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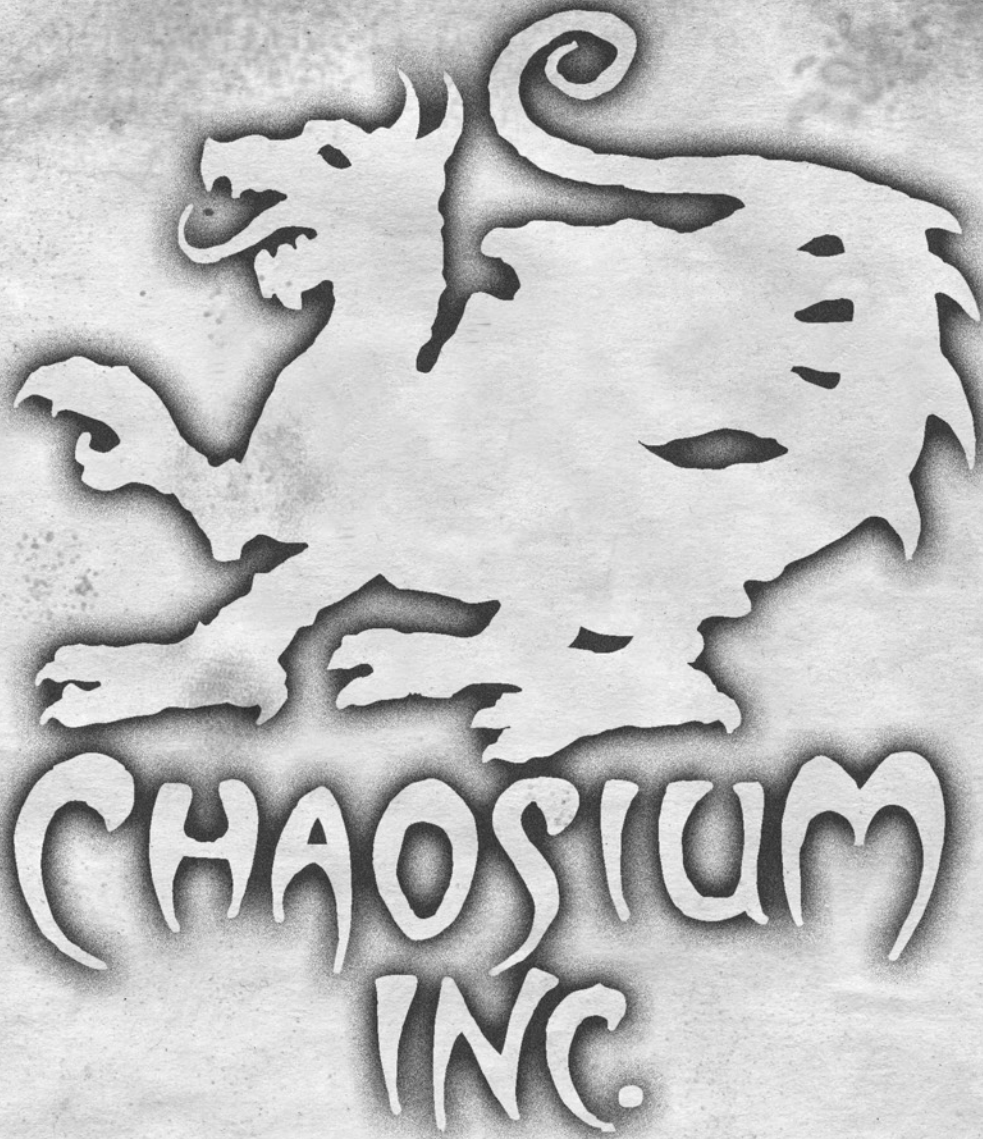
# Dead Leaves Fall

and other Halloween Horrors



**Chaosium's Annual  
Halloween Adventure  
Contest For Call of Cthulhu**





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# Dead Leaves Fall

*and Other Halloween Adventures*

*With Tales By*

John A. Almack  
Jon Hook  
Rick Hudson  
Timothy Hutchings  
Joseph M. Isenberg  
Tim Moriarity  
Oscar Rios  
Jeff Woodall  
and  
Simon Yee



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# Fear in a Bottle

*Wherein the investigators follow the trail of a dead thief,  
find clues about an ancient evil and learn what they have to fear in a bottle.*

BY JOHN A. ALMACK  
ILLUSTRATIONS BY VERRIC

“And Zhothaquua begot Zvilpogghua, who begat the virgin Sfatlicllp, who is the Fallen Wisdom.”

- Robert M. Price and Laurence J. Cornford,  
“The Epistles of Eibon”

## SCENARIO CONSIDERATIONS

The setting for this adventure is the witch-haunted town of Arkham, Massachusetts, and its nearby environs during the last couple of days before Halloween in 1929. It is intended for two to five investigator characters having past experience dealing with the Cthulhu mythos and is designed to be completed in one or two game sessions. Keepers may wish to adjust the relative difficulty level for their own individual group of players. As written, it can be incorporated into an existing campaign as a sequel to other previously published works set in and around Lovecraft Country. In particular, keepers who have access to the “H.P. Lovecraft’s Arkham” and/or “Miskatonic University” sourcebooks will find the additional background information that they contain useful, but not mandatory, to running this scenario

## KEEPER’S INFORMATION

This adventure concerns the somewhat misguided attempt by an atavistic serpent man, Ssethraas, to reverse the slow decline of his species known as the Curse of Yig. He hopes to do this by summoning forth a Great Old One named Sfatlicllp, a little-known relation of Tsathoggua, and mate with her, thereby reinvigorating his racial bloodline through her offspring. While

recalling the antediluvian history of his people (see section below), he does not notice the obvious irony in this reckless course of action.

For his insane plan to succeed, Ssethraas had to first obtain a magical artifact called the Flask of Eibon. It was unearthed earlier this year at an excavation of a presumed Shoshone Indian burial site and recently put on innocuous display at the local Exhibit Museum. In typical serpent man fashion, he chose to use someone else to do the hard work retrieving the item for him. Preparing a week ahead of time, he used the Black Binding spell on the freshly dug grave of a mobster to produce a zombie. Ssethraas then cast Eyes of the Zombie to take direct control of his undead servant, broke into the museum at night and stole Eibon’s Flask.

He now only has to wait three more days to enact the completion of his nefarious scheme. Assisted by a small number of degenerate serpent folk, and at the center of a circle of standing stones imported from England last month, Ssethraas will perform the necessary ritual ceremony to summon the Fallen Wisdom. He will then offer up a human sacrifice to honor his intended bride upon her return on All Hallows’ Eve.

## THE SNAKE AND THE TOAD

Untold aeons ago, long before Mhu Thulan was buried beneath glaciers of ice, the First Empire of the Serpent People fell with the coming Age of the Dinosaurs. Those who were long favored by Yig fled the destruction of Valusia and established places of refuge deep under-

ground. The greatest of these subterranean cities was built in the red-litten cavern of Yoth, under what would later become North America. There they flourished in the dark for millions of years, protected from the ravages of geological changes occurring on the surface world above, and free to conduct experiments in biology to increase their knowledge

both sorcerous and scientific. It is believed that these advanced, serpentine researchers created the primitive race of fur-covered voormis at this time to serve as their slaves.

Alas, it eventually came to pass that the Yothic civilization would meet its doom when a passage was discovered leading downward into black, lightless N'kai. Returning from explorations of the Stygian realm below, the serpent men brought back idols of onyx and basalt depicting the amorphous, toad-like Tsathoggua. Many amongst them soon abandoned their patron deity Yig to worship their new found god. This greatly angered the Father of Serpents and in retribution for this serious transgression he placed the Curse of Yig upon his apostate children. They were cast out from the depths and destined to slowly devolve into the unintelligent snakes whence they were originally formed.

One sect of Yig's disciples who had remained faithful to the jealous god retreated to the safety of caverns underneath the extinct volcanic cones of Mount Voormithadreth and, though few in number, still continued in their advancements. However, this state of affairs would not last forever. The thralls of the serpent people, having attained true sapience while in captivity, finally grew strong enough to successfully revolt and escape from their ophidian overlords. The newly-freed voormis would go on to create their own thriving civilization in (then tropical) Hyperborea, bringing with them the worship of Tsathoggua that they had adopted themselves, long before the coming Age of Man.

## THE FLASK OF EIBON

Born in the same year as Commorion's abandonment due to the depredations of the out-

law Knygathin Zhaum, Eibon of Mhu Thulan would grow up to become one the most powerful mages of the Hyperborean Age. As fame of his thaumaturgical exploits spread throughout the land, the people of the new capital in Uzuldaroum (fearful of a repetition of events from decades previous) petitioned the sorcerer for his aid in ridding themselves of the notorious voormi hybrid. Accepting the challenge, Eibon led a band of stout warriors a day's march into the old city. Bravely he fought against the protean thing that had once been Knygathin Zhaum, ultimately destroying the horrid monstrosity with fire and sorcery, but at the terrible cost of most of his followers. At first rejoicing in the news of the hard-won victory, the Hyperborean people quickly began to dread the wrath of the loathsome spawn's extra-terrene mother, Sfatliclpp, and demanded that the existential threat posed by her be dealt with as well, lest she bore more eldritch abominations.

This subsequent task presented a quandary for the heroic magician. A devoted acolyte of Zhothaqqua (Tsathoggua) himself, Eibon knew that he could not simply slay the fecund granddaughter of the Sleeper of N'kai for fear of causing offense to his patron god. Instead, the sorcerer had a sturdy bottle forged from meteoric "star metal", which men considered sacred, and engraved it with arcane runes of powerful magic. Thus so prepared to confront the mother of Knygathin Zhaum, he then made the dangerous journey alone into the Eiglophian Mountains and up the summit of Mount Voormithadreth itself. Enduring constant harassment by the savage voormis, Eibon cautiously entered a fissure on the mountain slope. There he encountered the Fallen Wisdom as she lay asleep in the cave. Prudently placing defensive wards around Sfatliclpp beforehand, he then cast a spell taken from the Parchments of Pnom to bind her will to the metal container whilst simultaneously entrapping her physical form within extra-dimensional space. This incredible feat of thaumaturgy accomplished, the mage is recorded to have gone on to have other remarkable adventures.

Nothing is known about how, or even if, Eibon ever made use of the flask that bears his name. Exactly what happened to it a century later when the continent of Hyperborea succumbed to the great Ice Age also remains a mystery.

Eibon's Flask may have been carried by Hyperborean hands escaping the advancing ice sheets to Kranoria. Then when that colony befell a horrible fate, it traveled westward with their tribal descendants who had intermarried with the early Native Americans.

Or it might have been stolen by the voormis and brought with them (retracing the path of ancient portal gates once used by their former masters) back through N'Kai and into long deserted Yoth. There it could have been uncovered in the ruins by explorers from blue-litten K'n-yan who recognized the valuable tulu metal used in its crafting.

Whatever the case, the Flask of Eibon eventually became the property of degenerate serpent people who still yet lived in the lands above. It was placed with veneration for one of their dead inside a burial chamber, only to one day be found again by modern man.

## INVESTIGATOR INFORMATION

In the last days of October, 1929, few believed the time of wealth and excess known as The Roaring Twenties would soon become history. The inherent dangers of overspeculation and long bottled up market forces reached an inevitable result on the 24th, "Black Thursday", when share prices on the New York Stock Exchange collapsed. The frightful djinn of market correction once released, the sense of panic among investors continued into the following week as the events were covered by newspapers across the United States, even in sleepy college towns like Arkham. While the common men and women would not experience the full horrors of the Great Depression until several months and years later, in the minds of the rich and powerful it seemed as if their whole world were suddenly coming to an abrupt end. It is against

this backdrop of fear and uncertainty about the future that your adventure begins.

## BEGINNING PLAY

How the players initially become involved with investigating the theft of an artifact from the museum will depend on their characters. Those with private eye backgrounds or contacts within the Arkham Police Department may be called in directly by Chief Detective Harden to assist in the formal investigation. Player characters who are students or have links to Miskatonic University can be asked by Curator Grewe or another member of the MU faculty to quietly conduct an informal inquiry into the burglary. Any that are employed as investigative reporters for one of the local news services might simply be following up leads for a good story. It is even possible for those whose interests lie in more antiquarian or occult subject matters to have been tipped off about the apparent strangeness of the item by someone from the Eye of Amara society shortly before the break-in occurred. The keeper is free to invent other plausible rationales for their involvement, as desired.

The players should also be given a copy of an unusual news article (see Fear Papers #1) from this morning's paper, found buried between more sensational stories about the continuing financial slide on Wall Street, to further pique their curiosity.

## DRAMATIS PERSONAE

The following is a list of important characters, most or all of whom will be encountered by the investigators at some point during the scenario. Complete statistics for each are located at the end of the adventure. Other people mentioned by name are less central to the plot and can be found in either "H.P. Lovecraft's Arkham" or "Miskatonic University". Keepers may refer to the relevant entries in those books or create entirely new statistics for them, if required.



### **Arturo “The Bear” Giovanni**

In life, Arturo was not a particularly good looking man, a fact that his current undead condition has done nothing to improve. Standing at well over six and a half feet tall, with coarse facial features and a stocky frame to match, he posed an intimidating figure even before his death. His eyes have been surgically removed post-mortem by Ssethraas as part of a spell, not that the zombie really needs them to “see”. He had not been properly embalmed and therefore his mindless body continues to rot, which will become increasingly obvious as time goes on.

### **Belinda Chase**

Belinda is a lovely woman of twenty who is currently studying the exotic worlds of anthropology and archaeology at Miskatonic University. Her mother died during childbirth, while her grandfather is Dr. Aaron Chase, the Director of the School of Rhetoric. Her most striking physical traits are her pale skin and red hair, both of which she got from her dead mother. A member of the Gamma Delta sorority and several of the academic clubs, Belinda has a reputation around Arkham of being a “good girl”, despite taking an interest in outré topics not normally considered appropriate for a lady. It is assumed by most people in town that she will probably marry someone like Paul, her boyfriend, right after graduation and then move on to more socially acceptable pursuits.

Belinda is totally unaware of any occult connection her grandfather might have to the Rosicrucians. She would likely find the idea fascinating, if she were to learn about it.

### **Dr. Nicodemus Stavros**

Dr. Stavros is a visiting professor from Charles University in Prague. A portly gentleman with a black beard, thinning hair and generally swarthy appearance, he wears the stereotypical tweed jacket and pince-nez reading spectacles of an academic. It has been said by students that his deeply-resonate speaking voice can be heard clear across the Quad.

Nicodemus is officially at Miskatonic University to teach a course in Classical History and to replace Dr. Fuda, his fellow Hungarian countryman, while the latter professor takes an extended sabbatical. Secretly, he has another agenda as well.

While still working in Czechoslovakia, Dr. Stavros came across fragments of a scroll that had been found in the crypts of a local Orthodox monastery. Deciphering the ancient and barely legible text, he discovered that it was a portion of the legendary Pnakotica, a translation in Greek of the equally fabled Pnakotic Manuscripts. This mysterious volume of esoteric lore was supposedly written by human (and possibly inhuman) scribes back in prehistoric times, the original of which is thought to no longer exist.

After carefully making photostatic copies of the crumbling scroll, he soon traveled to Arkham. He wanted to make an attempt at comparative analysis with a later English version that is reportedly held in the Orne Library. However, Dr. Armitage had previously placed that copy, along with many other tomes of forbidden knowledge, under lock and key in the Restricted Collection shortly before his arrival. Nicodemus is now patiently waiting for a response from the elder librarian to his petition for gaining access to the restricted work.

A man of some independent means, the professor is presently staying in room 301 of the grand Hotel Miskatonic.

### **Paul Wilkenson**

The only son of a prosperous, old family in Arkham, Paul is fair-haired and clean shaven with the boyish good looks typically associated with young manhood. An accounting student in his senior year at Miskatonic University, he is often seen attired in a raccoon fur coat over an argyle sweater vest and a straw boater hat. Paul is a member of both the notorious Delta Phi fraternity and the much more exclusive Shooting Club, keeping a loaded hunting rifle locked in the trunk of his sporty roadster convertible.



He is also obviously much in love with his college sweetheart, Belinda.

Paul will try to be courteous and helpful to the investigators in their search for the missing artifact. He is very familiar with the university grounds and members of the faculty, and knows the general locations of most important places in town as well.

### **Roger Kavanaugh**

A veteran of the Great War, Roger served in the United States Navy as a Machinist's Mate in the boiler room of a patrol vessel that escorted convoys in the Bay of Biscay off the coast of France. He is a rowdy sort of guy in his late thirties with prematurely graying hair, ruddy complexion, a scraggly beard, and tattoos of an anchor and a mermaid on his arms. Although still fast and strong for a man his age, his state of health has been suffering lately due to falling on hard times.

After being discharged from the service, Kavanaugh came back home to Arkham only to find out that his wife had left him for another man. He soon began to drown his sorrows in cheap booze. Distracted over the loss and unable to find permanent employment, he eventually ended up a vagrant, pan handling and doing the occasional odd job when sober enough.

Keepers are free to make whatever use of him as an additional resource to aid the investigators, as needed.

### **Ssethraas (a.k.a. Samuel Phineas Drake)**

Ssethraas is an atavistic serpent man, a throwback to a bygone era when his race was still strong and powerful. Hatched from an egg in South Wales, he was raised in a cave by a small band of degenerate serpent people who recognized his superior potential. After he learned what little they could teach him of their culture, history and magic, Ssethraas headed east to England where he ambushed and devoured an unlucky human. Using the Consume Likeness spell, he then assumed the unfortunate man's form and identity, becoming Samuel P. Drake.

Since that time, Ssethraas has extensively traveled the world, from Europe and the Americas to the Middle East and Central Asia, always seeking out more hidden knowledge and others of his kind. His journeys to mystical places finally brought him to Arkham, home to many dark secrets.

About ten years ago, the serpent man set up shop in town as an import broker. He uses the contacts made during his travels to help facilitate shipments of foreign merchandise into the country, as well as to provide cover for smuggling more questionable materials needed in his magical research. Until Dr. Armitage had most of the mythos-related works moved to the Restricted Collection, Ssethraas also frequently perused the dusty grimoires on the shelves of the Orne Library.

His base of operation is inside a dilapidated warehouse located just down the street from the Lucky Clover Cartage Company. He is on reasonably good terms with the legitimate side of that business, sometimes hiring one of their trucks to transport bulky items to a customer across town. Ssethraas does not interfere with Lucky Clover's illicit activities, and in return, they do not pry into his. A majority of the largely Irish drivers mistakenly believe him to be Jewish, owing to his keeping odd hours and lack of involvement with the Church, while he does nothing to correct this rather racist assumption.

In his human guise as Samuel, the serpent man appears to be an elderly Englishman who is almost completely bald, wearing a bowler hat and frock coat that are at least a generation out of style. He walks with a heavy ivory-topped cane, which is expensive, but otherwise quite ordinary. His most distinctive item of apparel is a pair of darkened glasses that are, in fact, pure affectation. If they are removed, his eyes look perfectly normal (due to the powerful illusion) and his vision is just fine without them. He rarely comes outside into broad daylight where his serpentine shadow can be easily spotted, for obvious reasons.

Except for a newly-created zombie, and a tribe of degenerate serpent folk secretly quartered at a cabin in Billington's Woods, Ssethraas is not currently allied with any of the occult factions or entities in town. Keepers could expand the scenario to include associations with other antagonists in their campaign, if they choose.

## OCTOBER 29TH - BURGLARY AT THE EXHIBIT MUSEUM

The day that the investigators arrive at the museum, the sky is darkened by foreboding clouds that cast a pall of gloom over the entire town and perfectly reflect the mood of the populace. Entering through a splintered set of double doors, they are immediately met inside by George Grewe, the museum's curator. The police have gone, and unless previously acquainted with the curator, the man hurriedly tells the investigators that the museum is closed to the public until further notice. Upon learning that they are here to help investigate the burglary, he enthusiastically thanks them and quickly ushers the player characters into the adjoining Ancient Cultures room at the front of the building. Once there, they are introduced to Lucas Tetlow, the caretaker, just as he has finished clearing up broken glass with a broom and dustpan.

A large display case with a smashed window stands alongside other exhibits, which appear untouched. It has obviously been dusted for fingerprints, taken as evidence earlier by the police detectives should a suspect be apprehended. A successful Spot Hidden roll reveals that the culprit was quite big and apparently used bare hands. There are no visible traces of blood, as would have been expected from the amount of glass shards. Have investigators who spot this make SAN rolls with those that fail losing a single point of Sanity.

The shattered display still contains several noteworthy items collected from the recent excavation made by Miskatonic University. A nearby wall placard explains that the assorted objects (beaded turquoise jewelry, simple stone and wood tools, etc.) were found in an under-

ground burial chamber, accidentally discovered by prospectors searching for gold in the mountains near Casper, Wyoming.

The disturbing photograph of a tiny, mummified body (tentatively indentified as a Shoshone Indian girl) is also present. A caption states that the miniature mummy was sent to Harvard University for further examination. Any investigator looking at the photo and making a successful Anthropology roll will recall folklore about the Nimerigar, a race of cannibalistic "little people" believed by many Native American tribes to inhabit caves out west, much like those described in tales of the British Isles.

A final descriptive label for the missing, stolen artifact only has "anomalous metal flask, possibly Spanish in origin, meaning of engraved symbols unknown" written on it.

If asked where he was while the crime was being committed, Curator Grewe claims he went home and was preparing for bed. There is nothing in the man's story to suggest that he is not answering honestly.

When questioned about his whereabouts during the break-in, Tetlow says that he had completed his rounds and was cleaning the floors at the back of the museum when he heard Rhodey, his German Shepherd, barking at something around 11:00 PM. By the time he had made his way up to the front, whoever the intruder was had already left the building. Observant characters who make a successful Psychology roll realize that the man is probably withholding some information.

In truth, the caretaker actually did see the perpetrator at the scene of the crime.

If Lucas is what he seems to be, a slightly slow-witted janitor, then both he and his dog were terrified by the huge, undead burglar. The caretaker is simply too afraid to admit it.

On the other hand, if the keeper is using the mythos-connected version of Tetlow, then something else happened. The man had tried to use Stop Heart on the exiting thief, initially not aware the target of his spell was already dead. When that failed, it sufficiently unnerved

him enough to allow the zombie a chance to escape with the flask.

Whichever the reason, the caretaker will resist all attempts at divulging this fact to the investigators.

For more details about Grewe, Tetlow, and the overall layout and contents of the Exhibit Museum, please consult the appropriate sections in the “Miskatonic University” sourcebook.

At this point, the players must now decide exactly where to proceed next. They may remain as a group or split up to follow individual leads. Listed below are likely areas where the player characters might want to continue with their investigation.

## INVESTIGATIONS AT MISKATONIC UNIVERSITY

A logical place to start their search is to find out more about the artifact in question at Miskatonic University. Curator Grewe can direct them to the newly-built Jonathan Edwards Hall northwest of the museum. The Department of Archaeology is on the fourth floor of the building, which is where the investigators meet Belinda Chase, a pretty anthropology student. She is currently assisting Dr. Francis Morgan, while he remains on location in Wyoming, by filing papers and uncrating boxes of relics for the department. After initial introductions are made, Belinda can show the player characters more photographs taken of the burial tomb, along with sketches and notes about the items recovered, and charcoal rubbings made of the strange runes on the flask itself.

The photos show a natural, dusty cave painted with many pictographs of a female image holding twin snakes on the walls. A successful Archaeology roll suggests a link to bronze figurines of a “Snake Goddess” found in ancient Minoan culture.

A detailed description of the mummy reports that she appeared to be small child, preserved by the dry air in the enclosed chamber. She was apparently killed by a blow to the back

of the skull, which is still covered by sparse, red hair. In fact, she was a full-grown, degenerate serpent woman, but there is no way for the investigators to determine that.

Characters who examine the rubbings must make two Cthulhu Mythos rolls. Those who successfully make the first will recognize the large symbol engraved on the stopper as a Pnakotic Pentagram, a magical ward against evil. A success on the second roll identifies the other runes as Tsath-Yo script, but does not provide any help with translation to those who cannot read it.

At the keeper’s option, if unable to understand the Hyperborean language, then the players may be allowed to make Occult rolls. If successful, they remember hearing about a book (The Kranorian Annals, Fact or Fallacy? by Garson Casterwell), which mentions similar runes and is among the unrestricted volumes in the Orne Library. Investigators can locate the copy in the Occult section with a successful Library Use roll, then make a Luck roll to see if they glean enough information from the appendices of the book to interpret the writing. Please reference the entries in “Miskatonic University” for more information about this book or its author.

Either way, it takes 1D4 hours to translate the engravings as a short incantation for the Call/Dismiss Sfatliclp spell. Once translated, actually learning the Call portion or its reverse requires 20-INT more days of study and a successful INTx3 roll, barely enough time for even high INT characters to accomplish before Halloween night. Those who do memorize the spell will then be able use it normally. Desperate characters who try to cast the spell directly from the translation without having learned it are required to make an INTx1 roll, before checking to see if the spell itself succeeds.

When asked if she knows anything else about the flask, Belinda replies that Dr. Morgan theorized it was an ampulla. They were small containers for holding precious fluids, especially oils used for religious purposes in and around the Mediterranean during the Middle Ages.

How the object ended up in a North American Indian gravesite is unknown. Perhaps it was carried across the Atlantic Ocean by a Spanish conquistador.

After receiving it, the flask was sent to the metallurgy department for analysis, which proved inconclusive. It was then carefully cleaned and put on display at the Exhibit Museum.

And the answer to the obvious question of “what is in the bottle?” “Nothing,” she says cheerfully. “Nothing to fear.”

She then tells the player characters that they are the third people to ask her about it this month. The second person was Dr. Nicodemus Stavros, a professor in the ancient history department, while the first was a funny, old Englishman. Belinda cannot seem to recall his name (in fact, Ssethraas never gave her one), only that he wore dark eyeglasses. She assumes that he was one of Arkham’s many resident antiquarians and thinks she remembers seeing him once or twice at the library.

Right before the investigators leave, a young gentleman arrives who nonchalantly kisses Belinda on the cheek. While blushing, she introduces the man to the player characters as her boyfriend, Paul Wilkenson. After getting acquainted, he reminds her about the big football game coming up on Thursday and inquires if she has her costume ready, which she does. If the investigators are now going to talk with Dr. Stavros, Paul offers to escort them downstairs to where the professor is conducting a lecture on the history of Grecian architecture.

Nicodemus may be approached by the characters when finished with his class. The man is noticeably shocked upon hearing of the theft from the museum. He admits to being familiar with the artifact, but claims that he has no more knowledge about it or who might have stolen it than the players do. This is mostly true, although he does have some suspicions. The professor is busy tonight grading test papers, but is willing to research into the matter and promises to contact them in a day or two, if he learns anything important to the investigation.

## INVESTIGATIONS AROUND ARKHAM

Another area to search for clues is the neighborhood immediately adjacent to the Exhibit Museum. While the police failed to find anyone willing to discuss the break-in, if the player characters casually ask around for witnesses to the crime, their efforts eventually lead them to Roger Kavanaugh, a man who is down on his luck. He only offers to tell them what he knows, once they agree to buy him alcohol.

Unless they happen to have their own supply on hand, a successful Know roll from the players lets them recollect the location of a speakeasy on the north side of town across the Misaktonic River. The bouncer at the door initially balks at letting in Roger, due to his unkempt clothes and shabby demeanor, but a successful Fast Talk roll plus a small bribe will grant them all entrance into the club “for one drink”. Inside the bar, the generally low spirits of the other patrons are a sharp contrast to the garish Halloween decorations festooned about the room.

After loosening his tongue with a glass of Canadian whisky, Roger begins his bizarre tale. The navy vet was looking for a safe place to sleep for the night when he saw “a great bear of a man” shambling along West Street heading northward from the direction of the museum. He thought the man was possibly drunk, until he saw his craggy face. The large man had no eyes, just gaping holes where they had been. Those listening to this story must make SAN rolls, for 0/1 Sanity loss.

Anyone glancing at the people sitting nearby, and who makes a successful Spot Hidden roll, sees one of the men overhear part of their conversation and silently mouth the words “the bear”, as if it means something. Before the investigators can react, however, the bartender motions to the bouncer to have them unceremoniously deposited outside. They have obviously had enough to drink.



## INVESTIGATIONS AT THE POLICE STATION

If the investigators have gotten a description of the potential suspect from Roger, or even “the bear”, they may now go to the Arkham Police Station looking for answers. The desk sergeant on duty smirks at them when given these details, then leaves for a moment and returns bearing a folder. Within the folder are criminal records for Arturo “The Bear” Giovanni, a small-time street hoodlum who was once a member of the Rocks gang of Italian youths. The police officer smiled because the former gangster’s records were filed under “deceased”.

While refusing to show most of the sealed documents to the players, he does summarize the autopsy report for them. Giovanni had died from multiple gunshot wounds, the apparent victim of a homicide. His body was later identified by Joe Portrello. Lastly, he notes that their suspect, having no known next of kin, was buried in Potter’s Field at the town’s expense.

An investigator may make a Know roll to see if they recognize the name, Joe Portrello, as a shadowy figure believed to be connected to the Italian crime syndicate in Arkham. It is a clear indication that Giovanni had “graduated” into the mafia.

Those prying into the exact circumstances of the man’s death will soon run afoul of Detective Ray Stuckey, who quietly warns them not to interfere with an official murder investigation. If they persist with their questions, the characters may spend the night as unwilling guests in a jail cell. The detective does not want Chief Nichols or Captain Keats to hear any rumors of an open mob war brewing.

If the police can be somehow convinced to compare the fingerprints taken from the museum to the ones found in Arturo’s file from a previous arrest, they will turn out to be a match. When the Chief of Detectives, Luther Harden, learns about this, he harshly dismisses the finding and accuses the investigators of wasting the department’s time and resources on someone’s idea of an early Halloween prank.

Please read the applicable entries in “H.P. Lovecraft’s Arkham” for more information about the police department staff or the various criminal elements in town.

## INVESTIGATIONS AT POTTER’S FIELD

Characters following the above line of clues to their conclusion will finally end up here just north of town.

A successful Spot Hidden roll will allow an investigator to confirm that the dirt over Arturo’s grave has been recently disturbed. Legally exhuming the body by court order requires making a Law roll and a very good reason. Judge Randall is not likely to accept “suspicion of committing a burglary posthumously” as a valid excuse. If the coffin is disinterred, its lid is found to be broken into. The corpse, as probably expected, is missing from the casket. Have all players present make SAN rolls, for 0/1D2 Sanity loss.

No more information can be learned during daylight hours.

If the investigators should stake out the gravesite at nighttime, they will ultimately attract the attention of a pack of ghouls. This requires another SAN roll, for 1/1D6+1 Sanity loss due to their number and the frightening circumstances. The ghouls will act strangely wary of the player characters and not initiate combat.

Any player attempting to parley with the ghoulish pack will need a successful Persuade roll and either make a demonstration of strength or an offer of “food”. If communication can be established and they are questioned about the grave robbery, then their leader will state that it was the work of “the snake who walks like a man.” He used dark magic to scare them and steal their “rightful property.” Once befriended, the ghouls will let the investigators leave unmolested.

## OCTOBER 30TH - MURDER AT THE MISKATONIC HOTEL

On Wednesday, the player characters may still be conducting investigations carried over from the day before. Those that visited the graveyard last night might choose to sleep late today.

Nothing exciting happens until the afternoon, when the investigators are contacted via telephone by Dr. Stavros. The man is in a hurry and cannot speak at length, but wishes to see them tonight around 7:00 PM at his hotel room to discuss something that he has discovered, which could be of interest.

Unless the characters arrive early, they never get the opportunity to talk with him again.

The professor had remembered chatting with Ssethtraas in the Exhibit Museum last week, and following a hunch, confronted him this morning at his warehouse office. Although Nicodemus learned nothing definitive and left without incident, the serpent man decides to kill the troublesome human anyway. He puts his own iconic glasses on the zombie to conceal its lack of eyes, then sends it to the Hotel Miskatonic to deal with him.

As the undead minion strolls through the hotel lobby on the way up to the third floor, it is spotted by one of Danny O'Bannion's henchmen. The hired thug is confused to see a supposedly dead guy still walking and runs to get reinforcements, while the zombie goes to room 301 and busts down the door. Inside the room, the surprised professor is attacked by the monster and quickly strangled to death. Several of O'Bannion's men then enter the hallway, and following the sounds of a struggle, they witness the murderous zombie standing over the body. The horrified men open fire on the animated corpse just as it proceeds to crash through a window and plunge three stories to the pavement below. It sustains 8 points of damage, but gets back on its feet and stumbles off into the darkness, returning to the warehouse.

If the players keep their scheduled appointment, they make it in time to hear gunshots coming from above. Upon entering the room,

the investigators see the stunned gunmen staring out of the windows in disbelief at the fleeing zombie. The crumpled remains of Dr. Stavros lies on the floor, requiring SAN rolls from everyone who views it. Those that fail lose 1D4 Sanity.

A successful Spot Hidden roll allows an investigator to find a business card (see Fear Papers #2) lying next to the professor's body, apparently fallen out of his jacket pocket during the attack.

A photostatic copy of the Pnakotica fragment is in plain sight on a nearby table. Beside it, written on hotel stationery, is a partial translation in English of one of the passages (see Fear Papers #3), which Dr. Stavros obviously meant to give to the investigators. Reading this passage alone awards 1 point of Cthulhu Mythos to the character, but at the cost of 1D2 Sanity.

The rest of the Greek copy, transcribed from the words of a voormi sage, largely deals with Hyperborean history and contains the spell Enjoin Pnakotic Pentagram (see description in "Miskatonic University"). This specific fragment, for those who can read it, takes 32 weeks of study to gain +5 Cthulhu Mythos with 1D3/1D6 resulting loss of Sanity.

Amongst the broken window glass on the ground outside, players can locate the crushed pair of eyeglasses belonging to Ssethtraas with another Spot Hidden roll.

The investigators will only have a few minutes to search the area for clues before the police show up and cordon off the crime scene. All those present are immediately detained for questioning and Chief Detective Harden is furious. If he thought the burglary was some kind of bizarre joke, then with a man now dead, it's no longer a laughing matter.

When the men are interrogated by the police detectives, they claim to have only been defending themselves against the "big mook who bumped off the stiff and scrambled outta window." Asked why the assailant would do that, one of them offers "maybe he was steamed about losing dough on the market."

If the investigators are in a position to corroborate their unlikely story, then they will earn the men's respect. In gratitude, the mobsters might be able to return the favor later, such as by giving them the location of the cabin in the woods from Lucky Clover's delivery records.

Mr. O'Bannion himself, the owner of the Lucky Clover Cartage Company who also has a suite on the top floor of the hotel, is currently out of town in Boston dealing with his nervous "investors".

For statistics of O'Bannion's men, keepers may use some of the unnamed tough mugs found in "H.P. Lovecraft's Arkham", if needed.

## DRAKE'S IMPORTS

If the investigators go to the address listed on the card, they find that it leads to a two-story brick structure in the old warehouse district. Only a faded sign labeled "Drake's Imports" indicates that the building is actually in use. Both the front and service doors are locked, however the back alley entrance is open for the zombie's expected return.

Unless they somehow arrive before Nicodemus is murdered, Ssethraas will have already left for the cabin, leaving his damaged zombie behind with simple orders to kill anyone who intrudes onto the second floor.

The first floor is mostly vacant, having only a few crates containing undelivered goods (oriental rugs for Anderson's Furniture and Carpets, imported violins for Manelli's Music Store, etc.) stacked to one side. A washroom is located next to the stairs leading up. There is nothing incriminating to be found here.

The floor upstairs has been divided into office space and living quarters, with a makeshift lab adjoining the bedroom.

Inside the office, the characters can easily find a small safe. Unlocking the safe requires a successful Locksmith roll. Within the safe are various unimportant papers, a quantity of money (totaling 1D6 x \$100) in both U.S. and British currency, and the land deed to a property in Billington's Woods. A copy of this deed,

which includes directions to the cabin, may also be obtained from City Hall with a successful Credit Rating roll.

Searching the serpent man's bedroom, a successful Spot Hidden roll discovers a leather-bound journal in a dresser drawer, concealed under meager articles of clothing and other personal effects. This handwritten book is in Aklo, requiring a successful Cthulhu Mythos roll to recognize. It otherwise appears to be in an unknown cipher.

If the players have some way to comprehend it, they can learn much about serpent people culture in general and his life in particular. The journal takes 12 weeks to read, for 1D2/1D4 Sanity loss and +3 Cthulhu Mythos. It also includes notations on the spells Consume Likeness and Contact Serpent Person (see New Spells below). If any of the investigators happen to know the Aklo language, they may be given excerpts of entries made in the last month (see Fear Papers #4) at no cost to Sanity.

The laboratory is used by Ssethraas for alchemical experimentation. A heavy granite workbench dominates the lab. Atop the workbench are miscellaneous beakers and glassware filled with noxious chemicals.

Players must make Idea rolls to determine potential uses for the reagents. With a successful Chemistry roll, they can formulate a strong acid (1D4 damage), enough to equip each investigator with a vial.

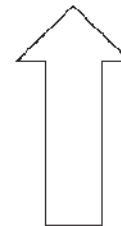
## OCTOBER 31ST - KIDNAPPING AT THE ATHLETIC FIELD

Today is Halloween. It is also the day of an afternoon collegiate football game between the Miskatonic Badgers and the Bears from Brown University.

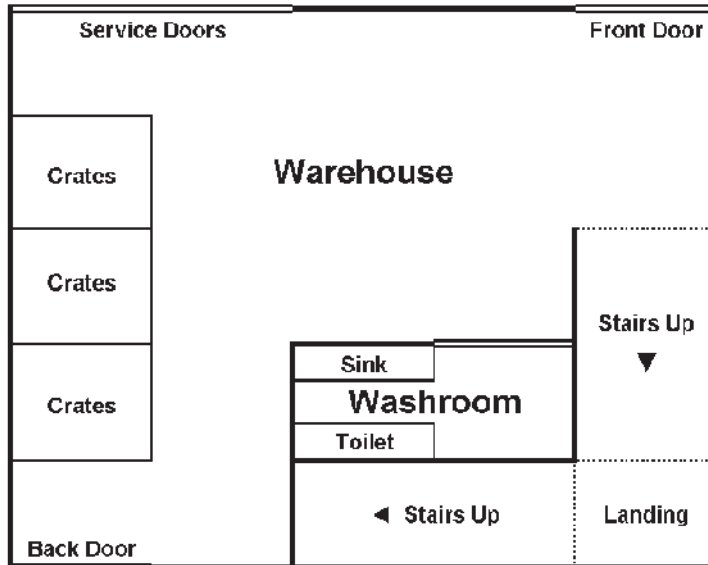
The players may have had another long night or might have waited until this morning to investigate Drake's Imports. If they have spare time, one or more can even attend the festive game being held at the athletic field outside Arkham.

# DRAKE'S IMPORTS

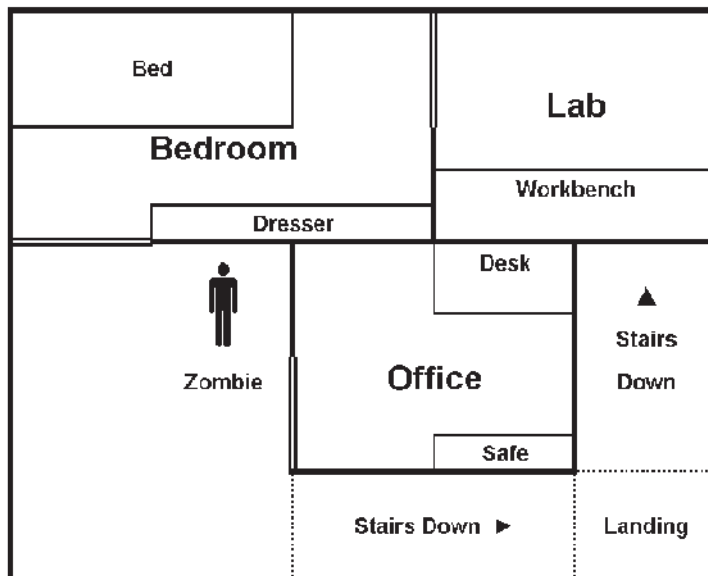
North



## 1st Floor



## 2nd Floor



At dusk, the investigators are approached wherever they are by Paul Wilkenson. The young man is costumed like a Roman centurion (Mark Antony to his girlfriend's Cleopatra) and looks to be quite frantic. He has just come from the Police Station, where he reported that Belinda had been kidnapped. However, upon seeing his outfit, they did not believe his story and thought it was another college prank.

Not knowing what else to do, he sought out the characters for their help in rescuing the girl.

Asked what exactly happened, Paul explains that the couple had left the football game early and was returning to his car when they were waylaid by what he mistook for a group children dressed as American Indians. At closer range, he saw that they were, in reality, some



kind of hideous creatures. Trying to fend them off, he was hit over the back of the head and knocked unconscious. When Paul awoke moments later, all he saw was Belinda's black wig lying on the ground. Whatever they were, the attackers must have taken her with them into Billington's Woods to the northwest.

With night falling, it will be virtually impossible to track the degenerate serpent people to their lair without the use of a bloodhound (or maybe a ghoul). If the investigators have learned the actual location of the cabin, they will likely want to head there now. If the keeper feels that they might need additional muscle

at this point, have Paul suggest recruiting a few of his fellow fraternity brothers first. They can be currently found lurking behind trees in the Quad at Miskatonic University, wearing Egyptian mummy costumes and scaring the co-eds who pass by.

## THE CABIN IN THE WOODS

The cabin is just a one-room clapboard shack off of Blair Road in the woods. Originally a small hunting lodge, Ssethraas has converted it into temporary housing for a group of degenerate serpent folk.



They were sent east to Arkham by their tribal shaman to contact Ssethraas concerning the tomb robbers from Miskatonic University. In exchange for his assistance in exacting revenge for the desecration of their sacred burial grounds, they have agreed to help him with his plan.

Inside the cabin, primitive bedrolls are strewn about the hardwood flooring. A cast-iron stove sits unused against one wall, while in a corner rests a canvas sleeping cot. There is no interior light source.

Belinda will be gagged and tied to the cot after her capture, to wait until it's time to commence with the summoning ceremony. A successful Spot Hidden roll made after she is gone will find one of her costume earrings rolled under the cot.

## THE CIRCLE OF STONES

An obvious path behind the cabin leads up a small incline and deeper into the woods. At the top of the slope, the serpent man and his western allies have placed a circle of standing stones in a clearing.

Shortly before midnight, Ssethraas will mesmerize the kidnapped girl, then he and his followers will take her to the stone circle and perform the ritual. If any investigators are searching the nearby woods, have them make Listen rolls to hear raspy, chanting voices echoing from the direction of the hilltop. With successful Sneak rolls, they can quietly approach the ceremony undetected.

Witnesses to the ritual ceremony can see about half a dozen figures dimly illuminated by a weird phosphorescence emanating from the stone menhirs. In the center of the ring lies Belinda, apparently unharmed but unresponsive.

Beside her stands an undisguised Ssethraas wearing dark robes and gesturing with the Flask of Eibon. As he chants the words to his spell, the others repeat in cacophonous unison. All those watching this scene must make SAN rolls, for 1D2/1D6+2 Sanity loss.

Ssethraas offers the prone Belinda as a suitable sacrifice to the now free goddess, who accepts and flows over the helpless girl, smothering her to death. Make yet another SAN roll, for 1/1D4+1 loss of Sanity.

The serpent man then disrobes and proceeds to mate with the willing Great Old One. This last act completed and having no further use for him, Sfatlicllp crushes Ssethraas with her body. She then unhinges her jaw and swallows the hapless serpent man whole. Make a final SAN roll, for 0/1D6 more Sanity loss.

While the rest of the degenerate serpent folk flee for their lives, the Fallen Wisdom wanders off, eventually making her way back to her grandfather in N'Kai and giving birth to a new race of monsters.

## CONCLUSION

If the investigators prevent Ssethraas from carrying out his scheme, they are awarded 1D10 Sanity Points each. If they also managed to rescue Belinda alive, they get 1D6 more Sanity back. If Ssethraas successfully frees Sfatlicllp, but the characters are able to defeat her anyway, then double the above awards.

If the Flask of Eibon is returned to the Exhibit Museum, the player characters receive a \$500 cash reward to split among themselves, plus a 10 percentile bonus to Credit Rating when dealing with Miskatonic University staff in the future.

Curator Grewe takes the problematic flask and instructs the caretaker to place it the museum vault, where it may never be heard from again.

## NEW SPELLS

Call/Dismiss Sfatlicllp: this obscure spell calls Sfatlicllp to the Flask of Eibon. The spell costs the caster and other participants a varying amount of magic points, and the caster loses 1D10 Sanity points. The arrival of the deity costs more Sanity points. The arrival of the deity costs more Sanity points. The caster must perform the spell ritual with the stopper of Eibon's Flask removed. The spell can be suc-

cessfully cast only on moonless nights or underground.

The Flask of Eibon is enchanted and improves the total chance of casting either Call or Dismiss by 25 percentiles.

A written copy of the spell is known to be in the long lost Parchments of Pnom.

Contact Serpent Person: the spell costs 8 magic points to cast, and 1D3 Sanity points. Unless there are no serpent people nearby, it succeeds automatically. The spell must be cast at a location where pockets of serpent people are known to live underground, such as the wilderness areas of the British Isles or American West.

## STATISTICS

### Arturo "The Bear" Giovanni, Zombie Minion

STR 16 CON 15 SIZ 16 INT 0 POW 1

DEX 8 Move 6 HP 16

Damage Bonus: +1D4.

Weapons: Bite 30%, damage 1D3;

Grapple/Strangle 50%, damage 1D6+db.

Armor: none, but impaling weapons do 1 point of damage, and all others do half rolled damage (round up).

Sanity Loss: 1/1D8 Sanity points to realize he is a zombie.

### Belinda Chase, age 20, Anthropology Student

STR 10 CON 12 SIZ 12 INT 14 POW 8

DEX 11 APP 13 EDU 14 SAN 40 HP 12

Damage Bonus: none.

Weapons: all at base chances.

Skills: Art(Pottery) 45%, Anthropology 71%, Archaeology 71%, History 80%, Library Use 90%, Listen 45%, Persuade 35%.

Languages: Egyptian Hieroglyphs 21%,

English 95%, Latin 41%.

## Degenerate Serpent Folk

These degenerate serpent people are from a western tribe that has interbred with humanity over the centuries. They are dwarfish creatures that can pass for short, ugly humans at a distance. Up close, their ophidian ancestry is unmistakable. In combat, they will try to gang up on single opponents and prefer to use non-lethal tactics against those who are unarmed.

