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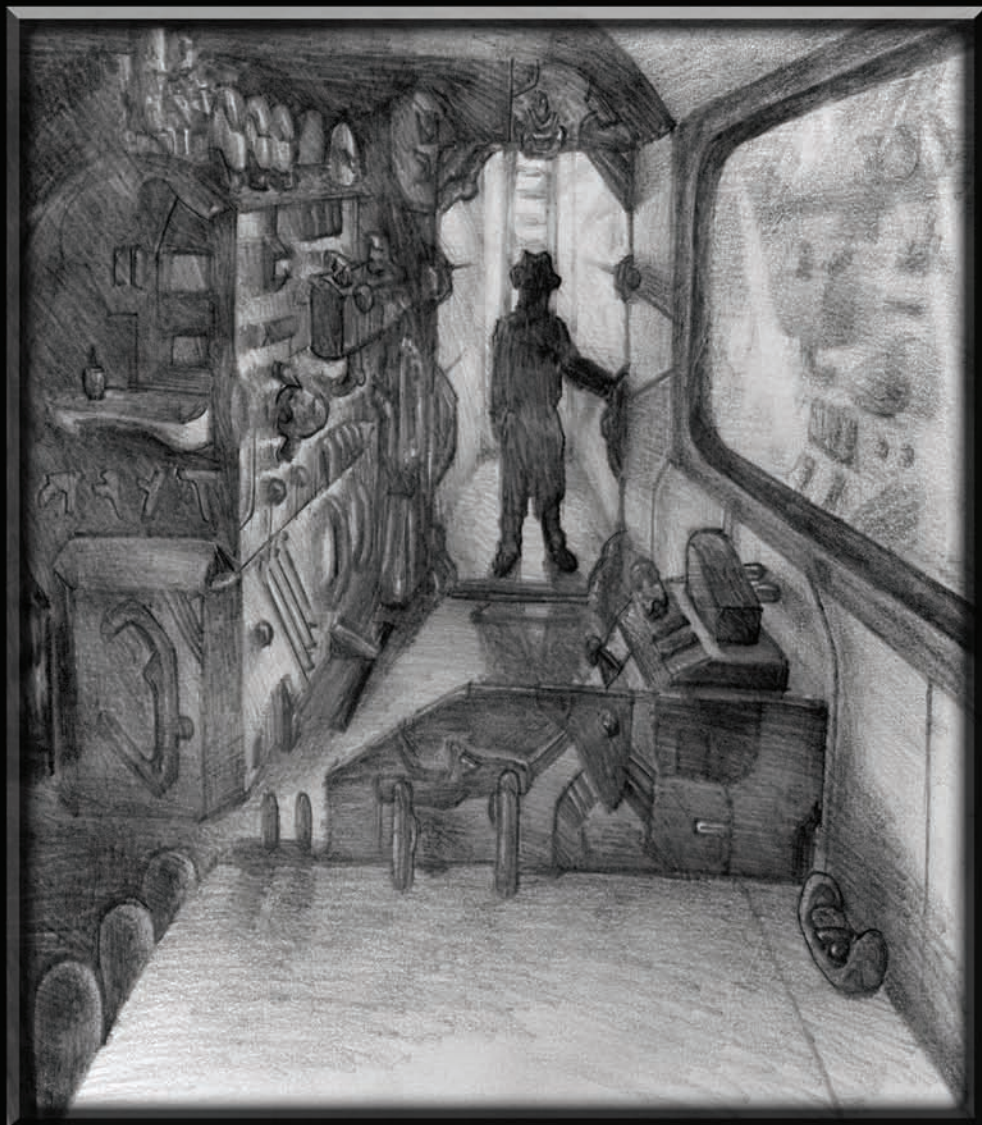
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THE DREAMING PRINCE



**Exploring the Extra-
Human Consciousness
of the Great Old Ones**





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The Dreaming Prince

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Our web site www.chaosium.com always contains the latest release information and current prices.

Chaosium Inc. publication #0399

ISBN-10: 1568823509 • ISBN-13: 978-1568823508

Published in February 2011.

Printed in the United States.



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THE WORLD IS A DARK PLACE. The human mind borders on the fringes of a dark consciousness beyond comprehension; a cold intellect displaced from human definition of space and time. It is said by the superstitious that the phantasms of human literature, so oft produced by fleeting dreams and fanciful visions, reflect the fringes of human subconscious capable of awareness. The elusive nature of the collective human phenomena of dreams yet evades the minds of scientists and academics.

Dreams and nightmares compose the borderline between the alien intelligences of the other side of consciousness; the fragile dreamlands of the human psyche provide a protective film of ignorance. Some individuals, by choice or by compulsion, become exposed to the vast and hazardous reality that lies beyond. Called the star-touched, the lunatics, the psychics, these individuals are sensitive to the overwhelming pressure of the inhuman dreamlands that are themselves the shared subconscious of entities yet unable to enter the world of human perception.

The laws of humanity's reality are the fringes of a much more complex and unknown system of rules governed by foreign intelligences too complex to be adequately described with human science. Ruled by a hierarchy of competing entropy, these intelligences imposed themselves upon the subconscious realm of existence as the forces of gravity and time imposed on human existence. Perhaps unintentionally, these entities brushed against the human subconscious, implanting dreams and visions into the minds of artists, poets, and dreamers. Scientific concepts and principles were subliminally introduced into the human psyche and expanded upon by those with the sensitivity to understand these primordial entities. Some humans began to worship some these concepts as deities or guardian forces, their minds addled by their inability to comprehend the limited glimpses of super-perception their dreams allowed. Some of these people believed their minds were in direct contact with the alien intelligences; from these individuals arose the mystics and shamans who thought they could enter strange realms of existence and communicate with great spirits. Through the use of trances and chemicals, these spirit-searchers would enter the shared "Dreamlands" outside the borders of their own minds, fleetingly touching the minds of beings of greater understanding. Returning with stories of monsters and magic, the shamans were sheltered by their own ignorance, even as they tore at their minds' protective barrier.

No longer called shamans or mystics, such individuals persist even to today, though the ignorance of humanity has not been able to keep pace with humanity's self-destructive curiosity. Already, the lesser intelligences of the subconscious realms are finding ways to breach the human mind and manifest into human perception as tangible representations of entropy. Their manifestation leads to disaster in the world of human reality. Accompanied by death and sudden change to the static world of humankind, these entities enforce older laws of reality than human science can explain.

Primordial entities appear to be influencing the realms of human perception with disturbing frequency of late; the rise of so-called psychic phenomena and the increasing numbers of the mentally disturbed in recent years continues to elude serious scientific discussion within academic circles.

Yet the signs advance. Perhaps some unknown natural phenomena has penetrated the boundaries of consciousness and left humanity weak in the face of voracious chaos, or perhaps some individuals have finally pushed too deeply into the nightmarish unknown and brought home with them some alien being that has degraded the collective human psyche. Perhaps the increased rate of phenomena is indicating a degradation in the fabric of reality that will lead to all of existence returning to one single, unified force of energy, just as in the deepest recesses of the Dreamlands, where time and space begin to disappear, and reality holds an entirely different face.

Madness is only the beginning.

INTRODUCTION:

The “Dreaming Prince” is a supplement to Chaosium’s Call of Cthulhu Roleplaying system. This particular supplement is driven to explore the extra-human consciousness of the Great Old Ones, in particular Cthulhu. Cthulhu, in his namesake story, remains dreaming in sunken R’lyeh, transmitting his madness to the world around him at different times and to different people based off their sensitivity to such phenomena.

In a bit of a twist off the original story- albeit not a large one- the Great Old Ones represented here can be both tangible entities and intangible representations of natural forces beyond what human science can understand. Few of the Great Old Ones are represented here, largely for the sake of time and convenience, and in the course of these adventures, the investigators will never directly encounter the Great Old Ones. Nonetheless, this setting does employ the Mythos both in species and technology. In fact, several human technologies, displayed here as experimental and purely science fiction, are indirectly influenced by the Great Old Ones through a form of mental osmosis.

This work contains a scenario from the 1920s that pertain to another two scenarios later in the work in modern times. This understandably involves two separate groups of investigators played by the same players. There are a few recurring motifs throughout the work, as well as unmentioned plot devices that can either gain or lose significance based on how much of the mystery is unraveled.

The scenario in the 1920s will pertain to the modern investigations and will slowly reveal parts of the mystery unknown to the modern day investigators, allowing for a more complete story through the display of the years of preparation certain Mythos entities had before the plotlines in the modern setting. This will slowly reveal the machinations of many recurring figures and allow the players to taste the broad scope of most long-term Mythos conspiracies. In future works, this method will be used again, wherein the earlier chronological investigation will reveal some aspect or clue to the activities in the modern scenarios.

Maps have not been added to this scenario out of the belief that the Keeper will have a more vibrant visualization of the material presented after reading the material and converting it to their own style. This work emphasizes the ingenuity of the individual Keeper; while details and outlines to the scenarios are provided, Keepers are encouraged to build their own inter-woven conspiracies and add or

change things they like or dislike to create a more suitable story.

This work should serve as a starting point, a base reference, to the campaign the Keeper builds. After all, this work cannot anticipate the style of the particular investigators or their potential actions. The Keeper should be familiar with their players and this material to maximize their experience. If, for instance, the investigators decide to take their investigation in a way completely atypical to the evidence presented here, it would fall to the Keeper to find a way to tie the investigators back into the story with new evidence or clues leading them back to the real mystery.

Arkham General

This scenario is suited for any number of investigators, though ideally for a group of four. The investigators begin their story employed by a local law firm to investigate some potential property for new offices. The property in question is a recently abandoned abbey a few miles out of town that the locals believe to be haunted. Around the same time, a doctor and nurse disappear from the Arkham General Hospital. The investigators are thrown into the mess and must decide which of the two cases are more important, and which must be pursued more thoroughly.

The maps to this scenario are of course not made to specific scale, but rather to artistic preference.

Keeper Information

This setting plays off the Yithian race and is in that sense Mythos-heavy. In the basement of the Abbey- hidden under the floorboards of the main chapel- is a laboratory constructed by a Yithian-possessed man to contact the Yithian home world. The exact purpose of such a station is ambiguous, and ought to be left as such as far as the players are concerned. What is important is that the basement holds a Yithian Temporal Communicator that the investigators can activate by touching the ornate symbols that decorate the device. This provides the investigators with a glimpse of a holographic Yithian; the experience should leave a lasting impression.

Several other pieces of technology in the laboratory can be played with of little consequence. However, built into one of the walls is an empty



Yithian Stasis Cube, sealed by a lock mechanism that is too complex to be figured out at random. The Stasis Cube becomes integral to the story later on.

The disappearance of the two hospital employees is indeed related to the history of the abbey. Rachel Peterson, the missing nurse, is possessed by the mind of a Yithian. She murdered Dr. Gallagher after seducing him to establish an alibi for herself. Feigning weakness to protect herself from suspicion, she plays the part of an injured abuse victim. Even if the players discover Dr. Gallagher's corpse and deduce her guilt, she will insist she murdered him to protect herself from his violent advances. She hides out in the abbey to remain near the laboratory, and lies to the players to convince them that she was hiding there for fear of the police. She will begin plans to murder the investigators shortly after she learns the extent of their involvement. She is deadly with a scalpel, her weapon of choice, after lulling the investigators into a false sense of security.

Introduction

The setting opens to the investigators in the office of Mr. Wright, their potential employer. His law offices operate on the outskirts of the main town, and little is known about him. Upon entering his offices, his eclectic taste in literature becomes immediately apparent. His bookshelves are lined with works on the law, psychology, and even Shakespeare.

Mr. Wright explains that he needs men of intelligence to help assess the historical value of the Cromwell Abbey, a few miles north of the General Hospital. His workers are superstitious and believe that murder victims haunt the abbey. Mr. Wright is convinced that there are no such spirits at the abbey, but he does believe that historical places of value should be spared from society's rapid encroachment. He knows little of the history of the abbey except that it was refurbished by some new religious group a few years before he came to town, and that more recently, five years ago, a man stormed the abbey and murdered every member of their order. The man's name eludes Mr. Wright, but he does insist that the killer was committed to the Arkham Sanitarium after he was found mentally ill in trial. Wright believes that the killer is a poor starting place, given his condition, but it is a lead.

Occult Notes

With a successful Spot Hidden check, the players can identify an exotic leather-bound book tucked under a stack of legal papers on Mr. Wright's desk. The gilded title on the side of the book reads in script *The King In Yellow*.

A successful Occult role informs the player of a bit of the history of *The King In Yellow*, a rare play with bizarre dream-like qualities. It was originally a French work, but only English copies of it remained intact after the French government seized it in the 1890s.

Courthouse

A trip to the courthouse and a successful Law roll can reveal a few things to the investigators:

- Thomas Greenfield, a quiet Arkham resident, murdered 16 members of a religious group calling itself the Heralds of the Glorious Day in 1921.
- Greenfield was discovered disoriented among the bodies, and was confused as to his location when the police questioned him.
- A fire was started in the abbey sometime after the cultists were murdered, but before the police arrived.
- Greenfield was committed to the care of the Arkham Sanitarium for rehabilitation.

Arkham General Hospital

The new General Hospital in Arkham is a four-story, freshly painted edifice in the middle of the town that offers the latest in medical science to the population of Arkham. Although it is a far cry from modern hospitals, it has wards to treat and diagnose illness and perform surgery in a similar fashion to more contemporary facilities.

The hospital is doing well for itself in Arkham, at least until the loss of Dr. Gallagher, the hospital's chief surgeon. The hospital's official stance is that the doctor left town for personal reasons. The facility is currently searching for a replacement.

A successful law roll might obtain the doctor's records at the hospital. If the Keeper decides the hospital has no legal reason to provide the records to the Investigators, alternate methods for obtaining similar information is available.

In the past three months, three patients have died- one a month- on the operating table under his supervision. According to the medical reports, the cause of death was consistent among the three; surgical complications were listed among the submitted reports. Should an Investigator ask for the date of death for the three individuals, they would find each date to be separate from the next by about 28 days. A successful Astronomy roll- though here it could be substituted for a higher based stat, perhaps even Idea- would indicate that the deaths correspond to the period of the Moon. Each death occurred when the Moon was full, without fail or derivation.

Also of note, though easier to discern, is that Rachel Peterson, a local nurse, aided Dr. Gallagher with each operation as the sole assistant. The hospital records confirm that Rachel has not shown up to work at the hospital since Dr. Gallagher's disappearance. A Fast Talk roll with any of the other nurses reveals the hospital gossip:

It is common belief among the nurses that Rachel and Dr. Gallagher were romantically involved. The two often exchanged looks and whispered things to each other during the day, and Rachel would adjust her schedule so that she assisted him with most of his procedures.

If the investigators press further, the nurse will admit there was never any concrete proof, but she will insist that she was sure that the two of them were involved. She will claim that Rachel became far more interested and involved at work about- and here she is sketchy about the time- four months ago. Since that time, Rachel has worked constantly with

Dr. Gallagher, going so far as to trade shifts with the other nurses. She points the investigators to the Gafkins Motel, claiming that it was a popular place for trysts.

Grave Digging

Should the players press onwards to find the bodies and conduct some sort of autopsy themselves, they may decide to search the hospital for the bodies. None of them are in the hospital. The hospital staff reveals they have been released to their families for burial. Their graves are in the Arkham cemetery plot; they are completely empty. People in Arkham have never heard of the victims and cannot recall ever meeting them in or around town. Nonetheless, eyewitnesses do remember the victims being rushed to the Arkham General Hospital on the reported dates, and the cemetery keepers specifically remember a meticulously dressed man purchasing burial plots for each of the men the day of their respective deaths. The same man, claiming to be a lawyer, arranged for the purchases presumably on behalf of the families. The man, who paid under the name Roger Ambrose, has likewise never been seen outside of his purchases.

If the players press the cemetery keepers, they insist that it was no concern of theirs at the time, as Ambrose had paid in cash and arranged for the funerals quickly and efficiently.

The House of Dr. Gallagher

Dr. Gallagher's place of residence is a bit away from the bustle of the center of Arkham. The investigators may elect to come to his house in order to search for clues, although the Police Department will not condone their investigation without a successful appeal (using either Law or perhaps Persuade) that would take some time for the investigators to manage.

If they choose to find an alternative means of ingress, they do so (aware or not) illegally, and they risk drawing the attention of the local police in a potentially compromising situation. Otherwise, the house can be broken into with a successful Lockpick roll.

The doctor's house has been ransacked. His belongings have been scattered all over the house carelessly, as though someone was in a great rush. However, several of his valuables remain in the house. Papers are scattered all over the floor in all of the rooms in the house, though his study upstairs is by far the worst. The doctor's study contained three

large bookshelves, two of which were turned over; the contents of the shelves were scattered and evidently searched through, as several medical works have had pages ripped from them. Drawers have been ripped from Gallagher's desk, and papers from his journals have mixed among the fallen books. If the investigators seek to learn anything of use from the papers, a successful Library Use roll is needed in order to sort through and catalogue the ruined papers. Remind the players that the search will take around four hours in game to search through and reorganize Gallagher's collection.

If they bother to search through his work, roll the participating Investigator's Spot Hidden. If the player(s) succeed at the roll, inform her that she

has discovered some of his work that seems atypical; it is a page of his personal journal (See the next page). If the player fails, she notices nothing but his mundane field notes.

Other than that, there is nothing pertaining to the investigation in the house. Some players may inquire as to whether or not the doctor has any personal effects of Ms. Peterson. If the Investigators ask, there is no evidence whatsoever to support their relationship. None of his writings, if the investigators choose to look, detail Rachel in anything other than a professional manner, save for his personal journal. However, if the players do not ask, they should be left unaware of this information.

Entry # 31

My initial impression of the man has changed only ever so slightly; he is no one to be trifled with. But I knew that when I first agreed to help him with his work. Progress is slow. He only sends them to me once a month. They come in an array of shapes and sizes, yet I remain puzzled. Despite years of rigorous academic research, I find myself doubting what M. declares as their cause of death. There is a dreadful inconsistency among the men as is; one died of what appears to be some form of brain trauma; another died from severe lacerations that imply the involvement of some kind of massive clawed beast-perhaps a bear, but given experience with M., it seems unlikely- and a third, a poor girl, no older than a late teenager, whose insides had been turned to a most disgusting mess of rearranged organs.

M. has always been forthcoming with payment for my assistance, though perhaps he'd be less so if he understood how eagerly I would have applied myself to his work without monetary compensation. He provides unique opportunities to study things my peers in the medical field have overlooked or misdiagnosed. While most of M.'s stories are lacking in credibility, I must confess that he has on occasion presented to me evidence that appears to defy standard scientific categorization, and he has a flair for the dramatic that befits a poet or artist better than the man of reason he claims to be. Some of his stories are too much for even myself to believe, and I seriously considered his stories involving Mr. Greenfield and the Blasted Heath!

Returning now to the matter at hand. Of late, M. has increased my workload substantially, and has insisted upon increasing confidentiality. He has become increasingly paranoid over the past few months, though he retains his cool and collected demeanor. I suspect something incredible must be close, for M. to show his concern

(The text here is broken up and illegible. It carries on a while later)

My analysis may have been off on a consultation I provided to M. Patient 15, 16, and 17 arrived in Arkham intact, though they were all deceased. M. was correct in his assumption that the three were all killed by some sort of mental disorder, though I initially attributed it to a condition of the heart. Further examination of the corpses revealed that all of their brains had atrophied in a peculiar fashion that yet eludes me. I can only record the facts. All three of them had developed a sort of tumor in their brains, or at least a sort of affected discoloration. I removed segments of the contaminated material and sent it to M., though I retained a sample of my own contained in an alcoholic mixture. The eerie fact is that the



brain tissue had entered into an advanced state of decay; if M. was accurate about their relative time of death, then it would appear as though the patients had all undergone slow brain death for an unknown period of time before expiring. M. knows what killed these people. He wants me to know.

