 APP: 10 INT: 16
POW: 10 EDU: 20 HP: 13

Magic Points: 10, Sanity Points: 50

Skills: Accounting: 45%, Bargain: 35%, Credit Rating: 55%, Cthulhu Mythos: 5%, Dodge: 20%, Library Use: 60%, Other Lang (Latin): 35%, Other Lang (Swahili):35%, Spot Hidden: 40%, Throw: 20%

Combat: Enchanted Spear: 20% (hand) or Throw % x2, damage: 2d8 +2 +DB (no DB bonus if thrown)

Dean Billings, many years ago, did his graduate work in Africa, teaching natives how to speak English. After an incident in which Gerald saved the life of the chief’s son, he was gifted with the tribe’s most prized possession, an enchanted spear. Legend said that the warrior armed with the spear would always have successful hunting. The spear is enchanted to double the warrior’s throwing skill. It is also enchanted to do 2d8 +2 damage. The spear is etched with Swahili characters that roughly explain the folklore and magic of the spear. The chief told Gerald about the spear’s special qualities, but Gerald believes it only be tribal folklore; he doesn’t actual believe the spear is enchanted.

CONNIE LANDERS

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

Skills: Accounting: 55%, Credit Rating: 30%, Library Use: 35%, Listen: 45%

AARON MACOM

STR: 12 CON: 14 SIZ: 16
DEX: 15 APP: 10 INT: 13
POW: 9 EDU: 13 HP: 15

Skills: Credit Rating: 25%, History: 35%, Library Use: 45%, Other Lang (French): 60%

Creatures of the Mythos

HOUND OF TINDALOS

STR: 17 CON: 30 SIZ: 17
DEX: 14 INT: 21 POW: 22
MOV: 6 /40 fly HP: 24 MP: 22

Sanity Loss: 1d3 / 1d20

Damage Bonus: +1d6

Weapons: Paw 90%, damage 1d6 + ichor + DB; Tongue 90%, damage 1d3 POW drained per round (Reference the core rule book for special notes on Hound of Tindalos attacks.)

Armor: 2 AP, regenerates 4 HP per round, unless dead. Mundane weapons have no effect, but enchanted weapons and spells do full damage.

Spells: Mental Suggestion, Mindblast, Summon / Bind Shoggoth (new spell)

All creatures from, or associated with, Tindalos have the following special space-time abilities:

Charnel Odor:

All within smelling range must make a CON x5 roll or be incapacitated by vomiting for 1d6 rounds.

Hyper-Sight:

They can see an area as if they were in the fourth dimension - all directions, behind walls, in containers, etc - all at once. They cannot see into magically protected areas or behind round or spherical spaces.

Step-Through:

As long as sharp angles are within ten feet, they can step through via hyperspace to another angle anywhere in the same space-time it inhabits. It takes one round to open the angle, from whence mist begins to trickle forth. It takes a second round to step out through the exit angle.

Twist Space:

They can ripple local space-time around it. Those outside this area see everything twisting and elongating in odd directions. Those inside see themselves being twisted and stretched, and lose 1/1d4 SAN. To resist being incapacitated by the twisting and stretching effects for 2d6 rounds, those inside the area must roll CON x1 or POW x1, whichever is better. Those outside the radius who are firing ranged weapons into the area of effect suffer a 75% reduction to hit; those attacking from within the radius suffer an 85% reduction. A character inside or outside the area of effect can negate the ranged attack penalty with a successful Cthulhu Mythos roll (or a Mathematics or Physics roll at half normal value) and sacrifice of 1 SAN. (With a successful roll, the viewer is able to comprehend the angles of distortion.)

SHOGGOTH

STR: 53 CON: 48 SIZ: 68
 DEX: 6 INT: 4 POW: 15
 MOV: 10 rolling HP: 58

Sanity Loss: 1d6 / 1d20

Damage Bonus: +7d6

Weapons: Crush 70%, damage is DB (Reference the core rule book for special notes on Shoggoth attacks.)

Armor: None, but 1) fire & electrical attacks to half damage; 2) physical weapons do 1 point of damage regardless; 3) shoggoth regenerates 2 HPs per round

NEW SPELLS**CREATE WARD OF NAACH-TITH**

This spell is a smaller version of the “Create Barrier of Naach-Tith” spell. This barrier provides both physical and magical defense for the caster. The caster loses 1d10 SAN points and a variable number of magic points. The spell requires the caster to draw a circle around himself no larger than the caster is tall. The circle must be drawn in blood; any type of blood is acceptable. The caster then places eight candles evenly spaced around the circle. Each magic point the caster expends into the creation of the ward gives the barrier 1d6 points of STR. The spell takes one game minute to cast after the circle has been constructed, at which time the magic points and sanity points are lost. The resulting barrier lasts 1d4 +4 hours.

The barrier is cylindrical in shape, extending twice the height of the caster. The spell cannot be cast onto another target; it is specifically designed for self defense. Anything bisected by the barrier upon creation is unharmed and thrust outside the barrier. Any damage applied to the barrier must overcome the barrier’s STR on the Resistance Table. Failure to overcome the barrier’s STR will deflect the damage, but successfully overcoming the barrier on the Resistance Table destroys the barrier and delivers the damage to the target. Each source of damage against the barrier must check against the Resistance Table individually, it cannot be combined. All non-damaging spells are automatically blocked, and damaging spells must challenge the barrier’s STR on the Resistance Table.

SUMMON / BIND SHOGGOTH

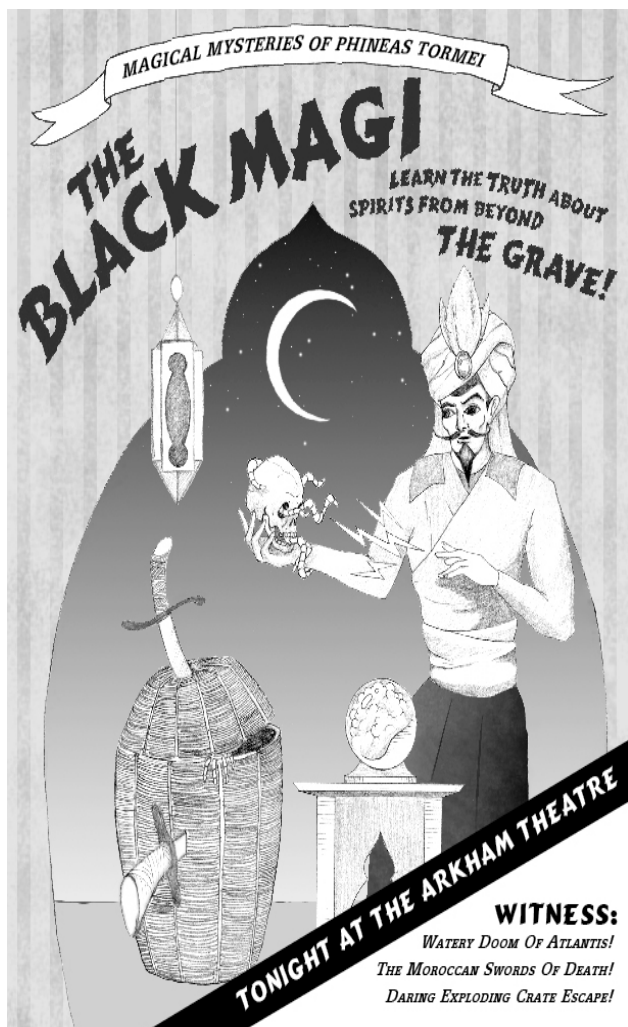
A single shoggoth appears when this spell is cast. The magic point cost varies; for each MP sacrificed, increase the chance of a successful cast by 10%, (96% - 100% always fails). Each cast of this spell also costs 1d3 sanity points. This spell may only be cast in areas near subterranean passages, (sewers, caves, etc). The shoggoth will emerge from the nearest subterranean passage.

The Return of the Magician

By Simon Yee

Art by Albert and Jenny Yoshida Park

A 1920's Scenario drawing from material found in the Secrets of Morocco: Eldritch Explorations in the Ancient Kingdom, and from the Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge. Both are supplements produced by Chaosium, Inc.



Introduction

During the Turn of the Century, before the Great War to end all wars, there was a great man of mystery and magic named Phineas Tormeï-The Black Magi. His shows of magic were a thing of wonder and awe. Posters of this man covered the walls of New York and London like a mosaic of

art deco. After the death of his only son, Jordan Tormeï, in World War I, Phineas became very depressed and withdrew from society making only occasional appearances in public. During the last years of his life, he was fading into obscurity and became fascinated with the debunking of fake mediums and psychics. This interest developed after a renowned psychic, named Edwin Mosely, held a séance to bring back Phineas' son, Jordan, to talk with him, but his attempts were proven to be trickery.

“Mediums, spiritual charlatans, and the poor excuses of faux magic that feed on the hopes of the despairing who have been left behind. I have nothing but contempt and rude words for them. In the end it's all poor illusion and nothing more. It is the worst lie you can tell to a person's soul.”-
The Great Phineas Tormeï

Before he died, Phineas made a public announcement that he would give up half of his estate to whomever could bring his spirit back from the dead within five years of his death. That same year on Halloween Eve, the Great Phineas Tormeï died. The coroner's report listed his cause of death as a suicide. He hung himself in his Living Room.

The five years is almost up and no one has tried to bring Phineas back from the dead until now. An old trusted stage assistant for Phineas, named Khalif Najim, came up to the Tormeï house in Arkham, Massachusetts, and announced that he would not just summon the great Phineas Tormeï back from the dead in a séance but he would, literally, bring him back to life. The widow Elizabeth Tormeï rebuffed Khalif at her door step but he responded that he would return later on Halloween Eve to bring Phineas back and claim his right to half of the Magicians estate.

Keeper's Information

The real Khalif Najim has been living in Casablanca for seven years and has not visited America in that time. The facsimile that met with Elizabeth Tormeï is actually an aberration of

horror known as the Worm that Walks (Malleus Monstrorum, pg 108, originally created by Sandy Peterson). The creature has targeted Elizabeth Tormei and is using the séance as a ruse to get close to her. The creature failed to drain her magic points when it met with her at the house and waits for Halloween to come so it may have another chance at her. The creature needs to take her magic points to assume its true shape and kill her, along with anyone in sight, before disappearing back to its alien origins.

In the spring of 1918, Chief Petty Officer Jordan Tormei had originally stumbled upon the creature while in the Casablanca port in Morocco. He had been assigned to the USS Rakers for exporting supplies to the American military from Morocco for the American effort in WWI. A contact that he worked with in Casablanca was Rick Conner (Secrets of Morocco, pg 41) and he was one of Rick's contacts for shipping weapons. It was Rick who initially found his body mutilated in the Gare Du Port (Secrets of Morocco, pg38) among a shipment of rifles that he had ordered. Rick had seen Jordan with someone he claimed to be his father earlier in the day. This was the creature in disguise. Rick did not report finding the body and has kept the tragedy secret. The creature used Jordan's memory of his mother to target her later when it returned back to this dimension.

Phineas never visited his son in Morocco but had his old friend and stage assistant Khalif Najim look into his mysterious death with little success. The only information Khalif was able to attain was that he had died while handling the shipment of firearms. Khalif later settled into the Anfa District (Secrets of Morocco, pg 40) and lives off the savings he had accrued over the years working as Phineas' assistant and as the engineer for several of Phineas' great illusions.

Elizabeth Tormei does not want to lose half of her estate to Khalif because that is all she has to her name. During the last years of Phineas' life she was having romantic rendezvous with a small-time magician who had been Phineas' apprentice, named Devon Bishop. During the 4 years after Phineas' passing, they have become

more serious with each other and plan on getting married after they have secured the estate. Devon will act as the expert to debunk the creature posing as Khalif on Halloween and will be instrumental with Elizabeth in getting the investigators going. Elizabeth has several pre-made questions and answers that only she and Phineas will know.

Phineas had committed suicide because he could not get past his son's death and his wife's infidelity had been too much for him to tolerate in his major depression. He had made the challenge for half of his estate as a passive-aggressive act against his wife before he died. Thinking that some charlatan would step forward to take away half of the estate that she depended on to live comfortably after he died. He also figured Devon would not be able to debunk any medium who stepped forward because in his opinion, Devon just did not have the true talent of observation to uncover illusions.

The adventure should lead the investigators from Arkham to the city of Casablanca in Morocco and back to Arkham for the grisly end. The investigators may try to circumvent the travel to Morocco by using telegram or phone services, but this may lead to poor information. Investigators will be folks recruited by Elizabeth Tormei or Devon Bishop to research Khalif's plans to bring back the great Phineas Tormei. Devon does not trust his own ability to uncover the trickery and knows that Khalif was one of Phineas' great engineers for magic tricks. The timeline of this scenario will span the month of October and end on Halloween. The time period is in the 1920's but is left vague so the Keeper can incorporate the scenario into her or his own group's timeline.

Investigators' Information

It is a month away from the fifth anniversary of Phineas Tormei's death and his challenge for any mystic, medium and psychic to bring him back has gone uncontested until recently when his old trusted stage assistant, Khalif Najim returned to Arkham at the end of September and made the claim that he will bring Phineas back from the

dead, not just in spirit, but bring him back to life on Halloween night on the eve of the anniversary of his death.

Investigators are approached by Elizabeth Tormei and the magician Devon Bishop to look into Khalif Najim's claim and see if they can figure out how he is going to accomplish this incredible feat. The investigators will have about a month to gather information. Elizabeth will be greatly appreciative for the investigators' help and will offer to pay for expenses and their time within her means. She allows free access to her Arkham estate but points out that she has moved most of his personal effects to the attic because it draws her to tears when she sees reminders of their past.

Devon Bishop will explain that half of Elizabeth's estate is at risk and she will be financially crippled by Khalif if he is successful. Devon states that Khalif moved to Morocco, to a city called Casablanca, when he retired from Phineas' service and was more than just a stage-hand for him, in fact, he engineered some of his most elaborate tricks on stage for Phineas, like the Moroccan Swords of Death and Watery Doom of Atlantis. Devon admits that he did not know the secrets to the illusions and it worries him that Khalif might have planned something that will be beyond his ability to prove as fraud. Elizabeth slides a yellow envelope with air tickets to Morocco and tells the investigators, "It leaves from Boston in 3 days and lands Morocco on the docks of Casablanca. It is a seaplane. The pilot is a good friend of the family and used to transport the Great Phineas during his heyday."

Devon will add that the players will need to go to the Cabaret Casablanca and talk with someone named Rick Conner, to find out where Khalif lives; that is, if he still lives in the city. Elizabeth will then explain that Rick was a friend of her dead son, Jordon Tormei, during World War I and that Jordan used to talk about how he was a good person to know when in Casablanca. Should the players agree to take on the investigation for Elizabeth Tormei, she will then thank them and continue on with her day.

The Tormei Estate

The house can be found in Arkham, Massachusetts, on the west portion of Lich Street. The house is not very big, but is two stories and has a back yard with a Gazebo and pond. There is a gothic-roman cathedral style to the architecture with a dome ceiling prominent in the center over the foyer to the estate. Neighboring houses seem less grandiose, more humble in comparison.

First Floor

The Foyer- The floor is checkered black-and-white marble. Along the walls are framed posters of the Great Magician Phineas Tormei, the Black Magi. Two staircases swirl along the sides up to the second floor. Under the stairs is a double-door entrance to the dining room and living room. A guest bathroom is to the right of the double-doors and a closet/cloak room is to the left.

Dining room/Living room- Dining room has a long banquet table with two candelabras at each end. The door at the end of the room leads to the kitchen. The living room has nice plush crushed red velvet couches and a fire place with a brass fire grill. A love seat with an Ottoman is in the far corner as a make-shift reading corner and seems a little bit out of place in the grand room. A knee-high lacquered black tea table sits in the middle. There are windows in this room overlooking the garden in the back, but players will notice that the glass is slightly warped and distorts the view. The ceiling has wood beams crisscrossing in a checkered fashion. Phineas had used the wood beams to hang himself. This will be the room where the Khalif (The Worm that Walks) will do his séance.

Kitchen- This is a moderately-sized room with a stove, oven and a deep sink. A rectangular ice-chest sits in the corner next to the exit to the garden.

Guest Bathroom- has a fancy marble-and-gold inlay sink with toilet.

Cloak room- is empty with several hangers and a hat box on a shelf. An old black magician's top hat is collecting dust in the hat box. A successful biology or natural history roll will indicate that the hair on the hat belongs to a white rabbit.

Second Floor

The spiraling staircase leads to a master bedroom on the right and a large study library on the left.

Master Bedroom- a king-sized bed sits in the middle of the room with a vanity mirror next to the balcony overlooking the garden in the back. A walk-in closet is on the wall opposite the balcony. A **Spot Hidden** will reveal that the closet contains clothing for both a woman and a man. It will be obvious that the woman's clothing belongs to Elizabeth Tornei while the successful **Spot Hidden** will reveal that the male clothing belongs to Devon Bishop as indicated by cuff links and embroidery labeled with either a DB or D. Bishop.

Study Library- a large dark red wood desk sits against the window, overlooking the yard, surrounded by wall shelves with various books on magic and illusion. Two red marble pillars are spaced apart in the room. The pillars are fancy book shelves and hold a collection of encyclopedias and maps. A leather rope hangs from the ceiling to allow access to the attic. A successful **Spot Hidden** in the room will reveal a small book called *True Magick*, written in English from the late 17th century by Theophilus Wenn. Sanity Loss 1D4/ 1D8; Cthulhu Mythos +6 percentiles (see CoC 6th edition, pg 97). Inside the pages is a draft of Phineas' suicide letter that he never completed.