	STR	CON	SIZ	DEX	POW	HP	DB
#1	13	11	6	15	10	9	none
#2	8	11	7	16	10	9	-1D4
#3	9	12	7	11	11	10	-1D4
#4	10	13	8	12	11	11	none
#5	10	8	8	13	12	8	none
#6	11	10	10	14	8	10	none
#7	12	10	5	14	9	8	none

Weapons: Bite 30%, damage 1D3+poison (POT equals 1/2 CON);

Claws(x2) 55%, damage 1D4+db;

Club 45%, damage 1D6+1+db.

Armor: none.

Spells: none.

Skills: Climb 80%, Hide 85%, Sneak 80%.

Languages: Aklo/Serpent Tongue 50%,

English 35%.

Sanity Loss: 1/1D6 Sanity points to see the degenerate serpent folk.

## Fraternity Brothers

These four young men are members of the Delta Phi fraternity and students at Miskatonic University. They are the type of mischievous youths prone to playing elaborate practical jokes on campus. While not particularly brave, they are all quick to take on a dare or help a friend in trouble.

	STR	CON	SIZ	DEX	POW	HP	DB
Donald	13	10	14	8	11	12	+1D4
Henry	11	8	13	12	10	11	none
James	11	13	13	11	9	13	none



Thomas 9 11 16 10 12 14 +1D4

Weapons: Fist/Punch 70%, damage 1D3+db;

Grapple 45%, damage special;

Kick 45%, damage 1D6+db.

Skills: Credit Rating 35%, Throw 45%, and 260 more points distributed in academic/social skills of the keeper's choice.

Languages: English 65%.

### Ghoul Pack

The ghoulish pack is led by #3, the most human-looking one. All of them are intelligent and several can speak understandable English in addition to their own language of gibberings and meepings. They do not normally feed on live prey, unless hungry or provoked to violence. live prey, unless hungry or provoked to violence.

	STR	CON	SIZ	DEX	POW	HP	DB
#1	19	14	12	15	13	13	+1D4
#2	14	14	13	16	13	14	+1D4
#3	15	15	13	11	14	14	+1D4
#4	16	16	14	12	14	15	+1D4
#5	16	11	14	13	15	13	+1D4

Weapons: Claws(x2) 30%, damage 1D6+db;

Bite/Grapple 30%, damage 1D6+1D4 worry/round unless escape from grapple.

Armor: firearms and projectiles do half of rolled damage (round up).

Spells: #3 knows Contact Ghoul.

Skills: Climb 85%, Hide 60%, Jump 75%, Listen 70%, Sneak 80%, Spot Hidden 50%, Track 65%.

Languages: #1, #2 and #3 know English 75%.

Sanity Loss: 0/1D6 Sanity points to see a ghoul.

### Dr. Nicodemus Stavros, age 43,

#### Visiting Professor of Classical History

STR 8 CON 10 SIZ 15 INT 13 POW 11  
DEX 9 APP 10 EDU 19 SAN 55 HP 13

Damage Bonus: none.

Weapons: all at base chances.

Skills: Anthropology 81%, Art(Oratory) 75%, Credit Rating 65%, Cthulhu Mythos 5%, History 90%, Library Use 85%, Occult 25%, Persuade 75%, Spot Hidden 45%.

Languages: English 46%, Greek 41%, Hungarian 95%.

### Paul Wilkenson, age 23, Belinda's Boyfriend

STR 10 CON 11 SIZ 11 INT 14 POW 13  
DEX 10 APP 12 EDU 12 SAN 65 HP 11

Damage Bonus: none.

Weapons: Rifle\* 55%, damage 1D6+2 (6 rounds).

Skills: Accounting 70%, Bargain 75%, Credit Rating 45%, Drive Auto 50%, Law 45%, Psychology 45%, Sneak 40%, Track 40%.

Languages: English 80%.

\*Can Impale

### Roger Kavanaugh, age 37, Navy Veteran

STR 12 CON 9 SIZ 14 INT 11 POW 10  
DEX 13 APP 10 EDU 13 SAN 50 HP 12

Damage Bonus: +1D4.

Weapons: Fist/Punch 70%, damage 1D3+db;

Grapple 45%, damage special;

Head Butt 30%, damage 1D4+db;

Knife\* 45%, damage 1D6+db.

Skills: Climb 60%, Hide 30%, Jump 45%, Mechanical Repair 70%, Navigate 30%, Operate Heavy Machinery 51%, Swim 45%, Throw 45%.

Languages: English 75%, French 41%,

German 21%.

\* Can impale.

### Sfatliclpl, Great Old One

"Hail to thee, Sfatliclpl! Great Mother-Sister who shared with us the primal seed of stars, who lent Thy holy body to our cause, bestowing thus upon us one who raged insatiate & ravaging as flame through all the proud streets of Commoriom!"



- Ann K. Schwader, "Voormi Hymn of Deliverance"

Sfatlicllp is the daughter of Ossadagowah and the granddaughter of Tsathoggua. A Great Old One in her own right, she is the mother of the formless spawn and various other monsters. Distant memories of her may be the basis of legends as diverse as Grendel's mother and the drakaina of Greek mythology.

Unlike her paternal relatives, she is more snake-like than batrachian with oily, pitch-black scales, a pair of reptilian claws and ropey tentacles sprouting from the top of her grotesque head like prehensile dreadlocks. Her vaguely feminine upper torso rises from an amorphous mass that composes her lower body, as if she were half-submerged in a pool of tar. She can extend feelers and other appendages from this protean base at will.

Cult: Sfatlicllp has no known cult among humans, although she was venerated under different names by the early Minoan and Egyptian civilizations. All of the formless spawn and some few voormis remaining in parts of Asia may worship her as a mother goddess.

Other Characteristics: Sfatlicllp, much like her formless spawn, may freely change her body shape to ooze through small cracks or form hundreds of rudimentary legs to move around quickly.

Attacks & Special Effects: Sfatlicllp can either attack with a claw or make an attempt to grapple with her tentacles, once per round. With a successful grapple, she may then make an automatic bite attack on the same or later rounds. Her sharp fangs cause damage while she drains her victim's blood at the rate of 1D6 STR points each round.

### **Sfatlicllp, the Fallen Wisdom**

STR 18 CON 21 SIZ 27 INT 18 POW 21  
DEX 17 Move 10 HP 24

Damage Bonus: +2D6.

Weapons: Claw 60%, damage db;

Tentacles 80%, damage special;

Bite 100%, damage 1/2 db+1D6 STR drain/round.

Armor: suffers only minimum possible damage from all physical, non-enchanted weapons. Fire, chemicals, electricity, spells and enchanted weapons harm Sfatlicllp normally.

### **Fear Papers #1**

(Article from the Arkham Advertiser, October 29th)

### **Break-in At MU Exhibit Museum**

**The police were called before dawn this morning to the scene of a nighttime burglary at the Miskatonic University Exhibit Museum on the corner of West and College Streets. Sources at the museum say that the person(s) responsible apparently forced the lock on the main entry doors and then proceeded to smash open one of the glass display cases in the Ancient Cultures section. Exactly what was stolen is still unclear at this time, except that it was an artifact of some historical importance and with little intrinsic value. The authorities have started an investigation into the theft, but currently have no suspects. They are now asking for anyone who may have been a witness or have other information about the crime to contact the Arkham Police Department.**

### **Fear Papers #2(Business card)**

*Samuel P. Drake, Import Broker*

*Dealing in fine imported goods  
From Europe and the Orient*

*451 West River Street, Arkham, MA*

### Fear Papers #3

(Passage from the Pnakotica, translated from Greek)

And lo, it came to pass in the Year of the Crimson Serpent that Eibon the Unfathomable did seek out she who had birthed Knygathin Zhaum. Great were the solitary hardships that he endured in the Eiglophians, ancestral home to the voormis. And thus did he trespass under the holy peaks of Voormithadreth. Verily, he did chance upon Sfatlicllp, our beloved Mother-Sister, as she slept in her chambers. Wielding his runed flask, Eibon wove a mighty enchantment and banished her to the outer darkness. Her formless progeny can only speak to the Fallen Wisdom in dreams, while they await the time of her eventual return from the void.

### Fear Papers #4

(Excerpts from the journal, written in Aklo)

Tuesday, October 1st

Today, I had one of the trucks from LC deliver the shipment of menhirs to the cabin. My cousins from the west helped me to drag the stones uphill and arrange them properly into a circle. Tomorrow night, I will begin the process of consecration.

Tuesday, October 8th

I visited the MU archaeology department this morning. A young female showed me the photographs taken of the tomb and rubbings from the artifact. The flask itself was too well guarded, but I learned enough to confirm its identity. The girl, Belinda, was easily mesmerized. I will make use of her again when the time comes.

Monday, October 14th

I have just heard the fortuitous news that a large man was killed in a shooting late last night. Once he is buried, his corpse will be perfect for my plan.

Sunday, October 20th

Tonight, I went to the site of the grave and poured the prepared concoction onto the dirt over the body in accordance with the instructions. In a week, I should have my new servant.

Thursday, October 24th

This afternoon, I ventured into the Exhibit Museum and examined the flask for the first time. It was much smaller than I imagined, almost too small to contain the power of a goddess. I met a man there, Dr. Stavros, who recognized the ward placed on the stopper. I spoke to him for awhile and we exchanged cards. I may have to eliminate him.

Sunday, October 27th

Last night, I went back to the gravesite. There were several ghouls lurking nearby who wanted the corpse for themselves. I cast the Black Binding and scattered the disgusting brutes with magic. I must now prepare my eyes for the next step, then rest awhile before I attempt to gain entrance into the museum.

Tuesday, October 29th

Success! At long last, Eibon's Flask is mine. Very soon, I will perform the ritual spell in the woods and set Sfatlicllp free. With her blessing, our many children will restore my once proud race to its former glory and beyond.

Spells: knows all spells related to Tsathoggua, Ossadagowah and the formless spawn, as well as any others desired by the keeper.

Sanity Loss: 1/1D10 Sanity points to see Sfatliclp.

**Ssethraas, apparent age 59, Disguised Serpent Man**

STR 11 CON 9 SIZ 12 INT 16 POW 19  
DEX 13 APP 0(8) EDU 14 Move 8 HP 11

Use the statistic in parentheses when in disguise.

Damage Bonus: none.

Weapons: Bite 35%, damage 1D8+POT 9 poison; Cane 45%, damage 1D8+db.

Armor: 1-point scales plus 3D6 (average 11) points of ablative protection from the Flesh Ward spell.

Spells: Black Binding, Call/Dismiss Sfatliclp\*, Consume Likeness, Contact Serpent Person\*, Eyes of the Zombie, Flesh Ward, Hands of Colubra, Mesmerize.

Skills: Anthropology 31%, Chemistry 31%, Cthulhu Mythos 50%, History 50%, Library Use 75%, Occult 55%, Pharmacy 31%.

Languages: Aklo/Serpent Tongue 85%, English 81%, Hyperborean Tsath-Yo 30%, Welsh 36%.

Artifact: the Flask of Eibon.

Sanity Loss: none while in disguise, but 0/1D6 Sanity to see the serpent man's true form.

\* New spells.

# The Lock-In

WRITTEN BY: JON HOOK

ART BY: JON HOOK

## INTRODUCTION

Some of the fat kids at Arkham High are missing, but no one seems to care. On two previous occasions earlier this year, heavy-set high school students went missing. The police investigated the disappearances, but found no evidence of foul play. So each case was ruled as a runaway. Now a third kid has gone missing, and again the initial police investigation has deemed it as a runaway. The family of the latest missing child has reached out to the investigators for their help to find their child.

“The Lock-In” is a modern day Call of Cthulhu adventure. The missing teens, as well as several more overweight high school kids, are all part of “Teen Overeaters;” a support group that meets at the Arkham Public Library. The group was founded by, and is led by, John and Carol Haskell. John is an author of self-help and how-to books, and Carol is a nutritionist. The Haskells also volunteer at the Arkham Public Library as part-time clerks. It’s because of their relationship with the library that they have been granted space in the library basement to conduct their group meetings.

The sinister truth is that John and Carol Haskell are also servants of Y’Golonac. John discovered an incomplete copy of “Revelations of Glaaki” hidden in the library, years ago, while researching material for a new book to write. Since then, he became obsessed with writing his own complete edition of the book. As John learned more about the gospel preached in “Revelations of Glaaki,” he spiraled deeper into

a pit of jealousy over how publishers seem to favor the career of some authors, helping them succeed, and how they can just as easily hinder the career of brilliant authors, such as himself. His growing anger, jealousy, and hatred eventually attracted the attention of the Great Old One, Y’Golonac. The minor god was able to successfully overcome John’s mind, and now John can transform into the god at-will.

Once possessed by the spirit of Y’Golonac, John was able to complete his edition of “Revelations of Glaaki” in no time. John is now a high priest of Y’Golonac, and is ready to preach the word of Y’Golonac to build a cult around his new god. Carol became his first convert. Together, they hatched the plan to found “Teen Overeaters” so they could prey upon the weak and vulnerable first.

## CHARACTER GENERATION

This adventure is designed for three or four investigators. Ideally at least one investigator has a personal relationship with the missing teen, Jack Parker, and his family to serve as the source the family turns to for help, but it is not required. If none of the investigators have a pre-game personal relationship with the missing teen, then having at least one clergy investigator or private eye (or other law enforcement investigator) can serve as the source the Parker family turns to for help in finding their missing son. It is assumed that the investigators already know each other, so the Keeper and players should establish those relationships, if necessary, before the adventure begins. The adven-



ture begins at noon on Saturday, October 31st, Halloween.

## PART ONE – JACK PARKER IS MISSING

The adventure opens with the investigators arriving at the home of Charlie and Betty Parker at around noon. The Parkers are beside themselves with worry over the disappearance of their only son, Jack. He has been missing for ten days. The Parkers are anxious to help the investigators any way they can. As the investigators enter the Parker home they notice a family portrait prominently displayed; Charlie and Betty have healthy body weights, but their son Jack is obese. Below are the Parker's responses to questions the investigators might ask.

“Do you know what Jack was doing when you last heard from him?” – Jack was on his way home from school.

“Did Jack have any friends at school that he might've talked to before allegedly running away?” – Jack's only real friends were the other kids in his Teen Overeaters support group.

“What is Teen Overeaters? What do you know about this support group?” – Several kids in Jack's school belong to it. They meet at the Arkham Public Library to discuss their problems and try to help each other as they try to lose weight. It's run by a couple of clerks at the library.

The Parkers agree to let the investigators check out Jack's room, if they ask. The Parker's have left his room just as it was the day he disappeared. The police have previously searched his room, but did not find any clues that they deemed worthy to collect as evidence. The room has a twin bed, a small desk, a bookcase, a dresser, and a closet. The room looks like a typical teenage boy lives in it, except that there are no dirty clothes on the floor, (the Keeper should avoid pointing out the absence of dirty clothes until after a successful search of the closet). Betty Parker hangs around with tears

in her eyes, watching the investigators as they search the room.

Investigators that search the bookcase may attempt a Spot Hidden roll. A successful roll identifies several spiral notebooks Jack used in school that have strange writings on several pages. A successful Idea roll informs the investigator that the writings do not match any known language. In truth, the strange language is Aklo, but only investigators with Cthulhu Mythos knowledge will know that. Any investigator with at least 20% Cthulhu Mythos instantly recognizes the language as Aklo. Investigators with less than 20% Cthulhu Mythos can roll their skill to see if they recognize the language. Any investigator skilled in Cthulhu Mythos may attempt a skill roll to see if they can read the Aklo notes. A successful roll informs the investigator of a few repeated passages, “the gospel of Glaaki,” “to serve in death as in life,” and “food for worms is food.”

Investigators that search the desk may attempt a Spot Hidden roll. A successful roll identifies a calendar with the initials “T.O.” written on every other Saturday since the beginning of the year, and the next “T.O.” date is today, October 31st. Today's date is circled on the calendar, and no other “T.O.” dates are written in the calendar after Halloween. The investigators also note that the last week of October and the first week of November are noted as “Art Show.” If the investigators ask Betty Parker about the art show, she will inform them that Jack had a piece of art accepted into the school's art show on display at the library.



Jack Parker

Online Search Results for John and Carol Haskell:

Library Use Roll	Search Result
Fumble	The investigator accesses a website that infects the library computer network with an aggressive virus. All future computer searches have a -15% penalty.
Normal Failure	The investigator is unable to find any information on the Haskells.
Normal Success	The investigator discovers Haskell's social networking website. The site has not been updated in a while, but it does have some information: *John Haskell - author of "Architect of Your Own Future" and "How to Travel Route 66 on \$66 a Day". *Carol Haskell - Nutritionist for Miskatonic University Medical Center. *Teen Overeaters - the support group they started to help Arkham teens with eating disorders. *There are pictures of John and Carol with some overweight teens, including Jack Parker (none of the photos are tagged, so none of the kids are identifiable).
Critical Success	The investigator discovers the Haskell's social networking website, and all of the noted information above, plus two additional points of interest: *In the background of one picture is the cover of a coffee table book with a strange title: <i>Revelations of Glaaki</i> . *The investigator notices that over the course of several pictures, (that were obviously taken in different seasons and different times of the year), that none of the kids are losing any weight.

Investigators that search the closet may attempt an Idea roll. A successful roll informs the investigator that Jack's dirty clothes hamper in the closet is empty. If the investigator asks Betty Parker about the dirty clothes, or comments about the empty hamper out loud so Betty can hear, then she says that she collected his clothes on the morning he disappeared, but has not yet washed them because they still hold his smell.

If the investigators check Jack's dirty clothes in the laundry room, they discover some strange stains on a few of his undershirts (no Spot Hidden roll required). The stains are oval in shape, approximately 5"x3", and a light red/brown in color. All of the stains are located in the lower abominable area of the shirts. A successful Chemistry roll (through the use of simple household products) confirms the stains to be blood. If the investigators ask Betty Parker about the stains she says, "Jack has a skin condition due to his excessive weight. He develops sores in some of the folds of his skin." Investigators may attempt a Medicine roll after hearing Mrs. Parker's explanation. A successful roll informs the investigator that Mrs. Parker is describing pressure/bed sores, and that her explanation has logical merit. In truth, the soars are due to Y'Golonac's feeding on the kids as they are indoctrinated into the cult.

## PART TWO – ARKHAM PUBLIC LIBRARY

Since it is Saturday, October 31st, school is closed today; so the investigators can't continue their investigation there. The clues in the Jack's room strongly point to the Teen Overeaters support group held at the Arkham Public Library. If the investigators are floundering and lost, a successful Idea roll can nudge them to continue their investigation at the library.

The library is open from 10:00 AM to 5:00 PM today. If the investigators go to the library during the normal operating hours, they encounter Donna Booth, a pleasant and helpful librarian. If the investigators ask her about the Teen Overeaters support group, she is able

to tell them that John and Carol Haskell run it. She tells them that they are a sweet couple that is doing a lot to combat childhood obesity in Arkham. She also tells them that the group meets at the library every other Saturday at 7:00 PM, after the library has closed to the public. But, Donna is not sure if the group is meeting today or not. On the circulation desk where the investigators meet Donna is a stack of flyers that map out the library for its patrons. Give the investigators Lock-In Papers 1A, 1B, and 1C (found at the end of the scenario).

A cork-board near the front doors to the library has public flyers and notices posted on it. Investigators that check the cork-board may attempt a Spot Hidden roll with a +25% bonus to their skill. With a successful roll, the investigator discovers a Teen Overeaters poster announcing that the support group will be meeting at the library on Halloween, and that this meeting will be an overnight lock-in to help support teens through the pressures of candy indulgence. The meeting starts at 7:00 PM. Hand the investigators Lock-In Papers 2.

Investigators may search the library for books on nearly any subject. The Keeper should first make a secret Luck roll for the inquisitive investigator to see if the book being sought is even available. It is suggested that the Keeper modify the roll based on the rarity of the book being sought, with multiple copies of common books getting a +25% bonus to their skill, no modification for regular common books, uncommon books getting a -10% penalty to their skill, rare books getting a -20% penalty to their skill, and uniquely individual books (i.e.: mythos tomes) getting a -30% penalty to their skill. The modern day Arkham Public Library does not have any mythos tomes in its collection, (at least none that the librarians will tell the public about). After the Keeper has made the secret Luck roll, the investigator must then attempt a successful Library Use skill check to see if the book, if available, can be found.

The modern day Arkham Public Library has computers available for public use. Investigators may use the computers to search the

Internet for additional clues; the investigators use their Library Use skill to search the web. If the investigators do a search on John & Carol Haskell or Teen Overeaters, that information is listed nearby. If they search for other information, then the Keeper needs to determine the availability of that information and the accuracy/authenticity of that information. No mythos information is available on the web.

If an investigator notices the book title, "Revelations of Glaaki," in one of the photos on the Haskell's social networking website, that in-

Online Search Results for Teen Overeaters:

Library Use Roll	Search Result
Fumble	The investigator accesses a website that infects the library computer network with an aggressive virus. All future computer searches have a -15% penalty.
Normal Failure	The investigator is unable to find any information on the group.
Normal Success	The investigator discovers an online article from the Boston Globe on the support group. Give the investigator Lock-In Papers #3.
Critical Success	The investigator discovers the Boston Globe article on the support group, but as the investigator digs deeper the following is also discovered:  *The reporter on the article, Alvin York, is a pseudonym. The reporter that files articles under the name of "Alvin York" typically does deep undercover investigative reporting that usually results in a major revelation of some kind. Which makes one wonder why Alvin York invested the time to file the report on Teen Overeaters.

investigator is not be able to find any additional information about it online, or in the library.

The library closes at 5:00 PM, but the lock-in does not begin until 7:00 PM. Donna Booth is not able stay until the lock-in begins, and will not ascend to letting the investigators stay in the library unescorted until the lock-in begins. With a successful Fast Talk or Persuade roll, Donna will give the investigators the home address on record for the Haskells, 602 Noyes St, in the area of Arkham known as East Town. If the investigators go to that address, they find a small neighborhood park with playground equipment. Obviously, the home address on record with the library is false. The Haskells actually live at 785 W. River St, #227, in the Riverfront Condominiums in Arkham's Merchant Section of town.

## PART THREE - KILLING TIME BEFORE THE LOCK-IN

It is not required that the Keeper have access to the Chaosium gaming supplement "Arkham Now," the modern day setting of Arkham, Massachusetts. It's assumed that the investigators may want to pursue investigative leads that have not been anticipated in this scenario. If the investigators do deviate from anticipated investigative threads, then the Keeper may find the "Arkham Now" supplement very helpful. But, a clever Keeper should be able to manage without the supplement by ad-libbing the locations visited and actions taken by the investigators.

### INVESTIGATING THE HASKELLS:

The Keeper should remember that it's Saturday, so no public offices (like City Hall) are open for investigators to inquiry about the Haskell's true residential address. Neither John nor Carol has been convicted of a crime, so the Arkham Police Department doesn't have their address on record. But, any investigator with a medical background can attempt a Fast Talk or Persuade roll with someone at the Miskatonic University Medical Center to get Carol Haskell's correct home address. Investigators without a medical

background have a -10% penalty on their Fast Talk or Persuade roll.

Investigators that discover the Haskell's true address (785 W. River St, #227, in the Riverfront Condominiums) find that they are currently not home (they are gathering a few supplies for the lock-in). A successful Locksmith roll is required to enter the condo undetected. A successful Mechanical Repair roll can also gain entry through any access to the condo, but only a critically successful roll results in an undetectable entry. A regular successful roll results in damage to the entry point making it clear that someone broke into the condo. If an investigator fumbles the skill roll being used to gain entry to the condo, then a neighbor has seen their nefarious activity, and has called the police. Due to a shortage of police officers, it is thirty minutes before the cops can respond to the call.

It takes at least thirty minutes to give the condo a quick search; it takes at least an hour to give the condo a completely thorough search. The search results are detailed nearby.

### INVESTIGATING BOSTON GLOBE REPORTER - ALVIN YORK:

Investigators that want to follow-up on the Teen Overeaters article written by Alvin York may email either The Boston Globe publisher or the reporter Alvin York. But the investigator does not get any replies from emails. The investigator can successfully search for a phone number to The Boston Globe without making a skill roll. If an investigator phones The Boston Globe and asks to speak to Alvin York, that call is eventually routed to Managing Editor, Justin Cline.

"City desk, Justin Cline speaking. How may I help you?"

Before any investigator is able to question Cline, that investigator must first justify his worth and reasons to ask the questions. Any investigator that wants to speak to Cline must first make a successful Credit Rating roll; investigators with a journalism or writing background get a +15% bonus to their skill. Cline



does not have the time to chitchat with investigators that fail their Credit Rating roll, and will insist that they call back on Monday.

Investigators that Cline does talk to must then roll their Fast Talk or Persuade to gain any information from Cline. Investigators with a journalism or writing background receive a +15% bonus on this skill as well. With a normal successful roll, Cline tells the investigator:

“I can’t tell you anything more about the piece Alvin filed on the Arkham couple. Because there’s nothing else to tell, there are no notes or other articles awaiting publication.”

With a critically successful roll or two normal successful rolls (one each from two different investigators), then Cline not only tells the investigator the information above, but also the information below:

Cline’s voice noticeably lowers as he says, “Look... if you’re looking into Alvin’s article, then maybe you can help me. As you may know, “Alvin York” is a pseudonym, taken from the infamous Sergeant York of World War I. In truth, Alvin York is Erica Webb, my fiancé.”

“She’s an investigative reporter, the best I’ve ever seen. She’ll go undercover and in-depth with nearly every story she’s working on, but she always finds time to call or email me. It’s been nine days since I’ve heard anything from her. I’m worried about her. Please find her and get her back to me.”

## PART FOUR – THE LOCK-IN

If the investigators are hanging around the library at 6:30 PM, they witness John and Carol Haskell arrive to the library in their car, an old white panel van. There are no windows in the back section of the van. Investigators with law enforcement background may attempt to run the license plates to locate the Haskell’s true home address. Law enforcement investigators not part of the Arkham police force must first make a successful Credit Rating roll with a +20% bonus to get access to police records, and then a successful Library Use roll to get the Haskell’s home address.

### The Van:

The van is locked. A successful Locksmith roll opens any door; if the investigator is using something similar to a “slim jim” to unlock the door, there is a +15% bonus to the skill roll. No skill check is required to smash a window to unlock a door. Once opened, the investigators may search the van. With a successful Spot Hidden roll, the investigator discovers that the cheap carpeting on the floor in the back of the van is loose and can be pulled back. The investigator finds a few discarded credit cards and the driver’s license all for Erica Webb. If the investigators try to leverage a police angle, maybe to try and raid the lock-in, they hit a dead end. Because Erica Webb has not been reported as missing, and there is not enough evidence to warrant official police action.

### The Library:

Between 6:30 PM and 7:00 PM, several parents drop their kids off at the library, while a few kids walk to the library without their parents. If the investigators try to talk to the parents or kids to try to dissuade them from attending the lock-in, they need a critically successful Persuade roll to do so. All of the kids have been looking forward to this event, as have the parents, and no one is inclined to believe the complete strangers warning them away from the event. All of the children attending the lock-in are obese.

Both John and Carol attend the front door of the library, unlocking and locking the doors as they grant each child entry. If the investigators try to talk to them, they refuse to talk to them, saying that they are trying to create a safe place for overweight children to celebrate Halloween. If the investigators are persistent, John will threaten to call the police, but it is a hollow threat. A successful Psychology roll informs the investigator that John has no intention to call the police.

If the investigators scout the exterior of the library they discover the various emergency exits and windows for the ground level around the building, but there are no windows for the

basement level (years ago, when the building was remodeled, egress windows from the basement were not required; and the building has not been re-remodeled to install egress windows yet). All of the emergency exits are locked, and none of the windows are designed to open. All of the doors and windows are hooked-up to an alarm system. There are power junction boxes on the backside of the building. A successful Electronic Repair disarms the alarm system and the landline telephone system, since both systems share the same lines. Due to the complexities of the alarm system, it takes 30 minutes to successfully disable the alarm. Only a critically fumbled skill roll will actually trigger the alarm; a simple failed skill roll results in no change in the alarm system. Once the alarm is disabled, a successful Locksmith roll opens any door.

#### The Haskell's and the Lock-In:

As soon as the kids arrived for the lock-in, the Haskell's escorted them downstairs to the Community Room located on the Lower Level. Once there, the Haskell's served spiked punch to the new kids attending the Teen Overeaters support group on this special night. In total, fourteen kids are attending the lock-in, and



John Haskell

of those, nine of them are willing thralls to John and Carol's new cult to Y'Golovac. The Haskell's drugged the five other kids so they wouldn't be able to resist being taken down to their secret worshiping area located in the secret sub-basement. The Haskell's are able to successfully drug the kids

and transfer them down to the secret sub-basement within the first thirty minutes of the lock-in. So by the time the investigators are able to disable the alarm system and gain entry to the library, the Haskell's should already be in their temple to Y'Golovac.

#### Library Details:

Most of the library is normal and mundane. The library locations noted in the "Lock-In Papers 1A, 1B, & 1C" are sufficient enough for any Keeper to guide a group of investigators through the library. The modern Arkham Public Library does not have any Mythos tomes available or hidden for investigators to discover. This part of the scenario details certain rooms in the library that are key to this adventure.

**Upper Level – Art Gallery:** The current art show on display comes from students attending Arkham Public High School. If an investigator spends less than thirty minutes in the gallery, a critically successful Spot Hidden roll is required to see a particular piece of art, but if an investigator spends more than thirty minutes in the gallery, then a normally successful Spot Hidden roll is sufficient. The piece of art in question is by none other than Jack Parker; see "Lock-In Papers 4" below.

**Lower Level – Janitorial Supply Room:** Next to the elevator is a door labeled "Janitorial Supply". If the investigators are in the library during normal operating hours, and they try the door-knob, they discover the door to be locked. If the investigators are in the library after hours, during the lock-in, after the Haskell's have moved

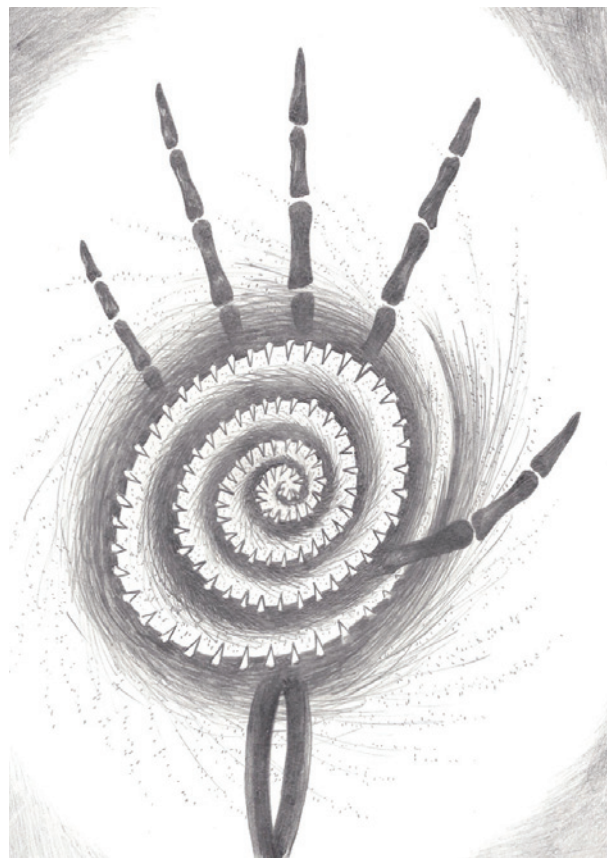


Carol Haskell

the kids down to the secret sub-basement, and they try the doorknob, they discover the door to be unlocked.

Inside the first room of the Supply Room, the investigators find standard janitorial supplies. The second room of the Supply Room serves as the storage room for all of the extra janitorial supplies (paper towels, toilet paper, mop heads, garbage bags, etc). The door to the third room of the Supply Room is labeled “Electrical”. Inside, the walls of the room are lined with electrical junction boxes that are wired to everything electrical in the library. A large rubber mat that nearly fills the entire room covers the concrete floor of this room; the mat only exposes a five-inch gap all the way around the room.

Investigators with a successful Spot Hidden roll in this room discover that under the mat is a trap door. If an investigator informed the Keeper that they were going to look under the mat during their search, then the investigator gains



The Painting

a +25% bonus to their skill roll. It is possible lift open the trap door without rolling the rubber mat off of it; if the investigators do not move the mat, the mat will flop back down over the trap door after they descend through the trap door. Once the trap door is opened, the investigators see a sturdy aluminum ladder standing under the trap door. The trap door leads down to the library’s secret level (see map below).

**Secret Level:** This secret level of the library dates back to when the library was first founded back in 1845. None of the current employees of the library are aware of the secret level, not even the janitors. John incidentally discovered an old set of floor plans to the library while researching a book he was working on, and it was not long after that when he discovered the incomplete copy of “Revelations of Glaaki.”

**Secret Level – New Entrance:** This room is filthy and barren. The walls are thin with lots of wallboards missing, thus exposing the fragile slats within the walls. The wooden floors in this room (and throughout this secret sub-basement level) have rotted to the point where bare earth now shows through.

**Secret Level – Empty Room:** This room, like the New Entrance room, is filthy and barren.

**Secret Level – Former Boiler Room:** This room is also filthy and has fragile walls and a rotting floor. A set of old boilers and pot-bellied stoves are clustered in one corner of the room. They are all rusted and fragile. Nothing is stored or hidden in any of the old equipment. The old boiler has a pipe that leads into an outer wall of the room. If a person were to shout into that old pipe their voice would be carried to an old vent pipe on the side of the library. If it is daytime, there is a 40% chance that someone will hear the person shouting. If it is nighttime, there is a 5% chance that someone will hear the person shouting.

**Secret Level – Sewer Access:** This room is filthy like the others. This room has two functional doors; both doors are shut tight. Any investigator entering this room can easily see in the



dusty floor that people have recently come to this room and went through the door that leads to Secret Level – Corridor. The sewer cover is old, heavy, and rusted into place. It takes a successful STR vs STR roll on the Resistance Table to successfully break the cover loose. The cover is STR 15. If the investigators can get the cover off, then two successful Navigation skill rolls will lead the investigators to safety in Arkham.

Secret Level – Store Room: This room is filthy like the others. There are mountains of old books down here, piled up in heaps; it is a chaotic mess. The books are piled four feet high, and are concentrated in the nook at the back of the room. The books are moist and rotting, filled with mold spores that are creating an atmosphere that is toxic. Anyone entering this room must make a CON x7 roll during their first minute in the room. Each subsequent minute in the room will require a new CON roll at a multiplier that is one less than the previous multiplier (ie: CON x6 on minute two, CON x5 on minute three, etc). Any failed CON roll inflicts 1 point of damage to the investigator.

Any investigator foolhardy enough to dig through the pile of books will not find anything other than more spores, molds, and fungi. Digging into the books kicks-up a much more intense cloud of mold spores, requiring everyone in the room to make an immediate CON vs STR roll on the Resistance Table. The mold spores are STR 12. Anyone failing this CON check suffers 1D4 damage. The digging is all for naught, for there is nothing of interest in the pile of rotting books.

Secret Level – Corridor: This room is slightly less filthy than the other rooms. There is some piles of old wood, most likely old broken up bookcases, but there are also three modern-day square card tables and a dozen folding chairs in this room. Four battery-powered camping lanterns sitting on the tables light the room. Neatly folded-up on the tables and chairs is shoes, costumes, and clothing. A Track +10% skill roll informs the investigator that now the tracks in the dusty floor are of bare feet. The tracks lead into

both sets of double doors. With an easy Listen +25% skill roll, the investigator hears chanting from beyond the sets of double doors.

In the far corner of the room is an ancient wooden stairwell that leads up to nothing. The stairs have long collapsed and rotted into ruin, and renovations that were done at the library decades ago long closed off the old and hazardous stairwell.

Secret Level – Ceremony Room: This room, compared to the rest of this secret sub-base-ment, is very clean. Its clear that the earthen floor has been swept and that someone did some light remodeling and maintenance here. By the time the investigators find this room, the meeting and worship of Y'Golonac lead by John and Carol are in full swing.

If the investigators enter the room while the meeting is in session, they discover that everyone is in the nude. The nine teenage cultists have painted strange runes on their bodies in red paint. The five innocent kids that were drugged have runes painted on their bodies in white paint. John and Carol are painted in both red and white paint.

Only candles light the room; each child holds a large candle, and there are dozens of other candles scattered around the room. The nine child cultists are seated in such a way as to form a large circle. Inside the circle are the five kids that have been drugged; they are unconscious and are laying in a five-pointed star pattern, so that their heads are all together at the center of the star. John and Carol are pacing around the circle of children chanting prayers to Y'Golonac from the Haskell edition of "Revelations of Glaaki" (which John is carrying), with the children repeating certain phrases on cue. The ceremony and prayers help facilitate Y'Golonac's psychic attack on the unconscious children.

The goal of the ceremony is to subjugate the five new kids into the cult. If the investigators do not interrupt the ceremony, then the new kids are successfully indoctrinated and possessed by a portion of Y'Golonac's will, just like

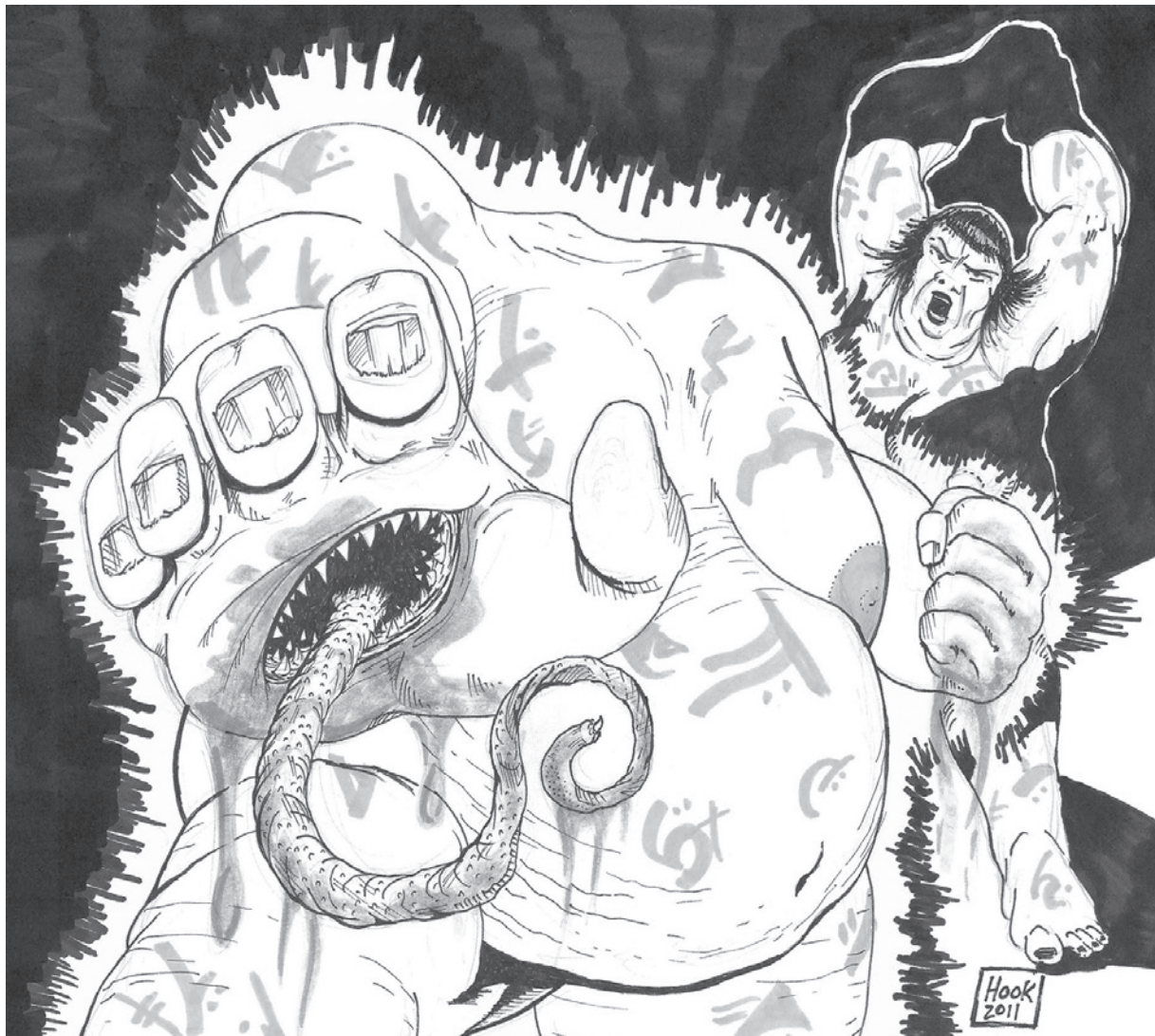


the other kids already have been. If the investigators enter the room they successful, but only temporarily, disrupt the ceremony; enraging John and Carol into combat.

It is very easy for the investigators to get the jump on John and Carol and surprise them, but because the investigators do not know the layout of the room until they enter it, its more likely that the investigators pause their actions just as they enter. The Keeper should only allow the investigators the element of surprise if they inform the Keeper that they are, "Bursting in guns a-blazing," for example. But, if the investigators only, "Open the doors and look in," or

something to that effect, then they have forfeited surprise and combat will unfold normally.

John Haskell is fully possessed by Y'Golonac, and will transform into the Great Old One during the first round of combat. Y'Golonac has also gifted Carol; she has been granted "The Body and Strength of Y'Golonac".



Y'Golonac and Carol

### JOHN HASKELL – High Priest of Y’Golonac

STR 11 CON 9 SIZ 11 DEX 12 INT 15  
APP 12 POW 13 EDU 17 HP 10 SAN 0

Age: 43

Damage Bonus: +0

Weapons: Fist/Punch: 50%, 1D3 damage; Kick: 40%, 1D6 damage

Skills: Cthulhu Mythos: 23%, Dodge: 30%, Library Use: 77%, Own Lang. (English): 85%

Sanity Loss: None as John, 1/1D20 for transformation into Y’Golonac

Notes: It takes three full combat rounds for John to transform into Y’Golonac. Once the transformation begins, John is instantly protected by Y’Golonac’s power; impale weapons do half damage.

### Y’GOLONAC – Great Old One (slightly weakened state)

STR 20 CON 85 SIZ 20 DEX 14  
INT 30 POW 28 HP 53

Damage Bonus: +5D6

Weapons: Fist/Punch: 20%, 1D3 +DB; Grapple/Touch: 45%, lose 1 INT & 1 POW each round grappled; Devour: 100%, 1D4 non-healing damage

Armor: Impale weapons do half damage

Spells: all Summon/Bind spells, all Contact spells, and The Body & Strength of Y’Golonac (see the New Spells section below for more information)

Sanity Loss: 1/1D10+1

Notes: Y’Golonac is still weak and in need of further worshipers to make him stronger, thus his reduced stats. Also, his great bulk acts like armor, thus reducing the effects of impale weapons, but fire does normal damage.

### CAROL HASKELL – blessed by Y’Golonac

STR 11(20) CON 13 (17) SIZ 10 (17) DEX 13  
INT 14 APP 14 (4) POW 13 EDU 12  
HP 12 (17) SAN 0

Age: 38

Damage Bonus: +0 (+1D6)

Weapons: Fist/Punch: 50%, 1D3+DB damage; Kick: 40%, 1D6+DB damage

Skills: Cthulhu Mythos: 17%, Dodge: 26%, First Aid: 65%

Spells: The Body & Strength of Y’Golonac (see the New Spells section below)

Sanity Loss: None as Carol, 1/1D8 for transformation due to The Body & Strength of Y’Golonac spell

Notes: Y’Golonac has blessed Carol by teaching her a spell that honors the great and bloated god. All of Carol’s stats and Damage Bonus information in parenthesis reflect Carol’s information after the spell has been cast.

### TEENAGE CULTISTS

	STR	CON	SIZ	DEX	POW	HP
#1	11	8	6	11	9	7
#2	7	13	10	9	10	12
#3	12	12	5	7	6	9
#4	6	10	9	8	14	10
#5	10	9	11	11	11	10
#6	11	8	9	11	10	9
#7	12	8	8	11	11	8
#8	10	7	13	9	10	10
#9	11	13	9	10	12	11

During combat, Y’Golonac will try to grapple with his victims in order to begin devouring them alive. But, if his Hit Points should be reduced to less than 15 points, then a great rage will overcome him, and he will just start smashing his enemies to a pulp. If the Great Old One should get below 7 points, he will begin casting The Body & Strength of Y’Golonac on some of the teenage cultists so that they can defend him.

Once combat begins, Carol will cast The Body & Strength of Y'Golonac on herself. Once transformed, Carol will punch and kick the investigators, but once one is down, she will move onto another investigator. She is not trying to kill any of them; she just wants to soften them up so Y'Golonac can feed on them. If her Hit Points is reduced to 7 or less, she will try to flee.

The teenage cultists will stay out of combat. They will drag the unconscious bodies of the other kids to a corner of the room and do their best to protect and defend the bodies so that Y'Golonac can have them later. The teenage cultists will only enter into combat if Y'Golonac casts The Body & Strength of Y'Golonac on them.

The six columns in the room are load-bearing columns. If four or more columns are destroyed, then the ceiling above will come crashing down. Each column is made of brick and has 15 HPs. Impale weapons do minimum damage to brick. If the ceiling does collapse, it will be contained to just the Ceremony Room, and it does 10D6 damage to each person in the room. A successful Dodge will reduce the damage by half. It is possible that if Y'Golonac, or anyone under the influence of The Body & Strength of Y'Golonac, misses a fist attack, that they may strike a column instead. So the Keeper should keep careful notes on which columns have been hit, and how much damage each one has taken.

## CONCLUSION

If the investigators are able to search the Ceremony Room, a successful Spot Hidden roll reveals four fresh graves in one corner of the room. The graves contain the bodies of Erica Webb, the undercover journalist, and the three missing teenagers, including Jack Parker. SAN loss of 1/1D3 for the discovery of the bodies.

The ultimate goal for the investigators should be to save the five innocent children the Haskells are trying to indoctrinate into their cult. The investigators earn 3 SAN for each innocent child rescued. The investigators earn 1D10 SAN for defeating Y'Golonac. Defeating

the Great Old One results in the death of John Haskell, the investigators do not lose any SAN for his death due to the nature of his death. If the investigators can subdue, but not kill, Carol Haskell and the teenage cultists so they can be turned over to the authorities, then they earn 1D10 for the whole lot. If the investigators can capture or destroy the John Haskell edition of "Revelations of Glaaki," then they earn 1D8+2 SAN. Of course, the SAN earned by securing the book can just as easily be lost if they read the book.

If the investigators kill any of the cultists (other than John), then they lose 2 SAN for each murdered cultist. If any of the five innocent children die, for any reason, the investigators lose 3 SAN per child. If the ceiling should collapse, the investigators lose 2D6+1 SAN.