Unless he's missing something, some piece to whatever puzzle he's building. This is gotten completely out of control. He's seeing shadows everywhere, and I'm beginning to see them too. I can't help but think that someone's watching me now.

He says I need to be careful. He says they're coming for him, and that I could be their target. He won't say what "they" are, but he says they could be anyone. Am I going insane? I've got to get out of here. I'll be gone long before "they" find out.

Rachel's House

If the investigators choose to go to Ms. Peterson's house, and succeed on another Lockpick roll, they find her house is pristine; it looks as though no one has lived there for a week.

A successful Spot Hidden role here, however, does produce a small note written in precise script. It says, in shorthand, to "Meet G. in room 118." Nothing inside the house besides seems relevant to the case.

Gafkin Hotel

This three-floor building lies in the northeast corner of Arkham. It is an older building that has begun to age; it is not an ugly building, but it is neither sleek nor particularly lively. The Hotel was never a classy place, but it was comfortable enough for out-of-towners and discreet enough for people to handle their business out of the public eye. The foyer opens to a somewhat sparsely furnished room; a reception desk is directly in front of the Investigators, with two wings, one to the right and left respectively, on either side of the desk. A greasy-looking man waits behind the desk with an unnerving smile. If any of the Investigators are female, he focuses his gaze on them, and speaks mostly to them. He makes salacious remarks about the women and asks them if they'd like to spend the night- he can "make them a real good deal".

Attempts to intimidate the man almost invariably fail, unless they are backed up by violence. Sexual discrimination is a very real part of life in the 1920s, and he is a prime example of sexism and bigotry. If any of the Investigators is an African American, an Irishman, Chinese, or Hispanic, he ignores them completely, as if they were animals. If the players produce Rachel's note and ask about room 118 (and make an appropriate

argument) he may share with them some information regarding the two guests.

"A cute little thing came in here, maybe two, three days ago and checked into the room. An intellectual type came in a bit later to stop by fer the night. That sorta thing's a bit common in here," he says, "An' yer welcome to search about abit if yer so inclined."

He passes the Investigators the key to room 118, which is down the left-hand corridor. The key fits the lock and opens the door to the room with a bit of fuss. It swings open to reveal a clean room with a made bed and a wardrobe in the corner. There are some other dressers in the room around the walls. Nothing seems out of place, and a cursory glance around the room reveals no personal effects.

A successful Spot Hidden, with the chance of success perhaps reduced a bit due to the time that passed since the incident, reveals a small bloodstain in the far corner of the room. It almost escapes the Investigators' notice even then. The stains are blackened with age, and someone had obviously attempted to clean it up; only the shaggy rug had interrupted the clean-up and soaked too much of the blood into the carpet to be cleaned with any haste.

Nothing else in the room would be of much use to the Investigators. If the Investigators return to question the receptionist and ask if anyone else has used the room lately, he informs them "no one's been in that room since that cute girl. Business is slow lately." The room was checked out under Rachel's name.



Gafkin Cellar

If the Investigators are thorough in examining the hotel, they may discover that there is a cellar under the hotel. The clerk at the front desk will not provide them with the key to the cellar without some sort of incentive, either a bribe or a very convincing threat, though he will mention that the old cellar hasn't been opened since the Prohibition came into effect. It was an old wine cellar from earlier in the hotel's history. If the Investigators search for the cellar, it is easy enough to find, though the door that leads down to the cellar is firmly shut and locked. A Lockpick roll opens the door readily, though the Investigators should move quietly around the area, as the clerk will come looking around there if the Investigators are loud or simply do a poor job of handling the cellar quietly.

The cellar is pitch black. If the Investigators have a flashlight, they can continue safely down into the cellar. If they are attempting to be stealthy, they should be careful here, as the wooden steps protest their movements noisily. If they do not, ask for Luck rolls as they descend into the basement. It is cooler downstairs by several degrees, and an absolutely rank odor saturates the air. The light arcing from the flashlight illuminates the dusty room at the bottom of the stairway dimly revealing old bottles of wine untouched in years.

The Investigators continue through the basement and hear the sounds of rats skittering off across the cellar floor. The flashlight eventually falls on the corpse of a younger man slumped in a wooden chair. His throat was slit and he has been sitting in the cellar for a few days. The rats have been eating at his feet, and the blood from his wound is all over his clothes, dried onto them and flaking off in some places. The Investigators who look at the corpse must roll Sanity or suffer a loss of (0/D3) Sanity Points. If the Investigators have never seen a decayed corpse before, however, they must take a point of sanity loss.

Too effectively examine the corpse the Investigators would need to roll a successful Medicine roll. They can, however, report this incident to the police and make use of the town coroner.

If they seek to perform their own rudimentary autopsy, they can easily determine the wound around the neck was the cause of death. The Medicine roll allows them to correctly notice that the man suffered rope burn on both of his wrists, as though he had been tied down before his execution. There is no rope in the basement that could have been conceivably used to restrain him. It also

reveals that the cut around his neck was definitely made by someone who understood human anatomy; there is only one cut, and it is clean and precise across the throat.

Though the players have no means of identifying the man themselves, the Arkham police identify the man as Dr. Gallagher. They agree to launch a full investigation into the murder now that they have evidence of the crime.

The Arkham Sanitarium

The Investigators can, at any time, elect to travel to the Arkham Sanitarium, an imposing building throwing back to the earlier days of the town. The sanitarium has a tremendous amount of history. The building is built on secure grounds to ensure that no dangerous patients can escape. Security at the gate to the wide, three storied building will ask the Investigators to surrender any firearms the group may be carrying, as well as any variety of items that could conceivably be used to hurt the patients. They will then direct them inside to the receptionist, who politely inquires what the Investigators need.

A successful Credit Rating, Persuade, or Fast Talk roll allows the Investigators to successfully identify the doctor caring for Thomas Greenfield. The receptionist informs the Investigators that the man they seek is Dr. Howard North, a leading psychiatrist who handles the Sanitarium's most dangerous patients. She escorts them down to his office.

Dr. North is a classy man. He has a new phonograph in his office and is listening to a jazzy piece as he works on his notes. (Keepers may enjoy using some background music from one of the many composers of the time. Particularly work by Isham Jones, a well-known orchestra leader, works very well here. His version of "It Had to Be You" can be quite off-putting in the Sanitarium because of its cheerfulness.)

Dr. North looks up as the players enter and greets them with a smile. He cordially answers any and all questions they have about Greenfield. He states that Greenfield must have experienced some form of severe mental trauma that led to his violent behavior. Dr. North reveals that Greenfield is still violent and unstable, despite years of therapy. If the Investigators insist and use a Credit Rating roll or a Persuade roll, they can convince Dr. North that the pending investigation depends upon Greenfield's testimony from the fire at Cromwell Abbey. North is reluctant to grant the Investigators an audience with his patients, but if they are persuasive, he will acquiesce and bring them to Greenfield. As he leads

them to Greenfield's cell, he makes small talk of the psychological field. In particular he lambasts Freud, a reputed psychologist from Austria, for what Dr. North considers a childish fascination with sex. North has a contending theory about the violent and subversive nature of his patients relying on the philosophy of nihilism. He claims that the insane are so because they can no longer understand reality; in essence, it has no meaning to them. He hypothesizes that his theory is the reason behind the violence in sociopathic behavior, especially as seen in the case of Thomas Greenfield. "Greenfield's mental capabilities have steadily decreased over the past five years. Whatever coherency he possessed when he entered this Sanitarium abandoned him rapidly following the beginning of his stay here. Nowadays, he says, Greenfield simply gibbers nonsense to himself. The therapy sessions are sessions in name only; no progress has been made in years. Dr. North simply refuses to give up, however.

As they walk into the Sanitarium, they are met with howls and comments from the other patients, who shout and murmur among themselves and their own delusions. Some of the inmates are violent and aggressive, while others simply sit and wait in their cells, whispering to their fantasies. If the players stare at any of the inmates for a prolonged period of time, and the Keeper believes it atmospherically relevant, call for Sanity rolls (0/D3) for some of the more deranged patients. The reasons for this are detailed later, but the Keeper may judge that dealing with complete human breakdowns are worthy of sanity loss. The more horrifying visages will be discussed in the following scenario, however.

When the players approach Greenfield's cell, Dr. North suddenly drops whatever he's holding and runs into the cell, unlocking it as fast as he can. When the players catch up to the doctor, they can see that Greenfield has hung himself with his own straitjacket. He had apparently dislocated his own arm to wrench himself free, and hung it on a rafter in the corner. His arm hangs eerily out of place, and his fingers are dripping blood as Greenfield hangs lifelessly. Written in blood on the wall are the letters M A R S H.

Occult Notes

Lovecraft fans might quickly recognize MARSH as the name of the famous Innsmouth family from *Shadow Over Innsmouth*, but for those unaware, Marsh is the family name of the leaders of a small fishing town a few miles northeast of Arkham. Investigators curious in following this lead could do research at the town records or library, though in this

story, the name was used as a plot hook for characters looking to explore the dark secrets of Innsmouth. Marsh will come up again later in the campaign, but it will be returned to later.

Cromwell Abbey, 1st Visit

The players will likely spend a few trips visiting the Abbey as they try and piece together Mr. Wright's interest with the building. If they visit the Abbey during the nighttime, then they will encounter Rachel Peterson hiding within the building. If they come during the daytime, Rachel will hide from discovery.

The Abbey is an old building with a central chapel built out of stone. Other structures were added on, though they have long since decayed or fallen to the mysterious occurrences surrounding the Abbey and its previous inhabitants. The chapel walls are burned from the fire five years ago, and the floor is covered with dust. The chapel has a few pews remaining, though they are twisted with burns and age; any sort of religious missives or books in the chapel were apparently consumed in the blaze, and the scraps that remain are unrelated pieces often too obscure to read. The room leads to three other rooms, one behind the pulpit, and one on either side of it. If the Investigators make a Spot Hidden roll and succeed, they may discover that some of the wooden floor has apparently been replaced recently; however, this sort of clue may or may not only be apparent to those specifically searching the floor.

The room behind the pulpit is a place reminiscent of a confessional. There is nothing of value in the room, however. The same holds for the room to the right of the pulpit, which looks like it was a smaller room for private devotion. The room to the left of the pulpit, however, contains a library left somewhat intact.

Most of the books are ruined, however, a Spot Hidden or Library Use roll reveals that some of the literature in the library is a bit erratic for a monastery. There are some volumes on Astronomy and Astrological signs in the library, though only one of them contains anything particularly outstanding. If the characters make a full Library Use roll or are offered a Luck roll, they may discover a scrap of paper untouched by the fire within one of the Astronomy texts dealing with some celestial coordinates. A successful Astronomy roll places them beyond Neptune. Investigators might find this confusing, as Pluto has not yet been discovered. The paper refers to the coordinates simply as Yuggoth.

If the players first come at night, at the Keeper's discretion, the Abbey creaks and groans with their footsteps. The imposing doorway seems

to resist their attempts at entry, and the darkness in the Abbey feels almost suffocating. The early flashlights and torches of the time make attempts to search the Abbey difficult, however, a successful Listen roll reveal slight sounds of movement in the old library. When Investigators check the room, they find an apparently battered Rachel Peterson, huddled in the corner, terrified of the people looking in on her. She cowers piteously in the filth and darkness, withdrawing from the Investigators. She pleads for them to leave her alone, and has an emotional fit in front of the Investigators about her plight. The Keeper is encouraged to craft her own worried dialogue for themselves, to impart the correct deceptive emotion to her words.

The Investigators can attempt to calm her with a Persuade or Psychology roll, and if they succeed, Rachel quickly begins to calm down. If they press her for a story, she claims that she had been forced into a lurid and abusive affair with Dr. Gallagher, who had threatened her repeatedly to comply with his desires. She repeats several times that she had no one to turn to for help, and grows more emotional the longer she discusses her time with Gallagher. When the Investigators leave, she begs for them to take her with them, and pleads to stay with them rather than return home.

If the Investigators confront her about Gallagher's death, assuming they have discovered it, she looks disgusted for a moment, and then she can reply in one of two ways, depending on what the Keeper believes the Investigators would believe.

First, she can act surprised and retch when she hears the news. She will say he deserved it, but that she would never have thought it would end like this. In this scenario, she meekly follows the Investigators back to Arkham.

Secondly, she can confess that she murdered Gallagher, if the Investigators are convinced she played a part in his death. However, she will insist she did it because she *had* to; she claims Dr. Gallagher had beaten her so many times she just snapped and had to strike first. It was either the doctor or herself, and she knew the police would never believe her over the respected surgeon. She confesses to using a scalpel she brought with her from work to protect herself. She didn't think she'd need to use it, but then he started throwing her around. She found a chance to strike, and felt she had to take it. She couldn't let him keep terrorizing her.

Rachel Peterson

As noted above, Rachel Peterson murdered Dr. Gallagher. That she chose to hide in the Abbey is an important detail in the nature of the investigation, as it delves into the Cthulhu Mythos and explores some of the other aspects of the investigation. Rachel is out to terminate anyone with knowledge regarding the Abbey or the strange man Gallagher labeled "M." If the Investigators have not discovered Gallagher's secrets, and do not investigate the Abbey any further, it is possible that Rachel will not begin to target them. There are any number of ways Rachel will isolate and target the individual Investigators, though she will never outright attack any of them. Like a predator, she singles them out and hunts them when they are alone, preferring the element of surprise. If Dr. Gallagher's body is not found, she will insist she is afraid he will find her. If she confesses to the murder but lies about her motives, she will plead that she has lost her nerve lately while hiding in the Abbey. If the Investigators reveal they know too much and do leave her alone with one of their members, she will play on her looks and acting to convince the Investigator that she is a hapless victim to lower his/her guard. Before the other Investigators return, she will attempt to sneak up behind the one left with her and slit his or her throat with the same scalpel she used to kill Gallagher.

She will cover her tracks by overturning furniture in the building where she was staying and staging the place to look like a mysterious assailant had come to kill her and the Investigator stationed with her. She will proceed to mutilate the fresh corpse with an inhuman detachment from gore. Finally, she will proceed to lock herself in another room and play the part of an innocent victim once again.

If the Investigators kill her, or she simply abandons her mission for fear of compromising herself, she can return at any point in other scenarios in the same body or another to antagonize the Investigators once again, and if the Investigators kill her, she forms a sadistic attraction to her killer. As a Yithian in a human body, her motivations, plans, and actions should seem alien, and as she can simply abandon a body when she dies and remembers the Investigators' tactics and personalities, she becomes a dangerous recurring threat.

Cromwell Abbey, Revisited

If the Investigators continue to refer to Cromwell Abbey for clues, and investigate the newly replaced floorboards, there is a chance that the floor will collapse beneath their weight. Tell any Investigators

moving to check the floor to roll Luck, and any that fail plummet through the floor and down a fall about fifteen feet onto a hard floor. The only lighting available is from the hole in the floor above.

When the Investigators make their way down the hole with some form of illumination, they find the walls of the room below are covered in strange sigils and glyphs that defy written classification. The glyphs are arranged in some semblance of significance, though any attempts to group the images together would be impossible, as they do not have any sort of recognizable order or purpose to their position. The room, at first glance, appears to have no doors and no exits, although a Spot Hidden roll reveals the outline of a doorway along the wall that has no visible means of entrance. To enter the chamber within, the Investigators must force the door open.

As the door gives way, the Investigators are met with a wide room full of strange instruments illuminated by a sickly green light that seems to radiate from the room itself. The equipment littering the room is of weird proportion unsuited to human hands, and most of it seems to serve unknown purposes. Throughout the room are strange glass containers housing softly vibrant green liquid that bubbles and shines as the Investigators look at it. The laboratory seems to have been used recently, despite the lack of accessibility.

On the right-hand wall there are a series of alien glyphs arranged in a circle that glow a strong white light. The Investigators are free to play with this panel, though without knowledge of its construction, nothing will happen. This is in fact, a Yithian Stasis Cube that comes into play later in a different scenario.

If the Investigators carry on to the end of the room, they discover another door, crudely outfitted with a makeshift handle. The door is unlocked, and Investigators are free to enter the room. This room is circular, with long mirrors positioned around the room in such a fashion as to provide anyone looking in with a complete view of the room. In the center of the room lies a bright red gem, clutched in the metallic grip of an ancient and bizarrely crafted metal pedestal. The pedestal is a series of interconnecting metal pieces that swirl together to form a strange, claw-like top that holds the gem upright. Each of the metal pieces is covered with strange symbols similar to the ones in the rooms before.

When the Investigators enter this room, the door slams fast behind them and bolts shut. No Lock Pick roll can force the doors open, which seem shut

by some invisible force. If any Investigators are caught outside, they may attempt to force their way through the door, though it is nearly impossible to open without some sort of extreme force. All they can see is a bright light emanating from the cracks in the doorway.

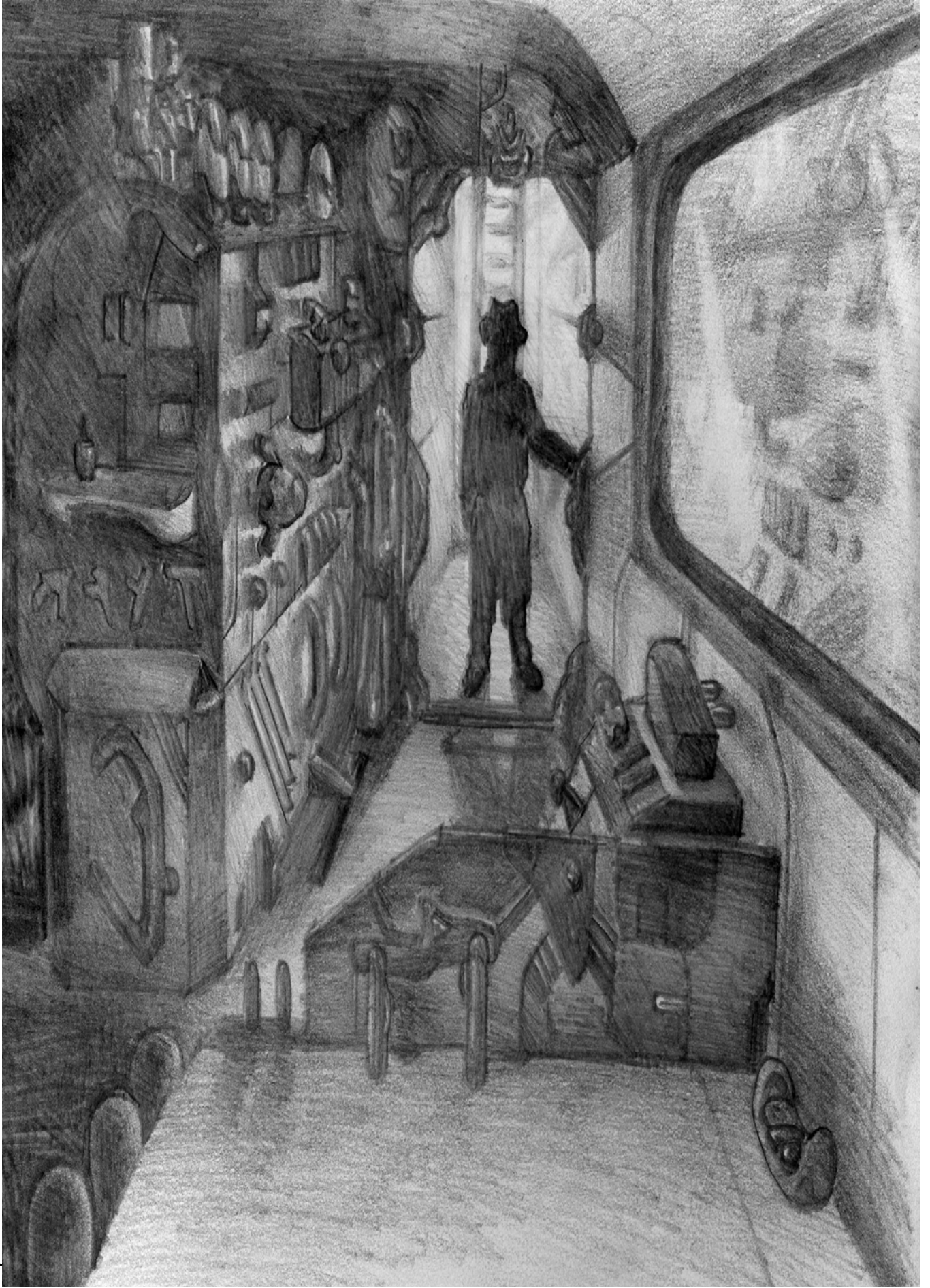
The Investigators inside the room hear the device begin to move and shift in a weird, percussive rhythm. The glyphs on the device give off a brilliant light, and the red gem clutched in the machine's talons flashes and sparks violently. The light from the machine reflects off the mirrors in the room in an arc of color before an apparition manifests behind the pedestal. The image projects a ten-foot tall alien with four long, neck-like appendages rising out of a wide, central body. Two of these appendages ended in a strange claw or pincer, while a third ends in a series of strange, organic tubes. The final stalk, located almost centrally among the four, houses three dark eyes perfectly lined across what best appears as the creature's head. Beneath the four tentacle-limbs is a cone-like base covered in sharp ridges.