"To who should ever find this letter? (a long ink smudge). I don't feel I can articulate the pieces of my heart that lay shattered on this floor. First my son is taken from me in the war and now my wife abandons my shell of a self for a man that I once called a friend and student. Oh yes I saw everything! I can walk through the walls and see you when you think you are alone. Kissing with flesh laid upon flesh swimming into each other. I do not see a way (a line is drawn through a paragraph about how he will kill his wife and lover with a touch of regret)...It must be me that cannot go on. I am torn. I cannot live in this madness that mocks me and produces insult with every breath I take. (smudge of ink) Unlike the audience, which is fooled by the smoke and mirrors, I don't see the illusion. I see the tricks for what they are and the bitter taste behind smiles that should otherwise be the illusion of joy. I see my son crying for me, now dead on the shores of Morocco. Alas, happiness is an illusion for fools and I'm no innocent. My finger points nowhere but to myself. I join my son. I join the mistakes I have made. How did the priest say it to us...Till death do us part...and it seems you realize my soul has been dead for some time now since Jordan died...Now I will make everyone see what you see"



The successful **Spot Hidden** will also reveal that behind one of the bookcases is a secret door leading behind the wall. If investigators follow the corridor behind the wall they will find themselves behind the master bedroom walls and able to see through peep holes to various parts of the room. A staircase leads down to the first floor and behind the living room fireplace. Removal of one of the bricks will allow investigators to see the room.

Attic

The attic contains boxes of Phineas' clothes and memorabilia. Old pictures of Phineas and Khalif can be found with their names written after greetings and well-wishes. A successful **Occult Roll** will make sense of the memorabilia as being taken from various esoteric traditions, such as pictographs of fish men from the Sumerian religion of Dagon mixed with Egyptian hieroglyphs for the eye of Osiris and the symbol of immortality. It is very obvious that the intent of these was for showmanship during his performances. A successful **Spot Hidden Roll** with a successful **Accounting Roll** will reveal from an old ledger that Khalif Najim had commissioned some magic props from Morocco with large amounts of money. Khalif's address in Morocco is also written on the side of one page for shipping: 264 South Infrane, (Anfa District), Casablanca, Morocco. The ledger had been overlooked by Elizabeth when she moved his items to the attic. The successful **Spot Hidden** will also reveal a letter from the Office of the Secretary of the Navy explaining that Jordan Tornei was killed in Morocco at Gare Du Port by unknown assailant(s) but it was related to the war, because he had been exporting a shipment of rifles and armament for the US military. The letter suggested that he tried to fight off German saboteurs, but was cut down in the process. A telegram is taped on the back from Casablanca which reads:

Dear Phineas. Stop. Contacted local authorities about your son's death. Stop. Could not gain more information beyond what we already know. Stop. Sorry I tried my best. Stop. Khalif. Stop.

Garden and Gazebo

The garden seems well-kept and shaded by overhanging weeping willows. A pond with several Koi fish and lily pads is overlooked by a white gazebo. The Worm that Walks will imitate the appearance of the gardener to keep an eye on its prey. If the Worm that Walks is approached by investigators, then it will say that he is new and does not know much about the happenings in the house and carry on its way with picking weeds. The keeper may add the element of the real gardener arriving later to add more confusion when the Worm that Walks leaves.

The Main Library or the Miskatonic University Library

If players wish to use their time to search the library, then the following can be uncovered with separate successful **Library Rolls**:

- 1) Investigators find a report of Phineas' suicide in the Arkham Light newspaper. The article talks about how he had hung himself in the living room and was found by his wife Elizabeth the morning following Halloween. There was no suicide note. The article speculates Phineas had been distraught over his son's death.
- 2) There is a mention about a person named Edwin Mosely, who tried to call Phineas' son back from the spirit world but was debunked by Phineas after he discovered a set of wires attached to a florescent mannequin made to look like his son. Article ends with Phineas on a crusade to disprove the shams behind mediums, psychics and spiritualists.
- 3) Several articles in the entertainment section of several different newspapers

report The Great Black Magi, Phineas Tormei, challenging all mediums, psychics, and crack pots to call his spirit back from the dead after he dies. A bounty equaling half of his estate will be rewarded to anyone who is able to complete the task within five years of his death. Phineas stipulated that his wife and another magician of her choosing will have to be convinced of the validity.

- 4) A small magazine blurb about Khalif Najim retiring from Phineas' show one year after Phineas' son died. The article explains that Khalif is a native of Morocco and is retiring in the city of Casablanca. No address is listed.

Arkham City Records

A successful **Library Use Roll** will reveal that Phineas had tried to sue Edwin Mosely for slander after he accused Phineas of killing his own son. A subsequent record listed Edwin Mosely being involuntarily committed to Arkham Asylum and his rights being stripped by the court for conservatorship.

Police Station

A successful **Law, Credit Rating or Fast Talk Roll** will allow investigators access to the records of Edwin Mosely's arrest and commitment to Arkham Asylum. Edwin was reported to have made an attempt at setting the Tormei Estate on fire in an attempt to kill the 'Monster' Phineas Tormei. This happened after Edwin won a civil trial for slander against Phineas.

Arkham Asylum

A successful **Credit Rating, Fast Talk or Law Roll** will allow investigators to meet with Edwin Mosely if players come up with the idea to visit him. Players will be taken to a brass holding tank surrounded by concrete. Inside is Edwin Mosely, naked in a pool of water. His eyes are blind-folded and his mouth gagged by a leather

strap. His limbs are chained and his ears covered by sound mufflers. An orderly will release the restraints to the ears and mouth but not to the eyes. The orderly will then explain to investigators that they have fifteen minutes.

A successful **Psychology or Persuade Roll** will get Edwin Mosely to calm down and interact with the investigators in a rational manner. If not, Edwin will scream hysterically about visions that he is experiencing. Edwin fluctuates between the visions of Phineas' suicide, Jordan's death and the Worm that Walks preying on Elizabeth Tormei. The Arkham doctors thought a sensory deprivation tank would help ease Edwin's symptoms but it only makes his visions worse. Edwin, in his more calm and rational state, will be fragmented in his information because he will be distracted by the internal stimuli he is experiencing. He will explain that Phineas had discovered his wife sleeping with Devon Bishop and committed suicide because he felt he lost everything that meant anything to him. He will then talk about the 'thing' that killed Jordan is now after Elizabeth. Edwin will talk about how he made the mistake of thinking it was Phineas who killed his son but now he knows better because Phineas talks to him.

Edwin Mosely, age 49, Tormented Medium

STR 11 CON 9 SIZE 10 DEX 12 APP14

INT 13 POW 16 EDU 11 SAN 0 HP 10

Damage Bonus:+0

Weapons: Fist/Punch 65% 1D3

Skills: Art (Acting, Ventriloquism) 45%, Astronomy 44%, Cthulhu Mythos 44%, Conceal 52%, Craft 33%, Mechanical Repair 25%, Second Sight (Secrets of Morocco, pg 35) 78%, Occult 67%

Telegram and phone calls to Casablanca

Players may try to take a quick route and contact Rick Conner by telegraph or phone. If players make contact this way, then they will find Rick hard to deal with if they are not straight

forward, and even then he will be reluctant to offer help. He will most likely reply “Don’t waste my time. If you got something ta say, say it and get it over with.” Rick may be willing to offer some help if Jordan’s name is used up front, otherwise he will be repelled by the contact.

Boston Air Strip

Players showing tickets that Elizabeth provided will be directed to the Boston Warehouse Docks. A red and silver seaplane sits with its propellers spinning in a heavy low hum. A stout man in a leather jacket and pilot goggles greets the investigators and immediately rushes them on board. The pilot identifies himself as Roscoe Lemon...the Boston Sky Cougar.

Roscoe Lemon

STR 14 CON 13 SIZE 16 DEX 17 APP12

INT 14 POW 11EDU 13 SAN 55 HP 15

Damage Bonus:+1D4

Weapons: Fist/Punch 65% 1D3+1D4, Handgun .38 Revolver 47%, 1D10

Skills: Navigate 77%, Pilot Airplane 80%, Spot Hidden 43%

Roscoe will talk about flying Phineas, Khalif and Elizabeth to various shows in Europe back in the day. Roscoe will say that he flew Khalif to Casablanca the day he retired and that he has not seen him back in the States since. Roscoe will volunteer to go with the players to identify Khalif, but will always regard Khalif as a friend to the family. Roscoe will not understand why Khalif may be doing the things that the investigators are reporting. “Khalif would never do that, trust me. But I guess if the price is right, any man would do anything. I just don’t think Khalif would.” Roscoe will talk about how Phineas started getting more reclusive in the end and he barely saw him in the months before his death. He will add that Elizabeth stopped flying after awhile, but before Phineas stopped.

Morocco, Casablanca

It will take Roscoe a week to get to the Casablanca docks. This portion of the scenario will draw from the Secrets of Morocco supplement published by Chaosium, Inc. If you do not have the supplement, then I have tried to provide enough information for you to move the investigation along.

Cabaret Casablanca

This will be found on page 40, Secrets of Morocco. Roscoe will know how to get here and show the players the location himself if needed. He will explain to players that they should dress to the nines if they can. It is a very nice high-end nightclub for the social elite in Casablanca. Players will be treated like royalty if they present themselves well and will find the food to be excellent. Music plays in the back ground. Investigators may see customers sneak away to a back room with the permission of the cabaret manager. If players try to get into the back room they will need to succeed a **Fast Talk Roll at half the rating**. Players asking about Rick Conner will be pointed toward the back room but reminded that they need special permission to get back there.

The back room is a casino and the main watering hole for the American Expatriate Rick Conner. He will appear in a white tux and is slightly rugged around the edges. Pretty much everyone in the casino will know who he is and point him out. Rick Conner is a hard man to engage if the investigators are not direct and say they know Jordan Tormei. “If you got somethin’ ta say, say it and get it over with.” If investigators flub with this encounter they can play him at cards (poker) and try to win his trust with good card play. He will immediately not trust anyone who tries to buy him a drink.

Once Rick is engaged for his help, then he will let players know that Khalif Najim lives in the Anfa District at 264 South Infrane. Rick Conner will comment that it is a wealthy district and that he has seen Khalif last week shopping at the Tahar El-Alaqui (Outdoor Souk-Market) and does not see how he could have been in Arkham. Rick will show investigators his residence

tomorrow. If investigators ask him about Jordan's death he will initially say he knows nothing but if players make a **Persuade Roll** then he will later, when I mean later, I mean as players are leaving Casablanca, talk about seeing Jordan with someone that he claims was his father and that his mutilated body did not look like something German assailants could have done because his body was torn apart and maggots had already set in the wounds as if ravaged by an animal. There were bite marks.

Rick Conner, age 41, American Expatriate

STR 15 CON 14 SIZE 13 DEX 12 APP17 INT 16 POW 14 EDU 12 SAN 70 HP 14

Damage Bonus:+1D4

Weapons: Fist/Punch 57% 1D3+1D4; 1911A .45 Pistol 47%, 1D10+2

Skills: Art (Drinking) 44%, Art (Gambling) 67%, Bargain 29%, Conceal 38%, Climb 31%, Dodge 45%, Drive 48%, Fast Talk 51%, Forgery 54%, Hide 30%, Jump 26%, Listen 47%, Navigate 35%, Pilot Boat 32%, Other Language: French 46%, Other Language: Arabic 40%, Sneak 39%, Spot Hidden 50%.

Khalif Najim Residence

Khalif lives in the Anfa district where the majestic homes, hotels and restaurants reside in Casablanca. Khalif's house is no different, an opulent mansion at the north end of Anfa. Khalif settled here after saving the riches he gained working with Phineas. Khalif lives with his wife Xochin Najim and spends his days working on small wood boxes with secret compartments that a friend sells in the Tahar El-Alaqui (Outdoor Souk-Market).

Khalif will welcome investigators with open arms and immediately dispel the reports of him going to Arkham to threaten Elizabeth Torme. Khalif will be saddened to recall Jordan and Phineas' deaths, saying both were a tragedy to hear about. Khalif may speculate that Edwin Mosely might be behind the attempt at Phineas' estate. "He tried once. I don't see why he

wouldn't try again." If players get hostile with Khalif then he will ask the investigators to leave. He will deny having plans and players spying on his estate may see him working on his small wood boxes. Khalif can be persuaded to go with the investigators back to Arkham for the séance if the players roll a successful **Persuade Roll**. Don't feel threatened if the players kill him because that may make the ending to this scenario more compelling.

Khalif Najim

STR 11 CON 14 SIZE 14 DEX 10 APP13 INT 17 POW 14 EDU 18 SAN 60 HP 14

Damage Bonus:+1D4

Weapons: Fist/Punch 57% 1D3+1D4; Scimitar 35% 1D8+1+1D4

Skills: Art (Magic Tricks) 64%, Chemistry 59%, Conceal 58%, Climb 36%, Craft (Engineering illusion tricks) 84%, Dodge 37%, Electronic Repair 42%, Electronics 51%, Hide 50%, Forgery 54%, Jump 33%, Listen 38%, Locksmith 78%, Physics 67%, Other Language: French 76%, Other Language: Arabic 69%, Sneak 39%, Spot Hidden 50%.

Xochin Najim

STR 12 CON 10 SIZE 11 DEX 15 APP16 INT 12 POW 16 EDU 12 SAN 80 HP 11

Damage Bonus:+0

Weapons: Fist/Punch 57% 1D3+0

Skills: Art (Dancing) 41%, Art (Singing) 63%, Bargain 29%, Climb 31%, Dodge 45%, Fast Talk 50%, Hide 30%, Jump 46%, Listen 55%, Other Language: French 66%, Other Language: Arabic 55%, Spot Hidden 50%.

Gar Du Port

If players decide to check out the docks at Gar Du Port for information about Jordan's death then they will find out, with a successful **Occult Roll** and **French Roll** or **Arabic Roll**, that the local people consider the death a part of an old wives tale about a creature they call the Saffron Ghost.

The story is simply about the death of an evil Saffron Spice Merchant who returns in the form of someone the victim knows or loves and kills them with his embrace of worms, maggots and decayed liquefied flesh. The smell of Saffron lingers afterwards. Only the blade of a Scimitar bathed in water can end the creature's hunger.

Final Encounter

The Worm that Walks will stalk the house but not engage anyone until Halloween. If the creature sees that the investigators bring Khalif back with them, then it will change its plans and return to the estate in the form of Phineas Tormeï. If Khalif does not come with the investigators, or is not seen by the creature, then it will walk into the estate as Khalif and start the séance at night in the living room with everyone possible present, especially Elizabeth Tormeï. The creature will hum a song while it tries to drain Elizabeth's POW. Once it has accomplished this deed it will unleash itself upon everyone in the room in the most horrific fashion possible.

The Worm That Walks, Putrefied Horror

The creature can be found in the Malleus Monstrorum supplement on page 108.

STR 16 CON 15 SIZ 11 DEX 15

INT 12 POW 11

Move 8

Damage Bonus: +0

Weapon: Claws 50%, Damage 1D6

Armor: None

Skills: Sneak 50%

Sanity Loss: 0/1D10 Sanity Points to see the true form of the Worm That Walks.

The creature has the ability cloak its body in the form of a normal human being for short periods of time. It has the attacking strategy of assuming the appearance of someone familiar in order to get close to drain POW by creating a psychic link. The link requires the creature overcome the victims POW and if successful, then it immediately drains 6 POW and gains material

form. The creature cannot be harmed until it achieves the draining of 6 POW. Once the creature has done this it changes into its natural form and begins a rampage killing everything within sight. Even then the creature is immune to bullets. Other forms of attack can work at full damage. If the creature is brought down to 0 then its essence will escape and re-form leaving the decayed human husk behind. The creature, in terms of this scenario, will appear as a decayed corpse with melting flesh in a ghastly putrid array of colors. Worms, maggots and cockroaches will compose themselves on the body as if they were the muscles of the creature. The faint smell of Saffron can be detected by those willing to pay that close attention instead of running.

Devon Bishop, age 30, Small Time Magician

STR 15 CON 14 SIZ 14 DEX 13 APP16 INT 13 POW 11 EDU 13 SAN 55 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 60%, Damage 1D3+1D4; .45 Pistol, 35%, Damage 1D10+2

Skills: Art (Card Tricks) 67%, Art (Magic Tricks) 72%, Conceal 45%, Disguise 65%, Lock Smith 38%, Persuade 83%, Spot Hidden 42%

Devon is an attractive man in a black suit. He is usually around Elizabeth Tormeï, fawning over her beautiful looks. He is only known for performing street shows and his biggest engagement was at the Arkham Theater as the opening act for Phineas. Elizabeth has chosen Devon to be the magician to detect tricks from would-be mediums trying get to her fortune. Devon plans on marrying Elizabeth later this year once Phineas' challenge expires. A **Psychology Roll** will reveal his behavior around Elizabeth as more than just an associate. Example: investigators will see that he holds her hand and rubs her back when it would not be socially expected.

Elizabeth Tormei, age 32, Widow

STR 13 CON 9 SIZ 12 DEX 15 APP 17 INT
14 POW 9 EDU 11 SAN 45 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 52%, Damage 1D3

Skills: Accounting 37%, Bargain 43%, Credit
Rating 74%, Listen 50%, Persuade 54%, Spot
Hidden 30%,

Elizabeth is a beautiful woman who watched her husband fall into despair and whose son was killed during World War I. During the time when she was being pushed away by Phineas in his depression, she found Devon Bishop to comfort her. She fell in love with him, but was emotionally confused by her own love for Phineas. When Phineas committed suicide she felt some guilt, but hides it away in her austere presence. The questions she plans on asking during the séance are the following:

Where did meet you me? Answer: Miskatonic University Library

What is engraved on our wedding band? Answer: Love is the only magic

What is so special about our family history that we share? Answer: Our ancestors were hung as witches at Salem

What was Jordan's favorite toy? Answer: The red train

Where did you propose to me? Answer: In Paris under a cherry tree next to a pond.

The Conclusion

If players are able to dispatch the creature and save Elizabeth then they will get 1D8 SAN reward. Stopping the creature, but having Elizabeth killed is 1D4 SAN reward. The advantage that the investigators have in the scenario is that they can set up for the creature's arrival. The investigation is not that lethal and may serve as a good scenario for beginners or newer investigators.