### Revelations of Glaaki – Haskell Edition:

Similar to the partial folio edition he discovered, John Haskell wrote most of this edition of "Revelations of Glaaki" from research he conducted and then from dreams he received from Y'Golonac himself. This edition is written in English, and despite the title is primarily a bible for the worship of Y'Golonac. Sanity Loss: 1D6/2D6. Cthulhu Mythos: +10%. Time to read: 22 weeks. Spells: Body Warping of Gorgoroth, Call/Dismiss Azathoth, Call/Dismiss Shub-Niggurath, Contact the Crystallizers of Dreams, Contact Eihort, Contact Glaaki, Contact Y'Golonac, Mental Suggestion, and The Body & Strength of Y'Golonac.

### New Spell – The Body & Strength of Y'Golonac:

This spell reshapes the target's body into a form pleasing to Y'Golonac, adding hundreds of pounds of weight in both fat and muscle. The caster must invoke the name of Y'Golonac and say a prayer aloud to him. The spell takes 1 round to complete. If the spell is cast upon an unwilling target, that target may attempt to resist the spell with a POW vs POW roll on the Resistance Table; the caster of the spell is the active POW. The spell cost the caster 6 Magic



Points and 2D6 SAN. If the target of the spell is not the caster himself, the target must also lose 2D6 SAN due to the pain their body goes through when the spell is cast. Anyone viewing the transformation must also make a SAN check for 1/1D8 SAN loss.

The spell is designed to add approximately half a ton of weight and mass to the target. The target's STR, CON, SIZ, and APP are directly affected by the spell, and any derived stats are also affected. The spell changes the target's STR, CON, and SIZ to 2D6+12, roll for each stat. The target's APP is changed to 1D4+1. The spell only last 3D6 rounds.

## Arkham couple confronts childhood obesity

By Alvin York

Childhood obesity has more than tripled in the past 30 years. The prevalence of obesity among children aged 6 to 11 years increased from 6.5% in 1980 to 19.6% in 2008. The prevalence of obesity among adolescents aged 12 to 19 years increased from 5.0% to 18.1%. (Centers for Disease and Control)

Arkham residents, John and Carol Haskell, have taken up the fight against childhood obesity. John, an author with Horizons Publishing, and Carol, a certified nutritionist with the Miskatonic University Medical Center, have formed a support group to help Arkham teenagers manage the hardships of obesity. The simply named "Teen Overeaters" meets every other Saturday at the Arkham Public Library.

"I've been where these kids are now, and it's hard. The loneliness, the teasing, and mocking; I get it. Teasing someone about their weight is the last form of bigotry that's still accepted publicly", says John Haskell. "Carol and I just want to do what we can to help."

When asked on how they planed to help the kids, Carol Haskell responded with, "Nutrition is the key. Through nutritional education we plan to guide these kids to a place where they can satisfy their appetites healthily."

Teen Overeaters is a step in the right direction in the battle against childhood obesity, but statistics show that it takes more than good intentions in a library basement to dam the flood of obesity. The statistics on diet failure are just as staggering as the obesity statistics. Although their hearts are in the right place, it is doubtful that Teen Overeaters will have any success with any of the kids that reach out to it. Parents and teens serious about losing weight should invest their time into good old-fashioned healthy diet and exercise, and leave the home-town support groups to those with less resolve.

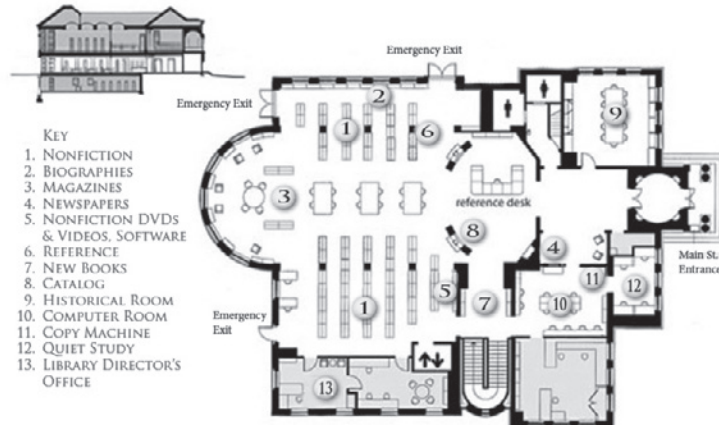
Lock In Papers #3



— ARKHAM PUBLIC LIBRARY —  
UPPER LEVEL



— ARKHAM PUBLIC LIBRARY —  
GROUND LEVEL



— ARKHAM PUBLIC LIBRARY —  
LOWER LEVEL



# TEEN OVEREATERS

Saturday, October 31st

Beware the

**HORRORS**

of Halloween candy!

The group is hosting a lock-in for anyone looking for a fun way to avoid the temptations of holiday sweets

The lock-in begins at  
**7:00 PM**

Lock In Papers #2

# The Ilsley Variant

A 1920's ADVENTURE FOR CALL OF CTHULHU

BY RICK HUDSON

## INTRODUCTION:

This adventure is set in Arkham in the classic 1920s Call of Cthulhu period, however there is little to prevent a keeper from changing the geographical and chronological setting. Dates and the exact chronology of events have been left open so that Keepers may adapt the scenario to fit their on-going campaigns. The plot concerns a prehistoric language that comes to the attention of the investigators which points to a prehistoric civilization that existed on Earth some 12,000 years ago. On solving the mystery there will be plenty of questions left unanswered that can be exploited in further adventures into this area should keepers wish.

Reference is made in this adventure to Chaosium's H.P. Lovecraft's Arkham (Ark) and Miskatonic University (Misk); however neither of these books is essential for play.

## KEEPER INFORMATION:

The artist Miles Gedney has always been sensitive to strange influences, and after one particularly vivid dream he painted *The King on the Throne*. In many ways this painting, despite its quality, is unremarkable; it depicts a sombre ancient king sat upon a stone throne and there are no overtly supernatural or unrealistic elements depicted in it. However, the painting portrays an inscription above the throne in an unknown language. This language is the lost language of Hyborea, a civilisation that predates any in commonly known history.

In investigating the language the investigators learn of the historian Ervin H. Roberts who committed suicide after his career was ruined due to his claims regarding the existence of a Hyborian civilisation being mocked and discredited in academic circles. The Roberts connection will lead investigators towards the manuscript of an epic poem *The Road of Kings* which details the rise of the king depicted in the painting: an actual Hyborian ruler.

The manuscript provides the investigators with a wealth of information that will assist them in the future in their on-going struggle with the Cthulhu Mythos. Nevertheless, the investigators are not the only parties interested in the dead language: a Nyarlathotep cultist also wishes to lay his hands on the *Road of Kings* as it contains the spell *Kiss of Ishtar* which he needs to free the soul of a prehistoric sorcerer.

## STAGE 1: HALLOWEEN IN ARKHAM:

The player characters are invited to a Halloween cocktail party at the home of the wealthy industrialist and art collector Clive Whyte. However, should your campaign already include a suitable NPC who can fulfill this role then it is perfectly possible to substitute them for Whyte.

When the players arrive at the party they will see that Whyte has replaced the usual paintings and sculptures in his home with ones of an *outré* nature which are more fitting to the spirit of Halloween. Although many of these artworks are genuinely sinister and unnerving in themselves, none have a Cthulhu Mythos connection.

One painting in particular arrests the attention of the player with the highest of any of the following skills: Linguistics; Anthropology; Archaeology or any historical expertise in Nordic culture, or linguistic speciality in Scandinavian and /or Germanic languages. The painting is *The King on the Throne* by contemporary Arkham artist Miles Gedney. It depicts a dark-haired and sullen-eyed man, aged about forty brooding on a stone throne. A successful History roll will reveal that although the clothing and architecture portrayed in the painting are fictitious they are elaborations of known North European styles, particularly Germanic and Celtic.

What strikes the investigators most of all however is an inscription in the stone wall behind the throne. A successful Linguists roll will indicate that although it is not a real language the characters are derived from Nordic runes. The investigator who is the most sensitive in the keepers view (or alternatively the one with the highest POW) will be convinced that the painting is deeply significant, in some way, but will not understand why. The painting and the inscription in particular will play on the mind of the sensitive, investigator until they complete the adventure.

The party will be a highly enjoyable affair and will pass with little upset. If the players need some prompting then it may be useful to have an NPC Nordic history expert on hand, but this should only be done if things really drag. In the following days, if the players haven't done so of their own accord, the sensitive investigator will be driven to distraction by the painting and feel compelled to enquire into it further.

## STAGE 2: INITIAL LINES OF ENQUIRY:

The following are summaries of what information may be found by following up on various leads. The keeper should feel free to embellish these if he / she wish to do so.

### The Artist

Miles Gedney is a shy and awkward young man living in a garret on Pickman Street in the

French Hill district of Arkham of (Ark :103). He is quite prepared to talk to investigators and despite his poor social skills is pleasant enough. He can't shed any light on the reasons why he painted *The King on the Throne*; he can only say that he felt compelled to do so after a dream. With regards to the runes in the painting, he believes that he just made them up, and they sort of felt right. A successful Psychology roll will reveal that he is being totally truthful. If the investigators ask to see any more of Gedney's art he will happily show them his portfolio. Gedney is a remarkably skilled artist and there is no connection between him or his art and the Mythos. A successful Idea roll will lead an investigator to note that his recent painting differs radically in style from all his other work. Despite it depicting a fictitious scene *The King on the Throne* is Realist in style, whereas the rest of Gedney's work is decidedly abstract in nature.

### The Library

A successful Library Use role will indicate that the runes do not belong to any known language. A successful Library Use roll combined with a successful Linguistics roll will suggest that although the language is fictitious it appears to be elaborated from the Nordic runic alphabet and although the meaning of the runes in the painting cannot be translated, their patterning gives the impression that words follow a grammatical logic of some form. The nearest contemporary language to the runes in the painting is modern Icelandic.

### The Professors

Key academics at the Miskatonic University who will be of most use to the investigators will be Dr Aaron Chase, Chair of the Department of Classical Languages and Director of the School of Rhetoric (Misk: 104-5), and Dr Stanley Whitman, Department of English (Misk: 106). Both of these academics are interested in the principle that all languages may have derived from a single, unified proto-language. If shown copies of the runes either professor will imme-



diately identify them as belonging to the Ilsley Variant (see below). Both professors believe that the Ilsley Variant is a hoax, and if investigators enquire about it either professor will be able to inform them that, "About ten or twelve years ago there was a bit of a stir in our field; a young linguist called Hector Ilsley claimed to have discovered a new language. He claimed that an alphabet had evolved out of old Nordic runes to become a more sophisticated and complex written language that may have seen use in Iceland and the more remote Scandinavian colonies in the middle ages. Ilsley's only supposed 'evidence' of this was based on some sketches he'd made himself of some artefacts he claimed to have seen in a location he was unwilling to reveal. Although the Ilsley Variant was dismissed by serious scholars as a hoax, it did gain credibility with a few crackpots who published all kinds of nonsense linking it with Atlantis and the pyramids and so on. Unfortunately there were one or two reputed scholars who were taken in. One fellow called Roberts ruined his career publishing a preposterous article in one of the lesser journals about it".

### STAGE 3: FURTHER VISITS TO THE LIBRARY.

Once the investigators have become aware of Roberts and the Ilsley Variant they will probably return to the library to conduct additional research. If they do so further successes with Library Use will enable them to find details on the following:

#### The Ilsley Variant

Further research will uncover that most sources regard the Ilsley Variant as a hoax. It is an invented language intended to indicate that runic evolved into a more sophisticated alphabet. Some sources claim that it has been used as a secret code within faux-mystical organisations. It was known to be used by the Boston based Knights of the Aesir a quasi-mystical brotherhood with theosophical leanings. The Knights claimed to originate in 1779 and were disbanded in

1883. The demise of the organisation is due to its key members being killed in a fire at their meeting rooms. More esoteric publications will state that the surviving Knights amalgamated with another fraternity calling itself The Disciples of the Veiled Truth, which in turn became incorporated into another organisation: The Order of the Silver Twilight.

Despite dismissing the Ilsley Variant as a fraud, all reputable linguists admire the sophistication of the hoax. The linguistic and grammatical patterns of the language appear completely convincing, and even the most advanced scholars have been unable to explain why Ilsley was able to create this language with such verisimilitude.

#### Ervin H. Roberts.

Prof Ervin H. Roberts was an historian specializing in North European ancient history at the University of Texas. Roberts was a scholar who challenged conventional thinking in his field and produced a small body of research concerning European proto-civilizations. He was disgraced and his academic career was ruined when he made the claim that not only was the Ilsley Variant legitimate, but the language had not evolved from runic, rather runic had devolved from an earlier more sophisticated linguistic system. Roberts maintained that this was evidence that North European cultures were the ancestors of an earlier more advanced civilization he named Hyborea. Roberts, position was based on the existence of a Latin manuscript from the 2nd Century which purported to be the translation of an earlier work written between the years when the oceans drank Atlantis, and the rise of the sons of sons of Aryas, entitled The Road of Kings.

Roberts, argument met with complete mockery from the academic community, in their eyes The Road of Kings was obviously a Roman epic set in a fictionalized world. Unable to bear the shame and humiliation in the eyes of his peers and with his academic post sus-

pended Roberts committed suicide by shooting himself with his own shot gun at his home in Cross Plains, Texas.

Astute investigators (those who are from an academic background who make a Luck roll) will note a possible oversight in in the criticisms of Roberts: none of the critics address the fact that Roberts, position was centered upon his claim that Latin copy of The Road of Kings included a transcript of the original and that section is written in the Ilsley Variant.

### The Road of Kings

This book is mentioned in a number of academic texts however the investigators will be unable to source a copy themselves; it is not listed in the stock of any library. From what they read of The Road of Kings in other texts it is generally considered to be a Roman epic in which the unnamed author narrates the story as if it were a history of a lost bygone age. It concerns a king who rose from the position of barbarian mercenary to become ruler of the most powerful empire of this fictitious age. Roberts was reputed to have a copy of the manuscript, and it or a clue to its whereabouts may be in his old family home in Cross Plains.

### The Knights of the Aesir

Despite this organizations claims there is only evidence of them existing between 1872 and 1883. The building in which they met did indeed burn down, although there appeared to be no suggestion of suspicious circumstances at the time. The site of this building has since been subsumed by the railway yard (Ark: 67).

### The Disciples of the Veiled Truth

Now defunct mystical society of which very little is known. They are rumoured to have invented their own pseudo-religion which centered upon the worship of space gods. All sources treat the disciples as a group of amusing eccentrics.

### The Order of the Silver Twilight.

Is (or was depending on the run of your campaign) a Boston based philosophical society. If the Keeper wishes to include any more information on the Silver Twilight then this is left to his / her discretion.

## STAGE 4: A JOURNEY TO TEXAS

The investigators will only be able to pursue this matter further if they travel to Roberts, former home in Texas. They are most likely to travel from Arkham to Cross Pines by train. The service is perfectly reliable and comfortable, but still takes two ^ three days and involves numerous changes. Investigators who make a successful Spot Hidden check will see a fellow passenger who they recognize vaguely but cannot place. If they succeed in an Idea roll, then they will remember that he was a fellow guest at Whyte's Halloween party. The passenger makes all the same changes as the investigators and strikes them as a well presented business man aged about 36. If engaged in conversation this passenger will freely chat with the investigators and comes across as a highly sociable individual. He introduces himself as Spencer Wade, a financier; he is a friend of Whyte from their university days. Wade is a Bostonian through and through, but is currently spending a lot of time in Cross Plains due to his business interests. All this is entirely true; however what Wade doesn't add is the fact that he is a Nyarlathotep cultist planning to liberate the soul of an ancient sorcerer.

### Cross Plains

At this time Cross Plains is a small town and other than a few stores, a post office which doubles as the offices of the weekly Cross Plains Crier, the Turkey Creek Hotel and the railway station, all other buildings are domestic houses. The population of 1,200 citizens is currently expanding due to the recent discovery of oil deposits in the area. During their stay the investigators

will have to share a room if they stay at the hotel due to high demand.

Bob Whent, the postmaster / editor of the Crier is a genial fellow who will happily provide the investigators with any commonly known information. He can direct the investigators to Roberts, former home “a large house on the fringes of the town” but will tell them that it has been derelict since its owner’s death. It is owned by a relative in Austin, but as far he is aware they have never visited and have shown no interest in the property.

## STAGE 5: THE HOUSE OF PROFESSOR ROBERTS

The house is relatively secluded and shielded by trees, as such the investigators will be able to gain entry to the house and search it with ease. Although exploring the old abandoned house should be played up as a spooky experience by the keeper there is little of direct value to the investigators here. For a plan of the house use a map from a previously used adventure, such as Billington’s Mansion (Ark: 121).

Although the house still contains rotting and crumbling day to day items and furniture there are no books on the bookshelves or any papers in the study. If the players decide to suspect sinister motives behind this, allow them to do so for a while. However, if they question anyone such as Whent they will be told that some of Roberts’ effects were donated to Callahan County Library by his executors. The library is in nearby Baird which can be easily reached by train or car.

### Roberts’ Effects

Good manners and a pleasant smile is all that is required to gain access to Roberts’ books and papers. They are kept in a storeroom at the back of the library and have not been touched since they were deposited there. A successful Credit Rating roll or a letter of introduction from a reputable university or learned organization will be all that is required to borrow any or all of Roberts, effects.

It will take hours to go through the material, whether at the library or back at the hotel. Much of what the investigators read will duplicate what they have already discovered, however Roberts was absolutely convinced of the legitimacy of his argument. Interestingly, any academic character from a historical, linguistic or similar discipline will be impressed by the thoroughness of Roberts, research and find his argument compelling. Irrespective of the audacious nature of Roberts, claims his case is disturbingly convincing.

Importantly, amongst Roberts, papers is a copy of the full Latin manuscript of *The Road of Kings*:

*The Road of Kings*. A year of study: +5% Cthulhu Mythos; +10% Hyborean Mythos; +5% Archaeology; +5% Anthropology. SAN loss 1d3 / 1d6

Spell: Draw Veil of Ishtar

Although the investigators will not have time to study this book in depth during the adventure, they will be able to skim its contents and glean that it is a great epic poem that gives significant insight into the prehistory of Europe, North Africa and Asia Minor. It also includes the spell Draw Veil of Ishtar. Furthermore, the spell is actually referred to in the body of the epic itself, see “The Mirror of Zthul-za Dûm” below. Whilst the manuscript is not openly a Mythos text any investigator reading it making a successful Cthulhu Mythos test will recognize that various gods mentioned are mere facades for Mythos beings. For example, the snake god Set who is an evil deity worshipped by the enemies of the Hyboreans can be none other than Nyarlathotep.

### New Spell

Draw Veil of Ishtar: Hyborian. This spell acts as a means of blocking a Gate in space or time and rendering it inoperable until the spell is dismissed or reversed. Once cast the Gate remains

in place, but it is obscured by a patina of greenish mist through which no matter can pass. The spell does not prevent magic, sound, light or other energies from passing through however.

The spell casts one hour to cast and the caster must sacrifice POW that equals the POW used to create the gate. The caster may, by linking hands with allies, share the POW cost. The spell can be used as its own counter-spell. Casting Draw Veil of Ishtar incurs no SAN loss, but the consequences of casting it or revoking it may well do so.

### “The Mirror of Zthul-za Dûm”

During the narrative of The Road of Kings there is an episode which runs as follows:

“And it was on one night at the cusp of autumn and winter that the king gave a great feast to chase the cold from men’s hearts. It was the custom at this feast for every lord and lady to tell a tale of witchery and fear for the amusement of all. The night was drawing to an end and the king announced scornfully

‘Your tales are but the dreads of children. As warrior, thief, pirate and king I have seen terrors which trounce your feeble spectres one-thousand fold. Have none of you a yarn that will raise my blood’

The guests looked all ashamed and said nought, but one guest who had hitherto gone unnoticed stood up from the table and spoke thus:

‘Good Highness, if you will permit, I venture that I may have such a tale. If your majesty wishes, I will relate the fate of feared and mighty Zthul-za Dûm.’

All were silent for an age for the stranger was unknown to all and abnormal to behold. He was garbed in a hooded gown as blue-black as a Stygian’s beard. In one hand he held a staff atop which was the insignia of a player’s mask half cast in deep dolor and half cast in mocking joy. His face was hidden by the drop of his cowl and his hands of a shade blacker than his cloak. He crooned his words with an intonation and resonance that carried a disquieting beauty.

‘Tell your tale stranger’, the king laughed, ‘and if it be half as chilling as its teller then you will have succeeded in your task.’

‘In ages past, the stranger began, there were two sorcerer brothers of great power and evil. Together they delved into deep arcane knowledge and made dark pacts with darker gods. They were named Zthul-za Dûm and Dja-Kai Dûm and each took greater power and took greater riches. They amassed wealth and knowledge beyond the dreams of mortal men. Their magics became mightier and mightier, and soon their sorcery was of such magnitude that they murdered a god and took his immortality for their own.

The more the sorcerer brothers accrued the more envious they got. Jealous of imagined unknown treasures that they dreamed were ever waiting to be won. And that jealousy festered and that jealousy grew. Soon, after a millennia perhaps, their envies turned upon each other. What secrets does the other have? What knowledge does he conceal from me? And each brother plotted and each brother schemed. Contracting angels as assassins, gods as informants and demons as spies the brothers ceaselessly conspired to bring on the other’s demise.

Until one day, Dja-Kai dispatched a courier to Zthul-za:

‘Enough brother of this squabbling. Are we not gods? We challenge all the heavens and all the hells with our power and glory, yet we squander our splendour in futile never-ending conflict when together we could conquer an infinity of worlds. Why, I shall prove my faith in you and entrust all my riches to your stewardship. Come to me and I shall lay over my vault of treasures to you.’

Zthul-za went to his brother; unwisely perhaps, but who’s to say?

‘Come brother, come kinsman’, Dja-Kai greeted him, ‘to my vault now and all my treasures shall be yours.’

And Zthul-za followed his brother down to his vault.



‘What trickery is this?’ Zthul-za demanded when Dja-Kai guided him into a chamber that was bare but for a long mirror on the far wall.

‘Do not be hasty brother’, Dja-Kai smiled, ‘this chamber is but a subterfuge. The true vault of my treasures lies beyond the mirror%o.

And this was true; for Zthul-za found that he could step through the mirror’s surface and into a great vault beyond. This vault contained every treasure of Dja-Kai in chests and coffers beyond calculation. Dja-Kai waved a magnanimous gesture at his brother through the mirror.

‘All of this I give to your safe keeping brother. All of this is yours’. And then Dja-Kai laughed a dark laugh of terrible victory and Zthul-za was haunted with disquiet.

‘Oh brother you are a fool’, Dja-Kai roared with terrible mirth, ‘I have drawn the Veil of Ishtar across the glass; it will not grant you passage again. Enjoy eternity in your splendid catacomb; watch infinity pass through the mirror that entrapped you. Once I dreamed of your murder, but I have bested that: I have orchestrated your damnation.’

And with that Dja-Kai turned and left and laughed. Another tale tells of Dja-Kai’s fate; it is darker still. But from the day of his brother’s treachery Zthul-za raged in his prison. He raged for millennia. He raged for Aeons. He raged for Epochs. He rages still.”

The dark stranger turned silently on concluding his tale and left the king’s hall. The king could not explain why the story of Zthul-za troubled him so. It may have been that his mind turned to an ancient mirror that adorned his bedchamber, the origin of which he did not know.

## STAGE 6: THE MACHINATIONS OF SPENCER WADE

Despite his claims, Wade has no business connections with the oil industry; the recent boom merely provides him with a cover story for his presence in Cross Plains. Wade has been involved in the Mythos since his university days and is an active servant of the Outer Gods. Wade

was traveling in Europe five years ago when he came across the Mirror of Zthul-za Dûm in an antique shop. Recognizing the mirror’s mythos significance he purchased it and returned with it to America. On investigating the mirror he was contacted by Zthul-za Dûm. The ancient sorcerer promised Wade great power if he assisted him in breaking the Veil of Ishtar spell cast upon the mirror’s surface.

Wade has conducted his own investigations and learned that the spell is contained in The Road of Kings. He suspects that the manuscript is in Roberts’ house and travelled to Cross Plains three weeks ago in order to obtain it. Wade is a cautious man, and up until this point he has not explored the dead professor’s property. Several days ago he was called back to Boston in connection with his legitimate business and has only now returned to Texas. Wade has rented a large property on the other side of Cross Plains to Roberts’ house. It is of a considerable size and, again, an available map can be used from an existing adventure.

### How to Play Wade

Ostensibly Wade is a charming and urbane fellow; his behaviour does nothing in itself to suggest he is anything sinister. Should he become aware that the investigators have an interest in Roberts he may volunteer to assist them in their work. If Wade does assist the investigators then once the manuscript is recovered he will turn openly hostile and attempt to take it from them by force.

If the investigators enquire about Wade locally in Cross plains they will be told by middle class and educated individuals that he is a pleasant enough man, but prone to eccentricities such as taking late night walks (passing the Roberts house, should investigators press this) late at night. He also has a tendency to stay at home a great deal of the time and keep his curtains drawn even in the middle of the day. On the other hand, working class individuals will state that he is rude and aloof and feel no compulsion to conceal their feelings. He has abruptly chastised store keepers and delivery men

with little reason or provocation. One man, if the keeper so chooses, will tell the investigators of weird and unnatural pictures, he has seen in the Wade house when delivering furniture. This is down to the fact that Wade is a dreadful snob, his manners only extend to those he deems worthy of them and he is down-right rude to those he considers beneath him. This fact may well work to the investigators advantage at the end of this scenario.

Should the investigators put a watch on Wade they will confirm that he does take moonlight strolls past the Roberts house and, unless he is aware he is being followed, will on the night the investigators choose to follow him, take a walk into the house's grounds; though he will not enter the building itself. Wade does indeed spend a great deal of time at home, however the claim about the curtains is an exaggeration; it is just at one of the upstairs windows (the study) that the curtains are invariably drawn. If the house is observed at night a successful Spot Hidden roll will cause a perceptive investigator to notice a greenish light flicker momentarily behind the drawn curtains.

On the third night of the investigator's stay in Cross Plains, unless he has been informed by the investigators that it is not there for some reason, Wade will enter the Roberts house. After a period of searching he will trash the place in a fit of rage and leave. He will not think of checking out the county library, but spend the entirety of the following day brooding.

### The Wade House

If the players do not go to Baird themselves, then Wade will make his own enquiries and travel to the library and get hold of *The Road of Kings* himself. With the manuscript in his position he will return to his house in Cross Plains and study the book so that he may release Zthul-za Dûm. Once he is engaged in this study he will not leave the house at all. He will have food delivered from the nearby store and if called upon he will impatiently tell visitors that he is ill and cannot be disturbed.

If the investigators return from Baird with the manuscript, or if he suspects that they have it for any other reason, Wade will invite them for dinner. Once in his house the investigators will be persuaded to look at a rare artefact in Wade's study (the mirror). Wade will then subject them to a magical attack supported by Zthul-za Dûm (see details below).

If the players have the manuscript but do not accept Wade's invitation (or leave Cross plains immediately) then Wade will cast a Summon Hunting Horror spell with the aim of killing them and bringing the book back to his house.

The public rooms of the house are decorated in a decidedly modern style. Wade is obviously wealthy and owns two or three paintings that he displays on the walls of his lounge. These are all modern works and any character that makes a successful Art (painting) roll will be able to identify them as follows:

Unhallowed Vortex, by Clive Kern. A swirl of green, grey and black, this painting is completely abstract.

Utopia, by Marcel Du Croix. This painting is a futurist representation of a city in which vast block like buildings are portrayed with no regard for perspective or a realistic regard for proportion. The sky above the city ripples as if it were the underside of the surface of a large body of water.

The Dreams of the Dead, by Henrietta Lloyd. Surrealist Dali inspired desert landscape in which mollusc-like creatures and strange crustaceans appear to be dancing about a large grandfather clock which is incongruously placed in the centre of the painting.

A successful use of Cthulhu Mythos will enable an investigator to pick out numerous Mythos figures and references.

If the investigators enter the house, either by invitation or otherwise, the only room of direct significance to the adventure is Wade's study which is upstairs.

## The Study

This room is a large double bedroom which Wade has put aside for his studies. It contains a large heavy desk and a series of bookshelves. On one mirror there is a rectangular mirror 6 x 3. When Zthul-za Dûm and Wade communicate through the mirror it emits a spectral green light; consequently Wade keeps the curtains closed at all times and works, even during the day, under electric light.

The desk is very orderly, perhaps obsessively so. In one of the drawers is Wade's journal it details his explorations into the occult and specifically details his research pertaining to the mirror. The journal fills in some of Wade's background and motivations. However it grants no Cthulhu Mythos and incurs no SAN loss. Keepers may wish to elaborate upon its contents, perhaps adding links to future scenarios.

The bookshelves contain an array of occult volumes including:

Book of Skelos (Latin trans.), 1d6 / 2d6 SAN loss: +10 Cthulhu Mythos.

Of Evil Sorceries Done in New England (English), 1d3 / 1d6 SAN loss: +4 Cthulhu Mythos.

Remnants of Lost Empires (German), 1 / 1d3 SAN loss: +2 Cthulhu Mythos.

The mirror is framed with a gray / green alloy which cannot be identified. The frame is inscribed with a script in some alien language (if they have encountered it before players will recognize it as the language of R'lyeh). The mirror, had it not had the Veil of Ishtar spell cast upon it, would normally act as a Gate which could be passed through as detailed in the Call of Cthulhu Rulebook.

In material terms the mirror is no stronger than a normal mirror and can be smashed quite easily. If this is done then Zthul-za Dûm will be trapped in his vault for all eternity. However, the mirror protects itself with a powerful mesmerizing effect. Anyone wishing to damage the

mirror, either directly or indirectly ^ such as shooting at Zthul-za Dûm ^ will have to match their POW against the mirror,s POW of 20 on the Resistance Table. Only if they fail to overcome the mirror,s POW they will be unable to take aggressive action against the mirror during that round.

Usually the mirror casts a reflection as a normal mirror. However on a successful Spot Hidden roll an investigator will notice that the image in the mirror is slightly distorted, the angles of the study walls are slightly more acute than they are in the room itself. There are some mundane items in the room that cast no reflection and some items appearing in the mirror which do not exist in the study (SAN loss 0/1d3). It is up to the keeper to determine what images are struck by this effect. There is no significance in the phenomenon; it is merely an unnerving consequence of the primordial forces at work.

When Zthul-za Dûm wishes to communicate with the world beyond the mirror the glass mists over with a thin miasma that glows with an eerie greenish light. When the mirror is in this state Zthul-za Dûm can be seen silhouetted in the mist. Until The Veil of Ishtar spell is revoked no material object can pass through the mirror, however spells can be cast through it in either direction.

## STAGE 7: ADVENTURE CLIMAX

If the investigators enter the house when Wade is out (or dead) they will have plenty of time to search it and discover all the available clues. When they are in the study they will be watched by Zthul-za Dûm, the keeper should decide what the sorcerer's actions will be at that time determining what is most dramatically appropriate. He may simply watch the investigators and inform Wade of their presence when the financier returns. He may summon a Hunting Horror to kill the character; or bewitch one of their number with the Mesmerize spell. Alternatively, Zthul-za Dûm may cause the mirror to mist over and communicate with the investigators: he owes Wade no loyalty, and if he thinks he can get the investigators to free him he will

try to do so. Zthul-za Dûm could well tell the investigators that he is Wade's prisoner and that Wade is trying to use him in some sinister plan against his will.

If the investigators enter the house when Wade is in then they will have to either surprise and overpower Wade, or Wade will attempt to dispose of them. Wade's strategy will be to lure the investigators into his study so that he can combat them with Zthul-za Dûm's aid (see below).

If they accept Wade's dinner invitation the investigators will be invited into Wade's study after the meal and brought before the mirror. Once there Wade and Zthul-za Dûm will attack them as detailed below.

### Showdown with Wade and Zthul-za Dûm

It is very likely that the investigators, one way or another, will find themselves with Wade before the mirror in the study. Irrespective of what has happened up to this point, when Wade and Zthul-za Dûm are in a position to simultaneously attack the investigators they will do so, and do so aggressively. The keeper should keep in mind that Wade is not only a powerful sorcerer, but also physically strong and will not shy away from using his .45 automatic (he does not care if gunfire attracts the attention of the police, he can deal with them after he has dealt with the investigators).

The attack by Wade and Zthul-za Dûm will be executed as follows:

First the two sorcerers will try to confuse the investigators; Zthul-za Dûm will cast *Create Mists of R'lyeh* and Wade will utilise *Memorize* to disrupt the party. Following this Zthul-za Dûm will attempt to crush up to three investigators with *Grasp of Cthulhu* while Wade will strike at the investigator he deems to be the greatest threat with *Fist of Yog-Sothoth*. Their exact actions over the following rounds will be decided by how the investigators respond; but their general strategy is for Zthul-za Dûm to befuddle and impede the investigators while Wade strikes at them with more aggressive

magic such as *Fists of Yog-Sothoth* and *Shriveling*.

Although the claims made in *The Mirror of Zthul-za Dûm*, regarding Zthul-za Dûm's powers are a massive exaggeration, he is nonetheless a very powerful sorcerer. Keepers should feel free to adjust his powers in accordance with the investigators, abilities: they need to be challenged by this mighty sorcerer, but still have the chance of thwarting his plans.

### STAGE 8: AFTERMATH

If the police are attracted by the noise of the conflict then the investigators will have to either make a quick escape or have some explaining to do. If the players are confronted by police then they are not necessarily in as dire straits as they may think. Wade's night time wanderings have come to the attention of the police and despite his outward civility towards the middle class folk of Cross Plains some of his eccentricities have been mentioned to them by his neighbours. Wade's rudeness to the town's humbler folk has been picked up on by officers too. If over the preceding days the investigators have been polite, friendly and civil towards the townsfolk of Cross Plains, then the police will be prepared to believe that Wade invited them for dinner and then turned aggressive and the investigators were forced to defend themselves. The police already think that Wade is odd, and the presence of modern art, occult books and a weird mirror in his home will only reinforce the opinion they hold. The investigators may well have to undergo formal legal proceedings, but unless they are difficult, rude or show themselves to be as weird as Wade then the police will have already decided that they were victims of Wade's strange behaviour.



## NPCs

### Spencer Wade

STR 14 CON 13 SIZ 11 INT 16 POW 18  
DEX 12 APP 12 EDU 16 SAN 0 HP 12

Damage Bonus: +1d4

Weapons: Fist / Punch 65%, damage 1d3 + db  
.45 Automatic 65%, damage 1d10 + 2

Spells: Dominate, Fist of Yog-Sothoth, Mesmerize, Shrivelling, Summon / Bind Hunting Horror.

Skills: Bargain 30%, Cthulhu Mythos 50%, Fast Talk 30%, Occult 50%, Persuade 40%.

### Zthul-za Dûm

STR 16 CON 16 SIZ 16 INT 18 POW 23  
DEX 12 APP 12 EDU 18 SAN 0 HP 16

Damage Bonus: +1d4

Weapons: Fist / Punch 60%, damage 1d3 + db  
Sword 70%, damage 1d8 + db

Spells: Create Mists of Rlyeh, Dominate, Dread Curse of Azathoth, Fist of Yog-Sothoth, Grasp of Cthulhu, Mesmerize, Shrivelling, Summon / Bind Hunting Horror.

Magical Artefacts: It is highly unlikely that the investigators come into direct contact with Zthul-za Dûm; however if they do then the sorcerer has the entire vault of his brother's treasures at his disposal. It is up to the keeper to decide if these treasures include any magical artefacts that can be used against the players. Alternatively, if the keeper decides that he needs to up, Zthul-za Dûm's power to give players a greater challenge then he could be armed with some artefact that allows him to project some power through the mirror at his adversaries, or a ring which stores a battery of 10 POW / MPs.

Skills: Astronomy 55%, Cthulhu Mythos 65%, Contrive Evil Scheme 75%, History 65%, Occult 75%, Persuade 70%.

Sanity Loss: 0 /1d3 (although Zthul-za Dûm is in appearance a normal human, albeit a large

and physically powerful one investigators, will see him as a large shadowy form enshrouded in a spectral green mist on the other side of a sorcerous mirror: hence the possibility of SAN loss).

### Future Adventure Possibilities:

The artist Miles Gedney is a truly gifted artist and comes to the attention of a wealthy socialite who becomes his patron. Unfortunately for Gedney, the patron is a Cultist who seduces Gedney and then exposes him to the horrors of the Mythos. Adventurers will next hear of Gedney when they read in the Arkham Advertiser that at a private view of a young artist's work gallery goers were deeply disturbed by the unwholesome nature of the paintings. One individual has become so troubled that they have booked themselves into the Arkham Sanatorium.

Dr Chase contacts the investigators to assist him with an artefact that has been donated to the Miskatonic University. It is a bronze crown bearing an engraved text in the Ilsley Variant runes. Chase states that the crown is obviously a fake, but all archaeological and metallurgical analyses indicate that it is over 10,000 years old.

In an antique shop on Curwen Street a mirror is displayed in the window. It troubles one of the investigators because it is an exact duplicate of Zthul-za Dûm's. The shop owner does not remember purchasing the thing, and is obviously disturbed by its presence. He will happily sell the mirror for a fraction of its actual worth.

Hector Ilsley's diary is found in an otherwise unconnected adventure. It is the ravings of a madman or the concoction of a gifted fantasist. Ilsley states that he was in communication with "science-wizards from before the age of man". In this diary Ilsley gives an elaborate account of a life in which he frequently exchanged minds, with the science wizards who granted him vi-

sions of the far future and distant past. One period of the past is detailed specifically, a proto-European civilization existing some 10,000 years ago or more. This account is accompanied by drawings of artefacts which are all marked by an ancient script with distinct similarities to Nordic runes.

The investigators are contacted by a wealthy industrialist whose son has become embroiled in a strange fraternity at college. If the players investigate they will discover that the fraternity is a front for an organization which calls itself

The Disciples of the Veiled Truth who seek to uncover the mysteries of the cosmos through communing with something they call “The One Between Spaces”.

If Wade survives he can recur at any later date either intent on gaining his revenge, or mixed up in some other fiendish scheme.

As Zthul-za Dûm broods in his vault he comes to the attention of Nyarlathotep. The Outer God will offer him his freedom in return for his assistance in some amusing game he has in mind.

# The Confessions of St. Augustine, Chapter CCLXVIII

*A HALLOWEEN ADVENTURE FOR CALL OF CTHULHU*

SCENARIO AND ARTWORK BY TIM HUTCHINGS

In this scenario the players take on the role of veteran Investigators living in semi-retirement in 1950 Connecticut. A terrible accident unbalances their otherwise idyllic lives and they must deal with the repercussions.

## Player's Information:

Your band of Investigators have led long, hard lives doing the world one good turn after another. You've fought eldritch evil, Nazis, dark things from beyond – alien threats are commonplace to you. Through it all you've kept a tenuous grasp on your sanity and your ethics. You are good people who have done great things, and now is your time to rest. You've earned it, but there's one last thing you need to do, one last project is soon coming to its culmination. Now lets all listen to the radio and wait for morning...

## Keeper's Information:

This is a scenario driven by the players, everything that happens will be influenced by their reactions to a single horrific, accidental killing on Halloween night. You the keeper introduce nothing supernatural, nothing horrific beyond that first moment – leave that to the players. It's their job to stay alive and free until 6:26AM the following morning, it's your job to use the mundane world to make that as difficult as possible.

For the imploding style of this scenario, think about stories like A Simple Plan – every action has repercussions which complicate the lives of the protagonists. This scenario is not easy, there are no win conditions – noth-

ing other than varying levels of loss. Try to dissuade the players from resigning themselves to a Pyrrhic victory, keep dangling the carrot of hope before them.

Be fluid, play fast and loose. Don't drag scenes out, either – if you see a further complication let the players have what they want. The scenario can easily play out in three or four hours.

## The Characters:

This scenario is loosely tailored be run with the included pre-generated characters, but it can be used with a handful of retired PCs from your various campaigns. After all, most of them would eventually get out of the asylum/jail/bottomless void and would need a place to rest. Be generous and let the players add a significant amount of skill points onto their old characters – let them add to academic and physical skills, not the social skills. Skills aren't what will get the PCs out of this scenario so let them feel like they are getting a big treat with new, spendable skill points.

Regardless of whether you use pre-gens or reactivate retired PCs, there will be some conditions which will need to be insisted upon. The first and most important condition is that the PCs are all fundamentally good people, heartless murderers will render the conceit of the scenario a non-starter. Emphasize that the PCs are good people, and that they are all on the brink of going insane – evil actions will be penalized with San loss.

The pre-generated PCs are listed in their order of importance. St. Augustine is the most integrated in the scenario, Ronald Vanderbentte the least.

### The House and Possessions:

Pre-gens or not, for safety and camaradery the PCs live together in a communal home. This is a “city home” in Happy Vale, Connecticut. They enjoy a half acre of grounds surrounded by a high stone wall topped with broken glass and perhaps inscribed with warding runes here and there. The home itself is a safe house, it has any reasonable thing the PCs should like to have and many unreasonable things as well.

Let the players have whatever equipment they want as the need evolves during play. If the PCs want dynamite, give them dynamite. If they want a bazooka, give them a bazooka – they’re attic is full of bazookas. All the more rope with which to hang themselves. Take it as a given that there are well hidden guns in every room, that the windows can be barred by throwing an electrical switch. Imagine the sort of ridiculous fortress that the players would build if you’d given them hours to plan, that’s where this game will be played. Be loose, be giving, don’t be afraid to say no when they players start tailoring their requests too much to the situation at hand. Make the players understand that you retain the right to veto anything TOO unreasonable that they request, and feel free as the Keeper to demand Credit Rating checks from the requesting player if you feel in doubt.

Consider allowing the players to lobby for magical items as well, but make sure that every piece of supernatural gear has a damning trick built into it that the PCs may or may not know about. If the PCs request a spell, consider giving it to them – make sure the SAN loss makes casting that particular spell overly risky for a group like this.

The PCs also have neighbors. Beyond the wall is a suburb with people who don’t like guns being fired, screams being throatily released, or people creeping about their property. Remind the PCs that they’ve lived in this house for over

a decade, the PCs are part of a community and the neighbors are friends. An initial concern is not annoying them, not to visibly break the bounds of propriety and lose the town’s good faith.

The house itself is large and sturdy, if the PCs want a solarium give them a solarium, if they want a widow’s walk give them a widow’s walk. The surrounding stone wall is tall and requires a Climb roll to scale, failure means the climber is cut on the broken glass for 1d4 pts of damage. The only conventional way onto the grounds is a gate with an electrical buzzer opening onto the front walk, and the large iron gate closing off the drive which leads to the garage.

### The Device:

Something is keeping the players from simply fleeing the house and disappearing into the night. What that exactly is should be decided by the players and the keeper working together. There should be some device or arcane ritual which has taken years of preparation and requires a gigantic amount of equipment to enact and will finally resolve its task at 6:26AM on November 1st.

The requirements for this imagined device is that it requires ALL of the characters to be present at 6:26AM for it to operate. If even one person is missing, the device will not work properly. It is up to you the Keeper if a stand-in will work or not. What this device does should be decided by the PCs and Keeper together, but it should work a medium-sized good for both the world and the PCs personally. The Keeper should guide the PCs towards a Device that is important enough that the PCs will risk their lives for it, but not SO important that players will heedlessly sacrifice their PCs for it.

Ex. An occult machine cobbled together by the PCs out of various bits of arcane ephemera, weird science, and alien technology. At the crack of dawn it will emit occult rays which should thwart a Deep One plot to sink several nearby towns under the waves of the Atlantic Ocean. Thousands of lives are at stake!



Ex. A mysterious ritual, years in the making, will effectively summon forth fellow Investigators long lost in the windy spaces between the stars. Not only will their fellows be returned to the Earth, but they had important information on the methods needed to thwart the great destruction threatening the Earth in the form of the atom bomb.

Ex. At the crack of dawn a Rube Goldberg arrangement of mirrors and lenses will direct the sun's light at a wicked Mythos object the PCs captured long ago, banishing it to the fires at the center of the sun. This is the only time for the next hundred years in which this task can be performed...

You get the idea. The REAL purpose of the device is to give the PCs a good reason to stay in the house. Craft a Device which they won't easily abandon.

#### Introducing the adventure:

1. Read the players the Player Introduction.
2. Hand out character sheets. Emphasize that the PCs are all lifelong friends.
3. Explain the living arrangements for the house. Explain that the PCs have any reasonable equipment that they can think of.
4. Work with the players to decide on a Device which needs to be attended until morning. What does it do? How does it work? What is it? Why does everyone need to be there at dawn?
5. Read the Prologue to the players. Be sure to have them contribute as described.

After that you enter in-game time (See text box nearby).

#### Scenario Timeline

7:30pm, the death of Toby Dulane

At that first moment really push the players. What exactly are they doing? The children are outside the gate, they look afraid – they are going to run away. Annoyed neighbors are right now calling in noise complaints to the police.

8:15pm, the Law's first visit

Deputy Parks will stop by and ask about the barrage of gunfire. He is more concerned than suspicious and a reasonable explanation will send him away. He will warn the players against any further disturbances. If there is obvious evidence visible to him, blood on the steps or bullet splats around the gate, he will be very suspicious.

10:45pm, Where's the kids?

The parents of any missing children are becoming concerned, they call around the neighborhood asking who has and hasn't seen the children. The parents will quickly deduce that the children were last seen around the PCs house. Phone calls and visits will pepper the rest of the evening.

11:15pm, When did you last see the children?

Deputy Miles will call the PCs, inquiring after missing children. He will be very thorough in his questioning.

12:45am, But earlier you told Deputy Miles...

Sheriff Montecrif will show up around 11:45, shining his flashlight through the gates and becoming more of a nuisance.

This, of course, is a sample timeline – the scenario can easily spiral wildly out of control in many ways.

## NON-PLAYER CHARACTERS:

### The Children

#### **Toby Dulane (deceased), aged 10**

A smart boy from across the street, he helped out around the garden on occasion and painted the garage last month. This is how he learned the trick of getting the gate open without a key. Poor Toby just wanted to play a trick on the somewhat friendly, somewhat scary men who lived in the big house across the street. Toby was wearing a home-made Frankenstein costume when the accident occurred.

#### **Joyce Randall, dressed as a ghost. Aged 10.**

#### **Robbie Svenson, dressed as a wolfman. Aged 9.**

#### **Stan Perlin, "I'm dressed as a dead Dracula!" Aged 7.**

Joyce, Robbie and Stan are neighborhood kids, mostly well behaved and not terribly rambunctious. Throughout the adventure, have them be afraid yet placid – don't have them physically fight the investigators. If one escapes he will immediately come back and try to help the others escape before getting help. They will ask Mpangi where Toby is, and what is going to happen to them. Work the PCs to make them feel awful for even considering threatening these kids. And the kids aren't stupid, don't treat them as such – if an opportunity to affect the story comes up and it's interesting, let the kids act.