As it arrives, it pauses as though to look at the Investigators, and then shrieks and communicates to them in a completely alien and indecipherable language. It gestures wildly with its two outer claw stalks and makes brief eye contact with each Investigator, each of its eyes meeting with a different Investigator independently of the other eyes. The Investigators must make a Sanity roll or lose (0/1D6) points of Sanity. The Investigators may attempt to speak to the Yithian, although he will not acknowledge them in any discernible fashion. After "speaking" to the Investigators, the hologram flickers and shatters. The device hums and shakes once again, and then locks itself lifelessly into its original position. As the room begins to quiet, the locked door behind the Investigators releases, and swings slowly open.

If the Investigators on the other side attempt to break through, and are, in the Keeper's opinion, successful, then they interrupt the transmission, which shrieks horribly while the hologram violently explodes into shapeless colors- albeit harmlessly.

Mythos Notes

The section involving the Yithian laboratory in the basement is there purely for later scenarios involving Arkham. If the Keeper feels that he wants to keep his game relatively low on the Mythos scale, the entire section can be done away with, and the scenario still holds together as the deranged work of a psychopath.



Dr. Gallagher's notes about "M." can still be grounds for the murder, and the information mentioned there also comes into play later.

Further information on the Great Race of Yith can be found in the *Call of Cthulhu* roleplaying book starting on pages 161 (for the Species) and 179 (for their Technology).

Just Rewards

When the Investigators believe they have pieced together the Investigation, they will return to Mr. Wright to report their findings and receive their reward. Attempting to contact Mr. Wright without a complete conclusion is impossible, as his receptionist will repeatedly inform the Investigators he is far too busy to meet them unless their investigation is complete.

When they are done with the scenario and go to meet Mr. Wright, he rewards them handsomely for their information. Regardless of what they tell him, he will abandon his construction efforts and allow the Abbey to remain undisturbed. Mr. Wright has a vested interest in the Abbey, and was secretly using the Investigators to discover whatever they could about it so that he could verify some rumors that drew him to Arkham in the first place.

Mr. Wright is noticeably more haggard than his earlier appearance, and if questioned about it, he replies that he's been worried about a few legal cases and the unknown status of the Abbey. *The King In Yellow* has been removed from his desk as well, though he will not admit to its presence, or else he will claim it's simply an item of interest he picked up during some work for a client. He claims interest in the work because it is something of a taboo, which he attributes to childish superstition.

If the Investigators inform him of Rachel Peterson's involvement as the killer, and prove that she killed him in cold blood, he comments that such a thing is horrible for Arkham, and states that he will consider relocating his offices to a safer town. If the Investigators simply tell him Dr. Gallagher is dead and weird things are in the Abbey, he will not press further.

However, if they tell Mr. Wright about the Yithian laboratory in the basement of the Abbey, he will tell them not to inform anyone else, as the information is too dangerous and too bizarre for the Investigators to spread without risking public hostility. For their trouble, he reimburses the

Investigators more than in any other possible outcome. He invites the Investigators to return to his office later that evening for their reward.

If the Investigators attempt to learn about the mysterious M. from Dr. Gallagher's journal, they find their efforts futile. No one in town knows anyone in particular who could be named "M.", and efforts are likewise stymied in regards to Richard Ambrose.

However, one of the Investigators is later slipped an envelope from a man in a trench coat and fedora who passes him/her on the streets. The envelope is addressed to the Investigator by name, and has no return address or information on the cover. The man then disappears around a corner and disappears from Arkham without a trace.

The envelope reads in script:

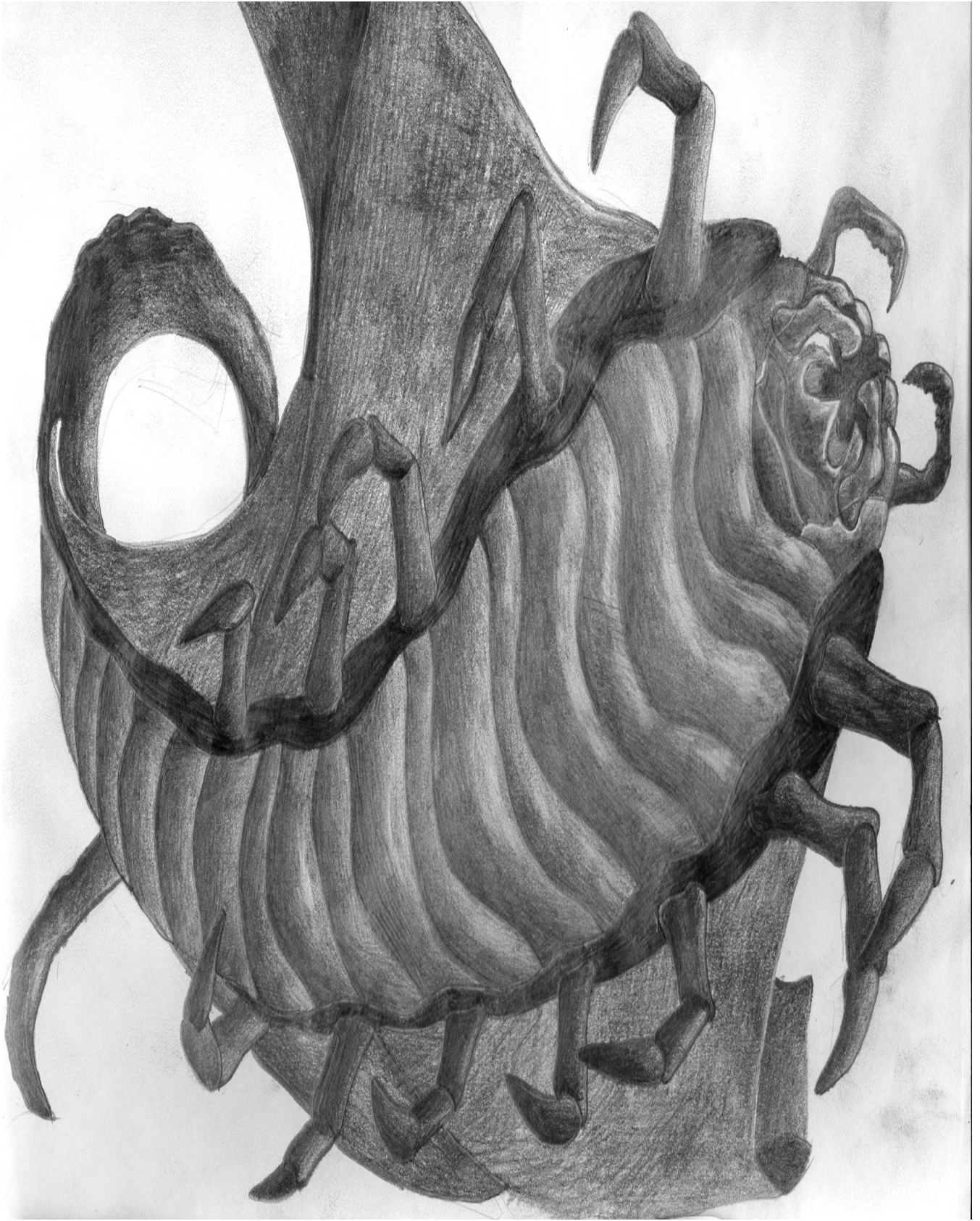
Proceed Carefully. We will be watching.
-M.

The Setup.

As the investigators make their way back to the offices later that night, a cold fog descends in Arkham. The fog is dense and seems to grow colder with the passing minutes, though the streetlights illuminate the path enough for the investigators to locate Mr. Wright's office.

The building doors are all open, though the lights are off and no one is inside. If the Investigators head to Mr. Wright's office, they notice that several of his books have been moved. Have the investigators roll Luck to notice a strange shadow moving across one of Mr. Wright's large windows. If the Investigators see the shadow, they may roll Natural History. The shadow, and the faint outline of the creature before it fades out of distance, appears to be a horrible, strange, winged thing of great proportion beyond that of a bird.

The image flitters across the window barely long enough to see. If the investigators move closer to the window, a hideous thing breaks through the window and attacks the investigators. The being is a Mi-Go, a hideous fungal monster with eight, strange clawlike appendages descending from a winged, central body. Its head hold a series of strange tendrils that quiver spastically as the Mi-Go descends on the investigators. They must roll Sanity or lose (0/1D6) points of Sanity. The Mi-Go unleashes a horrifying sound as it charges, its strange voice being echoed by



different noises and pseudo-voices as the sound of breaking glass fills the night.

The investigators' best hope to survive is to flee the building. Otherwise, they will likely be overwhelmed. The cold mist bites at them on the

way out, and Spot Hidden rolls reveal the presence of several inhuman shadowy figures moving rapidly just barely out of sight. The eerie braying continues as the shadows bound in and out of sight. As the investigators flee, the strange beasts break in and out of the fog to attack them wildly in a chaotic, almost nonsensical pattern of engagement and disengagement. In this fashion, the Mi-Go hope to drive the Investigators out of Arkham and towards the Abbey, though this goal should be revealed only if they are successful. The fog makes any sight of the Mi-Go little better than staring at shadows.

The Rescue

If the investigators make their way out of town, a black Model T car pulls through the night towards

them. Several men in suits step out and open fire at the Mi-Go as a calm, relaxed voice beckons the investigators into the vehicle. It is too dark to see clearly in the vehicle, though the investigators can make out the shape of a moderately tall man seated on the front passenger seat. He speaks in a relaxed English accent, and insists the investigators hurry.

Conclusion

The scenario effectively ends here, though there is more to tell in this chapter later. For now, assume it ends shortly after they enter the vehicle, by their own choice, or by necessity. This scenario will be revisited and ended more thoroughly later.

Herbert West, M.D.

This scenario takes place in Rodham, NY, a fictional city near the southern border of New York and Pennsylvania in the modern time setting. It's a fairly large place detailed in Map 3, though any locations in Rodham are open to revisiting or reinterpretation. New locations can be made quickly without changing the overall flavor of the scenario.

This is a science fiction horror scenario involving some fridge logic and fringe science. It details the activities of a brilliant science with little to no moral restraint as he embarks on a murder spree for little to no apparent reason.

This scenario runs off of an old H.P. Lovecraft story, "Herbert West, Reanimator", for whom the main villain is named.

Getting Started

Much like the earlier scenario, "Arkham General", the villain in this scenario is on a schedule and will kill other NPCs in this scenario if they begin to pose a threat to him. He specifically targets anyone the Investigators draw close to, using them to blackmail and threaten the Investigators into dropping their work.

Dr. West is far too smart to be caught leaving DNA evidence behind, and his involvement in the murders would take a lot of forensic testing. Obtaining hard evidence of his involvement would provide him with time enough to escape, and the Investigators should be willing to go beyond the law to track and stop Dr. West. The only evidence of the Mythos in this scenario is at the end, when a manuscript is recovered from one of West's safe

houses. It can easily be removed should the Keeper prefer to run an adventure without the Mythos background readily evident.

The Client

Rebecca Waite is the owner of the Waite Funeral Parlor in Rodham. The parlor is one of several owned by Ms. Waite across New York and New England. She calls in the Investigators with the promise of a well-paying job if their discretion and talents are engaged.

She swears all of the Investigators into confidentiality before she reveals any of the information regarding the job. Some Investigators may call for a Law roll to out-manuever her, and if they succeed, she may not require them sign confidentiality waivers. However, Ms. Waite is a successful businesswoman and is not afraid to make life very uncomfortable for the Investigators if they decide to play hardball.

When they have acquiesced to her request, she explains her problem. Last night, her funeral parlor received the body of one Dr. Paul Winters, a scientist and professor at the University of Rodham to embalm and prepare for burial. According to the family when they approached the parlor, Dr. Winters had died of a cardiac arrest. When they had put him on the embalming table, however, Dr. Winter had suddenly jerked upright. His mouth moved wordlessly and his eyes blinked furiously. He rose from the embalming table midway through preservation fluid injection and took three steps before his knees gave way and his body collapsed

onto the floor. After that, the body did not move again.

Ms. Waite had brought the police in, though she had taken great steps to prevent “potentially misleading information” from leaking to the local press. If the Investigators can prove that Dr. Winters was indeed medically dead when brought to the Funeral Parlor or that Dr. Winter’s mysterious condition was in no way connected to the Waite Funeral Parlor, she will pay them a handsome sum for their findings. If their Investigation is unsatisfactory, however, she is willing to pay them a security deposit for their time. She gives them the address of Dr. Winter’s widow, and suggests they

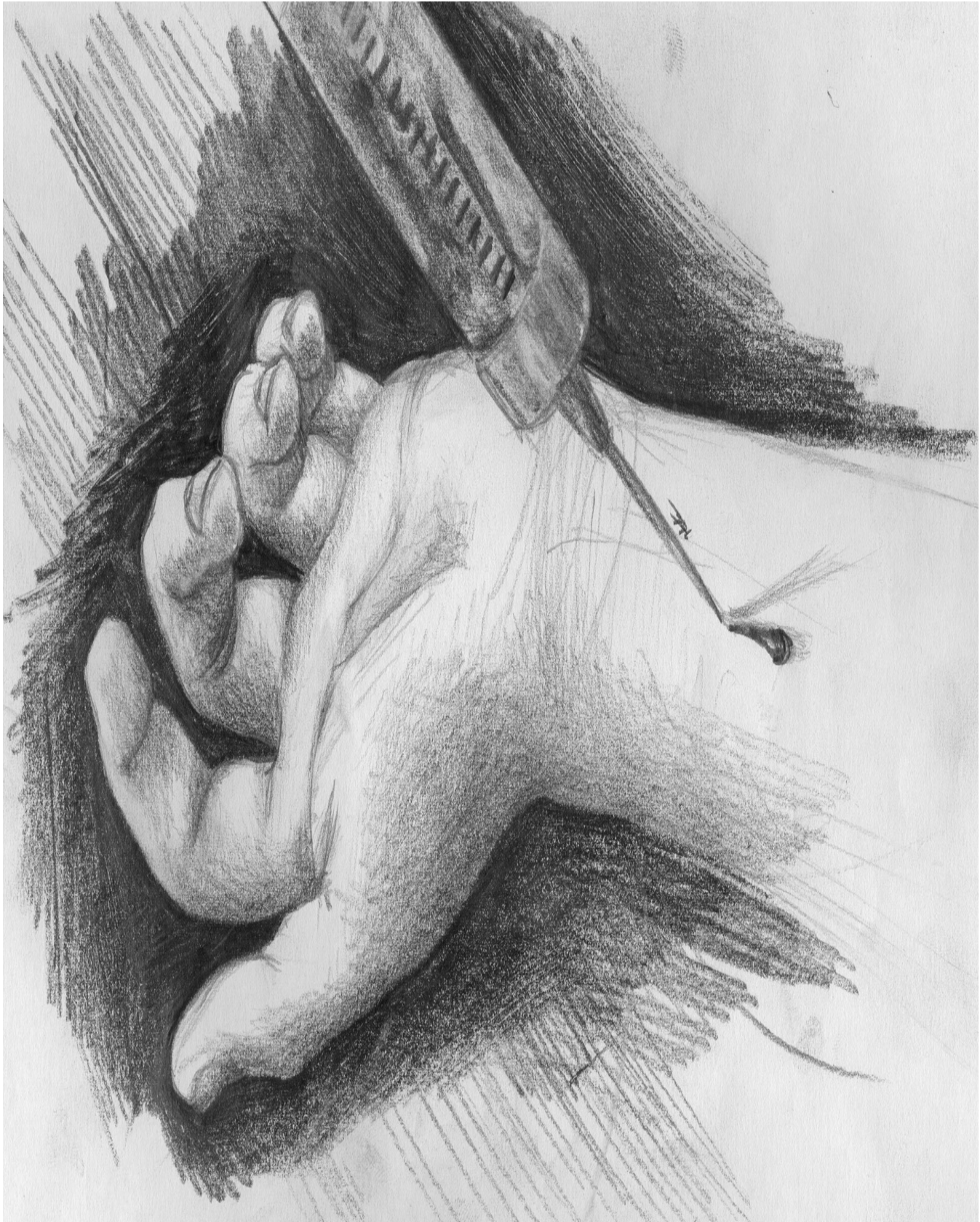
start there. After their meeting, she excuses herself to return to work.

Mrs. Winters

The grieving widow is beside herself. She drags herself to the door, the evidence of grief panted on her face. She sobs piteously and asks how she can help the Investigators. She holds a crumpled tissue in her hands and wipes her nose as she invites them in.

The Keeper is advised to play up her misery; good roleplayers thrive in such conditions, and it helps establish the morality behind their actions as they hunt the mysterious man apparently behind it all. She is in a poor emotional state right now, and





forceful attempts to gain information from her will lead to her shutting down into her misery.

When- and if- the Investigators reveal they are researching the time leading up to Dr. Winter's death, she will gladly share whatever she can.

“Paul never really talked about his work. He, um, kept it mostly in the office. He worked in the Biology Department in the University of the Sciences at Rodham. He was a good man. He always made time for me and the kids on weekends. He was just...”. Occasionally, call for one of the Investigators to roll Psychology or Psychoanalysis to calm down Mrs. Winters, or else she breaks down into hysterics.

She has sent the kids away to their Uncle’s house until the funeral so that she could get all of Paul’s affairs in order. If any of the Investigators search her house, they find no paperwork from Dr. Winters regarding his work, true to Mrs. Winters’ word. In his bedroom, however, the Investigators do find Mrs. Winters’ jewelry box. Unscrupulous Investigators may pick the lock with a corresponding Lockpick roll and pocket some of her jewelry. If they do so, keep track of the Investigator holding the jewelry, and be ready for when they approach a fence later.

If the Investigators keep Mrs. Winters calm with a Psychology or acceptable alternative, she will reveal some important information. If she is asked about any one that may have wanted to hurt Dr. Winters, she insists that everyone loved Paul.

“No one could have wanted to kill him. No one.. Except.. Maybe.. There was a man,” she says, “I saw him and Paul arguing the day before his heart attack. He was a tall, blond haired man. He looked like, uh, a professor from Rodham. I’m not sure it was any of Paul’s friends from work. Maybe he was working on something with Paul. They were arguing about something.. I couldn’t make out what. But Paul wasn’t murdered. The doctors said it was a heart attack!”

A successful Biology or Knowledge roll, however, should remind the Investigators that all sorts of chemicals can cause cardiac arrest or leave all the signs of heart failure. Anyone knowledgeable about Law can further infer that official autopsies are only carried out if there is a suspicion of foul play, and that even in those cases, coroners not looking for specific chemical indicators can miss quite a bit of evidence.

Undertaking

If any of the Investigators gain access to Dr. Winters’ corpse to perform a personal autopsy- generally with a successful Credit Rating roll, though alternatives the Keeper accepts work as well- they need to pass a successful Medicine roll. An autopsy is far too complex to perform with First Aid or most

other skills, and would take several hours to perform a cursory report.