Special thanks to Albert and Jenny Yoshida Park for their art work and to my wife for her support and our child to come. Also thanks to the folks at www.RPG-Sandiego.org

Handouts

Phineas' Suicide Note Draft

"To who should ever find this letter? (a long ink smudge). I don't feel I can articulate the pieces of my heart that lay shattered on this floor. First my son is taken from me in the war and now my wife abandons my shell of a self for a man that I once called a friend and student. Oh yes I saw everything! I can walk through the walls and see you when you think you are alone. Kissing with flesh laid upon flesh swimming into each other. I do not see a way (a line is drawn through a paragraph about how he will kill his wife and lover with a touch of regret)...It must be me that cannot go on. I am torn. I cannot live in this madness that mocks me and produces insult with every breath I take. (smudge of ink) Unlike the audience, which is fooled by the smoke and mirrors, I don't see the illusion. I see the tricks for what they are and the bitter taste behind smiles that should otherwise be the illusion of joy. I see my son crying for me, now dead on the shores of Morocco. Alas, happiness is an illusion for fools and I'm no innocent. My finger points nowhere but to myself. I join my son. I join the mistakes I have made. How did the priest say it to us...Till death do us part...and it seems you realize my soul has been dead for some time now since Jordan died...Now I will make everyone see what you see"

Khalif Telegram

Dear Phineas. Stop. Contacted local authorities about your son's death. Stop. Could not gain more information beyond what we already know. Stop. Sorry I tried my best. Stop. Khalif. Stop.

Halloween Nuit

An Original 1920's Scenario for Call of Cthulhu

By Oscar Rios

Introduction – It's a special time for Miskatonic University as well all of Arkham. A collection of artifacts has just arrived from The Museum of Egyptian Antiquities in Cairo. The collection is on a North American and scheduled to remain in Arkham until January before moving on to the Field Museum of Natural History, in Chicago. Until then local students, academics and visitors will have the opportunity see first hand some of the wonders of ancient Egypt.

This remarkable exhibit, called "The Astrologer's Collection", hails from the fourth dynasty and includes pottery, clay tablets, papyrus scrolls, a sarcophagus and various objects of art. The collection's prize artifacts are its mummies. They include a menagerie of mummified animals and the mummy of Nife'-en-Ankh, believed to be a royal astrologer to King Kafra. Apparently this was one of a small number of finds discovered by credible archeologist before the grave robbers had. While a modest tomb, of a minor court officer, scientifically the find is significant. The Astrologer's Collection didn't contain fabulous riches yet allows archeologists a window into life in Egypt during that far off period of history.

The Cairo Museum is understandably protective of the collection and great care has been given in treating the contents of the astrologer's tomb with the utmost care and respect. To insure this Professor Fadil Himsi, a noted Egyptologist and the collections discoverer, is personally escorting the exhibit during its stay in North America. Professor Himsi is an authority of the Old Kingdoms and has agreed to do some lectures at Miskatonic University and even teach a graduate class in Egyptology this semester.

You've been invited to at a special reception welcoming Professor Himsi to Miskatonic University. Then tomorrow you'll be allowed to attend the collection's unofficial unveiled to the university staff. This will be a sneak preview of

the collection, which won't go on public display at the University Exhibit Museum until mid November. All of Arkham is a buzz with the news and looking forward to seeing the collections, especially the mummy of Nife-en-Ankh. It's no wonder that costumes with an Egyptian theme are all the rage this Halloween, which happens to be tomorrow.

Keeper's Information – Nife'-en-Ankh, royal astrologer to King Kafra isn't quite dead. So far it's never been a problem. More than just member of Krafra's court; he was a devout worshipper of Nuit, goddess of night, stars and protector of the dead; "She Who Holds a Thousand Souls". Nuit was worshiped as the embodiment of resurrection and rebirth. She was said to devour the sun at dusk only to give birth to it again at dawn. The goddess was the barrier between chaos and order, part of the eternal rhythm of life itself. Nuit is one of the many names by which the Outer God Shub-Niggurath was worshipped in ancient time. Nife'-en-Ankh was the most loyal of Nuit's worshippers and much favored by the goddess.

Upon his death Nife'-en-Ankh was granted eternal life by Nuit. She instructed her servant to simply wait for the day when the stars came right, as she'd have need of his service again. So for thousands of years the astronomer waited contently, rising up only to defend his property from the occasional grave robber.

Since his discovery Nife'-en-Ankh and his few possessions have been handled with great dignity. Dr. Himsi has always treated the astrologer's remains as if they were of a family member. Because of this Nife'-en-Ankh's been content to do nothing. He recognizes the man as a fellow scientist trying to understand his homeland's past.

Unfortunately that history of respectable treatment is about to end. A graduate student named Bradford Kenmore ("Brad" to his friends) who had access to the collection decided it would be a neat prank to remove the headdress ring and bracers from the mummy. He doesn't intending to sell or even keep them long. Brad plans to wear them as part of his "King Tut" costume at his



fraternity's annual Halloween Costume party. After winning the \$50 prize for best costume, thinking, "How can I loose? I'm wearing real ancient Egyptian jewelry!" he plans to return the artifacts before they're even missed. If anyone discovers the theft he'll try to make it appear that the items were temporarily misplaced, a clerical mix up. What could possibly go wrong?

Nife'-en-Ankh strongly objects to having his remains disrespected and property stolen by a "grave robber". Men of science and their students he can understand but this is unacceptable. The mummy will soon spend a day draining a portion of life force from everything in the immediate area, slowly restoring his remains to the point where he can reanimate. This won't go unnoticed.

Later that night, on Halloween, Nife'-en-Ankh rises from his sarcophagus intent on reclaiming his property. He'll casts spells to raising his fellow mummifies (several animals) to aid him. Ultimately he summons a trio of minions, cow headed Children of the Sphinx, to assist him in recovering his stolen property.

Involving the Investigators – Investigators can become involved in this scenario in numerous ways. They could be invited to the reception by friends at Miskatonic University. They could be students or faculty member at MU themselves. Investigators might be professional colleagues (historians, archeologists, Egyptologists or other academic types) invited to view the newly arrived exhibit. They might also be members of the press, there to write a story, take some photographs and possibly interview the visiting Egyptologist Dr. Fadil Himsi. Lastly they could be friends of Arkham native Floyd Tobey, a reporter with the Arkham Adviser. Mr. Tobey is covering another public interest story and asks the investigators if they'd like to come along once more.

Cast of Characters

Nife'-en-Ankh – Mummified 4th Dynasty Astrologer & worshiper of Nuit

Dr. Fadil Himsi – Noted Egyptian Archeologist

Dr. Harvey Wilcox – Dean of History and Social Sciences

Dr. Harvey Wainscott – Dean of Miskatonic University

Doris Peabody– Wife of Arkham mayor, Joseph Peabody

Floyd Tobey – Reporter for the Arkham Advisor

Terrence O'Kelly – Miskatonic University Night Watchmen

Bradford "Brad" Kenmore – Graduate student and grave robber

Part One – The Reception

The reception is held on campus at the home of Dr. Harvey Wilcox, dean of History and Social Sciences at Miskatonic University. The date is Wednesday, October 30th, 1929. About thirty people attend it, enjoying refreshments and conversation. The center of attention is of course Dr. Fadil Himsi, the visiting Egyptian professor. His English is good although he does have a noticeable accent. People will pass around a scrapbook filled with photographs taken while excavating the tomb of Nife'en-Ankh, which the professor has brought with him. The main topics of conversation are the Astrologer's collection in particular and ancient Egypt in general.

Floyd Tobey, a reporter for the Arkham Adviser, attends the party as a member of the press. The arrival of a noted Egyptologist escorting an important exhibit is quite newsworthy. Eventually Mr. Tobey gets to briefly interview Professor Himsi. Investigators can overhear him asking the most ridiculous questions, such as, "Did this Niffe and Ank know King Tut? Was he buried in a pyramid? Was he royalty? Was he buried with a lot of treasure? Is there a curse on his tomb?" To his credit Professor Himsi answers the questions seriously as he's used to dealing with the press.

Investigators can gather a lot of information at the party just by asking questions. This doesn't require any skill checks, only a good ear and the knock for making small talk. Keepers should to role-play the various NPC's at the party (visiting scientists, local faculty, wealthy member of the

alumni, etc) as well as their host Dr. Wilcox, Dr. Francis Morgan (Head of the MU Archaeology Department involved in The Dunwich Horror) and the guest of honor, Dr. Himsi. The following information should be worked into conversation:

- 1) Nife'en-Ankh was an astrologer but also a devote worshiper of Nuit, goddess of the night and stars.
- 2) Nife'en-Ankh's dedication to the worship of Nuit is known because of the prayers inscribed on his sarcophagus and the jewelry he was buried with.
- 3) It is surmised that grave robbers never disturbed the tomb because all of its burial items were completely intact.
- 4) Dr. Himsi takes great pride in ensuring that the artifacts be treated with the utmost care and respect. He also insists that the collection remain complete.
- 5) Dr. Himsi is generally considered to be a foremost authority on the Old Kingdoms of ancient Egypt.
- 6) The tomb of Nife'en-Ankh wasn't part of a proper burial complex but located a mile north of one. No evidence of disgrace or dishonor was found in his tomb. The astrologer was buried with the full honors due his rank. Just why this location was chosen remains a mystery. (The actual reason was he wished to be buried under certain astrological bodies).
- 7) Much of Arkham, especially on the MU campus, has been swept up in the craze of the collection's visit.

- 8) Egyptian themed Halloween costumes are all the rage this year. No doubt this is because of the publicity surrounding the collection's upcoming exhibition at the University Exhibit Museum.

Part Two – Grave Robbers

The next day is Thursday October 31st, 1929, Halloween. Investigators are invited to the collections officially presented to university. This will be done in one of the anthropology labs in a wing of the Liberal Arts Building on Miskatonic University. A number of important people will be there, namely: Dr. Harvey Wainscott, Dean of Miskatonic University; Dr. Harvey Wilcox, Dean of History and Social Sciences; Dr. Francis Morgan, Department of Archaeology; Dr. Fadil Himsi, visiting Egyptologist; Doris Peabody, wife of Arkham Mayor Joseph Peabody and local reporter Floyd Tobey.

The Ceremony – While it's a small gathering Dean Wainscott and Dr. Wilcox say a few words of welcome to Professor Himsi and the professor gives official thanks for the invitation to visit Miskatonic University. Dr. Morgan takes some official photos for posterity. Much of the collection is still packed in boxes but the most impressive items have been are on display for the occasion. These are:

- 1) Six Mummified Animals – They are a calf, a falcon, three dogs and crocodile.
- 2) A dozen items of pottery – Beautifully preserved and painted with a tree image on it. Anyone making a successful Natural History roll can identify the tree as a sycamore.
- 3) Nine Papyrus scrolls – Mainly treaties on astrology in Hieroglyphics. The tomb's owner, Nife'en-Ankh, is the author of these works.
- 4) A ladder covered with inscribed prayers – Ladders are a sacred symbol of Nuit's worship and often placed in tombs, symbolizing the ladder the sun uses to climb into heaven.

- 5) An Elaborate Sarcophagus – its in very good shape considering that it's made of wood not stone. Inscriptions in Hieroglyphics are clearly visible on its surface, along with painted images of cows, pigs and a large sycamore tree (all symbols of the Goddess Nuit). The writing is prayer to Nuit and can be translated as "O my Mother Nuit, stretch yourself over me, that I may be placed among the imperishable stars which are in you, and that I may not die."

An Unexpected Opening – Doris Peabody, the mayor's wife, asks if she can see the mummy. She'll say, "I leave for San Diego tomorrow to visit my mother and won't be back for a month." Dean Wainscott explains that the sarcophagus wasn't going to be opened until it goes on display at the University Exhibit Museum. However Professor Himsi interrupts saying, "I suppose we could open the sarcophagus just for a moment, as a favor to Ms. Peabody. Will someone help me with the lid? It's very delicate and..."

Suddenly Dr. Himsi stops and closely examines the lid. He gets down on one knee and picks up some splinters from the floor. "Someone has opened this! I inspected it before I left the labs yesterday. There is damage here, and here... We had an agreement Dean Wainscott. Quickly, someone help me with the lid so I can check the specimen's condition." Dr. Morgan, an archaeologist himself assists, as can the investigators if they wish.

Grave Robbers - Once the Sarcophagus is opened Investigators see the mummy of Nife'en-Ankh. It's covered in wrappings, well preserved and still smell of herbs and bitumen. Professor Himsi gasps, utter something in Arabic (a prayer and an apology) before turning to Dean Wainscott in fury. He shouts, "Nife'en-Ankh has been defiled! He's been moved about. His...his ring is missing, and his headdress...and his braces... Sir, this is unacceptable, these are priceless artifacts."

He begins checking the entire collection, ranting as he does so. "I'd expect grave robbers in

the back alleys of Cairo, in the wilds of the Sahara, but here...in a supposedly reputable institution? This is an outrage! Everyone must leave, now! I want this room sealed while I do a personal inventory to check if anything else is missing. I hold you personally responsible sir, as per our written agreement. I'll also be contacting my superiors back home and if I have my way I'll be taking this collection to Chicago at once, not in January, but as soon as can be arranged!"

Harsh Words for Dean Wainscott- While several people try to calm the man down Professor Himsi will cannot be consoled. Once outside Doris Peabody dressed down Dean Wainscott. Investigators can easily overhear her saying, "How could such a thing happen? This is an embarrassment to our city. This is supposed to be a respectable university. Tourists from all over New England are planning trips to Arkham to see this exhibition; if it's moved to Chicago before that we'll be a laughingstock! Expect a call from my husband's office within the hour Dean Wainscott. I suggest you find those missing artifacts before we hear back from the professor's superiors in Cairo."

Dean Wainscott and Mayor Peabody are not on good terms. Currently Dr. Wainscott is making a push to be elected as the next mayor of Arkham himself, over the incumbent Mayor Joseph Peabody. A reprimand by his rival's wife, as well as the public damage to his image while trying to run an election campaign, is quite serious. Investigators will realize this with a successful Know roll, or is they are natives of Arkham.

The Missing Artifacts – The items missing are all articles of jewelry. They are a headdress, a ring and a set of bronze bracers. All are inscribed with hieroglyphs and subtle representations of the Goddess Nuit (cows, pigs, stars and sycamore trees). Investigators who make a successful idea roll recall that these items are all well documented in photographs from Dr. Himsi's scrapbook. Investigators who perused the scrapbook at Dr. Wilcox's party the night before

will be able to recognize the artifacts from memory.

A Job from Dean Wainscott - An hour later Professor Himsi goes back to his room at Hotel Miskatonic and Dean Wainscott gets back from his call with Mayor Peabody. The mayor has agreed to give the Dean 24 hours to recover the missing artifacts and the identity of those involved. If the matter isn't resolved by then he'll turn the case over to the police. Once that happens the incident becomes a matter of public record. The mayor wishes the problem solved quickly and quietly.

Dean Wainscott asks the investigators to help track down both the missing artifacts and those responsible for the theft. The dean gives the investigators a set of keys to the Liberal Arts Building and a signed letter ordering any Miskatonic University employee or student to fully cooperate with the holders of this note. He asks them to keep this incident as quiet as possible and not to speak to the press. However Arkham Adviser reporter Floyd Tobey was there when the theft was discovered. Keepers should have investigators make an Idea roll should they fail to realize this. Currently Mr. Tobey is at home busily writing the story, hoping to make the evening edition.

Dealing with Floyd Tobey – The investigators must convince Floyd Tobey not to go public with the story. Those who've dealt with him before recall his address and phone number with a successful Know roll. Otherwise investigators can obtain this information from the phone book or by contacting the Adviser and making a successful Fast Talk roll to the receptionist there.

Mr. Tobey doesn't want to remain silent. He'll say, "I'm never given the big story and now one falls in my lap. This is my big chance. Think of the headline "Egyptian Artifacts Stolen from University" I've never gotten the front-page story before and now that I can you want me to pass that up?" If investigators already know him they can convince Floyd to bury the story with a successful Persuade roll. If they've only just met

him investigators suffer a –15% penalty to this roll. If investigators who aren't old friends of Floyd fail the Persuade check the reporter lies to them, saying he won't go public with the information but does so anyway.

Part Three – A General Miasma

The investigators will have access to the Liberal Arts building and The Astrologer's Collection exhibit, as well as permission to question anyone on the campus. Investigators can easily determine who had access to the collection and locate evidence left at the lab where it's housed. Much can also be learned from speaking with the University's night watchmen. Within several hours investigators should have a lead on who might have stolen the artifacts. However, ancient powers have begun to stir and soon people begin to feel the effects. As the stars begin to wink into sight on this Halloween night the full powers of Nuit manifest themselves and the dead rise to reclaim what is theirs.

Feeling Run Down – Everyone in the Liberal Arts Building feels tired and unfocused throughout the day. This happens even if they only spend a few moments within the building. By the afternoon the feeling spreads eventually spreads to everything within 500 yards of the building. Those so impaired constantly yawn, fall asleep unintentionally and feels achy as if they might be getting the flu or need a good night of sleep. People affected are drained of 3 Constitution points with the accompanying loss of Hit Points.

Nife'-en-Ankh is the cause of this. He's using the Drain Vitality ability, granted to him by the goddess Nuit (Shub-Niggurath), to siphons the life energy out of all living thing around him. By nightfall the mummy will have absorbed enough power to reanimate his body and fuel the spells he plans to use in recovering his lost property.

Evidence in the Lab – Investigators examining the room for signs of forced entry find none. This is a clue, pointing to the culprit being someone



with access to the collection. The number of people such people is very small. The list of people who had such access is Dean Wainscott, Dean Wilcox, Dr. Himsi, Brad Kenmore (a graduate student) and Terrence O’Kelly (Campus night watchmen).

Investigators who make a successful Spot Hidden roll while searching the lab find a pry bar with some splinters sticking to it inside of a tool case. These bits of wood are very old and match the damage caused to the sarcophagus. The pry bar is placed in its proper spot inside the tool case. The case itself is locked and shows no signs of being tampered with. This should suggest to investigators that the thief was someone with not only keys to the lab but a familiarity with its layout.