The children have parents. Use them. The last house the children will be seen at will be the PCs, send the parents over for a visit. Make phone calls. Watch the house, sneak onto the grounds. Use the parents.

### The Police

Deputy Parks and Miles and Sheriff Montcliff are the town's police force. A State Trooper station is a ten minute drive out of town and is in easy radio contact with the Sheriff's office. When entering or leaving their cars, officers

will radio into the dispatcher and give their situation and location no matter how mundane. The PCs can monitor the police dispatches by making an Electrical Repair roll to jury rig a working short wave set or a Credit Rating roll to have a proper radio handy.

#### **Deputy Guy Parks**

STR 12 DEX 12 INT 10 CON 10 APP 8  
POW 8 SIZ 11 EDU 12 HP 10 SAN 40

Skills: Climb 35, First Aid 45, Law 35, Listen 35, Photography 25, Drive Auto 35, Sneak 45, Spot Hidden 45, Track 25, Handgun 35, Rifle 35, Shotgun 30

An earnest deputy and an admirer of Harry Dock. The PCs will first meet him when he comes to investigate the barrage of gunfire reported by the neighbors. He is attentive but not overly suspicious at first.

#### **Deputy Chuck Miles**

STR 14 DEX 11 INT 10 CON 10 APP 11  
POW 9 SIZ 11 EDU 12 HP 10 SAN 45

Skills: Climb 35, Electrical Repair 35, First Aid 45, Law 35, Listen 35, Photography 25, Drive Auto 35, Sneak 45, Spot Hidden 45, Track 25, Handgun 35, Rifle 35, Shotgun 30

Deputy Miles will be working the Sheriff's office on Halloween night. Phone calls placed to the office will go to Miles who will then use the police radios to contact other officers. Miles will only leave the office under dire circumstances, and only then after arranging for a replacement from the State Troopers station.

#### **Sheriff Ezra Montcliff**

STR 14 DEX 13 INT 15 CON 10 APP 12  
POW 13 SIZ 13 EDU 14 HP 11 SAN 65

Skills: Climb 55, First Aid 45, Law 45, Listen 45, Photography 25, Drive Auto 45, Sneak 55, Spot Hidden 65, Track 45, Handgun 55, Rifle 55, Shotgun 40

Use Sheriff Monteclyff when things become more involved. Monteclyff will pick up on clues and deduce quite well. As the evening wears on, he will automatically spot clues if wandering the grounds or looking through the gates. Use Montefcliff to put the pressure on the investigators, let him find damning evidence and force their hand. Montcliff is not above getting the judge out of bed to force access to the property, or sneaking onto the grounds himself if he is suspicious enough.

### State Trooper

STR 13 DEX 13 INT 11 CON 10 APP 12  
POW 13 SIZ 13 EDU 12 HP 11 SAN 65

Skills: First Aid 45, Law 25, Listen 45, Photography 25, Drive Auto 45, Sneak 55, Spot Hidden 65, Track 45, Handgun 55, Rifle 55, Shotgun 40

If any sort of stand off develops, a dozen state troopers can be at the house in ten minutes. A dozen more will arrive in twenty.

## PROLOGUE:

Read this to kick off the adventure.:

“Your band of academics and doughty explorers have braved numerous hazards, traveling the world by ship, train and aeroplane. You’ve plumbed the depths of the Mahachu Caverns in Steu-tempe, Mexico and brought forth the long lost tablets of Urnu-Haight which were vital in the thwarting of a Deep One clan bent on the destruction of Elswood, Mass. You donned experimental quasi-living respirators crafted from de-sentienated shoggoth tissue and climbed to the peak of Mount Everest’s invisible twin, evading living sheets of blood ice the entire way, all necessary to make an impression of a Mi-Go ice stela which was in turn presented to an unnameable sorcerous being in exchange for the preservation of New York City from an unknowable curse. The librams, tomes, manuscripts and incanabula you have donated to a nearby university have literally filled a library. You have fought, bled, screamed, yet perse-

vered; you have seen numerous friends and acquaintances die yet you have always done what was right for humanity. Even now a great project is reaching its culmination... <describe the Device and where it is>. A hero’s work is never done.

Once, on an aeroplane over a certain locale in the Pacific, you saw both pilots and the mechanic and your faithful native guide dissolve into a pile of amorphous limbs ringed with mouths singing a beautifully blasphemous song. <Go around the table, each person contributes one scene of horror which they barely survived.> You are a well-oiled survival machine, your group has proven resistant time and again to supernatural threats. Thus it was certainly understandable that when a gibbering white robed minikin with a green, snarling face leaped through the front door, you did what you do best.

After the smoke cleared, none of you were certain who fired the shots that rang true - you are only certain that the fusillade did it’s job. In a moment you take in the results of your decisive action - the being’s disembodied face lying on the floor near it’s twisted little hand, an orange plastic pumpkin still spinning on the floor discharging candy in lazy arcs, one little striped sock exposed to the cool evening air, the widening pool of blood. Sixty feet beyond the iron street gate stands open, gathered outside you see a band of children in various novel costumes. It’s Halloween. What do you do now?”

## ENDING THE SCENARIO:

Hopefully the players will surprise you and find a happy ending to this scenario, but they probably won’t. If the scenario reaches a point at which there are not surprises left to spring, consider ending it. Stop the game BEFORE the big gun battle with the besieging police, stop the game before the players crash through the garage door in the hopes of a mad automobile getaway against all odds.

Hostage situations aren't fun, neither is playing out every hour when nothing is happening. Let the players run the clock forwards as fast as they like, but don't let them resign to not caring about their lives after the Device is activated in the morning. Activating the device isn't a win condition, it's still a loss if the PCs are condemned to lives of pain and misery in an institution.

To dissuade the PCs from giving in to the police too easily, point out that they have broken many, many laws and angered many powerful people over their lives – they will certainly serve life in prison or worse. Consider having an FBI “men in black” squad show up, to make sure the players know that their eldritch secrets will fall into the hands of those who might use them for ill.

In short, gently push the players between self-preservation and the good of the Device. Chide them along with the ethical problems from the fallout of the boys accidental death. Remind them that one person can't take the fall or go insane before the Device is activated or it will fail.

## THE PCs:

**Simon Agnew St. Augustine, wheelchair bound Professor of the Classics (ret.)**

**b. 1867, Bristol, UK, aged 83**

STR 7 DEX 6 INT 17 CON, 6 APP 7  
POW 16 SIZ 11 EDU 20 HP 8 SAN 25

Skills: Classical Literature 68, Accounting 11, Anthropology 33, Archaeology 43, Drawing 32, Astronomy 19, Chemistry 18, Climb 10, Conceal 34, Credit Rating 22, Cthulhu Mythos 71, Dodge 14, First Aid 50, History 72, Law 13, Library Use 60, Locksmith 10, Martial Arts 14, Mechanical Repair 22, Occult 72, English 90, Latin 80, Ancient Greek 75, Italian 50, French 24, Japanese 11, Aramaic 23, Hebrew 44, Elder Thing (written) 13, Persuade 20, Spot Hidden 45, Handgun 50, Rifle 28, Shotgun 62, Fist 56

Spells: Wither Limb, Flesh Ward

Latin Latin Latin. If only you'd never learned Latin. Forbidden books written in Latin are what got you involved with the Mythos and you think you'd be better off if you'd been a stable manager like your father. Your works on Herodotus' Histories are well respected in the academic world, but your great passion is the book of occult lore you are writing which you jokingly call “St. Augustine's Confessions”. If anyone in your group found out about it they would burn the book instantly, it's your most precious secret - the work of decades.

You've lived a long and lucky life for this line of work and you appreciate that. Sure, you've seen horrible things you can never un-see, and you know that not only isn't there a heaven but if there IS a soul then yours will be claimed by an eyeless slug-thing hibernating in the foothills of Nepal. It was a bargain you made in desperation, when you were young and a natural death seemed so impossibly far away...

You don't want to die. It will either be the void or eternal torment by Ali-tiikall-mabdi the slug thing of Tibet. You want to live a long time, you are careful. Very careful.

Your right arm is slightly paralyzed due to an electric shock received while working as a telegraph operator during the Great War. You broke a hip several years ago and it still gives you problems, you can walk in short spurts, but prefer your wheelchair - your knees and back hurt all the time. An eye was lost to an assassin's dagger in Peoria, Illinois and four



Simon



toes were lost to frostbite in the Andes Mountains, rather than wear a glass eye you instead paint that lens of your glasses black. Your chest bears a tremendous purple scar amongst the soft folds of flesh, an Amazonian arrow and the following infection having nearly claimed your life in 1929.

The house has an electric lift which you use to quickly go up and down the stairs and to the basement, saving you the great pain of walking. You like it here in Happy Vale, Connecticut. You often speak at the Women's Auxiliary club, lecturing them on various bits of Greek history - you don't think they absorb what you say but simply like to affect an air of sophistication.

You like your blanket and spot by the fire, you like working on your Confessions, you like knowing there is a shortened police shotgun concealed under the seat of your wheelchair. Here in this house you shall count out your days until Ali-tiikall-mabdi claims your soul.

Keeper's notes on Simon Agnew St. Augustine:

"The Confessions of St. Augustine" is actually a potent Mythos tome in the making. Any person reading it will be able to cast numerous spells and rituals. For this to fall into the wrong hands, or to be published will be disastrous. If the PCs should summon Nyarlothtotep and attempt to bargain with him, he would require that the book be published unabridged and would offer the PCs any reasonable solution to their problems to have this done. "You want your lens to destroy the Ineffable Tetrahedron? No problem. I'll disappear the dead child's parents, get the sheriff off your back, and wipe the minds of everyone else involved - just publish that book".

Good stories are always scary: If left alone to talk with the children, St. Augustine will inevitably begin telling them stories to try and keep them amused and quiet. Unfortunately, St. Augustine is so far gone that his stories are full of infinite dread and horrible truths - have Augustine make a sanity check. IF HE FAILS he

will have imparted some sort of cosmic truth the children and they will be permanently changed, their innocence tainted. They will not become evil, but will become sad and worldly and will seemingly know much more than they should.



Harold

Keep on, Keep on Rolling: St. Augustine can get around the house

quickly and easily. There is a stair lift which speeds him from attic to basement, and should he need to he can walk wherever he likes - he'll just be unhappy about it. Don't let St. Augustine be pushed out of scenes and conversations because people don't think he could physically be there due to speed or accessibility.

### Harold "Harry" Dock

**b. 1892, New York City, aged 58**

STR 9 DEX 10 INT 8 CON 15 APP 14  
POW 10 SIZ 13 EDU 19 HP 14 SAN 25

Skills: Accounting 56, Anthropology 12, Archaeology 41, Dance 21, Astronomy 11, Bargain 48, Chemistry 11, Climb 48, Conceal 64, Credit Rating 47, Cthulhu Mythos 51, Disguise 32, Dodge 54, Drive Auto 32, Explosives 44, Fast Talk 28, First Aid 58, Geology 21, Hide 50, Jump 52, Law 48, Library Use 29, Lens Grinding 34, Listen 45, Locksmith 65, Natural History 20, Occult 42, Operate Heavy Machinery 12, French 22, German 31, Latin 21, Persuade 20, Pharmacy 35, Photograph 48, Physics 21, Ride 12, Sneak 48, Spot Hidden 40, Swim 28, Throw 41, Handgun 41, Rifle 50, Shotgun 68

(+15 if shooting skeetlike objects), SMG 42, Fist 68, Grapple 29

You were investigating unnatural secrets for years before falling in with your fellow investigators. It all began with a society kidnapping, you thought it was a fraternity prank but when the bits of the body started showing up in mailboxes around Queens you realized different. But the bits of strangely softened body parts were nothing compared to the... the... entity you managed to seal up in the basement of the City Opera House - thank goodness for dynamite.

But that was long, long ago. Since then you've traveled the world with these people you call friends, seeing one horror after another. Preserving the innocent, that's your line and you've done a long, good job of it. You were happy to officially retire to this home in Happy Vale, Connecticut. It's peaceful and quiet and you can drink yourself unconscious and no one really cares. You've earned it: you fought in the First World War, you saved damsels in distress, you've fled from a fifty foot high howling eyeball carried on the shoulders of a hundred blank-faced Chinese. Yes, you've definitely earned some quiet time to yourself.

You spend your quiet days pottering in the garden and grinding lenses for no particular purpose. You've learned French and like to shoot skeet. You are even taking dancing lessons at the Wimberly Hall from a Ms. Harper. A quiet, ideal existence if you didn't know what lurked beyond the thin veil of reality.

Your chest is a mass of horizontal scars from the time a maddened lumberjack threw you onto a gigantic circular saw while you and your companions were investigating a group of Wendigo worshippers in the Siberian steppes. You could say it was a miracle you survived, but you didn't. You died, horribly and can remember the pain. Your companion Doctor Raumsveldt, now deceased, apparently performed a profane ritual which involved baking your body down into its essential salts and then reconstituting you. The scars across your chest are from the bits that were left on the saw blade and the ceil-

ing and considered unrecoverable. Since the unholy resurrection, your skin is pebbly and dry - go figure.

You are laced with numerous other scars from a hundred near death experiences, and have been shot fourteen times. Your neck is bent at a slight angle from a failed attempt to hang yourself, and you are missing an eye from self-mutilation after witnessing a woman explode into a hundred tendrils of wet, living slime that sang you a song so blasphemous that you went deaf for a year. You are missing many teeth from various incidents, but wear an expensive partial.

Your great comfort is a large calibre pistol always kept within easy reach.

Keeper's notes on Harold Dock:

What, You Forgot Where We Planted Him?: The body of Doctor Raumsveldt is buried in the backyard in an unmarked grave, along with the bodies of several other investigators - but don't mention this unless asked. It is certainly possible that the players will wish to dig up the Doctor and use the magical horn to speak with him. He can convey to them the "Resurrection" spell which will raise Toby from the dead mostly intact. Quickly reducing the body to its essential salts will require six hours in the converted coal furnace and a 1d6/1d10 loss to prepare it using kitchen utensils and roasting pans. Toby will still be horribly marked and will probably be insane, but not too insane to explain to the police what happened.

### **Randall "Specs" Bowler, bitter newspaper correspondent**

**b. 1890, Chicago, USA, aged 60**

STR 12 DEX 10 INT 11 CON 15 APP 8  
POW 10 SIZ 12 EDU 19 HP 13 SAN 29

Skills: Accounting 42, Anthropology 12, Archaeology 23, Typesetting 55, Bargain 32, Chemistry 12, Climb 52, Conceal 23, Credit Rating 56, Cthulhu Mythos 42, Disguise 21, Dodge 62, Drive Auto 49, Electrical Repair 50, Fast Talk 20, First Aid 38, Hide 42, History 30, Law 15,



Randall

Library Use 69, Listen 34, Locksmith 10, Martial Arts 38, Mechanical Repair 62, Medicine 10, Natural History 15, Occult 48, English 99, French 14, Persuade 31, Pharmacy 14, Pilot Boat 23, Ride 22, Sneak 40, Spot Hidden 55, Handgun 72, Machine Gun 32, Rifle 76, Shotgun 38, SMG 50, Fist 70, Grapple 28, Kick 40

You were following up a hot lead on a series of bizarre cannibal murders when you fell in with the other investigators. You were instrumental in helping them escape from the kitchen dungeons of a cult of mad man-eaters working right in the heart of Chicago. When you heard the stories your new friends told, you realized that this might be your Big Chance...

But no. There are things man was not meant to know, or at least not meant to print in the newspapers. Since your retirement from actively thwarting supernatural evil you have become a clearing house for printed information, the clipping house in Hartford sends a messenger over almost every day with items for you. Corresponding with friendly but Mythos-ignorant newspaper and magazine editors across the nation, you discreetly work to suppress writers who are getting too close to revealing the Awful Truth. You've even ratted people out to the McCarthy administration, getting good reporters barred from writing because of alleged affiliations with the Reds.

You aren't proud of that, but it's necessary.

Your right hand was bitten off by a Deep One when cultists threw you into a canal near Waukesha, Wisconsin. You type one-handed very quickly, using the false hand to slap the

space bar. A seven inch scar runs across the top of your bald head, it's perfectly straight and just appeared one day in 1932 while you were investigating what proved to be a mundane witch cult in Germany. Now you always wear a hat, even indoors. You have been shot eleven times and nearly stabbed to death twice.

Whenever anyone mentions the Spanish you fall into an uncontrollable cussing fit and make empty threats against the speaker. You know that this is a mental problem, but can do nothing to control it, you actually hold no grudge against Spaniards and would not react violently if you were to meet one.

As part of your self-imposed training regime, you long ago became a very competent marksman and a master of the Japanese art of judo. You also learned how to fix automobiles after you were stranded in the dark near Innsmouth, Mass.

Your home in Happy Vale is safe but dull. You know enough to never let your guard down, but it's so dull... You have an amateur typography set which you use to lay out the newsletter for the church down the street - it helps idle away the hours.

### **Mpangi Josiah West, eternal student, adopted son of the group**

**b. ? Mopokai Traibe, Ivory Coast, about 40 years of age.**

STR 12    DEX 12    INT 14    CON 8    APP 13  
POW 13    SIZ 15    EDU 15    HP 12    SAN 33

Skills: Anthropology 42, Dollmaking 30, Drawing 44, Astronomy 14, Bargain 20, Biology 33, Climb 50, Conceal 33, Carpentry 33, Cthulhu Mythos 51, Dodge 40, Electrical Repair 20, Fast Talk 14, First Aid 41, Hide 41, Library Use 55, Martial Arts 15, Natural History 45, Navigate 28, Occult 51, French 22, English 80, Dutch 38, Latin 44, Ancient Greek 34, Persuade 25, Pharmacy 12, Photography 18, Psychoanalysis 19, Psychology 31, Sneak 42, Spot Hidden 62, Swim 32, Throw 48, Track 38, Handgun 55, Rifle 56, Shotgun 45, SMG 24, Fist 56, Kick 31



You were hired as a guide for a band of white adventurers in Cote d'Ivoire when you were about fourteen years old. You and your brothers and many members of your tribe accompanied them to a mountain near Lake Tekal, a long and circuitous overland journey which made little sense. There you saw a vast stone building lifted high into the air on the back of a jungle god seemingly made of snakes and tentacles, in the mayhem you followed the white men through a magic door they made in the wall.

You've been with them ever since. You speak English better than most and wear Western dress. You have received a rather eclectic education from your fellow investigators, you can speak intelligently about Plato in French and can field strip most weapons in less than two minutes. That said, you occupy an uncomfortable place in the larger community of Happy Vale - it's a "sunset community" and all non-whites are required to leave the city limits each evening. It is only because of a discreet favor the investigators did for the last (and now deceased) mayor that you were given an exception.

At the age of 40, you are the youngest person living in the house. Everyone shares in the chores as much as they can, though to you falls much of the heavy labor others are incapable of. This further confuses outsiders about your place in the house, many assuming you are a servant. Nonetheless, you are very popular with the children in the neighborhood and often make them apple-headed dolls.

You know numerous petty magics associated with your native people, some of them are pure superstition but other have proved efficacious when needed. You observe many small rituals and taboos native to your peoples, though the irony is that you have learned about many of them through books written by Western anthropologists. You left too early to have been instructed in the mysteries first hand.

You bear ritual pug-pug scars which frame your face and criss-cross your back. Mixed in with the pug-pug are numerous other scars from your adventures; stab wounds, burns,

three bullet holes and an appendectomy scar decorate your torso. On your right thigh is an exceedingly horrific scar received when a burning skull flew up from a chasm and latched onto your leg. You wear glasses and always carry a small revolver on your person.

**Petty Magics:** Mpangi can trade 1 San point for +4% bonus to a skill roll, trading any number of San points in this way. Have the player mention whatever strange charm or fetish is employed in getting this bonus. Any witnessing the magic being used may be forced to make a Sanity check depending on how the magic is made manifest, the potential loss is never more than half of what Mpangi spent on the bonus.

### **William "Bucky" Malone, spirited adventurer and man about town**

#### **b. 1898 near Mahood Falls, Canada, aged 52**

STR 13 DEX 14 INT 13 CON 11 APP 14  
POW 10 SIZ 12 EDU 15 HP 11 SAN 34

**Skills:** Anthropology 18, Archaeology 11, Bargain 40, Conceal 45, Credit Rating 32, Cthulhu Mythos 34, Electrical Repair 44, Fast Talk 21, First Aid 41, Gamble 48, Hide 38, Jump 32, Library Use 33, Listen 55, Natural History 43, Navigate 51, Occult 30, Operate Heavy Machinery 44, German 44, French 23, Various Amerindian Dialects 44, English 80, Persuade 31, Pilot Plan 63, Psychology 32, Sneak 44, Spot Hidden 50, Swim 50, Track 45, Handgun 55, Machine Gun 34, Rifle 60, Shotgun 50, SMG 44, Fist 74, Grapple 33, Headbutt 44, Kick 44

Bill was raised in the northern wastes of Canada, his father was a trapper and his mother a half-indian. When the First World War started Bill lied about his age and was inducted into the Her Majesty's Army Air Corp at the tender age of sixteen. He flew with distinction until he was shot down over German lines and made prisoner. The rest of the war was spent as a gentle-



man prisoner, popular amongst the upper crust of the fading German aristocracy.

After the war you returned to Mahood Falls in Canada, to care for your ailing parents. You set up the first bush pilot service, retrofitting a decommissioned Bleriot recon plane with pontoons. Lucrative mail contracts quickly followed. You were well traveled, a noted gambler and adventurer, a skilled hunter and unofficial boxing champion of the Northwestern Territory. You became famous as a swashbuckling hero of the north - which is how you met the other investigators.

Your introduction to the Mythos happened in 1926, a motley assortment of what you thought were novelty seeking tourists hired you to go glacier hopping on the edge of the Arctic Circle. No matter how much you assured them that there were no penguins in the Arctic, giant and albino or not, they quietly insisted on their trip. Drawn in by the easy money and unknown vistas, you signed on.

The adventure was hellish and half of your party perished. Freakish winds forced your plane down into a mountain range where gibbering things half snake and half man attacked your group with guns that shot lightning fog. A great mound of wet bones filled a mountain

pass hundreds of feet deep, and was somehow alive. That's all you remember, and the hunger... You are relatively sure you were reduced to eating human flesh to survive, but this and many other things are never discussed amongst your fellow investigators.

Since this initial meeting you have had many, many other run-

ins with the unknown. You lost three fingers to a dog-headed monkey in the Andalusian mountains, you bear a gigantic circular star on your chest from a razor sharp tentacle sucker. You think that last happened in Syria, but things are blurry. You've been shot at least six times and once had your arm nearly cut off by a battle axe. Your back is always sore and you wear glasses, but you've held up well everything considered. Your hand is steady and your mind quick, though you are happy living in this quiet community in Connecticut.

You are unmarried but considered quite the catch in Happy Vale despite your age. You always carry a small automatic pistol in a trouser pocket.

### **Ronald "Ronsie" Vanderbente III, Professor of Achaology (ret)**

**b. 1898, Providence, Rhode Island, aged 52**

STR 11 DEX 12 INT 16 CON 14 APP 15

POW 9 SIZ 9 EDU 18 HP 11 SAN 38

Skills: Accounting 22, Archaeology 55, Anthropology 45, Bargain 33, Biology 21, Cthulhu Mythos 56, Conceal 44, Credit Rating 67, Drive Auto 85, Fast Talk 23, Hide 44, History 34, Law 21, Library Use 67, Occult 45, French 34, English 95, Persuade 19, Physics 19, Pilot Plane 30, Ride 48, Sneak 56, Spot Hidden 64, Throw 32, Handgun 60, Machine Gun 18, Rifle 52, Shotgun 42, Gun Can 20, SMG 41, Fist 52, Grapple 26

You are wealthy and always have been. You have relatives and money and monied relatives always working for your best interests, your life up until 1923 was easy-peasy as you might have said. But that year you were shipwrecked on an island in the Pacific, an island inhabited by what you now know are called "Deep Ones". You lived on the island for three months, hiding and skulking and watching the rest of your yachting party being found and carried off one by one. It was horrible. When a band of well-armed white men came ashore you hailed



William

them as saviors, guiding them to the forbidding temple at the islands center and helping them slip inside. After the island sank and you returned to Los Angeles with your new friends, you found you couldn't return to your earlier life. It was hollow and vacant.

You spent the next few decades traveling the world fighting those who would release cosmic evil upon the Earth and picking up a PhD in Archaeology along the way. It was horrible, but you survived and did a lot of good. Now you are hiding from the public eye here in Happy Vale, pleased at the prospect of living out the rest of your life in peace and quiet. It's important that you stay out of the news, not just because people might be looking for you but also to preserve the family name.

Once you were on Pluto, transported there by a chalk mark a prison convict drew on a wall. The man told you that it was Pluto anyways. Or that it WAS Pluto a hundred million years ago. Anyways, while there you were bitten by a fluorescent orange thing somewhat like a king crab. The venom left you in pain for months and the wound never properly healed, the swollen sore on your stomach constantly leaks a poisonous puss and requires having the bandages changed twice a day. Since then, you've been seemingly rendered immune to snake bites.

You wear a scarf in all seasons to cover the hideous scar across your throat received when a fellow adventurer went mad and tried to murder you in your sleep. You have a tic in your left eye and are missing your left thumb, thank goodness you are right handed. You are also missing the lower half of your left leg and walk with a cane, an expensive prosthesis conceals your disability from casual observation.

Your cane is of antique manufacture and has a single .22 calibre bullet concealed in the tip. It is wildly inaccurate and is fired by twisting the handle. You also carry a small pistol on your person at all times.

## THINGS LYING ABOUT THE HOUSE:

It is helpful to make cards for these items with the information known to the PCs written on them. [Hey editor, I can write up and/or illustrate an item cut-out page if you like]

-“An alien device which academic research indicates can reanimate recently slain. To look upon it hurts the eyes with its impossible twists and folds. It is incorporated into a mass of wires and transistors to render it usable by humans.”

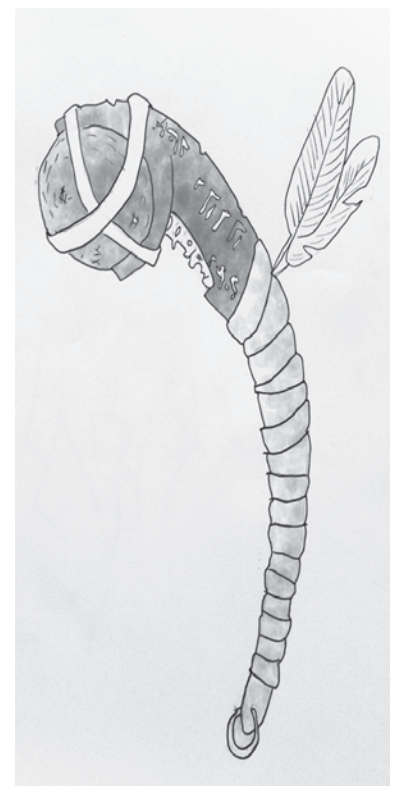
For the Keeper:

A successful Physics roll will reanimate the corpse of Toby (1/1d4), returning his consciousness to a mechanically broken body which can never die. He can speak and move after a fashion, but is in continuous pain and will never heal. A failed Physics roll (1/1d6) will return Toby to his body to never die, but he will be driven insane. Mad Toby will scream forever excepting brief lucid flashes which assure the PCs that he is actually alive.

“A wooden war club of North African make that seemingly causes a person to fall into a state of mute idiocy when struck on the head. It is carved with a mishmash of words and symbols, many from the Judeo/Christian/Arab holy works.”

For the Keeper:

The state of idiocy is induced when the combined damage delivered by the club beats the victims POW in a vs test. On a



critical failure, the body is possessed by a malicious demon which will make life Hell for the PCs. The PCs know that a simple tap won't activate the clubs powers, that it requires a real wallop.

"Book of Baneful Bargains, it contains the means to contact a being you are sure is Nyarlothotep. It also contains an authentic looking spell that can turn the caster into a bat, though no one has ever tested it."

For the Keeper:

The PCs know the book contains the spells Bat Form and Contact Nyarlothotep. Both can be cast directly from the book, spells operate otherwise as per the rulebook. If successfully Contacted, Nyarlothotep will appear at the front door accompanied by several "men in black". He will flash a special FBI badge identifying him as the head of a special branch of the FBI and begin negotiations to have St. Augustine's book published. If the PCs decide to fight him, see rulebook for stats. Nyarlothotep and company will go down easy, don't make the conflict complicated, but he will dissolve into a unnameable thing as per the rulebook and cause 1d10/1d100 San loss and destroy the house, ending the game. If the PCs agree to publish the book, they MUST do it – lying to Nyarlothotep is not allowed in this case.

"A blessed Australian bushmen spear that is guaranteed to slay it's mark. Simon St. Augustine once threw it from a biplane in flight and skewered the pilot of a pursuing plane, over a hundred yards away."

For the Keeper:

It only works on things alive, it will not automatically hit and slay the manikin but it will automatically slay Nyarlothotep's man-in-black incarnation. If used on a PC have victim make a POW vs 20 versus test, if he fails he is slain.

"A blessed Australian bushmen spear that is guaranteed to slay it's mark. Simon St. Augustine once threw it from a biplane in flight and skewered the pilot of a pursuing plane, over a hundred yards away."

For the Keeper:

It only works on things alive, it will not automatically hit and slay the manikin but it will automatically slay Nyarlothotep's man-in-black incarnation. If used on a PC have victim make a POW vs 20 versus test, if he fails he is slain.

"A hermetically sealed glass vat of shoggoth tissue. Watch it bubble!"

For the Keeper:

If the PCs mess with this it is up to the Keeper what happens. Don't have the tissue replicate and start destroying the town, that would distract the police from the PCs. If the PCs create that situation on purpose, give them heavy sanity penalties for innocent lives lost. If you decide that the scenario could liven up with a mini-shoggoth rampaging around the basement while the players talk to the police, here's your tool.

"A cheap suitcase full of money taken from a cult some years ago."

For the Keeper:

Most of it is counterfeit.

"A Napoleonic era powder horn which can be used to speak with the dead. It is chased with silver and inscribed with the The Lord's Prayer written in Japanese". For the Keeper:

If used on an insane person reanimated by the alien machine, nothing will happen – the person isn't dead. If used on Toby while he is properly dead, he will tell the PCs he is scared and that things are hurting him. Make the PCs concerned and upset. To be used, the horn must be

pressed into the navel of the dead person and a San check made for handling the corpse.

“A child sized figurine of woven reeds bearing a human skull and cowry shells for eyes. It was found locked in a wooden cage in a Polynesian village and covered in blood. The village was populated by corpses, with only one lone madman still alive. In your travels, you have seen a similar figurine be made to walk and follow simple commands by pronouncing the word dabbed on it’s forehead. It has been residing in a glass vitrine in the corner of your parlor for the past fifteen years.”

For the Keeper:

### Hideous Manikin

STR 7 DEX 13 INT 11 CON 20

APP 3 POW n/a SIZ 4 EDU n/a HP 14

ARMOR: 2pts, only takes 1pt from stabbing weapons and half damage from bullets

San loss: 0/1d4 for Investigators, 1/1d8 for non-Investigators

Skills: Deceptively Clumsy 40, Feral Ferocity 50, Hide 60, Sneak 60, Listen 60, Climb 70, Jump 40, Chitter in Darkness 45

Weapons: Straight Razor 60% 1d4 damage

Poisoned Stab 50% 1pt damage, Pot 10 poison causes numbness and loss of use of limb for 1d4 hours. This attack comes directly from the body of the manikin and can be delivered while grappled without penalty.

Garrote 50% - as rules

The manikin is horribly malicious, it can be activated by either an Occult or Anthropology roll. If the roll is successful, the manikin will stiffly toddle about and follow the gist of the PCs orders. If the roll is failed it will not appear to animate, though it will simply be playing possum and will slink off as soon as it’s left unattended. Regardless, at some point it will pick up a dangerous and scary weapon, preferably a straight razor from a medicine chest,

and conceal it on its person. After satisfying the simplest interpretation of the orders, it is a completely free entity and will take on a feral life of its own. It knows all about the PCs and hates them as it hates all life. Things it might do given free reign: Don the dead child’s costume and scare the PCs, forcing San checks. Lure the PCs into performing violent acts in front of the neighbors or in some way rouse the neighborhood against them. Attempt to murder lone PCs.

And yes, the manikin is just about the same size as poor Toby.

“A soporific powder which dazes the user, sending them into a trance state for several minutes during which they can ask a yes or no question of a seemingly higher power.”

For the Keeper:

This works pretty much like described. If used on an unwilling recipient, they must make a POW versus test against 18. An aftereffect is that the user is unable to lie for 4d6 hours.

Sample San loss chart:

Harming a child slightly 0/1

Doing actual injury to a child 0/1d4

Rendering a child unconscious 1/1d6

Causing a child to die (not including Toby) 1d4/1d8

Resolving to commit actions to harm a child 0/1

Permanently silencing an undying, screaming corpse 1/1d6

Preparing a fresh body for the Resurrection spell 1d6/1d10

Casting the Resurrection spell - as book

Burning a body in the furnace 1/1d3

etc.



# Great Old Ones on the Great White Way

*A parody, a pastiche, a homage, a musical comedy, a mystery, and a horror story, all in three acts.*

By Joseph Isenberg

*"We can even find as much pleasure in lampooning his [Lovecraft's] ideas and motifs as in taking them at face value."*

- Call of Cthulhu, 6th Edition

*"What did you mean, 'kill the actors.' Actors aren't animals. Actors are human beings."*

*"They are? Have you ever eaten with one?"*

- Mel Brooks, "The Producers"

## KEEPER'S NOTE:

"Great Old Ones on the Great White Way" is a scenario for a small group of starting investigators. In addition to being a fertile period for the development of horror, mystery, and weird literature, the 1920's saw the perfection of American musical theater, perhaps one of the few innovative contributions of the United States to world culture. Composers such as Irving Berlin, Cole Porter, Jerome Kern, Richard Rogers and George Gershwin, among others, invented what subsequently became the quintessential American musical form. The coincident flourishing of musical theater and horror writing seems to call for a response. Thus, we see in the year 2011 the premiere of "Herbert West, Re-Animator, the Musical," at the Steve Allen Theater in Los Angeles. In the same vein, this scenario is offered to divert both Keeper and Investigator alike.

As the scenario is written, there are, contained within the context of a musical theater production, a number of standard Call of Cthulhu tropes. A hitherto unknown artistic branch of the Marsh family makes its appear-

ance. A chorus of singing, dancing Deep One hybrids also takes a bow upon the stage. The Keeper may well be tempted to play these as straight terror elements, however, they are absolutely nothing of the sort, and cost the investigators little if any sanity loss when appearing in a theatrical context. They are simply provided to allow for some madcap knock-about silliness of the sort for which the theater of the period is known. The actual horror comes, crucially, off-stage as the investigators must thwart a white-slavery ring operated by a madwoman and some Tcho-Tcho henchmen. Originating in Manhattan, this ring preys upon star-struck girls from the country, and ships them off to a horrible fate in Burma. Lest the Keeper be under any misapprehension on this point, just as this scenario takes plot elements from Lovecraftian horror and weaves it into the plot of a Broadway musical, it takes plot elements from Broadway musicals, and uses them to furnish the horror.

While this scenario is set in October, 1922, and can be played as a stand-alone scenario, it can also be used as an introduction to a published campaign such as Day of the Beast, by the simple expedient of substituting the theatrical agent offered in the scenario, Sterling Hansen, for the theatrical agent found in the first part of Day of the Beast, Herb Whitefield. Given that Julius Marsh is one of the Innsmouth Marshes, the scenario can also serve, as written, for an introduction to Escape From Innsmouth. The date can be modified as needed to fit the chronology needed for that purpose. The scenario also draws upon some of the ideas

presented in the source book, *Secrets of New York* and can be used to draw investigators into a campaign centered on that city.

Theatrically minded Keepers have many opportunities in this scenario to “ham it up” for the entertainment of the players. There are a fair number of closely scripted scenes which harken back to well-known Broadway theatrical productions. A few snippets of songs are presented in the text, and a longer song is included in the handouts for the Keeper to work through.

The scenario is probably best conceived of as three or four acts. An introduction and general investigation can be followed with a scene at Mrs. Reardon’s boarding house, and another at the Marsh Theater. After the players have worked through and either solved, or not solved, the very simple mystery provided, the Keeper can show them what becomes when Julius Marsh stages a play. The scenario ends with a cast party which ties down a number of loose details, and bleeds into a dream sequence in which the Keeper may hand out sanity and other rewards and penalties.

## PLOT SYNOPSIS:

Julius Marsh, one of the Innsmouth Marshes who has not yet undergone the metamorphosis into a Deep One hybrid, is trying to make a small fortune. His method is to start with a large fortune, and then doing shows on Broadway. These are uniform failures, and the news “Julius Marsh is doing a show,” is now greeted with hoots of derision. As the scenario is written, Julius carries the Innsmouth taint, and wants only a little more stress of failure in order for it to become complete. His relatives, waiting for the transformation, are happy to support his efforts in the theater, and fund his shows routinely. In addition, even though Deep One hybrids in general, and the Marshes in particular, are insane, and evil, they are also a product of the cultural milieu in which they were raised, and so occasionally enjoy a good night’s entertainment on the town. Thus, the Deep One hy-

brids also attend Julius’ shows faithfully, though usually heavily disguised.

So far, all of Julius Marsh’s shows have been both artistic and commercial failures, catastrophically bad. His accountant, Irving Kaminsky, has pointed out a less ethical alternative. Noting that investors raise questions about successful shows, but rarely audit failures, Kaminsky points out that producers of flops can effectively keep any money left over. Thus, a low budget dog may make more money than a high budget hit. The problem becomes how to produce a musical show so terrible that no audience will wish to see it.

In the quest for the perfect failure, Marsh and Kaminsky have engaged the services of a very disturbed writer, Phipps Howard, of Cos Cob, Connecticut. Howard has produced a series of stories based on some alarming dreams he has had, and some fairly good poems set to music.

These horror stories have been turned into a comedy, albeit a comedy in distinctly bad taste, by some of Marsh’s disreputable theater associates. The whole play, set in ancient Rome, to take advantage of some available sets and costumes, has been called “The Stars are Right.” Phipps Howard does not know the extent to which his original, serious, work has been mangled by Marsh and Kaminsky. When he finds out, he will be upset. The composer, Zann, is very nearly as disturbed as Howard.

Marsh, who knows that more than just a bad script and tuneless music are needed to ruin a production, has hired some of the worst actors and dancers he can find, using the services of a theatrical agent named Sterling Hansen. Hansen has referred two English immigrants to him, Elsie Johnson, and Sue Lancaster. Elsie Johnson has no discernable talent at all, and has simply accompanied her friend Sue to the United States. Sue, on the other hand, has genuine talent. Marsh has, accordingly, cast Elsie in the lead female role, and consigned Sue to the chorus and an understudy role. Sue’s talent may or may not be supernatural in origin, and there are some subtle hints that she may be

more than she appears. This is left for the Keeper to resolve.

Elsie and Sue have lodged at the boarding house of Mrs. Alice Reardon. Unbeknownst to either of them, Mrs. Reardon has for some years been drugging unsuspecting girls new to the city, and sending them overseas in a white-slavery ring. With the help of two Tcho-Tcho assistants, Reardon places the victims on a ship, which hauls them to eventual death in Burma. Mrs. Reardon, seeing Elsie and her lack of talent, surmised that she would be nothing more than a chorus girl, if that, in Marsh's production, and so has kidnapped her. This has turned out to be a serious mistake, as Elsie has been cast in a major role, and so her disappearance has not gone unnoticed. Mrs. Reardon has decided to lie her way out of it, and is currently holding the girl in a 'Chinese' laundry operated by the Tcho-Tcho servants on the ground floor of her property.

When the scenario opens, on Monday, 30 October, 1922, the Investigators are summoned by Sterling Hansen, a theatrical agent, to Schlockwitz' delicatessen, a place well known to the New York theatrical set, where he will set them to work on the problem of finding Elsie Johnson, preferably before the curtain rises on Marsh's new musical, on Halloween Night, 31 October, 1922.

## BEGINNING PLAY:

The investigators, who may or may not be known to one another, have been invited to have lunch with a casual acquaintance, Sterling Hansen, at Schlockwitz' delicatessen, at noon, on Monday, 30 October, 1922. Each received a note, very brief, asking for the meeting, and explaining that Hansen wants help with a delicate problem. (Handout 1) (As mentioned in the introduction, if the Keeper wishes to run Day of the Beast at some point, Herb Whitefield may be substituted for Sterling Hansen. Sterling is a theatrical producer, and has a wide range of acquaintances. Singers and dancers are likely to be well known to him, and may well be his

clients. Other investigators may be former clients, or relatives of clients. He has, on occasion, been known to hire private investigators to track down errant clients in need of closer supervision.

Investigators making Know rolls will recollect that Schlockwitz' deli is near enough to the theater district to be favored by the casts and crews of the musical theater productions of Broadway. It is not unheard of for producers or composers of such shows to appear in the place, either.

Should the investigators accept, they will find Hansen waiting for them in a booth discreetly off to one side. After only the slightest preliminary greetings, the party is interrupted by two men who enter the deli, in an animated conversation about something. It is impossible to miss what they are saying, as their conversation is quite loud. The older of the two men is tall, and immaculately dressed in a dark business suit, elegantly fitted dress shirt, and a cravat rather than a tie. He has beautifully shined shoes, and spats. His dark hair is well greased down, and he has a thin mustache, also thoroughly waxed. The younger man is shorter, and pear-shaped. He has thinning dark hair, and is carefully shaved. His business garb, while correct, is much less expensive and less well cared for. He sports a yarmulke. Any investigators with a theatrical background may have roll against Know x1/2 to recognize the taller man as Julius Marsh, a rather unsuccessful theatrical producer. His venue, the Marsh Theater, is, in fact, directly across the street from the delicatessen. One or another of the pair exudes a faintly fishy smell, as though a cod filet has been kept past its prime.

The conversation of the pair ought to be acted out for the investigators:

"Allentown," says the taller, "Allentown?"

"That's what the landlady said, Julius, she went back to Allentown last night," says the shorter.

"Yeah, well, that land lady is a crazy old bat anyway. Gives me the heebie jeebies. ALLENTOWN? Where the hell is Allentown anyway?"

"In Pennsylvania, Julius"

"I know that, Kaminsky. What I mean is, who the hell GOES to Allentown. People only come from there. It's kind of like Innsmouth—I came from there, and I sure as hell don't want to ever set foot in the place again unless I absolutely have to."

"No, Marsh, I guess people wouldn't want to go back unless they had to."

"Then why, Irving, why did she do it? The production starts tomorrow, at 8 PM sharp. Why go now?"

"It was all going too beautifully too, Julius. I expect we will have to cancel the show. Without the leading lady, we can't put on the show can we?"

"Irving, Irving, you have a lot to learn about the business yet. Think of the show. Think of the music, and the songs, and the dances. We can't cancel that now. Think of the three most beautiful words in the English language: pre-paid ticket sales! We can't give that up now. Especially that. Especially now. Look, after lunch, go back to the theater. Get Elsie's friend Sue Whasis out of the chorus. Tell her she has the leading part, and she has from now until 8 PM tomorrow to learn it."

"Julius, do you think she will be ready?"

"Of course not! But, after all, is that such a bad thing? This is her big break, and ours, just not quite in the same way. Don't expect me back to the theater right away. I have an appointment with the Widow Belmont."

"Don't we have enough money, Julius?"

"Irving, you are an accountant for chrissakes—is there EVER enough money?"

The pair enjoys a hurried lunch, and will quickly scurry off on their respective tasks.

In the meantime, Sterling begins a quiet, but brisk, explanation. He quickly explains that one of his clients, Elsie Johnson, has gone missing. She had been cast to star as the leading singer in the new Julius Marsh musical comedy, "The Stars Are Right." Julius Marsh produc-

tions invariably open and close quite quickly, however, Marsh always pays and pays well while they do last. Hansen is entitled, as the agent for Elsie, to a percentage of her wages, which will not be insignificant. He wants the investigators to find Elsie, bring her back to the theater, hopefully able to open tomorrow at 8 PM. If she is not there, he is out his commission. Like Marsh, he is skeptical that she left town, but has no other information to go on. He suggests that the investigators might find last minute jobs at the Marsh Theater, as people are always coming and going from work there. Marsh has produced a string of absolute flops, but always seems to come back for more. The other man with Marsh is his new partner, Irving Kaminsky. Kaminsky handles the business end, while Marsh handles the talent. They have found a writer named Phipps Howard to write the book, and a small-time composer from Germany named Zann to write the music. If anything is to be done, it has to be done quickly. Hansen can meet their expenses, and will pay each investigator \$20 dollars now and an additional \$20 if Elsie is found. In addition to the money, Hansen gives each investigator a slip of paper with the address where Elsie is staying, the Boarding House of Alice Reardon. Hansen knows Mrs. Reardon as a very harmless but eccentric old lady. The other woman mentioned, Sue Lancaster, is not one of Hansen's clients, but may also be staying there.

At this point, the investigators have several options, including a visit to the Marsh Theater, or following Irving Kaminsky, who goes directly back to the Marsh Theater; following Julius Marsh; public record or newspaper research on Julius Marsh and the Marsh Theater; or tracking down one of the other individuals mentioned—Sue Lancaster, Phipps Howard, or the composer Zann.



## AT THE MARSH THEATER:

Directly across the street from the delicatessen, the Marsh Theater is not the most valuable theatrical property in the City, nor is it the most run-down. Posters of the various Marsh productions over the last several years line the foyer, which is in need of renovation, but spotlessly clean. The Marsh productions staged here include "The Laughing Queen of Scotland: A New Musical Comedy about MacBeth;" "Oh Poo!" Most recently, a Roman play, "Kickin' the Coriolanus" was also staged here. It is very improbable that any of the investigators will remember these one-day wonders.

Should the investigators seek work, they will find that there are indeed vacancies, for stage hands, owing to two unfortunate deaths. There are also vacancies for chorus dancers and singers. Irving Kaminsky will have a very brief interview with anyone who wishes to find work, and will invariably hire them at \$7.50 per day, for as long as the show lasts.

If asked about the recent death, Kaminsky, or just about anyone else who is asked will say that Judson Fry, a recent arrival in the city from Oklahoma, was a stage hand and carpenter on the set. While leaving work, Fry, unused to the big city, did not look where he was going while crossing the street, and so was hit by the truck from the laundry service used by the theater. Fry also had only one eye, as the result of an injury some years back and so probably had vision problems that didn't help matters. The other stage hand vacancy came about when one of the laborers on the production, William Bigelow, decided to stage a hold up, and was shot. In both cases, the police suspected nothing wrong and closed the cases. The news made all the papers at the time. Insight or Psychology rolls will reveal that Kaminsky is unhappy about these developments, but is telling the truth about them.