The body has been moved to the Rodham Police Headquarters for official investigation. If the Investigators succeed on their roll, they can deduce, from police records, that Dr. Winters had died on the date in question, though his muscles show a weird stress, almost as though the muscles had clenched up tightly- almost like rigor mortis- before a sudden spasm of activity forced the muscles into temporary motion.

University At Rodham

The University was built in the northern part of the town and is composed of a main building- housing most of the offices for the departments- and several outlying buildings used as student dormitories and classrooms. The main building lies in the center of the campus, and is the primary focus of the investigation, as it holds Dr. Winters’ office and paperwork.

The Investigators can meet the receptionist at the front desk and ask about Dr. Winters’ office. She will remind the Investigators that Dr. Winters’ passed away and that she can’t allow them access to his office, as it is currently locked up. If any of the Investigators attempts to flirt with her to Fast Talk her, she will respond enthusiastically and tell them that Dr. Winters’ office was room 218B. She does suggest that they go meet Dr. Morris, the head of the Biology Department for information regarding Dr. Winters and to obtain his office key. If the Investigators act violent or illegally, there are several security cameras throughout the building, and campus security will arrive quickly to handle the Investigators. Recovering from such an incident would be incredibly difficult, and might require the Investigators operating through police channels instead of continuing their investigation independently. Give the Investigators an Idea roll before they do anything that might jeopardize their work. Do not be afraid, as the Keeper, to summon campus security if the Investigators do anything reckless or of questionable legality.

Dr. Morris’ office is located on the second floor, in the middle of the hallway. He has a receptionist inside a separate office before his own who handles his appointments. This receptionist is not willing to cast aside the doctor’s earlier appointments, and will insist that they wait until 12:45 to catch him before his lunch break. The Investigators can wait in his office, or return after further investigation.

If the Investigators locate Dr. Winters' office, they can see in through a window built into the doorframe. Lots of files and folders are out on the doctor's desk, along with a desktop computer that has been unplugged and moved into a cardboard box. There are two filing cabinets in the room on the far side, on either side of the window. The door to the office is locked, and while a successful Lockpick roll would unlock the area, although casual observation reveals that there are too many people walking in and out of the hallway to easily pick the lock without being seen.

If the Investigators linger in the hallway, or if they begin an attempt to Lockpick the door, a bald older man will emerge from the next office down. He stands at about five foot eleven, and has a look of grim business about him. He pauses when he sees the Investigators and looks to the office next to him in realization.

"Are you here to see Dr. Winters?" he asks sympathetically.

Dr. Whorton worked with Dr. Winters for several years on a variety of projects, including a few on cellular structuring and testing organ growth in rats. If the Investigators ask what Dr. Winters' most recent project was, he'll tell them he was working on some new pharmaceutical for Advanced Biotics, a research firm that opened up a branch in Rodham. Whorton has no information regarding the project, though. He suggests the Investigators ask Dr. Morris about it.

If the Investigators bring up what Mrs. Winters said about a wiry, blond-haired man fighting with her husband, Dr. Whorton will get quiet and thoughtful. If the Investigators push him to talk, he'll insist it's not his place, and that they should ask Dr. Morris. An appropriate roll can convince him that it couldn't hurt, but he says "Molly- Mrs. Winters- said something about a blond-haired man? And he and Paul were fighting? It's really not my place, but if it helps Molly get some peace.. Paul mentioned a few times he had a new research partner. Dr. West was his name. He was working with Paul on his project for Advanced Biotics. I don't think I've ever seen the man personally, but none of Paul's coworkers would've been fighting with him outside of work. Not without the rest of us knowing." He has no more relevant information that he can think of, but if the Investigators can come with more questions, he promises to help them to the best of his ability.

Meeting Dr. Morris

Dr. Morris is a young, ambitious man who keeps himself and his office meticulous. He has played at office politics for all his short career to date, and he may try to outmaneuver the Investigators and force them into revealing what they've discovered or convince them to share their research with him, especially what they discover from Dr. Winters' work. Winters' research could be groundbreaking, and the secrecy Dr. Winters maintained colors his work with tantalizing possibilities. This makes Dr. Morris a dangerous political enemy, but it also provides the Investigators with some leverage to use against him. If they are willing to work for him they can manipulate him for resources and access to Dr. Winters' computer and personal documents.

If the Investigators wait for their meeting with the head of the Biology Department at 12:45, they are ushered into an office covered with motivational posters and a bookshelf full of imposing books with Latin titles. Dr. Morris keeps his office meticulously neat; he greets the Investigators with a curt nod and a small smile.

He is polite and courteous to the point of suspicion. He will carefully ask the Investigators about their relationship with Dr. Winters and their motivation for investigating his files. If the Investigators succeed at a Persuade roll, or they handle the conversation very well, he will permit them access to the doctor's information without a warrant. The reverse is also true; if the Investigators handle the conversation poorly he will refuse to permit them access without a warrant, in the interests of protecting the privacy of Dr. Winters' widow and the University.

When the Investigators have satisfied Dr. Morris, he will provide them with a spare key to Dr. Winters' office. He will only speak of Dr. West if the Investigators bring up the subject.

When they mention Dr. West, Morris will ask them what they think his relationship with Dr. Winters was.

Dr. Morris tells them that Dr. Herbert West was a professor from a University out somewhere in Massachusetts. If pressed, he checks his computer, and after a minute or two, he replies that Dr. West was on a lecture circuit that started in his alma mater- Miskatonic University in Arkham, Massachusetts. West was scheduled to give a lecture on **Cellular Mitosis and Modern Pharmaceuticals**. Dr. Morris, however, is unaware that Dr. West and Dr. Winters worked together on a project for Advanced Biotics, and reacts to the information with surprise. He does say, however, that Dr. West cancelled his lecture due to a "death in the family"

and said he would be leaving soon for Miskatonic University.

Doctor's Office

Whether the Investigators take the key from Dr. Morris, or find a way to lockpick the door, they will eventually enter Dr. Winters' office. The interior of the room is largely plain; most of his personal effects have already been removed. All that remains are some of his folders stacked in a cardboard box with his desktop computer and a filing cabinet full of paperwork.

Examining Dr. Winters' papers for anything pertaining to Advanced Biotics or Dr. West would require several hours in game and a successful Library Use roll. Dr. Winters' computer is locked up, and to access those files would require a successful Computer Use roll, or taking a trip to a small computer store in Rodham, where a computer technician can take it apart in exchange for five hundred dollars. If the Investigators have not invested in Computer Use, have them roll an Idea check to think about Nerd Fix, a computer store in Rodham where they can take Dr. Winters' computer and have it mined for useful information.

If the Investigators succeed on their Library Use roll, they discover a few things:

- Dr. Winters kept short receipts of several clinical studies he participated in or undertook for Advanced Biotics, though none of them appear to be relevant or significant.
- He had worked on at least two studies with Dr. West before his demise.
- Dr. Winters kept some documents relating to his expenses over the past year in a file labeled "AB". A successful Accounting roll reveals several accounting inaccuracies. His funding does not fully cover any of his experiments. It looks like someone had provided him with nearly untraceable and almost certainly laundered money.
- Dr. Winters kept almost no records of the materials relating to his most recent project. The only thing he has to confirm he was working on something at all was a clipping from a medical journal detailing some complicated process. A Knowledge or Biology roll informs the reader that he's mentioning certain processes regarding the state of the human body as its systems begin to shut down due to old age and death. It makes reference to other notes that are not

present in Dr. Winters' notes, discussing cellular regeneration.

Nerd Fix

If the Investigators decide to visit Nerd Fix, they meet Charlie Vicks, the store's owner. The store itself is unremarkable, the sort of place someone looks for if they have some knowledge of computers already and are looking for someone to handle something complex or illegal. Mr. Vicks is not a completely disagreeable man, and will happily help the Investigators if they can pay his fee of five hundred dollars. He has a policy of "no questions asked", and will only question what information the Investigators want extracted. He will also ask if they have a storage device for him to transfer the data to, and offer to provide one for additional hundred dollars, as he assumes they'll need a lot of information.

After the negotiations are over, he informs them that it will take him at least overnight to break into Dr. Winters' computer and retrieve the relevant files. He promises to call them if they leave a contact number. He does not ask them directly for their names, to protect their confidentiality. If the Investigators give their names, however, he will write them down next to the contact number for future reference.

Downtime

Eventually, the Investigators will decide to discuss the evidence they have already gathered and try to piece together what they can about Dr. West. They may decide to go to the police, or to head out to Massachusetts to catch Dr. West before he leaves the area, either way, inform them that the daylight hours are burning away, and that they might consider waiting until tomorrow to act. There is a train that will take the Investigators to a station near Arkham scheduled to leave in the evening if they desire to take it, but have them make an Idea/Psychology roll first. If they succeed, tell them that if Dr. West is involved in Dr. Winters' death, he may very well still be in town to cover his tracks. The Investigators then have a choice. They can either split up to investigate into Miskatonic and keep some of the group in Rodham in case West surfaces there, or they can stay in Rodham or head to Miskatonic as a single group. Both locations still hold several important clues.



If one group or the whole decides to go to Arkham on the 7:48 eastbound train, they can make overnight reservations at the old Gafkin Hotel. The clerk, Mr. Hannigan, welcomes them with an unpleasant smile.

Miskatonic University

Anyone in town can tell the Investigators that Miskatonic University is just beyond its namesake river, which the Investigators can cross by foot or by car. (A more detailed account of Miskatonic University can be referenced on P. 281 of the *Call of Cthulhu Roleplaying Game* rulebook, along with a map of Arkham in the 1920s, and throughout the *Miskatonic University* supplement.)

The Investigators are predominantly concerned with the Science Hall or the registry, as they are specifically asking about a doctor in the Biology Department.

The University is happy to cooperate in their request to meet with one of their professors. The clerk, a young man fresh from Miskatonic University himself, mentions he has never heard of a doctor named Herbert West. He runs it through the school computers to verify, and his claims are correct. Miskatonic University has never hired anyone by the name of Herbert West. He asks if the Investigators got his name wrong, or if they mistook Miskatonic for another university.

When the Investigators press on and ask if the school has any records of West, the clerk searches the university's files for a few minutes and then reveals that Herbert West was an undergraduate at Miskatonic University a few years ago. West majored in Biology and graduated with honors, though he never returned for any official alumni events, and he certainly did not get his doctorate at Miskatonic. With some prompting, the clerk will provide the Investigators with West's place of residence during his stay at the university. West had lived in a small house on the outer part of Arkham next to an old cemetery that was once part of a potter's field.

Charnel House

Herbert West's small house spans two floors and a basement. Unsurprisingly, his door is locked. Initial surveillance leaves the impression that the house is mostly abandoned, though the building itself is old and in poor repair. Several of the windows, though intact, carry tremendous cracks sealed in a makeshift fashion; several of the shingles on the roof have been

lost to storms, and the old wooden fence around the property exists only as a rough skeleton long since eaten by time.

Something about the place simply feels *wrong*, in an almost unknowable, instinctual way. Even if the Investigators are stalwart skeptics of the supernatural, something about this place stirs a primal urge to leave. The longer the Investigators wait outside the house, the more impatient this urge becomes.

The door can be picked or completely broken, as can any of the windows, which give away with ease before their efforts. There are no lights on within the house, though a successful Spot Hidden reveals that someone had installed a rudimentary electrical system attached to a small generator to provide for basic lighting. If the Investigators choose to turn the power on, old lights begin to flicker slowly to life, and the hum of the working generator echoes through the still house. The building is sparsely furnished with a few small tables and chairs that look as old as the house. The floor creaks in protest with every step the Investigators take.

There is an old stairway leading to the second floor that is missing a few steps; when the Investigators attempt to traverse the stairway, roll Luck to see if the stairs collapse beneath them. The upstairs consists of two bedrooms, both nearly empty, save for cobwebs, bed-frames, and hideous claw marks along the floors and walls, where pieces have been ripped out of place. The doors to the rooms are relatively new and have windows lodged within them to provide a view into the room, though they were left wide open. Curious Investigators can make a Natural History or other appropriate roll to try and identify the claw marks as a particular species, though even a success reveals that the markings do not resemble any animal that comes readily to mind. Some parts of the wall and floor look almost as though they were clumsily pried apart. In several places, there are what appear to be very old bloodstains. Other than that, nothing of importance remains upstairs, neither personal effects nor any more hard evidence as to what sort of animal West had kept in his upstairs bedrooms.

When the Investigators return downstairs, roll Spot Hidden to determine if any of them spot the hidden catch leading into the basement. The catch is old and rusty, though with enough effort it can be opened. There are no lights on in the basement or the stairway leading down. The Investigators should bring some form of lighting with them in order to safely navigate the passage.

The first thing the Investigators notice as they descend into the basement is the odor of rotting flesh. When the door to the basement is opened, the smell washes over the Investigators immediately. The stench grows more overwhelming as the Investigators descend into Dr. West's workshop.

The Lair

Dr. West's laboratory is full of crude and sophisticated equipment for various purposes; only someone with a successful Chemistry- or Knowedge, if the Keeper is lenient- roll allows anyone to deduce what sort of instruments Dr. West has. He has clearly been running various tests involving curious samples and strange chemical solutions.

A successful roll indicates that the majority of his work appears to have been focused on studying some kind of tissue and its reaction to what appears to be a homemade chemical solution, though to what end remains a mystery. The chemical is stored in several vials, about half of which appear softly bioluminescent.

It appears almost as though Dr. West had been in the process of evacuating his laboratory, as a successful Spot Hidden roll shows several locations where equipment has been removed. The basement itself is surprisingly vast considering the house above it, and there is a small part of it away from Dr. West's personal workspace. As the Investigators explore Dr. West's laboratory, have them roll Spot Hidden to detect a small, typed manuscript lodged between some nondescript medical texts. The Manuscript is a clue to the larger conspiracy at work, and what little of it that is readily decipherable can be found on **page 46**. When they find the manuscript, or after a fair amount of time has passed if the Investigators do not find the manuscript, have the Investigators roll Listen. The investigators who succeed hear a soft moaning sound from the unexplored section of the basement.

If the Investigators do not hear the sound, or ignore it, it eventually grows louder.

As the Investigators train their lights on the source of the sound, it continues to rise in volume as though other voices were joining in, growing into a fevered chaos.

The Investigators discover the source of the overwhelming stench and the primal sensation to flee the house.

Dr. West's basement is littered with dissected human corpses, their bodies horribly cut up. Although the basement is considerably colder than the rest of the house, the corpses have begun to

decay. Investigators who look upon the scene must roll Sanity or lose (1/1D10) points of Sanity as they see several of the carcasses crawl from the charnel pile, their organs moving, even in places where the skin has peeled away. The corpses shamble into motion and make their way towards the Investigators. They are horrifying to behold, and at least one of them has a hole in its chest where beats its dead heart. Some of their faces are falling off the muscle and bone beneath them, and all of them have some eerie, almost demonic, green glint to their eyes.

These walking corpses are essentially equivalent to the zombies found in the *Call of Cthulhu* rulebook (p. 211). The exact number the Investigators face can vary in size according to the Keeper's preference and the desired lethality of the scenario. Zombies take half rolled damage from most forms of weaponry, and 1 point of damage from impaling weapons, making them formidable enemies. Thankfully, these particular cases were all failed experiments of Dr. West, resulting in imperfect reanimation. They will fall apart after a few rounds of combat, or about five minutes in game time. That time frame can still lead to a harrowing chase scene, however, as these Zombies move only slightly slower than the Investigators in a full chase.

Nerd Fix Revisited

While the Investigators are exploring the lead in Miskatonic University, the Investigators remaining in Rodham- or when the Investigators return from Arkham- they receive a phone call or email from Mr. Vicks to come down and collect their information.

When the Investigators arrive at Nerd Fix, they find no one in the store. The Investigators may make a Listen roll, which allows them to detect a sknocking noise coming from behind the door to a side room. The door has been locked from the outside, and requires a Lockpick roll or a break attempt to force it open. The door is very sturdy, though, and difficult to knock open.

Behind the door is Charlie Vicks, although he is considerably different than when the Investigators first met him. He has a strange green look in his eyes, and snarls inhumanly as the Investigators open the door. He attacks them wildly with his hands, clawing and strangling with a feral tenacity.

In this instance, Charlie Vicks is treated as a zombie as the rest of Dr. West's experiments. The difficulty with handling Vicks should not be fighting him directly- ideally, the Investigators can dispatch him readily- but rather in handling the affair after Vicks is dead. If the Investigators use firearms



against Vicks, have them make an Idea roll after killing him to realize that the neighborhood has heard the weaponry go off, and the police will be arriving shortly. Furthermore, if the weapons are owned legally, the ballistics reports from the forensics tests run on Vicks will incriminate the Investigators in his murder. Fortunately for the Investigators, there is a back entrance out of Nerd Fix, and a successful Stealth roll can get them out of the crime scene undetected.

If the Investigators remain collected and have enough foresight, they can try and search for Dr. Winters' information, though the difficulty for that Spot Hidden roll would increase because of the mess Vicks made in his office.

Downtime

Once again, the Investigators will have some downtime after the incidents with Miskatonic University and Nerd Fix have come and gone. The Investigators are likely in possession of an important manuscript, if they picked it out of Dr. West's lab, and the contents of Dr. Winters' files, though Vicks could only get a little of the information onto the backup drive before his unfortunate encounter with Dr. West.

Whether obtained by a successful Computer Use roll earlier on or by Vicks, Dr. Winters' information is rather obscure. He wrote most of his personal records and work in code and shorthand, though his files do reveal that he had suspected Dr. West to be leaking classified project information to outside parties. Dr. Winters planned to confront Dr. West about his assumption and determine how much information about "Persephone" Dr. West had released.

A successful Computer Use roll also reveals that someone had deleted a lot of information from Dr. Winters' computer, and had corrupted a lot of other files to make their content inaccessible. It's not clear who, out of the many possible suspects, had the time to go through his computer and alter Dr. Winters' materials. It would have taken considerable time and effort to remove the specific files that were targeted, and almost certainly required an intimacy with the subject material.

The Investigators can also elect to read the manuscript they retrieved from Dr. West's laboratory. The Manuscript is titled, in flourishing script, "The Nightmare Reality". The manuscript is carried on at length later (See Article #4). It details much of the meta-plot for this scenario and the consequent ones, and it is advised that the Keeper read it beforehand and make any changes desired to

improve the flow of the manuscript in terms of personal preference when the Investigators are prepared to read it.

Also, the Investigators may go to the police regarding Dr. West's laboratory. If they do so, and have not been caught acting suspiciously, they can gain the cooperation of the police, who take the killings quite seriously. The Investigators may wish to withhold the entire story from the police for fear of being disregarded.

When the media catches wind of the incident, they dub it the "Arkham Slaughterhouse" and it makes national news. According to official reports, assuming enough evidence is left intact after the Investigators flee, Dr. West is now wanted in the deaths of at least seven individuals. A full federal investigation is pending.

Advanced Biotics

Advanced Biotics is the name of a large corporation of research facilities spread predominantly throughout the Northeast. Advanced Biotics is a pioneering force in medical research and technology, spending millions annually on top-secret contracts. It is a corporation surrounded in intrigue and mystery, and more than a few conspiracy theories. It's public record and image remains spotless.

The Investigators, however, contain quite a bit of material that Advanced Biotics would be interested in. Dr. Winters' financial receipts could potentially implicate Advanced Biotics in the ongoing "Arkham Slaughterhouse" frenzy, and clever Investigators can use that material to bluff and negotiate for more information with Advanced Biotics.

Advanced Biotics is in the heart of Rodham, and it is an imposing structure built with a sense of pride. The interior of the building is new and brightly lit with overhead lights that affect an almost futuristic feeling to the entire building. Everything about it is sleek and impressive. There are also a lot of security personnel around the building, and they look to be exceptionally competent. The receptionist sits behind a neat desk before a series of elevators.

Security personnel are also positioned at a small circular desk next to the receptionist.