Talking to Security – Investigators gain Terrence O’Kelly’s full cooperation after showing him the letter from Dean Wainscott. He’ll insist that no one unusual was moving around campus after hours that the Liberal Arts Building couldn’t have been broken into. O’Kelly says, “Professor Wilcox told me that there was a valuable collection visiting from Egypt and that I should be extra careful. This place was locked tight as a clam. Nobody who didn’t belong here came in or out after curfew. The only people who were in the building later than that was that Egyptian fellow, Professor Wilcox and that grad student, Brad.”

Investigators who make a successful Psychology roll are sure that he’s telling the truth about everything but detect some underlying nervousness. Mr. O’Kelly is new to this job and nervous about his checkered past. In his youth he ran with “The Fins”, an Irish gang. He never became a member of the O’Bannion mob because he turned his life around. Terrance is afraid someone will find out about his past and blame him for the thefts even though he had nothing to do with it.

Canary in a Coalmine – Investigators spending time in the Liberal Arts building they overhear a

conversation between two students and a teacher. The gist of the conversation is as follows:

- 1) The teacher kept a pet canary in his office.
- 2) The bird suddenly died this afternoon. He’s rather sad about it and plans to bury the animal in his back yard.
- 3) Student one mentions that all the fish in Dr. Peaslee’s fish tank died this afternoon as well.
- 4) Student two comments that the rare Amazonian orchards being raised at the greenhouse at the Science Hall suddenly withered and died today too.
- 5) Student one says, “Must be something going around...it is Halloween, after all”.
- 6) The teacher replies, “That’s not funny, I’m not feeling well myself. I’m going to go get some coffee.”

The Science Hall’s greenhouse and the home of Dr. Peaslee all stand next to the Liberal Arts building. Investigators who make successful Know roll realize this. These deaths have been caused by the Drain Vitality abilities of the mummy Nife’-an-Ankh.

A call from Floyd Tobey – at some point in the afternoon Floyd Tobey contacts the investigators, possibly by phone. He’ll mention that he’s feeling really run down, like he has the flu. The reporter asks if the investigators are feeling sick as well. Floyd laughs nervously, afraid and excited at the same time as he jokes, “Maybe it’s the mummy’s curse, you know, for someone stealing its jewelry”.

Early Winter, Sudden Spring – Investigators spending time outside the Liberal Arts Building may notice something else unusual. While the campus is cloaked in the beautiful fall colors of a New England Autumn the plants around this building are not. Trees and bushes in this area have all completely shed their leaves and the lawns have turned brown. It seems to just be within a few hundred yards of the Liberal Arts Building, including the Science Hall Greenhouse

and Dr. Peaslee's home. In this zone it looks as if it were mid February and not late October.

However, there's one exception. A single tree in the area is not only completely unaffected, it's in full bloom! It draws the eye due to the stark contrast with the trees around it. Anyone making a successful Botany or Natural History roll can identify the tree. Failing this a passing botany student can easily identify the tree for investigators as a *Ficus Sycomorus*, or a Sycamore Fig. This species of tree, native to Egypt, is depicted on Nife'-en-Ankh's sarcophagus and symbolizes the Goddess Nuit (a.k.a. Shub-Niggurath). While draining the life from everything else in the area the mummy chose to revitalize particular tree as a tribute to his beloved goddess.

Part Four – The Walking Dead

By now Investigators should wish to question Bradford Kenmore, possibly (and correctly) consider him a suspect in the theft. He had access to the collection, was spotted by Mr. O'Kelly leaving the building after curfew that night and knows the layout of the lab well. At this time Brad is attending a Halloween masquerade party thrown by his fraternity, the affluent and privileged Sigma Phi's. As night falls this Halloween forces both ancient and vengeful will be looking for Mr. Kenmore as well.

Finding Bradford Kenmore – Tracking down this student, a prominent member of the Sigma Phi fraternity, isn't difficult. Once investigators ascertain his name discovering his location is simple. Investigators need only to place a call to Dean Wainscott's office, the campus registrar's office or Dean Wilcox to learn of Mr. Kenmore's address. Investigators making a successful Luck roll may obtain the information from a passing student attending class in the Liberal Arts building. If investigators are students or faculty members at Miskatonic University they may already know where Brad Kenmore lives. If such investigators make a successful Know roll with a -25% penalty recall that his residence is on campus at the Sigma Phi fraternity house.

The Astronomer's Plan – Nife'-en-Ankh has a simple plan, recover his property and then resume is deathless slumber. He knows the stars are not right and that his wait for that day must continue. However the theft of his adornments is an offence too great to allow. His plan has four stages:

Stage One – Animate the mummified animals from his tomb and use all but one of them to cause a disturbance in the Liberal Arts building. This should allow him, along with the mummified falcon, to exit the building undetected.

Stage Two – Travel to a place with a good view of the heavens, namely the roof of the campus Science Hall. Once there, Nife'-en-Ankh casts Summon Children of Nuit. This causes a trio of creatures, called "Children of the Sphinx", to appear. He orders them to find the thief, recover his property and contact him (via a horn) once they've done so.

Stage Three – Use the mummified falcon to transport his recovered property from the Children of Nuit back into his possession. The summoned creatures vanish in a shimmer of twinkling starlight after they accomplish their mission.

Stage Four – Return to his sarcophagi, with as many of his animal mummies intact as possible, and return to semi-dormancy.

The Walking Dead – Part one of Nife'-en-Ankh's plan is to reanimate the mummies of the animals buried with him when no one is watching. The falcon remains with him, perched on his wrist, while the others (a calf, three dogs and a crocodile) he commands to seek out prey. The undead astrologer wants the animal mummies to terrorize people in the building, causing a panic that should allow him to leave the Liberal Arts building unhindered and undetected. If investigators are here at the time they may well

be one of the people attacked by the undead animals or witness to such an attack on another (a teacher, janitor or young intern would serve nicely).

Mummified Animals

	Dogs (*3)	Calf	Crocodile
STR	11	17	39
CON	16	19	27
SIZ	6	11	26
POW	15	15	15
DEX	12	11	12
HP	10 (*3)	15	33
DB	0	+1d4	+3d6

Weapons: Dogs - Bite 30%, damage 1d6+db

Calf – Gore 30%, damage 1d8+db

Crocodile – Bite 50%, damage 1d10+db

Armor: 2 points skin; impaling weapons are useless severing a limb, head, etc.

Skills: Move Quietly (50%), Stalk (40%).

Sanity Loss: 1/1d6 Sanity points to see a mummified animal.

Hey Buddy, Great Costume – While investigators are distracted by the mummified animal’s attack Nife’-en-Ankh makes his escape. The mummy only needs a few moments to exit the building, waiting until he can do this unnoticed if possible. If someone is standing guard over the collection at all times eventually Nife’-en-Ankh makes his move in full sight of them. He’ll try to simply get past his guard and outside, overpower those who try to block his way. Once outside Nife’-en-Ankh seems to vanish, using special abilities given to him by the goddess Nuit (see below).

Investigators rushing outside find no trace of the mummy, his tracks mingling with countless other sets. Once outside and under the night sky Nife’-en-Ankh becomes nearly invisible. However investigators will see many people moving about campus. Because it’s Halloween

Night and many student clubs and fraternities/sororities are having parties the curfew is generally being ignored. The majority of the people moving around are in costume; witches, vampires, scarecrows, rag dolls and other such classics.

Investigators exiting the building to look for Nife’-en-Ankh should make a Luck roll. Those who succeed this roll overhear someone commenting “Wow that was the best mummy costume I ever saw! Who was that and where did he go?” Those who fail the roll see a mummy shambling away slowly! If investigators give chase and confront this mummy they discover it’s only a student on his way to a local costume party. This mix up could easily end in tragedy if investigators act hastily and violently.

The Astronomy Building – After escaping the mummy finds the best place to observe the heavens on campus, the roof of the Science Hall. Once here Nife’-en-Ankh casts the Summon Children of Nuit spell. The astrologer gives the creatures their orders (see above). After this he simply waits, making use of the telescopes found here to view the night sky and its stars, communing with his beloved goddess Nuit.

Part Five – A Costume Party on Campus

Its Halloween night and the ancient dead walk Miskatonic University. Mystical creatures, children of the Egyptian goddess of night, are hunting for someone who’s robbed an undead astrologer. For the most part all this goes unnoticed, especially at the Halloween masquerade party thrown by the Sigma Phi fraternity. For revelers there Halloween is another reason to celebrate. They are unaware of the danger Brad Kenmore’s action has brought upon them. Investigators are all that stand between a peaceful resolution and a horrific tragedy.

The Frat Party – Investigators arriving at the Sigma Phi fraternity house find an extravagant Halloween masquerade party in full swing. There

are over a two hundred students in costume packing the house, drinking (alcohol), dancing (to a live jazz band) and enjoying themselves. The Sigmas come from many of the wealthiest families in New England and consider themselves beyond reproach for such behavior. In truth the University or local police does little to curb such events. Wealth has its privileges.

Investigators showing the letter given to them by Dean Wilcox are allowed into the party, but that's where the cooperation ends. Most of the partygoers are tipsy and too busy dancing to talk to investigators. This forces them to search for Brad Kenmore on their own. Investigators may or may not know what he looks like, but will know him when they see him because he'll be wearing the stolen artifacts as part of his costume.

Investigators searching the party can find Brad Kenmore by making a successful Spot Hidden roll while searching the crowded rooms of the Sigma's frat house. However investigators may also notice something else, a trio of very large figures doing the same thing they are, searching the crowd for someone specific. These party crashers are Children of Niu, summoned by the mummy Nife'-en-Ankh (see below).

Brad Kenmore, Grave Robber – Currently Bradford Kenmore is mildly drunk and dressed in an Egyptian looking white robe, wearing the headdress, bracers and ring of Nife'-en-Ankh. He's having a good time and confident he'll win the best costume contests. Brad is also a bit of a hero to the Sigmas today for swiping the artifacts off a real mummy, as the fraternity prides themselves on pulling off outlandish pranks.

If Brad spots the investigators before they spot him, he attempts to avoid them uses his Hide and Sneak skills. He won't leave the frat house or the party. If confronted by the investigators Brad tries to use his Credit Rating ("Do you know who my father is?") and/or Persuade ("Look, I'll put them back after the party. I didn't really steal them, I only borrowed them for a while") to talk his way out of punishment. If the investigators physically threaten him Brad's drunk enough to think violence might be a good option and begins throwing punches. As he's on the boxing team

(Martial Arts – Boxing) this could get ugly for the investigators. Other partygoers become upset at such actions, screaming for Brad and the investigators to "Take it outside!" Keepers should have the Children of Niu come upon Brad and the Investigators as they are trying to resolve this situation (see – Horror on Campus).

Bradford Kenmore, wealthy & spoiled member of the Sigma Phi Fraternity

STR 14	CON 14	SIZ 12 DEX 13
APP 12	INT 13	POW 13
EDU 15	SAN 65	HP 13

Damage Bonus: +1D4

Weapons: Fist/Punch 65%, damage 1D3+db

Skills: Anthropology 45%, Credit Rating 50%, Hide 30%, Martial Arts - Boxing 50%, Persuade 40%, Sneak 60%.

The Children of Niu – These creatures appear as huge androgynous humans with the heads of cows dressed in short white robes. They carry large heavy cudgels and wear some simple leather armor (a girdle and bracers to protect their mid sections and wrists). The only other item they carry is a curved ram's horn, used for signaling. They don't speak but are intelligent and can communicate. They'll use gestures and makes cow like sounds (bleats, grunts and huffs of air) in an attempt to convey their wishes. The Children of Niu are very dangerous in combat. They are totally fearless and single-minded in the pursuit of their mission to recover the property of their master, the mummy Nife'-en-Ankh.

Children of the Sphinx (*3)

Char.	Rolls	scores
STR	4d6	16
CON	2d6+6	14
SIZ	2d6+8	17
INT	3d6	11
POW	3d6	11

PLAN 09 FROM HALLOWEEN

DEX 2d6 10

Move 7 **HP** 16 (*3)

DB +1d6

Weapons: Gore 35%, damage 2d6+db

: Cudgels 50%, damage 1d10+db

Armor: Thick skin, leather torso band & bracers (5 points)

Sanity Loss: 0/1d8 Sanity points to see the children of the Sphinx.

Horror on Campus – Once the investigator, Brad Kenmore and the Children of Nuit are together in the same room the horror on campus begins. The trio of hulking cow headed monstrosities come lumbering over, bleating, huffing and drooling in excitement. Brad suddenly realizes that these aren't people in costume. He goes temporarily insane, cowering in fear and muttering incoherently.

The creatures wait three rounds to have the items belonging to Nife'-en-Ankh handed over. On the first round they shoulder their clubs menacingly and paw at the floor with one foot. On the second round one of them pats it's club into their palm repeatedly while another points to the headdress, ring and bracers. On the third round the Children of Nuit take up their clubs, bellow threateningly and sweep their hands towards the room crowded with people before pointing at Brad. The threat should be clear; give us the artifacts or we'll kill everyone in this room and him. Unless they are given the items they begin attacking Brad, the partygoers and everyone else within reach.

Unfortunately the terrified and insane Brad Kenmore is completely irrational. He'll struggle with anyone coming near him, screaming and failing about in horror. Investigators will need to make a successful Grapple check to subdue him before forcibly removing the items from the student. If the Children of Nuit see this happening, they'll hold off attacking and wait for the items to be returned. Investigators removing the items from Brad's body will notice that the skin beneath where they were worn is now black,

swollen and foul smelling a result of the Curse of Nife'-en-Ankh (see below).

Unless the artifacts are returned the Children of Nuit go on a rampage. They swing their clubs at anyone within range and gore people with their horns whenever possible. They make sure to kill the thief, Brad Kenmore, and recover the stolen items. Investigators standing against the creatures instantly become targets of their attacks. If any of the Children of Nuit are killed they vanish in a shower of twinkling starlight.

If the items are returned the trio of creatures, or after they recover them by force, the Children of Nuit lumbers outside and blows their war horns. Within moments the mummified falcon arrives, landing on the wrist of one of the creatures. They then tie the artifacts to the falcon using its own mummy wrappings. The falcon then flies off returning to Nife'-en-Ankh, who's waiting atop the roof of the Science Hall. Their mission complete, the Children of Nuit vanish in a shimmer of light as if only a mirage.

Nife'-en-Ankh – The mummy tries to have others do his dirty work, like a chess player moving their pieces about the board. He won't get directly involved in recovering his stolen property, relying on the Children of Nuit and the animated mummified animals to accomplish his goals. The mummy avoids conflict if possible, attempting to use its powers to move about silently and unseen. Investigators may manage to confront the mummy, possibly as it leaves or returns to its sarcophagi. Even then Nife'-en-Ankh only defend himself, greatly preferring to simply go peacefully about its business. After all, the investigators have done him no harm.

If forced into combat Nife'-en-Ankh proves to be a formidable adversary. The mummy possesses incredible strength and can deliver powerful blows. The undead astrologer has several unique abilities given to him by the goddess Nuit (the outer god Shub-Niggurath). He has the standard mummy defenses and immunities but suffers from the same vulnerabilities as well.

Nife'-en-Ankh, astrologer, devotee of Nuit and mummy

Char.	rolls	score
STR	3d6 x2	28
CON	3d6 x1.5	18
SIZ	2d6+6	15
DEX	2d6	7
INT	3d6	16
POW	1d6+12	15
Move 6	HP 16	DB +2d6

Weapons: Fist 70%, damage 1d6+db
Grapple 25%, damage special

Armor: 2 points skin; impaling weapons are useless severing a limb, head, etc.

Skills: Move Quietly 70%, Move Unseen 85% (only when outside at night).

Spells: Animate Mummy, Curse of Nife'-en-Ankh, Drain Vitality, Summon Children of Nuit.

Sanity Loss: 0/1d8 Sanity points to see a mummy.

Special Abilities & New Spells – Nife'-en-Ankh has numerous arcane abilities granted to him by the goddess Nuit. He possesses a chameleon like ability which renders him 85% invisible when outside and under the night sky. This allows the mummy to move about undetected. His other abilities are spell like. Specific statistics aren't included because investigators have no opportunity to learn them. Each ability is detailed below:

Summon Children of Nuit: This allows Nife'-en-Ankh to summon up to three of cow headed Children of the Sphinx per night. The creatures appear out of the darkness and vanish in a shimmer of starlight when their task is complete or the sun rises.

Animate Mummy: Nife'-en-Ankh can animate up to six mummified animals, or a single mummified human, once per night. Such

creations are totally obedient to him. Unlike standard mummies the magic animating is dispelled with the rising of the sun.

Drain Vitality: To summon the power to animate itself and fuel his magical abilities Nife'-en-Ankh must drain life energy from the surrounding area. The range varies but can be up to a 500-yard radius. This drains three Constitution points from sentient beings but can be a great deal more with of plants and animals. The mummy controls the specifics of the life energies siphoned within the affected area. He can make exceptions to the as well, causing some things to be unaffected. Lastly Nife'-en-Ankh can transfer life energies between living things in the affected area, restoring constitution to selected living things using the energy drained out of others.

Curse of Nife'-en-Ankh: This spell only affects people who've handled the personal property of Nife'-en-Ankh. The mummy can curse anyone who's touching such items, causing them to be stricken with leprosy. The disease isn't contagious and affects only the cursed individual. The cursed individual(s) loses 2d6 points of STR, CON, DEX & APP (roll separately for each), at the rate of one point per day. Once all the points are lost, the curse ends. Victims are permanently affected by these losses. Natural healing does nothing to haul the advance of the disease. Keepers may allow the affects of the curse to be lifted using a magical remedy.

Resolutions and Conclusions – There are many ways this scenario can end. If Nife'-en-Ankh recovers his property he simply returns to his sarcophagi. There he resumes his deathless slumber, waiting for the day the stars come right and his goddess summons him to serve at her side.

If the Children of Nuit resort to violence to recover the artifacts the situation becomes very complicated. If this happen the investigators (should they survive, of course) will have a great deal of explaining to do. Terrance O'Kelly



arrives, quickly followed by the local police and media. There could possibly be dozens killed and many more gravely injured at the Sigma Phi fraternity house, most of who come from very wealthy New England families.