Should the investigators wish to speak about Elsie Johnson, Kaminsky will be more than a little relieved to see them. He also wants to find Elsie, and put her back on the stage if he can.

He agrees with Hansen that the disappearance is a bit odd. He will sweeten Hansen's pay offer by an additional \$20 each if they can find her by 7 PM tomorrow. He doesn't believe the Allentown story anyway, and suggests that the investigators start there. If the investigators want to ask questions, they are free to do so, but they had better do so quickly, as the show goes on tomorrow, promptly, and things are going to get very busy very quickly. He rummages around, and gives the investigators Elsie's address, if they don't have it already.

On the way out of the office, each investigator speaking with Irving may make one Spot Hidden roll. With success, the investigator pauses to pick up a handwritten note on a scrap of paper, which says simply: "Chorus arrives 10 PM Monday, Gangplank, West Street 110."

There are many scripts and scores of the production lying around the theater unattended. If the investigators think to peruse either, they find nothing of interest. "The Stars Are Right," is incredibly bad. Indeed, a malicious Keeper may wish to impose a 0/1d2 SAN check owing to the severe amount of drivel that an investigator may have to wade through. Similarly, the music of the show, while highly modernistic and atonal, is playable, and nothing unusual.

Sue Lancaster is at the theater, and if the investigators want to speak to her, Kaminsky will allow them fifteen minutes tops, as he has to get her ready for the part as soon as possible.

## SUE LANCASTER'S STORY:

Sue Lancaster is a tall, possibly blonde woman, with an unusually full figure, which cannot be entirely disguised according to the fashion of the day with the available technology of 1922. She is friendly, helpful; entirely willing to answer questions, and has the charming (or annoying) habit of calling everyone 'dearie,' at least once every few minutes. She speaks with an English accent, which, while not exactly lower class, is far from posh.

She arrived from England with Elsie Johnson about three months ago, at the end of July,

from London. (“That’s in England, dearie.”) Sue had always wanted to pursue a career on the stage, but had been reluctant to do so in Britain. Elsie offered to go along and keep her company, even though Elsie had never had much interest in singing or dancing before this time. The two had shared a flat in Chelsea, a London suburb; Elsie had had a huge number of gentlemen callers, and survived on their kindness, though Sue declines to elaborate on this point.

Sue and Elsie took up two apartments at Mrs. Reardon’s flat, and Mrs. Reardon suggested they look for work in the theater district. Mrs. Reardon introduced Elsie to Sterling Hansen; in August, Mrs. Reardon took Sue to Julius Marsh directly when Mr. Marsh announced his new play. Sue was amazed when she and Elsie both found work in the new Marsh production of “The Stars are Right.” Elsie seemed to have some flair for this after all, and so Mr. Marsh cast her as the lead singer. Sue was happy to get a part in the chorus. Sue is not envious at all, and is glad of her friend’s success.

Sue was surprised, (“so surprised you could knock me over with a feather, dearie,”) when Mrs. Reardon said that Elsie had gone to Allentown. “That’s odd, dearie. As far as I know, she has no family there, and has never been there.” It was also odd for another reason. Over the last three months, Elsie has become rather sweet with one of Mrs. Reardon’s Chinese laundrymen, Mei Thieu, and so Sue did not expect her to leave just now. Mei Thieu and Elsie were sort of thrown together after the Judson Fry accident; Mei Thieu had offered Elsie a ride in the laundry delivery truck, and was distracted when the old Ford hit Judson. “The whole thing was very sad, dearie. I guess the two consoled each other as best they could.”

Sue thinks her landlady Mrs. Reardon is a little eccentric and perhaps a little confused now in her old age—that may explain the Allentown business. Elsie may have left to go on a tryst somewhere, but Mei Thieu is still at the business, so it is hard to say what has happened. “Perhaps Mei Thieu has a room somewhere else, dearie; it has been known to happen.”

With this, Irving Kaminsky ushers the investigators out of the room, and takes Sue away for rehearsals.

## PUBLIC RECORD AND NEWSPAPER RESEARCH:

Should the investigators undertake research on Julius Marsh, they will find that he purchased the Marsh Theater in early 1919, and invested considerable sums in renovation. The investigators may seek to contact the Marsh Refining Corporation mentioned in the article; if they do so, one or another of the employees will state simply that Julius continues to have the full support of the family, and that the family looks forward to attending the opening night performance.

Research in any public library will reveal, with a successful Library Use roll, the articles found in Handouts 2, 3, 4, 5, 7, 8, 9, and 10. Each article will take a separate roll to find, and the expenditure of 15 minutes of time times 1d4. (In other words, each article takes anywhere from fifteen minutes to one hour to find, as they are all quite recent, and not the four hour search called for in the standard rules.)

Researching the background of Alice Reardon is a bit trickier, as she has led a quiet life for nearly fifty years now. A search of the public records reveals that she purchased her boarding house in 1874. A search of the public library for news articles will take the standard four hours and a Library Use roll, and reveal a clipping file containing the different items of Handout 6.

The articles concerning Marsh are all listed as being in the New York Weekly Messenger, described more fully in the Chaosium supplement, *Secrets of New York*. If the Keeper wishes, any other newspaper can be substituted, as all of the newspapers of the city maintain a theater correspondent and cover the subject fully. The theater reporter for the Weekly Messenger, H.L. Steyn, is a short, stocky man, with reddish hair and a beard trimmed to look like that of King George V of England. Steyn is in the Weekly Messenger offices if the investigators

think to check, and will happily swap Marsh gossip. He will be quite interested to learn of the disappearance, and that Elsie was staying at the Reardon Boarding House. A quick conference with the police and court beat reporter will reveal that the police have received a number of complaints of missing women in the area over the last several years, but have been stymied. A few drunks have claimed to hear screams coming from the Burmah Star, a ship docked in that section of the island. Should the investigators call police, they will find the officers unusually uncooperative, dismissing the whole thing as the disappearance of slatternly girls who have run off from a bad situation, and the over eager ravings of a few drunks.

Steyn, if asked, will also suggest that Marsh has been raising a great deal of money from society widows for this latest show; far more than has ever been raised for a Broadway production. He always thought it would be a good scam to pull—investors never audit a failed Broadway show, only a success. So, one could put on a low budget failure, and raise a lot of money, and keep it. He does not know whether Marsh is doing this routinely, or not. Certainly, there are a lot of failures at the Marsh Theater.

### FOLLOWING JULIUS MARSH:

Should the investigators follow Julius Marsh, he will stop at a flower stand and purchase some inexpensive flowers, then walk up Seventh Avenue to Central Park South, and then along to one of the fancy apartment buildings that line Central Park. Eventually, he will arrive at a building containing the home of Mrs. Anson Belmont, a wealthy widow whose husband, a distant relative of the late financier, was killed during the sinking of the *Lusitania*. Mrs. Belmont has been rarely seen in public recently, but is very elderly anyway. Marsh will go in the apartment, and emerge a few minutes later with an elderly woman. (An Idea roll can identify this as Mrs. Belmont, who was in the past a well-known society figure.) They are accompanied by a butler, carrying a basket. The trio

leave the building, and across the street into the park, where they eventually settle down for a nice luncheon.

Investigators may attempt Hide rolls to find a place to eavesdrop. If they succeed, they may listen to the conversation between Mrs. Belmont and Marsh. If they fail, they will encounter the butler, Blathers, who will come over, and ask one of the investigators, "May I help you with something, Sir?" Of course, if Blathers is unsatisfied with the answer, he will summon the police to move the investigators along under threat of general mopey charges.

On the other hand, should an investigator think to engage the servant in forthright conversation about Marsh and his doings have the investigators make a Credit Rating, Fast Talk or Persuade roll. Should an investigator succeed, Blathers will reveal his own misgivings about Mr. Marsh. For some weeks now, Marsh has been calling upon Mrs. Belmont and persuading her to part with sums of money as an "investment" in a theatrical production Marsh is cooking up. Blathers, a fount of information about the city, knows that Marsh's shows rarely last long, and Blathers is afraid that Mrs. Belmont may lose a substantial sum of money. In comparing notes with other servants of elderly ladies, for example, the butler of one of the Vanderbilt widows; and the lady companion of a maiden aunt of one of the Astors, Blathers has discovered that Marsh has been collecting money from a lot of susceptible and lonely old women. Blathers is uncertain of how much money is involved, but he has evidence that at least \$100,000 has changed hands so far. "Surely it doesn't cost that much to stage a song and dance show," Blathers muses. In comparing notes with the other servants, about the shares of the show that have been sold so far, Blathers suspects that Marsh has sold about 2000% of the interest in it. This could be a problem, he points out. He hasn't gone to the police partly because he is not certain of what to do, and partly because he does not wish to cause a scandal in society. He is determined, however, that something should be done.

Whether or not the investigators converse with Blathers, if they remain hidden, they are able to hear the following snippet of conversation between Marsh and Mrs. Belmont.

Marsh: "Just make the check out to the name of the show, dearest."

Belmont: "What was the name of the show again, Marshy Warshy?"

Marsh: (cringing) "Cash, just Cash"

Belmont: "That is an odd name for a show."

Marsh: "Yes, a really modernistic sort of thing we are putting on."

### AT THE BOARDING HOUSE OF ALICE REARDON:

*"Never cross Sixth Avenue if you can help it. This assumes that you are on the East Side to begin with."*

*"What caused you to come up with that?"*

*"Experience"*

- William A. Rusher, "Rusher's Third Law," as quoted in "National Review"

Mrs. Reardon's boarding house consists of three adjoining tenement row houses on the south side of West 42nd Street, between Dyer Avenue and Ninth Avenue. These properties, right on the fringe of the Hell's Kitchen neighborhood, have been purchased at different times, and linked up by removing partition walls, to make one large structure. Reardon's Boarding House caters to young, single, women who have come to the big city from elsewhere in search of fame, fortune, or both.

While fame and fortune, and the search for those, are understood to be part of the equation, older relatives of the lodgers can rest assured that frivolity, frolics, and, especially, fornication, are not tolerated by Mrs. Reardon. Alice has very strict rules which she expects the lodgers to keep. A strict curfew is in force; the doors locked after hours. Also, gentlemen callers are allowed only in the downstairs parlor area, and only with a chaperone. (This is usually Mrs. Reardon.) Even one or two violations will find the offender looking for new

lodgings. Rent is very cheap, but payable for two weeks in advance. Mrs. Reardon also furnishes laundry services as part of the rent to the tenants, and large laundry hampers are provided for each room. She is able to do this as she rents a ground commercial space in her building to two "Chinese" laundrymen, Mei Huan and Mei Thieu.

Mrs. Reardon spent her early years in a stage career, during the infancy of American musical theater in New York City. As she is proud of saying, and will relentlessly remind everyone willing to listen, she was the "second girl on the First Flying Velocipede." That was in 1869 or thereabouts. Now aged seventy-five, Mrs. Reardon collects her rents and reminisces.

Because of her earlier profession, Mrs. Reardon has tended to specialize in tenants seeking work in the theaters of New York. She is acquainted with most of the theatrical agents and producers of the city, who tolerate her with a sort of bemusement. She happily refers tenants to the agents and producers she knows, and generally keeps abreast of opportunities. She will also happily help her tenants rehearse, or offer acting, singing, or dancing pointers. Her own talent is, in fact, pitiful, but she needs only to know more than the students she purports to instruct. Though devoid of talent herself, Mrs. Reardon has a fair eye for spotting talent, and carefully nudges her boarders in the direction she thinks they ought to go.

All of this activity covers a more sinister operation. Kindly Mrs. Reardon is, in fact, quite insane, and is operating a white slavery ring on behalf of a rather sinister Chinese smuggling operation, loosely supervised by a San Francisco criminal named Lang Fu. In 1870, Mrs. Reardon fell into the clutches of this organization and was, literally, shanghaied to Shanghai. There, it was decided that rather than simply use her for immoral purposes, she would be returned to the United States with two Tcho-Tcho minders, in order to have a steady supply of victims.

Since that day, Mrs. Reardon has retired from the stage, and has kept a low profile. She



is, in fact, not really scouting for talented show girls whose disappearance would raise questions, but, instead, for talentless buffoons, preferably with no living relatives, whose disappearance is easily attributed to immorality or disillusionment with the cold, hard, reality of theatrical life.

When she finds such a victim, Mrs. Reardon works to gain the confidence of the poor, unsuspecting girl, inviting her for tea and sympathy, or, occasionally, for medicinal brandy. The beverage is, eventually, heavily dosed with a poison made by Mei Huan and Mei Thieu, from secretions of the Burmese cane toad, which the pair keeps as pets in their laundry office. Mei Huan and Mei Thieu, the grandsons of the original Tcho-Tcho minders, then swing into action, taking the victim away in a large laundry hamper, which they deliver to a ship in the harbor.

This vessel, the *Burmah Star*, belongs to the New World Lines, a subdivision of New World Industries. An elderly and dilapidated scow, the *Burmah Star* plies an irregular route between New York City and Rangoon, with stops as required along the way. It is one of many ships belonging to New World Lines running to and from New York. The laundrymen, Mei Huan and Mei Thieu have a lucrative contract to provide service to these vessels in New York, thus providing a legitimate front for more sinister operations.

The *Burmah Star*, with a rather odious-looking crew of Tcho-Tcho hybrids, has an unsavory reputation on the waterfront of the city, though no one can exactly explain why. Some of the vagrants who live on the wharves claim that they can hear muffled screams coming from the ship and that it is haunted, but no one has taken the tales of worthless drunkards seriously.

When Mrs. Reardon has identified and drugged a victim, Mei Huan and Mei Thieu carefully place the unfortunate in a large laundry hamper, which they then deliver, in the ordinary course of business to the ship. This may take a day or two. The *Burmah Star*'s crew locks the laundry hamper, victim and all, in a cell in the hold of the ship. The ship then goes about its

business loading a cargo for Rangoon, or points along the way. This process may take several days or weeks. Eventually, the ship sails away to Rangoon, delivering the victim to agents in that city, who forward the hapless soul to the Tcho-Tcho in Tibet for an unspeakable fate.

Mrs. Reardon's latest victim was Elsie Johnson. Elsie seemed to meet most of the qualifications. She had no living relatives in the United States, having only recently come from to the city with her friend Sue Lancaster. She had no discernable talent and no prospect for success. Given that, Mrs. Reardon had no difficulty sending her to Julius Marsh to audition—Marsh productions never last longer than a day or two anyway, and cast and crew come and go. Reardon thought Marsh would find a spot for Elsie in the chorus. Mrs. Reardon did not realize, until too late, that Marsh had cast Elsie in the leading female role, for reasons that were utterly inexplicable. Sue, on the other hand, clearly seemed destined for at least modest success, and so Mrs. Reardon left her strictly alone. Elsie, despite being the lead female singer in the Marsh show, was kidnapped, and this has caused complications. Mrs. Reardon has told an ultimately unsustainable lie, saying that Elsie has gone back to Allentown, Pennsylvania. Any investigation at all will pierce this fabrication.

Further complicating Mrs. Reardon's life is the fact that Mei Thieu has conceived an overpowering lust for Elsie, which is the closest thing he can manage to romantic love. He has argued with Mrs. Reardon about the matter, and with Mei Huan. When the scenario starts, this argument has led to the laundry basket containing Elsie being kept in the laundry, rather than being shipped off to the docks.

Should the investigators visit Mrs. Reardon's boarding house, they will immediately notice something is wrong. Despite being an elderly Caucasian woman, with a mix of red and grey hair, Mrs. Reardon affects the dress and mannerisms of a Chinese noble woman of the last century. She dresses in elaborate silk gowns, and speaks with a voice accented as though

she were a caricature of a Chinese speaker of English. Thus, she will regale the investigators with the tale of being the “second gill on the fiwlst frying verocipede.” Should Mei Huan and Mei Thieu appear, she will address them in an oriental language, which turns out to be Aklo, should the investigators understand that tongue. A scholar of oriental languages may attempt to understand what is said at one-tenth of his chance to understand Chinese, Hindi, or Tibetan, and will, in any event, recognize that the language spoken is NOT any with which he is familiar. Should a character ask, Mrs. Reardon will attempt to pass the conversation off as being in Han Chinese, which is clearly a falsehood to anyone trained in that language.

Mei Thieu will try to sabotage the keeping of Elsie, should he understand that the investigators have come to the house in search of her. He will do this by dropping and releasing a box of five Burmese cane toads into the parlor, and then clumsily chasing them around while Mrs. Reardon berates him in Aklo and the accented English for his ham-fisted behavior. Each investigator should engage in a contested DEX/DEX roll, in which the toad is deemed to have a Dexterity of 15. Should an investigator catch one of the critters, he will find the toad exudes a slippery white substance from its back. Mrs. Reardon will immediately tell the investigator to wipe his hands, then conduct the investigator to the bathroom and tell him to wash his hands at once. She explains that the toads are kept by the ‘boys’ in the laundry to ward off insect pests (partly true) but that they are also very poisonous to touch (also true); the poison can cause paralysis if ingested (true). Mrs. Reardon is being helpful because, of course, she wants no unwarranted attention from anyone. A Psychology roll will reveal that she is nervous about something.

Should the investigators wish to see Elsie’s room, Mrs. Reardon will happily lead them to a rather dingy furnished bedroom on the second floor. It is quite clean and quite empty. A Spot Hidden roll will reveal a small piece of wax paper on the floor. Should an investigator pick

this up, it will be found to have traces of a white powdery substance on one side. This was the means by which Mrs. Reardon delivered dose of cane toad poison into Elsie’s drink. Should the investigators analyze this residue or have it analyzed, it will quickly be revealed to be some sort of toxin, very poisonous. Should a quick thinking investigator have a comparison made to a known sample of cane toad secretions, then the two chemicals will be found to be the same.

Should the investigators mention to Mrs. Reardon that Elsie did not, as she suggested, go to Allentown, and, in fact, has never been there, then they will be treated to a prize winning performance as Mrs. Reardon babbles, stumbles and collapses on a couch. Mei Huan will quickly usher the investigators from the house, claiming that the lady is not well, and will need to rest. The investigators will not, of course, be allowed to come back later.

After stumbling around with the toads, Mei Huan and Mei Thieu will return to their laundry, where they will continue to argue. If investigators think to follow them, and search the laundry, they will find a back closet, containing a single laundry hamper. In it, they will find Elsie. Should the investigators think instead to observe the building, Mei Huan and Mei Thieu will very quickly bring a truck around, into which they will load the laundry hamper. They will drive this vehicle straight down 42nd Street, to the pier where the Burmah Star is docked. Other Tcho-Tcho crewmen will load the hamper into the vessel, and secure it in an empty cabin below deck. At the times when the hamper is not in the truck or the vessel, investigators can hear a faintly audible noise coming from it. Mei Huan and Mei Thieu will fight one or two investigators, and will try to run away if more are present. The crew of the Burmah Star is quite large, however, the police would be most interested in the report of respectable citizens, rather than just bums, complaining about the vessel, and will happily raid it if any coherent explanation is laid before them. The crew is probably too numerous for the investigators to take on alone, and so no statistics or plans are

provided for the *Burmah Star*. If the police can be persuaded to raid the vessel, they will find four other women who have been kidnapped, as well as Elsie if she has been moved from the laundry.

If the investigators choose to visit the laundry rather than the Boarding House, they will find Mei Huan and Mei Thieu busy working away at cleaning costumes and other odds and ends. The Mei brothers will pretend to speak very limited English, and will respond simply with the comment “Elsie? Elsie no here, go Allentown.” They will then argue heatedly, and, after shooing the investigators away, bring the truck around and load up the laundry hamper as described previously.

## THE HOUSE OF ERICH ZANN

The Keeper may locate this as needed. When the investigators go there, they are ignored. Mr. Zann can be heard, quite clearly, playing his violin. Nevertheless, he ignores their knocking, calling or noise making. A neighbor dismisses this as nothing out of the ordinary. “He gets like this when he composes a new piece.”

## THE APARTMENT OF PHIPPS HOWARD

Mr. Howard is in fact out of town. The superintendant of his building will state that he had left to visit the family farm in Cos Cob, Connecticut, and will not be back until tomorrow, just in time for the start of the performance of his new musical. The superintendant will not let the investigators into Howard’s room under any circumstances.

## THE GANGPLANK, WEST STREET, 110.

This information may be omitted if the Keeper is not using the material contained in the *Secrets of New York* supplement. The Deep One members of the production are lodged here. They will arrive at 10 PM on Monday, 30 October, and will remain inside, except when they are rehearsing or actually producing the show, with one exception. After the show, most of the

Deep One Hybrid chorus will go on a rampage through the city, looking for human women to molest. Should one of the chorus find an unfortunate woman, the monster will drag his victim off to some park or alley, and in seclusion, attempt to mate with the woman. Thus, the night after the production will see an increase in assault and rape reports to the police. Investigators wishing to scope out the place may do so, but will need a successful Hide roll in order to remain out of view, and a successful Spot Hidden roll to witness the unusual nature of the chorus. A large truck (not the one from the Mei Brothers’ laundry) will shuttle the chorus to and from the theater, and they will enter and leave by the loading dock once there. The Deep One hybrids cost their ordinary sanity loss to encounter once out of the theater.

## THE ROAR OF THE GREASE PAINT, THE SMELL OF THE CHORUS:

After some investigation, the players will have either found Elsie, or not. When she is rescued, she is well-drugged by the Burmese Cane Toad poison, and so is in no condition to go on stage. Nevertheless, Sterling Hansen is willing to honor his commitment to the investigators and pay them accordingly if they succeed. So, also, is Irving Kaminsky. The Keeper should bear in mind several key points. First, the kidnapping of Elsie was a crime, but the Theater and Marsh had absolutely nothing to do with it. Second, the Deep One Hybrids may indeed be insane and evil creatures, but, for tonight, they are simply eye candy, out to beguile the players. They have done nothing wrong, and will do nothing wrong until after the show. The players may be tempted to machine gun them; this should not be discouraged, but if it happens, the players, not the Mythos creatures, will be in the wrong of it. As the curtain opens, Marsh and Kaminsky have done nothing wrong either—they plan to defraud lots and lots of little old ladies, but haven’t finished the job yet. They still need to open and close the play.

Nevertheless, curious investigators should be interested in seeing the show. If not, then Kaminsky, Hansen or Lancaster, or possibly all three, will hand out tickets freely as a reward for success. As the investigators settle in, they notice that the pervasive odor of fish seems to fill the air of the theater; it hadn't on their earlier visit. It is the same scent as Julius Marsh exudes, only more powerfully so. A private box above has been reserved for the Marsh family; a sign in the foyer points the way, and an usher prevents anyone from entering the staircase to the box. Should the investigators observe the entry way, they will see the deformed members of the Marsh family ascend the stair case, some heavily veiled, others unveiled, but, frankly, hideously ugly and ichthyoidal.

The investigators, if they wish, may elect to sit in the front near the stage or in the back near the exits. If they choose the latter, a Spot Hidden roll allows a sharp eyed investigator to notice Julius Marsh and Irving Kaminsky leaning casually on columns near the exit. A very nervous man sits near the investigators, no matter where they position themselves. He is tall, with a receding hair line, and very, very pale. This is the author of the book, Phipps Howard. Promptly at 8 PM, Erich Zann steps to the podium, and begins to conduct his latest work, the Overture to "The Stars Are Right." The composition might be good enough, but the performance of the orchestra is abysmal; the audience greets it with scattered, polite, applause.

The curtain rises, to reveal Sue Lancaster, with a chorus of Deep One hybrids, and a couple of actors dressed as Mythos-related beings, such as Cthulhu or Nyarlathotep. An Idea roll at half normal is required for an investigator to realize that the Deep Ones are not, in fact, costumes, but genuine, ugly, creatures. Each investigator should make a Spot Hidden roll. Success allows the player to at least THINK that that his investigator has seen Sue Lancaster make a funny waive of her hands, and for the air to shimmer momentarily, once in front of the chorus, once in front of the orchestra, and once in front of Sue herself. Whether this has actually hap-

pened or not depends upon whether the Keeper wishes to make Sue a Mythos related entity, or to leave her as an ordinary mortal.

The Keeper should call for a second Spot Hidden roll at this point, and a Listen roll. Success with the Spot Hidden allows the investigators to notice Julius and Irving mutter something to one another, and stroll arm in arm out of the theater. Success with the Listen roll allows the investigators to hear what is said: "Come along Kaminsky; if we stay very much longer, the audience may decide to sacrifice US." Kaminsky and Marsh leave the theater and go across to the delicatessen. They thus miss a theatrical miracle in the making.

The song as written requires Sue to sing and dance together with the chorus; the song is reproduced below under the title "The Stars Are Right," for musically-minded Keepers as Keeper's Handout 1. Also, she must periodically dodge a hook which reaches out from stage right or left and tries to snag her. This is all carefully choreographed, and she evades each snag until the very end of the song. The hook is made up to look like a green tentacle, so that it appears to the audience as though something off stage is trying to grab her. At the very end of her song, the tentacle hooks on to her, and drags her off the stage.

The orchestra, which had turned in a lackluster performance during the overture, now has found a new musical talent and turns in a wonderful up-tempo rendition. Similarly, the chorus proves to be wonderful at dancing, somewhat to everyone's surprise. The result captivates the audience.

As the audience warms to the production, however, Phipps Howard becomes more and more distressed. Eventually, he can stand it no longer, and orders the curtain closed. He then charges onto the stage, yelling:

"Stop it, stop! I am the author. I wrote this to warn people about the evil of the Great Old Ones. They were, and they are, and they always will be! They threaten us when the stars are right, but when the stars are wrong they cannot stay here."



At this, a green scaly arm reaches out from behind the curtain, holding a heavy sand bag of the sort used to counter-weight the curtain. The arm swings, and misses, much to the delight of the audience, which laughs uproariously, thinking it part of the show.

Howard carries on: "The stars are very nearly right. I wrote to warn you all, not put on this travesty! Great monsters are coming to devour us all!"

At this, the voice of Sue can be heard clearly above the din. "Here, dearie, give me that. That isn't how you sand bag someone. THIS is how you sandbag someone." With this, Sue reaches out from behind the curtain, and brings the bag down with great force across the back of Howard's head. He continues for a moment, then collapses. As the audience roars its approval, still thinking it part of the play, the tentacle hook comes out, snags Howard by a pant leg, and drags him off stage right.

The show continues to engage the audience right up to the closing number, by the Deep One hybrid chorus, "Your Human Girls," sung to a tune from 42nd Street, found below as Keeper's Handout 2. Again, to the surprise of all, including the chorus, this proves a great hit, and is wildly applauded by the audience. After being called upon to do an encore of the number, the Deep One hybrids, still singing and dancing, parade through the audience and out into the lobby, where they are joined by the members of the Marsh family. The assembled group leaves the theater, still singing and dancing, and troupe down 43rd Street, until their noise recedes in the distance. An investigator following them will have no problems doing so, as they make no attempt at concealment. Occasionally, a Spot Hidden or Track roll will reveal that one or another of the group has slipped away for more nefarious activities, presumably with one of those human girls. Eventually, most of the hybrids reach the Hudson River, and immediately jump in. Their singing can be heard as they swim off downstream. Meanwhile, back at the theater, Bob F. Marsh, the chorus leader, is busy accepting the accolades of the remaining

audience along with Sue Lancaster, and Erich Zann. Eventually, the remaining cast, in costume, and crew will cross the street to Schlockwitz' delicatessen, which remains open for an after-show party.

## AT THE CAST PARTY AFTER THE SHOW:

A number of well-wishers, audience members and on-lookers accompany the cast and crew to Schlockwitz' delicatessen after the curtain falls. Should the investigators wish, they have no problem gaining entry. Sue Lancaster is particularly happy—her performance this evening will make her instantly into a major star in the theater circuit. She has arrived. Marsh and Kaminsky, on the other hand, look pained and glum. Most of the Deep One chorus danced off the stage earlier, followed by the Deep One spectators shortly thereafter; those that did not jump in the Hudson River are engaged in a variety of nefarious pursuits. Bob Marsh, damp, oozing in what may or may not be a costume, and smelling distinctly like a halibut slightly past its prime, however, remains at the party, and is happy to make merry with the rest.

After a short while, early editions of the next day's papers begin are delivered, and the cast eagerly tears into the theater reviews, uniformly positive, indeed, rhapsodic, with praise. The investigators hear little cheers go up as each review is read in turn.

"One New Star is Right for Marsh," the Times (Marsh and Kaminsky look pained.)

"Marsh's End of the World a Joyful Romp," the Herald-American

(Marsh and Kaminsky exchange worried glances.)

"World's End at Halloween Positive Fun, Who Knew?" the Tribune

(Marsh exclaims "Yes, that's it, the end. Like me, now, of course." Bob Marsh sidles over, and puts a comforting arm around Julius. Marsh loosens his silk scarf, and absent-mindedly puts it in his pocket, but he slumps down, so that his neck is largely hidden by his shirt. A Spot Hid-

den roll will reveal what looks to be cuts or an abnormal growth on each side of his neck.)

“The crowd came wanting to throw fruit over the footlights, but they left wanting to throw money under the ticket window,” the first line of H.L. Steyn’s review!

(Marsh laments, “Yes, of course, now they love it!” Spot Hidden checks reveal that Kaminsky gets up from his seat, and leaves the delicatessen. Should an investigator follow, Kaminsky is seen to go across the street, and go into the theater. If he is followed, he goes into a little business office, and retrieves a briefcase from a safe. Should an investigator do something like attack him or mug him, the briefcase will be found to contain \$95,000 in silver and gold certificates. If he is not bothered, he will get into a cab and ride off into the night.)

At this point, Bob Marsh pipes up. “Julius, it cannot be that bad—everyone loved it. Come back to the family business in Innsmouth. Come hear the jumping fish splashing in the ocean. And hear the waves crashing on the reef. If you knew what was right for you, you would pick up your hat and come with me. You can still write for the theater from the Marsh Refinery office. The family would be thrilled to have you doing that. They came from all over tonight, didn’t they? So follow, if you like.... Bob walks over to the door, looks back once, then walks out into the evening. He can be seen in the distance lingering under a street light.

Julius Marsh begins to hum a tune, a bit absent-mindedly, composing as he goes. After a bit, he begins to try lyrics and to sing:

“Can you hear the splish,  
Of those jumping fish?  
In the Ocean Blue,  
I’m going there too,  
Splashing, Lashing, Thrashing, Crashing  
Waves on Innsmouth Reeveeeef”  
(sung to the title tune of 42nd Street)

At this, Julius jumps up abruptly, and, reaching in his pocket, pulls out his scarf, tosses it in the air, catches it, throws it over his shoulder,

and heads out the door after Bob. As he goes, Sue calls out, “That sounds pretty good, perhaps you can work on it and put it in your next show. Needs a little more work, though.” Julius responds, “Yes, and now I have all the time in the world, forever, and nothing but time before me.” Julius strides off, into the night, with Bob.

A Spot Hidden roll, as Julius is playing with his scarf, will show that several slits that look for all the world like the gills on Harvey can be seen on his neck. The SAN cost for this discovery is (1/1d6).

Should the investigators try to follow Julius and Bob, Sue will intervene in an effort to keep them from doing so. This is not sinister on her part—she just wants to keep the party going for as long as possible. So she pleads, “Aww, don’t leave now dearie—the party is just getting started.” If the investigators do go away, she insists, “Oh alright, but come back soon—the fun is here anyway.”

Investigators who follow Julius and Bob can watch as they stride down the avenue, heading for the nearest water. As they walk down the street, they are roaring old Tin Pan Alley tunes at the top of their lungs. Manhattanites are thus treated to impromptu renditions of “Alexander’s Rag Time Band,” “Carolina in the Morning,” “Abie’s Irish Rose,” and the like. These are not really well rendered—Julius was never a singer himself, and he did not hire Harvey and the other Marsh family members for their singing ability either. This goes on, somewhat to the annoyance of the neighbors, until Harvey and Julius come to the Hudson River, where they promptly jump in and swim off, their tuneless crooning receding in the distance.

If the investigators stay, or if they come back, Sue is right—the party is just getting started, and it will keep going until dawn, when the last actor or dancer passes out in one of the back rooms of the delicatessen. The milkman is just bringing the deli its delivery of milk and cheese as the last of the seriously impaired but mobile partiers staggers out the door. Other investigators, cast, and crew are scattered around the place. At this point, the scenario is effectively

over. Irving Kaminsky may or may not have escaped with the money. Julius Marsh has, literally, gone and jumped in a creek. The investigators have somehow settled down for sleep, comfortably in their own homes, or sprawled out on the floor of the delicatessen as the case may be. More to the point, they will either have solved the appallingly simple Mythos crime here, of rescuing Elsie from her captors, or they will have failed. The musical production, with its kick line of singing, dancing, Deep Ones, is, frankly, just a distraction for the Keeper to waive in front of the Investigators. On this basis, the Keeper may now proceed to the dream sequence, and use it to hand out rewards and penalties.

### MANHATTAN BABIES DON'T SLEEP TIGHT, (BUT THEY DO DREAM.)

After the Investigators have finished, either saying that they are returning to the party, or going home, or elsewhere, as the case may be, they will fall asleep. Each investigator will have the same dream, although the Keeper may wish to split them up individually. The investigator first sees the inside of a theater dressing room, lit up, with a mirror. It is initially blurry and in bad focus. As the image comes into sharper focus, the investigator can make out a figure sitting at the dressing table, removing grease paint with lots and lots of skin cream. It is Sue Lancaster. The player can decide whether the Investigator chooses to regard this as an erotic dream or not, but in any event, the content of the dream is the same, and differs only depending on whether the players solved the mystery or not.

If the Investigators solved the basic problem posed, and discovered the fate of Elsie, or rescued her, the dream unfolds as follows:

“Sue sits for some long time at the dressing table, removing grease paint. She is wearing a very lavish show costume, with sequins and baubles, and has a very elaborate feather boa. After a while, she turns and notices you. She says, “Oh there you are, dearie. I will be ready in a second, and we can go out on the town. It

was really quite clever of you discovering what happened to my friend like that. Other people would have fallen for that Allentown business; Julius and Irving did, but not you; very clever of you. And that is very good. You saved Elsie from being the prettiest corpse anyone ever did see.” At this point, the image of Sue begins to shimmer a bit, and a second glance shows Sue has turned into a swarthy young man with a neat goatee and mustache though still dressed in gown and boa. He speaks with a deep baritone voice. “Yes, very good indeed, because we have plans for Elsie, and we cannot have a bunch of half-savage barbarians thwarting those plans by kidnapping her and hauling her half way around the world. The stars are very nearly come right, and some overly ambitious fools could have wrecked it for thousands of millennia. But I will say this—I had more fun tonight than I have had in centuries, and I owe that to you. I thank you and I will give you one piece of advice that will help your health and longevity no end.”

The dream shimmers a bit. Sue is back again, and is now changing into more conventional street clothing. She speaks again, and says, sweetly, but still in the baritone voice, “You are a little old to believe in monsters, aren't you dearie? This, then, is my advice to you. Stay away from the food at that damned delicatessen. It is off, has been there since the Wilson Administration was fresh and new, and is clearly playing hell with your digestion, and giving you the oddest dreams at night.” This revelation seems oddly reassuring, and the investigator rests comfortably for the balance of the night. The investigator receives 1d6 sanity if the party figured out what became of Elsie, but did not effect a rescue of her, or an award of 1d10 sanity if they managed to take her out of the clutches of Mrs. Reardon, Mei Huan and Mei Thieu. If they recovered the money from Irving Kaminsky, the investigator receives a further award of 1d4 SAN. If the investigator had no previous experience with the Cthulhu Mythos, he receives a Cthulhu Mythos skill of 5% at this point, for the discovery that Deep

Ones are not particularly good choral society members. Otherwise, the investigator receives a Cthulhu Mythos award of 2%.

If the Investigators did NOT solve the mystery and either discover the fate of Elsie, or rescue her, the dream unfolds differently:

“Sue sits for some long time at the dressing table, removing grease paint. She is again dressed in costume and boa. After a while, she turns and notices you. She says, “Oh there you are, dearie. I will be ready in a second, and we can go out on the town. You really are a ghastly simpleton; you do know that, don’t you. You needed only to find out what happened to Elsie. Remember her? In case you have forgotten, let me show you her future in a brief and shining moment.” At this point, the Investigator and Sue float up, out of the theater, and over the harbor. Sue shows the Investigator the Burmah Star, leaving harbor slowly. The Investigator can see below decks, and can see Elsie, bound and struggling, in a tiny, locked, darkened room.

“I don’t expect that it will be possible to stop the ship anywhere between here and Rangoon, but you can try,” Sue says, menacingly. “If you don’t, however, this is what remains to be seen.”

The ship wavers and speeds up considerably, touching land in points in South America, Africa, and India, before finally arriving outside of Rangoon. Elsie is again unceremoniously thrown in a laundry hamper, and taken off the ship. The hamper is loaded in a truck, and driven off into the jungle. At some point well outside of the city, the truck drives to a ruined temple. There, more sinister little men dance around the statue of an elephant with a strangely distended trunk. As they dance and chant, the elephant statue begins to sway, and becomes more energetic. Finally, as Elsie screams and screams, it reaches down with its trunk, and places the distorted, livid, engorged tip of that trunk on Elsie. At this point, the scene becomes black. The Investigator must deal with a SAN loss of 1/1d6.

The Investigator and Sue are now back in the dressing room again. Sue continues:

“Oh, did that bother you dearie? It should. If something isn’t done quickly, Elsie will make the prettiest corpse you have ever seen. But that isn’t all, far from it.”

The image of Sue wavers and shimmers, and a tall, swarthy man, in a neatly trimmed goatee and mustache is standing in Sue’s place and in Sue’s costume. He resumes, “Far from finished. We had plans for Elsie, which we now need to quickly alter before the stars come right again, though whether we can manage with a bunch of interfering half-savage barbarians and their over-excitabile elephant god meddling is hard to say. If we fail, we fail for thousands of millennia.” At this point, the image shimmers again, and says, still in the baritone voice: “Look at us when we are speaking to you.” (The Investigator needs a POWx2 roll to avoid this from occurring.) If the Investigator looks, he sees that whatever-this-is has partly removed a mask, and is allowing a glimpse of waving, writhing tentacles where a chin ought to be. If not, the Investigator can look down at the floor, and see a shadow to similar effect—the SAN loss either way is 1d6/1d10.)

“On the other hand,” continues Whatever-it-is, “we did have more fun tonight than for many a century. You certainly made Julius Marsh look a fool, so we shall not destroy you now.”

The room shimmers again, and Sue is back, standing before the Investigator again, and is now changing into more conventional street clothing. She speaks again, and says, sweetly, but still in the baritone voice, “You are a little old to believe in monsters, aren’t you dearie? This, then, is my advice to you. Stay away from the food at that damned delicatessen. It is off, has been there since the Wilson Administration was fresh and new, and is clearly playing hell with your digestion, and giving you the oddest dreams at night. Now beat it before we change our minds.” But somehow, this does not seem believable after what has gone before. If the investigator had no previous experience with the Cthulhu Mythos, he receives a Cthulhu Mythos skill of 5% at this point, for the discovery that Deep Ones are not particularly good choral society members. Otherwise, the investigator receives a 2% increase in Cthulhu Mythos.



## HANDOUT 1: A NOTE FROM STERLING HANSEN

*Meet me at Schlockwitz' delicatessen, corner of 43rd Street and Broadway, at 12 o'clock noon, on Monday. I have a problem, and I need help; I will make it worth your while.*

*Sterling Hansen*

## Handout 2:

Review of Julius Marsh's new musical, "The Laughing Queen of Scotland"

By H.L. Steyn, New York Weekly Messenger, November 1, 1919.

"No Fair Day, Only Foul, in Marsh's 'Laughing Queen.'

Julius Marsh's new musical 'entertainment,' if it may be given that appellation, "The Laughing Queen of Scotland," opened last night at the Marsh Theater on West 43rd Street. "Laughing Queen" purports to be a comedic adaptation of Shakespeare's MacBeth, told from the point of view of Lady MacBeth. All the production really shows is that there is more than one way for the curse which superstitious actors ascribe to the 'Scottish Play,' to take effect.

Afflicted with tortured dialogue, emphysema tic singers, and, literally, wooden dancers, 'Laughing Queen' might well aspire to become a comedic turn, as a silly piece it might well prove a modest success. Indeed, the audience all laughed out loud at the romantic duet between Lady MacBeth and her hen-pecked husband, entitled, "One Hand Washes the Other." One suspected with a song as corny as that, surely someone's leg was being pulled.

But the full scope of the tragedy of the evening only became apparent later, when the audience was subjected to the spectacle of the chorus, dressed as Burnham Wood, singing the "Shuffle off to Dunsinane Cakewalk;" a mediocre song performed loudly by the orchestra. MacBeth may or may not murder sleep, but a pit orchestra in a Marsh production clearly forestalls that happy consummation, devoutly to be wished for....

Handout 3:

Review of Julius Marsh's new musical, "Oh, Poo!"

By H.L. Steyn, New York Weekly Messenger, September 23, 1920

"Oh, Poo! A Great Steaming Pile."

The latest Julius Marsh production struggles manfully but clearly, someone needs a trip to the woodshed out back, or some other shed.

"Oh, Poo!" claims to be a musical comedy, the term loosely applied here, about a magical talking bear, seeking a quiet place in the woods while suffering from influenza, dysentery, cholera, dyspepsia, or, perhaps, simply, from having read the script and realized the misfortune of being caught in a Julius Marsh production. This distress spread to the audience like a contagion at the Marsh Theater on West 43rd Avenue last night.

The sole reason we deign to notice the presentation at all is because this newspaper takes seriously its obligations to protect the public health. People of refinement and good taste should steer clear. Debs for President supporters will, of course, feel right at home. One question only remains: Where does Marsh continue to get the money to fund this drive!

Handout 4:

Review of Marsh production of "Kickin the Coriolanus"

By H.L. Steyn, New York Weekly Messenger August 19, 1922

"Kickin' the Coriolanus Opening Night! Score: Romans, 0, Bad Taste, 1"

After a nearly two year absence from the stage, Julius Marsh thunders down the Great White Way once again with all the subtlety and wit of an invading horde with his latest attempt upon Western Civilization, "Kickin' the Coriolanus." One simply spent two hours hoping the barbarians would show up and flatten the theater.

The only light moment of the evening came when the hero, attempting to make a dramatic entrance into Rome, tripped over a poorly placed step on stage. It turned out that much of the precariously constructed set was balanced upon that step, and immediately fell forward towards the orchestra pit. We regret to report that the orchestra was unharmed and able to continue its depredations shortly thereafter. If the chorus line had moved as vigorously during the rest of the production as they did at that moment they might well have diverted the audience. As it was, choristers and actors all scrambled away to safety, leaving the hero to stand in a doorway as the set collapsed around him.

Rome wasn't built in a day, nor torn down in one either. But clearly, Marsh sets are built with the expectation that their productions will have the life of mayflies. Perhaps this means that the supply of Marsh funds has finally been drained.

Handout 5: "Announcement of Julius Marsh production, 'Laughing Queen of Scotland'"

By H.L. Steyn, Theater Correspondent, New York Weekly Messenger, August 1, 1919

"Julius Marsh to open rehearsals for new play based on MacBeth."

Julius Marsh, heir to a Massachusetts shipping and metallurgical fortune, has succumbed to the temptations of the big city, and has started rehearsals on a new musical play, "The Laughing Queen of Scotland," to open in November.

Mr. Marsh, 40, from Innsmouth, Massachusetts, said he has long felt constrained by the tiny nature of his home town, and the stultifying dullness of working in the family business.

"I won't deny that I have felt the call of the sea," said Marsh, "but, frankly, helping my cousins manage the business isn't very interesting. The older members of the family are all quite capable, and the business is in quite good hands. So, with their blessings, I have decided to try something new and adventuresome."

A spokesman for the Marsh Refining Company of Innsmouth, when reached for comment, stated that Mr. Marsh, "enjoys the full blessing of the family, and that all look forward with keen interest to the results."

Handout 6: "Alice Reardon Sparkles as Girl on the 'First Flying Velocipede'"

New York Observer, 1 September 1869

The Kiralfy Brothers' production, "The Girl on the Flying Velocipede," diverted audiences in the Odeon Theater on Monday.

While the mechanism clearly must be worked by wires, these are so cunningly hidden that audiences will no doubt be amazed by the wonder of it.

Miss Reardon perhaps may not be the best singer we have ever heard, but her figure is shapely and attractive enough, and we expect that she will enjoy a lengthy term on the stage as "Velocipedette Number 2"

Handout 6b: Headline:

"'First Flying Velocipede' becomes 'First Falling Velocipede' when wire breaks."

"Miss Reardon taken away with injuries."

New York Observer, 10 September 1869.

Handout 6c: Headline:

"First Flying Velocipede to go to San Francisco, Miss Reardon recovered enough to continue."

New York Observer, 15 November 1869.

Handout 6d: Headline:

"Velocipedette Missing in San Francisco,"

New York Observer 12 January 1870.

Handout 6e: Headline:

“Miss Reardon Surfaces in Shanghai, Claims no Memory of How She Arrived There.”

New York Observer, 25 March, 1872

After an absence of over two years, Alice Reardon, the Girl on the Flying Velocipede, has landed in Shanghai, China, at the American Consulate there. She claims no memory of how she came to be there, or of the intervening period of the time. Stories rife in the foreign quarter of Shanghai that she was simply the latest victim of a ring of criminals led by a group of religious fanatics, kidnapping European women for immoral purposes were dismissed by the American Consul. The American Consul went on to suggest that perhaps more prosaic explanations of immoral behavior, without recourse to criminal charges of kidnapping, could explain the matter. Miss Reardon, stung by the allegations, has announced that she intends to retire from the stage and open a boarding house in New York City.

Handout 7: Marsh to open yet another production

By H.L. Steyn, New York Weekly Messenger, August 20, 1922.

Julius Marsh is at it again, with yet another venture into musical theater. The new production, “The Stars Are Right” will open on Halloween night. It is based on a book by mystic and poet Phipps Howard, with original new music by the German composer Erich Zann. Where Marsh finds the financing for these productions remains a mystery. The less said about it the better.

Handout 8: Tragedy strikes Marsh Production

By H.L Steyn, New York Weekly Messenger, September 15, 1922.

Mr. Judson Fry, 39, formerly of McLain, Oklahoma, was struck by a delivery truck from the Mei Brothers’ Chinese Laundry, yesterday outside of the Marsh Theater and killed. Mr. Fry had come to New York to find work, and was employed as a carpenter and set builder for the new production of “The Stars Are Right,” the new Julius Marsh musical.

Mr. Fry was well liked by the people of McLain, Oklahoma. Reached by telephone, the village postmistress, Addie Annie Hakim could only mutter, “I cain’t believe po’ Jud really is dead.”

Handout 9: Further Tragedy Strikes Marsh Production

By H.L. Steyn, New York Weekly Messenger, October, 1, 1922.