The receptionist is a flawlessly polite conversationalist who will reveal absolutely nothing of importance to the Investigators, partly because he knows almost nothing about the classified research projects Advanced Biotics runs, but also because he is well-paid to be completely professional and well-versed in company procedure.



If the Investigators attempt to intimidate or sneak their way through, the security personnel will likely remove them from the premises.

Should the Investigators have legitimate business to conduct with the corporation, the receptionist will take them seriously and conduct them and their affairs efficiently. When the Investigators have enough evidence and information to force their way past the receptionist, they can confront him and reveal that they have enough information to be taken seriously. With a successful Persuade roll, or a well-framed argument, at the Keeper's discretion, they can convince the receptionist to forward them to the company's Chief Executive Officer, Dr. Richard Brown.

Dr. Brown may also elect to allow the Investigators up to his office to discuss their relationship with Dr. West.

Dr. Brown

Dr. Brown is both an accomplished scientist and eminent businessmen. He is also a gentleman who treats the people he interacts with courteously and with respect. His behavior is incredibly down to earth and relatable, and he appeals to the Investigators in regards to their choices if they confront him and accuse him of anything.

Getting to meet Dr. Brown is in itself an accomplishment, and completely optional. He will discuss very little with the Investigators, but he will reveal that he himself knew Dr. West and Dr. Winters, who he appointed to work on "Persephone" - a name he only uses if the Investigators use it themselves. Brown will not comment on claims that Dr. West fabricated his credentials and lied about his doctorate, nor will Brown explain to the Investigators what "Persephone" is really about. Dr. Brown will explain that he has to look out for the thousands of people he hires to work for Advanced Biotics, and their outstanding contracts and obligations.

He will, however, say that Dr. West left Advanced Biotics a few days before Dr. Winters' death. It was a dramatic affair, as West mailed his letter of resignation to Dr. Brown personally before simply disappearing off of Advanced Biotics radar. Dr. Brown is exceptionally worried that West is selling company secrets and is more than willing to cooperate fully with law enforcement agencies to detain and prosecute Dr. West for the damages he has caused to the Arkham community and Advanced Biotics. He has already surrendered all company information regarding Dr. West to the proper authorities.

The Call

Throughout this scenario, the Keeper should monitor the Investigators and their relationships with the NPCs. If any of the Investigators have attempted to form some sort of bond with another character, the Keeper should subtly encourage the Investigator to leave contact information with that character.

Dr. West is out for blood. His laboratory has been compromised, and more importantly, the Manuscript has been stolen from him. He holds the theft as a greater personal insult than the destruction of his experiments, and while the Investigators are working- either in downtime or in part of a different investigation- he will locate and abduct the NPC that the Investigators form an attachment to. This could easily be the receptionist at the University at Rodham, Mrs. Winters, or a character made up by the Keeper for a different role.

The Keeper, if exceptionally well prepared, could even discuss this possibility with an Investigator, and have him/her abducted by Dr. West as they perform some task alone in town. The Keeper should only attempt this, however, with a well-prepared player, as what will occur will severely handicap that Investigator, to the point at which he/she may not be able to continue as a playable character. Still, if the Keeper can pull this off, it makes the race across Rodham all the more harrowing.

After the abduction, Dr. West stores his target for safekeeping and makes a phone call to the Investigators using his victim's cell phone. When the Investigators pick up the phone, they are greeted by a cold, male voice that snarls orders at them. This dialogue in particular works best if Keeper sketches out the details in advance to the session, so as to define West's personality according to the needs and tastes of the players. The conversation, however, should follow this general schema:

"I know you have it. I want it back."

(Investigator response)

(The sounds of the victim, sobbing and pleading for West to let them go, audibly, as though West had moved the phone close to him/her.)

"Your little friend agrees with me. Says you better give it to me. Or I might have to show you who the hell you're messing with."

(Investigator response)

"You want him/her released, you bring the documents to Raymond's down on Redford. You have thirty minutes. Call the police, and he/she dies."

(Dr. West's victim shrieks and cries out as though he/she was being cut, and then, after the Investigators call out, the phone hangs up.)

This is only a model conversation, and the Keeper's can be as different as desired. However, Dr. West speaks minimally; he has no interest in further compromising his agenda to the Investigators or the police, and he is not above killing his hostage if he deems it necessary.

Raymond's

Raymond's is a pizzeria and family restaurant on the other side of town. The Investigators may have to roll Drive to make it to the pizzeria on time, as traffic is bad and the Investigators have only a half hour to make it to Raymond's. That option is there purely to increase tension as the players race to make it to the drop point before time runs out.

Raymond's is a typical family restaurant, complete with seating booths and crayons. Its internal décor has a pseudo-Italian touch to it with a homey charm, and today the restaurant is packed. Investigators may roll Spot Hidden to try and detect Dr. West, though there is no sign of his presence. The place is alive with energy, with waitresses weaving around tables and loud jokes, conversations, and eating create an obfuscating ambience. Once or twice the Investigators catch a glimpse of a thin, blonde person, and mistakenly believe for a moment that they saw Dr. West, though the man does not appear to be in the restaurant.

As the Investigators stand around, a waitress comes over and counts them aloud, as though preparing to seat them. After confirming their number, she asks, "Are you Herbert's reservation?"

After the Investigators reply, she continues and explains that she's sorry, but:

"Herbert said he'd have to reschedule with you. He says he'll meet you at the Café down on Traverse Street."

It works best for the Keeper to specify what time Dr. West rescheduled with the Investigators to intimate that they only have fifteen minutes to go to the new drop location. An Idea roll- or good logic- reveals that this drop was likely compromised, or Dr. West sent them on a wild goose chase to distract them from something.

The Café

The Investigators are pressed for time to make it to the café to meet Dr. West before their deadline.

Keepers should call for a Drive roll for this, if only to worry the players and keep the scenario fast-paced.

The café in question is a small, roadside café of no real significance or importance. The location appears to be totally arbitrary. The café is mostly empty, save for its owners and maybe eight people.

And there, waiting in a corner, is a tall, well built man with dark hair sitting down and enjoying a cup of tea. The man is dressed very well, in a business suit complete with a silver striped tie. He looks up as the Investigators enter with a cold smile, and waits for them to approach.

This man is not Dr. West. He gives no name for himself, but waits for the Investigators to sit down and introduce themselves.

The man effects a British accent, and begins the conversation with pleasantries, asking the Investigators how traffic has been, and how long it must have taken them to find the café. If the Investigators reply with a threat or attempt to force the conversation along, the man coolly waits a few seconds before replying. Otherwise, he is completely cordial.

If the Investigators attempt to threaten him, he reminds them that they have no way to connect him to Dr. West or the "Arkham Slaughterhouse", though he does laugh about the media attention. He does agree that Dr. West's methods are extremely unpleasant, but he admits in his brief involvement with "these unpleasant affairs" he has seen far worse things that the media has completely ignored, or had no idea whatsoever that such events had ever happened.

He asks for the documents Dr. West requested from the Investigators. If they comply, he pulls out an envelope from his suit pocket, and rises to leave. He will give them the envelope after he has left the café, so as to discourage their pursuit. He rises and walks past the investigators, leaving the envelope on the floor near the exit, reminding the Investigators to "play nice" or the consequences could be dire.

If the Investigators were very emotional and sincerely concerned for their friend throughout their conversation, the man will pause at the door for a moment before leaving. He will look at the Investigators with genuine remorse and apologize that they had to be involved with this nightmare before he departs.

The envelope contains an address written in ink. It states simply:

Riverside Apts.

Room 212C.

Riverside

The drive to Riverside is likely a tense one. Dr. West had plenty of time to kill the hostage, and his refusal to face the Investigators personally should have them incredibly suspicious. The Keeper should focus on keeping the atmosphere tense as the Investigators draw closer to recovering Dr. West's hostage. The apartment complex is largely silent and empty. The buildings are ugly and poorly maintained, especially the ones on the second floor.

The door to room 212 C is locked and bolted shut. However, before the Investigators have the chance to enter the apartment, have them all roll Listen. At this point, the Keeper may elect to play some music to heighten the atmosphere. This particular moment can be lent an almost surreal quality if the Keeper can locate an upbeat song—preferably one from 1960s and before, especially with a vinyl feel— that the Investigators can hear playing inside the room. Dr. West has a taste for record players and old music, and a mind twisted by corrupted scientific interest and diligence. Regardless of whether the Keeper plays real music or not, Dr. West does indeed have a record player inside the apartment playing an unnervingly happy song, that is only barely audible through the doorway.

The apartment is barren, save for a record player and a wooden chair, holding Dr. West's victim bound in it, his/her back to the door.

As the Investigators draw nearer, they can hear distinct sobbing noises that sound like the victim has been gagged.

When the Investigators manage to get in front of the victim, they realize that he/she has not only been gagged, but his/her eyes have been tightly blindfolded with bandages. If the Investigators remove the gag, the victim starts speaking, though he/she chokes over his/her words in a painful, strained voice.

“Who's here?” the victim calls out frantically. “I... I can't see anything!”

The Investigators can remove the blindfold.

Dr. West had surgically removed the victim's eyes.

“I can't see anything..” the victim whimpers quietly.

Conclusion

The Investigators can make First Aid rolls to help stabilize the victim, but he/she needs immediate medical attention. As long as the Investigators call for an ambulance, though, the victim should survive from his/her wounds. The victim was lucky. If the

Investigators had been a little later, then things could have ended much worse. The victim will never see again, but at least he/she will live to see another day.

The police will send someone over to speak with the Investigators. Here the meeting varies, based on the actions of the Investigators throughout the scenario.

If the Investigators were rude, arrogant, or broke the law in overt fashions, held the police in contempt, and/or managed to somehow implicate themselves in the “Arkham Slaughterhouse” incident, the police officer will warn the Investigators that a full investigation is pending, and that the department will be watching them carefully as potential accomplices in Dr. West's murders. If the Investigators' actions destroy any evidence, circumstantial or otherwise, of West's involvement, they may have made themselves the primary suspects in the on-going investigation.

If the Investigators tried to be reasonable with the authorities, were never caught breaking the law, facilitated police investigations, and/or conducted their investigation well, the police officer will question them solely as a formality. He will offer the Investigators his condolences for the tragedy, and promises that the perpetrators will face justice.

The Federal Bureau of Investigation would arrive in town shortly afterwards in hot pursuit of the now highly popularized tale of the “Arkham Slaughterhouse”. West's latest activities in Arkham have only increased media interest in his activities, turning him into an overnight celebrity.

Additional Information

If the Investigators ever decide to research Dr. West online, treat it as a Library Use roll, and remind the Investigators that making and passing the check would require an extensive amount of time in-game, and that it should be done only if the player is willing to sit out while everyone else catches up.

This is not meant to be a penalty, only to add to the realism of the scenario. It also yields very little, but very beneficial information. Dr. Herbert West is a difficult man to track, and most searches online involve misleading information relating to the compass direction, famous Herberts in history, and, if the check is made late in the game, the “Arkham Slaughterhouse” incident. If the Investigators fail the Library Use roll, they receive incorrect or inaccurate information, at the Keeper's discretion.

If the Investigator(s) succeed, however, they learn that Dr. West was briefly a member of a

strange religious organization known as the Cult of Enlightenment. The Cult is itself a subject of mystery and conjecture, with few sources online actually discussing the Cult with any semblance of intellectual debate.

Online sources, however, do reveal that the Cult of Enlightenment recently opened a chapter in Rodham. The chapterhouse was built on the outskirts of the city, presumably to ensure the Cult's privacy. The Investigators can find the directions to the Cult online.

End Note

After the initial commotion begins to die down and all the Investigators return to their homes for the night, Dr. West makes his last move. The Investigator who gave the victim his/her contact information receives a phone call around midnight, from the victim's cell phone. The police never recovered it from the crime scene.

Dr. West is on the other end. He speaks calmly, almost detachedly, warning the Investigator to keep out of his affairs, unless the Investigator wants another person to "disappear". He taunts the Investigator by informing him/her that he would never have targeted the victim if the Investigator hadn't stolen West's documents.

"War is coming," West claims. "And when the time comes, I will do whatever it takes to win. I look forward to meeting you on the field of battle again. Sleep tight."

West hangs up the phone, and disappears. To their credit, the Rodham police eventually locate the phone, though someone had ditched the phone in a back alley. Dr. West was long gone by the time they arrived.

Eye of The Storm

This scenario is a direct continuation of the storyline of the previous scenario. While it could certainly be run as a single one-shot scenario, it was originally designed to be the next, or one of the next, adventures for the Investigators.

Dr. West remains at large, though he has not yet acted in such a fashion as to draw attention to himself yet. This particular scenario details the Cult of Enlightenment, an organization of individuals who share certain intellectual pursuits and interests. Much of the information regarding the Cult will be explored in this scenario, as well as a central character to the meta-plot. The Investigators may not encounter him during this scenario, but they will at least catch their first glimpse of the infamous Malthus, the “M.” from the 1920s campaign and the orchestrator of a strange plot that involved Dr. West’s research.

Malthus is also the author of the Manuscript the Investigators retrieved in Dr. West’s laboratory in the previous scenario. Malthus is a secretive and quiet man, and he should only be encountered in dramatic moments of exposition and revelation.

This scenario involves a shoot-out in Rodham and the subsequent chaos in the city. Federal agents have arrived and are seeking some way into the Cult of Enlightenment’s compound, as they suspect it was Cult members who instigated the fighting.

Later in the week, a woman is found murdered in alleyway, executed by gunshot to the head, though she has several lacerations across her body. The media is eager to pin the events in town on the Arkham Butcher, who was reportedly seen in town by the Investigators last scenario. The Investigators join in, either eager to catch Dr. West for their chance at justice, or to prove that he is out of town, and that Rodham is rid of at least one evil.

Introduction

The story first reaches the Investigators a week after they exposed Dr. West as a highly dangerous criminal. Every newspaper and news station in the city is covering the story, and the whole city is talking about the incident.

A new building is in construction in Rodham. No one particularly knew much about the building or those interested in constructing it before the incident, which attracted a lot of attention to the structure. Aeglon Industrials, a company devoted to producing and distributing industrial supplies and equipment to domestic markets, funded the construction of the building. The company hired a

good deal of security personnel to ensure the building’s protection from vandalism or corporate espionage during its construction.

Last night, Aeglon Industrials was vindicated. Official reports state that a fire erupted at the new Aeglon offices between 12:30 and 12:45 in the morning, as several armed individuals stormed in and out of the building, shooting their way inside. The surveillance equipment was temporarily taken offline during the attack, and no one has any idea what the assailants were after. The police arrived on the scene to catch the mysterious invaders depart in an unmarked black van.

Aeglon Security claims that the individuals broke in to plant surveillance equipment into the building, and they have pressured the local police to accelerate their investigation. At least 11 people were killed in the shootout, with an unverified number wounded. At least six Aeglon Security personnel were rushed into Intensive Care.

Federal Investigation

The Federal Bureau of Investigation has a keen interest in the shootout in Rodham, as they have suspicions that the local Cult of Enlightenment is involved in the strange activities. The FBI could be very interested in working with the Investigators, depending on their actions in the previous investigation. The FBI runs their temporary base of operations out of the Rodham Police Headquarters.

If the Investigators come out looking like heroes from the previous scenario, the FBI contacts them to consult them about Dr. West, who they believe to be connected to a mysterious figure known as Malthus.

Malthus is believed to be responsible for several acts of interstate terrorism, most of which is kept secret or is highly classified. The FBI desperately want to bring him in and question him, hoping that they can trip him up and get enough reasonable suspicion to hold him.

The real reason the FBI came to Rodham was to find Malthus, who they have been chasing for some time. They are more than eager to talk to the Investigators about Dr. West, as Dr. West may have been operating under the orders or supervision of Malthus. They need the testimony of the Investigators to link the two concretely, however.

If the Investigators drew a lot of negative attention to themselves while handling the “Arkham Slaughterhouse” incident, the FBI is a lot rougher in handling them. If the Keeper decides that the FBI ought to be a more ruthless organization, they may

even bring in the Investigators for questioning, and try to catch the Investigators slipping up.

That style works best if the Keeper is aggressive with the information the police and the FBI possess. They may not have exact evidence or information that implicates the Investigators, but they can infer a lot, and try and intimidate the Investigators into losing their cool and admitting something that they could serve jail time for. The FBI are generally an efficient organization when it comes to interrogation, and some Keepers could even have their FBI agents incredibly zealous in solving this case, even to the point at which they are willing to bend the rules to catch Malthus, even if that means illegally holding or questioning the Investigators.

If the Investigators are diplomatic, they will meet the head of this FBI investigation, Agent Farrell, a man intimately involved in the Malthus case. If the Investigators succeed on a Persuade roll, he will agree to let them in on his investigation as consultants, though he informs them of the potential dangers of crossing a man as mysterious and elusive as Malthus. If the FBI is right about him, then Malthus has orchestrated several murders and is very capable of erasing his connection to crime and violence. The Investigators are warned not to ever approach Malthus if for any reason they should encounter him, though they should immediately contact the FBI if they find him. The FBI also provides a brief description of the man so they know whom to report. The FBI's description of Malthus is vague at best; very few individuals have ever actually seen Malthus and are willing or able to talk about him. The FBI profile is a compilation of witness testimony and sightings, and could be completely unreliable. No reputable source has ever been able to capture Malthus on tape.

Malthus is believed to be around six foot tall, and impeccably dressed in a clean business suit. He has light hair and brown eyes, and all witness accounts attest to him being incredibly ashen to the point of sickness. Some reports claim he has a slight limp in his right leg, while others claim he is incredibly athletic.

Despite the lack of information regarding Malthus' appearance, Agent Farrell insists that the Investigators will be able to recognize Malthus the moment they see him. Malthus tends to leave quite an impression on the people around him, and is quite capable of stirring near-fanatical devotion to his cause, as evidenced by the actions of the Arkham Butcher.

If the Investigators reveal to the FBI that Dr. West abducted and blinded the victim in the previous scenario to regain a lost manuscript purportedly written by Malthus, Agent Farrell will inform them that the Manuscript likely contained information that could have implicated Malthus in criminal activity. The Investigators are free to share what they wish with the FBI at this point, though they should always be careful with whom they trust.

If the Investigators have copies of the Manuscript, or some photographic evidence that it exists, the FBI could be persuaded with a Law roll to begin taking steps against the Rodham branch of the Cult of Enlightenment. If the Investigators work for Agent Farrell, he'll ask them check out the Cult of Enlightenment a bit further and try and decide how deeply Malthus has entrenched himself within the cult. If Malthus is as influential within the Cult as Farrell fears, an FBI raid could easily turn into a bloodbath.

Agent Farrell

Farrell is clearly personally devoted to capturing Malthus, and a Psychology or Idea roll can reveal that to Investigators. His mannerisms suggest that Farrell has chased Malthus for a long time.

If questioned, Farrell claims his interest in Malthus comes from a mysterious case he ran several years ago that ended up unsolved. While digging around for information, he encountered some scary things. Things he never imagined he'd see, and he's worked homicides for eight years. He can't share much of his cases with the Investigators, but he can tell them he started asking around in the bureau for other strange cases. He talked with a lot of agents with weird encounters, and began to formulate a theory that several of the cases may have been related. It took a while for him to gain some momentum in the Bureau, but eventually he convinced some of his superiors to take his theory seriously.

If the Investigators ask how, he smiles and replies, "That's classified."

Cult of Enlightenment

The first objective of the Investigators is to find out as much as they can about the Cult of Enlightenment, both on the local and interstate level. The Cult in Rodham has been very quiet of late, though they have made a history of being extraordinarily quiet. No one in Rodham boasts of membership in the organization, and few individuals that the locals can recognize hang around the building.



The other chapterhouses of the Cult of Enlightenment are likewise difficult to find information about. While the internet contains some information about the Cult, the information available only provides locations to various chapterhouses throughout the United States. There are not many chapterhouses, and membership appears to be very selective. The Cult boasts of a highly educated and intellectual membership skilled in various fields of academia; an individual like Dr. West certainly seems like a possible candidate.