Should investigators confront and destroy Nife'-en-Ankh they'll also have a great deal of explaining to do. Dr. Fadil Himsi and the Cairo museum will be furious, demanding a full investigation of the incident. Miskatonic University will be forced to comply in order to salvage what's left of their international reputation. Investigators finding themselves in such circumstances had better find a good lawyer.

Even if Bradford Kenmore survives Halloween night his troubles are far from over. His wealthy parents manage to keep Brad from being punished or even expelled for the theft. However, all their money and influence cannot save their son from the Curse of Nife'-en-Ankh (see above). The black looking flesh caused by wearing the stolen artifacts soon begins spreading across his body and develops into a full-blown case of leprosy. Brad Kenmore is dreadfully disfigured and helplessly insane before the end of the semester.

Sanity Awards

For destroying a mummified animal
- 1 point

For destroying a Child of the Sphinx
- 1d8

For destroying Nife'-en-Ankh
- 1d8

For preventing the combat at the Sigma Phi Halloween Party - 1d10

For recovering the lost artifacts without destroying Nife'-en-Ankh - 1d8

Must the Show Go On?

By Jason Williams

Arkham is in for a very special treat this Halloween when a magician from Boston, who bills himself as Garlock the Great, plans to give the performance of his life at the Manley Theatre located at 670 Gedney Street. Rumors and newspaper stories precede his arrival with tales about his years spent learning secrets at the feet of the guru's of Nepal. Excitement has built and the one night only show has sold out.

The investigators can be introduced to the scenario by one of them receiving an invitation to attend the event from their friend the theatre manager Brighton Herrinton. One of the theatre patrons is wintering in the south of France and has given permission for Herrinton to use their private box seat. Herrinton informs the investigators that he has known Garlock for many years and used to work in a vaudeville theatre in Boston where the magician performed regularly. He describes Garlock as an "old drinking buddy".

The Manley Theatre is a grand old building used for most of the year by an amateur theatre company but is available for rental in the autumn.

Keeper's Information:

The following scenario deals with the consequences of the spell known as the Unspeakable Promise. Hastur is not amused that the magician seeks to dodge the consequences of the spell and will collect on the promise immediately. By the second night after the show a sequence of events will have been set into motion that leads to death and madness, which is Hastur's ultimate goal.

It is recommended that the keeper thoroughly reads the scenario and becomes familiar with the actions and goals of the NPC's.

The first section of the scenario is merely setup where, for the most part, the investigators will be spectators and witness a sequence of horrifying events. This setup is intended to draw

the investigators into the middle of the action and give them the incentive to investigate.

In the days following the events at the theatre the keeper may use the following suggestions.

- Many of the people in the theatre were wearing costumes, and some of them went temporarily insane. After the events, individuals still in costume will be seen at random times wandering through the streets and alleyways.
- Occasionally investigators will see people wearing masks peeking out of the windows of houses as they pass by.
- Investigators at random times will hear people nearby either crying or laughing hysterically. If they search for the source of the sound they will not find it.

Cidney Garlock was a washed up vaudeville magician who entertained throughout the United States before the Great War. Desperate to make a name for himself before the end of his career he travelled to India in 1920 and spent several years travelling throughout the country and into Nepal to talk to various mystics and gurus. While in Nepal he was targeted by a Tcho-Tcho chieftan as a way to promote the agenda of Hastur into the United States. Garlock fell under their influence and participated in their hideous rituals and sacraments, rapidly going mad in his desperate attempt to gain forbidden knowledge.

A long-term plan was devised that would culminate in this Halloween performance in Arkham. The Tcho-Tcho chieftan did not know or care where the performance would be held, just that it would be conducted according to his specifications. The plan is for Garlock to conduct a spell that will summon one of the terrible incarnations of Hastur to Earth. Garlock is clinging to the last few precious shreds of his sanity and, without informing his evil mentor, hatches his own plan to train an assistant to perform the ritual.

The night of the performance will be a horrible and memorable event for everybody attending but the real horror will not be unleashed until the



following day. Since the investigators will be witnesses from the beginning it should be easy for the keeper to keep them involved in subsequent events.

Act One – The Opening

When the investigators arrive at the theatre it comes as no surprise that over half of the crowd are dressed in garish Halloween costumes. The advertising posters and newspaper advertisements for the show mentioned that there would be a costume contest after the show with prizes for the winners. There is a mixture of costumes with some dressed as animals, others as famous people and the remainder wearing a range of masks from simple to elaborate harlequin styles. Their friend Mr. Herrinton, the manager of the Manley Theatre, will invite them into his office and offer them brandy and fine Cuban cigars.

The theatre has been decorated with many traditional Halloween items including carved pumpkins. What seems to excite the crowd is the exotic way that the stage is decorated with banners and statues of an obvious exotic oriental origin. These are some of the artifacts and decorative items that Garlock brought back with him from his travels throughout India and Nepal. Herrinton casually mentions that he thought it was odd that Garlock insisted on placing all of his decorations himself including a massive banner above the stage that will be unfurled at the end of the performance.

Garlock the Great is introduced and walks onto the stage looking confident. After taking several bows to acknowledge the applause of the crowd he doffs his cape, swirls it through the air and, with a flash of light and white smoke his beautiful, and scantily clad, young assistant appears beside him. Garlock introduces her as the lovely and talented Lana Labreeze. The applause appears to be even more enthusiastic and she bows to the crowd giving them a broad grin.

For the next hour the show is a display of slight-of-hand, bringing several audience members on stage to assist in the performance of card tricks and disappearances. There is a half hour intermission where refreshments and light

snacks are served in the lobby area and the lights dim for the remainder of the show.

Act Two – Evil is the curtain

The second half of the show begins with the spectacular Indian rope trick where the rope rises into the air and remains stiff and vertical. Garlock's assistant then climbs the rope and in the dim light of the theatre seems to disappear into thin air when she reaches the top. With a flash of light and smoke the rope collapses to the floor and the assistant rises out of the wicker basket that the rope had come out of.

Garlock then tells a story to the audience about some of the things that he seen while in India and with his suave manner and charisma soon has the crowd gasping and hanging on every word. At the end of fifteen minutes of his riveting tales he ends to thunderous applause and then announces that he will now perform an act of magic never before seen in North America.

The lights in the theatre are turned off as Garlock and his assistant circles the stage lighting candles that bathe them in an eerie flickering light. A curtain at the back of the stage is then drawn back revealing several panels covered with Indian and Nepalese artwork with images of hideous demonic figures and patterns that induce mild nausea in some of the viewers. Garlock then has his assistant stand before the panels and ties her outstretched wrists to the wall with her suddenly becoming a central figure in a mural of circling demons. Garlock then goes through a process of placing his assistant into what he claims is a deep trance. He then lights a brazier and throws incense on it that produces a thick smoke that lazily wafts across the stage. Approaching his bound assistant he leans towards her and begins hissing strange words at her which she repeats in a dreamy voice gradually becoming louder and louder as the minutes go on. Everybody listening becomes uneasy and some primal instinct makes the hair on the back of their necks stand up. The woman begins to shriek the words as loud as she can and seems to be struggling against her bonds. The chanting comes to an end and everybody hears a shrill screeching

sound as Garlock blows on a whistle. There is silence for a few seconds and then one of the two skylights in the theatre bursts open showering those below with shards of glass. There is confusion and screams from the injured.

Allow the investigators to attempt a spot hidden roll. Those succeeding will see a dark mass descending from the ceiling towards the stage. In the dim light they can make out a large figure and hear the loud beating of leathery wings. The rush of wind from its passage extinguishes all of the candles on the stage and the room is plunged into darkness. The ushers turn on their flashlights and beams of light pierce the darkness. A foetid smell fills the room and many people can be heard gagging loudly and some throwing up. If the investigators can succeed at another spot hidden roll at this point they briefly see the creature that has landed on the stage and is advancing towards the bound woman. (The creature is a Byakhee with a Sanity loss 1/1D6). The woman begins to shriek in terror and then cries out in obvious pain. The creature launches itself back into the darkness and can be heard departing through the broken skylight.

At the end of the preceding events one of the ushers brings up the house lights revealing Garlock's assistant slumped in her bound position with a large diagonal gash across her torso. Garlock is seen fumbling for a rope at the edge of the stage and when he tugs it a large banner descends obscuring the grisly view of the bleeding woman (Sanity loss 0/1D2). Members of the audience receive yet another great shock when a giant emblem on the banner is revealed. It was placed on the banner by Garlock at the instruction of his Tcho-Tcho mentor from Nepal. The image is the Yellow Sign of the cult of Hastur (Sanity loss 1/1D6).

By this point the cumulative Sanity loss over such a short period of time will be causing many members of the audience to go temporarily insane. The keeper should remember that over half of the audience is wearing Halloween costumes. This will certainly cause many of the people suffering temporary insanities to panic or become violent. The police will be summoned by

one of the ushers and the theatre manager will leave the box to rush to the stage asking the investigators to follow him.

When the investigators reach the stage they will see that Lana Labreeze needs medical treatment. A successful First Aid skill roll stabilizes her until she can be removed by ambulance. Have the investigators attempt a Spot Hidden roll with a success revealing an ancient looking metal tube on the floor at the wounded young woman's feet. Anybody picking up the tube will discover that it is covered in some type of ichor that has the same smell that filled the theatre when the creature crashed through the skylight (CON X5 roll to avoid throwing up).

Keeper Notes:

- Byakhee –In the event that the investigators do fire at the byakhee they will likely do little or no damage since before entering the theatre it cast a 6D6 Fleshward on itself (average of 21 points).
- Garlock learned the spell Unspeakable Promise from his Tcho-Tcho master in Nepal. Realizing that by casting it himself he would be forfeiting his body to the possession of Hastur, he duped his young assistant into uttering the spell with the goal of obtaining a previously unheard of Sanskrit variant of the Liber Ivonis. Through his years of study in Nepal Garlock learned that one of the only remaining copies of the book was in scroll form at the library of Celaeno. The scroll was a legitimate object that could be requested during the casting of the Unspeakable Promise spell. Hastur is one of the Great Old Ones who have a certain amount of mastery over time and space and able to dispatch a Byakhee with the item before the spell had been cast.
- Once Lana Labreeze completed the incantation, and requested the scroll, Garlock cast the Summon/Bind Byakhee spell. His command to the byakhee was to attack the woman bound on the stage.

Garlock made the assumption that the byakhee would kill the woman, but the wily creature discharged its command with a single claw attack then dropped the scroll tube and departed.

- The magician had formulated his plan so that the young woman would be the person that Hastur would seek to possess. By arranging for her death he would obtain the scroll while denying the Great Old One a human host. This will prove to be a grave mistake on his part.

Following Events:

- A nurse in the audience begins treating those in the theatre who were injured when the byakhee showered them with glass from the skylight.
- Within minutes the first police officer arrives and begins to evacuate the theatergoers who have not already fled the building. When the police sergeant arrives he will look for the theatre manager and finding him on the stage will demand a quick summary of what has transpired. When the sergeant understands that the magician may be involved in some manner he goes over to where the man is curled up on the stage gibbering and rolls him over. This reveals that Garlock has seemed to have gone mad and has been chewing the flesh off the back of his left hand to the point where the investigators can see his bones. The man's eyes are crazed and there are tatters of his own flesh hanging from his lips (Sanity loss 1/1D2).
- After the injured have been removed to the St. Mary's Teaching Hospital on West Street the police sergeant will ask the investigators and the theatre manager to give statements.
- Should anybody inquire about the possibility of charges being laid against Garlock the sergeant will respond with "At the moment it appears this is an

accident caused by a stage magician's trick that has gone horribly wrong".

The next afternoon the investigator who is friends with the theatre manager will receive a phone call from Mr. Herrinton with the following information.

- He just returned to his office after visiting Garlock in the hospital.
- Garlock seemed to be in some sort of delirium and kept repeating some disturbing things.
- Herrinton would like the investigators to go with him when he visits the hospital again early in the evening.

Act Three – Enter the Tcho-Tcho

Unbeknownst to Garlock, the Tcho-Tcho have sent two of their cultists to monitor his progress and have been following the magician since he returned to the United States. Their mission is to be in the vicinity when Garlock casts the Unspeakable Promise so that they can protect the avatar and report back to their masters in Asia. They followed the magician to Boston and arrived in Arkham two days before the performance. They are staying at the Borden Arms Hotel on West High Land, which has a reputation of being a low class establishment catering to transients.

The day following the performance, the Tcho-Tcho will be seen loitering outside the hospital. They are not doing anything illegal but their short stature and ugly sinister faces causes several people to remark about them to the hospital staff. If the investigators accompany Herrinton to visit Garlock the Tcho-Tcho may come to their attention either through a successful Spot Hidden skill check before entering the hospital or a Listen skill check to overhear staff talking about the strange men outside.

When the investigators enter Garlock's hospital room with Herrinton they see that the patient is strapped to the bed. Garlock is awake and wild eyed and as soon as he sees the group

enter the room he yells “You must get me out of here! It’s coming!”

Questioning Garlock

If he is asked about what happened at the theatre.

- He learned some magic in Nepal that he attempted to perform and it went horribly wrong.
- His assistant repeated what he had told her to say and whatever it was that came through the skylight attacked her even though he was attempting to stop it. A successful Psychology skill roll indicates to the investigator that Garlock might be holding something back.
- If asked he will tell the investigators that he does not know what the scroll is but eagerly asks about its whereabouts. A successful Psychology roll indicates that he appears to be somewhat evasive with that particular answer.

If he is asked about what he was doing in Nepal.

- Initially he will react with the response that he does not wish to talk about it but appears to be lost in thought for a few moments. Tears will appear in his eyes and he provides the following statement: “I have engaged in forbidden rites, tasted the flesh that must not be tasted, have had carnal knowledge with that which is forbidden, slaughtered babes and thrown their bodies on flaming braziers to appease those unspeakable forms which danced just beyond the edge of the firelight.”
- Garlock will then appear to come to his senses and tell the group that when he was in Nepal there was an evil and ancient cult that is seldom spoken of and he fell under their influence. He believes that what he done somehow gives power to the unspeakable thing that the cult worships.

If he is asked about what he meant when he said “It’s coming”.

- Garlock pleads with the investigators to bring him the scroll and he will do what he can to make things right.
- The magician believes from what he has learned over the last few years that there are secret ways that creatures which live between time and space can enter this world. He goes on to say that he may now be responsible for allowing the entrance of one of these things into Arkham.
- If the investigators question him further he will reluctantly state that he believes that his assistant Lana Labreeze may have been possessed. Once he states this he becomes agitated and insists that she must be killed and buried to prevent a monster from entering the world.

At some point during the questioning of Garlock the sun goes down and investigators making a successful Listen skill roll will begin to hear a faint sound coming from beneath the hospital. For a moment it is difficult to identify what the sound is but it soon evokes images of giant booming footsteps heard from a distance. If the investigators walk around the hospital to determine the source of the sounds they will appear to be louder near the hospital room that Lana Labreeze is in. Entering the room they will find that Lana is asleep but appears to be moaning in distress and looking fearful. The features of her face are oddly distorted and she appears to be somewhat bloated. If the nurses or doctor is summoned they will ask the investigators to leave so they can examine their patient.

The sequence of events which follows:

- 2 AM – When the star Aldeberan nears its apex in the heavens Lana Labreeze begins the transformation into the form of an Unspeakable Possessor. It takes mere minutes but the sounds emanating from the room draws the attention of a passing nurse who enters the room. The nurse



immediately calls for assistance and with the help of an orderly strong straps are used to secure Labreeze to her bed.

- A doctor on call is summoned and he is baffled by the changes to the young woman's body. The only conclusion that he can come to is that she has been afflicted by something that is producing fast developing tumors. He is further puzzled that the initial wound on her chest that she was brought in for is almost completely healed within just a few hours of it being inflicted.
- When the sun comes up Labreeze calms down and goes into a peaceful sleep. Her body has bloated to almost twice its original size by this point and a foul smell fills the air around her room. Not taking any chances that whatever she is inflicted with is communicable, the surrounding rooms are cleared out and access to that hallway is restricted to the doctors and nurses working directly on her case.

During the day the investigators should be encouraged to pursue their main lead, which is to take the scroll to the hospital so that Garlock can examine it. If they open the scroll tube they will find several sheets of thin leather with Sanskrit writing on it. An idea roll will suggest to anybody handling it that the leather is human skin (Sanity loss 0/1D3). A close examination shows pores and along some of the edges there are traces of hair.

Garlock will take approximately eight hours to read and translate the scrolls. If anybody volunteers to take notes while Garlock reads they can reduce this to six hours. In his weakened state the magician can only work on the translation for four hours each day.

Anybody sitting through the translation or reading the notes will gain 3 points of Cthulhu Mythos and a Sanity loss of 1/1D4. There is a chance that upon completion of the translation that the magician may lose enough Sanity to go temporarily insane.

The key entry in the scroll that seems to pertain to the current situation is the following passage:

Mankind knows naught about those that lurk beyond the gates. Through invocations many of them can be granted entry into the world but only temporarily, if the stars are not right. The wickedest of these are those that serve their master that dwells in the dark lake that lies before Carcosa. Those spirits are provided entry by evil sorcerers who are willing to sell their soul in exchange for favors from the dark deity. The creature from that distant lake delivers what has been requested, if it lies within its power, but at a time of its choosing exacts a terrible payment. He who cast the spell is the key and becomes the gate through which the spirit enters the world. The host becomes a parody of its former self with a thick scaled hide and boneless limbs. It hungers for human flesh and will feast each night until it is sated or until the sun rises. The brave and swift have success defeating these foul creatures but those who are timid soon learn that each night it becomes more powerful. During the day it dwells in dark places and comes at dusk to feast again. The coming of these creatures is dreaded and wizards that would allow them entry should be killed and burned along with their property lest their writings fall into other hands. We will not speak of the words that are used by these wizards, it is best that they die with them. Know that there are worshippers from ancient tribes that seek to worship the deity from Carcosa. Their rituals are foul and their powers are mighty but it is best to die fighting them than to fall alive into their unmerciful clutches.