Mr. William Bigelow, formerly of Boothby Bay, Maine, was shot and killed while attempting the armed robbery of Ezekiel Bascombe. Mr. Bigelow had found work at the Marsh Theater as a stage hand and roustabout. Details remain sketchy at press time, however, it appears that Mr. Bigelow had managed to get a young woman in a family way, and, in a misguided attempt to provide for his family responsibilities, turned his attention from honest, if temporary, work for Julius Marsh, to a life of crime. As a result of his foolishness, one young woman, and her love child, will now have to walk alone through life’s harsh travails.



Handout 10: Strange Doings off of Cape Cod.

By H. L. Steyn, New York Weekly Messenger, October 17, 1922.

From the Boston Recorder, further evidence if any were wanted, that the Atlantic Fleet has better taste in booze than in music. Also, evidence that the Navy Department needs either to enforce Secretary Daniels' prohibition against alcohol consumption on ships, or make the government "issue" available to the taxpaying public, as the government stuff is clearly better than anything available from a local 'bootician.'

The article, dated October 15th, states:

"The crew of the U.S.S. Aylwin, a destroyer attached to the Atlantic Fleet, Lieutenant Commander Joseph Cable, Sr. commanding, claims that they heard a chorus of mermaids or mermen while their vessel was engaged in maneuvers off of Cape Cod. L. Billis, an able seaman, insists that he heard one of the mermen shouting, "I want everyone to try this step. We have to open on Broadway for Julius Marsh in two weeks." Several sailors insist that they heard, clearly and distinctly, "kick, kick, turn, kick, kick turn," from several voices alongside the ship. The Navy Department declines comment upon the rumor that the entire crew has been ordered to the Bethesda Naval Hospital for observation, or, possibly, drying out.

**NON PLAYER CHARACTERS:**

**Alice Reardon, Former Show-girl, Current Old Bat, 72**

STR 04 CON 14 SIZ 12 INT 17 POW 17  
DEX 11 APP 12 SAN 0 EDU 11 HP 13

Damage Bonus: -d4

Weapons: Knife, 30%; Rolling Pin (small club) 40%

Skills: Speak Aklo: 50%; Sing off key: 75%; Dance clumsily: 75%; Pharmacy (make poison): 80%

**Mei Huan, Tcho-Tcho Laundryman with Dirty Secrets, 25**

STR 18 CON 12 SIZ 11 INT 14 POW 09  
DEX 13 APP 09 SAN 0 HP 12

Damage Bonus: +1d4

Weapons: Club: 45%; Handgun: 30%

Skills: Drive: 15%; Speak English: 80%; Pretend not to Speak English: 85%; Natural History: 50%; Martial Arts: 50%

**Mei Thieu, A Gentler, Kinder, Tcho-Tcho Laundryman, 23**

STR 11 CON 11 SIZ 10 INT 12 POW 08  
DEX 09 APP 08 SAN 0 HP 11

Damage Bonus +0

Weapons: Club 50%; Handgun, 45%

Skills: Drive: 10%; Speak English, 75%; Pretend not to Speak English 85%; Natural History 50%; Martial Arts, 60%

**Julius Marsh, Funny-Smelling Producer of Funny-Smelling Musicals, 43**

STR 16 CON 12 SIZ 14 INT 16 POW 10  
DEX 09 APP 09 SAN 01 HP 13 EDU 14

Damage Bonus: +1d4

Weapons: None

Skills: Fast Talk 75% Has no other discernable talents.

**Irving Kaminsky, Accountant who wants to be in Show Business (Don't they all?), 30**

STR 13 CON 08 SIZ 09 INT 17 POW 14  
DEX 09 APP 09 SAN 70 HP 09 EDU 14

Damage Bonus +0

Weapons: handgun, 20%

Skills: Fast Talk 50%; Sneak 30% Hide 30% Accounting, 80%

**Bob F. Marsh, Deep One Hybrid Choreographer**

STR 14 CON 13 SIZ 11 INT 15 POW 07  
DEX 15 APP 10 SAN 0 HP 12

Weapons: Spear 25%; Club 25%

Skills: Art (Dance) 30%; Persuade, 50%; Art (Sing) 25% Disguise, 25%

Spawn with Human Girls, 90%

Notes: Is never seen without some sort of hat, and is constantly fiddling with or rubbing the brim of that hat.

**Elsie Johnson, Female Lead Who Feels Cooped Up, 22**

STR 12/1 CON 08/1 SIZ 13 INT 15/1 POW 08/1  
DEX 14/1 APP 16 SAN 40/10 HP 11

Damage Bonus +0

Weapons: none

Skills: Art (Dance) 10%; Art (Sing) 10% Persuade, 50

Notes: The numbers after the slash describe Elsie while under the influence of Cane Toad poison; she is barely able to survive. The poison effects will clear in 1d3 weeks, in the meantime, she will remain bedridden.

**Sue Lancaster, Talented Chorus Girl With A Big Chance, 23**

STR 14(18) CON 11 SIZ 14 INT 17(19) POW 11(35)  
DEX 15 APP 16 SAN 55 HP 13 EDU 16

Damage Bonus +1d4

Weapons: club 85%

Skills: Art (Sing): 60% ; Art (Dance) 55%;

(Spells): Sekhmenkenhep's Travelling Philosopher's Shtick (new spell) Can, at cost of three power or magic points, add 75% chance of success to any artistic roll involving song, dance, or both. Can include an additional person for one additional magic point. Duration: 3 hours.

Notes: The Keeper will have to decide whether Sue Lancaster is simply a chorus girl, or perhaps some supernatural being, up to and including an avatar of Nyarlathotep If the latter, then the statistics in parenthesis pertain.

**The Marsh Family Dancers:**

**A Group of Deep One Hybrids 'On The Town'**

	1	2	3	4	5
Name:	Tommy	Gene	Fred	Harvey	Al
STR	20	12	13	17	17
CON	12	10	6	10	13
INT	15	10	11	9	8
SIZ	17	11	12	15	15
POW	11	13	13	7	5
DEX	6	12	10	8	4
APP	10	6	9	5	8
HP	15	11	9	13	14

# The Costume Party

*A Call of Cthulhu Adventure set on All Hallow's Eve*

By Tim Moriarity

## SYNOPSIS

This adventure is set in the 1920s and intended for a group of 1-5 investigators. The adventure is rather short and can be completed in 1-2 hours. The difficulty can be increased or decreased depending upon the experience of the players and/or the strength of the characters. Additionally, some of the NPCs in this scenario could join the group if needed.

## PLAYER INFORMATION

This story begins with one of the players in the group receiving an invitation from the eccentric millionaire Andrew Cromley to a costume party on Halloween in the mansion on Crossroads Island found several miles off the coast of Maine. Crossroads Island is famous for ancient rituals that were performed by Native Americans on the site for centuries. Early in the 19th century, a large mansion had been built on the tiny island by a secretive religious order. There were rumors of different rituals being performed by this group for a number of years before they mysteriously all disappeared and were never heard from again. The mansion had remained abandoned for several decades before it was purchased and restored by Cromley.

Cromley has requested that you bring a small fragment of an amulet that you possess to help with the "festivities." You are free to bring as many friends as you wish. Transportation will be provided to and from the island free of charge as are the lodgings and meals. The amulet referred to is piece of an older relic that is be-

lieved to be worthless and of no particular interest. Transportation to the island will depart at 8pm on October 30th, the party will be held Halloween night starting at 7 pm, with primary entertainment around midnight. A boat will return everyone to the mainland the following day.

## KEEPER INFORMATION

Cromley has been spending years researching the secrets of Crossroads island and has found information about the ability to transform himself into a powerful servant of Yog Sothoth. The fragments of the amulet are needed to recreate the amulet that allows the ritual to enable the transformation. Cromley has finally identified the location of all of the fragments of the amulet and one remaining document that he needs to perform the ritual. The costume party is a good excuse to get all of the pieces of the relic as well as the remaining document. Additionally, the guests will serve as an excellent meal for the newly transformed Cromley.

Cromley has several guards who will help him complete the ritual and help keep the guests in line. There are 5 guards in total and they will help secure the costume party as well as defend Cromley's secret until it is no longer necessary to do so. In addition to the guards, there are several workers paid to help run the party and keep the mansion clean. They are not aware of the plan and will simply try to escape in dangerous situations.

Guests will not be allowed to bring weapons to the island and this should not seem suspi-

scious to the party since they are going to a costume party.

## CHAPTER 1 - THE ARRIVAL

The boat to Crossroads Island leaves from the small coastal town of Camden, Maine. The weather grows more and more threatening as the investigators approach the dock and rain has begun to fall. The members of the group can do some research about the island, Cromley or other items before boarding the boat and heading to the island.

### RESEARCH ABOUT CROMLEY

Although Cromley does not live in Camden, he has spent enough time there that he is known by many of the residents of the area. However, most of the residents are afraid of Cromley's influence and are reluctant to talk about him. In general, they are concerned about what types of activities are going on out on the island, but

The overall timeline for the adventure is as follows:

October 30th

8 pm - Boat departs for Crossroads Island transporting all invitees.

9:30 - 10:30 pm - Short social mixer to allow guests to meet each other.

October 31st

1 am - Elliott Harding and Caleb Lancaster attempt a summoning.

8 - 9:30 am Breakfast

9:10 am - Guards attempt to take the manuscript pages from Penelope Blakely.

12:30 - 2:00 pm - Lunch

3:00 pm - Guards come to get the amulet fragment (if Cromley doesn't already have it).

7:00 pm - Party begins with dinner.

11:45 pm - The ritual begins

don't have anything specific to point out. They have simply a feeling that Cromley is up to something unnatural. Some of the older members of the town can remember when the Order of the Gate inhabited the island. If passing a Persuade or Fast Talk roll, the investigators can get some history on the previous inhabitants of the island and how they mysteriously disappeared. Right after they disappeared, there was something in the ocean that would attack people on boats and was suspected to having caused brutal deaths of several members of town who were out near the water late at night. Back when the Order of the Gate inhabited the island, there were frequent lightning storms localized to the island that could be seen from shore. These storms had stopped once the Order had left, but had seemed to return in the last year or so. One of the drunks of town, Arthur Macorn, can be found in one of the local pubs, called The Rusty Anchor, and had worked for Cromley for a while before being released for showing up to work drunk too often. If bought enough drinks, Macorn will reveal that Cromley was looking for something that had to do with "opening a secret gate." Macorn also feels that Cromley is up to no good, but quickly becomes unintelligible after too many drinks.

### RESEARCH ABOUT CROSSROADS ISLAND

The local library and town hall have a number of articles about the history of Crossroads Island. Some of the key points of the island are as follows:

- The original settlers of the area encountered a Native American tribe known as the Anang who inhabited the coastal region and used the island for religious rituals. The Anang were hostile to foreigners and many bloody battles were fought with them before they were overrun. The Anang were known for their savage religious traditions that seemed to include human sacrifice.
- In 1868, the Order of the Gate purchased Crossroads Island and built a large mansion



that was used as the residence and place of worship of this cult. The mansion was completed in 1873 and estimates are that there were roughly 30 to 40 members of the cult by 1880. In 1881, there was a severe thunderstorm that seemed to center around the island. After that storm, the Order of the Gate was never seen again despite the fact that the mansion did not seem to take more than cosmetic damage from the storm.

- After the storm in 1881, there were reports of a sea creature that attacked boaters and people near the shore late at night. The creature was never captured and disappeared eventually.

- If the investigators pass a Library Use check, they find a set of documents in the town hall that talk about a military group that arrived in 1881 to eliminate the “dangerous entity” harassing the town. The document suggests that this group tracked down a large and unidentified entity and disposed of it on Crossroads Island. The document is vague about details, but suggests that several members of the military group were injured or killed in the encounter.

## BOARDING THE BOAT

After exploring the town and performing the desired research, they should board the boat to the island. The investigators will not be allowed to take any weapons to the island with them. If the investigators resist, they will be assured that they can place the weapons in a safety deposit box in town paid for by Cromley. Other guests boarding the boat are distressed if the investigators insist on bringing weapons and cause a commotion. The guards will not get into a fight with the investigators, but will simply not allow them to board. The local police will arrive on the scene if the investigators become hostile themselves.

The boat ride to the island is a bumpy one and characters must pass a simple CONx5 roll to avoid becoming seasick. Rain begins to fall harder the closer the boat comes to the island and a storm is approaching. After arriving at the island, the captain of the boat says that the waters are becoming too dangerous to go back

until things settle down. The staff at the island help the guests take their luggage into the mansion. The staff does ask for the fragment of the amulet at this time. They will not force the issue if the party refuses, but it simplifies the adventure later if they give the fragment up willingly. If any of the investigators became seasick, it should reduce the amount of time they have to explore the mansion before the costume party.

## CHAPTER 2 - PRE-PARTY ACTIVITIES

Although the original mansion of the Order of the Gate was not elegantly adorned, the renovated and updated mansion is beautifully decorated. The mansion is huge and can easily hold 40 or more guests comfortably, along with staff. The mansion has 3 primary floors and a small basement under the main building. The mansion consists of one large central section and east and west wings. Crossroads Island is small and rocky. There is a dock for boats, but no other buildings on the island other than the mansion. Additionally, there is no electricity on the island and all lighting is handled via gas lamps.

### MANSION LAYOUT

#### East Wing

1st Floor - Servant Quarters, Laundry, Linens and Cleaning Materials

There is nothing of interest in this section of the house. Investigators who explore this area will find that the staff is busy preparing for the party and has little or no time to talk. Additionally, they have all arrived recently and are not familiar with Cromley or the history of the house. They simply know that they were offered good pay for the job and took it without question.

2nd Floor - Guest Quarters (Including the Investigators' Rooms)

In addition to the rooms of the investigators, there are 2 other rooms of interest on this floor. The first is the room of Joseph Haney, the an-

thropology professor from Columbia University. He possesses one of the other amulet pieces. He has studied the amulet fragment and concluded that it is simply from a piece of jewelry from the Native American tribes indigenous to the New England area. The material from which the amulet is comprised are rather curious, but he has not done extensive research on the piece beyond this. The second person of interest on the floor is Henry Stevenson, the fisherman from Camden. The fragment of the amulet owned by Henry had been found by his father many years earlier on Crossroads Island after the Order of the Gate had vacated the compound. Henry's father, Hubert, had been forced to stop on the island during one of his fishing outings due to problems with his boat. While working on his boat, Hubert noticed the amulet fragment sitting on the shore and had retrieved it. Henry has done no formal research into the relic and simply finds it curious. Henry is a serious and hardworking man and may be someone who helps the investigators later in the adventure. The other rooms are all inhabited by random guests of the party. There is nothing of interest in any of the rooms as the guests have mostly just brought the minimum necessities for an overnight party.

### 3rd Floor - Guest Quarters

There are 2 rooms containing people relevant to the scenario. The first is the room of Penelope Blakely. Penelope has brought the missing page that Cromley needs to complete the ritual. Penny, despite being a bank teller, has done some research on the page that she had received from her father (a former professor). She doesn't understand much of the page, but does think it is part of a larger document that entails some sort of summoning. She is very reluctant to give up the page, as a result, and wants to talk to Cromley about this. In the end, she will not give up the document willingly and it will need to be taken forcefully by Cromley's men. Details on this are described later in this section. The second person of interest is Elliott Harding. Elliott was not actually invited to the party, but has an

unhealthy interest in the occult and has longed to go to the mansion on Crossroads Island for many years. As a result, Elliott has stolen the invitation from one of the other original invitees and joined the festivities. Elliott has brought his necromancer friend Caleb Lancaster with him. They are not interested in the party, but have knowledge of the island and wish to use it for a summoning of their own. Elliott and Caleb are not social with any of the other people on this island and keep to themselves. They only leave their room for a short period of time to scout out the mansion. If the investigators do gain entrance to their room during this time, they will find parts of ancient documents outlining a summoning ritual (different than the one that Cromley intends to use). Although Elliott and Caleb have ill intentions, they are not well experienced at their craft and are as likely to get themselves killed as gaining any power if they are able to complete a spell. As in the second floor, none of the other rooms have anything of particular interest to the investigators.

### West Wing

#### 1st Floor - Kitchen

The kitchen is the best source of weapons on the island since it contains many sharp cutting knives (1D4 + Damage Bonus). As long as the investigators are not obvious about taking the knives when the kitchen is busy, it should be easy to take several of the utensils for usage in potential battles later in the adventure. Other than the knives, there is very little of interest in the kitchen. The kitchen is busy with the staff members around meal times but is otherwise largely empty. If the party does go into the kitchen when the staff is working, they will be politely asked to leave, but none of the staff is particularly concerned unless they are prevented from doing their job. If the staff observes the knives being taken, they do become concerned and warn Cromley's guards. The guards will attempt to get the knives from the investigators and gaining access to these weapons will become much more difficult after that point.

## 2nd Floor - Library

The library is a large room with many rows of various books. The tomes cover a number of topics, but none of the books visible on the shelves contain anything suspicious. If the investigators pass a Spot Hidden check, they find a small alcove hidden by a secret door on the base of one of the columns in the room. Within this hidden alcove are some of the ancient documents that outline the ritual that Cromley intends to perform. These documents do not contain the actual words to the spells that need to be performed (Cromley has those in the basement). Although the documents are not written in English, the investigators passing an Idea roll can recognize the fragments of the amulet forming a single amulet. Additionally, it is clear that this amulet is used as some sort of focal point that allows something to enter our world from the realm beyond. Also contained within this document is the part of the spell that sends the creature back to the realm from which it came. This is a relatively simple invocation, although it will require the investigators to pass a Occult check to realize what this is. There is nothing else of particular interest in the library.

## 3rd Floor - Cromley's Quarters

This floor consists of a number of interconnected rooms that are all used by Cromley as his primary residence. The entrance to his room is always locked and there are guards who regularly monitor the doors. If the investigators are able to avoid the guards and pick the lock successfully, Cromley's quarters are actually rather boring. Cromley has moved most of his tomes and ritual documents into the basement in the case that someone entered his quarters. As a result, searching the room largely yields nothing out of the ordinary. There are some documents near Cromley's bed that have the guest list, highlighting the guests with pieces of the amulet and parts of the missing document. There is really nothing about the list to indicate any bad intentions, however. There is a small handgun in a locked cabinet in the master bed-

room. Other than these items, Cromley's quarters largely contain items that one would expect to find. One other item of note is that there is a staircase in the back of Cromley's quarters that leads down to the main floor (without a stop on the second floor).

## Central Section

### 1st Floor - Lobby and Common Area

The first floor contains the lobby and common area for the mansion. There are multiple sitting areas and a bar on the east side of the room. There are staircases in both the front east and west corners of the central area and these are the only ones accessible to the members of the party. The lobby is generally populated during waking hours as this is the most convenient area for guests to mingle. Additionally, snacks from the kitchen are regularly brought to this area to encourage social activity in this section of the mansion. All non-party meals are also served in this area. If the investigators spend much time in this area, they should have the ability to talk to almost all of the guests (except for Elliott and Caleb). Cromley also occasionally comes to this area to socialize. His appearances are very brief, however, and the investigators will have very limited ability to ask him questions. Cromley makes the excuse of "having much party planning" to do and excuses himself if any serious line of questioning begins. There is a locked and guarded door in the back of the lobby area. This door leads to a stairwell down to the basement. Gaining access to the stairwell is very difficult since the guards and guests are always in the vicinity. Only during the party is the door manned by a single guard and devoid of guests. At this time the party could overpower the guard and gain entrance to the basement. Only Cromley has a key to the door and requires the investigators to pass a Locksmith check. The door is very heavy and cannot be broken down without making significant noise and alerting other guards and the guests. If questioned about what is behind the door, Cromley or the guards simply mention that the

materials for the party are there and they don't want guests to see them and "spoil the surprise."

#### 2nd and 3rd Floors - Main Hall

This is a single large room that used to be the central room of worship for the Order of the Gate. At the north end of the room is the gate through which Cromley is attempting to summon forth a Yog Sothoth servant. The gate a round stone structure is roughly 10 feet in diameter and appears to be simply a decorative part of the room made out of a smooth stone that seems to be somewhat luminescent. A successful Occult roll will allow the investigators to understand that it is a potential portal to another world and not simply for decoration. The rest of the room is open with a very high vaulted ceiling. There are balconies on both the east and west sides of the room that are linked to the stairwells. This room is reserved for the costume party and no other planned activities are in this room. Cromley prefers that guests stay out of the room for the most part since he wants to make sure everything goes well for the ritual. No guards are specifically posted, but the room is monitored fairly regularly and the party will be confronted if they linger too long in the room or attempt to damage the gate. The gate, however, is not susceptible to damage from the party since they would not have any weapons capable of destroying the stone. More information about the activities in this room will be explained in the remaining sections of the adventure.

#### Basement

The basement is deep beneath the mansion and contains all of Cromley's occult artifacts and is where he does most of his research. The basement is largely unchanged from when the mansion was occupied by the Order of the Gate and contains many documents from them. The basement was hidden at the time when the cult lived in the mansion and was only discovered by Cromley after he had purchased the building. As a result, all of the secrets of the cult contained within the room had been untouched for

years. Cromley eventually replaced the secret entrance to the stairs since it was difficult to open and very narrow. This change, however, requires him to ensure that no unauthorized access to the basement occurs. As mentioned earlier, the door to the basement is protected by a large and secure door to which Cromley has the only key. The ancient documents outlining the steps and incantations of the ritual are in the basement as well as the other pieces of the broken amulet. There are a number of other valuable mythos tomes in the small basement, as well. The keeper can decide how many books of value should be available to the investigators should they access this room, but one of the books is a partial copy of the Book of Eibon (unless deemed otherwise by the Keeper).

## ORDER OF EVENTS

### Short Social Mixer

Shortly after arriving on the island, the guests are invited to a short mixer to meet each other and be given some information about the mansion. The guests are free to explore the mansion, but are asked to be respectful of other guests and not to hinder the activities of the staff. Cromley explains that he will be busy preparing for the party and handling some business transactions that came up at the last minute and will not be able to mingle as frequently as he intended. The investigators can meet some of the other guests and this time and the keeper should specifically target the investigators to meet Penelope Blakely. She has the missing part of the manuscript that Cromley wants and he will attempt to have it retrieved the next morning. It may also be useful for the investigators to meet Joseph Haney and Henry Stevenson at this time, but it is not necessary. The investigators should notice Elliott Harding and Caleb Lancaster at the social gathering, as well. They come across as suspicious looking and leave the mixer shortly after Cromley addresses the guests. After the mixer, all of the guests (other than Elliott and Caleb) go to bed.



## Elliott and Caleb's Summoning Ritual

At 1 am, after all of the other guests are safely asleep, Elliott and Caleb begin a ritual to summon something into this world. The two are not well experienced in the occult, but have a deep interest and have done their research around the gate and understand what it can do. If anyone in the party passes a Listen roll, they hear the two of them either going to the main hall or hear the sound of the ritual activity. If the party does hear the ritual and goes to investigate, they have several options on how to deal with the issue. Both Elliott and Caleb are rather fearful about what they are doing and a simple Persuade or Fast Talk roll can convince them to abandon this effort. If the party is hostile, Elliott will attack the investigators while Caleb finishes the incantation. Caleb is nearly done with the incantation when the party arrives so he will complete it in any case where the party does not persuade them to stop. Caleb has a 60% chance of summoning a dimensional shambler. If successfully summoned, there is a 40% chance that Caleb loses control and is attacked by the shambler. If Caleb maintains control of the shambler, this can become a very difficult fight and 3 of Cromley's guards come to aid the party in taking care of the problem. The guards use large blades and will eliminate the beast in 2 rounds if the party does not take care of the problem. None of Cromley's guards should be killed in the fight, although, they may be injured. Elliott and Caleb do not wish to fight to the death and will give up quickly after being injured.

### Dimensional Shambler

STR 15	CON 15	SIZ 16	INT 8
POW 10	DEX 10	Move 7	HP 18

Dmg Bonus: +1D6

Weapons: Claw 30%, 1D8 + db

Armor: 3-point thick hide

Sanity Loss: 0/1D10

After the fight, the guards will remove the dead shambler and take Elliott and Caleb away. The party is thanked for helping defeat the monster and asked to go back to their rooms to rest. They do not want the other guests informed of this since they may become alarmed. Elliott and Caleb will not be seen again for the rest of the adventure and they are "somewhere secure" if the party asks about them later. If Elliott and Caleb were convinced not to finish the summoning, they could become allies of the investigators for the remainder of the adventure.

### Breakfast

Breakfast starts at 8 am and is really just an opportunity for the investigators to socialize more with the other guests and possibly gain more information about the island's past. Most of the guests do not have much knowledge, but it may be helpful to fill in some facts that the party may have missed while in town. Shortly after 9 am, the party may notice that Penelope Blakely leaves breakfast early and is heading back to her room. If the investigators follow, they will find that Cromley's guards are searching her room when they arrive. Penelope refused to give up the pages of the manuscript that she has since she is worried that it is potentially dangerous. As a result, the guards have come to her room to retrieve the documents without her permission. Penelope walks in on them searching her room. If the investigators did not follow Penelope, it may be possible to have one of the investigators pass a Listen roll (-25% due to the distance) and hear her struggling with the guards. If they do not intervene, Penelope is taken by the guards and will not be found for the remainder of the adventure. Penelope is tied up and gagged in the basement and can be rescued after the ritual. If the party does follow Penelope or respond quickly to the sounds of a struggle, they come across the guards. The guards do not want to create a large fight and will back down from a confrontation. Cromley will later say that the guards misunderstood his instructions and apologizes for their forcefulness. In the end, Cromley believes that he can perform the in-

cantation without the missing pages, but wants them to be sure. What Cromley does not know that the missing pages contain the information about binding the summoned creature. As a result, Cromley will not be transformed into the creature, but instead be potentially attacked by it. If the party does rescue Penelope, she is very thankful and can become a NPC that helps them with other activities in the adventure.

### Lunch

Lunch is served starting at 12:30 and is rather uneventful. There is nothing of particular interest during lunch and is another opportunity to gain information if needed. Cromley does spend some time with the guests and can answer some questions. He will, of course, avoid questions about the ritual he wishes to perform and merely suggests that it is purely for entertainment and nothing more.

### Guards Come to Retrieve the Amulet Fragment

If the party did not give up the fragment of the amulet when they arrived to the island, Cromley and his guards come to retrieve it now. Cromley starts by trying to reason with the investigators that this fragment of the amulet is a key piece to the entertaining ritual that he is performing tonight and was the condition upon which the party was invited. If the party still refuses, all 5 guards, armed with guns and large blades will attack the party. They will use their guns since they know that the amulet fragment is necessary to complete the ritual. They will simply claim that the party members became hostile and attacked them. This is potentially a very deadly fight and should be avoided if at all possible. Convincing the investigators to give up their fragment of the amulet is the best option. If not, the adventure probably effectively ends at this point. Even if the investigators win, they will be apprehended by the police after the storm subsides.

## CHAPTER 3 - THE PARTY

The party itself starts with a fine dinner at 7 pm. All of the guests are wearing costumes, although the party is rather elegant so that costumes are generally things like simple decorative masks. If anyone in the party selected a costume that hinders their ability to move or see, that should be taken into account during the ritual (unless the costume can be quickly removed). After dinner completes, a brass quartet plays music for dancing and drinks are continuously served. Cromley wants to make sure that everything goes well during the ritual and has had a chemical added to the drinks that dulls the senses of the guests. The effects are not strong, but enough to cause the investigators to lose initiative during any battles that ensue during the ritual. If the investigators have 1 drink or less, then the effects are very slight and can be ignored at the Keeper's discretion. Any player passing a Idea or Pharmacy roll will suspect that the drinks are tampered. Cromley and the staff will deny any knowledge of drink tampering, however, and it cannot be proven by the investigators. All of the guests who have not been possibly abducted (Elliott, Caleb and Penelope) are at the party and enjoying themselves. The investigators really can't obtain any more information at this point since all of the guests are focused on having fun and not particularly interested in serious conversation. Cromley spends most of his time at the party, but will slip down to the basement to retrieve the necessary items for the ritual later in the evening. The door to the basement will continue to be guarded the entire party. The Keeper should attempt to portray the party as a lively and entertaining event where there is really little or no foreshadowing of the ominous events to come. If the investigators have brought any weapons with them that they have obtained before the party, they should ensure that they are well concealed to prevent attention from the guards. Dancing with other guests can also result in the weapons being noticed. At about 10 minutes before midnight, the music stops and Cromley begins the ritual.

## CHAPTER 4 - THE RITUAL

Cromley starts by saying “My friends, no Halloween party would be complete without a reference to the supernatural. Enjoy the re-enactment of a mock ceremony that was performed here by the past residents.” It is at this point that there are many possibilities of what can happen next. The actions of the party in the earlier parts of the adventure play a key part in the possible outcomes, as well as their actions at this time. Here are the primary scenarios that may come into play at this point:

### No Ritual

If the investigators had somehow obtained the key to the basement from Cromley and overpowered the guard, they could have taken all of the components of the ritual and effectively ended Cromley’s plans at that point. Only if Cromley knows who took the amulet fragments and manuscript can he instruct his guards to try to retrieve them. If not, he will attempt to figure it out. If the investigators have concealed the ritual components well, then the party will simply continue, although the Keeper should attempt to get the investigators to make a mistake and allow the ritual to occur. If Penelope had been kidnapped then she would have been freed by the investigators and could easily turn the guests against Cromley and the guards, leading to a successful avoidance of the ritual.

### The Ritual Is Stopped

The investigators can attempt to stop the ritual before the summoning is performed. This can be done by physically attacking Cromley, although his guards will intervene as will some of the other guests since they think that party is acting irrationally and are trying to protect their host. The most effective approach would be to get the guests’ attention and try to persuade them of the danger of the ceremony about to be performed. Cromley will claim that the investigators have had too much to drink and that the ritual is simply a source of entertainment for the party and poses no danger. The in-

vestigators will need to use their Persuade skill to convince the guests. Cromley will also try to convince the guests and is also very persuasive. Although the conversation will be quick, Persuade should be used over Fast Talk in this case since it is necessary to fully sway the guests and not simply for a short period of time. Both the investigators and Cromley should continue to make Persuade rolls until one of them fails. If Cromley wins, the ritual will continue. If the party wins, Cromley backs off on his plans since he knows his guards can’t control an entire room of guests. This will effectively successfully stop the ritual from being performed. Penelope can help in this cause and provide a +10% Persuade bonus to the investigators. Elliott and Caleb can also attempt to contribute if the party has befriended them. They are not viewed highly by the other guests, however, and actually cause a -5% Persuade penalty.

### Cromley Completes the Ritual But Can’t Control the Creature

If the investigators aided Penelope and prevented Cromley from getting the missing manuscript pages, then the binding part of the ritual is not performed. As a result, the servant of Yog Sothoth passes through the gate separately from Cromley and does not obey him. Instead, the first action of the creature is to consume Cromley in a very grisly manner, causing the investigators to lose 0/1D3 sanity points. The guards will now either help fight against the creature or attempt to run away (dictated by the Keeper). The rest of the details of battling the creature can be found in the “Fighting the Servant of Yog Sothoth” section below.

### Cromley Is Transformed

If Cromley has obtained Penelope’s manuscript pages, he completes the entire ritual and the gate is opened. A stream of light passes through the gate and into Cromley who is then transformed into the servant of Yog Sothoth. In this case, the guards will help protect the creature from attacks by the investigators or other guests. A straight fight in this case will likely be deadly

for the investigators since they would be opposing the maximum and most powerful enemies in the adventure. See the “Fighting the Servant of Yog Sothoth” section below for details of this battle.

### Fighting the servant of Yog Sothoth

As soon as the creature appears, the guests all panic and begin rushing towards the stairwells. The creature is roughly 20 feet tall and has 4 tentacles for arms. The creature also has a large mouth used to consume his prey. The creature will immediately begin consuming guests by grabbing them with his tentacled arms and consuming them with his large mouth. The details for the creature are as follows:

#### Servant of Yog Sothoth

STR 50	CON 45	SIZ 55	INT 15
POW 25	DEX 15	Move 15	HP 50

Dmg Bonus: +6D6

Weapons: Tentacle 60%, 1D8 + db

Bite 80%, 4D8 + db

The creature will reach out with 2 tentacles per turn grabbing targets. Each tentacle has a 20 foot reach. The targets are typically brought to the mouth and consumed, but when fighting larger groups of enemies, the creature will simply kill the targets with his tentacles. It takes one turn for a captured target to be brought to the creature’s mouth. If damaged more than 10 HPs in a round, the creature drops whatever it is holding in it’s tentacles.

Armor: 5-point thick hide

Sanity Loss: 1/1D10

The party now has 3 main options: 1) Fight, 2) Recite the incantation to vanquish the creature or 3) Flee.

If the party fights, they should utilize whatever weapons they have procured during the adventure and brought to the party. There are 2 additional knives at some of the serving stations

in the party room that can be retrieved for the battle as necessary. It may be possible to obtain a gun or knife from any of the guards killed during the battle, as well. A direct battle with the creature (and potentially Crowley’s guards) is very dangerous and will probably require the help of some NPCs to be successful. If the party has done a good job of socializing with some of the key NPCs, the Keeper may decide to have them help with the fight. If the investigators are up against the creature and the guards, it is probably best for another option to be pursued. If the creature is defeated, it disappears or turns back into Cromley and the amulet shatters into several pieces.

If the party found the hidden documents in the library, they may have the incantation to send the creature back through the portal. Using the incantation requires that the investigator be in the same room as the creature and that it has not yet left the vicinity of the gate. The incantation requires 3 full combat rounds to complete and must be restarted if the investigator performing the incantation is injured during this time. The investigator must successfully complete an Occult role to complete the incantation. Upon failure, another investigator (or NPC) can attempt the incantation, but anyone who has failed cannot attempt again. If the party has befriended Elliott and Caleb, one of those NPCs may be a good choice to attempt to exile the creature. If the incantation is successful, the creature is pulled back into the gate and disappears. If Cromley was transformed into the creature, then he turned back into his human form. The guards and Cromley will lose the desire to fight at this point and surrender. The amulet will remain intact if this option is successful.

If the party decides to flee, they must figure out a way to get to the staircases already being overrun by the other guests. Additionally, Cromley’s men had locked all of the other doors to the room before the ritual began and the characters would need to pass a strength roll against one of the doors (strength 12) in order to break



one down. All of the other guests are attempting to go down the stairs and the investigators would need to pass a DEXx5 roll to prevent from being knocked down and trampled (1D8 damage) on the stairs. The creature will remain in the room for several rounds, grabbing and eating as many guests as it can. It will go to one of the staircases and begin grabbing guests there. After 5-10 rounds of eating guests (without being attacked), the creature will jump out a window in the room and land in front of the entrance to the mansion. Many of the guests are running out of the mansion at that location and are then consumed by the creature. Any investigator who has run out of the mansion is now subject to these attacks, as well. If the investigators go up to the third floor or to one of the wings of the building, they can avoid the attacks of the creature. If Cromley was successfully transformed into the creature, however, his guards will try to flush out any guests hiding in the mansion to a spot where the creature can eat them. If the investigators can defeat or hide from the guards, the creature will disappear into the sea after about an hour.

## CHAPTER 5 - CONCLUSION

The storm that prevented passage to and from the island subsides after a couple of days and all surviving guests are returned to the mainland. Depending upon the actions on the island, some of the investigators could be in trouble with the police and be arrested. If the investigators are the only survivors returning from the island, they will need to explain to the police what happened and will need to be very convincing since it will look very suspicious. The investigators would also have the possibility of going into the basement and retrieving books from there (and possibly Penelope) before leaving the island.

If the investigators successfully stopped the ritual from ever occurring, they gain 1d4+1 sanity points. If the investigators defeated the creature either by force or using the incantation, they gain back 1d10+1 sanity points. If either

of these were accomplished with the investigators wearing ridiculous costumes (e.g a giant chicken suit, etc.) then they gain an additional sanity point. If they fled from the creature, they hear of reports of attacks from a giant creature over the next few weeks. As a result, for the next 3 weeks, the investigators lose 1/1d4 sanity points from hearing the reports. After that time, a group of military soldiers come into the area and no more reports are heard (the Keeper may wish to reveal that the creature was killed and introduce the amulet fragments again).

## CHARACTERS

### Elliott Harding (Occult Enthusiast)

STR 14 CON 15 SIZ 16 INT 12 POW 14  
DEX 12 APP 12 EDU 15 SAN 48 HP 16

Dmg Bonus: +1D4

Weapons: Fist/Punch 70%, 1D3+db

Skills: Cthulhu Mythos 9%, First Aid 50%, Hide 25%, Occult 25%

### Caleb Lancaster (Occult Enthusiast)

STR 10 CON 11 SIZ 9 INT 15 POW 11  
DEX 13 APP 9 EDU 18 SAN 36 HP 10

Dmg Bonus: None

Weapons: Dagger 40%, 1D4 + db, Fist/Punch 50%, 1D3+db

Skills: Cthulhu Mythos 18%, History 40%, Latin 40%, Listen 50%, Occult 55%

### Penelope Blakely (Bank Teller)

STR 9 CON 12 SIZ 11 INT 15 POW 11  
DEX 13 APP 16 EDU 14 SAN 73 HP 12

Dmg Bonus: None

Weapons: Fist/Punch 50%, 1D3+db

Skills: Accounting 30%, Credit Rating 20%, Listen 40%, Occult 10%

**Joseph Haney (Anthropology Professor)**

STR 11 CON 13 SIZ 13 INT 16 POW 14  
 DEX 13 APP 10 EDU 23 SAN 65 HP 13

Dmg Bonus: +1D4

Weapons: Fist/Punch 60%, 1D3+db

Skills: First Aid 40%, Navigate 50%, Spot Hidden 40%, Throw 40%

**Henry Stevenson (Fisherman)**

STR 16 CON 15 SIZ 14 INT 8 POW 11  
 DEX 14 APP 8 EDU 8 SAN 58 HP 15

Dmg Bonus: +1D4

Weapons: Fist/Punch 60%, 1D3+db

Skills: First Aid 40%, Navigate 50%, Spot Hidden 40%, Throw 40%

**Andrew Cromley (Eccentric Millionaire)**

STR 13 CON 14 SIZ 13 INT 17 POW 17  
 DEX 13 APP 14 EDU 20 SAN 46 HP 14

Dmg Bonus: +1D4

Weapons: Fist/Punch 55%, 1D3+db, 9mm Auto 35% 1D10

Skills: Art 15%, Bargain 50%, Credit Rating 85%, Fast Talk 60%, History 40%, Latin 60%, Law 30%, Listen 40%, Occult 80%, Persuade 75%, Pharmacy 40%, Spot Hidden 30%

**Guards**

STR 16 CON 15 SIZ 15 INT 10 POW 13  
 DEX 15 APP 9 EDU 13 SAN 60 HP 15

Dmg Bonus: +1D4

Weapons: Fist/Punch 75% 1D3+db,

45 Automatic 55% 1D10+2,

Fighting Knife 60% 1D4+2+db

Skills: Fist/Punch 75%, Kick 50%, Listen 40%, Occult 10%, Spot Hidden 40%, Track 20%

**Staff**

STR 11 CON 12 SIZ 12 INT 9 POW 10  
 DEX 15 APP 10 EDU 11 SAN 64 HP 12

Dmg Bonus: None

Weapons: Fist/Punch 50%, 1D3+db

Skills: Listen 40%

# Lemuralia

*An Original Scenario set within the world of Cthulhu Invictus*

By Oscar Rios

## INTRODUCTION

The Roman calendar has many holidays, festivals and holy days. The time is approaching for the feast of Lemuralia, three sacred days (May 9th, 11th and 13th) when all good Romans performed rites to exorcize the unwholesome spirits of the dead from their homes. This was accomplished by making offerings of beans and mola salsa, special salted flower cakes made by the Vestigial Virgins from the first ears of wheat of a harvesting season. Such gifts usually were enough to satisfy the restless dead for another year, but every once in an unfortunate while the dead aren't so easily appeased.

Such a case exists in a home nestled in the valley between the Esquiline and Viminal hills in a neighborhood of the sprawling slums known as the Subura. Here, hidden away between cramped tenements and dens catering to all manner of vice lies the villa of Sextus Fluvius Thalna. The family abandoned the property decades ago as the slum rose to engulf it. No one lives there now; even the more hardened and desperate of sorts won't enter it. It's known as The House of the Lemures, home to malignant specters and the restless dead. It is without a doubt the most infamously haunted house in all of Rome.

But perhaps all that ends this year. Rumors has it that a young quaestor with an eye towards moving up the Cursus Honorum, intends to cleanse the House of the Lemures as a way to win favor (and votes) with the people of Rome. He's hired a psychopompus, or a soul

conductor, to drive the Lemures from the Fluvius villa once and for all. This might prove a difficult task, even for Oscarios Tabularius, Rome's most famous soul conductor. But the questor is well funded, and the psychopompus is hiring assistants. He's offering 500 sestertii a day, for each day of Lemuralia, per man or woman willing to assist him. You can earn 1500 sestertii for just three days work? That is more than most people make in a year!

## KEEPER'S INFORMATION

The villa of Sextus Fluvius Thalna is indeed haunted and a very dangerous place during Lemuralia. Eighty years ago Fluvius Thalna, a genius in mathematics and architecture, pushed the boundaries of knowledge by experimenting with the barriers separating realities. He located a nexus point, a weak spot between realities and purchased the property, later building villa around it. The villa he designed has a subtle but very unconventional design which exploits non-euclidian geometry to amplify the instability.

The experiments drove him mad and ended tragically. By weakening the nexus point Thalna attracted Lumens to his home, strange creatures of living energy which can be quite dangerous if threatened. They killed several people before he temporarily closed their entry point. Still Thalna pressed on with his work, next tearing another small rip in the fabric of reality. This opened a passageway to the realm of the Great Old One Abhoth, the Source of Unclean-

ness. Its spawn sensed the passage and invaded the home, causing still more deaths. Thalna quickly closed this breach, again temporarily so, and again pushed onward with his experiments. By now everyone but him had fled the house; his family abandoning their paterfamilias to his obsession.

Ultimately Thalna accomplished his goal, unlocking the secrets of passing between worlds through the use of strange geometry. But his breakthrough triggered an immediate attack by a Hound of Tindalos, which was attracted by his clumsy experiments. Thalna survived the initial attack, but ingested some of the bluish ichor dripping from the hound. This transformed him into a Tindalosian Hybrid.

Today the nexus is only active on three nights per year, May 9th, 11th and 13th. On May 9th the first rip re-opens, filling the house with Lumens. On May 11th the rent into Abboth's realm re-opens and its spawn wander into the villa. On the final night of Lemuralia, May 13th, Thalna himself returns to his former home and hungrily seeks out prey, feeding off human souls.

The investigators must locate and close all three doorways. They can only be found after they open but by then creatures from those realms are already entering the villa. Investigators must defeat the Lumens (which can simply be avoided), the horde of Spawn of Abboth (whom attack anything they find within the villa) and Fluvius Thalna, the Tindalosian Hybrid (who attempts to drain the souls of any humans within his home).

The weak points can be closed by tossing a mola salsa into them. Ultimately if all three breaks are sealed, the house is cleansed of the haunting. However the design of the house inherently attracts distortions upon the natural nexus point and will never be a wholesome place to dwell. Once cleansed of its malignant influences the building should be destroyed.

## PART ONE: WHO ARE YOU GOING TO CALL?

The scenario begins with investigators seeking out the psychopompus, Oscarios Tabularius. He then hires them to assist him in cleansing the Fluvius Villa. They learn that the soul conductor is simply a civic clerk with an interest in investigating the unknown, working as a psychopompus in his spare time. Oscarios looks to the investigators as colleagues and partners rather than hirelings. Keepers should use this to push investigators to take the initiative in the scenario but also allow the NPC to motivate them should the team become stalled.

### The Ad

Investigators may answer a posted ad, painted on walls here and there across Rome. They might also hear the same information read from several news readers on the days before the start of Lemuralia. Oscarios' ad reads, or is announced, as follows:

*"Stalwart and able bodied people are needed to assist in the cleansing of the villa of Sextus Fluvius Thalna. Generous payment offered for each of the three night of Lemuralia. Contact Oscarios Tabularius, at the Trajan on the 7th of May."*

### At The Baths of Trajan

This bath complex has its own gardens and libraries, as well as baths. Oscarios Tabularius is at the baths from the time they open until they close on the 7th, interviewing potential assistants in the cleansing of the Fulvius villa. He is a regular here and has left instructions that anyone asking for him be led to wherever he is. This is either in the gardens, the historical libraries or the baths themselves. Once the investigators meet Oscarios, he interviews them to learn if they are qualified to help him (See ^ The Interview). If they can pass the interview he tells them a bit about the task they are being hired to assist him with (See ^ The Mission).



## The Interview

Oscarios questions prospective employees, trying to determine their skill set and how they might be of help in this assignment. He asks about their education, their beliefs in Lemurs, magic and if they have any military training. While doing this he drops hints and asks slanted questions, hoping that investigators with knowledge of the Cthulhu Mythos might show their hand. If investigators impress him, or admit to having encountered the mythos previously, he hires them and explains the mission.

## The Mission

Oscarios details the mission of cleansing the villa of Sextus Fulvius Thalna, also known as The House of the Lemurs. Anyone native to Rome knows of the villa's reputation as the most haunted building in the city, non natives realize this upon making a halved Know roll. Oscarios informs the investigators of his plan.

He hopes to locate the centers of the haunting, the weak spots where the spirits are seeping into the house and close them. Oscarios will lead the investigators in the Lemuralia ritual and has acquired three very special mola salsa cakes to appease the ghosts with. Tomorrow is the 8th of May, the day before Lemuralia begins. Oscarios asks well educated investigators to look into the history of the property. The freedman is a Tabularius, with nearly twenty years experience in public service. He instructs investigators to mention his name while attempting to access most government record. Investigators who say to any civic clerk in Rome they are working for Oscarios gain admittance to such records with a successful Luck roll.

## Research into The House of Lemurs

Investigators find 2-4 (1D3+1) items of the following information per successful Library Use roll. They can also learn 1 item per successful Persuade roll when questioning anyone who resides within 1000 yards of the Fluvius Villa.

- \* The Villa was owned by the Fluvius family, who had a good name but had suffered financial hardships.
- \* The Subura rose up around the villa, placing the once stately home in the center of a slum.
- \* The builder of the house was a mathematician and engineer named Sextus Fluvius Thalna.
- \* He vanished under mysterious circumstances while in the house 80 years ago.
- \* Strange lights are seen drifting around inside the house on every May 9th.
- \* Over the last 80 years more than a dozen people have been murdered in and around the house during Lemuralia.
- \* Lemurs sometimes escape the house and terrorize the neighborhood on May 11th; most

### Oscarios Tabularius

This freedman in his mid thirties is obviously non-Italian, likely a mix of Germanic and Hispanian. He's lived in Rome all of his adult life and purchased his freedom six years ago. Oscarios was a civic slave, owned by the state who worked in various governmental bureaucracies as a clerk. Today he is a freedman, choosing Tabularius (meaning clerk) as his cognomens and continues to work as a civil servant.