A Library Use roll can be used to ascertain a nearby chapterhouse outside of Rodham that the Investigators can visit/contact in regards to their investigation. There is, in fact, a chapterhouse in the nearby town of Larkside. The chapterhouse in Larkside is suspiciously small, and like the chapterhouse in Rodham, it is in a somewhat quieter, more isolated part of town. The building, nonetheless, is in good repair and looks to be well furnished. The building has two floors and a few windows, most of which appear to be tinted to prevent observation.

If the Investigators attempt to enter the building, they find the door locked, and hear several people moving about within. If they try and enter the building illegally, the police will be summoned.

There are, however, alternative means of contacting the cult members to discuss the chapter in Rodham. If the Investigators attempt to contact the Cult directly, they will be met with nothing but dismissal. Most methods of communication are likewise met with failure.

However, the Investigators' attempts are rewarded. After they leave the chapterhouse alone for the day, they receive an anonymous phone call from an individual claiming to have the information they seek. He will meet the Investigators at an old farmhouse ten minutes west of Larkside and discuss what he can with them.

The Informant

The Investigators meet the informant at the farmhouse after the sun goes down. He had been waiting at the farmhouse for the Investigators, and he invites them inside the old house to discuss the matters at hand. The man wears sunglasses and a long coat to conceal his identity, and he speaks in a hushed tone.

The informant apologizes for the secrecy, but explains that certain parties would be greatly offended if they discovered that he were meeting with the Investigators, especially considering the sensitive nature of their discussion.

He starts by asking what the Investigators know of Malthus, and what they think of the man. He listens intently to their information, and when they finish, he begins by warning them that he is not going to reveal any information about the Cult of Enlightenment's infrastructure unless it relates to Malthus. The man explains that the Cult of Enlightenment has been wary of Malthus for some time now, and many of its senior members believe that Malthus has been manipulating the Cult to his own ends.

The Cult of Enlightenment is not really a religious organization, the informant explains. It is an intellectual fraternity composed of scientists and thinkers. The title was originally picked to frighten skeptics and encourage the interest of the selective candidates the organization cultivates. If individuals have never heard of the Cult, or are discouraged by its name, then the organization has no interest in them. Members of the Cult likewise value their privacy, and have extensive membership requirements and protocols.

Malthus has been changing that. Malthus is an old member of the Cult, having been an influential player for years. Malthus is almost as much a mystery to the Cult as he is to the FBI; no one in the Cult knows much of his life story or his activities. He will disappear occasionally from the Cult for months at a time, only to reappear randomly with potential candidates. He's been an active recruiter for the Cult for as long as most members can care to remember. Malthus has also been a directing force in a lot of the Cult's investments of late. Naturally, when suspicious events started occurring, many of the senior members of the Cult began to investigate Malthus to gauge his intentions. A few weeks ago, Malthus began relocating several Cult members to the Rodham chapterhouse, most notably a good deal of members he had either recruited himself or had helped through their initiation.

Thus the chapterhouse in Larkside was bought and enhanced. The upper echelons of the Cult are using the chapterhouse to keep tabs on the Rodham chapter, both as a location to house members working on gaining inside information into Malthus's organization, and to serve as a reminder to Malthus that the Cult is watching him.

So far, though, the chapterhouse in Larkside has turned up almost nothing that could be used to convict Malthus. Malthus's people are incredibly loyal to him, and surprisingly competent. Looking back at Malthus's earlier time with the Cult, the informant postulates that each new recruit he brought

in was likely more devoted to him than the fraternity. The senior members are convinced that Malthus is building up a personal army. The entire Cult is on edge, as no one is certain how far Malthus's influence spreads. The Cult's hierarchy is desperately trying to cut their losses and distance themselves from Malthus. The big bosses seem to think Malthus has something big planned, and they want no part in it.

To make matters worse, Malthus has completely severed ties to the central Cult of Enlightenment. No one in the chapterhouse in Rodham has contacted other members of the Cult. The informant has no idea how many people now work for Malthus, let alone are currently in Rodham. He does, however, warn the Investigators about Malthus. The Cult of Enlightenment has a few leads about where the Investigators could look to try and find some incriminating information, and the informant will share what he can with the investigators, but they must swear not to mention his involvement in any of these affairs. Weird things have been happening across the country of late, and the informant is unwilling to take any more chances than what he has already taken in arranging to meet the Investigators in the first place. He is already concerned that some of Malthus's people might know about the meeting.

He tells the Investigators that the Blasted Heath is important. It's a piece in Malthus's game. He also says that they should find the "Barren Fen", and that it might lead them to finding evidence about Malthus.

The informant concludes the conversation and departs.

Blasted Heath

The Blasted Heath is a location out of H.P. Lovecraft's "The Colour Out of Space", an interesting short story. The Heath itself is unlisted in directories, and no viable source of information online mentions the place. Whatever it once was, it seems to have completely fallen off the map. It would take extensive resources to try and locate the Heath, let alone to discover what its history was.

The Investigators have an advantage, however, in that they can contact Agent Farrell regarding their meeting with the informant, and they can suggest, with a Persuade roll, that the Blasted Heath may contain the evidence he needs to lock Malthus behind bars. If they succeed, Agent Farrell begins an investigation into the Heath. It will take time for his investigation to bear fruit, and he admits to the Investigators that the FBI will need something

sooner to seize Malthus, and that the best they could hope for with the Blasted Heath is some evidence that could be brought to trial.

The Assassin

When the Investigators return to Rodham, a man interested in their investigation will make contact with them. He is mostly a non-descript person of average height. He wears casual clothes and acts nervous and desperate. He approaches the Investigators in the open and begs them to tell him if they know where Malthus is. He calls himself Matthew Thompson

He plays the part of a grieving husband, furious over the murder of his wife. He speaks wildly and uncontrollably, condemning Malthus for what he's done. The Investigators can attempt to reason with him to calm him down, and it works.

The man claims that his wife was abducted a few weeks ago by Malthus and brought to some place called the Barren Fen. No ransom demands were made, and no one made any attempt to contact Mr. Thompson until Malthus had executed his wife.

Thompson claims he wants justice. He wants to kill Malthus, and talks wildly of doing it himself. He begs the Investigators to tell him where Malthus is. If they refuse to help him, he offers to reveal the hiding place of Gordon Martin, one of Malthus's agents.

The vengeful husband act is in fact a cover story for a Yithian assassin hunting Malthus. Richard Thompson is the name of the host body, which is piloted by the mind of an alien seeking out Malthus to terminate him. While the alien's exact motivations for wanting Malthus dead are uncertain, he is a highly skilled killer, and is not afraid to silence anyone who might expose Thompson as a fake. Some players may recognize that this is the second instance where a Yithian assassin has hunted Malthus, and may begin to guess at Malthus's connection to the Yithian people.

The Investigators can trip the assassin up if they are suspicious, particularly by listening to his story and questioning him in surprising ways. For instance, if they ask what his wife's mother's name is, the assassin may stall and try to make one up. This hesitation, however, can be telling.

Furthermore, the Investigators may question Agent Farrell regarding Malthus and the Barren Fen, and Agent Farrell will respond that the case is classified, and that there was no Mrs. Thompson involved.

If he is discovered, the assassin may try and kill the Investigators, though his primary concern is

killing Malthus, and if he can lie to the Investigators or otherwise keep them distracted, he will.

Gordon Martin

The assassin's information about Mr. Martin is accurate. He leads them to Mr. Martin's apartment. Martin lives in the same apartment complex where West held his hostage in the previous scenario. Martin, however, lives on the far side of Riverside Apartments in apartment 142A.

The door to the apartment is locked, though the sounds of the television can be heard through the door. If the Investigators knock on the door, they hear someone walking to the door. The door is unlatched, and swings open to reveal a man in a button-down shirt and silver striped tie holding some mail in his left hand. He recognizes the Investigators instantly.

He calmly stares at them for a moment before he smiles and tells them he wasn't expecting company. He congratulates the Investigators for locating him, and asks how they did it. If the Investigators reveal that they received a tip from Thompson, he smiles knowingly and offers to play along.

Unless the Investigators involve the FBI, there is little they can do to Martin besides attempt to persuade or cajole him into talking about Malthus. They can stand as witnesses to his complicity in Dr. West's abduction and assault case, and a successful Law roll can be made to inform him that if he goes down for West's actions, he would spend the next twenty years in jail, and that's assuming he doesn't have any other crimes that could surface during a trial.

Martin remains cool and collected throughout their conversation, and at the end invites the Investigators to call the FBI and make a party of it. If the FBI do come and arrest Martin, he goes quietly.

Questioning

If the FBI seizes Martin, they do so in a big show. Black vans pull up to the Riverside Apartment complex and men in uniform rush to the scene to apprehend Martin. Agent Farrell leads them, and they read Martin his rights as they bring him in. The entire event is well coordinated and executed.

When Martin is brought in for questioning, Agent Farrell takes the lead. He grills Martin for any information on Malthus, though Martin remains silent. On occasion, Martin will make fun of Agent Farrell and his investigation, assuring him that he's

got the wrong man. The two go back and forth for a while before Agent Farrell leaves the room to let Martin stew.

Despite his outward assuredness, he confesses to the Investigators that they don't have much of a case without physical evidence. A good lawyer could easily win over a jury if this was brought to trial. Still, Agent Ferrell is exceptionally confident because he believes that Malthus will get nervous with Martin in custody. Even if Martin isn't a top man in Malthus's organization, the show the FBI put on while arresting him is bound to make Malthus worried, and Agent Ferrell is sure that he'll slip up.

He tells the Investigators they only need a little bit more and the FBI can raid the Rodham chapterhouse. If they share what they learned from the informant, he believes that Malthus will slip up soon. He encourages the Investigators to keep up their work.

Martin's Apartment

Despite outward appearances of tidiness, Gordon Martin's apartment is a mess. Receipts, empty food boxes, and papers are littered across his living space. A successful Idea roll reveals that Martin likely uses the place only as a stopover between his less than credible activities. He likely purchased the apartment in order to be closer to Malthus.

Martin does not own a computer. He does have a telephone, though there are no messages on his answering machine. A successful Spot Hidden allows the Investigators to find his daybook. The most recent entry is scheduled for later today. It mentions a date with "Rachel". Thankfully, Martin kept her phone number written down on a sticky note under the name "Ms. Guisedo", dotting the "i" in her name with a heart.

If the Investigators use her name and her phone number to look up her address in the phonebook, they discover that she lives further downtown.

Martin was apparently very careful about what he kept in his apartment. Nothing illegal is inside the premises, and no reference to Malthus can be found on any of his papers, no matter how many times the apartment is searched. If Martin was involved with Malthus, he must have kept his information at a separate location.

Ms. Guisedo

Martin's date is an exceptionally attractive young woman living in a small apartment of her own in downtown Rodham. Her apartment is a scale above



Martin's, and her appearance is comparable. When the Investigators arrive, she opens the door to greet Martin, and is noticeably surprised to find he is not there.

It's rather obvious that Martin is not dating Ms. Guisedo, or at the very least that he did not woo her with his looks. Martin likely left the note to mislead investigators into thinking that Rachel was uninvolved in his activities.

Suspicious Investigators have a chance to trip up Rachel in conversation. She refuses to let the Investigators into her home for any reason, and attempts to speak casually with them. In reality, she is more than a bit nervous. To mask her inexperience, she will try to flirt with the Investigators if they are predominantly male.

However, if the Investigators are not convinced by her act, they will question her about Martin. She will initially remark that she met him at the gym, and comment offhandedly that he really seems to like his suits. If any of the Investigators attempt to throw her off-guard by mentioning Dr. West, she will go pale and say she's never heard of him. She will ask the Investigators to leave.

If they successfully Fast Talk her, though, she slips up and says that she's a bit on edge because of the death of her friend Sarah. The moment she says it, however, she catches herself and tells the Investigators to leave. She closes and locks her door, and does not respond to knocking or phone calls.

The Smoking Gun

The breaking news the next day is the discovery of the corpse of Sarah McGonall, a 20 year-old student at Rodham University. Her body was found in an alleyway, dumped by her killers. Initial reports indicate that she was executed by gunshot to the head. The police department offered no comment at this time.

When the Investigators contact Agent Farrell, if they do, he reveals some startling information. Forensics has been running some DNA from the shootout, and some of the blood from the crime scene was recently matched. Sarah McGonall had been involved in the shootout, though to what capacity remains a mystery. Farrell's current theory is that Sarah may have been a hostage that Malthus had involved to cover the tracks, or that she just happened to have the supreme misfortune of simply being in the wrong place at the wrong time.

The Investigators, however, may interject that they spoke to an associate of Martin's the other day who appeared to have advance knowledge of Sarah's death. That suggests Rachel's complicity in

Sarah's murder. It provides only circumstantial evidence, but it does allow them to potentially link Sarah to Martin. If the Investigators can find some way to link the shootout to the Cult of Enlightenment, they have all the evidence they need to get to Malthus.

Rodham University

The Investigators can gain access to Sarah's dormitory through a variety of means. They can negotiate the information out of Agent Farrell, talk to Ms. Guisedo, or go to the University campus and ask around the registry with a successful Fast Talk roll.

Gaining access to her dormitory, which is currently under investigation by the Rodham police, is a different story. The Investigators will likely come up with their own plan of action or attempt to use Agent Farrell to gain permission to enter the room.

If the Investigators do some digging around, they discover that Sarah was acing all of her classes, though she rarely had a free weekend. Everyone who knew her thought she was one of the smartest students in her class. She was always busy doing one thing or another. Lately, though, she was almost always off campus when she wasn't in class or working, hanging out with some weird people. Her friends never really paid attention to them, though a few of them wish they had now.

Sarah had a single person dorm room on campus that she had decorated just as any college student might; there were posters of her favorite movie stars taped to the wall, and she had photographs of her friends up on the wall partying and enjoying themselves, including some photographs with Rachel in them. Every single picture has Sarah or her friends absolutely beaming.

A Spot Hidden roll locates a strange badge tucked into her closet. If the investigators examine it, it reads CoE in gold letters against a green background. When the Investigators spend some more time looking around the room, call for another Spot Hidden roll to notice that one of the plaster tiles on the ceiling has been moved slightly out of place.

If the Investigators move the tile away and search around it, they find a shoebox full of diary entries and a few envelopes. Searching through the entries reveal only a few to be particularly relevant. She kept a diary entry for the her initiation and induction into the Cult of Enlightenment, writing the most on her sponsor, an unnamed "M." figure. She credits him for all her success in the Cult as well as opening her eyes to the world around her. She speaks admiringly of him though she rarely mentions

anything concrete that “M.” might have done besides tutor her. Her diaries occasionally mention Rachel and Martin, though her tone with them appears more like that of an older sibling relationship.

The only other thing of note in the shoebox is a letter addressed to the chapterhouse in Rodham. It has no addressee, but the contents of the letter involve frantic and almost unintelligible writings about how terrified she was. Sarah evidently thought she was in grave peril, and her intuition was proven right.

Aeglon Industrials

At one point or another, the Investigators will likely be interested in investigating the Aeglon building in the heart of Rodham. Security personnel will refuse to permit them access to the building, regardless of their federal support, and will answer no questions.

If the Investigators stake out the building for any period of time, they will discover that large,

generic trucks pull in every couple of hours, backing up into the constructed garage to conceal their cargo.

Something is clearly not right about the company, and if curious Investigators can somehow get their hands on Advanced Biotics business accounts, they may discover an unnoticed connection.

The Video

When the Investigators return to their houses for the night, one of them- picked either randomly or because he/she has been a particular thorn in the Cult’s side- finds a yellow envelope entitled “Melchior” in fine script. Inside the envelope is DVD. Its contents should be viewed as a group.

(The video starts up to display a strange room like an FBI interrogation cell. Visible on the screen is the back of a tall, ashen skinned male with light hair. He is wearing a suit staring intently at a young woman seated across a wooden table from him. The woman is easily recognizable as Sarah McGonall, though she looks dazed and disoriented. Wires attached to her temples and wrists run across the table to a small, tablet-like device that Melchior has set on the table between the two, next to a medical supply kit.

“Ms. McGonall,” Melchior begins, “Please tell me everything you can about the night in question.”

“Please,” Sarah pleads softly, “Let me go.”

“Ms. McGonall,” Melchior continues, “You will please tell me everything about the night in question.” (Sarah begins to cry and sputter uncontrollably. Melchior rises in response and pulls a syringe out of a nearby medical kit. He approaches Sarah and injects something into her arm, and Sarah begins to calm down. Melchior returns to his seat and clears his throat before he begins again.)

“Ms. McGonall, you will please tell me everything you can about the night in question.”

“I did it. I did just like you told me to,” Sarah says in a hazy, disconnected manner. “I spoke to him.”

“What did the man say?” Melchior asks her.

“I just wanted to help,” Sarah whimpers, her voice shaking. “I just wanted to do what you wanted me to do.”

(Sarah convulses involuntarily and begins to shake violently. Melchior rises and approaches Sarah again with the needle, giving her a larger dose. Sarah breathes in slowly, and begins to calm down.)

“Ms. McGonall,” Melchior states slowly and calmly, “I need you to stay with me.”

“I-I can’t.” Sarah says, tears running down her face, “Why did it have to be me? What did I do wrong? What did I do to you?”

“Ms. McGonall, I need you to remain in control.”

“P-please...” Sarah stutters, “I’m scared...”

“You will kindly tell me what the man told you,” Melchior persists.

“He... he showed me horrible things. He showed me what you have planned, and he showed me all the terrible things they would do.. All the lives they’d take.. He made me *feel* them.. He made me see how pointless it all is.. All the suffering.. so meaningless...” Sarah whispers, terrified.

“What did the man show you?” Melchior says slowly.

“I... I don’t want to..” Sarah begs weakly. “Please don’t make me.”

“Ms. McGonall,” Melchior’s voice cuts in. “Please continue.”



“Why are you doing this to me?” Sarah stutters as her tears flow down her face. Her body spasms involuntarily and her face contorts into misery and confusion. “Please don’t... please! Please just let me go...”

(The tablet-device on the table glows silently, and Melchior looks down at it momentarily. After a moment’s pause as Sarah continues to sob piteously, Melchior rises.)

“Thank you, Ms. McGonall. You have proven yourself admirably.”

(Sarah stares up at Melchior with fear. She closes her eyes and shakes horribly)

“Please...” Sarah whispers. “Please!”

(A gun roars to life with a bright flash, and the video stops)

The Investigators can determine the video is real with a successful Photography roll. If the video had been faked, then there would have been some interference between Melchior’s actions and Sarah’s response, and the gunshot would have been far more dramatic instead of practical. Furthermore, the lighting in the scene was entirely realistic instead of the more formalistic style used in hoaxes on occasion.

On the Coroner’s Table

If any of the Investigators are trained in Medicine and pass a Credit Rating roll or Persuade roll, they can attempt to examine Sarah’s body. The coroner has already begun an extensive autopsy, and has noted a few inconsistencies with her death.

Initial reports suggested that the cause of death was a gunshot to the head, and while that holds true Sarah had a number of lacerations across her back and lower body. Furthermore, blood tests reveal that Sarah was pregnant at the time of her murder.

If the Investigators cannot perform the autopsy themselves, then the coroner will deliver all of this information to Agent Farrell shortly after the video is brought to his attention. Agent Farrell will share it with the investigators.

The Response

Agent Farrell is composed throughout the entire display, though he is noticeably shaken by the events on film. After a moment’s pause when the video stops, he tells the Investigators that the FBI will be launching a raid on the Cult of Enlightenment’s Rodham chapterhouse.

He steps outside to make some quick phone calls, and the sounds of Rodham Police car sirens fill the air.

In a few moments, Farrell calls in to the Investigators and thanks them for all of their help. Agent Farrell heads off with his team to intercept Malthus at the chapterhouse before he has a chance to escape.