The following evening at sundown Lana Labreeze will once again begin to convulse and slowly change her form. Doctors examining her during this period will become shaken and frightened as they realize that her bone structure appears to be disappearing. By 4:00 AM Lana's body has been completely taken over by an Unspeakable Possessor and can slither out of the straps which have been binding it to the bed.

The creature's first thought is to feed and it knows that a nurse will be in to check the room shortly. When the nurse enters the creature plunges its tentacles deep into her body and for the next few rounds sucks every drop of fluid from the body as the nurse's horrified screams grow fainter. This activity draws the attention of two orderlies who are also attacked when they enter the room. They are also drained of body fluids and the sated creature begins to plan its escape from the building and where to hide during the coming daylight hours.

Drawing on the knowledge that it has absorbed from Lana Labreeze, the Unspeakable Possessor heads for the nearest stairway and descends to the basement. From there it locates a storm drain and pour itself down into the dark drainage pipes that run beneath the streets of Arkham and awaits the next sunset. Each night the creature will consume three persons plus any investigators that get in its way, unless they manage to defeat it.

Unspeakable Possessor – from Malleus Monstrorum

The following statistics are based on the Unspeakable Possessor consuming three persons per night each with an average SIZ of 11. Day 1 is after the creature has made its escape from the hospital. It will divide its absorbed points evenly between STR and SIZ, each day increasing its HP and possibly its damage bonus. Each dawn the Unspeakable Possessor becomes inactive and loses 1D20 from STR and SIZ. The table below takes into account the average gain and average loss for each day to simplify things for the keeper. If there is an occasion when the creature drains points from additional persons the figures can be adjusted by the keeper, or left as is for simplicity.

Statistic	No vember 1	No vember 2	No vember 3	No vember 4	No vember 5
STR	29	36	43	50	57
CON	36	36	36	36	36
SIZ	22	29	36	43	50
INT	15	15	15	15	15
POW	35	35	35	35	35
DEX	15	15	15	15	15
HP	29	33	36	40	43
Damage bonus	+2 D6	+3 D6	+4 D6	+5 D6	+6 D6

Weapon: Touch 85%, damage is death or drains 1D10 hit points per round

Armor: 6 point scales and rubbery flesh.

Spells: Only knows the spells from the assumed host – in the case of Lana Labreeze the only spell which she knew was the Unspeakable Promise.

Skills: Retained from former host (see NPC stats at end of scenario).

Move: 8

Sanity Loss: 1/1D6 Sanity points to see an Unspeakable Possessor.

Attacks: *(write up from Malleus Monstrorum) – in combat the Hastur-thing may attempt to grasp its victim with its tentacular arms. On a successful hit, the target dies instantly and painfully, foaming at the mouth and ears. The*

creature may opt instead to thrust its tentacle-like, jaw-tipped fingers inside the victim's body and suck out the body fluids, draining 1D10 hit points every round until the victim dies. All hit points drained are divided between the monster's STR and SIZ in whatever ratio the creature desires. The more victims the Hastur-thing takes, the larger it grows. If it does not take enough victims each night, eventually the 1D20 loss at sunrise causes the creature's dissolution.

The Unspeakable Possessor is only active at night when the star Aldebaran is above the horizon. In the Arkham area from October 31st onward, Aldebaran is above the horizon from just before sunset until after the following sunrise. The following table is based on sunrise/sunset times for the Boston area in 1928 and should be suitable for game purposes. The keeper should remember that the creature has an intelligence of 15 and is fully aware of its sunrise/sunset boundaries and will begin seeking a daytime hiding place long before sunrise.

Date	Sunrise	Sunset
October 31 st	7:16 AM	5:39 PM
November 1 st	7:17 AM	5:38 PM
November 2 nd	7:19 AM	5:37 PM
November 3 rd	7:20 AM	5:35 PM
November 4 th	7:21 AM	5:34 PM
November 5 th	7:22 AM	5:33 PM

Until it has grown more powerful and confident the creature will spend its nights on the south side of the Miskatonic River. If there is too much activity for it to safely hunt lone pedestrians it will concentrate on entering homes

located around the Miskatonic University campus.

Investigators searching this area during daylight can attempt a ½ Luck roll each hour to come across two partially concealed piles of clothing. Examining the clothing and an IDEA roll reveals that it is the ill-fitting and grimy suits that the lurking Tcho-Tcho's were wearing. The two cultists have received dream-sendings from Hastur that they must stand guard over the Unspeakable Possessor during daylight hours. Investigators or searchers who enter the storm drains will have a chance of running into the two Tcho-Tcho's who will fight to the death with all of their weapons and skills (see NPC stats at end of scenario).

Act Four – Hunters or Hunted?

One of the investigators will soon learn through a phone call that Lana Labreeze has fled from the hospital. If they choose to go to the hospital, they will discover that the place is in an uproar and that the building is being searched by nearly the entire Arkham police department, along with a contingent of Massachusetts State Police from the Newbury barracks. There is hospital staff at each entrance denying entry to anybody who is not there for medical treatment. If the investigators make a successful Fast Talk skill roll they can obtain the following facts from the orderly at the main door:

- Overnight a killer entered the hospital and there are multiple persons dead.
- The police are doing a thorough search to see if there are any more dead or injured persons.
- The young lady injured at the magic show is missing from her room.

Before the investigators depart the hospital, or decide to sneak in, the Arkham police sergeant that they spoke with at the theatre the previous evening comes out and stops for a brief chat. Investigators who make a successful Psychology skill check detect that the sergeant is very shaken

by something that he witnessed inside the building. If any of the investigators make a successful Fast Talk skill roll the sergeant will reveal the following:

- So far the searchers have found three bodies.
- The bodies were dried out like mummies.
- Lana Labreeze's room had a sickening smell and some kind of slime in the bed and across the floor.

Before the sergeant departs he asks the investigators to be careful and keep their eyes open for anybody unusual. He requests that they contact him with any information that they might turn up and that they not confront any suspects directly since the killer might be armed and dangerous.

Before departing the area of the hospital, allow the investigators to attempt a Spot Hidden skill check. Those succeeding will see the two diminutive and hideous Tcho-Tcho's still standing in the shadows of a small alleyway across the street from the hospital. The two men do not appear to be doing anything other than staring at the hospital. If the investigators approach them they will say that they are waiting for a friend and pretend not to understand anything else asked of them. They will defend themselves if attacked.

After sundown (November 2nd) the Unspeakable Possessor will rise from a storm drain near the hospital and begin to hunt for victims. If the investigators have said that they are going to be in the vicinity of the hospital, have each of those present attempt to make a spot hidden roll at -20%. Those that make it will see a distant large figure shambling into an alleyway. If they do not spot the creature, within minutes they will hear a blood-curdling scream as a hobo in the alley is sucked dry. Should the investigators run into the alley without preparations such as stating that they have their weapons drawn and are holding flashlights, the first one in will be greeted by a tentacle attack and, if struck, will be instantly killed. If presented with overwhelming force, the creature will dive towards a nearby

storm drain and leave itself exposed to attacks for one round as it slithers down into the darkness.

Even if the creature is badly wounded, it will continue to hunt throughout the night, being more vigilant. If necessary it will tear the phone lines from a house and force its way inside. The following day the newspaper has more headlines about a murderer on the loose with more bodies found that were killed under mysterious circumstances.

At this point if any of the investigators were killed by the monster, the police will want to question the survivors for most of the day. It is suspicious that they had been on stage during the attack at the magic show and had been present at the hospital before the murders there and now present at another death. If any of the investigators talk to the police about a monster, they will be sent to the Arkham Asylum for observation for 48 hours. If this happens, the hapless investigator can attempt a Luck roll. If they are successful, on the way to the asylum their escort is the sergeant who they dealt with at the theatre and spoke with at the hospital. He drives them across the city and lets them out saying that he will bury the paperwork and that they must keep a low profile for the next few days. If the investigator(s) ask why he is taking the chance of releasing them the sergeant will state "I was born to the undecayed side of the Whateley's in Dunwich and I know that there are...things...that regular police work cannot deal with."

November 3rd – There are several courses of action that the investigators can take.

- Research – they may wish to consult some of the tomes at the Miskatonic University library. If any of them have an association with the university, they can attempt to gain access to the restricted books section with a successful roll under the discipline that they claim that they are researching. Some candidates are: Anthropology, Archaeology, Astronomy, Geology, History, Natural History, Occult, and

Other Language(s). For each six hours spent searching, allow the investigators a ½ Library Use skill roll. If successful they will find a short entry that seems to deal with the creature that they are facing. The entry states that these types of creatures are resistant to being attacked with normal weapons but are vulnerable to fire.

- Investigating the crime scenes – investigators may wish to go to the crime scenes and see if they can collect any more evidence. Allow them to spend as much time as they wish and with successful Spot Hidden rolls they will find things like a nearby storm drain grate pushed aside, a few spots of slime on the sidewalk near the crime scene which a successful Track skill check leads them to the storm drain.
- Entering the storm drains – The keeper should decide what the weather conditions are before the investigators enter the storm drains. If it is raining there could be sections where they will have to wade through waist-deep water. If they enter the drains closer to where they empty into the Miskatonic River, they may be in real danger of being swept away with the current. This can be resolved as a STR versus STR contest with the rushing water having a STR of 8. The majority of the Arkham storm drain system is made of brickwork. Some of it is fragile and crumbling and there is always about a foot of water along the bottom that investigators have to slosh through while searching. The ceiling is quite low and anybody over five feet tall has to crouch while moving. In the daytime, locating the dormant creature will not be easy since it spreads itself out along the bottom and the only thing that the investigators will detect is the foul smell and the sensation of walking through a section of muck.

When the investigators encounter the creature in the storm drains, unless they have specified that they are attempting to sneak (by shading

flashlight beams, etc.) the two Tcho-Tcho's standing on guard will spot them coming. If there are more than three investigators the Tcho-Tcho will attempt to lead the investigators away from the area until after sunset. They will use the following tactics based on their mix of skills, spells and equipment.

- The younger Tcho-Tcho will fire his blowgun at the nearest investigator.
- If it is after sunset the older Tcho-Tcho casts the spell Song of Hastur, if it still daytime he will cast a 10 point Shriveling spell.
- After the initial attack, the Tcho-Tcho's flee from the investigators in an attempt to draw them away from the area where the Unspeakable Possessor is located. Once they have led the group for more than two blocks through the storm drains, the Tcho-Tcho with the blowgun will stop and ambush the investigators. He will then draw his short sword and attempt to move into close combat range. The older of the Tcho-Tcho casts a Fleshward spell with most of his remaining magic points and prepares to fight to the death using his knife.

November 4th – The creature will enter the hospital to kill Garlock.

November 5th – The creature begins hunting the investigators.

Final Act – Victory at all costs, victory in spite of all terror... (W. Churchill)

If the investigators have conducted a thorough investigation, they will have determined that their best option to kill an Unspeakable Possessor is with fire.

- Torch – Does 1D6 points of damage to target for each round that it is in contact. The drawback to this form of attack is that it places the attacker in a position where the target can strike back

- Bonfire – Does 1D6+2 points for each round that the target is engulfed by the flames. With a movement of 8 the Unspeakable Possessor can walk out of the area of a small fire.
- Molotov Cocktail (BRP Rules) – Base % is the Throw skill. Damage done to the target is 1+Fire with the following quotation from page 267 of Basic Roleplaying. *“If a target is struck, he or she should roll Luck. If the roll fails, he or she is on fire and will take 1D6 points of damage immediately and every other round until the fire is extinguished or otherwise neutralized.”* It is suggested to the keeper that unless the throw results in a fumble that they use the following option:

- The splash effect will cause 1D6 of damage but will not set the target on fire.
- If a target passes through the area where a Molotov cocktail has exploded they will be subject to 1D6+2 of damage.
- An investigator can throw a Molotov cocktail every second round. One round to prepare it and the next round to throw it.
- If the Unspeakable Possessor is set alight, allow it an IDEA roll (75%) to realize that it can take a full round to drop into the water and extinguish the flames. Investigators seeing this should be allowed an idea roll to realize that they can do incremental damage every other round and retreat out of tentacle range on the round that the creature is extinguishing the flames covering it.

POW 16 EDU 15 SAN 25
HP 14

Damage Bonus: +1D4

Weapons: Fighting knife 50%, 1D4+2+db

Spells: Summon/Bind Byakhee, Unspeakable Promise

Skills: Art-Stage magic 75%, Climb 75%, Conceal 80%, Cthulhu Mythos 7%, Dodge 40%, Fast Talk 50%, Jump 55%, Listen 45%, Other Language-Hindi 50%, Other Language-Nepali 40%, Other Language-Sanskrit 70%, Persuade 60%, Sneak 50%, Spot Hidden 60%

Lana Labreeze Age 19

Magician’s assistant/victim

STR 13 CON 14 SIZ 10
DEX 16 APP 17 INT 12
POW 15 EDU 10 SAN 60
HP 12

Damage Bonus: None

Weapons: Small knife 30%, 1D4+db

Spells: Unspeakable Promise

Skills: Art-Stage magic 30%, Climb 65%, Conceal 40%, Cthulhu Mythos 3%, Dodge 45%, Jump 35%, Sneak 30%, Spot Hidden 40%

Brighton Herrinton Age 45

Theatre manager of Manley Theatre in Arkham

STR 10 CON 11 SIZ 14
DEX 11 APP INT 15
POW 12 EDU 18 SAN 60
HP 13

Damage Bonus: None

Weapons: .38 revolver 25%, 1D10

NPC’s

Cidney Garlock Age 49, Misguided Magician

STR 13 CON 13 SIZ 14
DEX 17 APP 14 INT 15

PLAN 09 FROM HALLOWEEN

Skills: Accounting 60%, Art-Theatre management 70%, Credit rating 40%, Fast Talk 55%, Persuade 50%, Spot Hidden 50%

Tcho-Tcho #1, Durgesh Age 45

Tcho-Tcho Acolyte

STR 13 CON 13 SIZ 7
DEX 12 APP 7 INT 15
POW 18 EDU 16 SAN 0
HP 10

Damage Bonus: none

Weapons: Fighting knife 65%, 1D4+2+db, Garrote 50%, strangle (use drowning rules)

Spells: Call/Dismiss Hastur, Fleshward, Shriveling, Song of Hastur, Voorish Sign

Skills: Bargain 40%, Climb 65%, Cthulhu Mythos 20%, Dodge 40%, Hide 40%, Other Language-English 35%, Persuade 40%, Sneak 50%, Spot Hidden 40%

Tcho-Tcho #2 Manjeet Age 22

Tcho-Tcho Warrior

STR 16 CON 16 SIZ 8
DEX 16 APP 6 INT 11
POW 14 EDU 10 SAN 0
HP 14

Damage Bonus: none

Weapons: Fighting knife 80%, 1D4+2+db, Short sword (Kukri) 80%, 1D6+1+db, Blowgun 40%, 1D3 + poison* (Range 30 – 1 shot per round)

Spells: None

Skills: Climb 75%, Cthulhu Mythos 8%, Dodge 50%, Hide 50%, Jump 55%, Listen 45%, Other Language-English 20%, Other Language-Hindi 30%, Sneak 50%, Spot Hidden 60%, Track 60%

* The poison used has a POT of 12 against which the target matches their CON. If the target fails, they immediately take another 2D6 of damage.

Rewards & Penalties

- Killing the Unspeakable Possessor +3D6 +2 SAN
- Killing the Tcho-Tcho +1D3 SAN
- Investigators deaths -1D3 SAN for each
- Not killing the monster (leaving town, etc.) -1D6 SAN



The Dead School

By Paul Hebron

October brings nothing but gloom and rain to Temple Hill Private School out in the Massachusetts woods. It is an exclusive home to the sons of the state's wealthiest families, and its teachers provide a quality education, especially since George Edgerton came to be principal of the prestigious prep school. Edgerton has allowed, for the first time in the school's history, a Halloween party to be held for all the staff and students to enjoy, except for the investigators whom have found themselves in detention. Waiting for it to end, the investigators are suddenly brought back to earth by the sound of screams from the party and a transition somewhere, that knocks them unconscious. When the investigators wake, they find themselves in a strange new land of death and voodoo, where they have to make a deal with a dark god to escape.

Background

Principal George Edgerton came to Temple Hill Boarding School highly recommended, however he isn't the bland administrator that he initially seems, but is in truth a long lived sorcerer looking to extend his life further.

Reverend Edgerton came to America in 1830, preaching his beliefs to the poorest sections of society. It was in New Orleans that he learned he was dying of a disease picked up from a long sea voyage. On his deathbed he denounced God and called out for someone to save him. During the final stages of his fever he imagined signing a book held by a figure he couldn't make out in a featureless room. After his vision, Edgerton made a startling recovery, returning to full health in a matter of days, knowing it was not the Christian God that saved him, but something else. Since that day Edgerton has focused on the goal of trying to locate and learn about the being that saved his life. He has a loose understanding that his disease was cured by the god Nyarlathotep,

but everything else he knows is rumor or misunderstanding. Edgerton has learned some magic over the years and through his studies he has learned that once again he is dying, and must once again find a way to extend his life until his quest is complete.

Willing to try anything, Edgerton uncovered what he assumed to be a Voodoo ritual to grant immortality by bargaining with the death god Baron Samedi. Edgerton never learned that the ritual is a trap for fools like him who would think to ask Nyarlathotep a second time for immortality. The ritual required 200 sacrifices to make it work, and Edgerton pulled a favor to get himself installed at Temple Hill Private School, a perfect location because it was teeming with life and isolated, about ten miles from the next town. To help him, Edgerton recruited three other teachers at the school; Haley Outhwaite, Joyce Phillips and Roger Fenwick. The cult mistakenly believes Halloween to be a sacred day that will improve their favor with Baron Samedi, and by 8:00pm on October 31st they are ready to begin.

Investigator's Introduction

This scenario takes place in an American boarding school in the present day, although it could be set in the 1920s or 1890s, although setting it outside the USA could be difficult since Halloween has only been celebrated by people in these years in Ireland and Scotland, with England only making a big thing of Halloween following its popularity in America from the 50s onwards. The investigators play 18 year old students who start the scenario in detention, although the investigators could play teachers with some modification to the scenario. As the pupils are from rich families and attending a high standard school, more or less any skills the investigators choose should be applicable, except for skills the investigator could have never learned at their age. Temple Hill is a school for boys, but the new headmaster is encouraging as much participation as possible so female characters could be among those coming from Saint Mary's nearby.