He is a bright man with an eye for details, meticulous in his investigating and focused on tasks he is given. Stoic in his philosophies, it gives him a rather fatalistic outlook which makes him brave and reckless all at once. He is more comfortable behind a writing table than anywhere he might actually be in harm's way. The people he hopes to hire are the sort who can watch his back if things go badly.

Keepers can have Oscarios be a member of Societas Cryptaegidis (The Hidden Shield Society). If so he's newly promoted commander in the process of gathering his own team. For more information on this secret society see The Legacy of Arrius Lurco from Miskatonic River Press, page 12.

local residents spend Lemuralia with relatives elsewhere in the city.

\* Last Lemuralia the two most successful psychopompus in the Empire attempted to drive the ghosts from the Fluvius villa. They were a Greek named Jason and a Roman named Licinius Philo. The Greek was found the next day drained of all fluids, a withered husk, while Philo remains missing to this day.

\* A vigilis, Vibius Papus, was patrolling the area forty years ago. He stopped and questioned a man seen exiting the villa on May 13th. The man claimed to live there, giving his name as Flavius Thalna. The vigilis, not knowing the villa's history, allowed the man to leave. The next morning three people were reported missing from the area and another was found completely drained of fluids. Vibius Papus died twenty six years ago.

Keeper's Note : Vibius Papus was driven insane by the sight of the Tindalosian Hybrid, his mind blocked out specific portions of the encounter. He did encounter and question Flavius Thalna, but let him go after his mind convinced him that there was nothing wrong with his appearance.

\* The property is now owned by the City of Rome, as no surviving family has laid claim to it for more than six decades. It is an eyesore which civic authorities would love to see torn down. They are unwilling to do so until the spirits residing the place are laid to rest, as they believe anything constructed on the site would end up haunted as well.

## PART TWO: HOUSE OF THE LEMURS

The investigators meet Oscarios as he leaves work just before sundown. Like all good Romans he has a bath (at an area bathhouse) and a meal (from a street cart), inviting the investigators to join him and paying for their bath and/or if they do. He then walks with them into the Subura, to the door of the House of the Lemurs,

ready to conduct the Lemuralia rituals and conduct the ghosts to their proper afterlife.

### The Walk to the Villa

As the investigators travel at the villa they see neighbors are either locking themselves in for the night or are leaving the area entirely. Most carry bags with them, as if they won't be returning for several days. One old woman stops the investigators, explaining that this block isn't safe right now and that they should leave the area before dark. By the time the investigators arrive at their destination the entire area is effectively deserted.

### The House of the Lemurs

Located in the Subura, the villa's exact location is given as: "In the center of the hollow dip in the street, up the block from the pottery shop, behind those three identical insula (apartment buildings) that got build a few years back, just a short way from the public restroom. The big empty place, you can't miss it."

The villa sits in the middle of the crowded slum but no other buildings crowd in on it. All other structures are built a respectable distance from the villa, as if builders were afraid of getting too close. This leaves the entire block surrounding the House of the Lemurs underdeveloped.

While once beautiful the place is fallen onto serious decay. The plaster is flaking off, the paint has long since faded, the roof leaks and sags. The floors are warped and all the furniture is ruined by mold. Strangely no pigeons or rats dwell here, nor can ANY signs that ANY animals have ever made this urban ruin their lair. Those looking over the structure with a critical eye can figure out with an INT check that it should have naturally caved in on itself at least 20 years ago.

### Entering the House

Once inside Oscarios asks the investigators to explore the house, instructing them to look for anything out of place and listen for any odd sounds. He asks them to describe to him what

they see and hear; advising them to NEVER go off alone. “Stay in groups, or at least pairs, and call out if you see anything”, he advises. The psychopomp tries to remain with one of the investigators at all times, following his own rule. He explains, “We’ll wait and watch, and if the spirits make themselves known we’ll try to put them to rest.”

### The Plan

Oscarios plans to guide the spirits within the house to their proper afterlife. He attempts to persuade them with the use of the Lemuralia ritual. If this fails Oscarios tries to find the source of the Lemurs, which he suspects is a gateway to Hades. Once he locates this passageway he attempts to seal it, exactly how he’s not entirely sure of.

### The House

The Fluvius villa matches the layout of a common residence as detailed in the Cthulhu Invictus rulebook (See Welcome to Rome, Page 13). Investigators making an INT times 3 check realize the angles of the walls, corners and ceilings seem a bit off. Those who make this check by more than half their needed score also realize that in these places the dimensions seem bigger on the inside of these rooms than they can possibly be giving their location within the house. Somehow the design of the villa allows it to violate the laws of physics and investigators discovering this must make a Sanity Check for 0/1D2 points.

### The Gates

A detailed search of the house allows investigators the opportunity to find various clues and signs as to where the weak spots in our reality are located. Investigators entering these locations should make a POW times 2 check, to sense that something just is not right in that location. Those making a successful Spot Hidden check in these rooms notice that the decay is especially bad, the walls showing signs of being blacked and scorched in places. These locations are:

\* Gate #1 opens in the northern Ala (alcove) on May 9th, releasing 3D12 dozen Lumens into the villa.

\* Gate #2 opens in the rear Triclinium (dining room) on May 11th, and releases 2D4 Spawn of Abthoth per hour.

### The Lemuralia Ritual

This ritual is meant to cleanse the lingering spirits from a home. The spirits are basically bribed with offerings, typically fava beans and special cakes. These cakes, called Mola Salsa, are baked by the Vestal Virgins from the first harvested wheat of a season. The ritual takes place during the Lemuralia festival, taking place on the 9th, 11th and 13th of May.

The head of the household stands barefoot and wears non-woven clothing free of any knots. This was because it was thought that footwear and knots interrupt the flow of magic. He then makes a sign with his hands, joining middle finger and thumb, standing silently. Next he washes his hands with water from a fountain, turns around and gathers up the beans. These are tossed backwards as the person performing the ritual utters “haec ego mitto, his redimo meque meosque fabis”, nine times. This translates to “I send these; by the beans I redeem myself and my dependents”. Once this is finished rings a set of copper symbols and cries out, again nine times, “Manes exite paterni!” or “Ghosts of my fathers be gone!” The cakes of salted wheat are traditionally left on the house’s lararium, or the shrine to the family’s personal spirits.

Unfortunately for the investigators this religious ritual has no real magical effects. It does not close the rents in the fabric of reality; appease the Lumens, Spawn of Abthoth or the Tindalosian Hybrid who haunt the villa. However, what it does is restore 1 point of Sanity to anyone partaking in the ritual, if they honestly believe that it may work (see Recovering Sanity, page 82, in the Cthulhu Invictus sourcebook).

\* Gate #3 opens in the Tablinum (office) on May 13th, and allows the Tindalosian Hybrid to re-enter this reality for the night.

### Closing / Sealing a Gate

The three gates inside the House of the Lemurs open for between 3-5 hours (1D3+2). After that the gates close until the next Lemuralia. The gates appear as a rip hanging in space, about the width of a man's spread arms. A gate can be closed before its usual span by either tossing an active Elder Sign or a freshly baked mola salsa into one. An Elder Sign closes the gate forever, while the salted wheat cake only closes it for that particular day, allowing it to reopen normally the following year.

The unique shape of the house is the main reason these gates exist, as the structure amplifies the instability of the local nexus. Once the third and final gate is closed the entire house begins to collapse in on itself. It is only the energy of the instability that is keeping the natural aging of the house at bay.

### The Hidden Lock

Hidden in the mud of the Impluvium (the pool to catch rainwater in the villa's atrium) is a leather bag. Inside it is a smooth river stone with an odd sigil carved into it. The bag contained a scroll as well but this has long since turned to mush. The scroll once explained what the stone was, what it did and how to construct more. The sigil on the stone is an Elder Sign, made by the insane Fluvius Thalna in case he needed to quickly close one of the gates he was attempting to open.

However, after becoming a Tindalosian Hybrid, he realized the stone could pose a threat to him. He could neither destroy it nor move it far. So he hid it, tossing it into the pool of scummy water where it has sat for nearly 80 years. Investigators must make a successful Cthulhu Mythos roll to identify what the stone is.

### The Hidden Weapons

Investigators making a successful Spot Hidden roll discover that a large stone flowerpot has

been turned upside down in the last year. Investigators who turn it upright (STR 30) discover a beautiful Spatha (long sword), a puglio (large knife) and a metal banded club. Oscarios can identify these weapons as having belonged to his colleagues in the psychopompus community, Jason and Licinius Philo. All three weapons are enchanted, hidden here by Fluvius Thalna.

## PART THREE: LEMURALIA, THE FIRST NIGHT

On this night, at just about midnight, the first of the three gateways opens. There is a ripping sound followed by a smell, as if lightning has struck nearby, that fills the villa. Slowly 3D12 glowing balls of light begin to slowly drift out of the northern Ala.

### Fighting the Lumens

These creatures do not attack but simply drift about. If investigators avoid bumping into them they can easily bypass entering combat with them. However, the Lumens are quite thickly gathered around the riff they emerge from, so Investigators attempting to enter the northern ala must make a standard DEX check per round to evade contact with the drifting creatures. Investigators must travel through the room for two rounds before they can close the riff with either an active elder sign or one of the mola salsa cakes. Investigators can enter the room, making a single DEX check, and then throw either the active elder sign or mola salsa into the riff with a successful throw check.

Investigators attacking the creatures trigger a dangerous situation. Once threatened the creatures seek out targets, draining them of CON until either all the lumens or humans in the villa are dead. Investigators with spells or enchanted weapons could possibly destroy all the lumens in the villa but such a conflict is unnecessary. Once the riff is successfully closed the lumens slowly fade away at the rate of 2D4 per hour, vanishing back to their home dimension.



## Lumens, Lesser Servitor Race.

*“And coming our way over the broad expanse, skimming along at treetop level, was an oblong cluster of faintly glowing lights. Lights. That’s what they were. Not glowing spheres. Not UFO’s or any of that nonsense. They had no discernible substance. There were just lights. Globules of light I’d never seen light behave that way before- it didn’t seem right or natural for light to concentrate itself in a ball. Or perhaps it was the way they moved, gliding through the night with such purpose, cutting through the dark, weaving from tree to tree, floating by the topmost branches, and then forging a path to the next. Almost as if the trees were signposts.”*

- F. Paul Wilson, “The Barrens”

Lumens are also known by a number of different names: Pine lights, witch lights, will-o-the-wisps, jack o,lanterns, corpse lights, fairy lights, or fox fires. They are the guardians of special places across the world called “nexus points”. Twice a year at these points the “veils” that obscure reality become detached and for a short period of time offer glimpses of the true nature and horrors of our world obscured from man’s normal perception. Four such points are known: one near the east coast of North America in New Jersey called “The Barrens”, one in Tibet, and one in each of the poles. Other nexus points may exist. People brave enough to follow the paths that the lumens traverse through the night skies are ultimately led to nexus points.

Animals and vegetation shun areas where lumens congregate. Over time any terrestrial life in an area of lumen activity becomes deformed and abnormal in both appearance and behavior.

Lumens rarely attack unless they are disturbed or are required to defend themselves. They normally travel in groups of a hundred or more and can attack en masse.

**ATTACKS:** Lumens attack by passing through and inside their victims, creating a strong cold, burning pain. This causes the permanent loss of 1D6 CON points per round. Wounds from

such attacks turn red, blister and scald, and smoke for a short time. Such wounds never heal. Afterwards, the pain is surprisingly minimal, but later infection is highly likely aggravating the injuries further.

Alternately, these ghostly floating lights lure hapless investigators into deep woods, swamps, or other dangerous and desolate areas. This technique is most often used to get victims lost or trick them into falling down wells, stepping into quicksand, stumbling into alligator dens, or otherwise getting them in harm’s way.

## LUMENS, Pine lights, Witch Lights, Corpse Lights, Jack O,Lanterns, Will-O,-The Wisps.

	Char.rolls	Averages
STR	1D4	2 -3
CON	1D6	3 - 4
SIZ	1	1
INT	3D6	10-11
POW	3D6	10-11
DEX	3D6+12	22-23

Move 10 flying HP 2-3

Av. Damage Bonus: N/A

Weapons: Cold Burn 50%, Damage permanent loss of 1D6 CON.

Armor: None, but immune to all forms of non-magical attacks.

Spells: A Lumen with an INT of 15 or more knows 1D3 spells.

Skills: Track 25%.

Sanity Loss: 0/1D4 for Sanity points to see lumens.

## PART FOUR - LEMURALIA, THE SECOND NIGHT

On the second night of Lemuralia, at about 2am, the next riff opens. This riff carries with it the stench of a carnal rot, part cesspool and brothel and battle field. Immediately there is the sound of slithering, hopping, flapping of wings; hooting, howling and gibbering coming from the triclimium (dining room). The investigators find themselves immediately under attack.

### Fighting the Spawn of Abthoth

Every hour 2D4 spawn enter the house and attack anything they find. Keepers can have them enter in a mass wave or creep in a few at a time. They are hideous to behold, each appearing unique. The spawn that can fit through the riff tend to be of the smaller sort, so the damage of their attacks is only about 1D6 and their Damage Bonus only 1D4. While they have no armor and can be harmed by normal attacks, they do regenerate quickly so combat with them could be challenging to investigators. The best tactic would be to close the riff as quickly as possible, even in mid-combat with the Spawn if necessary.

### ABHOTH, SPAWN OF, Lesser Servitor Race

*There were things like bodiless legs or arms that flailed in the slime, or heads that rolled, or floundering bellies with fishes, fins; and all manner of things malformed and monstrous, that grew in size as they departed from the neighborhood of Abthoth. And those that swam not swiftly ashore when they fell in the pool from Abthoth, were devoured by mouths that gaped in the parent bulk.*  
-Clark Aston Smith, "The Seven Geases"

The spawn of Abthoth are the carious creatures which the Great Old One Sloughs off from its great fertile bulk. Unlike Sub-Niggurath's offspring, no two children of Abthoth are alike, yet unlike the brood of Ubbo-Sathla, the Abthoth-spawn are generally complex life forms. Some appear as unfinished bodies of singular body parts, while others look like prehistoric crea-

tures, monstrous mutant things, queer humanoids, amorphous blobs, ect. Some spawn of Abthoth fly, some swim, some crawl, some don't move at all. Abthoth scoops up and reabsorbs some of its children. Those that escape their sire's grasp wander about in dark and lightless subterranean lairs of even venture up into the world of men or into the Dreamlands.

Abthoth's spawn are mostly simple minded creatures which act and react on impulse. A few of these creatures tend to the alien needs of their sire, but most simply wander away. Because every child of Abthoth is different, each has a different mode of attack. The keeper should determine the specific form of attack for each child he or she creates. Characteristics for the Abthoth-spawn vary greatly. For most statistics, the keeper must first make a random dice roll to see how many dice the statistic has. For example, STR is listed as 1-4D10. So the keeper should first roll a 1D4 and then roll that many 1D10.

### SPAWN OF ABHOTH, Spoor of a Great Old One

	Char. rolls	Averages
STR	1-4D10	10-18
CON	1-6D6	9-16
SIZ	1-3D10	10-12
INT	1D10	5-6
POW	1-6D6	9-16
DEX	1-3D6	6-8
Move	1-3D6-3	4-6
HP	10-14	

Av. Damage Bonus: +1D6 (In this case 1D4)

Weapons: Various 1D100%, as per mode of attack (in this case 45% and 1D6)

Armor: None, regenerates 1D20 hit points per round.

Spells: None

Skills: Sneak 50%.

Sanity Loss: varies from 0/1D2 Sanity points to 1/1D10 for Sanity points to see a very horrible spawn of Abthoth.

### **Spawn of Abthoth, The Villa Invaders (2D4 per hour)**

STR 14 CON 10 SIZ 10 INT 5 POW 9  
DEX 7 Move6 HP 10

Damage Bonus: +1D4

Weapons: Various bites, claws, fangs or constrictions 45%, 1D6+db

Armor: None, regenerates 1D20 points per round.

Spells: None

Skills: Sneak 50%

Sanity Loss: 0/1D6 points to see a Spawn of Aboth, Villa Invader.

## **PART FIVE - LEMURALIA, THE FINAL NIGHT**

The third and final inter-dimensional doorway opens at 3am, with a racing wind and a wave of dizziness washing over everyone. Two investigators can make an INT check to triangulate the direction of the disturbance, which emanated from the Tablinum (office). After a few moments a cloaked figure emerges from the office. A wall suddenly appears where the door once stood, which is as rotten seeming as the rest of the house. An investigator can batter through this by inflicting 12 points of damage, or crash through it by beating a STR vs. STR 15 contest on the resistance table. To close the gate and dispel the Tindalosian Hybrid, investigators must enter the Tablinum.

### **A meeting with Sextus Fluvius Thalna**

A figure exits the office of the villa, dressed in a filthy mold covered robe. It approaches the investigators, asking who they are and why they are in his home. He explains that this is his property, gives his name as Sextus Fluvius Thalna, and explains that they are trespassing. If the investigators claim to be psychopompus attempting to cleanse the house of Lemurs, he thanks them for their efforts. Meanwhile, he is slowly trying to get within range of attacking

someone, to satisfy his ravenous hunger for a human soul.

### **The Final Battle**

Fluvius Thalna drops the decrepit cloak, showing the true horror of his appearance. His body is all cubes and angles, like a living man made of blocks. His appearance shifts dramatically, as he moves to attack. This immediately requires the investigators make a Sanity check (see below).

Fluvius Thalna is a very weak hybrid, due mainly to the fact that he is only released on one night a year to feed. The nature of his existence means that he goes through long periods of near starvation. He is also still insane from his research. While his powers are formidable, he is not very savvy in combat. Investigators able to reduce him to zero hit points can defeat him. Should investigators gain access to the Tablinum and close the gate, even if in mid combat with Fluvius Thalna, are also able to defeat him as closure of the gate returns him to imprisonment. If this is the third gate closed all the gates are destroyed and the Tindalosian Hybrid is destroyed.

### **Tindalosian Hybrids, Lesser Independent Race**

“The figure that appeared was sharp and angular and unrecalable as a bust of static electricity. It was dark and it stood upright, and there was a vaguely lupine are about it as it sprang forwardΣ also something cold and partaking of primal hunger which nothing in the universe might fully satisfy.”

- Roger Zelazny, The Changing Land

Tindalosian hybrids look like living cubist paintings, all angles and sharp shapes. They generally try to maintain their human forms, but their image often waves and ripples. Tindalosians exist across hyperdimensional realms, and thus appear to shift and change when mere three-dimensional mortals can see only segments of their being. They often dress in hooded robes, billowing garments and veils, or long

trench coats and wide-brimmed hats to hide their Tindalosian features. When they don't bother to keep human shape, their visible portions change radically. Their hands appear as conglomerates of triangular crystals reminiscent of wolfish claws. Their face is replaced by what seems to be a wide gaping mouth, with a set of long crystalline fangs. (The rest of a Tindalosian hybrid is in other dimensions). Their shape constantly shifts, as in small parts of them were popping in and out of existence. Their exposed substance appears as a conglomerate of many angles, with no curves at all. The hybrids can extend a snake-like tongue of bluish color from these jaws. Although not obvious by sight, the soul immediately senses that this is a predator, a wolf-like creature whose prey is one's inner essence.

Tindalosian hybrids are not a naturally-occurring species. They come into being through magic and accident. By ingesting a bit of the blue ichor left behind by a hound of Tindalos, a human may become infected (if he does not die first) and mutate into a Tindalosian hybrid. Certain spells and elixers may produce the same effect.

A hybrid's first priority is feeding, and it must do so at least once a day. They like eating tasty souls, and always attack those with the highest POW first. If surrounded and rushed, a Tindalosian hybrid just rips, tears, and tosses people about. If it has enough magic points, it delights in allowing opponents to flee and then popping up in from of its prey, smiling as only they can. It is very hard for a Tindalosian hybrid to keep itself looking human, since their evil forms constantly shifts, as is blatantly obvious in daylight. This is why they generally try to hide themselves beneath robes and coats. When they attack, they try to do it in the shadows.

**TIME-SPACE ABILITIES:** a Tindalosian hybrid's Hyper-Sight extends to an area of up to its POW X10 feet in radius per 1 magic point per round. For 4 magic points per use, a hybrid can Step-Through to another angle within POW\*20 feet of itself. For one round per 5 magic points

sacrificed, a hybrid can Twist Space around it within a radius of POW feet. See nearby box text for details.

**ATTACKS:** Tindalosian hybrids may attack with their hands/claws each round. They also have several special attacks and effects.

**BITE:** if a Tindalosian hybrid receives a special success and the victim fails to Dodge, the hybrid's mouth seems to enlarge to the victim's size, while the victim seems to elongate, shrink, and be sucked into the maw. The character is gone. A hybrid can swallow up to its own SIZ\*2.

**TONGUE:** the process leaves a small painless hole in the chest surrounded by traces of blue ichor. Hybrids gain 1 magic point per point of POW drained, up to their original maximum. The tongue sucks the soul and all bodily fluids out of the victim at the rate of 1D2 POW and 1D6 CON per round (the POW stays lost, but blood transfusions can restore the CON up to half of the total lost points). The tongue stays attached until the hybrid disengages or the victim dies or breaks away (STR vs. STR).

#### TINDALOSIAN HYBRIDS, Half-Breed Killers

	Char. rolls	Averages		
STR	3D6+12	22-23		
CON	3D6+12	22-23		
SIZ	2D6+6	13		
INT	1D6+12	15-16		
POW	5D6	17-18		
DEX	3D6+6	16-17		
APP	3D6* / N/A	10-11* / N/A		
SAN	N/A	N/A		
Move	10	HP	17-18	

Av. Damage Bonus: +1D6.

Weapons: Claws 45%, damage 1D3+2d6

Bite 38%, damage 1D6 + 2D6 + Swallow whole (see above)

Tongue 70%, damage 1D2 POW drain (see above)



Armor: 2-point skin. Regenerates 3 hit points per round. Mundane weapons do minimum damage. By expending 4 magic points per round, a hybrid can shift its physical essence further into hyperdimensional space, becoming completely immune to mundane weapons. In all cases, magical weapons and spells have full effect. If a hybrid drops to zero or below, it dissipates. It is up to the keeper whether the Tindalosian hybrid is then truly dead, or whether some fragment regenerates over a long period of time.

Spells: all hybrids know 1D10 spells, at the keeper's discretion.

Skills: Dodge 75%, Hide 75%, Jump 70z5, Listen 70%, Scent Humans 85%, Sneak 80%, Spot Hidden 75%, and other normal human skills, although usually with higher levels of science and psychology-related skills.

Sanity Loss: None in human form; to see tindalosian hybrid form costs 1D2/1D12 Sanity points.

## THE NEXT DAY

If investigators manage to close all three gates the house begins to fall down around their ears.

Within a few minutes all that remains is a pile of quickly rotting timber, plaster and paint. Investigators and Oscarius can report to the questor that all spirits have safely been conducted to their final rest. Within 2 weeks construction begins on a large insula project, with several ground floor shops. The investigators are offered rent free residence in one of these apartments as a reward, or possibly one of the shops with a successful Bargain roll. Should investigators not wish to take up residence in Rome's most dangerous slum the questor offers them an additional 1000 sesterii as a bonus after. He is in a generous mood as this public relations victory earns him a lot of votes and he wins election into a higher office. Investigators gain +2% to their Status scores as news spreads that they were responsible for riding the city of its more haunted house.

Happy Halloween!

Sanity Awards

For Each dimensional riff closed 1D3

For closing all three dimensional riffs 1D6

# 13 Black Candles

By Jeff Woodall

This adventure is nominally set during the colonial period just following the close of the American Revolution however some adjustments can easily make it suitable for 1920's or Modern.

It is late October and Squire Tom Roberts is giving his annual All Hallows Evening party in the town of Aylesbury, Connecticut. He has given this party every year since the end of the American Revolution. It is a huge event in which people from the town of Aylesbury are invited as well as his family and friends from elsewhere. The investigators have been invited to attend. It is assumed that they investigators are coming from out of town and minimal knowledge of the area.

Aylesbury is a quite somewhat secluded town in the Northern area of Connecticut. It has several out-lying farms and a few wooded areas. The main part of the town has a variety of businesses and building that would be need in a Colonial Era community. There is an Episcopalian church in the town, which most everyone attends. In addition

it has a fine Inn by name of the Silver Bell. This functions not only as an inn but also a tavern serving ales, wine and food from the local farms.

The majority of the inhabitants of Aylesbury are farmers or craftsmen and their families.

The investigators will arrive a couple of days before the event and make arrangements to stay at the Silver Bell inn. The proprietor Matthew Silver will greet them. He show them their rooms and informs them dinner will be served at six thirty.

Upon arriving for dinner they will notice the very large dining room has customers in it mostly drinking ale and wine. A woman in her thirties and a girl of about fifteen are serving them. The young lady greets the investigators and invites them to a table in the corner and brings

ale, bread, cheese, fruit, vegetable stew and roasted chicken. They over hear talk of the upcoming event and local news and gossip. Overshadowing all of this is the sad news of an eight-year-old boy by the name of John Sampson who has disappeared the night before



last. Search parties have been looking for him since the yesterday. Eventually four men come in and everyone stops and looks at them. One says, "We haven't seen anything yet." They are then escorted to another room by the proprietor. The investigators may wish to aid in the search for this boy. It must be remembered that during this time period kidnapping is a rare thing in the United States. In other parts of the world it is common for children to be sold into slave labor sometimes called indentured servitude to make it sound nice. It is assumed by most that John Sampson has been hurt somewhere or is lost. The investigators may be the only ones who suspect wrongdoing. They can aid in the search if they wish. The keeper can give them clues as seems appropriate.

The party starts at 3:00 in the afternoon and lasts until well after dark. There is to be music and dancing, food, games, ghost stories, fortune telling and a scavenger hunt for the children.

The house is large place the party is held inside in the main hall. The hall decorated heavily with jack-o-lanterns causing and other room to glow with an orange light. There are tables laden with food of all kinds and casks of ale. Children are bobbing for apples in a corner. A group of musician plays in the corner while couples perform dances in the center.

As the investigators enter luxurious home Squire Roberts and His wife Jane greet them. They can mingle with the guests they are introduced to various people. In their conversations they will hear various gossip. For one thing the minister Sam Hart is not present, most people suggest he has apprehensions about the event and has chosen not to attend this year. He has attended the event in the past but never seemed to enjoy himself. People say he longs for the days of Salem to return. Also they remark on how marvelous the music is especially under Mike Little's direction. He is an elderly man playing a violin.

At about a half on hour before sunset the squire announces the scavenger hunt held for the children is to begin and that all the children

should gather near the pumpkin patch outside. Several eager youngsters run noisily towards the pumpkin patch followed by their parents and other spectators.

The squire gives the signal to begin.

The children run to it searching for candy and small toys as the adults look on. A sudden very thick fog arises covering the field and nearby woods. The cawing of crows can be heard. This eerie fog causes an uneasy feeling among the viewers. The investigators may note that this is very unnatural. The adults begin calling for the children to come back and most do. However twelve do not return. Parents begin going onto the fog to search for their children and everything is chaos for about an hour when the local minister calls for everyone to calm down and begins a systematic search. Lanterns are brought out as well as weapons. The footprints of the children can be found in the field as well as some booted feet of larger people. Some of these larger ones all lead to the woods. An immediate search begins. Suddenly the situation breaks down again with many people blaming the squire who protests his innocence. One of the investigators may notice that the elderly man who was playing violin is also missing. If they ask about him they find out his name is Mike Little. In addition the schoolmaster is missing as well.

Any investigators with a successful idea roll or occult check may note that the 12 children now missing along with John Sampson equals to thirteen, just the right number for a witches coven.

Any of them with a skill in tracking may notice that the boot sizes leading to the woods are of people with very large feet but the weight of the person is very light especially considering that they may be carrying a child.

The children were captured by the Crow people who have taken the children to the mansion of Mike Little. All of the children are placed in a hypnotic state.

The members of the dark order of Baphomet have all arrived and the ritual will begin at midnight.

The ritual they will employ will take several hours to complete and on the dawn of All Hallows Day the transfer will be complete with the old bodies sacrificed by the Guardians with the minds of the children in them.

The schoolmaster was one of the ones searching for the children. He did not return and decided to go into the pine woods by himself. He was found by the crow people and killed.

Time is very important in this adventure. The characters have one night in which to locate the children in order to save them.

The Keeper can use any set time limit for his or her group as desired. A suggested time limit of three hours after the start of the All Hallows Eve party with each half hour denoting an event. The keeper can let the players know the event if appropriate or the keeper may choose to simply let the players know there is a time limit and occasionally call out the time. This adds to the general paranoia and dread.

If the investigators are able to stop the ritual from taking place no permanent harm will come to the children. They will however have to face 13 cultists and the five crow people.

Interrupting the ritual will leave the children's minds in the adult's bodies and the adults in the children's. They are also likely to face the avatar of Shub-Niggurath and the Crow people. The cultist now possessing the bodies of the children will attempt to convince people to do away with the old bodies now containing the children's minds.

If the investigators arrive at dawn or later they will find the children now possessed by the members of the order. The bodies of the elderly people will be gone having been consumed by Shub-Niggurath avatar. The children's souls are now lost forever. The investigators may not realize at first what has taken place. When they do they will have to make decision on what to do next. Any attack on the children will probably be seen as a criminal and immoral act and investigators may find themselves punished. A

few days after the event all of the children will disappear going to various localities where they have set up arrangements to be cared for in a lavish lifestyle until the next time they will perform the ritual fifty years hence.

#### Mike Little's House

One of the largest houses in the entire state it was built about fifty years prior for another person. Mike Little moved in nearly two years ago and has become involved with the locals. A couple of miles out of town it is somewhat hidden away in a wooded area. He seldom has visitors other than members of the cult. Few of the town people have been to this place. He no longer keeps human servants but has the Crow People do much of the required work.

It has two levels the first contains a good-sized library, kitchen, drawing room, and dining room. The library has books on various subjects including the Occult. There are no mythos books in this room. The drawing room has the trophies of several animal on the walls as well as a cabinet containing three pistols and six muskets and gunpowder, ammunition, fuses, some hunting knives and a saber. The kitchen has a fireplace large enough to cook with a spit and cauldron. It also contains various cooking equipment. On All Hallows Eve the kitchen is in use to provide food for the Cult. There is a small stairs leading down to a cellar that contains various foodstuff and wine.

The upstairs contains four bedrooms and a water closet. In Mike Little's Room there is a doorway hidden behind a wardrobe that leads to the ritual chamber. The children will be kept on the second level in the hidden ritual room. This room has an altar with various symbols drawn on it and a small statue of Baphomet. Underneath the altar is the Book of the Dark Order of Baphomet. There is a large red rug on the floor and black drapes on the walls. Candles will light the room. In addition if they come in upon the ritual each cultist will be paired with one of the children holding a large black candle with a deep orange flame. The black candles are specially made from human fat for this rit-



ual. Sanity loss to see the statue and symbols is 0/1d3. If the ritual is taking place it is 1/1d6. If Baphomet is eating the human bodies it's a sanity loss of 3/3d4.

In addition to the house there is a barn that appears to be in disuse. In fact the barn is the hiding place of the crow people. Within are several large feathers and carrion of various animals the Crow People are feeding on. There are various weapons most with bloodstains upon them to be found as well. The schoolmaster's body can be found in the barn ripening for a feast of the Crow People.

#### The Church

If the investigators search the church on the night of the event they will find that the minister has apparently hung himself.

There is a note that says only "I am guilty". By comparing his other writing with a successful check the investigators will note that it is a forgery of his handwriting. With a successful medicine skill check an investigation of the minister's body will reveal several bruises around his body and the back of his head made by a blunt object and has caused severe internal bleeding.

In fact the crow people were sent to do away with the minister and make it look like he was responsible for the children's disappearance. Mike Little knew the minister was watching him.

The reverend has a small house next to the Church. If the investigators search they will come across his journal.

The reverend has been collecting information on Mike Little, which he has written in his journal (See Reverend Hart's Journal at the end of the Scenario).

#### The Schoolhouse

In John Sampson's desk on his slate board is a crudely drawn picture of birds carrying weapons.

#### The Graveyard

If perchance the investigators go to the graveyard they will notice that two graves less than a year old look as if they have been dug up recently. Uncovering the graves will reveal that the bodies are gone. This was done by the crow people who were getting desperate and it was done without Mike Little's knowledge who has insisted since their arrival a couple of months ago that they could only eat what they came across in the pine woods. Investigators are likely to find more of the boot tracks that an expert tracker will note belongs to someone who doesn't weigh very much. Also there are few of the overly large crow feathers.

#### The Pine Woods

This large area of primarily large pine trees has an evil reputation. It is said to be haunted by evil spirits, was once used by Indians for strange rituals involving animal sacrifices. It has little game for hunters and the few who do go into it for hunting hear strange sounds and see shadows that move in odd ways. Some have come out insane and only able to remember a horrible walking corpse that chased them. It connects to various parts of the town and its paths are sometimes used by the more brave or foolhardy. Older children use it as a dare game.

Investigators searching in here will find prints of large boots. With a successful track check they can follow these to both the pumpkin patch by Squire Robert's House and to Mike Little's house. They will also come across some black feathers but very large. Those with a successful natural history, biology or other applicable skill check will note that it is a crow feather but much too large.

The legends surrounding the woods in regards to being haunted do have some truth to them. Long before the coming of the Europeans there was a group of Native Americans who lived in this area. Among them was a man who went mad and murdered several of his tribe in a most horrible fashion. He was chased down

and killed on a stone formation in the center of these woods.

His spirit still roams the forest mainly near the stone formation. He will continue to haunt the woods so long as the woods and stone formation remain.

### **Ghost of Madman**

Int 14 Pow 20

1d6 sanity to see

He appears as a rotting corpse, hairless, with fanglike teeth, long finger nails and covered in the blood of his victims.

## THE DARK ORDER OF BAPHOMET

This group is comprised of 13 elderly people (each in their sixties) who seek to renew their lives by using an elaborate mind switch spell on 13 children. In addition this group participates in every vice and sin known to man. They worship a being called Baphomet who is actually a fairly stable avatar of Shub-Niggurath. This being appears as the drawing by John Dee. The group also performs ritual sacrifices at each equinox and solstice.

They have been active since the dark ages and have performed this rite many times. None except Mike Little are the original members. As accidents and other reasons have caused the early death of a member. When this has happened they seek out a new member, always some twisted, desperate, evil individual whose depravities matched their own.

### **Baphomet**

An avatar of Shub-Niggurath which appears as a bipedal creature with a goat-like head, human-like torso, arms with claws for hands, goat legs, fishes tail and the reproductive organs of both male and female. It has an awful stench and speaks with a deep voice.

### **Baphomet**

STR 28    CON 20    SIZ 28    INT 21  
POW 40    DEX 18    HP 28

Damage Bonus +1d8

Weapons claw 60%, Bite 55%, gouge with horn 45%, kick 20%

San loss 2/2d8

### **The Cultist**

#### **Mike Little Leader of the Dark Order of Baphomet**

He plays the part of a lonely widower who has recently moved into the area to forget his grief and use the rest of his time helping others. He is to the public a humble, gentle man who gives freely of his time and resources. His behavior in private is often very different. He is a violent tempered individual who lashes out at the slightest offense. Taking vengeance to the extreme on the smallest of slights. He has hinted at passing on his wealth to some of the children in the church whom he feels deserves the help. All thirteen of the children chosen to be the new vessels of the coven are in his choir group. He is the leader of the cult and has been with them since their beginnings. A small but immensely cruel man with a vast knowledge of the occult. He passes himself off as a wealthy philanthropist who is a church going man. He alone is aware that the Cult deals with something beyond Satanism. He is the leader of the local church choir and also plays organ, piano, violin, and flute extremely well and is familiar with various pieces and styles music from all over Europe.

### **Mike Little**

STR 9    CON 13    SIZ 7    INT 18    POW 14  
DEX 11    APP 13    EDU 14    SAN 0    MP 14  
HP 10

Damage Bonus -1d4

Weapons dagger 35%

Spells The Rite of Renewal (Mass Mind Transfer for up to 13 people), A Ritual Call Forth His Dark Majesty Baphomet(Contact Deity Shub-

Niggurath), To Call the Dark Friends(contact Crow People), Raising the Mists of The Earth (Raise Fog), Bind Soul

None of the cultists aside from Mike Little lives in the area. All of them will arrive at his house between October 29th and 31st. They come in secret and are not noticed by anyone. They avoid the inn and other public places. They are put up in various rooms at Mike Little's house. All of them are elderly in her sixties but in good health. If caught in the ceremony they will do whatever it takes to escape punishment.

#### Male Cultist #2

STR 11 CON 15 SIZE 12 INT 16 POW 11  
DEX 7 APP 13 EDU 13 SAN 0 HP 14

Damage Bonus 0

#### Male Cultist #3

STR 13 CON 9 SIZ 13 INT 16 POW 6  
DEX 12 APP 13 EDU 13 SAN 0 HP 11

Damage Bonus +1d4

#### Male Cultist #4

STR 12 CON 14 SIZ 11 INT 12 POW 6  
DEX 12 APP 6 EDU 9 SAN 0 HP 9

Damage Bonus 0

#### Male Cultist #5

STR 10 CON 11 SIZE13 INT 12 POW 11  
DEX 8 APP 10 EDU 10 SAN 0 HP 12

Damage Bonus 0

#### Male Cultist #6

STR 10 CON 9 SIZ 11 INT 9 POW 9  
DEX 6 APP 10 EDU 17 SAN 0 HP 10

Damage Bonus 0

#### Female Cultist #1

STR 5 CON 7 SIZ 10 INT 10 POW 13  
DEX 4 APP 12 EDU 16 SAN 0 HP 9

Damage Bonus -1d4

#### Female Cultist #2

STR 9 CON 16 SIZ 14 INT 10 POW 10  
DEX 11 APP 13 EDU 15 SAN 0 HP 15

Damage Bonus 0

#### Female Cultist #3

STR 8 CON 11 SIZ 13 INT 12 POW 12  
DEX 11 APP 8 EDU 14 SAN 0 HP 12

Damage Bonus 0

#### Female Cultist #4

STR 8 CON 9 SIZ 14 INT 11 POW 10  
DEX 12 APP 17 EDU 11 SAN 0 HP 11

Damage Bonus 0

#### Female Cultist #5

STR 9 CON 9 SIZ 13 INT 11 POW 12  
DEX 13 APP 9 EDU 8 SAN 0 HP 11

Damage Bonus

#### Female Cultist #6

STR 10 CON 9 SIZ 11 INT 9 POW 9  
DEX 6 APP 10 EDU 12 SAN 0 HP 10

Damage Bonus 0

#### Female Cultist #7

STR 9 CON 9 SIZ 13 INT 13 POW 12  
DEX 13 APP 12 EDU 10 SAN 0 HP 11

Damage Bonus 0

## BOOK OF THE DARK ORDER OF BAPHOMET

Written in Old English it describes the rituals and celebrations of the cult. Its cover is the hide of some unknown reptile. On the first pages is an illustration of Baphomet slightly different from John Dee's. Much of it deals with occult concepts and practices some of it deals with Mythos knowledge.

The Dark Order of Baphomet began in the year 1058 in Britain. Founded by a renegade Monk John Smythe who compiled his knowledge from the Necronomicon, paganism and occult lore from the Church. The book details

his apprentice Mike Little a younger son of a minor noble. In time John Smythe died of old age and Mike Little gathered others with similar interest. Over the years many members have come and gone but always Mike Little remained the primary force behind the cult.

Spells: The Rite of Renewal (Mass Mind Transfer for up to 13 people), A Ritual Call Forth His Dark Majesty Baphomet(Contact Deity Shubb-Niggurath), To Call the Dark Friends(contact Crow People), Raising the Mists of The Earth (raise fog), bind soul, enchant candle.

Sanity Loss 1d2/1d4

Mythos Knowledge + 3%

Occult Knowledge + 8%



### **Crow People, A lesser servitor race of Shubb-Niggurath.**

They appear as a bipedal crow covered in black feathers. They are unable to fly as they have human like arms covered in feathers instead of wings. Standing a little over five feet in height they are very quick, agile, cunning and stealthy but none to strong. They often aid human servants of Shubb-Niggurath as thieves, spies and assassins. and when traveling attempt to disguise themselves in heavy clothes and keep their heads covered. They generally eat carrion and have been known to raid human graveyards to find food, sometimes warring with ghouls. They were more common during the dark ages and before but now are on the verge of extinction. They originate from Europe and many dark legends about them are known there. Their arrival to the colonies is something of a mystery as they cannot fly and the close confinement of ship would give their true form.

They speak a language of clicks, caws and whistles but are able to understand human languages.

They are five of these creatures in this adventure that live with and aid Mike Little. They are the ones who will sacrifice the old bodies to Shubb-Niggurath.



### Crow Person

STR 2d6 CON 3d6 SIZ 2d6+3

INT 3D6 POW 3d6 DEX 3d6+6

Move 9 San loss 1/1d6

Weapons by weapon type of claw 45% 1d3 Peck 40% 1d3.

All crow people know how to make a sleeping potion and use it on darts and other weapons.

### Crow Person 1

STR 3 CON 12 SIZ 11 INT 12

POW 7 DEX 12 HP 11

Weapons Scythe 40%, Dart 45%, Claw 45% 1d3, Peck 40% 1d3

### Crow Person 2

STR 6 CON 9 SIZ 11 INT 10

POW 6 DEX 13 HP 10

Weapons: Wood Axe 40%, Dart 45%, Claw 45% 1d3, Peck 40% 1d3

### Crow Person 3

STR 8 CON 8 SIZ 13 INT 13

POW 12 DEX 18 HP 10

Weapons: Bow 40%, Dart 45%, Claw 45% 1d3 Peck 40% 1d3

### Crow Person 4

STR 6 CON 8 SIZ 12 INT 18

POW 6 DEX 13 HP 10

Weapons: Pitchfork 40%, Dart 45%, Claw 45% 1d3, Peck 40% 1d3

### Crow Person 5

STR 7 CON 9 SIZ 13 INT 16

POW 6 DEX 13 HP 11

Weapons: Pitchfork 40%, Dart 45%, Claw 45% 1d3, Peck 40% 1d3

### Crow person sleeping potion

This serum will cause anyone failing a constitution check to become unconscious for 2d3 rounds.

The exact ingredients are known only to crow people.

### The Children

Each of the children has been selected by Mike Little to replace each of the cultist. He has already taken John Sampson for himself. Unfortunately for him this has left some clues for the investigators. Going to the children's homes will reveal nothing of importance. The parents of the children are very willing to help anyone who offers proof of where their children are. They can however become a murderous mob at the slightest provocation and if they have any reason to suspect the investigators may turn on them.

1. John Sampson
2. Robert Ellis
3. Thomas Humfrey
4. Thomas Smart
5. George Howe
6. John Pratt
7. Agnes Wood
8. Joyce Archard
9. Jane Jones
10. Elizabeth Glane
11. Jane Pierce
12. Joan Warren
13. Elizabeth Viccars

### Town People who may aid in the search:

#### Squire Roberts

STR 12 CON 12 SIZ 13 INT 12 POW 10

DEX 10 APP 11 EDU 14 SAN 50 HP 12

Weapons Flintlock 30%, Musket 45%

#### Farmer

STR 10 CON 12 SIZE 12 INT 16 POW 9

DEX 11 APP 12 EDU 8 SAN 45 HP 12

Weapons: Musket 35%

#### Miller

STR 10 CON 11 SIZE 12 INT 12 POW 11  
DEX 8 APP 10 EDU 10 SAN 55 HP 12

### Carpenter

STR 12 CON 13 SIZ 9 INT 11 POW 10  
DEX 13 APP 15 EDU 12 SAN 60 HP 11

Weapons: Musket 35%, Hatchet 55%

### Town Bully

STR 14 CON 14 SIZ 14 INT 6 POW 6  
DEX 12 APP 6 EDU 9 SAN 30 HP 14

Weapons: Musket 20%, Fist 35%

Has done work for Mike Little in the past but doesn't know of anything. He is a bully and likes to antagonize strangers when they are alone. The town's folk tend to not put up with his antics and the squire once gave him a good thumping. He does manual labor around the town to make a living.

### Baker

STR 12 CON 13 SIZ 14 INT 14 POW 15  
DEX 11 APP 12 EDU 16 SAN 75 HP 13

Damage Bonus: +1d4

Weapons: Musket 35%

### Blacksmith

STR 13 CON 12 SIZ 16 INT 9 POW 8  
DEX 11 APP 10 EDU 10 SAN 40 HP 14

Weapons: Hammer 40%, Pistol 45%

### Innkeeper

STR 9 CON 18 SIZ 10 INT 12 POW 11  
DEX 13 APP 9 EDU 16 SAN 55 HP 14

Weapons: Saber 35%, Pistol 40%

### Silversmith

STR 11 CON 13 SIZ 11 INT 12 POW 10  
DEX 13 APP 12 EDU 14 SAN 50 HP 12

Weapons: Musket 45%

As the era used in this scenario is not common in Call of Cthulhu games pre-generated characters designed for use in this Adventure have been included.