Downtime

This is the Investigators’ last chance to do any last work before the end of the scenario commences. If they want to do something before heading to the Rodham chapterhouse, they should see to it now. Gordon Martin and Rachel Guisedo have left town. Their apartments have been ransacked, and a lot of their belongings have been ruined. Someone was looking for something in their apartments, though any trace of the perpetrator is missing. There is not a long time before the FBI raid commences, however, and the Investigators should be interested in attending.

The Raid

When the Investigators arrive at the scene, Agent Farrell has surrounded the chapterhouse. FBI agents and a SWAT team have covered all of the entrances and exits to the building. Agent Farrell is busy on a handheld transceiver issuing orders to his men.

Several of his men are pouring over floor plans for the chapterhouse, preparing the teams for their operation. Agent Farrell occasionally looks over at the map before he addresses the Investigators.

He warns them that they should stay back, as Melchior is clearly armed and presumed incredibly dangerous. The FBI will handle the remainder of the investigation and neutralize Melchior’s supporters. He is briefly interrupted by a buzz on his radio, and a male voice calls in that no one appears to be on the ground level.

Agent Farrell orders the teams to prepare for entry, when the voice cuts in saying they’ve got movement heading for the exit. The FBI readies for combat, and Gordon Martin exits the building, closing the door behind him and placing both hands on top of his head. The FBI agents order him to approach slowly and then handcuff him. He is brought to Farrell for questioning.

Martin claims he was a hostage taken by Melchior to ensure that his operation proceeded accordingly. Agent Farrell argues hotly with him, swearing that Martin is deeply involved with

Melchior's organization. Martin insists on his story, however, that Melchior had held him hostage and threatened to execute him if Martin planned to escape or inform the police if he had revealed any part of Melchior's plans. He bitterly retorts that he had no choice but to believe Melchior's threat when Melchior ordered "that poor girl's execution." Martin explains that Melchior ordered all of his assistants to depart Rodham shortly after the incident, leaving only Martin behind to serve as a shield for when the FBI arrived. Martin goes on to claim that Melchior had anticipated the Bureau's arrival, and had ordered Martin to deliver a warning.

Melchior claims that although he has sent his men away, he is absolutely confident that the FBI will not be the ones to arrest him. Martin is adamant that Melchior has some sort of trap waiting for the FBI, though he is uncertain about what surprise Melchior has waiting. He is confident that someone with a mind like Melchior has some sort of scheme already in play, and he warns the FBI not to enter the building.

Farrell distrusts Martin and is hesitant to believe his claims about Melchior's trap. After all, Martin's dubious confession could *be* Melchior's trap, stalling for time for some sort of escape plan. If the Investigators look at the floor plans and make a successful Knowledge roll, they can see that had Melchior ordered his personnel to remain in the chapterhouse, the mission could have turned into a bloodbath. The inside room for most of the first floor is a broad, open room leading to the second floor. If the FBI agents rushed in through the front door, the cultists could simply spray fire from the stairway. The old blue prints indicate that there were several vantage points the cultists could have exploited in open confrontation had Melchior possessed the knowledge of the imminent raid as he claimed.

Melchior is either pulling a bluff or he is deadly serious about his threat. If the Investigators have spent some time dealing with the psychological profile Agent Farrell assembled on Melchior, and one or more pass on a Psychology roll, they can deduce that while Melchior may be very likely insane, a bluff does not synchronize with his previous behavior. If anything, it would simply mean that Melchior believed he was dangerous enough to have prepared a trap in advance for the FBI. Advancing with caution is the safest strategy.

Agent Farrell pauses to think, and then orders the teams to infiltrate the building. The squads affirm their orders and break in through the

outside doors, rushing inside. Some gunfire goes off, though complete radio silence is maintained.

Farrell calls the teams with his hand radio, but no one replies. He tries again to the same result. Have the Investigators roll Spot Hidden. If they succeed, they notice that Mr. Thompson is slipping into the building from behind. The Investigators are free to pursue him if they wish, as Agent Farrell is busy radioing backup.

The Chapterhouse

The inside of the chapterhouse is surprisingly spacious, given its size. There are a few benches in the main room with a pulpit before a dual staircase ascending to the second floor.

The SWAT team is collapsed on the floor. None of them appear to be visibly wounded, but as soon as the Investigators cross the threshold, the Keeper must roll their Sanity twice; the first roll—which simulates POW x 5—determines whether or not the Investigators collapse, and the second determines whether or not they lose (1/D10) points of Sanity as they feel tremendous force rip at their minds, like a claw ripping through their thoughts. If the Investigators fail on the first roll, their bodies simply give way and they collapse, prisoners of their own flesh. They cannot move, talk, or make any noise. The Investigators who remain standing can survey the foyer, despite their initial disorientation.

The Investigators find Mr. Thompson propping himself up on a pew, gasping for breath. He apologizes for acting so rashly, but explains that he felt this was his chance for bringing Melchior to justice. He says that Melchior's in this building, and if they find him they can make him pay for all the deaths he's caused.

The fact that Thompson is up and moving should be very suspicious to the Investigators, especially since he snuck into the middle of a federal raid on the Cult of Enlightenment. He is also armed with a small sidearm that he appears to have had some practice with.

With a successful Medical or First Aid roll, the Investigators can determine that the SWAT team and the downed Investigators appear to be breathing. A Medicine roll would also suggest some sort of nerve agent released into the airways as the culprit; it could easily interrupt mental processes and trigger unconsciousness.

As Melchior claimed, the chapterhouse appears to be almost entirely empty. The only people present are the Investigators, Mr. Thompson, and the incapacitated SWAT team. The entire

basement level consists of dormitories where chapter members could have stayed overnight or for prolonged periods of time; they are all vacant, as is the kitchen. All signs of life are missing from the first floor, and nothing of interest or value remains.

The Second Floor

The stairs lead up to a large doorway and into a hallway leading to what appears to be a central office. There are other doors leading into other workspaces, though these offices appear to have been evacuated. The last door remains.

When the Investigators open the doorway, a man seated in an old oak desk greets them curtly. He matches the description of Melchior perfectly; so perfectly, that as Agent Farrell told them, they can immediately recognize him. The moment the assassin steps into view, Melchior addresses them.

“I should hope that you will restrain your friend,” Melchior gestures to Mr. Thompson. “He is not who he claims to be.”

The dialogue unfolds more or less as follows.

“Didn’t you wonder how some random stranger managed to tie Mr. Martin to myself and so conveniently located him?”

If the Investigators begin to question Mr. Thompson, or act as though they are willing to believe Melchior, he opens fire on the Investigators. Mr. Thompson is a skilled shot, and he is wearing concealed armor. Nonetheless, it is likely that the Investigators will kill him.

When things have settled down, Melchior will continue scribbling down some notes into a leather-bound book. He uses an old fountain pen, and a successful History roll reveals that a lot of his personal effects are incredibly dated, most apparently from the early twentieth century. He even has a well-used gramophone in the corner of his office. The Investigators also notice an ancient grandfather clock ticking in the back of the room.

Melchior seems completely undisturbed by the shootings, and only stops writing to address the Investigators in response to their questions.

“I presume that your man Agent Farrell is responsible for you. I rather thought he’d have been quick enough to realize the assassin before it came to this,” Melchior says slowly, almost disinterestedly. “He and I have been playing this game for some time, now. But I assume you are here to arrest me?”

The Investigators may ask about what he did to the SWAT team, and Melchior does not reply. He

gives the Investigators an unnervingly calm smile and replies “nothing permanent.”

“I am ready to be taken,” Melchior informs them, “Most definitively *not* by the FBI.”

Alternatively, the Investigators can try and end Melchior’s life. He readily admits to associating with West, and if the FBI reports are correct, he is responsible for many terrible things. If they shoot him, however, no matter how well they roll, Melchior survives.

Regardless, Agent Farrell rushes to the scene shortly after the shooting and takes charge of the situation. After the situation calms down, the Investigators have a chance to investigate the room, and behind Melchior’s grandfather clock is a strange, hollow pyramidal structure with circular holes on every side. The pyramid is humming and vibrating softly. None of the Investigators have seen anything quite like it, and the longer they stare at it the more they find themselves being distracted by it. If they touch the device, it glows bright red, and the Investigator must roll POW x 5 or collapse. After he/she touches the device, strange holographic runes glow across the circular gaps in the device.

An Idea roll indicates that this device may have somehow been responsible for incapacitating the SWAT team members. The device will likely be safer in the hands of the FBI. Touching the device indirectly, however, may make it possible to transport it.

Not Dramatic Enough for You?

Some Keepers may not be satisfied by the rather tame behavior of Melchior. Some may think that he should have handled Thompson himself. In reality, Melchior *did* handle Thompson, only in a subtle, indirect fashion where he used the Investigators to flush out the assassin and eventually kill him. Melchior tends to prefer subtlety instead of immediate action.

He is, nonetheless, an incredibly resourceful and potent figure throughout this scenario, and one of the few characters with an understanding of the Mythos within this campaign. So if Keepers want him to really make an impression, they can make a slight alteration to the previous scene.

When the Investigators enter Melchior’s office, the assassin strides forward, threatening Melchior and gloating over his apparent victory. Melchior, unimpressed, asks him how “home” is. The man ignores his remark and asks him if he has anything to say for his crimes.

“To you? Didn’t you feel it? When you entered the building?” Melchior asks Thompson.

Thompson claims that Melchior is bluffing, and pulls his gun up to Melchior's face.

"Do give your regards to your mistress. I sent her ahead of you to get things ready for you," Melchior smiles.

Thompson's face contorts in rage, and he pulls his trigger, but a second before the bullet would be released from the chamber, he ignites into a roaring inferno. Thompson screams out in horror and tries to run, stumbling out into the hallway where he collapses. He shrieks for an agonizing moment as he rolls desperately on the floor in a futile attempt to smother the flames, until finally he grows silent.

Melchior remains absolutely calm and disinterested throughout the entire affair. He finishes writing something down in a notebook, puts down his pen and stares up at the Investigators. If the Investigators watch Thompson burn to death, they must roll Sanity or lose (1/1D4) points of Sanity.

"Now, then. I believe you are here to arrest me?"

Aftermath

The SWAT team and the Investigators eventually make a recovery from their paralysis, though several of the SWAT members have suffered psychological trauma. None of them can remember what happened inside the chapterhouse, and the official story maintains that Melchior utilized an illegal nerve gas to incapacitate the agents, and without the timely involvement of several FBI consultants and the arrival of a new SWAT unit, the body count could have skyrocketed. Only Mr. Richard Thompson is listed as a casualty, and his cause of death varies on how the Investigators explain it. Most likely, the official report states that Mr. Thompson was exposed to the nerve gas long enough for it to have impaired his thinking, and he suffered a severe breakdown. The Investigators were forced to kill him in self-defense.

If Thompson is burned alive, the murder is placed as a charge against Melchior. Melchior is rushed to Brookvale Federal Penitentiary for holding and interrogation. Agent Farrell thanks the Investigators for all their assistance. He tells them he can sleep a little easier at night knowing that a terrorist like Melchior is sitting behind bars. He promises them their check is in the mail, but that he needs one last favor.

Melchior arrived safely to Brookvale without incident. His supporters appear to have dispersed for whatever reason, though the FBI is taking precautions to ensure that Melchior's stay in

Brookvale is a long one. Agent Farrell is still looking for Rachel Guisedo and Gordon Martin. He suspects Martin to be Melchior's right hand man, and while he has no evidence, he's sure that Martin will be easier to catch and question now that his boss is locked up. After checking the crime scene, however, all the FBI could find were Melchior's personal effects. He had an excellent collection of early edition novels by American authors and a lot of antiques dating as far back as the early 1900s. Martin was right about Melchior anticipating the FBI raid, though, as all possible incriminating evidence or evidence of the organization's plans had been removed from the building. In a court of law, the only evidence they'd have to indict Melchior would be the DVD.

Thankfully, the FBI had managed to negotiate a confession out of Melchior in a deal. In exchange for his full confession in the murder of Sarah McGonall and his involvement in Aeglon shootings, he would be allowed one visit with guests of his choosing. The meeting would be recorded, but he was promised any individuals the bureau could secure.

He asked specifically for the Investigators.

Brookvale Federal Penitentiary

Brookvale is a maximum security holding facility an hour's drive north of Rodham. The complex is vast and completely walled off. Guard towers stand off the wall at various places to look down at the jail yard below. The Investigators are stopped at the entrance and searched for weapons and any items that could be improvised as weapons by the inmates. Security had obviously been heightened since Melchior's arrival, but the guards maintain a presence that suggests that even without the additional support the facility was secure. The officers warn the Investigators about the dangers and rules of visiting a maximum security prison; they are not to touch the inmates or goad them, they are not allowed to provide the inmates with any objects or food, and they are warned to maintain a distance from the cells for their own security. Most of the inmates are in Brookvale because of heinous crimes against humanity.

Melchior is kept in a private cell, completely isolated from windows or outside reach in the heart of the complex. He has been hustled into a separate room for questioning to honor his deal with the FBI, where he sits waiting for the investigators. Melchior remains unfazed by his surroundings, but smiles when he notices the Investigators arrive.

Agent Farrell is present outside of the conference room, and offers some last minute advice to the players. He warns them that Melchior is a liar and murderer by trade, and that any information he imparts to them is likely a ruse to garner sympathy or horrify the investigators. Nothing he says should be taken at face value, and if he makes any threats against the investigators they should remove themselves from the room and allow Farrell to take over. He reminds the investigators that they have Melchior in a position of weakness, and there is nothing Melchior can do to anyone while he's in prison. The psychological profile suggests that Melchior will try and play mind games with the investigators. As long as they stay collected, Melchior will have no advantage over them.

The Interview

Melchior is obviously pleased to have arranged an interview with the investigators, and he greets them courteously. It seems as though he had been waiting for them for some time; he ignores everything else but them.

"You've read it," Melchior begins. "I am impressed. I must confess, I did not believe that Dr. West would be caught so quickly." Melchior smiles and asks, "What did you think of it?"

Melchior will answer questions the Investigators have about the Manuscript, but he will do so in a cryptic fashion. If asked about the war, he will reply that the enemy has already taken steps against humanity. If humanity is to endure, they must steel themselves to the inevitable. When asked about Thompson, Melchior smiles coldly.

"Do you believe in monsters?" Melchior asks them. "Horrible things that lie waiting in the dark? Thompson worked for such things. He was used to get a chance to kill me. If you have the time or inclination, you might investigate the Cult of Enlightenment a little further and discover who Mr. Thompson really was." He smiles knowingly.

"But if I told you what he really was, would you even believe me?"

If Melchior is confronted about Sarah McGonall, he will reply that she was another soldier in the fight to save humanity. Melchior will also comment that many of his supporters are like the investigators; they started out as curious minds fawning at things they could not understand until they were enlightened. After all, is that not, Melchior comments, the reason the investigators have put so much time and effort into capturing him?

If the investigators bring up Sarah's pregnancy, however, Melchior takes a marked

interest. He asks them if they are *sure* that Sarah was pregnant when her body was recovered. He thinks silently to himself for a moment and then begins to speak.

"There are a few places I shall require you to visit for me. Each location should reveal some new information for you. The first is Cromwell Abbey in Arkham, near Dr. West's old house. You may find what you asked about Mr. Thompson there. If not, then I suggest you take it up with Advanced Biotics. They have a marked interest in Arkham. An old acquaintance of mine was there once to investigate the Abbey.

Secondarily, your concern should lie at Innsmouth. Many of the answers you seek are tied to it. But Innsmouth no longer exists. Discover what you can, and maybe you will begin to understand why I placed Ms. McGonall in danger in the first place, and why she was important enough for Aeglon to abduct in the first place."

Melchior continues to imply that his men had gone to Aeglon Industrial to liberate Ms. McGonall. If the investigators bring up Blasted Heat, Melchior will tell them that he knows about it. He will tell them what they wish to know about it only after they have visited the Abbey for him. He reminds the investigators that they have little to offer him in exchange for his information. A Law roll can be used to intimidate Melchior by telling him that he could spend the rest of his life behind bars in a maximum-security prison if he keeps silent. Information is Melchior's only chance for clemency.

Any attempts to threaten Melchior have no effect on him. If the Investigators put effort into it, Melchior will dismiss their claims and tell them that the prospect of remaining in Brookvale would indeed be daunting, had he planned on remaining there any longer than was necessary.

"My tenure here is almost to a close," Melchior explains casually. "I have pressing matters elsewhere that necessitate my presence. There is a war looming in the distance. I must ready my soldiers for the time to come, when I must reveal my hand. For the time being, I must ask that you remain diligent. They are out there. I suspect you will understand me better the next time we meet. Until then, my friends."

Melchior is then escorted out of the room and brought to his cell. Agent Farrell asks the investigators some questions about Melchior and their conversation, including how much they believe he was making up. He promises to do some looking into some of Melchior's statements and get back to the investigators when he can.

Conclusion

The next day, the Investigators receive a phone call from Agent Farrell, advising them exercise extreme caution. Melchior escaped from Brookvale prison in the middle of the night, employing some sort of electromagnetic pulse to shut down all electronics in the prison. The horrifying part, however, is how he

managed to escape custody. Preliminary reports are pending, but the initial findings leave much to the imagination. The security cameras were offline for at least fifteen minutes, during which Melchior was rescued from his cell.

Something *burned* his way through the prison walls from the outside.

Character Personalities

Below are listed the statistics of the various characters and antagonists presented in this Monograph. Following them is a brief iteration of their personalities and agendas in order to assist the Keepers in altering any scenes or dialogue for their scenarios. They are listed in order of appearance in the scenario.

Mr. Wright

STR 12 CON 12 SIZ 10 INT 18 POW 16
DEX 13 APP 13 EDU 22 SAN ?? HP 11

Damage Bonus: none.

Weapons: .32 Automatic 25%, damage 1D8

Spells: Contact Mi-Go. Maybe more, as he has extensive dealings with the aliens.

Skills: Law 60%, Bargain 50%, Cthulhu Mythos 20% (Mi-Go), Psychology 40%.

Mr. Wright initially summons the investigators to examine Cromwell Abbey. He is lying, however, about his interest in expanding his offices; he desires the Yithian technology for his Mi-Go allies, who have offered to share their technology in exchange for his services. Mr. Wright has earned the trust of the Mi-Go enough to be provided with profane texts of the occult to educate him in the Cthulhu Mythos. After luring the investigators to examine the Abbey, he plans to dispose of them and honor his contract with the Mi-Go.

Mr. Wright is not an active villain; he is simply out for the Mi-Go technology, which he believes will advance human science by decades.

Rachel Peterson

STR 10 CON 14 SIZ 10 INT ?? POW??
DEX 15 APP 15 EDU ?? SAN 0 HP 12

Damage Bonus: none.

Weapons: Scalpel 70%, damage D4.
Fist/Punch 65%, damage 1D3.

Spells: Yithians tend to dislike magic; she may possess a few spells at the Keeper's discretion, but otherwise she relies on her guile.

Skills: Fast Talk 60%, Persuade 50%, Sneak 65%, First Aid 45%.

Rachel Peterson was a young nurse in the town of Arkham, and a fairly unremarkable one at that. Some time before "Arkham General", her mind was switched with a Yithian, who had gone in pursuit of a cache of Yithian technology in Arkham, and to chase after a human individual perceived as a threat to the Yithian people.

Ingratiating herself to Dr. Gallagher, she connected him to her target, and eventually abducted, tortured, and murdered him. She remained in town to keep an eye on her target, though he managed to elude her. Eventually she encounters the investigators and begins to hunt them, using every tactic at her disposal to eliminate them. Her primary target, however, remains Melchior, a man with mysterious ties to the Yithians.

Mi-Go

STR 11 CON 10 SIZ 12 INT 14 POW 13
DEX 16 Move 7/9 flying HP: 11

Damage Bonus: none.