Halloween in Detention

This adventure starts at 4:00pm on October 31st in the present day, when the day is almost done and it draws dark approaching the hour. The investigators are standing in a line outside a classroom on the ground floor of Temple Hill Private School. They are here for detention, and the investigators are encouraged to think of creative indiscretions they might have committed. Here is what they know:

Handout 1: What they know

“Detention lasts from 4:00 to 9:00pm, and this wouldn’t have been a problem except that tonight is the night of the Halloween party, expected to be the social event of the year (a year which has been of the relentlessly dull variety). The party was a chance to meet up with friends, talk about girls they’ll see at the weekend and give consideration to sneaking off to nearby Mapleworth for a pint at the Dartmouth Inn. The new principal, Edgerton, has been making a real effort to attract people to the party, bringing in a band, and even asking Saint Mary’s School for Aspiring Girls if any of their students would attend. All the staff and students are expected to attend and fill the sports hall to capacity, dancing till 9:00pm under the disco lights. The investigators are going to see none of that though; they are to be spending the next five hours with history teacher Mr. Daines reading a textbook on ancient history.”

The five minutes waiting outside the room can be used to get aquatinted, but suddenly Alfred Daines rounds the corner, an ancient, dusty looking man with a serious expression that has only grown more severe with the onset of “nancy-boy liberal psychologists telling me how I can and can’t teach the students.” He ushers them inside; the investigators are the only students here for detention. Once the investigators are seated in the classroom desks behind a thick history textbook, Mr. Daines makes an announcement; “You boys who have so deserved my ire, should not be here tonight. No, Mr. Edgerton, he came to

me and said ‘Alfred, let the children go to the party, it’s been a hard year’ and so I told him I would, but here we are. I’ve seen many a headmaster in my time, and I say George Edgerton is the worst; you’re not here to cavort at some party or dance with girls, you’re here to learn. Now, I’ll be damned if you don’t finish at least chapter 5 by nine, or I’ll whip your hide, and god help me if one of you complains.”

Detention passes uneventfully, unless the investigators make things interesting (they can just about manage to whisper to each other without Daines hearing). They can see their classmates making their way to the hall at 4:30, some waving back through the window overlooking the driveway sarcastically. The wind howls and the rain drives, whipping up orange leaves before it gets too dark to see anything at all around 6:00. On a successful **Listen** roll the investigators can just about here the sounds of the party coming from the sports hall on the other side of the building.

By 8:50 they are ready to leave, probably on the verge of revolt after spending what sounded like a great party in the company of the tedious Daines, who is also eyeing the clock wistfully. Just then, there is something audible coming from the hall that doesn’t require any roll; terrified screams. “Don’t move!” shouts Daines, moving from his desk to the door in one fluid movement and slamming it behind him. There is a doom-laden vibration in the air, and the room begins shaking as though something had just hit the investigators in the back of the head. Before they can do anything the entire school rocks like a ship hitting an iceberg and everything turns into negative colors before the investigators lose consciousness to the sounds of faint chanting; “Ia! Samedi, Ahtu, Apep, Nyarlathotep! Ia! Janash yuib-nihdath...”

New Arrivals

The investigators dream of black pyramids and a throne in a grey empty chamber, a king who holds court over the dead. The dreams are topped off with the sounds of screaming from somewhere that seems familiar, and blood



splashing across a wood-paneled floor. The visions cost **1 sanity point** (expect sanity in this scenario to deteriorate rapidly). When they wake up, they are aware that the lights in the room have gone off yet they can still see clearly, although the light is a dull grey one like that of an early morning. Looking out of the window onto the yard between buildings they can see nothing but luminous grey fog, reducing visibility outside the building to zero. There is no sign of Mr. Daines, but the investigators seem fine. Everything is profoundly eerie; the school is quiet, except for some scrambling sound in the distance. They don't know how long they have slept for but they know that this is far from ordinary; even if it were, fog doesn't glow that way. There is nothing of interest in the classroom. If the investigators have phones they show that there's no signal and can't be used to contact anyone, although in the interference they may here faint whispers, the only words they can here are 'thud', 'underground' and 'hollow'. The clocks show that it is six hours after they were knocked unconscious.

The school is empty and the decorations and flyers for the Halloween party still adorn the walls. The school looks like it has been ransacked; bookcases are overturned, posters pulled down and there are rust colored smears on the walls. Their building is the teaching portion and is separate from the dormitory section; any attempts to leave the building fail. The investigators can throw open the doors of the building and stride out into the mist, but they will shortly realize that even if they walk forward in a straight line for hours they won't reach the other building (**1 sanity point**) and that the way they came out is still only ten feet behind them. The building has three floors; the ground floor contains classrooms and the sports hall, the second contains the dining/assembly hall and the final floor contains more classrooms and the administrative section. The layout of the school isn't overly important as the investigators find that it is hard to focus, requiring a **Navigation** roll to successfully get anywhere without encountering locked rooms, of which there seem to be a lot. There is little they can find in any of

the rooms, but allow the investigators to find anything they like within reason, or on a **Luck** roll.

The Encounter

The investigators are making their way along a hallway when they hear sounds from a classroom to their left; it sounds like a pack of animals eating chewing on something tough. Investigators know that a little way back there is a closet containing sports supplies which can be opened on a **Locksmith** roll, if they want weapons. They can find javelins (base chance=Throw, 1D8+1 damage), baseball bats (base chance=25%, 1D8+damage bonus) and a signal pistol (base chance=25%, 1D10+1D3 burn damage).

Peering through the door into the classroom they see a horrific sight; two students are kneeling over the body of Alfred Daines, scooping up handfuls of blood and offal into their mouths. Daines has an expression more of surprise than terror. This costs **1D3/1D10 sanity points** to see. One student, his arm reduced to nothing but a grasping bloodied stump, looks up from his meal straight through the open door. They rise awkwardly and then make towards the door, completely silent. The investigators should be able to fight back or at least barricade themselves in somewhere else until they wander off.

Two Zombies

STR 16 CON 17 SIZ 14
DEX 8 POW 1

Hit Points: 15

Damage bonus +1D4

Weapons: Bite 30%, damage 1D3

Claw 40%, damage 1D3+1

Armor: none, impaling weapons only do 1 point of damage, others do only half damage rolled

Skills: Scent Prey 80%, Shamble 90%, Sneak 54%, Hide 56%, Spot Hidden 30%

Sanity loss: 1/1D8 first time, only 1 point afterwards

Whether they kill the zombies or not, they will later encounter Mr Daines. If they have killed all the zombies in the room and examine Daines they realize that he is slowly coming to, his eyes turned white. A **Medicine** roll shows that Daines is definitely dead. He rises to his feet as though he were a puppet on strings (**1D4 sanity point**) and gives a lopsided grin. If they fled, then at some point Daines simply steps out from the shadows to meet them.

“It’s so nice to be in a body again” quips Daines in a flat monotone “even if it’s gone through some wear and tear as of late.” Daines’ body has been possessed by a Loa, a wandering spirit that is the equivalent of a demon or angel in Voodoo, known for their jovial nature and mean streak. Daines won’t bother being obtuse with the investigators and will answer any questions they have. “You’re dead” he says bluntly, “your minds didn’t make the trip over, so you’re here in the realm of death. The one who brought you here was called Edgerton; he killed a lot of folks in the hall down there and then he bought you here, by accident I’d guess.”

If asked about how they can escape or find a way out, Daines has an answer. “You’d have to go through the man to get that” he says. If asked who the man is he affects an expression of mock shock and says “Baron Samedi, the lord of this here little realm of the dead.” If asked what they need to get on Samedi’s good side, then Daines answers that they need “a juju hat like your man Edgerton was carrying, some rum, because the man likes his drink, and a cigar, because the man likes his smokes. Just head into the hall for the juju stuff, because that’s where Eddie and his folks left their ritual odds when dear Eddie departed. Just keep on heading down.”

The Loa controlling Daines doesn’t want to make a fight, but it has a parting remark for them; “if you don’t make it out of this, I wouldn’t mind taking a run-about in one of you, or any girlie

bodies you can find me. If you do make it, you owe me a favor in the land of the living, for sure.” Daines makes his way out into the mist, and if they try and attack him he attempts to possess one of them (the Loa has a POW of 18 on the resistance table) and then hold the body to ransom in order to make his escape.

To the Hall and Below

The investigators can find the hall on the same floor they’re on even if it isn’t the ground floor, as the school no longer follows real world rules. There could be additional encounters such as more zombie or breaking into rooms for more supplies. They can find Edgerton’s office on the top floor but it contains little of interest. However, today’s entry in his journal does yield something interesting (**Handout 2**).

Handout 2, today’s journal entry

October 31st, Halloween

“On this, Samhain’s holy night, I and the others shall take our blades and ascend, summon Samedi in his aspect. The party waits.”

An **Occult** roll recognizes Baron Samedi as a Loa or God of the dead in the Voodoo religion, while Samhain is an Irish festival of the dead. An **Idea** roll suggests that Edgerton seems to have confused the entity and holiday as the same thing.

Throwing open the doors the scene is of a party suddenly abandoned when something terrible occurred. Tables have been overturned spilling food, there is torn clothing hanging from basketball hoops and the white game lines are obscured by blood. There is blood in pools on the floor, individual droplets on the ceiling and incredible crimson gushes up the wall (**1D3/1D8 sanity points**). There is an abandoned set-up for a band, the drum kit reading ‘The Saturdays’.

There are no bodies here, save that of George Edgerton’s. His colleagues turned on him after they arrived, fearful of his powers, and dismembered him so he couldn’t come back

easily. His parts lie near a chalk circle in the room's centre bordered by mystical looking symbols. There is a fine looking black silk top hat in the centre of this circle that the investigators will need to bargain with Baron Samedi (although they don't really need them, but they do help out). Upon entering the circle one of the investigators is hit by a flying plate, unless they dodge it, and there is a rage filled screaming ringing through the hall, which they recognize as Edgerton's voice. He continues to cause minor poltergeist activity without doing any harm, unless he manages to bring down the climbing frame in the east side of the hall, inflicting 1D10 hit points unless dodged.

Leaving the hall with the screams echoing behind them, they see the downward leading stairs, looking for all the world like the world's most garish subway entrance. It reads "The Good Times Bar."

Good Times

The steps down look like something from a surrealist film; they look like the stairs from the Titanic's ballroom, the brick walls lined with posters for great tragedies and disasters and talents snatched from the world before they could create their masterpieces. As they descend, the sounds of a lively bar drift up to them; ribald boasts, conversations and the sounds of gin swirling among ice cubes. They reach a huge door with smoked glass, like the side of a cathedral. A dapper man in a bowler hat is outside smoking, and says to the investigators "Go right through fellas, you're expected."

The monumental doors open easily and admit them to the bar. It looks like something from the past, full of men wearing smart suits and women dressed like flappers. All of them hold glasses and a band in the back plays the ragtime tunes of the 1920s. There are a number of people in groups having more focused discussions; most look like they're part of families. Some of the people look like famous movie actors and other well known personalities of the era. Some of them wave and drunkenly call out greetings. All of the people in the bar look a little bit rotten,

some with tight and leathery skin, empty eye sockets and others nothing but skeletons, costing **1 sanity point**. A tall and very pale man at the bar waves them over.

"I trust you'll want some refreshment after your ideal above. I don't drink myself though, can't stand the stuff. Bartender, some service please!"

The man looks very much a gentleman, looking more like he belongs to the nineteenth century than the one represented in the bar. He doesn't say anything to the investigators and just taps out show tunes on the counter waiting for the bartender to arrive, and she does. They don't initially recognize Joyce Phillips, the biology teacher, with her deathly pallor and change of clothing to a lace funeral gown. She stares blankly and only responds to questions with; "One of us had to stay behind, the others couldn't, so I did. I stayed behind because we had to leave one behind for every piece we couldn't take. We couldn't threaten them. They don't fear." Joyce serves the drinks and moves on. After killing Edgerton the cultists travelled down to the next level, knowing that from the ritual this was where they needed to go to find Samedi. The responsibility of bartender passes from person to person, and when the teachers arrived the gentleman held that post. To gain information on how to reach the next level they were asked to swap one of their members for the bartender so he could instruct them on what to do next.

The gentleman takes them to a table and asks them some questions; who are they, what do they want and where do they plan to go next. If the investigators say they are going to find the murderers, then the gentleman remarks that to do that they will want to descend to the next level before Samedi's. "I know the path which leads to the world 'neath this one, but it is a more dangerous place than this. If you truly want to go there, I can show you but first I would like something from you." He could be **Persuaded** to give the information to them, but then he has a grimmer bargain for them; one investigator must stay here in the bar.



If they agree, he continues. “This bar is only a construct and it has many different incarnations, each one as a wake for a certain period. You can probably imagine which decade this place this place encapsulates. I want you to go to another iteration of this abominable realm, an older one. Find a man there named Edgar and hand him this,” he says handing them a bundle of papers. “I can’t come with you; it is not well for the dead to try and travel between places. Find the sign to the 1840s.” A **Psychology** roll shows that the man is deeply melancholy about this period, and if asked he says he has a certain affinity for the time.

The investigator can talk to others at the bar, men and women who seem to be both somber and jubilant at the same time, possessed by a nervous energy as they knock back drinks. All of the people in the bar look like people they would know if they didn’t look slightly embalmed. The people talk wistfully about the good old days and what a horrid mess it’s all become. Some offer cryptic hints about the investigators futures; “there’s a wild scene downstairs” one scantily clad partier says, “I’d stay clear of that one if I were you.” If they ask about Baron Samedi then they all uniformly reply; “Nobody speaks about *that* one.” The keeper should feel free to fill out the bar with as many interesting personalities as they like.

A **Spot Hidden** roll notices a man walking past in tails and top hat, obviously out of place in this time period. If asked he points them towards a row of doors a little way away, each opening onto a different scene. There are thousands of doors, some opening onto elegant and courtly dinners for aristocrats, and some opening onto rural public houses full of song. A gold plated sign identifies a portal opening onto an old fashioned inn as being connected to the early 1800s. Upon stepping through the door the investigators suddenly feel uncomfortable, as though the air pressure has suddenly changed and they’ve crossed some great threshold (they lose 1D6 sanity points and 1 POW, no effects on the way back but the same effect on trying to enter a different gate). They can see that Joyce Philips is also the bartender here as well, looking no different, although the clientele are grimmer and

miserable, still with the look of death and uniformly dressed in formal black. Asking Philips or a patron about an ‘Edgar’ directs them towards a dark-haired man in a suit sitting at a table alone, writing something while in deep concentration. He doesn’t look up or acknowledge them in any way; it is as though they aren’t even there. They can leave the papers on the table for him and then leave. They step back through without penalty although they experience the same change in pressure. If they examine the papers, they seem to be complex equations of some kind, using words that don’t look like words.

The gentleman gratefully thanks them and then hands them a bottle which looks like it’s been wrapped in wallpaper; it’s a bottle of rum, another item that will aid them in bargaining with Baron Samedi. The gentleman leads them to a winding staircase in the centre of the room, its walls stone lined in stark opposition to the opulence of the barroom. The investigators will wonder how they never spotted it earlier. The gentleman removes a velvet rope blocking the way; “It’s not meant for people of my type to go this way, you’re alone from now on. Good luck.”

Between Heaven and Hell

A hot, sticky draft rises from below them as they descend the stairs, the shiny banisters and rich carpet replaced by rough hewn stone as they get further down. The investigators reach the bottom and realize they are in a nexus of tunnels, a faint sound coming from somewhere, recognized as screams on a **Listen** roll. There are about eight passages leading off in different directions, some which end in dead ends and others not. Five of the passageways lead to something resembling classrooms or dormitories but hewn out of the rock, but looking distinctly wrong and organic. Two passages lead to dead ends, and in any of the passages there may be 1D3 zombies, although these are both male and female students with amputations, viscous scars and mutilations; all the evidence of torture (use the statistics from earlier in the scenario. From the eight passages there are the definitive sound of screams and moaning. The tunnel drips with

cave fungus and humidity. As they approach the end of the tunnel the sounds become clearer, and they suddenly step out onto a stone walkway overlooking a gothic stone room. There are males and females attached to terrifying machinery inflicting horrible torture upon them; bones shatter, skin ruptures and screams are extracted, costing **1D3/1D8 sanity points**. All of the people there are obviously dead; no one could survive some of the injuries they have suffered, tortured and torturers alike. There is what looks like a throne underneath a pavilion at the far end of the room, at the top of a flight of stone stairs. The investigators are not heard by any of those below.

Approaching the throne they can see it is populated with more of the living dead, displaying the same signs of torture as the others. There is a girl in the chair, something that used to be a St. Mary's student and probably very attractive in life, but now she looks rotten and horrific (**1/1D3 sanity points**). She is smoking a cigar. As they approach they are gradually surrounded by her zombie guards until there is no avenue of escape, some scrabbling up the side of the wall to get up on the ledge behind them. The screams die down as the zombies in the pit cease work and focus their attention on the investigators; there are about 100 of them. One zombie shambles to the girl and takes a piece of paper from her and then hands it to the investigators to read. The zombies here make no sound; a **Spot Hidden** roll notices a careful incision in the bottom of her neck.

Handout 3, First Note

"You seek to go onwards to Samedi, to leave this place and go back to your own. I can allow this. You are not the only intruders here, there is another who has secreted himself away and slew my kin. If you bring him to me, I'll let you walk through and reward you. If you don't then stay. He is named Fenwick and is barricaded in a gallery beneath you."

If the investigators decide to stay then they face the full might of the zombie horde. If they decide to capture Fenwick then a zombie points to an opening in the pit below. It is a deeply

uncomfortable experience walking down the slick stone steps and the killing floor splattered with offal. Around the edge of the opening there are a few zombie corpses; Fenwick's work. He is holed up at the other end of the tunnel in a chamber, but he is weak now after using up his magic to defend himself. He was separated from Haley Outhwaite when they came this way and she escaped to the level below while he was trapped here, but he was not unarmed, setting up a charm to repel the zombies and using magic to fight them off. He is weak now and shouldn't be a problem.