### Professor from Miskatonic

STR 9 CON 16 SIZ 14 INT 10 DEX 15  
APP 13 EDU 15 SAN 50 HP 15

Weapons pistol 20%, musket 20%

Skills: Astronomy 30%, Biology 20%, Chemistry 35%, Geology 20%, History 40%, Library Use 40%, Physics 35%

### Colonel veteran of American Revolution

STR 14 CON 16 SIZ 12 INT 15 POW 10  
DEX 14 APP 10 EDU 16 SAN 50 HP 9

Weapons: Musket 45%, pistol 40%, saber 45%, knife 60%, cannon 20%, club 50%

Skills: Dodge 30%, Pilot cart, Ride 40%, language-French 45%, sneak 45%, search 55%,

### Minister

STR 8 CON 8 SIZ 12 INT 17 POW 15  
DEX 13 APP 12 EDU 18 SAN HP 10

Weapons pistol 30%, musket 30%

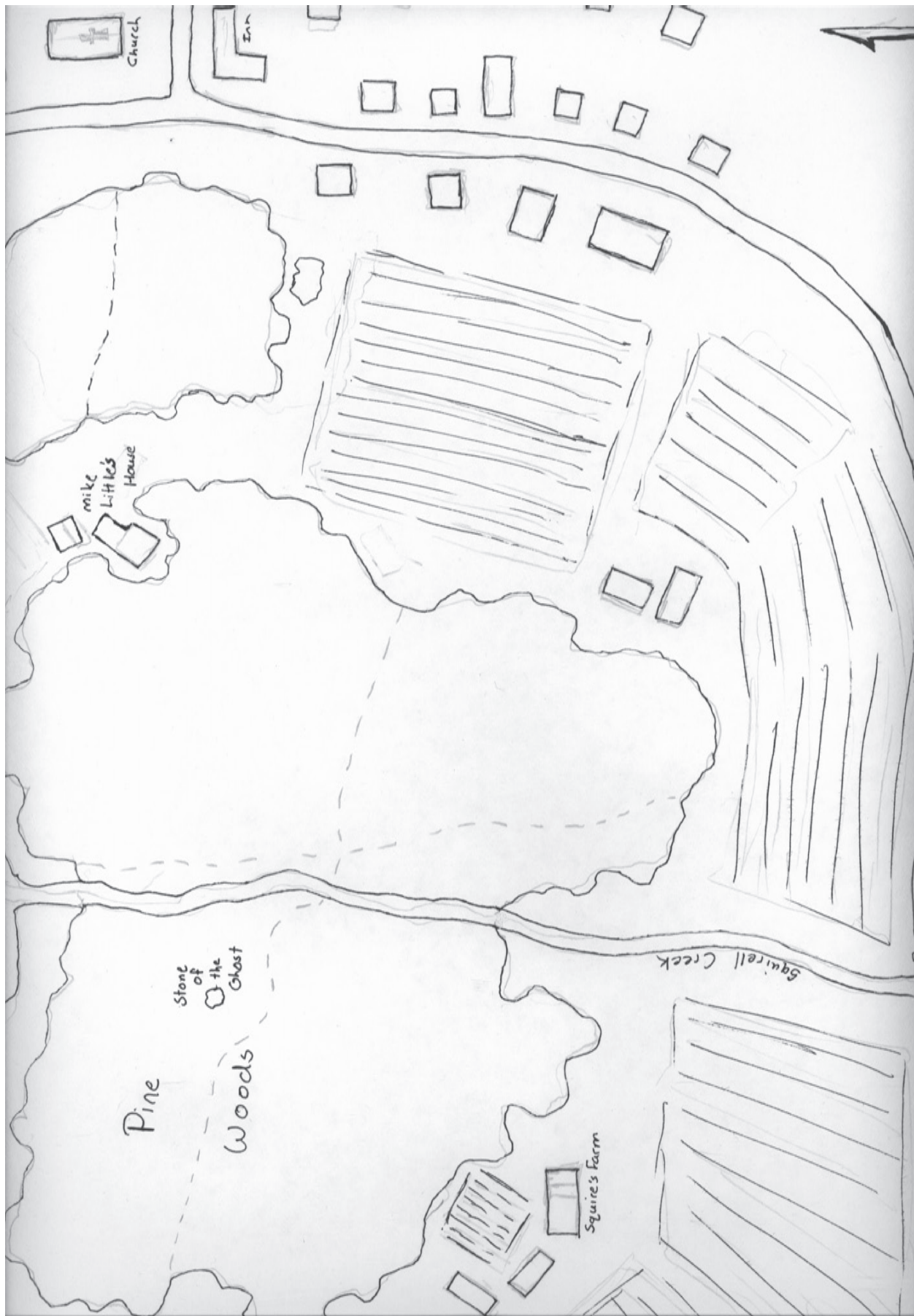
Skills: Accounting 35%, History 30%, Library Use 45%, Listen 25%, Other Language-Latin 30%, Persuade 35%, Psychology 20%, Religion 40%, Occult 35%

### Doctor

STR 9 CON 18 SIZ 10 INT 12 POW 11  
DEX 13 APP 9 EDU 16 SAN 55 HP 14

Weapons: Pistol 35%, Musket 20%

Skills: Biology 40%, Credit Rating 30%, First Aid 45%, Latin 35%, Medicine 40%, Pharmacy 50%.



May 13, there is something odd about the new choir leader Mike Little. I can't quite place it. Many of the things he says do not match with facts I know. In particular he claims to have attended the College of William and Mary, however when I asked him on particular of tenured professors there he seemed vague and unable to recall certain specifics.

June 30, Mr. Little has proven to be quite the musician. He is able to play a variety of instruments with a mastery I have never seen before. He could very well play the courts of Europe if had chosen. He has done quite well with the choir group if a bit harsh. But still there is something odd about the man that I can't quite place.

July 12, Mike Little's behavior today was quite bizarre. He was speaking to the trees seemingly. No one was there and all I heard was the cawing and clicks of crows. When he saw me approach he quickly went down the road.

August 1, I heard Mike Little utter name Baphomet today, a name which I have not heard in many years. He said it in only a whisper and thought no one was around. Little did he know in my youth I fought in the wars against Indians under General George Washington and learned by necessity to move with little sound. I shall keep a closer eye on him. For Baphomet is another name for the Archfiend himself.

October 30, He has been very cautious of late and I suspect he knows I watch him. I have been unable to observe anything unusual for quite some time and I was beginning to think it was all my imagination. Last evening I saw in conversation with cloaked and hooded figures in the Pine Woods. I know not who these people were but I suspect something is to happen on All Hallows Eve a night of witchcraft if there ever was one. I will keep watch on his house tomorrow night. I wonder if all this has to do with the disappearance of John Sampson. I spoke with the Squire but he is a Deist and considers me to be superstitious. I will not speak with anyone else until I have some proof of wrong doings. How things would have been different in Cotton Mathers day.



# Dead Leaves Fall

*A 1920's Call of Cthulhu Adventure*  
Scenario and Artwork by Simon Yee

## INTRODUCTION

Halloween brings to mind candy and spooky costumes, where wearing a mask and saying the magic words, “trick or treat,” rewards those naïve hunters in costume a bounty of future tooth decay. But for some adults it is a time of transition both physically and spiritually. The earth is shedding its skin like dead leaves falling and men reflect in fear on the past gone by. A time when the connection between our meaningless existence and the divine (or damned, as it may be) is at its closest. It is during this time that the investigators are being called forth to recover five brittle pieces of paper taken from an ancient book...

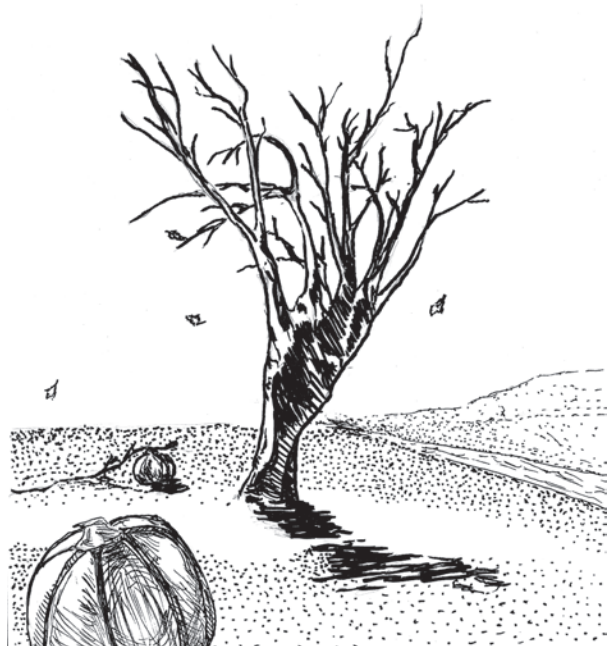
## KEEPER'S INFORMATION

...the 14th Century Middle English version of the *Chaat Aquadingen*. The five pages contain the poorly written story or recollection of the ritual for contacting Chaat, the Water God. The book belonged to a Chicago collector of antiquities, Herman Berk. Earlier in the week, he had received the book back from a wealthy Arkham citizen named Grant Willet. Grant had cut the pages out of the book to have more time to study the pages. You see, Herman only gave Grant two weeks to read the book while he was in Arkham. Herman was at Miskatonic University overseeing the arrival of a collection of artifacts from Cairo, Egypt, which he had helped sponsor.

Grant is part of a cult of people who believe they are the long lost children of Chaat

and wish to bring the horrible entity to earth so they may be reunited. What connects most of the cultists together is that they mutate or partially shed their human skin into monstrous deformities the same time every year. Halloween. For the past three years they have been meeting on Halloween at a small farm in Foxfield which Grant had purchased. After Halloween, those who have changed too much stay on the farm, while the others return to their places in society.

To complicate the situation further, a doctor from Bolton, Massachusetts has been hunting down the cultists one-by-one. The doctor's name is Earl Fairmount, and he is a specialist in unexplained human mutation. It was Earl who had brought the cultists together to study and treat them in Bolton during the start of the



century. During his study, Earl had sequestered them together because of their particular transformations during Halloween. It was during this sequestered time that the group became a cult. Their close proximity created the possibility for them to experience shared dreams about Chaat and realize their connection to Great Old One. Initially Earl thought their belief was a shared delusion, but over time he recognized that they were a real threat to humanity. Once the truth dawned on him, he went on a rampage, killing off his clients with a shot gun. The few who escaped went to Grant's farm and have been meeting there every Halloween to undergo the change.

At the start of this scenario, Earl has found and killed Grant at his home in Arkham but not before the 5 pages were given to Jeremiah Keats, three days before. When the investigators find Grant's body, Earl will be at the Miskatonic University Library looking up the location to Grant's farm and any information he can find about the cultist.

The cult is going to contact Chaat at midnight Halloween night and be taken away if they are permitted. Earl will try to stop them, of course.

To get the investigators involved, a representative from Miskatonic University or Herman Berk will contact investigators in the morning requesting them to do Mr. Berk the favor of collecting the five pages from Grant Willet for a practical fee of ten dollars with any additional expenses, such as travel. Herman will want the investigators to deliver the papers to him in Chicago. This investigation will start in Arkham and end in Foxfield, Massachusetts.

## INVESTIGATORS' INFORMATION

In the bright early morning of Halloween, players are contacted by a man named Jonathan Rolls, identifying himself as representative of the interests of Herman Berk, a Chicago collector of ancient antiquities. Jonathan will ask the investigators to go to the home of a Grant Willet and procure 5 pages that were cut from

an old book that Mr. Berk owned. Jonathan will add that Herman is an influential benefactor of Miskatonic University and would greatly appreciate the investigator's intervention into this matter since he is in Chicago and not able to handle the situation directly. (Players



Johnathan Rolls

may ask why Jonathan does not do

this for Herman himself. He will reply he is too busy handling another matter for Mr. Berk at the Miskatonic University Museum, the exhibit from Cairo, Egypt. He will let the players know that either they come highly recommended or were the first people that came to his mind.)

Investigators will be given Grant Willet's address (3428 Lich Street) and be told that they will be given \$10 for this service plus any additional cost, such as travel pay to deliver the pages to Chicago (8511 Racine Ave). Jonathan will smirk and half-heartedly brief investigators to the possibility that Grant Willet may not be home, and if so, then Mr. Berk will not endorse breaking into his residence. With a big grin, Jonathan will add that Mr. Berk will reimburse any expense that leads to the recovery of his 5 pages and understands that complications do happen which may require investigators to hazard actions that Mr. Berk may not endorse openly. The five missing pages will be described as looking like old yellow vellum with a header on each page saying "Chaat Aquadingen." No other description is given.

## THE HOME OF GRANT WILLET

A neoclassic-style house from the early 1800's located on 3428 Lich Street, in an area patch-

worked with well-tended houses and houses that show marks of considerable deterioration, two of which are abandoned. From the outside, the house seems to be two stories. A master-bedroom balcony looks over its well-tended yard. Most of the leaves from the trees are gone; the grass is covered in a robe of yellow and orange leaves. If this is the morning and the first stop for players, then there will be a small thin man named Orson Curwen in the front yard raking the leaves.

**Orson Curwen, age 31, Gardner**

STR 9 CON 7 SIZ 7 INT 11 POW 14  
DEX 13 APP 10 EDU 12 SAN 70 HP 7

Damage Bonus: -1D4

Weapons: Fist/Punch 57% 1D3 - 1D4

Skills: Art (Landscaping) 70%, Biology 26%, Conceal 35%, Drive Auto 66%, Hide 55%, Natural History 65%

Orson has just arrived and started his morning job of tending the yard. He had seen Earl leave the house as he was unloading his truck. Orson is pretty friendly and easily intimidated if need be. He will greet players and let them know that this is Grant Willet's residence. If players try to engage him about Grant being home then he will state that he has not seen him so far, but believes he is home because he had a visitor that had left when he arrived (describing a determined Earl Fairmount). If players are pleasant to him and seem friendly enough, then he will escort them to meet Grant.

The door to the house has been left unlocked and is left slightly ajar. Spot Hidden roll will reveal that the door was forced open and there are some small fresh-blood finger print smears around the side of the door (where Earl had used his bloody hands to close the door on his way out). A Biology or Medicine roll will confirm with confidence that the smears on the door are blood and probably from a human.

If Orson is convinced that there was foul play, then he will immediately escort players into the house and lead the way to the master bedroom where the players will find the body of Grant Willet tied to a chair and gagged. A bullet hole is still streaming blood and cerebral fluid down between his eyes. A roll for Sanity is needed at this point (0/1D3).

On the floor in front of the body is a large ledger of what seems to be his accounts. It is laying open to a page with a series of lines through most accounts except the ones that say: The Poles Farm, Foxfield. A Successful Accounting roll will indicate that payments to The Poles Farm, Foxfield have been on going for more than three years and that another payment coincided with each of these transactions to a certain J. Keats.

Searching Grant Willet's body will produce a thank you letter in his robe pocket from a certain Jeremiah Keats, member of the Fellowship within the Water, thanking him for getting the last pages they needed and reminding Grant of the annual reunion at midnight on Halloween Night. Players will also notice large malformed bumps on Grants body around his abdomen and left leg with hard reddish scaling on the skin. A Biology or Medicine roll will indicate the formations seem to be chitinous in nature more like that you would see on a crab or lobster than a human. If for some reason players attempt to cut the bumps open, they will discover the premature growth of crustacean claws and legs (SAN 0/1D3).

Orson knows how to get to Foxfield and will offer to take players there if he overhears them talking about the area, but he will first want to call police and meet the authorities here to explain the discovery of his employer's death. Within 20 minutes of calling the police, an officer will arrive, seal the house down for investigations, and take down Orson's account of seeing Earl leave the house and discovering Grant's body. Players still present will also be detained for questioning.

## MISKATONIC UNIVERSITY LIBRARY

If by chance investigators wish to roll a Library Use then this is the Library of choice in Arkham. If the roll is to attain information related to Foxfield, The Poles Farm or anything found in Grant Willet's house like The Fellowship within the Water, then the librarian will introduce them to Earl Fairmount who will be looking up similar information. Earl Fairmount will appear to be a man in his early 50's with a twirling mustache, wire-frame glasses and brown derby hat. Not an imposing man, but one whose posture is aggressive. He does not respect other people's comfort zones and will lean forward with his head to touch his nose on other people's noses to explain that his name is Doctor Earl Fairmount, not just Earl Fairmount. He will happily admit he killed Grant Willet and explain that he was protecting humanity from monsters. Earl will go on to explain that he is trying to kill the remaining patients who escaped his research study clinic in Bolton and claims that one of the creatures killed his head nurse, Regina Veit. Earl will blabber on about how he found out that they were all transforming into monsters and would be singing in unison in some foreign tongue at night to some unknown entity called Chaat. The most horrific aspect to the monsters was that they all seem to change in some way on Halloween Night and that the date seemed to have some genetic link for their mutation. Earl admits that there was a lot that he does not understand, but he knows deep down that they were all evil. At the end of Earl's soap-box moment, he will invite players to join him on his attack on The Poles Farm at midnight tonight.

### **Dr. Earl Fairmount, age 57, Paranoid**

#### **Researcher in Human Deformities**

STR 15 CON 14 SIZE 13 INT 16 POW 14

DEX 12 APP 17 EDU 20 SAN 47 HP 14

Damage Bonus: +1D4

Weapons: Fist/Punch 57% 1D3+1D4; 1911A .45 Pistol 57%, 1D10+2; 12 Gauge Shotgun 60%, 4D6/2D6/1D6

Skills: Accounting 35%, Anthropology 30%, Biology 62%, Chemistry 40%, Conceal 55%, Disguise 25%, Dodge 56%, First Aid 90%, Hide 75%, Library Use 68%, Medicine 93%, Persuade 40%, Know Latin 65%

Earl will welcome help, but become suspicious of those hesitant or unwilling to join him and believe deep down that possibly the hesitant person is one of the monsters or in league with them. He will avoid being caught and will not hesitate within the library to fire upon investigators who threaten him. Earl has his own car that can seat 3 others and has a 12 gauge shotgun and ammo in his trunk.

Aside from finding Earl at the library, other types of information that investigators may come across are (Successful Library use roll):

1) The Poles Farm is in Foxfield, Massachusetts, 25 miles out of Arkham. The road getting there is along Aylesbury Pike. A description of the land states that it is a 20-acre area along the north side of the Fox River, west of the Pickering Mill. The deed to the farm dates back to a family named Pickering and then mentions a transfer of ownership to the town of Foxfield with the Unitarian Church holding power of attorney for the land. 3 years ago the Unitarian Church and representatives of Foxfield's town council sold the land to Grant Willet.

2) Research into the Chaat Aquadingen book produces very little results, except a reference that it may be in the British Museum and that there may be no other copies in existence. Markings found around the reference indicate that it is a book of the occult with dubious authorship.

3) Research on either Jeremiah Keats, Fellowship within the Water or Dr. Earl Fairmount will



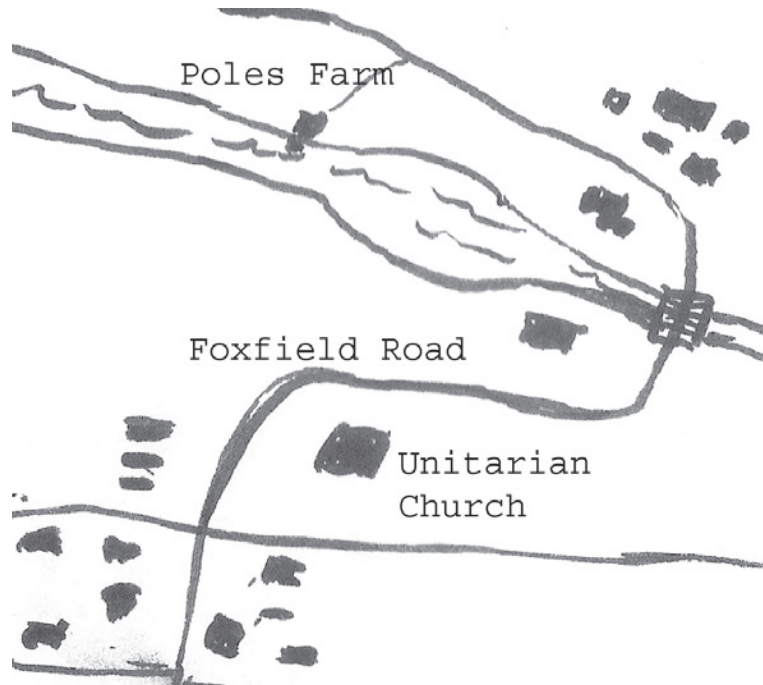
produce news articles about a new and innovative clinic that opened up in Bolton, Massachusetts seven years ago to solve unique medical conditions. There is a case study by Dr. Fairmount in the Journal of American Anomalies about a group he calls the Fellowship within the Water. It is a short article and does not come to any conclusion except that the individuals under his study share similar dream archetypes and have genetic tumor expressions that only occur at the end of October every year. The demographic profiles of the individuals were found in various freak shows with some coming from higher echelons of society. Jeremiah Keats is identified as one of the subject in the case study and his condition is described as having multiple ocular tumor sites through out his body. A few reviews giving praise and hope to the research are found but most of it stops around three years ago, after there is indication that the clinic was burglarized and Dr. Fairmount is reported missing. Reports of several murders during this time in Bolton can be found and, with a successful Idea roll, investigators can conclude that some of the names seem similar or exactly alike in the case study by Dr. Fairmount. All deaths were by gunfire within the homes of the individual.

## FOXFIELD, MASSACHUSETTS

*"...explore farther up the street, past the church... to the Fox River and the ruins of the abandoned mill looming over the far bank. It's the dry season, and the river is barely more than a trickle. Down Stream an old covered bridge crosses the Fox River, and a dirt road leads past the mill, toward the northern farms."*

-Keith "Doc" Herber, "Proof of Life."

25 miles or so Northwest of Arkham, just before where the Fox River joins into Miskatonic River is a small town called Foxfield. Once a prosper-



ous mill town, it is now a shell of its former self with none of the mills in operation. Most striking when entering Foxfield is a huge church steeple from the Gothic Revival-style Unitarian Church. The town does not employ police, and relies on the Massachusetts State Police for legal intervention. For the most part, there is no police presence in the area unless they are called in. It should take investigators 2-3 hours to get to Foxfield by automobile.

### Foxfield Unitarian Church

Investigators may come to the church through a lead they find in the Miskatonic University Library or because it is the most identifiable landmark when entering Foxfield. The church is a Gothic Revival-style Unitarian Church. Interim Minister Graham West currently oversees the church. Graham knows about the Poles Farm and can direct investigators to the farm if asked politely or with some level of courtesy. Graham gets along with the farm caretaker, Jeremiah Keats, since Jeremiah was one of the first people to greet him with kindness when he came to Foxfield. They go fishing together on the river every other Thursday to pass the time, if the weather permits. Graham does not know about the secrets Jeremiah hides on the farm or

the unnatural transformation Jeremiah is going through. He vaguely knows that Jeremiah is hiding from somebody. He just thinks Jeremiah is an eccentric lonely soul. Graham will explain that the farm used to house the Polish and Russian immigrant workers back in the day when the Pickering Mill was up and running. After the Mill burned down and there was no work anymore, the immigrant workers left Foxfield to find labor jobs in other cities. The land and farm was sold off by the church and the Foxfield town council three years ago to attract developers.

### **Graham West, age 28, Foxfield Unitarian**

#### **Interim Minister**

STR 13 CON 11 SIZE 14 INT 16 POW 12

DEX 12 APP13 EDU 16 SAN 60 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 50% 1D3+0

Skills: Credit Rating 45%, Fishing 35%, Listen 40%, Occult 35%, Know Latin 55%, Persuade 65%, Psychology 46%, Unitarian Religion 75%

Graham is originally from Boston and has been in Foxfield for the past two years filling in the role of minister until the congregation is able to search and elect a new Lead Minister. So far there have been four candidates that have come through but none has satisfied the congregation's spiritual needs. Graham sees his time in Foxfield as a test of his own faith, since he does not really want to be there his wife (Michele) and three children are still in Boston awaiting his return. In the end, Graham sees his time in Foxfield as a way to gain leverage to get his own church in Boston as this assignment is a favor for the Greater Boston Unitarian District.

### **FOXFIELD GENERAL STORE AND OTHER LOCATIONS**

Other local places like the General Store, Couriers office, Farm Implements & Stable store

and the Old Pickering House (City Record Depot) do not have much information about the Poles Farm and Jeremiah Keats. Most of the people just know the Poles Farm as one of a collection of farms which were actually stables that housed the immigrant farmers and were named after the predominant nationality of the workers who stayed there. Some rumors that investigators can come across (Successful Fast Talk or Persuade roll):

1)Jeremiah Keats is an odd fellow that keeps to himself for the most part. He is good friends with the minister of the Unitarian Church in town and they are sometimes spotted fishing along the riverbanks.

2)The Poles Farm is rumored to be haunted. There have been strange sightings late at night of strange shapes forming behind the windows.

3)Once a year during Halloween strange people from out of town are seen traveling to the Farm during Halloween. Some seem to have never left. Maybe they are witches worshipping Satan.

Most of the town folks will be occupied with setting up for the Halloween Party held in front of the Old Pickering House. Children will be seen running about in costumes and various booths in front of the Old Pickering House will have bobbing for apples, a dunk-booth, and dart-throwing at balloons for prizes.

### **Massachusetts State Police**

Most likely the police will be called to intervene during the investigation by either the players or the town-folk for things that are going to happen at the Poles Farm. If the police are called, then the first responder will be State Trooper, Author Dewy. He is a gruff no-nonsense type of man who will not be in the best of moods to be called out to the middle of nowhere to deal with anything short of a murder or bank robbery. It will take him about 20 minutes to arrive once police dispatch is called.

### Author Dewey, State Trooper

STR 17 CON 16 SIZE 16 INT 11 POW 10

DEX 12 APP12 EDU 14 SAN 50 HP 16

Damage Bonus: +1D6

Weapons: Fist/Punch 80% 1D3+1D6; Grapple 75% special; Head 45% 1D4+1D6, Kick 65% 1D6+1D6; .38 Revolver 87%, 1D10; 12 gauge Shotgun 70%, 4D6/2D6/1D6

Skills: Bargain 35%, First Aid 66%, Law 55%, Listen 68%, Sneak 43%, Spot Hidden 65%, Track 42%, Handcuff 68%

## THE POLES FARM

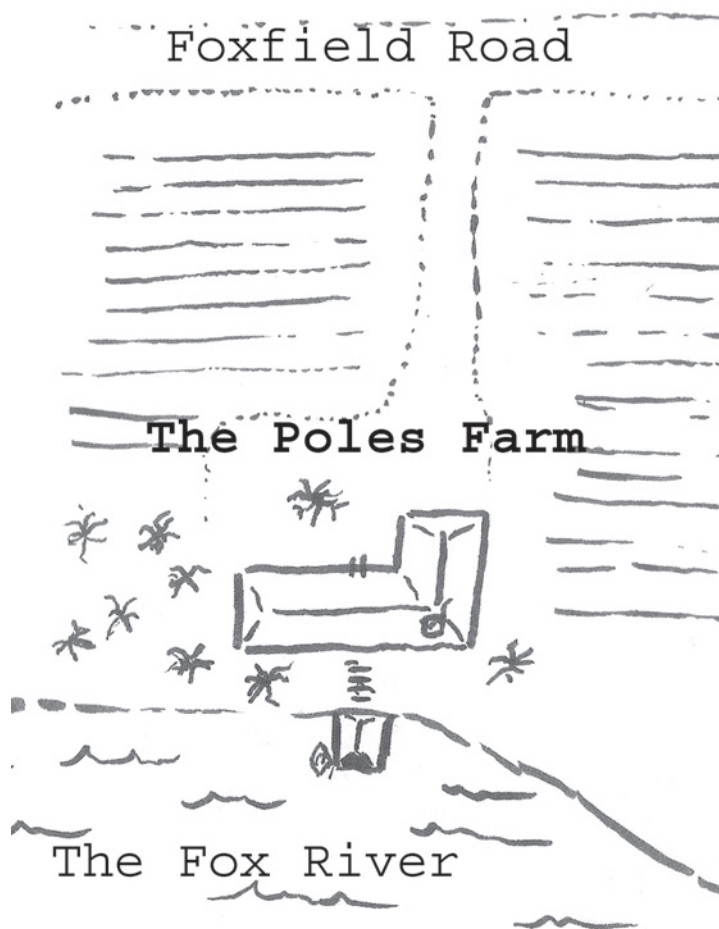
Dilapidated Farm with a singular red barn, rectangle-shaped house on the banks of the Fox River with a covered dock protruding into the river. The farmland is 20 acres heading from the farm inland. Numerous sheep run unfettered across the farm with visibly failed attempts to grow vegetables in rows of mounds of soil. Only a few pumpkin plants seem to have prospered on this land. If the Farm is approached before midnight on Halloween, Jeremiah Keats will most likely be inside the farm house and greet investigators from behind the farm door with a shotgun in hand. He is extremely paranoid of unsolicited visitors and will only crack the farm door open to peek and converse with others. If he sees or hears Dr. Earl Fairmount, then he will become hostile and accuse him of being a murderer. This may escalate to a straight firefight if there are no cooler heads prevailing.

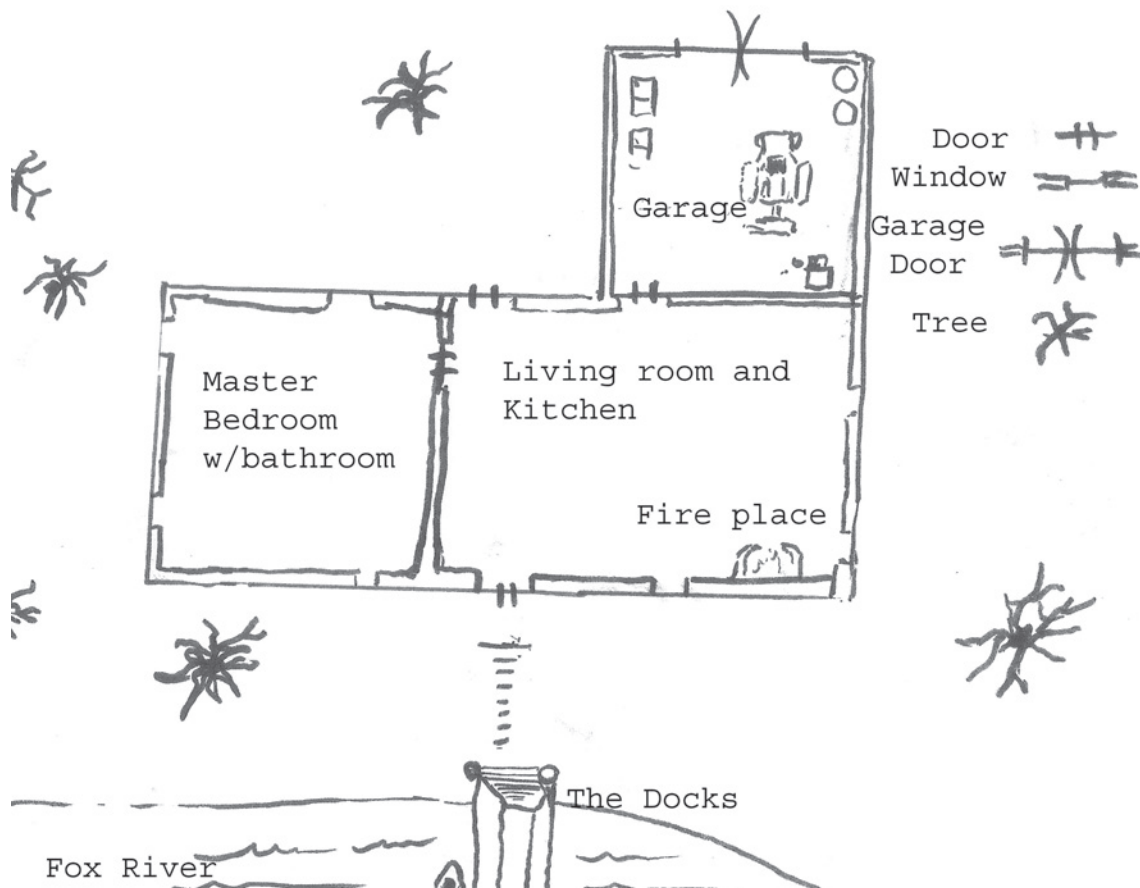
Inside the Poles Farmhouse with Jeremiah are three other members of The Fellowship within the Water: Carol, Larry and Euphemia. Also in the far corner of the house is a catatonic Regina Veit. The sad reality is that Regina had warned the clients of Dr. Earl Fairmount's plan to kill them and had helped them escape only to be driven

insane by witnessing their transformation over the years. It was thought she was killed since she disappeared during the time of Dr. Fairmount's rampage. Carol, Larry and Euphemia are three of the members who have changed so much that they cannot leave the farm. They linger in the farmhouse during the day and shuffle out the back-side of the house during the night to live in the river. If people break into the house, they will defend themselves the best they can and try to escape to the river if necessary.

If Minister Graham West approaches with the investigators, then Jeremiah will be civil but meet with people outside given that Earl is not also present. If Earl is present, then he will try to convince Graham that he is a murderer and the person he has been trying to hide from.

Trying to get the five pieces of paper from Jeremiah will be tricky. First off, Jeremiah will try to make a deal with investigators promising





to return the papers the day after Halloween. If he is put in a position where he has to give over the papers, then he will try to keep the last piece of paper because it is the only piece he has not fully memorized. He will even invite the players to the midnight ceremony to call forth Chaat, although he obviously will not say it is for those reasons, describing it as a transformation ceremony

**Jeremiah Keats, age 44, Ex-Book Editor/Cult Leader**

STR 12 CON 13 SIZE 14 INT 14 POW 10  
DEX 14 APP 12 EDU 14 SAN 22 HP 14

Damage Bonus: +1D4

Spells: Summon Deep Ones, Contact Chaat, Summon/Dismiss Chaat,

Weapons: Fist/Punch 50% 1D3+1D4; Grapple 45% special; Head 25% 1D4+1D4, Kick 35% 1D6+1D4; Butcher Knife 37%, 1D6 +1D4; 12 gauge Shotgun 50%, 4D6/2D6/1D6

Skills: Bargain 35%, First Aid 36%, Listen 60%, Sneak 40%, Spot Hidden 65%,

He has a special skill of not being able to sleep and has eyes throughout his body in different shapes and sizes. During his summoning of Chaat he will fully transform into one of the Children of Chaat. Please read the section on the Children of Chaat for more details.

**Carol Langston, Ex-Freak Side Show Attraction**

STR 18 CON 17 SIZE 19 INT 14 POW 12  
DEX 14 SAN 0 HP 18

Damage Bonus: +1D6

Carol used to be known as the Melting Lady because her skin was sloughing off her body and tumor-like bulbs bubbled up on her skin to pop in yellow puss during her time in the carnival. After being seen by Dr. Earl Fairmount and escaping to the farm, she has pretty much shed her human skin and is a full Child of Chaat with all the stats that go with it. Please see Children of Chaat section for more details.



### Larry Wipple, Ex-Freak Side Show Attraction And Plumber

STR 14 CON 13 SIZE 16 INT 14 POW 10

DEX 10 APP 6 EDU 14 SAN 4 HP 14

Damage Bonus: +1D4

Larry has not shed his upper torso and floats on the gossamer tendrils of his Children of Chaat true form. He was once a married man with three children before the changes took over and he began seeing his legs become spaghetti with additional legs sprouting from his hip. No longer able to work as a plumber and keep his family, he ran off to the circus to earn a living. He sent what money he could back to his wife and kids in anonymous letters. He was saved by nurse Regina and finally wasn't able to leave the ranch last year. Currently his face is missing eyes in the sockets because they have descended to stalks in his lower torso. Despite being almost fully transformed, he can still talk with his upper torso and has full function of his arms and hands. If Jeremiah is killed, he will be the first person to pick up his shotgun and exact revenge, despite having no skill at using the shotgun. Please see Children of Chaat section for more details.

### Euphemia Vickers, Ex-Vaudeville Actress

STR 18 CON 19 SIZE 20 INT 9 POW 16

DEX 11 SAN 0 HP 19

Damage Bonus: +1D6

Euphemia was a young scantily-dressed singer for a travelling vaudeville act, but once her skin became deformed into hard spiny tracks she found hope with Dr. Earl Fairmount. Her hopes were demolished by the nurse Regina who revealed that Dr. Fairmount was killing his patients. Euphemia fully transformed during her first Halloween at the farm and has not left since. Her transformation broke Regina Veit's mind and created the catatonic state she currently exhibits. Please see Children of Chaat section for more details.



Jeremiah Keats

### Regina Veit, catatonic nurse

STR 10 CON 13 SIZE 13 INT 14 POW 10

DEX 14 APP 15 EDU 13 SAN 0 HP 13

Damage Bonus: +0

Regina was the nurse that helped the patients, called The Fellowship within the Water, escape from being killed by Dr. Earl Fairmount. In the process of keeping the patients safe, she lost all of her sanity and is in a permanent state of catatonia staring into space.

## CEREMONY FOR CHAAT

At midnight, the ceremony for summoning Chaat will start. 4 more members of The Fellowship within the Water will drive up to the farm. The names of the 4 are Donovan, Felicity, Carmen and Eddy. If Jeremiah is dead and the papers lost at this point, then the 4 will still transform all the way to become the Children

of Chaat and slither into the Fox River at midnight. If Jeremiah is able to perform the ceremony then they will all meet at the docks and start the ceremony. It will be a simple incantation by candle and The Fellowship within the Water will begin to transform into the Children of Chaat. Half-way into the ceremony, 4 Deep Ones will appear from the Fox River and inform Jeremiah that the spell is incomplete without a human sacrifice. This will cause a pause among the members of The Fellowship within the Water because they did not know this was part of the ceremony. There is a 35% chance that they will not go through with the sacrifice. If so, then when the water God Chaat comes he will destroy Jeremiah in the most horrific manner that the keeper can describe to the players like crushing his head like a pimple. If The Fellowship within the Water goes ahead with the sacrifice, then they will need to find a suitable sacrifice. Without someone already captured (like Earl or one of the investigators) or a person willing to be sacrificed, the members will select Regina Veit. The sacrifice will be gruesome with the honored victim being pinned down by the deep ones and Jeremiah taking a knife and cracking open the victims ribcage to withdraw the beating heart. (SAN 1/1D6 loss).

If Earl is alive and still around at this time, then he will probably start killing members of The Fellowship within the Water with whatever he has at hand and encourage investigators to help.

After the sacrifice, it will take 5 rounds for Chaat to form itself in the watery shape of the conjuror Jeremiah and take The Fellowship within the Water into its body before returning to the dimension from whence it came (SAN 1/1D8 loss). The deep ones will then return to the Fox River.

The 5 sheets of paper will be laying on what is left of the docks. The investigators will be able to take them without much problem and return them to Herman Berk in Chicago. This will end the scenario.

## AWARDS

1D4 SAN for returning the five pages

1D8 SAN for stopping the ceremony.

## THE FELLOWSHIP WITHIN THE WATER (THOSE ARRIVING AT MIDNIGHT)

Each of these members will be arriving, paired up with each other in a car. Felicity will be coming with Donovan, and Carmen with Eddy. They are the last of the group who are able to still go unnoticed in society. They each have minor deformities but are able to keep them hidden from sight. By the end of tonight they will transform all the way to their true form. Please see the section titled Children of Chaat.

### Donovan

STR 8 CON 13 SIZE 15 INT 12 POW 14

DEX 10 APP 17 EDU 13 SAN 56 HP

Damage Bonus:+0

### Felicity

STR 14 CON 16 SIZE 14 INT 13 POW 16

DEX 13 APP 13 EDU 14 SAN 67 HP 15

Damage Bonus: +1D4

Weapon: .38 Revolver 87%, 1D10

### Carmen

STR 12 CON 14 SIZE 18 INT 11 POW 12

DEX 14 APP 16 EDU 11 SAN 34 HP 16

Damage Bonus: +1D4

### Eddy

STR 14 CON 13 SIZE 16 INT 14 POW 10

DEX 8 APP 16 EDU 14 SAN 22 HP 14

Damage Bonus: +1D4

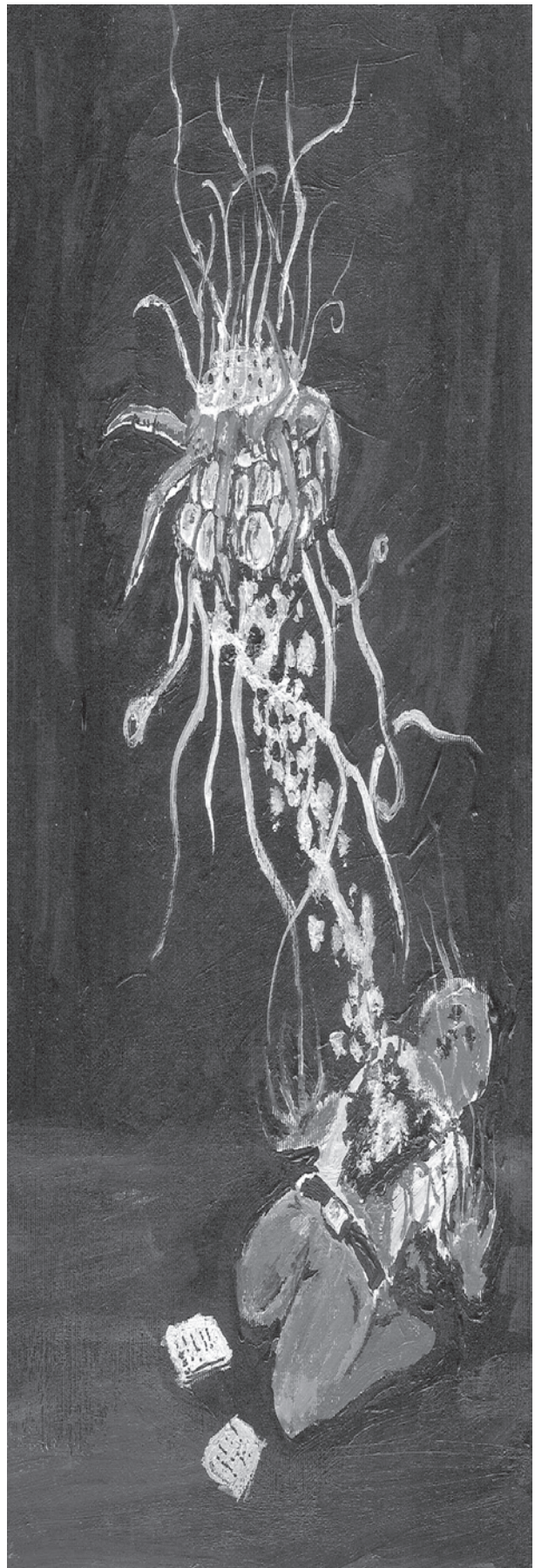


## CHILDREN OF CHAAT

Not really a child of Chaat, per se, but someone with the taint of the god's influence. A cosmic-inherited shifting found with certain people who are genetically predisposed to revert into the primordial form when Chaat roams freely in the universe. Initially, people with this sensitivity exhibit minor deformities of the body which can evolve into aquatic creature-like features such as lobster claws, fins, or tentacles like with Grant Willet. In other instances, like in the case of Jeremiah, the body becomes a horror with features that seem to eventually melt into a liquid flesh with random features. The event that connects these poor individuals together is the time period of October 31 every year. During this annual phenomenon these individuals undergo an acute transformation and get closer to their true form. The transformation is truly horrific and when individuals eventually change to their true form then they will lose all of their sanity. The reason that this specific date is the trigger for the transformation is unknown and probably beyond human comprehension. One may speculate that the spell to call forth Chaat is only done on this date and that the spell itself holds significance to linking the date with the transformation.

Another feature to the Children of Chaat is that they seem to have more radical transformations when in close proximity of each other. Also, while being within close proximity of each other they will begin to have dreams together and have some limited contact with the thoughts of Chaat in these dreams in the form of a yearning quest to reunite with Chaat.

The final true form of their transformation starts with the shedding of the human carcass to reveal a top portion of transparent tentacles flowering out of leafy base skirted by a spiny shell with crustacean like legs, feelers and claws. The under-belly floats a prismatic gossamer collection of tendrils, leafy flaps and stalks tipped with alien eyes. The body of the creature seems to float about ignoring the laws of gravity and has unknown means to propel itself in





small bursts of 5-10 feet with a small pause between each burst. If a Child of Chaat is killed, then its remains will melt except for the crustacean portion.

### Children of Chaat, Mutated Horrors

STR 3D6+8 CON 3D6+8 SIZ 3D6 INT 2D6+6

POW 3D6 DEX 3D6 HP 21-22

Move: 8

Avg Damage Bonus: +1D6

Weapons: Claws 25%, damage 1D6+db; Tendrils and Tentacles, damage 1D4+db+special\*paralysis (POT 16, failure 1D6 rounds of paralysis).

Armor: 2-point shell

Skills: Sneak 40%, Hide 35%

Spells: None

Sanity Loss: 0/1D6 Sanity Points to see one of the Children of Chaat. 0/1D4 for witnessing transformation.





### General Statistics used for all NPC's after they have transformed to the Children of Chaat

STR 20          CON 19      SIZE 18 INT (previous)  
POW (previous) DEX 11      SAN 0    HP 19

Damage Bonus: +1D6

## THE DEEP ONES

These creatures arrive during the ceremony and provide the information on using a sacrifice to finish the contact spell for Chaat. They are seen as the minions of Chaat preparing for his arrival in corporeal form and have been watching the progress of The Fellowship within the Water.

### Deep One (1)

STR 14      CON 11    SIZ 17    INT 14    POW 14  
DEX 8      HP 14

Move: 8/10 Swimming

Damage Bonus: +1D4

Weapons: Claw 25% 1D6+db

Armor: 1-point

Skills: Hide in Water 25%, Listen 30%, Sneak in Water 25%, Spot Hidden 30%

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

### Deep One (2)

STR 16      CON 8    SIZ 16    INT 13    POW 13  
DEX 12      HP 12

Move: 8/10 Swimming

Damage Bonus: +1D4

Weapons: Claw 25% 1D6+db

Armor: 1-point

Skills: Hide in Water 25%, Listen 30%, Sneak in Water 25%, Spot Hidden 30%

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

### Deep One (3)

STR 12      CON 11    SIZ 15    INT 14    POW 10  
DEX 11      HP 13

Move: 8/10 Swimming

Damage Bonus: +1D4

Weapons: Claw 25% 1D6+db

Armor: 1-point

Skills: Hide in Water 25%, Listen 30%, Sneak in Water 25%, Spot Hidden 30%

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

### Deep One (4)

STR 14      CON 10    SIZ 16    INT 12    POW 10  
DEX 7      HP 13

Move: 8/10 Swimming

Damage Bonus: +1D4

Weapons: Claw 25% 1D6+db

Armor: 1-point

Skills: Hide in Water 25%, Listen 30%, Sneak in Water 25%, Spot Hidden 30%

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

## CHAAT, GREAT OLD ONE

*"Gh'neri nryu, hyanste wg'neh, Chaat!" They chanted the spell of the water god. The ankh fell near the base of the infestation of heads...The gigantic god formed from the water of Lake Michigan began to spread out its arms..."*

-Ken Asamatsu, The Plague of St. James Infirmary

Attack and Special Effects: Chaat is shapeless in its original form. An amorphous watery god, it temporarily wields extended cones of water to whip things from distance but prefers to crush things caught in its mass by altering the den-

sity and pressure. When summoned or contacted, Chaat will assume the watery shape of the caster. Chaat's presence in the universe is at its very peak every year on October 31. Otherwise he is trapped shifting in other dimensions of existence never to be whole. While the Chaat Aquadingen bears its name in the title the book, there is only a brief discussion of the water god and in some versions of the book the mention of Chaat as a god is missing all together.

### **Chaat, The Dark Water God**

STR 57 CON 85 SIZ varies INT 35 POW 45

DEX 24 Move 10 HP 85

Damage Bonus: +4D6

Weapons: Enveloping Crush 100% 3D10+db;  
Water Whip 100% 1D10+db

Armor: None. Not harmed by normal physical means.

Spells: All Contact and Summon/Dismiss spells.

Sanity Loss: To see Chaat in Original Form 1/1D6; In the form of Jeremiah transformed 1D3/1D10 Sanity points.

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# DEAD LEAVES FALL

...

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