Weapons: Nippers 30%, 1D6 + grapple
Electric Gun 40%, damage 1D10

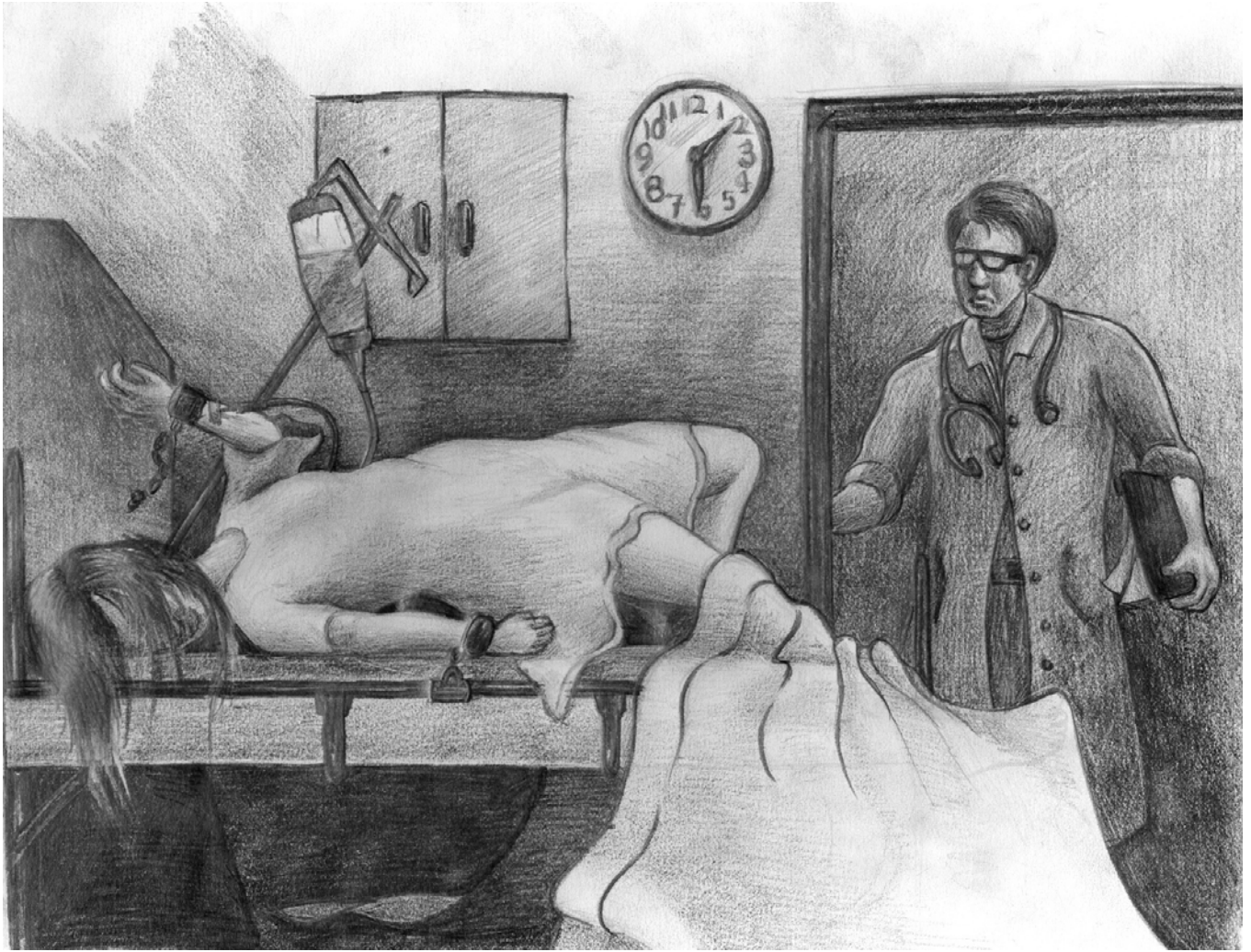
Armor: The leader of the Mi-Go and any others may wear their strange Bio-Armor; if so, count as 8 points of armor against blows, flame, electricity, and the like, but they not protect against impaling attacks. Impaling weapons do minimum possible damage.

Spells: At least one will know Mi-Go Hypnosis (P. 241 of the rulebook).

Sanity Loss: 0/1D6 sanity points to see one.

The Mi-Go in "Arkham General" are in Arkham to assist Mr. Wright's acquisition of Cromwell Abbey. They move to silence the investigators at the end of their adventure and seize the Yithian technology in the Abbey for their own purposes.

They rely mostly on surprise for their attack in Mr. Wright's office, though they are capable of



tactical combat. They will fight only to the point of defeat, and will abandon their attempt if severely wounded.

Charlie Vicks (Reanimated)

STR 15 CON 13 SIZ 13 INT 16 POW 1
DEX 10 APP 10 EDU 16 HP 13
Move 6

Damage Bonus: + 1D4.

Weapons: Fist 50%, damage 1D3

Bite 30%, damage 1D3

Armor: none, but all weapons do half damage against Vicks because of his ability to persist beyond terminal damage.

Skills: Not Applicable. Brain damage caused during death and reanimation left Vicks little more than a walking corpse.

Sanity Loss: 1/1D6 to see Vicks.

Vicks was an excellent computer technician before he drew the attention of Dr. West. West

found out about Vicks’s involvement in the ongoing “Arkham Slaughterhouse” case and murdered him, reanimating his corpse to ambush the investigators.

Zombies

STR 14-15 CON 15-17 SIZ 12-13 POW 1
DEX 7 Move 6 HP 14-15

Av. Damage Bonus: + 1D4

Weapon: Bite 30%, damage 1D3

Armor: None, though it takes half damage from all weapons due to its reanimated state.

Skills: Not Applicable. Reanimation prevents them from utilizing any skills other than their attack skills.

Sanity Loss: 1/1D8 to see one.

These reanimated bodies are Dr. West’s failed experiments. Not true Zombies, they are not quite immune to impaling weapons, though their condition does afford some extra protection against weaponry.

Dr. West

STR 10 CON 13 SIZ 9 INT 18 POW 18
DEX 14 APP 12 EDU 23 SAN ?? HP 11

Damage Bonus: none.

Weapons: Fist 50%, damage 1D3.

Skills: Pharmacy 60%, Medicine 80%, Chemistry 65%, Biology 80%.

Dr. West is an extremely intelligent scientist with a near-fanatical devotion to his cause. He believes that his reanimation process, when perfected, will prove invaluable to whatever shadow war he is committed. Dr. West is an avid supporter of Melchior, possessing a part of Melchior's original manuscript. He has taken most of the document to heart, and is preparing to create an army for Melchior.

However, West's process is far from perfected by the time investigators discover him, and while he is not responsible for Dr. Winters's death- the doctor expired because of heart failure- he is suspected in the deaths of several in the Arkham region. He is a dangerous man to cross, willing to go to extreme lengths to keep his activities secret.

Agent Farrell

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

Damage Bonus: +1D4.

Weapon: Handguns 50% (Glock 17 9mm Automatic, damage 1D10).

Armor: None, unless in a hostile situation.

Skills: Conceal 30%, Spot Hidden 50%, First Aid 40%, Hide 45%, Law 45%

Agent Farrell is an ambitious member of the FBI. He has been chasing after Melchior for most of his time in the Bureau, though his motivations are unclear. He is a stern and disciplined officer, though he is willing to trust people who prove their competency, even if it goes against his training and regulations. Sometimes Agent Farrell is willing to focus more on the results than on the methods, and will turn a blind eye to possible illegal actions his subordinates or the investigators take.

Farrell's interest in Melchior seems almost personal. There is some speculation within the Bureau that Melchior harmed the agent or one of his loved ones during one of Farrell's investigations, though this could simply be gossip.

Mr. Thompson

STR 14 CON 15 SIZ 14 INT ?? POW ??
DEX 13 APP 11 EDU ?? HP 15

Damage Bonus: +1D4.

Weapon: .44 Magnum Revolver 55%, damage 2D6+2

Armor: 5 points of armor because of a bulletproof vest he wears beneath a baggy sweater.

Skills: Fast Talk 50%, Persuade 40%, Sneak 60%, Hide 60%, Conceal 45%.

Mr. Thompson is another Yithian assassin sent after Melchior after Rachel Peterson's failed attempt in the 1920s. He hunts down Melchior using the investigators in order to confront and execute him. Melchior had prepared for him and used a special device, which trapped the Yithian's mind in Thompson's body, and summarily killed him either with the investigators or by lighting him on fire.

Thompson had apparently known Melchior from a previous incident, and there is a hint of personal disgust for Melchior, though the exact reason behind it is only briefly touched upon.

Gordon Martin

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

Damage Bonus: +1D4

Weapon: .38 Automatic 50%, damage 1D10.

Fist/Punch 60% damage 1D3

Armor: none.

Skills: Conceal 35%, Hide 50%, Sneak 64%, Grapple 30%, Law 25%.

Mr. Thompson fingers Gordon Martin as Melchior's right hand man. If that were true, Martin would be an incredibly dangerous man to cross. So why does he act so carefree? Is it an act, or is he just a dupe like he claims?

Either way, he seems to know quite a bit about the legal system for a dupe, and he knew Sarah McGonall and Rachel Guisedo, not to mention his cooperation with Dr. West. Gordon Martin could easily be one of Melchior's higher supporters, especially should the investigators ever learn that Gordon Martin is not his real name.

Melchior

No statistics are provided for Melchior because he is more of a plot device character than an

encounterable enemy or friend. While investigators could easily shoot him down in a straight confrontation, Melchior would never be caught unprepared. He has been in action since at least the 1920s, and probably well before then as well, yet every time he surfaces he has the same appearance.

Melchior knows more about the Cthulhu Mythos than most people learn about in a single lifetime, and his knowledge of supernatural events is diverse. Melchior treats the Cthulhu Mythos as an intellectual discipline akin to science; he studies it and manipulates it to his own ends. He is dangerous enough to have made enemies with both the Great Race of Yith and the Mi-Go, and capable enough to elude their assassination attempts. If Keepers use Melchior in other scenarios or use him in additional encounters, he should always be played mysteriously and used conservatively. The exact extent of his influence and resources are unknown.



Cthulhu Mythos as Science Fiction

One of the most fascinating aspects of the Cthulhu Mythos is its scope, both in terms of the species populating the Mythos, and also in the amount of weird occurrences and occasions within it. It is one of the few settings wherein magic is science; it is an understanding of the universe in such an unusual fashion that to onlookers it appears to be spell casting.

Every time a spell is cast, it is like an invocation unto the unthinking reason of the cosmos; it calls a part of reality itself to behave in a prescribed fashion. This allows *Call of Cthulhu* to toy with several different theories of magic.

Perhaps the most potent of these theories is the idea of magic as evolution. Science fiction Cthulhu campaigns focusing on bizarre psychic events lay the groundwork for such suppositions; after all, why else would “casting a spell” drain a person’s sanity unless the spell forced their mind to prematurely utilize a force beyond its normal levels? Alien species, more advanced than humanity, can handle the horrors of the Mythos in a fashion that implies their species have evolved enough to cope with the horror of the cosmos and tame large parts of it, with some accounts battling against the Great Old Ones.

Elder Things and the Mi-Go have both waged war against the minions of the Old Ones and survived, to lesser and greater extents. It stands to reason that their alien physiology enables their minds to handle “alien” entities in rational ways.

Perhaps Mythos entities can go mad themselves from seeing humans or Euclidean geometry.

More likely, the species were exposed to the Mythos longer, and their minds evolved in response to their entropic influence in ways the human mind has not.

Given the history of interspecies warfare throughout the Mythos, it is implicit that the different alien species can tolerate exposure to the Great Old Ones, particularly the Mi-Go, who utilize the Old Ones for their science, and the Yithians as well as the Elder Ones, who fought for dominance on Earth millions of years before the dawn of mankind.

What, then, is humanity?

Presumably, mankind is an infant species in the cosmos, not yet ready- and perhaps ultimately unable- to confront the alien sentience of the universe. This is a distinction to be determined by

the Keeper to create the individual feel of a Call of Cthulhu campaign, either one of suffocating hopelessness, or one where human planning and resourcefulness can buy vital years in a race to evolve and adapt.

After all, if Cthulhu and the Great Old Ones and Outer Gods are as forces of nature, cannot anyone with the proper tools manipulate them to their ends? The Insects of Shaggai use Azathoth to power their spaceships, and it is probable that the Yithians somehow manipulate Yog-Sothoth when they cast their minds backwards and forwards through time. The Elder Things built vast structures out of the biological amalgamation of organic tissue that are the Shoggoths. And the list grows with every alien species and each “god” of the Cthulhu Mythos.

Even the Colours out of Space can be manipulated thusly by a Keeper. Potentially visible on a spectrum beyond human ocular abilities, they can be contained and controlled via electromagnetic pulses and utilized for excavation or even as batteries for advanced technology. There are certainly risks for using pseudo-sentient entities for technology, as the Elder Things can attest, but there is a tremendous amount of potential in such adventures to detail the dark pursuits of those bent on power beyond their understanding.

Adapting a game towards the more scientific fiction approach requires only minimal preparation and familiarity with science; simply take a Mythos creature or principal, such as the fungal Mi-Go, and read up on their abilities and powers. For instance, the Mi-Go can hypnotize human beings into compliance. In the game, simply have some clues that indicate that the erratic behavior in each of the victims was somehow related to a sound frequency, or some sort of secreted pheromone that forces suggestibility. Maybe the Mi-Go are not themselves the perpetrators; maybe a human is attempting to mimic their properties through a variety of pharmaceuticals and designer drugs.

Perhaps the reason the Mythos appears to make any sense at all is simply because it amuses Nyarlathotep, the dark gargoyle howling to its unknowable compatriots in the depth of space.

Truth, in all of its beauty and cruel sincerity, is quite possibly the most horrifying thing of all. The more people delve into the Cthulhu Mythos, the more they question where humanity stands within it. The answer is out there. It may be, however, just another piece to the nightmare reality.

The Nightmare Reality

*Allow this manuscript to be prefaced with the understanding that there are certain truths that were never meant to be known by the masses; composed, as they are of the weak, they would surely go mad.

Of the history of Man, his greatest ignorance was in assuming he was alone; that such a pitiful creature could be deigned to exist before all others is a laughable construct of the vain and deluded. In truth, there are corners of the Earth that ought to have been neglected by human advancement until such times that the human race had evolved to understand them. Human evolution is a slow process mired in years of ignorance and isolation. It is understandable that such a species would struggle to advance without an external impetus to drive us to the heavens. What is less understandable is the refusal of mankind to look beyond itself even when confronted with the undeniable truth of the cosmos. There are horrible things lurking in the dark places of the Earth. There always have been.

Mankind has been subconsciously aware of these things for millennia; they populate our fiction and plague our nightmares with curious, horrible truths that the mind suffocates under human perspective. There have always been humans who advanced too greedily into the unknown without the proper precautions, and as such endangered the world to things it was not of yet prepared to handle. However, technical advancements in the past hundred or so years prove mankind to be far more capable than previous scholars had anticipated. What was once a weak, fawning species blind in the dark has metamorphosed into a species capable of traversing the dark cold of Space and unleashing destruction on a scale that makes the Earth seem small.

What was once content to lurk in the shadows of humanity's nightmares now finds the fledgling race a potential threat. Humanity no longer need remain on the defensive against unknowable enemies; it now possesses the potential to consume the heart of darkness.

Since ancient times there have been forces that humanity has worshipped for the sake of power or fleeting glory. Abd al-Azrad recognized these figures as true assumptions of greater entities beyond the capabilities of man in his *Kitab Al-Azif*. However, al-Azrad could not conceive of modern scientific understandings and so mistakenly believes that the mysteries of the cosmos could not be gleaned by human minds. I have prepared a more direct retort in *Reflections on the Mad Arab*

I speak now of horrors for which words cannot mention. Nothing in the human language can describe these unearthly beings. They possess great cunning and mental acuity. But I stress not their intelligence. No, they are not inherently intelligent in the fundamentally limited human definition- they possess a foreign, unknowable perspective that mocks intelligence.

These beings came from beyond the Earth and chanced to remain for millennia. There is evidence of their civilization in the dreams of the mad, for they have gained an insight into the alien perspectives that ruled our planet for millions of years.

I delved into their secrets and their thoughts for years, at great personal cost. They took me from my home, my loved ones, my world, and finally from my life.

And I was not alone, but rather one of many sacrifices to the great Void that our ancestors feared so violently. But in my many travels I encountered many of Them- the strange, curious mythologies of our ancestors realized in full.

Touching upon the fringes of their consciousness filled me with an awful horror beyond any earthly sort. Even now I fear what I have seen; but I will not consign my race to the void like so many others.

I speak now of the past, as best as the human mind can comprehend the passage of time. I could entertain you with theories about fluid and isolated time, but such discussions are futile in the face of the truth.



There was a society constructed by the people of Innsmouth that dreamed of terrible things between men and beasts. They had a horrible vision of the future that they sought to bring down upon the world through ancient things beneath the tumultuous waves. Their town now lies in ruin, though their perversion lives on. Beware the Esoteric Order. Their members are too deeply entwined with the Lords of the World. They share a common fate; and while one survives the other will flourish. Suffer none of them to live, for they would drown the world in chaos by subsuming us and making us into Them.

My time investigating the people of Innsmouth was but the first of many forays into darker parts of the world- but those remain recorded elsewhere.

Physically, our Enemies are superior to us. Their strategies and tactics are foreign to our minds, and their numbers far exceed our own. No war of attrition can be successful against them. Their diverse natures mock categorization, but nonetheless, the most prominent of Them can be known to their enemies.

Fear Innsmouth. Our greatest threat lies tied to this place.

Another Enemy lurks among us; one far less pressing yet dangerous in its own way. I fought them long before you knew me.

They are horrible fungal creatures that lurk in the mountains to mine for rare minerals and metals that fuel their society. Their names are unknown, but the earliest scholars have dubbed them the Mi-Go. They have had the advantage of millennia to develop their technology and their thirst for knowledge has led them to worship Entities beyond imagination. I do not label them among our enemies; they have no intentions or desires towards us in any fashion human. Nonetheless, these Entities possess traits that illuminate the sciences of biology, chemistry, and physics. The Mi-Go came to Arkham to silence me and prevent my work- but they failed. I had already made contact with something far more otherworldly.

That I live now to warn of the future is thanks to my encounters with a race of beings known to time as Great. These beings sojourn through the disaster of consequentiality that we esteem as “time” to learn what they can of the universe. They have seen time in ways we cannot imagine, and for five years I served as one of their prisoners. For five years I served them and learned from their secrets truths that I thought would ruin me. They sought to erase my mind before returning me to my world but I resisted and returned with dark secrets that would haunt me for years as I struggled against my fears.

With my stolen knowledge I began to construct something with which humanity could defend itself from the terrible universe. I began by installing myself amongst some of my former captor’s worshippers here on Earth to find pockets of their technology that I could convert to serve my needs.

All the while I set into motion a series of events that rapidly advanced certain areas of human technology; I take no credit for this out of some sort of pride, but out of necessity.

It has become evident that humanity’s survival depends on an army- a redefinition of the word entirely.

Peaceful Co-existence is impossible. They cannot conceive of an existence wherein their rule is not absolute.

War is the only option, and as the Enemy’s resolve is absolute, ours must become even more.

Weapons must be forged that are beyond efficient. It must be assumed that there will be horrific losses on our part. Victory cannot be seen as something temporal; it must remain an uncertainty until it is achieved.

For the sake of humanity’s survival no sacrifice can be considered too great. To stem the tide of the Enemy, we must steel ourselves to death and fear. We must become inhuman to save humanity; ghosts doomed to the grave so that others may survive.

On the nature of the battlefield- the world at large is the battlefield.

On the nature of our Enemy- they must be destroyed at all costs.

THE DREAMING PRINCE

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An exploration of the extra-human consciousness of the Great Old Ones and, in particular, Cthulhu.

Cthulhu lies dreaming in sunken R'lyeh, transmitting madness to the world around him, to different times and to different people, depending on their sensitivity to his dreams.

Great Old Ones can be both tangible entities and intangible representations of natural forces beyond the understanding of human science.

ISBN-10: 1568823509
ISBN-13: 978-1568823508



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