Roger Fenwick, Insane Cultist

STR 12	CON 13	SIZ 8
DEX 12	APP 10	INT 13
POW 5	EDU 14	SAN 4

Hit points: 11

Damage bonus: none

Weapons: Knife 40%, 1D4

Spell: Charm Against the Dead, Spectral Razor

Skills: Occult 14%, Listen 47%, Spot Hidden 38%, Dodge 40%, Hide 50%, Teach 52%

Moving up the hallway then can see something a little way ahead of them carved into the dust in the floor; it is a symbol representing a kind of satyr. It completely prevents the dead passing beyond it, but the investigators have no problem advancing. Fenwick is up ahead and peaks his head around the corner of the room. The sign is right in front of the room; an **Idea** roll suggests that if it were rubbed out the zombies would be able to get past and take him. To get close however they have to go right up to the door, something that Fenwick will try and prevent by casting Spectral Razor or slashing at them with his knife. He doesn't respond to questions with any coherency, raving and crying all the time the investigators are trying to subdue him. Dry blood is splashed all the way up his arms and if they leave him alone he retreats into himself and starts

scrubbing at his arms with a stone in the room (the room is 10 by 10 metres). Occasionally he cries and whines about “the looks they gave me, all the time, while it was doing it, bad party...”

Fenwick could be knocked out or **Grappled** into submission and either carried out to the zombies or have them let in by removing the charm in the dust. Once this is done, the zombies surround Fenwick until he can't be seen anymore. There are the sounds of viscous screams and the sounds of tearing, and then the zombies break the circle and each bear a fragment on Fenwick down to the pit, the screaming continuing despite his neck no longer being attached to his head, costing **1/1D6 sanity points**. The female zombie sinuously walks over to them and hands over another note, Handout 3. She hands them her cigar, the final piece along with the top hat and rum needed to bargain with Baron Samedi, and then follows the crowd to the pit.

Handout 3, Second Note

“Remove the cover from behind the throne and then make your way down the ladder. Take this to bargain with the Baron.”

Puzzle Games

Climbing down the ladder is easier than it should be; gravity doesn't seem to be as strong in this obsidian lined tunnel. If an investigator fails a **Luck** roll, they cut themselves on the obsidian causing them to lose their footing, and then if they fail their **Jump** roll they lose 1D6 hit points upon hitting the bottom. The bottom in this case is a huge, grey, stone hall with what looks like a map of some sort inscribed on the floor. The hall doesn't seem to have an end, although an **Idea** roll suggests it has similar dimensions to the school sports hall. The lines form a gigantic maze, with the investigators having to follow the correct line of inscriptions to the centre. They can see two others in the hall; a woman further away from them who is Haley Outhwaite, last of the cult, and a tall figure in a ragged suit and top hat, facing away from the investigators and Outhwaite. Moving off the lines causes

disorientation and the investigators find themselves back where they just left in a short time. Outhwaite is ahead of them by some distance and is close to reaching Samedi, but she is exhausted and near death from various encounters on her way here. She is bruised, injured, her clothes in tatters. She is shocked to see anyone alive and sprints wildly through the maze upon noticing them.

To advance through the maze, a **Navigation or Idea** roll is needed. At three points in the maze there are pillars with alcoves in them, with a chalk drawing of an item above each; a top hat, a bottle and a cigar. The investigators are supposed to place an item in each pillar which gives them +30% to any attempts at Persuading, Fast Talking or Bargaining with Samedi. However they could keep them, which gives the investigators a +30% chance to fight Samedi, in whatever way they see fit.

Outhwaite arrives before them, reaching the end of the line puzzle and stepping into the 12-foot wide chalk circle, with an inner circle of 3-feet in which the tall dark figure stands. Outhwaite gets down on her knees and prostrates herself before the figure and then begins chanting;

“Ai, Nyarlathotep whom was known in Kadath and Ulthar and old Haiti by the name Samedi! Praise be to the capricious god who grants the twin gifts of death and life! Face me so I may demand my rewards for the sacrifices I have done on your holy night!”

The figure doesn't turn and Outhwaite stares, confused. She repeats the chant, and then repeats it again louder, nothing happening. Finally losing her nerve, Outhwaite screams and pulls a knife from her ragged coat and makes to stab the figure in the back, stepping inside the inner circle. The figure turns, revealing itself to be a tall man in a black coat with long tails and a top hat; he is completely black with a skull painted over his face. He grins idiotically and has something predatory in his eyes. He reaches out with arms that seem impossibly long and pushes them though Outhwaite, who stops immediately in surprise. Baron Samedi flings his arms up

dramatically and pulls Outhwaite apart like a rag doll; she disintegrates horribly into glittering black dust, costing **1D4/1D10+1D4 sanity points**. Samedi goes back into his standing position, staring at the investigators and waiting for them.

This is the investigators only chance to return from the realm of the dead, but although the Baron is deadly, with the sacred items they have a chance of talking to him or fighting him. In terms of bargaining with Samedi there is only one thing he wants; George Edgerton for committing the murders without Samedi's permission. Edgerton though is trapped between worlds as a poltergeist, murdered at the point the real world shifted to the dead one. If the investigators succeed on their augmented rolls for persuading him, then he tells them that he can send them back if they bring Edgerton's remains to a cemetery near the school. If they fail, or decide to fight him, then Baron Samedi will not be kind with them. Samedi is likely to kill them even with the bonuses offered by the items, but they could fight him enough to escape back the way they came, but this way back is lost to them. Maybe the gentlemen at the bar knows of a backdoor, but be warned, this way won't send them back to the school as living people, but something more squeamish, losing **1D20 sanity points**. If they accept the agreement to go back to the school, then the grey chamber turns darker and darker until they can see nothing but the white skull face of Samedi splitting into a wide grin.

Baron Samedi, Lord of the Cemetery

STR 28 CON 41 SIZ 19
DEX 18 INT 18 POW 30

Damage bonus: +2D6

Weapons: Touch 80%, damage death

Armor: can only be harmed by magic weapons or spells

Spells: any desired by the Keeper

Sanity Loss: 0/1D4 sanity points

Attacks and Special Effects: Anybody who's POW is overcome by Samedi's touch dies instantly. If he wins a POW struggle against someone then he can possess them. He may also create and control zombies at a range of 30 yards.

The Return

The investigators hazily wake in the classroom, just seconds after the shift to the dead world in real world time. Although it is night the real world seems fluorescent and bright after their time in the grayness of the dead world. They could call the police and get help, but that would decrease their chances of getting Edgerton's remains for Samedi, unless they want to plan a raid on the coroner's office under the attention of the media glare that will shortly descend on the area. They need to get Edgerton's remains and take them to the nearby cemetery before someone raises the alarm. The school is more or less the same as it was in the dead world, although it seems less surreal and dreamy. Anyone who died in the dead world is alive, although all sanity loss is still in effect. If they call the cops or otherwise get help, then the deal is forfeit and Samedi will claim them. How, when and where is up to the Keeper.

The sports hall is more horrific than it was when they first encountered it; all the bodies are here and there is lots of blood. Investigators may be disturbed to notice wounds on the mutilated corpses suggestive of what they saw in the dungeon. There is now poltergeist activity fro, Edgerton, just the silence of an empty room. Edgerton is in six pieces; head, torso, arms and legs. They can find some bags in a closet to carry his remains in. Hefting their grisly treasure the investigators should be feeling paranoid that they'll be spotted. As they trek down the school drive in the dead of night they will need torches, found in the same closet as the bags. It is a ten minute walk to the cemetery, following the main road and then taking a turnoff to the north. About five minutes after they have left the school gates call for **Listen** rolls; if they succeed they hear the approaching sound of sirens. Hiding in the trees by the roadside, a police car rushes past seconds

later. After another tense few minutes they find the rough path that leads to the old cemetery. They yet again hear the sounds of sirens, but this time it sounds like a whole fleet of police cars, maybe even choppers. They will have to hurry before the police begin combing the area.

Lord of the Cemetery

The path is hard to follow; it hasn't seen any use in years other than by students using it as a shortcut into nearby Mapleworth. They can't see anything through the tightly packed trees to the left and right or canopy above. There none of the usual forest sounds the investigators might have heard when coming this way before. They come to the small clearing that houses the cemetery, only a few unreadable stumps of headstones remaining. The first investigator to step inside the clearing is possessed by Baron Samedi. They stop in their tracks and go limp like a puppet before straightening out again, somehow appearing taller than he or she was before. The investigator wears a slack grin and has a wild look in the eyes. An **Idea** roll recognizes the eyes as those of the man in the top hat from the dead world, costing **1 sanity point**.

"Give me the pieces," the investigator says, "and don't step inside the graveyard."

Taking the pieces, the investigator balances each piece of Edgerton on top of a tombstone and then stands at the centre of the graveyard, head cast upwards. The investigator begins chanting in a language some hear as French or an African dialect, but others hear a mindless piping and mad playing of instruments. Starting with the arms, Samedi takes a limb and offers it up to the moon where it evaporates into silver mist. This costs **1/1D6 sanity points** to witness. With each limb disintegrated the investigator seems to become more like Samedi; darker, taller and the face turning skull-like. Finally Samedi takes the head and offers it up to the moon; a trick of the light perhaps, giving the impression that it is screaming as this happens, before it becomes mist. The Baron sweeps his arms around like a crazed stage magician and then flings his arms up laughing insanely. The investigator collapses to

the ground, shadows flowing away into the woods. He has returned to normal. The investigators should have just enough time to feel ensured that they are indeed alive, and how fantastic it feels, before they hear the clicking of guns behind them as they are slowly surrounded by the police.

Rewards

For surviving the dead world reward 1D8+2 sanity points

Successfully bargaining with or fighting Samedi reward 1D10+1D6

For every zombie killed up to three reward 1D3 sanity points

Nothing goes with *Call of Cthulhu*...



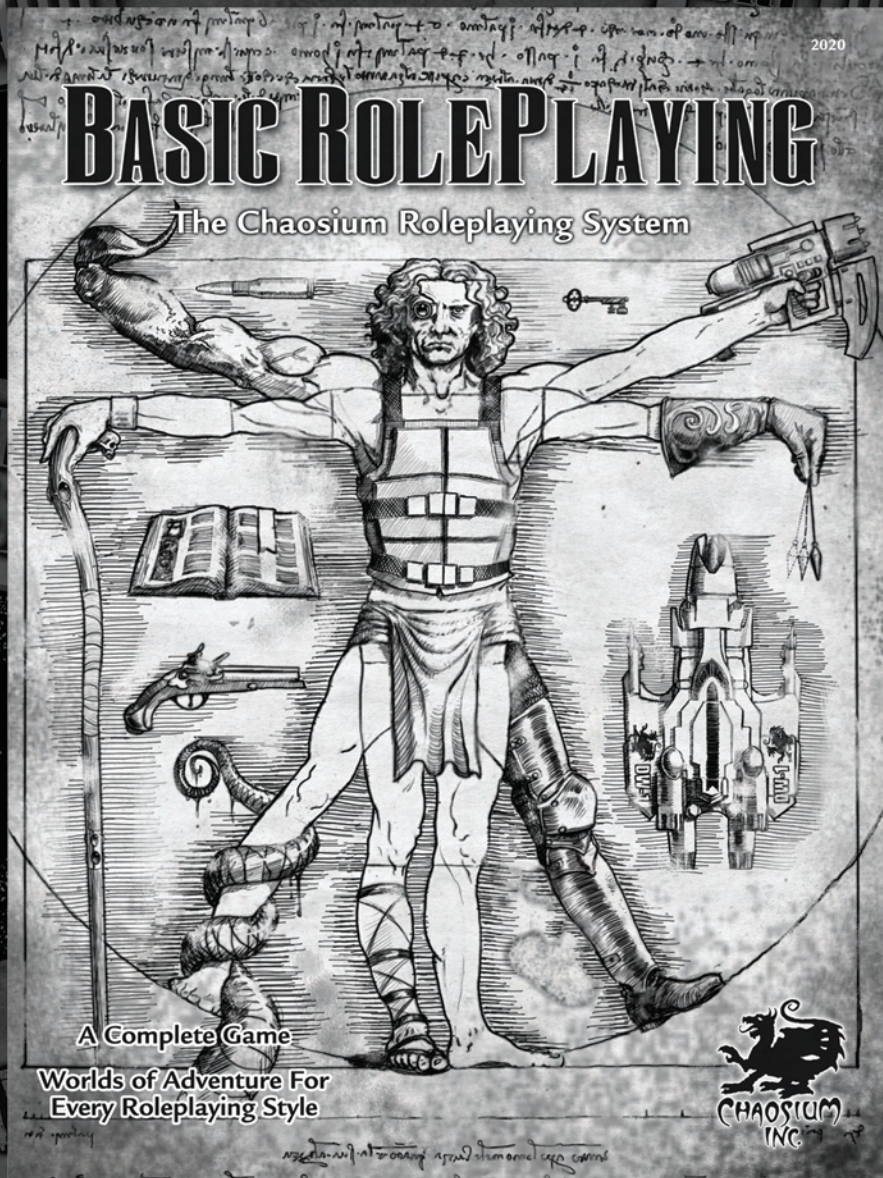
...better than a few Secrets!

CHAOSIUM

www.chaosium.com

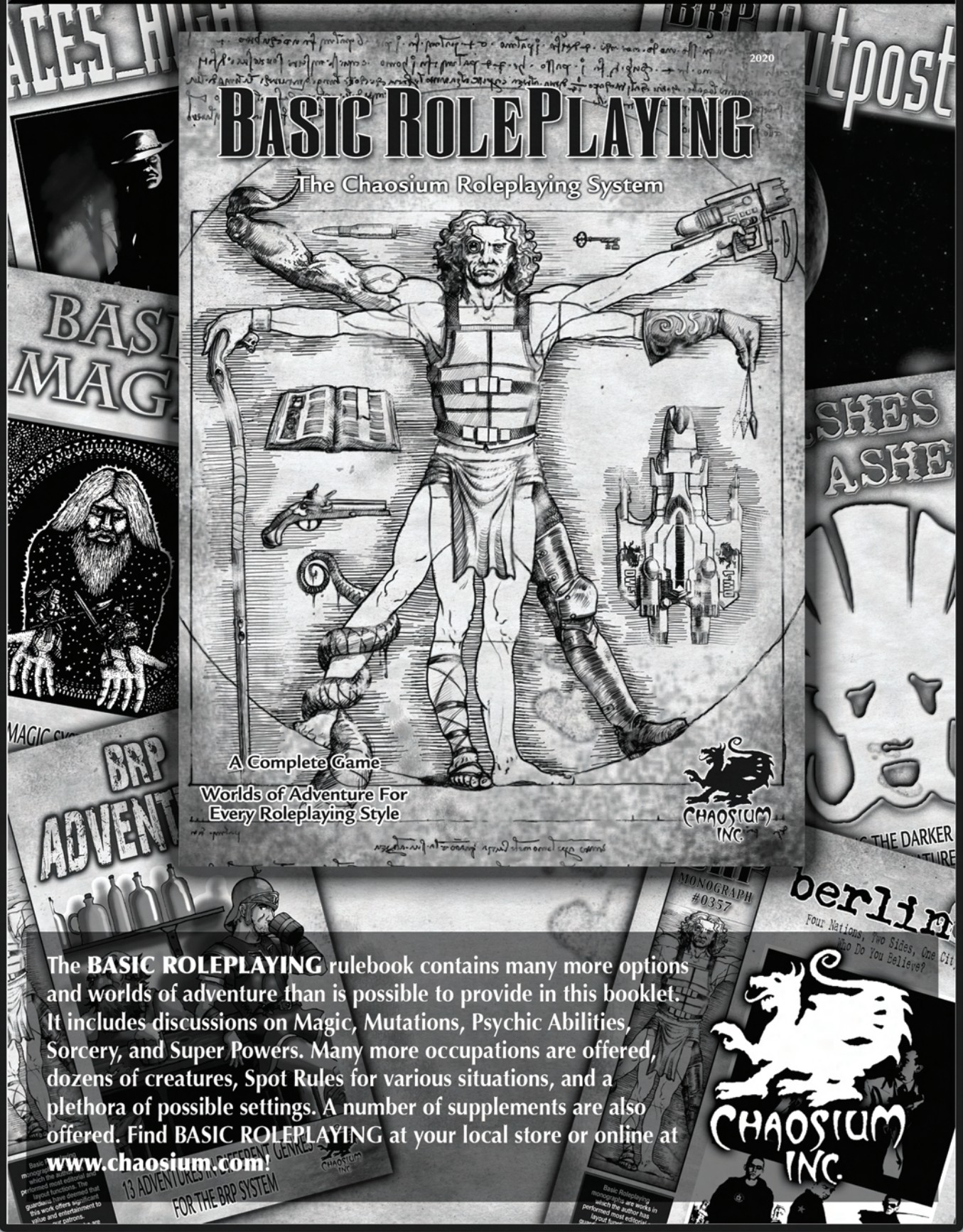


Looking for more?



The **BASIC ROLEPLAYING** rulebook contains many more options and worlds of adventure than is possible to provide in this booklet. It includes discussions on Magic, Mutations, Psychic Abilities, Sorcery, and Super Powers. Many more occupations are offered, dozens of creatures, Spot Rules for various situations, and a plethora of possible settings. A number of supplements are also offered. Find **BASIC ROLEPLAYING** at your local store or online at

www.chaosium.com





CHAOSIUM
INC.

PLAN 09 FROM HALLOWEEN

...

The festival came to town.

Previously joyful and cheery, these attractions are outmoded, and the infrastructure is old and neglected. A foul smell hangs in the air. The show consists of malformed people who disgust and frighten. Little joy is offered by the twisted clowns, and the barker's outdated speaking-style and French-tinged accent strengthens a feeling of unease. It is a dreadful show.



Find other treasures at
www.chaosium.com

